

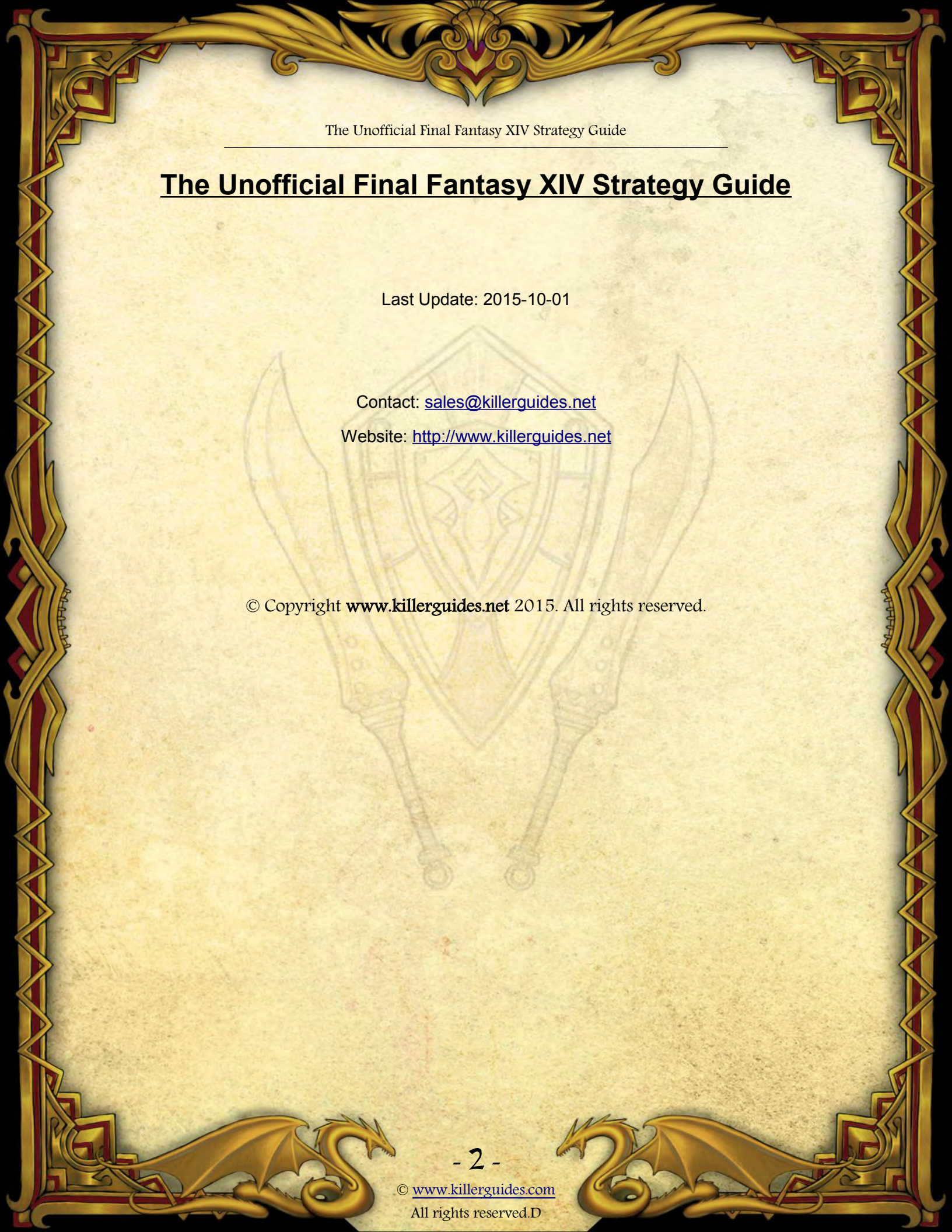
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# **THE UNOFFICIAL FINAL FANTASY XIV: A REALM REBORN STRATEGY GUIDE**

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The Unofficial Final Fantasy XIV Strategy Guide

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Contact: [sales@killerguides.net](mailto:sales@killerguides.net)

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## GENERAL INFORMATION



Final Fantasy XIV: A Realm Reborn is the relaunched version of the SquareEnix mmorpg, Final Fantasy XIV. Launched in September 2010, the initial response to the game was so poor that publishers decided to release an updated version of the game on August 27, 2013. While not the next game in the sequence, it is the spiritual successor to the popular mmorpg, Final Fantasy XI.

### Character Creation

When you begin your journey into Final Fantasy XIV, the first thing to do is create your character. Along with the cosmetic details associated with typical character creation, players have a choice of five races. Any race can play as any job utilizing the game's armory system.

However, it is important to consider what types of jobs you will focus on when selecting your character's race, as each has specific statistics that make them better suited for some jobs than others. For example, strength, dexterity and vitality are often associated with physical damage jobs, while mind, piety and intelligence impact the effectiveness of magic users.

It is important to remember, though, that these differences account for a very small amount at the end of the game. Also, character customization can often completely negate statistic differences, making this choice largely cosmetic.



## Race Choices

### Roegadyn

Roegadyn are gigantic masses of bulk. They are similar in appearance to Galka from Final Fantasy XI. This makes them suitable for most physical damage classes. However, Roegadyn are split into two categories, with each category having different beginning stat allocation. The Sea Wolves are a type of Roegadyn with an emphasis on physical damage and vitality. The Hellsguard, while still adept at physical combat, have higher statistics in the magic user areas.

### Hyur

These are similar to the Hume race in Final Fantasy XI. Hyur fall into two categories, which are Highlander Hyur and Midlander Hyur. While either presents a very well rounded race, it is worth mentioning that the Highlanded Hyur have the highest total physical stats in the game. The Midlanders, on the other hand, are not at the top of the magic using statistic chart.

### Elezen

In Final Fantasy XI, these were the Elvaan. Wildwood and Duskwight are the choices here, with both being well suited for any role. The Duskwight, in particular, have some of the most even starting statistics in the game. This makes them a good choice for players who are unsure of what types of jobs they will ultimately focus on.

### Mi'Qote

The long tailed, scantily clad Mi'Qote are comparable to the Mithra from Final Fantasy XI. Seekers of the Sun and Keepers of the Moon are the available choices in this race, with the Seekers being a top tier choice for physical jobs and the keepers being the second most optimum choice for magic users.



### **Lalafell**

Both the Plainsfolk and Dunesfolk Lalafell are in the top tiers of magic users with regard to starting stats, making them similar in both appearance and function to the iconic Tarutaru from Final Fantasy XI. Since they are short and cute, they are not very strong. However, the Plainsfolk make an interesting choice for players who focus on damage dealing jobs based on dexterity.

### **God Selection**

Along with choosing the race of your character, another choice that impacts the eventual performance of your character is their choice of god to worship. While racial statistic choices can account for a 0.5% performance improvement based on your selection and job choice, god selection will change a character's elemental resistance. However, this change is not nearly as significant as racial statistics, so feel free to choose any god that you like for your character without worry.

### **Cities**

Final Fantasy XIV takes place in Hydaelen. While lore states that there are multiple regions in this fictional world, the story for this game all takes place in the region named Eorzea. Within this region are three major city-states, and your choice of starting job will determine which city you begin your journey in.

### **Gridania**

Gridania is home to The Order of the Twin Adder, one of Eorzea's three grand companies. It is located within a dense forest known as the Black Shroud, and as such, most of the structures and scenery in Gridania represent tree houses and a serene, natural forest setting.



The major beliefs surrounding the residents of Gridania center around achieving natural harmony. Their structures appear to blend into the wilderness, and residents are often skilled in forestry, agriculture and carpentry. However, Gridania is not without military might. The Wood Wailers, a band of soldiers trained extensively in the use of polearms, provides protection to citizens when the forest cannot.

#### Starting jobs for Gridania.

- **Lancer**
- **Archer**
- **Conjurer**

#### Limsa Lominsa

Limsa Lominsa is a coastal port town, and is structured around maritime pursuits. Said to be blessed by the goddess of navigation, Llymlaen, the residents of Limsa Lominsa are generally seafaring folk. This is further expressed in the name of their grand company, The Maelstrom.

Limsa Lominsa is a thalassocracy, meaning that political power is centered in the hands of the leader, the Admiral. Fishing and blacksmithing are popular trades employed by the townsfolk, but shipping is the primary source of wealth for the economy. This shipping industry is protected by The Knights of the Barracuda, Eorzea's most formidable navy.

#### Starting Jobs for Limsa Lominsa.

- **Arcanist**
- **Marauder**

#### Ul'dah.

The desert rules the landscape in the city of Ul'dah. Trade reigns supreme in the city, and has made Ul'dah the wealthiest of city-states in Eorzea. The scale represented on the city flag is further testament to the importance of commerce to the economy of this city-state.



Many people saw Ul'dah as an opportunity to escape the poverty of the Calamity, and has resulted in a number of races and nationalities within the city walls. The city is ruled by a royal family and a sultan, though many consider the true decision makers of Ul'dah to be the Syndicate. This is group of the six richest and most elite members of the local society.

#### Starting Jobs for Ul'dah.

- **Gladiator**
- **Pugilist**
- **Thaumaturge**

Again, it is important to note that while starting city will impact the story quests to some degree, every player will have access to every job and every city. This access opens up at an early point in the game. Therefore, you can feel confident by choosing what interests you as a player without worrying about what you might be missing with other choices.

### Armory System

Final Fantasy XIV utilizes the armory system for job selection. What this means is that, by simply equipping the appropriate weapon for a job, you can assume that role with your character. However, the job must first be unlocked by joining the appropriate guild in the job's city state. Once that is done, players can switch jobs at any time. When a job is switched, any experience gained through combat is applied toward advancing levels in the new job, and each job maintains its own level.

Combat jobs are separated into Disciples of War, which focus on physical damage, and Disciples of Magic, which are the typical casters in mmorpgs. Crafting jobs are called Disciples of the Hand, while gathering professions fall into Disciples of the Land. Also, those familiar with the Final Fantasy universe will notice an absence of they typical jobs found in the series. However, when players reach a certain level of advancement with a Disciple of War or Magic job, they will have the opportunity to unlock advanced jobs which correspond to the familiar jobs and looks of the franchise.



## DISCIPLES OF WAR

### Gladiator

Gladiators specialize in using one handed swords and shields. They fall into the "tank" category of mmorpg roles, meaning it is their job to hold the monster's attention and take damage in a party. Gladiators often focus on strength and vitality as their primary statistics. While they can deal damage directly to the monster, this is not their primary function. At higher levels, Gladiators unlock the Paladin job.

#### Recommended Cross-Class Skills for Gladiator

- ***Cure (level 2 in Conjurer)*** – A heal with a cast time that's great for use in between fights. It can also be used mid-fight while running from AoE effects or during a Shield Bash stun. Pair it with Convalescence for maximum effect.
- ***Protect (level 8 in Conjurer)*** – A great survivability buff for soloing.
- ***Straight Shot (level 2 in Archer)*** – An attack that grants a buff enabling you to do extra critical hits (and thus killing things quicker) while soloing. Use it before your other abilities and keep the buff active.
- ***Keen Flurry (level 6 in Lancer)*** – A useful survivability cooldown.
- ***Foresight (level 2 in Marauder)*** – A useful survivability cooldown.
- ***Fracture (level 6 in Marauder)*** – A minimal damage-over-time effect. Every bit can help at times.



- ***Bloodbath (level 8 in Marauder)*** – An ability that grants you self-heals based on your HP that can make a large difference over the course of a long fight. Pair with Convalescence for best effect.
- ***Mercy Stroke (level 20 in Marauder)*** – A great way to finish off a fight. Try and time it so it is the killing blow, which will give you a self-heal.
- ***Second Wind (level 8 in Pugilist)*** – A handy emergency self-heal.
- ***Haymaker (level 10 in Pugilist)*** – An attack that's usable every time you evade an attack. A decent alternative to the much better Paladin ability you'll get later.
- ***Internal release (level 12 in Pugilist)*** – A solid DPS cooldown

## Pugilist

Hand to hand weapons are the choice for pugilists, as they deal damage primarily with their fists. Their job in a party is to dish out damage to the target. Since they tend to take little damage, their statistical focus is usually strength for additional attack power. They eventually become Monks, which allow them to deal even more damage through a combination of special fist and kick techniques.

### Recommended Cross-Class Skills for Pugilist

- ***Straight Shot (level 2 in Archer)*** – Offers a nice boost to critical hit. Only use it to gain the buff and keep it up in order to maintain it.
- ***Raging Strikes (level 4 in Archer)*** – A nice DPS boost.
- ***Cure (level 2 in Conjurer)*** – A heal with a cast time. Great for healing yourself between fights and even during combat when things get messy.



- ***Protect (level 8 in Conjurer)*** - An added survivability buff when soloing.
- ***Bloodbath (level 8 in Marauder)*** - A cooldown that adds a small self-heal every time you deal damage. Every bit of healing helps.
- ***Mercy Stroke (level 26 in Marauder)*** - A nice "execute" ability that you can use to receive a self-heal if the mob dies when the ability is used.
- ***Invigorate (level 22 in Lancer)*** - A cooldown you can use to gain TP. Great for emergencies

## Marauder

If a player is into swinging really big axes at things, marauder is a great choice. While technically a tank class, marauders do quite well in the damage dealing department, particularly when they select gear appropriate to the task. Strength is a primary statistic for marauders, as well as vitality for those who want to take damage as well as deal it. Advanced marauders become warriors as their advanced job.

### Recommended Cross-Class Skills for Marauder

- ***Straight Shot (level 2 in Archer)*** - Offers a nice critical hit rate buff. Only use it to apply the buff and keep it active.
- ***Raging Strikes (level 4 in Archer)*** - A DPS cooldown.
- ***Cure (level 2 in Conjurer)*** - A heal with a cast time you can use in between fights or mid-fight when need be.
- ***Protect (level 8 in Conjurer)*** - A great buff that will reduce the amount of damage you take when solo.



- ***Second Wind (level 8 in Pugilist)*** – A handy emergency self-heal that scales with Attack Power.
- ***Haymaker (level 10 in Pugilist)*** – A decent ability that you can fire off when you evade an attack.
- ***Invigorate (level 22 in Lancer)*** – A handy cooldown that restores 500 TP. Great for use during long fights and FATE events

## Lancer

Lancers utilize the largest weapon models in the game. Polearms, some stretching the length of the players body or more, are the weapons that Lancers use to great effect. Lancers utilize strength, which makes sense given the size of their weapons. Also, lancers become dragoons at the high levels, one of the most recognizable and iconic Final Fantasy jobs of all time.

### Recommended Cross-Class Skills for Lancer

- ***Straight Shot (level 2 in Archer)*** – Gives you a nice buff to critical hit rate. Only use the ability to keep up the buff and reapply it as necessary to keep it active.
- ***Raging Strikes (level 4 in Archer)*** – A nice DPS cooldown.
- ***Cure (level 2 in Conjurer)*** – A heal with a cast time. This is good to use in between fights or if your health is dropping dangerously low. You can stun an enemy and toss one quickly off.
- ***Protect (level 8 in Conjurer)*** – A nice mitigation buff that's useful to have available when solo.
- ***Foresight (level 2 in Marauder)*** – A survivability cooldown you can activate when things get messy.



- ***Bloodbath (level 8 in Marauder)*** – An excellent cooldown that heals you as you deal damage. The self-heals are rather small, but every bit often helps. The healing also scales off your Attack Power.
- ***Mercy Stroke (level 26 in Marauder)*** – An excellent ability that can be used when an enemy's about to die. If it dies to Mercy Stroke, you will also receive a small heal.
- ***Second Wind (level 8 in Pugilist)*** – A nice emergency heal that scales off your Attack Power.
- ***Internal Release (level 12 in Pugilist)*** – A critical hit chance cooldown that will up your DPS considerably.

## Archer

Bows and arrows are associated with archers. Since strength would not typically influence the damage dealt by an arrow, dexterity is the primary damage attribute for archers. Eventually, archers become bards, which also use dexterity as their focus. However, they eschew the bow and arrow in lieu of songs that have a variety of effects.

### Recommended Cross-Class Skills for Archer

- ***Cure (level 2 in Conjurer)*** – Gives you a heal with a cast time that's good for using in between fights or if you run extremely low on health and have a mob snared.
- ***Protect (level 8 in Conjurer)*** – A mitigation buff that only has to be reapplied once every 30 minutes and is great for soloing.
- ***Bloodbath (level 8 in Marauder)*** – A cooldown that lets your attacks heal you. The healing is minimal, but every bit helps at times.



- ***Mercy Stroke (level 26 in Marauder)*** – An "execute" ability that you can use to finish off monsters and gain a small self-heal. Useful if you often find yourself low on health after fights.
- ***Featherfoot (level 4 in Pugilist)*** – This grants you a temporary buff to evasion.  
***Second Wind (level 8 in Pugilist)*** – A very handy emergency self-heal.
- ***Internal Release (level 12 in Pugilist)*** – A great DPS cooldown that increases your critical hit chance by 20% for 15 seconds.

## Rogue

Rogues are experts at hand to hand combat and slinking around in the shadows. They're one of the classes in FFXIV that'll allow players to dish out as much damage (DPS) as possible. In some games, the role of the DPS is to mainly just quicken the pace of dungeons and bosses, but FFXIV DPS players will need to really focus on maximizing their output by using only the best combination of abilities and using them all in the most ideal rotation. This is due to how bosses in the game have enrage timers that must be beaten. We can see that being a Rogue is a big responsibility, which is why it's important to know just what to do. One of the best areas for increasing a Rogue's overall utility is in their cross class abilities. For now, let's take a closer look at the beset cross class abilities for a Rogue and see just which ones you want to choose.

### Recommended Cross-Class Skills for Rogues

- **Blood for Blood (Level 34 in Lancer)**  
A buff that'll give you a flat increase to damage dealt and also damaged received, which makes it great during group fights with a tank soaking up incoming damage.
- **Raging Strikes (Level 4 in Archer)**  
This is another damage boosting ability. It doesn't have the vulnerability drawback of Blood for Blood, but it has a longer cooldown.



- **Internal Release (Level 12 in Pugilist)**  
Yet another great instant cast temporary buff that'll help you top the damage charts by increasing your critical strike chance.
- **Straight Shot (Level 2 in Archer)**  
This'll dish out damage while simultaneously buffing your crit hit rate for a short duration.
- **Invigorate (Level 22 in Lancer)**  
This is a fantastic ability for longer fights that'll restore a ton of TP (tactical points).
- **Second Wind (Level 8 in Pugilist)**  
Useful in a pinch during those really tough encounters. This ability will restore a decent sized portion of your health pool.
- **Hawk's Eye (Level 26 in Archer)**  
This is a straight forward spell that'll simply increase your accuracy for a short duration.
- **Mantra (Level 42 in Pugilist)**  
This ability is great to help healers be just that much more effective. Remember that being in a group is all about synergy.
- **Keen Flurry (Level 6 in Lancer)**  
This is useful for situations where you draw too much attention. It'll increase your parry rating substantially for a short duration.
- **Featherfoot (Level 4 in Pugilist)**  
Similar to Keen Flurry, this'll increase your evasion for a small time, which means you'll be able to survive through moments you normally wouldn't.



- **Feint (Level 2 in Lancer)**

This is a high potency attack that'll also induce a slowness effect in the target. It has some great niche applications.





# DISCIPLES OF MAGIC

## Conjurer

Wands are equipped when players wish to delve into the conjurer class. They are defensive healers that utilize magic to protect and heal their party. However, they also have limited damage dealing capacity. Levelling the conjurer unlocks the white mage job.

### Recommended Cross-Class Skills for Conjurer

- ***Convalescence (level 10 in Gladiator)***  
This is a healing cooldown that affects all healing done to yourself only. As such, it's a decent ability to have handy when soloing, as it will give you more time to DPS. It may not be as useful during dungeons, however.
- ***Foresight (level 2 in Marauder)***  
This is a survivability cooldown that you may find a good use for.
- ***Internal Release (level 12 in Pugilist)***  
A cooldown that gives you 20% extra critical hit chance for 10 seconds. This affects both your DPS abilities and heals.
- ***Thunder and Thunder II (level 6 and level 22 in Thaumaturge)***  
A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.
- ***Surecast (level 8 in Thaumaturge)***  
This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.
- ***Swiftcast (level 26 in Thaumaturge)***



Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.

- ***Bio (level 2 in Arcanist)***

Another DoT ability you may find a use for.

- ***Virus (level 10 in Arcanist)***

A debuff that lowers a target's STR and DEX by 15% for 10 seconds. This may be useful during some of the hard-hitting scenario quests.

## Thaumaturge

Fire, ice and other elemental forces are harness through the use of scepters and staves by thaumaturges. An offensive damage dealing caster, players of this job utilize their spells from a distance to damage enemies. Black mages are the advanced job unlock for players who level thaumaturges.

### Recommended Cross-Class Skills for Thaumaturge

- ***Raging Strikes (level 4 in Archer)***

A fantastic DPS cooldown.

- ***Cure (level 2 in Conjurer)***

A heal with a cast time that will prove invaluable while soloing. Use it to heal yourself between fights or even mid-fight if necessary.

- ***Protect (level 8 in Conjurer)***

A useful buff that helps you take less damage.

- ***Foresight (level 2 in Marauder)***

A survivability cooldown that will let you take less damage for 20 seconds.

- ***Second Wind (level 8 in Pugilist)***



A self-heal cooldown without a cast time. Won't be as useful on a Thaumaturge in comparison to a physical DPS due to its scaling, but still a decent ability.

- ***Bio (level 2 in Arcanist)***

A damage-over-time (DoT) ability that might be useful to add to your arsenal.

- ***Virus (level 10 in Arcanist)***

A debuff that reduces the STR and DEX of your target by 15% for 10 seconds. Useful for completing those solo scenario quests at times.

## Arcanist

An interesting class in that it unlocks two advanced jobs, arcanists use magical pets and spells that weaken their enemies. Their weapon of choice is a grimoire. Players can gain access to both the summoner and scholar jobs by following the path of the arcanist.

### Recommended Cross-Class Skills for Arcanist

- ***Raging Strikes (level 4 in Archer)***

A DPS cooldown that increases your damage dealt by 20% for 20 seconds. Very handy, especially for future Summoners.

- ***Cure (level 2 in Conjurer)***

A heal with a cast time that's great for healing yourself or your pet between fights. It can also be used mid-fight if things get messy.

- ***Protect (level 8 in Conjurer)***

A buff that lasts for 30 minutes and makes you and your pet take less damage. Extremely useful while solo.

- ***Foresight (level 2 in Marauder)***



A survivability cooldown that makes you take less damage.

- ***Second Wind (level 8 in Pugilist)***

An emergency instant heal that won't be exceptionally useful for a caster, but will still have its uses.

- ***Internal Release (level 12 in Pugilist)***

A DPS cooldown that gives you extra critical hit rate temporarily.

- ***Thunder and Thunder II (level 6 and level 22 in Thaumaturge)***

A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.

- ***Surecast (level 8 in Thaumaturge)***

This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.

- ***Swiftcast (level 26 in Thaumaturge)***

Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.



## HEAVENSWARD CLASSES



Heavensward has brought 3 brand new classes to Eorzea. These 3 new classes are different from the original classes. The new comers will start at level 30 and require no basic job. New classes are Dark Knight, Astrologian, Machinist.

### Dark Knight

Dark Knight is a tanking-type job first introduced in Final Fantasy XIV by the Heavensward expansion. The job does not require a base class and starts from level 30. It is an “advanced” job in the sense that to be able to unlock it, you must have first gained access to the Ishgard city by completing all the main scenario quests prior to the expansion. For this reason you also need to have a pre-existing job at level 50.

The quest to unlock the job is called “Our End” and can be accepted in The Pillars (X: 13, Y: 8) from an Ishgardian Citizen. In the quest you are tasked with searching for the Temple Knights in the Brume. To complete the quest you must speak with Fray in the Foundation.

Just like with every other job in the game, Dark Knight’s job quests open up every five levels up until level 50 and every two levels from level 50 to 60. Make sure to do them to unlock new actions and to receive powerful equipment.



## Dark Knight Basics

Dark Knight is unlike the other two tank jobs in the way that it is much more reliant on mana for effective play instead of TP. However on a basic level the Dark Knight features many familiar actions for threat management, damage dealing, damage mitigation and pulling.

A three-step combo consisting of **Hard Slash**, **Spinning Slash** and **Power Slash** is your bread-and-butter rotation that you use on a constant basis, just like you would use a three-step combo with Paladin and Warrior. Another three-step combo you will surely become familiar with consists of **Hard Slash**, **Syphon Strike** and **Souleater**. While the former combo is used to manage enmity, the latter is used to recover mana. Their uses are rather self-explanatory. In the second combo you may want to switch Souleater with **Delirium** for increased damage and for its debuffing properties.

Dark Knight features two stances that can be used depending on the situation. They both come with their pros and cons, and that is why playing Dark Knight effectively involves learning the ins and outs of both stances. Your tanking stance is called **Grit**. This stance reduces damage taken while generating threat, while also lowering your damage dealt. **Darkside** on the other hand boosts your damage dealing capabilities while slowly draining MP.

An interesting function to these stances is that they can be used together. This means that, although it will drain your MP you can get the damage reduction benefits of the tanking stance while only suffering a minor reduction in your damage dealing capabilities. This is a big perk compared to the other tanking jobs that have to switch between their defensive and offensive stances. The downside to this is that the Dark Knight can only stay in their offensive stance as long as their mana pool allows.

**Living Dead** is defensive action that is unique for the job. If the player's HP is reduced to 0 while under the effect of the action, he will not die but instead receive a Walking Dead status.



During this status, most attacks will not be able to kill you. However, if after 10 seconds you are still under the Walking Dead status, you will die. By being healed for enough HP you can recover from the effect.

**Dark Mind** is a great skill for reducing incoming magical damage, even giving a slight edge over other tanks in this regard. Dark Knight is therefore a good job to pick for encounters where there will be a lot of magical damage.

Finally, Dark Knights are able to enhance their attacks by using the off-global cooldown action called **Dark Arts**. The effect of Dark Arts varies based on the action you follow up with. The action is very useful when you want to generate a lot of enmity quickly, for example.

### Dark Knight Tips

As a main tank using Grit is essential since your job is to take as little damage as possible instead of doing as much damage as possible. Utilizing Darkside is an option as long as it does not lead you to run out of mana. As an offtank it is recommended to use mostly Darkside while managing one's mana pool as efficiently as possible.

Indeed, one question Dark Knights often have to ask themselves is how to properly manage their MP to be able to perform optimally. While the threat generating combo is very important at the beginning of the fight, after a few such combos it is a good idea to use the Syphon Strike combos as much as possible for the increased MP regeneration. Dark Knights can also make use of groups of monsters by using **Blood Price**. The ability gives the Dark Knight MP comparable to damage taken for a duration of time. Pairing said ability with **Blood Weapon**, an attack that buffs the player with MP restoration based on damage dealt, allows the player to essentially spam mana-based attacks.



Dark Knight shares some cross-class actions with Marauder and Gladiator. Therefore for a new player pursuing to become a Dark Knight it is recommended to take either of said classes to level 50 first. Both classes offer actions that can be made use of as a Dark Knight. In particular, Gladiator's Provoke and Convalescence as well as Marauder's Foresight, Bloodbath and Mercy Stroke are good actions to equip yourself with. For some specific encounters you may want to use the Gladiator skill Awareness for increased survivability against critical hits.

Lastly, the weapon you receive from the initial job quest is rather weak, and players with enough grand company points are strongly encouraged to buy the level 30 weapon from their grand company which is a lot more powerful.

The Dark Knight features quite a lot of micro-management for skillful play. Strength-wise, they are somewhere in the middle, between Paladin and Warrior. For example, Dark Knight can deal more damage than Paladin while main tanking, but on the other hand Paladin has a better physical mitigation arsenal.

The job may be simple to learn, but it is difficult to master. For players that are more seasoned as tanks in MMORPGs, the job has a lot to offer. For newer players, it offers a steep learning curve but fun and unique playstyle when handled properly.



## Astrologian

Astrologian is a healing-type job first introduced in Final Fantasy XIV by the Heavensward expansion. The job does not require a base class and starts from level 30. It is an “advanced” job in the sense that to be able to unlock it, you must have first gained access to the Ishgard city by completing all the main scenario quests prior to the expansion. For this reason you also need to have a pre-existing job at level 50.

The quest to unlock the job is called “Stairway to the Heavens” and can be accepted in The Pillars (X: 15, Y: 10) from Jannequinard. In the quest you are asked to talk with the other astrologians at the Athenaerium, then with Jannequinard at the Observatory in Coerthas Central Highlands.

Lastly you must speak with Quimperain at Quarrymill in the South Shroud and then Snakemolt for the quest to be completed.

Just like with every other job in the game, Astrologian’s job quests open up every five levels up until level 50 and every two levels from level 50 to 60. Make sure to do them to unlock new spells, abilities, and to receive powerful equipment.



## Astrologian Basics

Astrologian has many spells and abilities that mirror those of Scholar's and White Mage's in function. In a very basic sense, Astrologian stands in the middle between Scholar and White Mage as far as what it can do in battle. The job has it's own versions for healing actions, raising party members, mana regeneration and removing detrimental effects just like the other healer jobs.

However, the job is rather unique as well, since there is a random element to it. The job defining ability for AST is called **Draw**. By using the ability, you can draw one of six random cards from your "deck". These cards may grant you and your party members various benefits as well as debuff the enemy. The beneficial effects vary from decreased damage taken to reduction in the resource cost of skills. Using Draw to your advantage is a big part of playing Astrologian skillfully.

There are some other skills related to Draw which should be mentioned. By using **Shuffle** you can return the currently drawn card to your deck and instantly draw another, in case the card you received is not optimal for the situation at hand. Meanwhile with **Spread** you can save the currently drawn card to be used later.

**Royal Road** on the other hand has you return the currently drawn card to your deck, while enhancing the next card you draw. The enhancements depend on the effect of the card. By analyzing the situation and acting accordingly a skilled Astrologian can make full use of Draw using these actions.



Astrologians also have two stances that alter their actions. Basically, with **Nocturnal Sect** some of your healing actions also grant an additional damage barrier to the player, while with **Diurnal Sect** some of your healing actions grant a Regen effect. By changing stances, Astrologian's actions can function in a very similar way to that of Scholar and White Mage. If a group already has a White Mage for example, the Astrologian can choose to utilize Nocturnal Sect to function more like a Scholar. Do note however that you can only change stances outside of combat.

### Astrologian Tips

It is recommended that new players wishing to become Astrologians level Conjurer or Thaumaturge as their first class to benefit from their cross-class skills when the player finally becomes an Astrologian. In particular, the Swiftcast skill from Thaumaturge as well as Cleric Stance and Protect from Conjurer are essential skills in any Astrologian's arsenal. As the job begins at level 30 it would also be a good idea to play a healer class beforehand to get used to healing in a group setting, not to mention to get familiarized with a healer playstyle.

The weapon you receive from the initial job quest is rather weak, and players with enough grand company points are strongly encouraged to buy the level 30 weapon from their grand company which is a lot more powerful.

Since Astrologian's DoT spells do not deal any initial damage, they cannot miss either. The job is as such less reliant on accuracy compared to other jobs. In the most demanding encounters, an AST can put up his DoTs without having to use accuracy-enhancing gear.

The most important tip to playing Astrologian well, is to familiarize yourself with the encounter to be able to react in a way that best fits the current situation. For example, you may not want to debuff a boss with an increased damage card if you know he will become untargetable due to a phase change. In such case you can use Spread to save the debuff to be used after the phase change.



It is also a good idea to prioritize which players are going to receive which cards. Mana-dependent jobs like Dark Knight or your co-healer are going to best utilize MP reduction on their actions for example. Players with the highest DPS on the other hand are going to make a better use of DPS-enhancing cards.

The job does not excel at damage mitigation like the Scholar, nor does it have strong healing capabilities like the White Mage. The random factor of the Draw may also become frustrating at times. However, the various potent buffs Astrologians may grant to the party do largely make up for the shortcomings in these other areas. The random nature of the Draw can also be somewhat controlled using the complementary actions.

Astrologian can be quite challenging as someone's first healer job precisely because it requires the player to be able to understand and utilize the strengths of both White Mage's and Scholar's playstyles, on top of managing the random element of the job. It demands a lot of flexibility as the party setup will largely determine how the Astrologian should be played. Either way, for players looking for a challenge paired with diversity, Astrologian is a perfect fit!



## Machinist

Machinist is a support DPS-type job first introduced in Final Fantasy XIV by the Heavensward expansion. The job does not require a base class and starts from level 30. It is an “advanced” job in the sense that to be able to unlock it, you must have first gained access to the Ishgard city by completing all the main scenario quests prior to the expansion. For this reason you also need to have a pre-existing job at level 50.

The quest to unlock the job is called “Savior of Skysteel” and can be accepted in The Foundation (X: 8, Y: 10) from Stephanivien. In the quest you join Stephanivien to look for the Skysteel Manufactory’s master of firearms at Camp Overlook in Outer La Noscea. After speaking with the soldiers of the camp you must speak with Stephanivien and accompany him just outside the camp. After talking with Stephanivien once more near the lift the job is finally unlocked.

Just like with every other job in the game, Machinist’s job quests open up every five levels up until level 50 and every two levels from level 50 to 60. Make sure to do them to unlock new actions and to receive powerful equipment.



## Machinist Basics

Machinist is similar to Bard in strength and utility, although the mechanics are quite a bit different between the two jobs. Both Bard and Machinist utilize procs to increase damage output. The Machinist chains attacks depending on the procs he receives, and it is therefore essential that the player is aware of the procs so that he can make full use of them for maximum effectiveness.

Machinists can also try to force these procs by charging the attacks using ammunition skills. Each time you use **Reload**, you gain five ammunition charges. An ammo is used every time you initiate a weapon skill. **Quick Reload** replenishes your ammunition by one. Utilizing ammunition stacks effectively is a big part of playing Machinist.

Moreover, Machinist also uses different Turrets to support the party or to deal damage. **Rook Autoturret** either deals single-target damage or creates a 20-yalm radius TP regeneration field. **Bishop Autoturret** will deal area of effect damage or create an MP regeneration field. The placement of the turrets is quite important as they cannot be moved easily. Please note that the Turrets can be placed ahead of time as they cause no aggro.

At level 52, you receive the action **Gauss Barrel**, changing the dynamic of the job drastically. While equipped, the barrel increases your damage dealt by 30% while disabling all auto-attacks. Moreover, every weapon skill you initiate will require a casting time. This action is practically a stance that you enable and disable depending on the need. Some actions are only available when equipped with the barrel. Currently, it is always beneficial to keep Gauss Barrel active as long as you are not dodging enemy skills for long periods of time, in which case you are better off disabling it.



Since there is some unpredictability to the Machinist's actions, they are used based on a priority system rather than a set rotation. Keeping the **Hot Shot** damage buff as well as **Lead Shot** DoT up, while trying to proc **Slug Shot** off **Split Shot**, and **Clean Shot** off **Slug Shot** is the basic priority order. Quick Reload should be used on Split Shot or Slug Shot as soon as it is available, and Reload whenever you don't have to reapply any buffs or DoTs.

### Machinist Tips

As a Machinist it is your job to ensure that the party will not run out of TP or MP prematurely during difficult encounters. You should be aware of the current party resource situation or at the very least ask for your party members to let you know if they are in need of either resource so you can deploy a turret accordingly.

The skill **Blank** is a knockback ability, and can be used to interrupt enemy spellcasting. However, it can annoy a lot of players if the monster moves around for no apparent reason. It is therefore best saved for killing the monster off. As for Lead Shot, it should be always used with Gauss Barrel on as the DoT ticks are influenced by the damage increase.

Machinist shares some cross-class actions with Lancer and Archer. In particular, Blood for Blood, Raging Strikes, Hawk's Eye, Invigorate and Feint are very useful skills to boost damage output and restore TP. Every serious Machinist should have all of the aforementioned actions in their bag of tools. Feint is a unique action because it does not require a casting time with the Gauss Barrel equipped, and should therefore be always used when dodging AoEs for increased DPS. To get used to playing a Machinist, new players are recommended to start the game with Archer, and later Bard, to get acquainted with the somewhat similar playstyle.

When it comes to unlocking the job, the weapon you receive from the initial job quest is rather weak, and players with enough grand company points are thus strongly encouraged to buy the level 30 weapon from their grand company which is a lot more powerful.



As the Machinist relies on procs there is naturally some variance to their total damage output even when played perfectly. While the DPS ceiling is slightly lower compared to other jobs, Machinist brings enough utility to the table to be highly wanted in any harder contents. Out of the two support

DPS, Machinist is the more demanding job and quite hard to excel at. You have to be aware of your own skills and the Turret as well as the party's resources, all the while dealing with encounter-specific mechanics. Fortunately the game does not throw every job mechanic at you in the beginning but slowly introduces the aforementioned tools during the leveling period.

If you are a newer player to MMORPGs, the learning curve for Machinist is quite steep. For the MMORPG veterans looking to play a support job, the Machinist can prove to be an interesting option. Indeed, the difference between a good Machinist and a bad one is quite large!



## GETTING AROUND HYDAELEN

Once you have selected their job and viewed the long cut scene that sets the tone and story for the game, you will find yourself in the city that corresponds with your starting job. By following the tutorial quests, you will begin to learn the ins and outs of moving throughout the world. However, there are a few useful things to keep in mind as you navigate the tutorial.

### Aetheryte Shards

These are the big crystal shards that you will find throughout the world of Eorzea. The tutorial quest directs you to "attune" with the crystal at some point. It is important to make sure that you do so every time you encounter an aetheryte shard in the game. This is made easier by the big icons they represent on the minimap. By attuning with these shards, you can access the locations at any time for a nominal fee through the use of the teleport option. Travel is facilitated to a high degree by utilizing teleport and aetheryte shards.

### Aethernet

Smaller crystals throughout the major cities are part of the aethernet. This is a service that allows adventurers easy access to points of interest throughout the town. Again, this can be tremendously convenient for people as the game progresses and tasks are undertaken. Also, when every point of interest is located and attuned with, adventurers open up the option to teleport to the city walls free of charge as well. Hours of play time spend wandering around town can be avoided by attuning with and learning the aethernet locations.

### Return

Another version of teleport, return allows you to return to your home point free of charge, on a 15 minute timer. Your home point can be set at any aetheryte shard. This can be extremely useful for returning to quest NPC's, or at later points when players join grand companies and undertake missions for them. Make sure that you set your home point at a convenient aetheryte shard, and don't hesitate to switch your home point to a more useful place as circumstances require it.



## Gameplay

Most of the game finds players engaging in travel throughout the world, gathering materials for crafting, manufacturing items or battling with the game's various denizens. However, to unlock any jobs other than the starting combat job, a player must complete the initial quest sequence and unlock the armory system. In the first release of the game, players could begin as a Disciple of the Hand or Land. This is no longer the case.

### Gathering

Gathering, Fishing, mining and botany are the three gathering choices for players. To engage in these pursuits, players simply need to unlock the job at the guild, and then go out into the world and find resource nodes. These jobs level up just as Disciples of War or Magic, and higher level gatherers can collect more difficult and valuable items. These items can often be used to craft into weapons, armor or food, and can also bring income to players.

### Crafting

Crafting is primarily done in town, or at outposts. When the appropriate crafting tools are equipped through the armory system, players can engage in carpentry, blacksmithing, armor making, goldsmithing, leatherworking, weaving, alchemy or cooking. All of these pursuits yield items that players can use or sell, and these professions level up as players craft items. Again, higher level crafters can make higher level items.

### Combat

Combat takes many forms in Final Fantasy XIV.

#### Solo Combat

The first is solo combat against enemies in the world. This is fairly straightforward and not unlike other mmorpgs. By using their abilities, players do damage to the monster and hope to defeat it before their hit points reach zero.



## FATE

Another form of combat is in the form of FATES. A FATE is a regular event that happens in the world at a set time. During a FATE, any number of players in the world can join together to defeat a major enemy or a group of monsters. The FATE continues until the objectives have been met, at which time everyone that participated is given a reward based on their contribution. Healers are also awarded for their efforts, so players do not need to switch jobs to participate in a FATE. Also, parties do not need to be formed, but they can be beneficial.

## Party Combat

Party combat is another type of combat that occurs frequently. For a number of quests, guildhests and dungeons, a full party is necessary for success. Typically, a party consists of a tank, a healer, and at least two damage dealers. This allows the group to face much more difficult enemies than they could alone. Many of the game's best items and most valuable treasures are only obtainable through party combat.

## Raids

Raids are a final type of combat in which multiple parties coordinate their efforts to assault a major enemy. Raid content is a common staple of many mmorpgs, and there are plans to incorporate raid content in Final Fantasy XIV. However, at the moment, there is not much information on the raid content that will be made available.

## Quests

Quests are a major part of this genre of video game, and Final Fantasy XIV is no exception. Quests can be broken into a number of categories, and provide the vehicle for both story progression and character advancement.

These quests are optional quests that usually involve performing a trivial task for an NPC. The reward for players who perform these tasks are usually experience points and currency. These can be useful in the leveling process.



### Story Quests

These quests are denoted by an ornate icon and often involve travel or combat against significant enemies. They lead players through the game's main plot, and also open up options in the game world as the story progresses.

### Job Quests

Every job has specific quests that reward players with advanced armor, weapons and skills. They often require travel, and are necessary for players that wish to get the most performance out of their job. Also, players must follow the job quest line for their starting job to at least level 10 in order to unlock access to other jobs. Also, advanced jobs are unlocked through this quest line.

### Levequests

Final Fantasy XIV has a version of the popular daily quest format called levequests, or leves. These are repeatable quests that offer rewards based on difficulty and speed of completion. They are an excellent source of experience for leveling a job, and can be completed on any job.

### Guildhests

These are party-based tasks that can be completed in a short amount of time. They offer rewards for completion, and also instruct players in the nuances of party combat. Better performance in guildhests yields higher rewards.

While this is simply an overview of what to expect in Final Fantasy XIV, players should feel prepared to dive into the vast world of Eorzea at this point. Since it is an open, sandbox style game in many regards, it is important to let yourself explore the world in any way that you choose.



## FARMING GUIDE

**I**t is almost impossible to have experience with massively multiplayer online role playing games without having spent considerable amounts of time farming. Farming, in the context of these games, is when players simply defeat the same types of monsters repeatedly over a period of time. This is done with the intent of building up experience levels, currency or items. Farming was a large part of Final Fantasy XIV in the original release, particularly for those who hoped to level up their Disciples of the Hand jobs. While farming seems to be less of a factor in A Realm Reborn, there is still wealth to be had by players who can farm efficiently.

### Job Combinations

Any job that is able to do damage to enemies can farm. However, when attempting to kill hundreds of monsters in a session, efficiency is a major concern. For that reason, the best farming jobs are going to be the ones that can dish out damage consistently, without breaks and from the front of monsters. Backstabbing jobs, like Lancer, might not be the greatest choice for farming due to their need to be positioned behind their enemies.

There is also a requirement for some sort of healing ability. Since fighting in a farming scenario is pretty much constant, downtime spent healing is a bad thing. Therefore, jobs that have access to healing abilities carry a premium when farming. Certainly, the armory system allows everyone to have access to a cure spell, so long as they have the conjurer job leveled up past level 2. However, this cure is somewhat weak, and is not efficient when dealing with monsters in the mid to upper levels.

The obvious choice for farming, given these parameters, is marauder. To begin with, they are considered a "tank" class, meaning they will absorb physical damage quite well. However, due to their two handed axe and the way they are set at the moment, they still do a tremendous amount of damage. This is made doubly so if the gear worn includes bonuses to strength. They also have a number of area of effect and self healing abilities, making them durable, powerful and perfect for farming.



As a side note, it is worth leveling pugilist up to the appropriate level for the skill Second Wind. This is a large heal on a two minute cool down. It is perfect for keeping the fights moving when farming. A marauder with strength gear and Second Wind is capable of farming indefinitely, and also of taking on monsters of a higher level than many jobs can handle.

## Farming For Experience

Due to the new leveling path that Final Fantasy XIV: A Realm Reborn utilizes, the need to farm or grind for experience is not present anymore. However, many people prefer this style of play, or enjoy engaging in it as a diversion between questing or dungeon sessions. With experience chains still in the game, grinding can be somewhat effective in this new version of the game.

Utilizing the marauder/Second Wind setup, it is possible to find "sweet spots" where high chain bonuses make soloing for experience an option. To perform this, find an area where a large density of same-level monsters spawn. In the beginning, kill a few monsters to build up the chain bonus, usually two or three. Next, engage as many monsters as can be safely handled, usually 5-6. Blow all self healing and defensive cool downs, and spam the skill "Overpower" until the group is defeated. Be sure to use "Second Wind" if health gets low.

This will take the experience chain up to the 9 or 10 chain level, giving quite a healthy bit of experience. Then, allow the cool downs to reset while killing a number of solo monsters. That allows time for all of the cool downs to recharge, leading to another massive burst of experience. With some experimentation, this can be highly effective. This can be made even easier by partnering with another marauder.



## Farming For Crystals

Crystals are a major source of frustration in A Realm Reborn. They only drop from specific monsters, typically the elemental spirits. The intent of this is to push players into the Disciples of the Land professions, since these crystals are easily gathered through that course of play. Those jobs even gain skills that allow for increased crystal gathering rates. However, for players who prefer to grind, repeatedly killing elemental spirits can yield a large number of crystals in a session. These can be used for leveling crafting jobs, or sold to other players.

## Farming For Hides

Certain Disciples of the Hand professions, like leatherworking, rely primarily on the items dropped by monsters for their profession. For them, the only option is to farm animal type monsters, or to buy the materials from people who do. People who enjoy farming as a style of play can profit from this mechanic.

To do this, simply find an area where there are animals of an appropriate level. Then, kill them repeatedly. This works very well with the group/chain strategy for marauder, since it allows for the killing of an entire herd of animals in one battle. However, if hides are the goal with experience not a consideration, it is a good idea to target monsters 10-30 levels lower than the player. By using overpower on monsters at this level, entire fields of sheep, wolves and other furry animals can be crushed in short order. This will yield a large amount of skins for crafting or sale.



## Farming For Gils

Between the leveling of crafting professions and the significant travel required, players will ultimately require gil. The most straightforward ways to obtain gil are to level a gathering profession or complete quests and leves. The storyline quests will simply not be enough of an income for players, even if they choose the currency items as rewards. Even FATE grinding, the most popular method for leveling jobs at the moment, will not supply sufficient gil for the purpose of finishing the storyline quests. Therefore, while the quests are laid out in a simple, linear path, players will need to attack them in a roundabout fashion.

There are a few simple, general tips that make this phase of the game easier to manage. Without giving any spoilers to the story, here's a list of some things players can do in order to facilitate their completion of the storyline quests from this point forward.

### FATE Grind

FATE grind. Whenever players enter into an instanced encounter, there will be a message stating the max level for that encounter. For example, a fight might say that players above level 35 will be synced to that level. If players are not at the capped level for an encounter, they should consider FATE grinding to gain those levels. FATE grinding is by far the fastest way to level in the upper game at the moment, and also carries the benefit of offering players a means for collecting company seals. Simply shout for a FATE party, spend a few hours with that group, and level up.

### Level crafting and gathering jobs together

Level crafting and gathering jobs together. Professions are designed to be able to take advantage of gathering jobs. By pairing two or more crafting and gathering professions together, players can level their jobs without the significant gil investment required when purchasing the items required off of the auction house.



### **Set home points. Teleport costs add up**

Set home points. Teleport costs add up. Players often do not take full advantage of the option to return home every 15 minutes for free. By switching home points when a quest takes players to a distant location, they can teleport to their destination for free with Return. Then, they only have to pay one teleport fee to return to their home city.

### **Party up**

Party up. Final Fantasy XIV is meant to be played in groups. While the solo game is fun and completely functional, many of the more difficult quests can be better accomplished in a group. This is also a great way to meet people who have other crafting and gathering jobs at higher levels, who can then help provide access to much needed items for a discount.

## **Final Thoughts**

While farming has become less of a focus in the relaunch of this game, people will still find ways to make money with it in A Realm Reborn. Also, as many people level their crafting jobs to the highest levels, high end crafting materials will become lucrative. People who have developed their farming routines to target these materials will certainly receive a significant economic benefit.



## CRAFTING ITEMS



After a player has unlocked the proper job and equipped the tool, crafting begins by opening up the crafting log. In this log is a list of items that can be made at each level range. In the previous version of the game, players had to know the recipe in order to create an item. In A Realm Reborn, players simply have to check the log.

If a player has the appropriate items, they can move into the crafting phase. A window is supplied for the player that show durability, progress and quality. By performing actions, the item's durability meter will decrease, while the progress and quality meters will increase. If the progress meter hits 100% before durability reaches 0, the craft is a success. Successful crafts have a chance to become high quality versions of the item at the percentage chance indicated in the interface.

### Leveling Crafting Jobs

Each successful craft yields experience points, and much like hunting logs, the first craft of each item grants a significant experience bonus. It is worth the time to craft every item in the log. Also, abilities are gained as a player levels the job which allow resets of the durability meter, improvements to high quality chance and other benefits. These skills can be used in other jobs as well, so it is worth the time to level multiple crafting jobs.

Also, guildleves can be undertaken as Disciples of the Hand. They entail crafting certain items for people at outposts. These can be combined with the "first craft" bonus for items to allow players extremely efficient leveling. Some players suggest saving leves for this purpose exclusively.



## Disciples Of The Land

Disciples of the Land are those who maintain the 3 gathering classes in Eorzea. These include Mining, Botany and Fishing. Each of these gathering classes or professions have their own guilds, crafting logs and associated Guildleves. We'll discuss each gathering class in depth, including leveling and guildleves below.

Each DoL will have a Logging and Harvesting log. Within the log resources that can be located will appear. Beside the image of each resource a percentage will be displayed, the top percentage represents the success rate of gathering a Normal Quality resource and the bottom percentage represents the success rate of gathering a High Quality resource. These percentages fluctuate based on a players gathering level and whether or not they have gathering gear equipped. Gathering gear is something that we will discuss further on in the guide. However in short, DoL specific gear will have one or more of three bonuses added to them, Gathering. Which boosts a players ability to gather Normal Quality resources, as gathering resources relates to a Crafters Synthesis ability and may not always be successful. Perception. Which boosts a players ability to gather High Quality resources and GP. Which is represented by a blue bar at the bottom-middle of the players HUD, beside the players HP bar. GP stands for Gathering Points, which relate to Crafting Points, if the GP Meter depletes to "0" then the player will be required to wait until the GP Meter refills before being able to use any other abilities.

### Abilities

The DoL Guild will grant your player with gathering abilities as they reach specific milestones in their class. The first, available at Level 1 is called "Prospect". Prospect allows gatherers to locate resources as they travel through Eorzea. This stands as a passive ability. All Abilities will specific to the gatherers Affinity. MIN = Miner, BOT = Botanist and FIS = Fisher.

The Second is called "Lay of the Land II" and is available at Level 6. This ability allows a gatherer to locate highest level resource within their skill range and requires that "Prospect" be active. No GP cost.



The Third DoL Ability is available at Gathering Level 10. Called "Sharp Vision III" which, when used will grant the player a 50% increase in gathering. Sharp Vision III costs 300 GP .

The Fourth Ability, available at Level 15 is called "Unearth" which grants players a 10% increase in successfully gathering High Quality items and costs 75 GP.

### **Botanist**

A Botanist is responsible for gathering vegetation such as lumber, harvesting vegetables and grain and other plants. The peaceful Botanists guild can be located in the beautiful Gridania. Below we will explore a Botanists class and the resources relevant to leveling a Botanist, we'll share some great farming locations for this class, as well as explore guildleves, only available to Botanists. However we'll begin with a detailed list of their Class Actions and their use.

### **Fisher**

The Fisher is tasked with harvesting marine life from the many aquatic areas of the world. A Fishers success is dependent on many different factors, from season and location to time of day and specific rods or bait. The friendly and patient Fisher Guild is located in the vibrant Limsa Lominsa. Below we will explore several resources that can be of great help to leveling a Fisher class, we'll share farming locations and tricks and tips to using the right bait at the right time, as well as explore guildleves, only available to the Fisher. However we'll begin with a detailed list of their Class Actions and their use.

### **Miner**

A Miner is not unfamiliar to the idea of getting their hands dirty, finding the rarest minerals in the hardest to access locations. Miners are the scholars of prospecting ore and are a very well respected class as their finds may include some of the most sought after crystals by classes from the Disciples of the Hand (DoH). The mighty Miner hails from the bustling town of Ul'Dah where their guild can be located. Below we will explore the art of prospecting, how to build farming paths for specific maps and what resources generate from the hard work of the Miner, as well as explore guildleves, only available to Miners. However we'll begin with a detailed list of their Class Actions and their use.



## Treasure Hunt

When players are able to utilize gathering nodes at level 40 or above, they will now have a chance to obtain a timeworn map. These maps come in five designations, and can only be gained at a rate of one map every 18 hours. They can be traded and sold, however, and may represent a gil per hour gain for people who gather resources a great deal.

H'loonh, an NPC in Wineport, will give players the opportunity to learn "Decipher" and "Dig," two skills required to engage in a treasure hunt. Decipher is how players learn the location of the treasure as noted by the timeworn map, and Dig is how players will uncover the treasure chest. After completing the required errands for H'loonh, players will be able to immediately begin their search.

The five levels of map represent the difficulty level of the search. While the searches themselves are not difficult, the treasure chest found will always end in an encounter with a monster. Leather maps lead to a level 40 solo encounter, Goatskin maps lead to a level 45 solo encounter, Toadskin and Boarskin maps lead to level 50 solo encounters, while Piesteskin maps lead to a level 50 encounter designed for a full party of adventurers. If the battle is not completed in the time allotted, or if the player or party is defeated, the hunt is over and both the treasure and the map are lost.

Rewards for the treasure chests vary according to level and random factors. The possibilities for these rewards include experience points, gil, toimestones, furnishings for homes, crafting gear, elemental shards and aetherial gear. The rewards are split evenly among the party that completes the hunt.



## Disciples Of The Hand (DoH)

From Sword to Bangle, the Disciples of the Hand are divided into 8 respected guilds spread out between the 3 main cities of Eorzea. Disciples of the Hand are classes who's work is done by creating items from the resources farmed by the DoL. The DoH rely solely on the success of not only their respective guilds but also that of the DoL. We'll discuss in length the process of each DoH class as well as where they hail from and how to best master each of their responsibilities.

Each DoH will have a Crafting Log, the basics on how to use and understand the Crafting Log have been explain earlier in the guide under the heading "Crafting". The Crafting Log is a book containing all of your characters known recipes in their profession or crafting class. It is imperative that you become comfortable and make yourself as familiar with the Crafting system as possible so as not to make any mistakes that could be otherwise avoided.

Each Guild will have several vendors. One specifically will in control of crafting reagents. This vendor will supply your hero with basic crafting materials required to complete the first few levels of their class (Up to level 5). Though these reagents aren't usefull for long it is still suggested that you start here as the Trading Post will most likely be rather flooded for the first few months of game play. Unless, of course you've chosen a gathering class, however you'll still find yourself in need of materials from at least both Botany and Mining. The Resource vendors also don't carry crystals in their inventory, so you'll need to hold onto these as they drop from monsters or from the use of a gathering profession.

DoH Gear will come to you as early as level 5, but it's knowing which gear to wear at which points in your crafting career and which stats to stack that will really help you to bring your crafting class to the next level. DoH Gear will contain one or more of three possible stats. Craftsmanship. Will affect the speed at which your progress bar moves during a synthesis. Control. Will improve the probability of crafting HQ Items and can be navigated by focusing on the Quality bar during synthesis.



CP: Standing for Crafting Points, will improve the speed at which your CP Bar (Located at the bottom center of the HUD, beside your health bar) refills over time.

Another thing to really focus on is the use of Action Skills along with Crafting. These can come in very useful when attempting a craft that is too difficult, Or you really wish to gain a High Quality result from the craft. Below is a list of the common Action Skills, where we've replaced a Skill with "Class Specific Action" Is where we send you to check out each of the classes as their tutorial charts will all start with their class specific Action Skills. The reason we've shared this is because it is actually advised to hold onto resources (tier 3 or higher), collecting what you can and gaining experience from LeveQuests and completing tier 1 and 2 crafts. In doing so you'll fall in line with your first Quality boost Action skill, which will assist with the creation of High Quality goods to either turn in to Levequesters or to sell on the Market Board.

Stacking resources for farming purposes is a very wise idea, as they'll most likely be very costly on the market board and it provides several more opportunities to take a hit and miss method of approach to crafting High Quality items. However once you've reached that level in your crafting career refer to Crafting Gear for several great pointers on stacking the right gear to get the job done right, the first time.

Here's our slightly revised list of Action Skills, Again we've had to fill in the blanks but each class will have each of their specific Action Skills Displayed and at what level they can be obtained.

<u>Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Basic Synthesis	1	0	Increases Progress. Efficiency: 100%. Success Rate: 90%
Basic Touch	5	24	Increases Quality. Efficiency: 100%. Success Rate: 70%
Master's Mend	7	94	Restores item durability by 30.



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Steady Hand	9	22	Improved action success rate by 20% for the next 5 steps.
Inner Quiet	11	18	Grants a bonus to Control with every increase in Quality.
Observe	13	12	Do nothing for one step.
Class Specific Action Skill	N/A	N/A	Refer to each class for their own specific action skill which will fill this slot.
Standard Touch	18	38	Increases Quality. Efficiency: 125%. Success Rate 80%
Great Strides	21	32	Doubles efficiency of next Touch action. Effective for three steps.
Class Specific Action Skill	25	N/A	Refer to each class for their own specific action skill which will fill this slot. / <b>Most Classes will learn a specific elemental affinity at this level. This may come useful as you near End-Game progress.</b>
Master's Mend II	28	150	Restores Item durability by 60.
Standard Synthesis	33	15	Increases Progress. Efficiency 150%. Success Rate. 90%
Advanced Touch	37	52	Increases Quality. Efficiency: 150%. Success Rate. 90%
Class Specific Action Skill	N/A	N/A	Refer to each class for their own specific action skill which will fill this slot.

This concludes the introduction to the Disciples of the Hand Guild and their attributes. Below are the 8 contributing Classes to the DoH, in alphabetical order. Each will have descriptions of their origin and a list of their Class Specific Action Skills as well as their entire Recipe List. Certain recipes will be flagged, as was previously mentioned for their uses by other Crafting classes or for their sale value on the Market or to other players in the game.



## Alchemist

The Alchemist uses very potent resources to create elixirs and potions that can be consumed by characters, each granting it's own unique affects. A master of science and one of the oldest schools of Crafting in Role Playing history, Alchemists are decades deep in research and creative methods of rehabilitating a players status, or vastly improving their abilities. The Alchemist Guild is located in Ul'Dah, and has a very significantly strong Final Fantasy feel to its recipe list, incorporating all antidotes and potions, but there is also much more going on with these Alchemists than ever before experienced.

Below we will explore an Alchemists recipe list, mark the recipes worth repeating or perfecting and provide a detailed list of craft-able items that can net a great amount of Gil. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Tricks of the Trade	15	0	Restores 45 CP. Can only be used when material status is unfavorable.
Brand of Water	25	15	Increases Progress. Progress doubles when recipe affinity is water. Efficiency: 100% (200%) Success Rate: 90%
Comfort Zone	43	58	Restores 10 CP after each step for the next ten steps.

Below will be a compiled list of every Alchemists Recipe. Beside the Recipe Name we have included a “✓” which will signify a fruitful recipe. If the Recipe is highlighted in gold. Then it is something that will remain popular on the market place. This is to assist Crafter's with the ability to set goals for crafting recipes to obtain, make and sell to generate a large amount of Gil from use of the Marketplace.



Recipe Name / Slot & Stats	Class Level. & Recipe Level.	Resources Required
✓ <b>Quicksilver</b> Crafting Material.	Lvl. 1. & Lvl. 1	Water Shard x1    Cinnabar x1
<b>Distilled Water</b> Crafting Material.	Lvl. 1 & Lvl. 1	Water Shard x1 Muddy Water x1
<b>Animal Glue</b> Crafting Material.	Lvl. 1 & Lvl. 2	Water Shard x1    Animal Skin x1 Bone Chip x1
<b>Growth Formula Alpha</b> Crafting Material	Lvl. 1 & Lvl. 3	Water Shard x1    Shriekshroom x1 Quicksilver x1    Rock Salt x1
<b>Maple Wand</b> Slot: Main Hand Class: CNJ WHM	Lvl. 1 & Lvl. 4 Requires Lvl. 5 Item Lvl. 5	Lightning Shard x1    Water Shard x1 Maple Branch x1 Growth Formula Alpha x1
<b>Enchanted Copper Ink</b> Crafting Material	Lvl. 1 & Lvl. 4	Water Shard x1    Copper Sand x1 Beastkin Blood x2
<b>Leather Grimoire</b> Slot: Main Hand Class: ACN SCH SMN	Lvl. 1 & Lvl. 5 Requires Lvl. 5 Item Lvl. 5	Lightning Shard x1    Water Shard x1 Leather x1 ( <i>Leatherworking Recipe</i> ) Hempen Yarn x1 ( <i>Weaver Recipe</i> ) Maple Log x1 Enchanted Copper Ink x1
<b>Antidote (x3)</b> Use: Cures Poison	Lvl. 1 & Lvl. 5	Lightning Shard x1    Water Shard x1 Rock Salt x3    Grass Viper x1
<b>Eye Drops (x3)</b> Use: Cures Blindness	Lvl. 1 & Lvl. 6	Lightning Shard x1    Water Shard x1 Rock Salt x3    Yellow Ginseng x1
<b>Rubber</b> Crafting Material	Lvl. 1 & Lvl. 7	Water Shard x1 Latex x1
<b>Whispering Maple Wand</b>	Lvl. 1 & Lvl. 8	Lightning Shard x1    Water Shard x1



Slot: Main Hand Class: CNJ WHM	Requires Lvl. 8 Item Lvl. 8	Maple Wand x1      Rock Salt x1 Growth Formula Alpha x1
<b>Maple Picatrix</b> Slot: Main Hand Class: ACN SMN SCH	Lvl. 1 & Lvl. 8 Requires Lvl. 8 Item Lvl. 8	Lightning Shard x1      Water Shard x1 Hempen Yarn x1 ( <i>Weaver Recipe</i> ) Maple Lumber x1 ( <i>Carpenter Recipe</i> ) Maple Log x1 Enchanted copper Ink x1
<b>Fish Oil</b> Crafting Material	Lvl. 2 & Lvl. 10	Water Shard x1 Princess Trout x1
<b>Fish Glue</b> Crafting Material	Lvl. 2 & Lvl. 10	Water Shard x1      Coral Butterfly x1
<b>Beeswax</b> Crafting Material	Lvl. 2 & Lvl. 10	Water Shard x1 Beehive Chip x1
<b>Engraved Leather Grimoire</b> Slot: Main Hand Class: ACN SMN SCH	Lvl. 2 & Lvl. 10	Lightning Shard x1      Water Shard x1 Leather Grimoire x1 Hempen Yarn x1 ( <i>Weaver Recipe</i> ) Leather x1 ( <i>Leatherworking recipe</i> ) Ash Log x2
<b>Budding Maple Wand</b> Slot: Main hand Class: CNJ WHM	Lvl. 3 & Lvl. 11 Requires Lvl. 11 Item Lvl. 11	Lightning Shard x1      Water Shard x1 Whispering Maple Wand x1 Growth Formula Alpha x1 Beastkin Blood x1
<b>Potion (x3)</b> Use: Instantly restore a small amount of HP (Health Points).	Lvl. 4 & Lvl. 12	Lightning Shard x1      Water Shard x1 Chanterelle x1      Distilled Water x3 Tinolqa Mistletoe x1
<b>Ash Picatrix</b> Slot: Main Hand Class: ACN SMN SCH	Lvl. 5 & Lvl. 13 Requires Lvl. 13 Item Lvl. 13	Lightning Shard x1      Water Shard x1 Cotton Yarn ( <i>Weaver Recipe</i> ) Ash Lumber ( <i>Carpenter Recipe</i> ) Ash Log x1      Enchanted Copper Ink x1



<b>Clove Oil</b> Crafting Material	Lvl. 6 & Lvl. 14	Water Shard x1 Cloves x1
<b>Enchanted Iron Ink</b> Crafting Material	Lvl. 6 & Lvl. 14	Water Shard x1    Iron Sand x1 Viscous Secretion x2
<b>Growth Formula Beta</b> Crafting Material	Lvl. 7 & Lvl. 15	Water Shard x1    Quicksilver x1 Rock Salt x1    Jellyfish Umbrella x1
<b>Ether (x3)</b> Use: Instantly restores a small amount of MP (Mana Points).	Lvl. 7 & Lvl. 15	Lightning Shard x1    Water Shard x1 Distiller Water x3    Tinolqa Mistletoe x1 Imp Wing x1
<b>Potion of Intelligence (x3)</b> Use: temporarily increases intelligence by 16% for 15 seconds.	Lvl. 8 & Lvl. 16	Lightning Shard x1    Water Shard x1 Beastkin Blood x1    Rock Salt x3 Red Landtrap Leaf x1
<b>Ash Wand</b> Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 8 & Lvl. 16 Requires Lvl. 16 Item Lvl. 16	Lightning Shard x1    Water Shard x1 Ash Branch x1 Growth Formula Beta x1
<b>Hard Leather Grimoire</b> Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 8 & Lvl. 16 Requires Lvl. 15 Item Lvl. 15	Lightning Shard x1    Water Shard x1 Hard Leather x1 ( <i>Leatherworking Recipe</i> ) Cotton Yarn ( <i>Weaver Recipe</i> ) Elm Log x1    Enchanted Iron Ink x1
<b>Potion of Dexterity (x3)</b> Use: temporarily increases dexterity by 16% for 15 seconds.	Lvl. 9 & Lvl. 17	Lightning Shard x1    Water Shard x1 Bat Fang x1 Rock Salt x3
<b>Potion of Vitality (x3)</b> Use: temporarily increases Vitality by 16% for 15	Lvl. 10 & Lvl. 18	Lightning Shard x1    Water Shard x1 Goobbue Fang x1    Rock Salt x3 Lavender x1



seconds.		
<b>Jellyfish Humours</b> Crafting Material	Lvl. 11 & Lvl. 19	Water Shard x1 Jellyfish Umbrella x1
<b>Potion of Strength (x3)</b> Use: temporarily increases Strength by 16% for 15 seconds.	Lvl. 11 & Lvl. 19	Lightning Shard x1    Water Shard x1 Yellow Yarzon Leg x1    Rock Salt x3 White Scorpion x1
<b>Engraved Hard Leather Grimoire</b> Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 12 & Lvl. 20 Requires Lvl. 20 Item Lvl. 20	Lightning Shard x1    Water Shard x1 Hard Leather Grimoire x1 Hard Leather x1 ( <i>Leatherworking Recipe</i> ) Yew Log x1
<b>Potion of Mind (x3)</b> Use: temporarily increases Mind by 16% for 15 seconds.	Lvl. 12 & Lvl. 20	Lightning Shard x1    Water Shard x1 Viscous Secretions x1    Rock Salt x3 Jellyfish Umbrella x1
<b>Weak poisoning Potion (x3)</b> Use: This Damage over Time Potion will cause bleeding for 15 seconds and is effective on most targets up to level 20. Effect: Poison	Lvl. 13 & Lvl. 21	Lightning Shard x1 Water Shard x2 Quicksilver x3 Jellyfish Cnida x1 Below will be a compiled list of every Armorer Recipe. Beside certain Recipe Names we have included a "a" which will signify a fruitful recipe. If the Recipe is highlighted in gold, then it is something that will remain popular on the market place. This is to assist Crafter's with the ability to set goals for crafting recipes to obtain, make and sell to generate a large amount of Gil from use of the Marketplace. Grass Viper x1
<b>Weak Blinding Potion (x3)</b>	Lvl. 13 & Lvl. 21	Lightning Shard x1    Water Shard x2



Use: Causes temporary loss of sight for 12 seconds. Effect: Blind		Bat Fang x1 Quicksilver x3 Bat Wing x1
<b>Budding Ash Wand</b> Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 13 & Lvl. 21 Requires Lvl. 21 Item Lvl. 21	Lightning Shard x1    Water Shard x2 Ash Wand x1    Growth Formula Beta x1
<b>Echo Drops (x3)</b> Use: Instantly cures Silence.	Lvl. 14 & Lvl. 22	Lightning Shard x1    Water Shard x2 Marjoram x1    Rock Salt x3 Lavender x1
<b>Yew Picatrix</b> Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 14 & Lvl. 22 Requires Lvl. 22 Item Lvl. 22	Lightning Shard x1    Water Shard x2 Cotton Yarn x1 ( <i>Weaver Recipe</i> ) Yew Lumber x1 ( <i>Carpenter Recipe</i> ) Yew Log x1    Enchanted Iron Ink x1
<b>Weak Silencing Potion (x3)</b> Use: Induces loss of sight for 1 second. Effective on most targets up to level 20. Effect: Silence	Lvl. 14 & Lvl. 22	Lightning Shard x1 Water Shard x2 Blowfish x1 Quicksilver x3 Bat Wing x1
<b>Enchanted Silver Ink</b> Crafting Material	Lvl. 15 & Lvl. 23	Water Shard x2    Silver Sand x1 Acidic Secretions x2
<b>Goatskin Grimoire</b> Slot: Main hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 16 & Lvl. 24 Requires Lvl. 26 Item Lvl. 26	Lightning Shard x2    Water Shard x2 Aldgoat Leather x1 ( <i>Leatherworking Recipe</i> ) Dew Thread x1 ( <i>Weaver Recipe</i> ) Yew Log x1    Enchanted Silver Ink x1
<b>Natron</b> Crafting Material	Lvl. 17 & Lvl. 25	Water Shard x2    Effervescent Water x1 Rock Salt x1
<b>Hi-Potion (x3)</b> Use: Instantly restores a fair	Lvl. 17 & Lvl. 25	Lightning Shard x2    Water Shard x2 Gil Bun x1    Distilled Water x3



amount of HP (Health Points).		Matron's Mistletoe x1
<b>Crab Oil</b> Crafting Material	Lvl. 18 & Lvl. 26	Water Shard x2 Megalocrab Leg x1
<b>Whispering Ash Wand</b> Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 19 & Lvl. 27 Requires Lvl. 26 Item Lvl. 26	Lightning Shard x2    Water Shard x3 Budding Ash Wand x1 Growth Formula Beta x1 Scalekin Blood x1
<b>Yew Wand</b> Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 20 & Lvl. 28 Requires Lvl. 29 Item Lvl. 29	Lightning Shard x2    Water Shard x3 Yew Branch x1 Growth Formula Beta x1
<b>Clear Glass Lens</b> Crafting Material	Lvl. 20 & Lvl. 28	Water Shard x3    Natron x1 Silex x1
<b>Engraved Goatskin Grimoire</b> Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 21 & Lvl. 29 Requires Lvl. 30 Item Lvl. 30	Lightning Shard x2    Water Shard x3 Goatskin Grimoire x1 Aldgoat Leather x1 ( <i>Leatherworking Recipe</i> ) Walnut Log x2
<b>Linseed Oil</b> Crafting Material	Lvl. 21 & Lvl. 29	Water Shard x3    Flax x1
<b>Horn Glue</b> Crafting Material	Lvl. 22 & Lvl. 30	Water Shard x3    Algoat Horn x1
<b>Spine Drops (x3)</b> Use: Instantly cures Paralysis.	Lvl. 22 & Lvl. 30	Lightning Shard x3    Water Shard x3 Pearl Ginger x1    Wolf Fang x1 Rock Salt x3
<b>Growth Formula Gamma</b> Crafting Material	Lvl. 22 & Lvl. 30	Water Shard x3    Quicksilver x1 Rock Salt x1    Blue Landtrap Leaf x1
<b>Regal Purple Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1    Water Crystal x1 Purple Pigment x1



<b>Lotus Pink Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Purple Pigment x1	Water Crystal x1
<b>Loam Brown Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Brown Pigment x1	Water Crystal x1
<b>Pumpkin Orange Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Brown Pigment x1	Water Crystal x1
<b>Sahagin Blue Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Green Pigment x1	Water Crystal x1
<b>Hunter Green Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Green Pigment x1	Water Crystal x1
<b>Honey Yellow Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Yellow Pigment x1	Water Crystal x1
<b>Royal Blue Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Blue Pigment x1	Water Crystal x1
<b>Wine Red Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Red Pigment x1	Water Crystal x1
<b>Dalamud Red Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Red Pigment x1	Water Crystal x1
<b>Soot Black Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Grey Pigment x1	Water Crystal x1
<b>Abyssal Blue Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Blue Pigment x1	Water Crystal x1
<b>Snow White Dye</b> Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Grey Pigment x1	Water Crystal x1
<b>Hi-Potion of Dexterity (x3)</b> Use: temporarily increases Dexterity by 16% for 15 seconds.	Lvl. 23 & Lvl. 31	Lightning Shard x3 Scalekin Blood x1 Belladonna x1	Water Shard x3 Rock Salt x3



<b>Hi-Potion of Mind (x3)</b> Use: temporarily increases Mind by 16% for 15 seconds.	Lvl. 23 & Lvl. 31	Lightning Shard x3    Water Shard x3 Treant Sap x1    Rock Salt x3 Moor Leach x1
<b>Hi-Potion of Vitality (x3)</b> Use: temporarily increases Vitality by 16% for 15 seconds.	Lvl. 24 & Lvl. 32	Lightning Shard x3    Water Shard x3 Treant Sap x1    Rock Salt x3 Puk Wing x1
<b>Hi-Potion of Intelligence (x3)</b> Use: temporarily increases Intelligence by 16% for 15 seconds.	Lvl. 24 & Lvl. 32	Lightning Shard x3    Water Shard x3 Treant Sap x1    Rock Salt x3 Pearl Ginger x1
<b>Enchanted Mythril Ink</b> Crafting Material	Lvl. 25 & Lvl. 33	Water Shard x4    Mythril Sand x1 Scalekin Blood x2
<b>Hi-Potion of Strength (x3)</b> Use: temporarily increases Strength by 16% for 15 seconds.	Lvl. 25 & Lvl. 33	Lightning Shard x3    Water Shard x3 Gil Bun x1    Blue Yarzon Leg x1 Rock Salt x3

## Armorer

Once known by the title "Blacksmith" The art of crafting Heavy Armor and Shields from metal, both sheet and link has progressed in a manner than now requires and has earned it's own title. The Armorers guild is located in Limsa Lominsa. Below we will explore an Armorer's recipe list, mark the recipes worth repeating or perfecting and provide a detailed list of craft-able items that can net a great amount of Gil. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific</u>	<u>Crafting Level</u>	<u>Crafting</u>	<u>Description / •Important Notes•</u>
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<u>Action Skill</u>	<u>Acquired</u>	<u>Point (CP)</u> <u>Usage</u>	
Rapid Synthesis	15	0	Increases Progress. Efficiency: 250%. Success Rate: 50%
Brand of Ice	25	15	Increases Progress. Progress doubles when recipe affinity is ice. Efficiency: 100% (200%) Success Rate: 90%
Piece by Piece	43	15	Increases remaining progress by 1/3. Success Rate 90%

Below will be a compiled list of every Armorer Recipe. Beside certain Recipe Names we have included a “✓” which will signify a fruitful recipe. If the Recipe is highlighted in gold, then it is something that will remain popular on the market place. This is to assist Crafter's with the ability to set goals for crafting recipes to obtain, make and sell to generate a large amount of Gil from use of the Marketplace.

<b>Recipe Name / Slot &amp; Stats</b>	<b>Class Level. &amp; Recipe Level.</b>	<b>Resources Required</b>	
<b>Bronze Ingot</b> Crafting Material	Lvl 1 & Lvl 1	Ice Shard x1 Tin Ore x1	Copper Ore x1
<b>Bronze Rivets</b> Crafting Material	Lvl 1 & Lvl 2	Ice Shard x1	Bronze Ingot x1
<b>Bronze Rings</b> Crafting Material	Lvl 1 & Lvl 2	Ice Shard x1	Bronze Ingot x1
<b>Bronze Plate</b> Crafting Material.	Lvl 1 & Lvl 3	Ice Shard x1 Bronze Ingot x1 ( <i>ARM &amp; BLC Recipe</i> )	
<b>Bronze Alembic</b> Slot: Main Hand Class: ALC <i>*Alchemist's Crafting Tool</i>	Lvl 1 & Lvl 3 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1 Bronze Plate x1	Earth Shard x1 Bronze Rivets x1
<b>Bronze Skillet</b> Slot: Main Hand	Lvl 1 & Lvl 4 Requires Lvl: 8	Ice Shard x1 Bronze Plate x1	Earth Shard x1



Class: CUL <i>*Culinarian Primary Tool</i>	Item Lvl: 8	Maple Lumber x1 ( <i>Carpenter Recipe</i> )
<b>Bronze Hoplon</b> Slot: Off Hand – Shield Class: GLA PLD	Lvl 1 & Lvl 5 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1      Earth Shard x1 Bronze Plate x1 Maple Lumber x2 ( <i>Carpenter Recipe</i> )
<b>Bronze Haubergeon</b> Slot: Chest Class: GLA MRD LNC PLD WAR DRG	Lvl 1 & Lvl 6 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1      Earth Shard x1 Bronze Rings x1 Undyed Hempen Cloth x3 ( <i>Weaver Recipe</i> )
<b>Bronze Sollerets</b> Slot: Feet Class: GLA MRD LNC PLD WAR DRG	Lvl 1 & Lvl 7 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1      Earth Shard x1 Bronze Plate x1      Bronze Rings x1 Leather x1 ( <i>Leatherworking Recipe</i> )
<b>Bronze Chain Coif</b> Slot: Head Class: GLA MRD LNC PLD WAR DRG	Lvl 1 & Lvl 8 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1      Earth Shard x1 Bronze Plate x1      Bronze Rings x1 Leather x1 ( <i>Leatherworking Recipe</i> )
<b>Bronze Sallet</b> Slot: Head Class: Any DoW	Lvl 1 & Lvl 8  Requires Lvl: 10 Item Lvl: 10	Ice Shard x1      Earth Shard x1 Bronze Ingot x1      Bronze Plate x1 Bronze Rivets x1
<b>Bronze Mitt Gauntlets</b> Slot: Hands Class: GLA MRD LNC PLD WAR DRG	Lvl 1 & Lvl 9 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1      Earth Shard x1 Bronze Plate x1      Bronze Rivets x1 Leather x1 ( <i>Leatherworking Recipe</i> )
<b>Amateur's Alembic</b> Slot: Main Hand Class: ALC <i>*Alchemists</i> <i>Primary Tool</i>	Lvl 1 & Lvl 9 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1      Earth Shard x1 Copper Ingot x1      Bronze Plate x1 Bronze Rivets x1



<b>Bronze Barbut</b> Slot: Head Class: GLA MRD LNC PLD WAR DRG	Lvl 2 & Lvl 10 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1 Copper Ingot x1 Bronze Rivets x1	Earth Shard x1 Bronze Plate x1
<b>Bronze Scutum</b> Slot: Off Hand – Shield Class: GLA PLD	Lvl 2 & Lvl 10 Requires Lvl: 13 Item Lvl: 13	Ice Shard x1 Bronze Plate x1	Earth Shard x1 Bronze Rivets x2
<b>Amateur's Skillet</b> Slot: Main Hand Class: CUL <i>*Culinarian Primary Tool</i>	Lvl 3 & Lvl 11 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1 Bronze Plate x1 Ash Lumber x1 ( <i>Carpenters Recipe</i> )	Earth Shard x1
<b>Bronze Plate Belt</b> Slot: Waist Materia Slot x1 Class: GLA MRD PLD WAR	Lvl 3 & Lvl 11 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Bronze Plate x1 Hard Leather x2 ( <i>Leatherworking Recipe</i> )	Earth Shard x1
<b>Bronze Cuirass</b> Slot: Chest Materia Slot x2 Class: GLA MRD PLD WAR	Lvl 4 & Lvl 12 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Bronze Plate x1	Earth Shard x1 Bronze Rings x2
<b>Bronze Celata</b> Slot: Head Materia Slot x2 Class: GLA MRD PLD WAR	Lvl 4 & Lvl 12 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Bronze Plate x1	Earth Shard x1 Bronze Rings x2
<b>Bronze Sabatons</b> Slot: Feet Materia Slot x2 Class: GLA MRD PLD WAR	Lvl 5 & Lvl 13 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Bronze Plate x1	Earth Shard x1 Bronze Rings x2
<b>Iron Ingot</b> Crafting Material	Lvl 5 & Lvl 13	Ice Shard x1	Iron Ore x1



<b>Iron Rivets</b> Crafting Material	Lvl 6 & Lvl 14	Ice Shard x1	Iron Ingot x1
<b>Iron Plate</b> Crafting Material	Lvl 6 & Lvl 14	Ice Shard x1	Iron Ingot x1
<b>Bronze Gauntlets</b> Slot: Hands Materia Slot x2 Class: GLA MRD PLD WAR	Lvl 6 & Lvl 14 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Bronze Plate x1	Earth Shard x1 Iron Rivets x2
<b>Brass Alembic</b> Slot: Main Hand Materia Slot x1 Class: ALC * <i>Alchemist Primry Tool</i>	Lvl 7 & Lvl 15 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Bronze Rivets x1 Amateur's Alembic x1 ( <i>Armorer Recipe</i> )	Earth Shard x1 Brass Ingot x1
<b>Iron Skillet</b> Slot: Main Hand Materia Slot x1 Class: CUL * <i>Culinarian Primary Tool</i>	Lvl 7 & Lvl 15 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Iron Plate x1 Ash Lumber x1 ( <i>Carpenter Recipe</i> )	
<b>Iron Rings</b> Crafting Material	Lvl 7 & Lvl 15	Ice Shard x1	Iron Ingot x1
<b>Bronze Buckler</b> Slot: Off hand – Shield Class: GLA THM PLD BLM	Lvl 7 & Lvl 15 Requires Lvl: 14 Item Lvl: 14	Ice Shard x1 Bronze Plate x1 Iron Rivets x2	Earth Shard x1 Bronze Ingot x1
<b>Decorated Bronze Barbut</b> Slot: Head    Materia Slot x2 Class: GLA MRD LNC PLD WAR DRG	Lvl 8 & Lvl 16 Requires Lvl: 17 Item Lvl: 17	Ice Shard x1 Bronze Plate x1 Copper Ingot x1 Bronze Barbut ( <i>Armorer Recipe</i> )	Earth Shard x1 Bronze Rivets x1 Brass Ingot x1
<b>Decorated Bronze Mitt Gauntlets</b>	Lvl 8 & Lvl 16 Requires Lvl: 17	Ice Shard x1 Bronze Rivets x1	Earth Shard x1 Brass Ingot x1



Slot: Hands Class: GLA MRD LNC PLD WAR DRG	Item Lvl: 17	Leather x1 ( <i>Leatherworking Recipe</i> ) Bronze Mitt Gauntlets ( <i>Armorer Recipe</i> )
<b>Iron Hoplon</b> Slot: Off Hand – Shield Class: GLA MRD LNC PLD WAR DRG	Lvl 9 & Lvl 17 Requires Lvl: 18 Item Lvl: 18	Ice Shard x1 Earth Shard x1 Iron Plate x1 Elm Lumber x2 ( <i>Leatherworking Recipe</i> )
<b>Initiates Skillet</b> Slot: Main Hand Materia Slot x1 Class: CUL <i>*Culinarian Primary Tool</i>	Lvl 10 & Lvl 18 Requires Lvl: 19 Item Lvl: 19	Ice Shard x1 Earth Shard x1 Iron Plate x1 Elm Lumber x1 ( <i>Carpenter Recipe</i> )
<b>Initiate's Alembic</b> Slot: Main hand Materia Slot x1 Class: ALC <i>*Alchemist Primary Tool</i>	Lvl. 10 & Lvl. 18 Requires Lvl. 19 Item Lvl. 19	Ice Shard x1 Earth Shard x1 Iron Plate x1 Bronze Rivets x1
<b>Iron Plate Belt</b> Slot: Waist Materia Slot x1 Class: GLA MRD PLD WAR	Lvl. 11 & Lvl. 18 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1 Earth Shard x1 Iron Plate x1 Aldgoat Leather x2 ( <i>Leatherworking Recipe</i> )
<b>Iron Sallet</b> Slot: Head Materia Slot x2 Class: ANY Disciple of War	Lvl. 11 & Lvl. 19 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1      Earth Shard x1 Iron Ingot x1      Iron Plate x1 Iron Rivets x1
<b>Iron Sabatons</b> Slot: Legs Materia Slot x2 Class: GLA MRD PLD WAR	Lvl. 11 & Lvl. 19 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1      Earth Shard x1 Iron plate x1      Bronze Rings x2 Hard Leather x1 ( <i>Leatherworking Recipe</i> )



<b>Iron cuirass</b> Slot: Chest Materia Slot x2 Class: GLA MRD PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1 Iron plate x1	Earth Shard x1 Iron Rings x2
<b>Ironclad Broze Buckler</b> Slot: Off hand – Shield Mater Slot x1 Class: GLA THM PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl. 21 Item Lvl. 21	Ice Shard x1 Bronze Buckler x1 Iron Rivets x1	Earth Shard x1 Bronze Ingot x1
<b>Iron Gauntlets</b> Slot: Hands Materia Slot x1 Class: GLA MRD PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1 Iron plate x1	Earth Shard x1 Iron Rings x2
<b>Iron Celata</b> Slot: Head Materia Slot x2 Class: GLA MRD PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1 Iron plate x1	Earth Shard x1 Iron Rings x2
<b>Iron Vambraces</b> Slot: Hands Materia Slot x2 Class: ANY Disciple of War	Lvl. 13 & Lvl. 21 Requires Lvl. 19 Item Lvl. 19	Ice Shard x1 Iron plate x1 Aldgoat Leather x1 ( <i>Leatherworking Recipe</i> )	Earth Shard x1
<b>Iron lantern Shield</b> Slot: Off hand – Shield Materia Slot x1 Class: GLA PLD	Lvl. 13 & Lvl. 21 Requires Lvl. 21 Item Lvl. 21	Ice Shard x2 Iron plate x1	Earth Shard x1 Tallow Candle x2
<b>Iron Scale Greaves</b> Slot: Feet Materia Slot x2 Class: GLA MRD LNC PLD WAR DRG	Lvl. 15 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2 Iron Ingot x2 Aldgoat Leather ( <i>Leatherworking Recipe</i> )	Earth Shard x1 Iron plate x1



<b>Iron Frypan</b> Slot: Main Hand Materia Slot x1 Class: CUL <i>*Culinarian Primary Tool</i>	Lvl. 15 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2      Earth Shard x1 Iron plate x1 Yew Lumber x1 ( <i>Carpenter Recipe</i> )
<b>Iron Scale Mail</b> Slot: Chest Materia Slot: x2 Class: GLA MRD LNC PLD WAR DRG	Lvl. 15 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2      Earth Shard x1 Silver Ingot x2      Iron plate x1 Aldgoat Leather x1 ( <i>Leatherworking Recipe</i> )
<b>Iron Scale Fingers</b> Slot: Hands Materia Slot x2 Class: GLA MRD LNC PLD WAR DRG	Lvl. 15 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2      Earth Shard x1 Iron Ingot x1      Iron plate x1 Aldgoat Leather x1 ( <i>Leatherworking Recipe</i> )

## Blacksmith

Blacksmiths are known across Eorzea to forge the finest weapons used by Gladiators, Marauders and Pugilists. From the densest metals the Blacksmith is capable of crafting nearly indestructible weaponry. With the generation of firearms now in full swing, Blacksmiths have taken on a whole new series of responsibilities. The Blacksmiths Guild can found in Limsa Lominsa. Below we will explore the resources required for a Blacksmith to perfect their craft, how to use abilities and resource finding skills to create some of the highest quality battle-ready weaponry and crafting tools in high demand across Eorzea. However we'll begin with a detailed list of their Class specific Actions and their use.

As mentioned we will provide a list below with each Action Skill, the level it is obtained, it's CP Cost and it's relevance to your profession.



<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Ingenuity	15	42	Lowers recipe level to current level for the next three steps.
Brand of Fire	25	15	Increases Progress. Progress doubles when recipe affinity is fire. Efficiency: 100% (200% total). Success Rate: 90%
Ingenuity II	43	85	Lowers recipe level three below current level for the next three steps.

## Carpenter

The Carpenter is extremely precise with a carving knife, crafting the finest bows, spears and staffs in Eorzea. It is not uncommon for a Mage or Wizard to wish to learn to get their hands dirty, by crafting their own weaponry. The Carpenter is also capable of crafting tools, required by classes from both the Disciples of the Land and Disciples of the Hand. The Carpenters Guild is located in Gridania. Below we will explore the resources required for a Carpenter to perfect their craft, how to use abilities and resource finding skills to create some of the highest quality wooden weaponry and crafting tools known to Eorzea. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Rumination	15	0	Removes Inner Quiet effect and restores CP proportional to the number of times Control was increased.
Brand of Wind	25	15	Increases Progress. Progress doubles when recipe affinity is wind. Efficiency: 100% (200%) Success Rate: 90%
Byergot's Blessing	43	24	Increases Quality. Efficiency: 100% plus 20% for each bonus to Control granted by Inner Quiet. Success Rate: 70%



## Culinarian

The Culinarian are the chefs of Eorzea, cooking up a storm with only the best gathered resources to produce meals fit for the throne room of any kingdom. However, modest as the culinarian is they chose to share their goods for the betterment of civilization as their wares are anything but ordinary. Culinarians are capable of creating feasts that will grant them and their friends with abilities never before even dreamed of! The Culinarian Guild can be located in the rich ports of Limsa Lominsa. Below we will explore recipes that will go over big with any party, how best to obtain some of the rarest resources and whom to make friends with in order to avoid paying out the big fluffy ears for ingredients on the Trading Post. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Hasty Touch	15	0	Increases Quality and requires no CP. Efficiency: 100%. Success Rate: 50%
Steady Hand II	25	35	Improves action success rate by 20% for the next five steps.
Reclaim	43	144	Increases the chance materials will not be lost after botched synthesis to 90%

## Goldsmith

The Goldsmith works daily with the most malleable metals and most sought after crystals and gems to create Eorzeas finest accessories. A fulfilling class, however not the cheapest to maintain a Goldsmith painstakingly seeks out only the best for their customers and clients across the lands. The Goldsmiths Guild is located in Ul'dah. Below we will explore the list of Crafting goods made by the Goldsmith and review which are best crafted to level up the class. We'll also delve into cross class relations to avoid going for broke trying to keep up with the trade value of some of the finest resources. However we'll begin with a detailed list of their Class specific Actions and their use.



<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Manipulation	15	150	Restores 5 points of durability after each step for the next ten steps.
Flawless Synthesis	25	15	Increases Progress by 50. Success Rate: 90%
Innovation	43	18	Increases Control by 30% for the next five steps.

## Leatherworker

The Leatherworker is most proficient with animal hides and has found a use for even the smallest pelt. The Leatherworkers finest works lie in their Leather Armor crafting abilities. The Leatherworkers Guild lies in Gridania. Below we will explore the list of Crafting goods made by the Leatherworker and review which are best crafted to level up the class. We'll also delve into cross class relations to avoid going broke trying to keep up with the trade value of some of the finest resources. However we'll begin with a detailed list of their Class specific Actions and their use.

## Weaver

The Weaver is a master tailor, able to craft some of the finest cloth from preliminary resources and from the cloth they can craft the most beautiful garments across Eorzea. Weavers are also friend to the Caster Jobs as they are capable of weaving the strongest cloth armor seen only in the most brutal battles. Weavers learn all they need to know at their Guild in Ul'dah. Below we will explore the weavers crafts as well as how to accrue the resources necessary to bring their craft to all of the next levels. We'll also delve into which items are worth crafting and which will prove simply too expensive to make with little to no gain in return. However we'll begin with a detailed list of their Class specific Actions and their use.



## DOH & DOL CLASS GEAR

**F**inal Fantasy Developers have introduced Gear specific for all occasions. Combat Gear, Formal Gear and Crafting Class Gear. Here we are going to explain the use and benefits of Crafting Gear for both the DoL and the DoH. The right Gear can definitely boost a players abilities when gathering or crafting items. As was previously mentioned Crafting Gear will come equipped with specific stats that will improve a players ability to farm resources or craft items, more successfully. To quickly recap, Gathering Classes will use gear that has Gathering, Perception and GP. Crafting Class gear will grant Craftsmanship, Control and CP.

### Crafting And Gathering Points

When it comes to gear, we'll first be focused on Crafting and Gathering Points. These are what allow players to expand on their ability to perform their classes. Gathering and Crafting Points are the essence of mass production. These points are required for every action every crafting class. A meter will appear at the bottom center of the screen, which represents the aforementioned points system. CP and GP gear bonuses will increase the meters limit, by exactly the amount provided in the gear bonus.

As far as comparative stats that's where it ends. First we'll explore the stats bonuses for Gathering classes then for Crafting classes. As each really do differ from here on out and making sure that stacking the right stats bonuses will grant your character immense ease with their crafting and gathering classes.

For Gathering stats there are two additional stat bonuses; Gathering and Perception. Gathering will improve your characters ability to gather Normal Quality items, the higher Gathering a characters gear has, the better chance they have of obtaining more of the resource from the nodes. Perception relates to the gathering of High Quality resources. If a characters gear has a high Perception rating, the more likely the character is to gather High Quality resources from the nodes they are farming. It is best, when starting out to focus primarily on



Gathering and GP. Once you've established a firm resource pool, then it is advised that you begin equipping gear with Perception on it, which will come in handy with Guildleves, as we've learned that turning in High Quality goods instead of Normal Quality goods will gross a substantially larger reward (of 200+ % the original reward).

For Crafting stats there are also two additional stats that can appear on gear; Craftsmanship and Control. Craftsmanship pertains to the speed at which the progress bar will fill. Equipping Craftsmanship gear essentially increases the rate of success your character has at completing the craft. Control stats will increase the characters ability to craft High Quality items, regardless of whether or not High Quality resources have been used. The more Control points your gear has, the higher the Quality bar will sit and resembling that the higher the HQ percentage will be at the bottom of the synthesis screen.

When starting out, it is advised that focusing on success rate (Craftsmanship) over Quality (Control) due the fact that regardless of whether the synthesis finishes successfully or not, the CP and resources will be consumed. Once a characters success rate has reached a hastened pull and, at higher levels the Durability is increased a characters gear can be more Control focused, producing more valuable goods. It is a tedious balance at best but great fun when really getting the hang of it.

### Upgrading Gear

We'd also like to quickly review when and how to upgrade gear. Learning when to upgrade gear is a crucial thing to know when it comes to crafting and gathering gear. If a player upgrades their gear too early, they will maximize their quality, but jeopardize the chance of producing quantity and vise avers a, if the characters gear is upgraded too late, then their chances to craft quality items are lost on specific Guildleve turn ins and with specific recipes. Maintaining focus with how quickly and how efficiently one utilizes their craft will mean the quickest growth in their crafting class.



Below we'll use examples to better rectify what it is we mean, and furthermore will touch base on main class gear, as a very similar paradox will occur with main class stats being focused too much one way or the other. In the end, it's up to the gamer to decide which method works best for them. However it never hurts to get a second opinion on the matter.

### Spiritbond

**Spiritbond.** It is quite mysterious to players at first, as the reasoning for it is not even remotely apparent. However, it will become so at or shortly after your character reaches level 19. Once you've made your way over to Mutamix's Camp you'll learn the art of Conversion. Conversion refers to the method of transforming Spiritbound gear into "Materia". The piece of gear you wish to convert must be at 100% Spiritbond, which requires it be worn during gameplay. Battle gear will gain spiritbond while your character defeats monsters and Fieldcraft Gear will gain Spiritbond during time spent on leveling crafting or gathering classes. So, try to remember not to sell all of your gear early on in the game as all of it can eventually be converted into Materia.

### Materia

**Materia** is the answer to the question you may have asked earlier when reviewing the crafting classes list, "Where is the Enchanter? Almost all MMOs have Enchanters!" Well, this is where you attain enchantments for your gear, in the form of Materia. Materia is the essence of the piece of gear, withdrawn and is now an effective enchantment for your current set of armor. Materia can be assigned to a single of gear and only one Materia can be assigned per piece of gear. Each Materia will have certain specifications and a designated stat increase.

Materia will require a "Catalyst" resource. Initially it is found that Carbonized Matter (Lvl. 20, Tier 4, Rare resource) is a very popular catalyst. A Catalyst is a component of the infusion process that helps the Materia bind to the desired piece of gear. Grade 1 Carbonized Matter can be found in either Secondary Mining Nodes ( Which can be found in abundance along the Western La Noscea border, in Middle La Noscea) or by Botanists.



In order for players to create materia, they must have a Disciple of the Hand job at level 19 or above. When this is the case, players can take old equipment that is soulbound with them and create materia from the otherwise useless item. These items can be socketed into current equipment that has slots.

However, in order to socket this materia, players must have a Disciple of the Hand job that corresponds with it. For example, to socket materia into jewelry, players must have Goldsmithing up to level 25. This requires players to level a variety of jobs up to level 25 as a minimum in order to be effective in groups.



# LEVELING GUIDE

## Introduction

This guide is intended to give new players an idea of what they can expect from the leveling process in Final Fantasy XIV: A Realm Reborn. It explains the mechanics behind experience gain, lists the various methods by which players can gain experience for the progression of their jobs and outlines some of the more popular methods for maximizing the time spent gaining experience. Since leveling is done a bit differently in this game than in other massively multiplayer online role playing games, new players and veterans alike will benefit from this information.

However, this game is unique in that there are quite a few viable options for experience point gain. Unlike other mmorpg experiences, leveling is often a matter of personal choice or gameplay preferences. There is a great balance between the different methods, and while there are certainly “optimum” ways to level a character, alternate methods are not far behind in terms of efficiency. Therefore, it is encouraged for players to utilize this information in order to plan their own personal approach to leveling, rather than follow a suggestion to the letter. Also, since Final Fantasy: A Real Reborn is still in its infancy, there will likely be other methods for leveling up jobs developed as the game matures.

## Overview Of The Different Methods For Leveling Disciples Of War And Magic

The majority of a player’s time spent in game will be spent leveling Disciples of War and Magic. Due to the armory system of shared skills, players will continually need to work on leveling jobs to the required level to unlock access to necessary skills. There are also a number of other incentives, such as the availability of advanced jobs, for players to level all of their jobs. Therefore, methods for gaining experience points quickly and effectively are important for players to understand.



Also, since the different jobs fill different roles in the game, they have different abilities. These abilities change the ways in which experience points are efficiently gained for certain jobs. This is why it is important to understand a variety of approaches to leveling up. That way, players can always move quickly through the game, regardless of their current job. Most of the strategies used extensively in Final Fantasy XIV are available to all jobs, and every job can certainly be leveled quickly.

### A. Killing Monsters

The simplest method to gain experience points in this game is by killing monsters. Since the beginning of massively multiplayer online role playing games, this is the tried and true standard approach to character advancement. Different enemies possess varying levels of strength. As players slay these monsters, they are awarded experience points based on the relative strength of the monster.

Most modern generation massively multiplayer online role playing games have moved away from this method of experience point gain, and have begun to focus on questing and party-based combat trials for the bulk of the leveling process. Final Fantasy XIV is an exception to this rule, and allows players an effective means for leveling their characters through repeated monster killing.

Back from Final Fantasy XI, the “chain bonus” system is in effect in FFXIV. With this gameplay mechanic, players can gain additional experience point bonuses for killing monsters in rapid succession. The time window for this bonus diminishes after each subsequent kill, but the bonus for successfully achieving a kill in that window goes up. Eventually, the player is unable to make a kill in the allotted time, and the chain is reset. For players to take advantage of this system, the target monsters must be at least equivalent level to the player’s job, or higher.



This method is usually not considered to be optimum for efficiency purposes. That said, there are some distinct benefits to this approach. First, loot is often gained by killing monsters, and these items can be used for crafting purposes or as a source of income. Another benefit is the time requirement. The monster population in Final Fantasy XIV is dense. That means a player can typically teleport to a prime location and begin killing monsters within seconds. This makes monster killing uniquely suited for filling gaps in playing time, waiting for a queue or as a means to make progress when players only have a few minutes to play.

## B. Quests

While quests were not a form of character advancement in Final Fantasy XI, they have become a standard element of the genre for games like A Realm Reborn. Because of this, quests are present in large quantity. These quests should be considered as errands or tasks that a player performs for non-player characters. The quests can consist of killing a few target monsters, finding certain items or other duties. The non-player character rewards the player upon completion of the task with experience points, items and gil.

Often, these quests are clustered around outposts in the game world. As a result, it is often possible to initiate a number of quests in the same geographic location, and work on them concurrently. This makes questing one of the most efficient means of leveling, when done correctly and quickly. Since quests also often reward players with weapons or armor, it is a good way for players that are just starting out in the game to build wealth and items.

Monster killing, FATEs and other experience point generators can be combined with questing. For example, a player can find their way to a quest designation, kill all of the monsters in the area, and then return to the quest giver. Alternatively, quests often lead players to the vicinity of active FATEs, which can be completed before finishing up the quests. These natural combinations of experience point gains are often the most efficient path for job advancement. However, once a quest is completed, it is gone. Therefore, other methods are required for jobs after the quests have been used.



### C. Storyline Quests

There is a central story in Final Fantasy XIV: A Realm Reborn. The vehicle for introducing a player to this story is the storyline quest series. In an attempt to keep this guide spoiler-free, there are no directions for specific storyline quests present. However, as they are an important part of the experience point gaining process, they must be mentioned in part. It is recommended that players follow the storyline quests primarily with their first job. The experience point rewards are significant, and these quests can often be combined with local quests as well.

Since the storyline offers players access to many of the game's features, these quests must be completed relatively early in a player's game experience. Also, there is a specific group of storyline quests called job quests. Approximately every five job levels, the corresponding guildmaster for a player's job will offer a quest. These quests unlock equipment, skills and eventually, alternative jobs. These should always be completed when available, though they are not a significant part of the process of experience point acquisition.

All of these storyline quests are more elaborate than the standard quests, and often feature graphical cut scenes and even voice acting. They sometimes require traveling around the world, and feel as if they are taking valuable time that could be spent with more efficient methods. However, not only do they offer convenience features such as mounts, they also allow players to unlock dungeons. These dungeons are a viable method for leveling in their own right. This makes storyline quests crucial.

### D. FATEs

Full Active Time Events, or FATEs, are events that pop up in specific locations around the game world. Since most of the zones that make up the world are organized by difficulty level, FATEs follow the same basic level ranges as the zones they are in. When a FATE begins, a purple icon is present on the map. By placing themselves inside the sphere of influence surrounding the FATE, players can take part in the ensuing battle.



Players do not need to be in a group to assist in a FATE, though experience point gain can be made more effective by grouping. This is due to the chain bonuses for killing large number of monsters in short time frames. Also, since players are given experience and gil based on their contribution to the battle, parties help ensure that all players receive the maximum bonus. Finally, since some support skills like area effect heals and bard songs only help players that are in a party, performing FATES in a party is a preferred method for leveling a job.

Certain areas are extremely effective for players to group up and travel from FATE to FATE. This is called a FATE party, and is a very common way for people to gain experience points after level 20. Also, since FATES reward players with Grand Company seals, this is a way to level a job and max out company seals at the same time. This makes the process extremely popular with players.

### E. Guildleves

Guildleves are the repeatable quests of Final Fantasy XIV. While some games have a mechanic called “daily quests” that can only be completed once per real life day, guildleves are taken by players spending allowances, which they accumulate on a 12 hour cycle. These guildleves are simply quests that can be tailored to a player’s skill level and comfort.

Either in a player’s home city, or at outposts throughout the game, players will find non-player characters called levetesters. These are the guildleve quest givers. If a player has allowances available, they can gain the quest from the levetester. After they leave the city walls or outpost area, all that is required is to go into the journal function of the game and click “initiate” next to the levequest tab.

At that point, players are given a task to complete in a limited time frame. Should the player succeed, they are given a reward of experience points and gil. This reward is increased based on the difficulty level chosen and the speed of completion. While players can perform these guildleves in a party, there is no bonus for doing so. Also, treasure coffers can sometimes spawn during a guildleve, which makes them an alternative means for acquiring equipment. However, these equipment rewards are nowhere near as reliable as dungeons or crafting.



Since guildleves are limited in amount, they are not often used as a prime source for experience with Disciples of War and Magic. This is a completely different story for Disciples of the Land and Hand though. They are useful for finishing off a lingering level, or for making a few extra coins when gil is an issue. However, most recommendations are to use other methods for leveling Disciples of War and Magic, and to save Guildleves for other purposes. That said, if a player has an abundance of allowances built up, feel free to use them with these jobs as well.

## F. Guildhests

Guildhests are instanced encounters for parties. This means that a player's party is alone in an area, and is charged with instructions to defeat a powerful enemy or to complete a difficult task. There is a time limit, and players are rewarded based on their performance. The rewards, as always, are experience points and gil.

There are a few special things to note regarding Guildhests. First, they can be accessed through duty finder, which means players can queue for a group while completing other tasks. This makes guildhests a great combination with other experience gaining methods. Second, the first time a player completes a guildhest, the bonus is massive. These significant first time bonuses are great for both leveling a player's first job and for gaining currency. Therefore, the recommendation is to do guildhests immediately upon becoming eligible for them, and to do them at least one time.

After the first completion, guildhest experience gains are somewhat low. However, a particularly adept party can form in the world, then queue for guildhests as a group. The result is an instant battle. Upon completion, the party can simply requeue for the same guildhest and repeat indefinitely. Depending on the skill of the party and the specific guildhest, this can be an effective means for experience point gain.



## G. Dungeons

Dungeons are common to games in this genre. They represent an area that is filled with monsters. Often, there are a few sub bosses and a major boss at the end. The player joins a party and moves through the dungeon, beating all of the monsters in the way. In Final Fantasy XIV, players can utilize the duty finder once they have reached certain points in the storyline quests to queue for dungeons.

The experience points given for killing monsters in a dungeon are increased substantially from kills in the regular world. Also, there is a “swift completion” bonus for the first time a player completes a specific dungeon. Therefore, running each dungeon at least once to advance the storyline quests is suggested. Many people have success running dungeons multiple times, and since gear drops in dungeons, that represents a good way to gain experience points and gear at the same time.

## H. Hunting Log

Each job has access to a hunting log for their specific job. This log is a list of monsters to kill, and locations where those monsters are found. By completing log entries, players achieve experience bonuses. Also, when an entire page of the log is complete, a significant bonus is earned.

There are five pages to the hunting log, one for each 10 levels of a job. There is also a Grand Company hunting log, where players earn company seals for completion. Many of the entries in the hunting log are completed by simply following the storyline quests and entering each dungeon. However, some travel might be required to finish specific entries. It is up to the player whether they would like to complete the logs or not, since this is an entirely optional approach to experience point gain. There are certain level ranges where the hunting log comes in quite handy though.



## First Job Walkthrough

Leveling a player's first job is substantially different than with other jobs. This is due to the presence of the storyline quests, first time completion bonuses on guildhests and dungeons and that fact that the player does not have access to equipment, a mount or many skills from other jobs. Therefore, players are at their weakest during this phase, but they have the benefit of quite a few bonuses. As a result, the first stages of the leveling process are significantly different, but the experience becomes more normalized around level 25–30. As a result of this, the first job walkthrough section is broken up by level range.

### Levels 1–10

This stage begins with the tutorial, and is designed to allow players to get a feel for the gameplay and the setup of the starting cities. The interface is shown, and the experience point requirements for each level are very minor. Players should take their time and complete all of the simple quests in town. They allow players a chance to learn the layout of the town, how travel works and how to interact with non-player characters.

The hunting log is not an option until players complete the job quest at level 5. Also, FATEs are a good thing to do when they are conveniently located, but there is no reason to join a group with the express intent of chaining FATEs at this point. The rewards simply do not merit the time spent. Instead, focus on following the storyline quests and doing any and all additional quests in the outposts that are located by your home city. Also, when you encounter monsters that are at your character's level, take a few minutes and chain a few of them.

Remember, at level 5, complete the quest for the job at the local guild master. The reward is an upgrade to a player's equipment and also allows you access to the hunting log. It is a good idea to take a moment when venturing back outside of town and complete the convenient hunting log entries. This will save time in the form of doubling back later, and give a boost to this early experience point phase. Even with this detour, the process to achieve level 10 should be simple and quick.



## Levels 11–20

At this point in the leveling process, options open up. However, since this is a player's first job, the focus for leveling should still be completing the storyline quests. For the most part, players should continue moving forward through the quests, and completing any additional quests that are in the same general vicinity of the storyline quest givers. Leveling should, if this process is followed, take care of itself.

There are a few simple things that can make a player's life much easier during these levels though. The first is the guildhest mechanic. These become available at level 10 after completing the quests that unlock both guildleves and guildhests. Since the bonus for completing these for the first time are significant, they should be done one time as soon as they become available. They also represent a nice way for players to get acquainted with fighting in a party. There is no real need though to do them more than once for additional experience points.

At this point in the game, FATEs become much more lucrative in terms of the rewards given for completion. It is a viable option to use them as a primary source for experience points. That said, since players will not have access to mounts at this level on their first playthrough, and since the rewards for moving through the storyline are so important to the gameplay experience, this should not be done. By all means, participate in every FATE that pops up along the way while completing quests. Just do not spend an undue amount of time grinding through FATEs. This can lead the job level to become significantly higher than the storyline quests, and make completing them a bit of a bore.

At around level 15, the storyline quests will push players into the first tier of dungeons. The names of these three dungeons are Sastasha, Tam-Tara Deepcroft and Copperbell Mines. These dungeons should be completed immediately using the duty finder. Players will likely be considering running them multiple times for equipment, particularly if they play a heal or tank role in a party. These jobs tend to have very short wait times for groups to form. Again, this can lead players to become overleveled compared to the storyline quests, and while this is not a



game breaking problem, it can make finishing the storyline boring for some time. It also makes the rewards from the storyline quests less meaningful, since the experience points rewards become smaller in comparison to the needed amount to level. It is best to unlock these dungeons, run them once and continue on with the quest line.

If equipment quality is a concern, be sure to use the vendors in town as a way to improve the overall performance of your character. Gear is readily available from these vendors, and while this is not the most powerful gear in the game, it will make the leveling path much easier. Also, remember to complete the job specific quests at level 10, 15 and 20. The rewards usually include weapons, some armor and important skills. Also, if these quests are picked up at the earliest possible point, they usually involve locations that are near the storyline quest regions. That makes the whole process much more convenient.

### Levels 21–30

Upon reaching level 20, players will likely find themselves at the point in the quest line where they have access to a Grand Company. This is important for a number of reasons, all related to the leveling process. First, for 2000 company seals, players can now have access to a mount. Mounts make travel around the world much quicker, making certain methods of experience point gain much more effective than they would have been prior to this point. Also, company seals are rewarded in some leveling choices, making them more attractive choices than they previously were.

When players are allowed to choose a Grand Company, this should be done immediately. The choice of Grand Company has little impact, so players can choose which they prefer for aesthetic reasons. However, upon choosing their company, 2000 company seals should be gained immediately for purposes of acquiring a mount. The simplest method of doing this is repeating company guildleves. Company guildleves are the same as normal guildleves, except they are given to players by a representative of their Grand Company. The locations of the non-player characters usually coincide with outposts that offer guildleves of the same level.



For level 20, this would put players in Drybone, Moraby Drydocks, or Hawthorne Hut. If players have followed the recommendations to this point, they should have a healthy supply of leve allowances to use for this purpose. Simply take 30 minutes or so and repeat these quests until the required number of company seals is gained. Then, go get a mount!

Also, weapons and armor experience a significant upgrade around level 15–20. If there are still pieces of equipment on a character that have a required level below 15, they should be replaced by a vendor. The performance of a job is greatly enhanced by this improved gear, and that makes questing much easier to accomplish. However, as always, there is no need to continually grind dungeons to gain the best in slot choices for equipment. Vendor gear is absolutely sufficient for navigating the storyline. As before, continue completing quests and storyline quests as they move throughout the world.

If, for some reason, the quests become higher level than current job levels, that gap can be made up quite quickly with a FATE party. Since players have access to mounts, they can participate in this method for experience gain quite well. This also has the advantage of allowing players to accumulate company seals. For level 20–25, this would occur in Lower La Noscea, East Shroud or Eastern Thanalan. For 25–30, that would change to Eastern La Noscea, South Shroud or Southern Thanalan. It would be best to only use this method for a quick level or two, based on the need to make questing easier. This will also likely not be necessary if players are good about completing guildhests as they become available. However, there is no issue with using this method at this point, anytime a player sees fit to do so.

Aside from these differences, the 21–30 experience looks very similar to the 11–20 experience for the first job. Use this opportunity to explore the world and collect Aetheryte attunements, while learning about the story that shapes the events in Eorzea. The storyline quests do a great job of getting players out into the major points of interest in the world. They also provide ample gil and equipment for progressing players. Just enjoy the rich story and continue to gain experience in this manner.



### Alternate Jobs

The first major diversion to this leveling track comes at level 30. Level 30 is a milestone level for an adventurer, and alternate jobs are the major reason that is the case. At level 30, a player's guild master will allow them to undertake a difficult quest that is specific to their profession. However, for this to take place, a different job must also be at the appropriate level, which is almost always level 15. For example, to unlock the alternate job quest for Marauder, Gladiator must also be at level 15. Since this guide involves a player's first time through, this will likely not be the case. However, the reward for completing this quest more than makes up for the time investment.

That said, leveling this alternate job up to level 15 will have to happen in a completely different fashion than the first job, since all of the appropriate level storyline quests are used up. This presents very few problems for a player, but does require a change in approach. The first 7 or 8 levels should be accomplished by simply killing monsters. This is best done with food and with any items that add experience points from combat. Many of the reward items given to players with the Collector's Edition have this property. By using items and killing effectively outside of a major city, players can reach level 7 or 8 in about ten minutes.

From that point, players have a few options. There are two major cities that players did not complete quests in on their first playthrough. For example, someone who started in Limsa Lominsa did not do the low level quests in Gridania or Ul'dah. Since players have access to these areas, they can simply complete those quests until level 15 and be finished. Alternatively, players can use their mount to hop from FATE to FATE in the low level zones. This gives a small amount of company seals, but is not normally as quick as questing for this stage due to the location and number of FATES for this level range. Grinding monsters is also appropriate to level all the way to 15, particularly if leatherworking is a profession of interest. Killing monsters for skins can help that process out immensely. However it is accomplished, players should definitely take a break from the leveling of their main job to finish this task.

The reason is that players will gain access to a soul crystal. This allows a job to become a different version of that job. For example, Marauders gain access to the Warrior profession. This profession is the same level as the Marauder job, and can be switched on or off by equipping the soul crystal. As a player levels in the Warrior job, their Marauder job will



continue to gain levels, and vice versa. Therefore, this offers players utility and function that they will certainly appreciate. A Warrior could play in a party with defensive gear in order to tank, then swap out their armor and soul crystal to revert to Marauder while questing. If the gear choice is offensive in nature, the Marauder can deal quite a bit more damage than a defensively geared Warrior, making questing and soloing much more bearable.

### Levels 31-50

After completing the alternate job quest, the rest of the game is laid before a player. The recommendation is to continue completing the storyline quests and local quests that are encountered. Again, one dungeon run as soon as it is unlocked, one guildhest completion when new ones become available, and then questing and FATEs when needed are the surest option. This allows players to unlock everything that the world has to offer, and allows them to save their leves. Leves become important when leveling gathering and crafting jobs.

For straight experience per hour, a good FATE party will always be the most efficient options. When combined with company seals, this is the primary choice for players in this level range. However, on a first job, this should only be done to facilitate the completion of storyline quests. Don't worry, future jobs will give players more than enough opportunity to grind FATEs. A balance between progression and FATE parties will give players everything they need to hit level 50 quickly and with all of the extras that the storyline quests allow.

The exception to this is dungeons. Since gear is held on to for a much longer period of time than it was at the lower levels, additional dungeon runs for gear are never a bad idea. The experience for a dungeon run is not significant enough at this point to cause a player to outlevel their quests. The gains in equipment, though, are substantial. A nice diversion from the quest grind, dungeons can be done at will for this level range, and should be particularly interesting to healers and tanks. DPS classes can queue for a dungeon while questing, knowing that they will face a significant wait time. This is a logical and normal combination of the two mechanics.



Hunting logs are also a worthwhile time investment, since questing takes players to most of the monsters required for them. Simply be aware of monsters with the icon for the hunting log above their head. When players spot them, simply kill the required number before moving on. Between being aware of that and going into dungeons at least once, 75% of the hunting log will be completed through no additional effort. Players will have to decide if the other 25% is worth their time or not. However, Grand Company logs are a great source of company seals, if that is an issue.

## Tips For Second Job And Beyond

On subsequent jobs, the leveling process will feel a great deal like the interim periods with the primary job. Quests are available for the first few jobs, due to the fact that there will undoubtedly be regions that players have not fully explored. However, these will dry up fast, and depending on a player's path through their first job, there could be gaps where quests alone are not enough. On top of that, all of the first time completion bonuses are gone. This leaves players with the options for experience point gain that focus on grinding.

There are a few general tips for this section. First, always eat food. The experience bonus seems minor, and it is. However, 3% more experience means 3% less grind time. Also, take advantage of chains. Since players will likely have access to advanced skills and healing options, chains are much easier to accomplish this time around. These chains can make levels 1-20 much quicker to attain.

## FATE Parties

Players will spend the majority of their time, particularly from levels 15-50, in FATE parties. This is due to the absence of quests and the sheer efficiency of FATE leveling. FATE parties can be a ridiculously fast source of experience and Grand Company seals, leaving many to default to this approach 100% of the time. Simply travel to the location where appropriately leveled leves are distributed, and shout to players indicating your desire to join a FATE group.



Wait times are generally low, and the experience gains are high. Due to the amount of travel and the chaotic nature of some FATEs, this is actually an entertaining way to level as well. Repeated use of FATE parties will also naturally max out status with Grand Companies, and allow access to all of the items they offer.

## B. Repeating Guildhests

For players who have joined an established Free Company (guild in FFXIV terms), guildhest grinding can be a viable option when FATEs just do not sound like much fun. To grind guildhests, simply form a group of players that can complete the hest. This is often combined with Free Companies, since they have access to both a roster of viable players and a 5% experience point from combat boost as a guild perk. Once complete, simply queue for the highest level guildhest available and instantly accept the queue for your hest.

Even though the rewards for guildhests are generally low, there is no limit to the number of them that can be completed in a day. Also, the experience gained from killing monsters in a guildhest is close to that of a dungeon. By forming an effective party and repeatedly completing guildhests, players become exceedingly efficient at achieving the goal of the guildhest. This allows for rapid completion of the objectives, and an experience per hour rate that rivals FATE parties in some situations. However, players do not receive the bonus of compnay seal accumulation by choosing this route. It is, though, a great way to hang out with game friends while not interrupting experience gain that greatly. It is also a nice choice when FATE parties are exceptionally crowded.

## Grinding

While grinding by itself does not seem like it would match up the experience gained by other options, certain jobs can do a great job of it. DPS jobs can burn down enemies in short order, and by targeting monsters of equal level, people have reported earning 100k experience per hour or more. However, this is not the only advantage that grinding gives a player.



Killing massive amounts of monsters yields massive amounts of loot. With that sheer volume of loot drops comes a higher chance of obtaining high quality crafting materials. These materials fetch a premium on the auction house, since they are vital for crafting high quality leve targets. When players turn in high quality items for crafting leves, the experience bonus is greatly improved. Therefore, people are willing to pay a lot of gil for high quality crafting materials. Grinding will be a viable source of income for players who are willing to sacrifice a small amount of efficiency for gil. Or, when combined with a personal Disciple of the Hand job, the efficiency lost is more than made up for with gained efficiency on that other job's leveling path.

### Using Guildleves

In short, don't. That's not to say that guildleves are worthless for Disciples of War and Magic. They just do not bring a substantial amount of value to the leveling process. However, with Disciples of the Land and Hand, the benefit gained by using them is significant. Since there are so many paths available for combat jobs, it is a good idea to reserve guildleves for other professions that have a more limited approach to progression. If a player finds themselves at the allowance cap for guildleves and uses a few on experience for their combat job, that is totally fine. That said, it is almost always best to take a break, switch to a crafting or gathering job, and use the leves on that job. The only exception to this is when players need a quick infusion of company seals, but FATEs are typically better for that purpose as well.



## LEVELING IN HEAVENSWARD (LEVEL 50–60)

Heavensward is the first expansion pack for the Final Fantasy XIV MMORPG. To gain access to the expansion, you must have cleared the main scenario quest “Before the Dawn” (patch 2.55) as a prerequisite. Heavensward content starts at level 50 and continues up to level 60. This guide includes tips that help you reach the level cap in an efficient and stress-free manner.

The level 50–60 experience curve is designed in a way that players cannot attain level 60 on their first job by following the main scenario alone. Therefore it is strongly advised that players participate in the variety of sidecontents available from the beginning of the expansion and in some cases even before it.

### Leveling contents

Sidequests are scattered throughout the new areas and become available as you progress in the main scenario. They provide a significant amount of experience and additional rewards such as new equipment. Some important sidequest chains begin in Ishgard, so players are advised to also complete these quests. However, even by doing every sidequest in the expansion it is not enough to achieve level 60 but you must additionally make use of one or more of the following means to acquire the required experience points quota.

Starting at level 53 players can begin doing Daily Hunts that provide experience and centurion, used to obtain endgame equipment. Additional hunts become available at levels 56 and 59, each being repeatable daily. Hunts are unlocked by speaking to Aytienne in front of the Forgotten Knight pub in Ishgard.

The new areas have plenty of FATEs for players to participate in while completing other contents.

The mechanics are mostly unchanged from the vanilla version but are a decent source of experience nonetheless.



Players are not advised to grind solely on Heavensward FATEs as there are better ways to gain experience currently.

Guildleves are also back. This time you are given the choice to do Temple levees instead, that use up 10 leve allowances but provide roughly twice as much experience for completion. They are perfect for casual players that frequently find themselves with 100 allowances built up and no plans to use them all. If you are constantly using each allowance however it is more efficient to stick to the normal levequests.

There are in total five new leveling Dungeons that become available at every odd level starting from 51. Please note that the level 51 dungeon is optional and is unlocked by a sidequest in the Coerthas Western Highlands. The dungeons provide good amounts of experience and also drop equipment. Due to the high amount of experience and gear rewards these dungeons provide, it is recommended that players leveling their second job use them to grind.

Sightseeing log now gives experience for every vista you locate. While searching for these vistas is not the most efficient method of acquiring experience, you may encounter some of them when doing other contents. While standing on the glowing spot, type /lookout or, in some cases /pray, to receive the experience bonus. The flying feature is required for many if not all of the vistas.

Other contents that you can participate in for experience even before accessing the Heavensward include the challenge log, level 50 FATEs and the various Duty Roulettes. Participating in these contents will make it easier to keep up with the ever increasing experience curve during levels 51-60.



### Leveling tips

Heavensward has introduced flying to Final Fantasy XIV as a new means of transport, and the new areas are made with the feature in mind. Players are thus advised to unlock the ability to fly in each area to make it easier to finish quests and participate in activities like FATEs and sightseeing.

Flying can be unlocked by collecting Aether Currents. After having attuned to every current in an area of which there are 15 in total, you may fly using the various flying mounts available.

The currents are found in the field using an Aether Compass or are given as a reward from certain quests. The compass will tell you the distance and direction of the closest current to you and can be accessed from the key items tab of your inventory. The currents resemble green objects that look like a concentration of wind. You may check your Aether Current progress under "Travel" in the menu at any time.

The last Aether Current is usually rewarded by one of the final main scenario quests in the area, often involving clearing a dungeon or trial as a prerequisite. Since the ability to fly makes it much more efficient to complete the expansion contents, especially the sidequests, players should therefore prioritize completing the main scenario and sidequests up to the point where they can receive all the Aether Currents before tackling the rest of the quests in the area. At later levels more sidequests will unlock in the previously visited areas, making it even more beneficial to work on unlocking flying in the expansion. Some late-game dungeons, such as the Neverreap in Sea of Clouds, are also inaccessible by foot.

The leveling dungeons will provide best experience during odd levels as you can take benefit of the experience chain system. To get the most out of these dungeons, it is recommended that players run them during the odd levels, while saving sidequests and other non-repeatable contents for the even levels.

Finding sightseeing vistas is not as difficult as one might think. Usually if there is a particularly tall structure nearby, chances are you will find a vista at the top.



As a reminder, food gives you a 3% experience bonus, so you should have some on you when running dungeons and FATEs. Even a cheap food will do. The bonus will add up during the ten levels!

Lastly, monsters are stronger than before so having your chocobo companion out in the field speeds things up tremendously. While you may get a slight penalty to your experience received from monsters, the increased kill speed will more than make up for it. Be sure to unlock the ability to fly with your companion from the level 52 quest "I Believe I Can Fly" for the extra convenience!



## LEVELING DISCIPLES OF THE LAND JOBS



Upon reaching level 10 on their primary job, players have access to unlocking every beginning job in the game. This opens up two other character progression paths. The Disciples of the Land are one of these paths, and are primarily responsible for bringing raw materials into the game's economy. The items gathered through Botany, Mining and Fishing are used by all of the game's crafting professions, and represent a source of income for players who find themselves lacking gil. Also, since the game requires players to level crafting jobs as a means for socketing materia, almost every player in the game will require access to these materials. Profits can certainly be had by performing gathering work.

As players would expect, gathering is not leveled up by killing monsters. In fact, none of the approaches to leveling used by Disciples of War and Magic are utilized. To level a gathering profession, simply go out and gather stuff. The upside to this mechanic is that it is exceedingly easy to understand. The downside is that it can be exceedingly boring. Therefore, optimizing time spent is important, both for profit and for experience point gain rates.

### Gathering Log

One approach to improving leveling speed for Disciples of the Land is the gathering log. While this is not the source of experience that it is for Disciples of War and Magic, it does confer one specific benefit to players. It gives them a bonus on the first gather for each type of resource. Therefore, pulling up the crafting log and hitting every type of item at a node at least once is a good idea. After that, however, it can be largely ignored. Also, since there is no major bonus for page completion, it does not make much sense to travel the world looking for a specific resource while leveling.



## Guildleves

The most important way a player can improve their rate of progression on a gathering profession is through the use of guildleves. From a lore standpoint, this makes perfect sense. After all, a worker would become a better worker by working. Taking contracts from an organization would confer these benefits. While the bonus for completing guildleves is certainly an important factor in assessing their impact, it is not the only way they improve the process of experience point gain for players.

When completing a guildleve, players often find themselves at resource nodes that have a much higher durability than in the natural world. What this means is that while a node might allow four or five gathers per node in a normal scenario, a guildleve might provide nodes that yield six to eight. Why does this matter? Chains. Getting to the chain five stage in the normal world is a dicey proposition. One miss means there simply are not enough gathers left in a node to do so. On the other hand, a guildleve node allows players to hit three max chain gathers in a single node at times, yielding huge amounts of experience. While the items gained through guildleves are not able to be sold at the auction house, the improved experience point gain more than accounts for that.

This is the primary reason the recommendation to save leves exists. While players would certainly gain more gil by leveling in the natural world and selling all of the resources they gather, guildleves can cut the leveling time in half or more. This allows players to target higher level nodes at a quicker rate, meaning more profits from end game materials. It also allows players to have access to the entire spread of materials gained, which makes leveling crafting professions much more friendly to a player's budget. There is really no compelling reason not to use every single guildleve available to a player on crafting and gathering.



## Gear Optimization

The importance of gear quality in gathering cannot be overstated. Gear makes success rates much, much higher than with poor gear quality. Two benefits are given to the player in this scenario. First, since they are more likely to have successful gathers, they are more likely to hit longer chains. Experience point chains are present in gathering, just like when killing monsters. Chain 5 and beyond are a substantial bonus to players. Since all of the experience gained on these jobs comes in this form, bonuses are an important consideration.

Another benefit that gear confers on a player is in the form of CP. CP is basically the magic points of a gathering profession. It allows players to use skills that increase rates of acquisition, find locations of gathering points and a host of other benefits. While there is food that increases a player's max CP, this bonus is not a major factor. Also, CP tends to regenerate at a slow rate. Therefore, gear with bonuses to CP also make the gathering progression much easier to navigate, in the form of increased access to skills.



## LEVELING DISCIPLES OF THE HAND JOBS



While Disciples of the Hand are often lumped together with Disciples of the Land, the leveling process is markedly different for crafting than with gathering. Also, it is worth noting that everyone will level at least one Disciple of the Hand job at some point, and most likely two or more. This is due to the materia socketing requirement that players must have advanced these jobs to a high level. Otherwise, materia, which is a major function of high level gear, is not available to players. This has a significant impact on a player's function. Therefore, everyone will move through this process at some point.

Where gathering professions gain experience by gathering things, crafting professions gain it by making things. Again, this makes sense. However, there is one major consideration that takes this into account. When gathering, there is no cost but time. Players who spend the appropriate amount of time will level up. With crafting, expenses come into play. Therefore, players can find themselves out of money and, therefore, unable to level. It becomes very important, in light of that, to have a leveling plan and to optimize the gains for each craft. At the higher levels, most of the items are bought from other players. This carries a huge expense. Wasted crafts are crippling.

### Crafting Log

The crafting log is more important than the gathering log. This is because the lists are much longer, and the bonus per craft is much greater. In fact, one of the standard approaches to leveling a crafting job is to complete each craft in the crafting log first. While there is a risk of failing when attempting higher level crafts, the experience bonus is worth the risk. Also, for failed crafts, the cost is only crystals. Players do not lose their items. Therefore, feel free to attempt higher level crafts at any time.

Crafting log pages come every five levels. It is good practice to complete them as soon as they unlock. However, do not sell the items you made in that process. Often, items on the next page of the log require these items as a foundation for the crafting of higher level items. It makes sense to hang on to them, instead of recrafting them for completion's sake. Also, any items not used are often the target of a guildleve. Having them makes the process much faster.



## Guildleves

Again, guildleves make the process much faster and cheaper. Upon completing the crafting log, players will find themselves out of crafts and a few levels away from the next page of the log. This is the time to repeat guildleves. For crafting guildleves, players are often tasked with making and delivering a specific item. Players will gain experience by making the item, and receive a reward when turning it in. These rewards are substantial, and allow players to build their experience totals without an inordinate number of expensive crafts.

The simplest way to do this is to use the levemete in a major city. They often offer three guildleves at a level range. Two of them usually involve delivery to a person in the city. The third requires travel, but carries a larger reward. By level 15, the gil rewarded is often sufficient to cover teleportation costs, so feel free to utilize all three leves. Since these leves are repeated, a routine of gathering leves, making items and then turning them in becomes simple. Levels can be gained at a ridiculous rate while utilizing this method. In fact, many people only level their crafting job when they have leve allowances to do so.

Should a player create a high quality version of the item for delivery, they will receive a bonus to the experience gained by crafting it. Furthermore, they will sometimes triple the benefit conferred by the leve target. Therefore, it is important to attempt and create a high quality item whenever possible. In fact, many people utilize high quality crafting materials to improve the chances of this. The experienced from one high quality leve can sometimes approach one third of the entire level.

While not guildleves, it is worth mentioning Grand Company provisioning missions at this point. These are simple item turn in events that yield experience and company seals. For players who wish to do this, simply speak with the officer at the Grand Company headquarters. However, the experience gained through this method is small, and the company seal gain is much less than FATE parties. Therefore, it is not a reliable and steady source of experience for crafting jobs.



## Gear Optimization

Where gathering required gear optimization for skill use and success on gathers, crafters require it for the increased chance to make high quality items. Since the benefits of high quality crafts have already been discussed, it is easy to see how an improved chance at this result would help out. Gear can be a major determining factor in the chance to yield a high quality item, so players wishing to level as quickly as possible would do well to purchase excellent gear for their Disciple of the Hand. The benefit to this is that all crafting jobs can utilize the same gear, with the exception of the main and off hand items. Therefore, players who invest once can gain benefits on every crafting job. A good crafting gear set at different level ranges is a good idea.

Again, the Grand Company fits into this discussion, but not directly. They offer items for company seals that improve experience gained for a duration. These items cost a great deal of company seals, and are only available at upper ranks within the Grand Company. However, they would certainly expedite the leveling process for crafters. Players will have to decide if their seal totals merit this expenditure or not.

## Closing Thoughts

The first job leveled in FFXIV: A Realm Reborn is straightforward and simple. However, when dealing with subsequent jobs and multiple goals, the process becomes more convoluted. The scale of the game and the interplay between jobs is simply too complex for a single, catch-all strategy to work.

However, players should now have all the information required to plot a course through the game. Ideally, after leveling a primary job to level 50, a plan that incorporates gathering materials, leveling crafts and working on secondary jobs is ideal. This allows players to have resources to craft with, and items from crafting that support a Disciple of War or Magic job. By keeping these jobs around the same level throughout the process, players can move quickly and effectively through all three jobs.



Also, it is worth mentioning at this point that gil is a concern. Players will use quite a bit of gil by teleporting and repairing gear. When combined with gear optimization and materials acquisition, gil can get tight. Gathering allows a means to combat this, through the sale of raw materials. However, players can find themselves at an impasse if they focus too heavily on Disciples of War and Magic, particularly when they have expended all of their quests and are not receiving gil rewards any longer.

Therefore, the takeaway from all this is to not neglect crafting and gathering. The game is truly designed to be played in multiple ways, and not to be raced to max level. For example, players will undoubtedly find periods of time when crystal shards are in demand. This is due to many other players focusing on crafting. At this point, taking an hour out of leveling and simply gathering crystals is possible for players who have gathering professions. This is tied in directly to the leveling process, since gil sinks are a natural barrier to progression. Players who have been focusing on all of their job areas can gather large amounts of crystals efficiently, thus negating the impact of these gil sinks. Basically, players should level jobs in all areas, so they always have options.



# WALKTHROUGH

## Introduction

Welcome to the walkthrough for Final Fantasy XIV: A Realm Reborn. Rarely is there such a thing as a walkthrough for a massively multiplayer online role playing game. While specific guides for dungeons, boss encounters and character advancement are appropriate, a single walkthrough for the entire game would not be able to be created. The style of gameplay and structure of the game simply would not allow for it.

However, Final Fantasy XIV: A Realm Reborn is different. In the original Final Fantasy themed mmorpg, an elaborate line of story quests were a major part of the game. Through completing these quests, the major storyline for the game was communicated to players. Also, by completing these quests, players were able to unlock features and areas of the game that were previously inaccessible.

FFXIV is designed in a similar fashion. The storyline quests and activities are designed to help players take their first Disciple of War or Magic job to max level. Furthermore, these quests allow players to begin their exploration of Eorzea, which is a large and sometimes confusing place. These quests point players to places of interest, and allow a comfort level with the world and the player's place in it to develop. Last, these quests unlock certain abilities and convenience elements, such as the ability to use mounts. Therefore, completing these quests is a priority for players who are new to the game.

One of the unique facets of this quest system is the fact that players who begin in different cities will experience different quests. However, at certain logical points in the progression, the quests converge so that everyone experiences the same events, regardless of their allegiance. It makes sense, then, to break the walkthrough for these quests up into regional components, and then to make note of when the story line comes together. This guide



is formatted in exactly that fashion. That way, players can see when their questing can come together with friends that began in other cities, and also feel confident that they are not missing out on any particularly intense and exciting story elements based on their choice of starting city.

## Gridania Beginning Quests

For players who begin their game play experience by selecting Lancer, Archer or Conjurer as their primary profession, the game begins with their introduction to Gridania. The forest city located in the Black Shroud, Gridania is a place of balance and harmony with nature. As a result, the scenery is decidedly natural and forest-based, and the quests will involve topics of discussion and activities that add to this impression.

### Quest 1. Coming to Gridania

Players will need to begin after the extensive cinematic introduction to the game by speaking with Bertennant. Bertennant is one of the guards that serve post outside the city of Gridania. He is quite simple to find, as he is designed to introduce players to the quest system. Simply walk up to Bertennant and initiate a conversation. He will guide players to the Adventurer's Guild and the NPC Miounne, who plays a large role in subsequent storyline quests. All players need to do after speaking with Bertennant is to travel to the location marked on the minimap, which will lead them to Miounne.

### Quest 2. Close to Home

Miounne serves as a player's first guide to the workings of Final Fantasy XIV. Since these first quests are designed as a tutorial of sorts, the next quest logically has players performing tasks that help to acquaint them with the both the city of Gridania and the major points of interest that relate to gameplay and interaction. By following the marks on the map, players will be introduced to Aetheryte Crystals, the Aethernet, the Auction House, and the guild which represents the player's beginning job. Upon completion, players will need to return to Miounne.



It is worth noting that at this point, two optional activities are available. The first is to complete the various side quests throughout town. This is a good idea, since these quests are simple to complete and allow players to gain a level or two before venturing out into the wilderness. The other activity is to attune with all of the Aethernet shards throughout the city. This facilitates travel, and is a good way to get to know the city further. The recommendation is to complete both of these activities while completing this quest.

### **Quest 3: To the Bannock**

This quest represents a player's first directed trip outside of the city walls. Players must travel to The Bannock, in order to lend a helping hand to the instructor there. The lore states that the player will help the instructor to restore the forest to a more natural state. To complete this quest, leave the city of Gridania through the Blue Badger Gate. Then, travel to the destination marked on the minimap and speak with Galfrid upon arrival.

### **Quest 4: Passing Muster**

In order to assist Galfrid, players will need to have gear that is equal to the task. This is the first "gear check" embedded in the game. Players will need to ensure that all of their gear is at level 5 in order to allow the quest to progress. If this is not the case, the icon representing Galfrid will be red on the map. Should players find themselves in this situation, simply travel to the "Merchant and Mender" that is next to Galfrid. The required equipment is sold by this NPC for a low amount of gil. Also, if players are too low of a level to equip the gear, simply travel outside of the Bannock and battle a few monsters until level 5 is obtained. However, if any of the other quests have been completed during this process, there will not be an issue with player level.

### **Quest 5: Chasing Shadows**

Galfrid, upon seeing that a player's gear is sufficient, will send them to Twelveswood for the purpose of investigating suspicious activity there. By traveling north, players will encounter a stump of a tree with a "Magicked Blade" embedded in it. An instanced encounter is triggered through interaction with that blade. This means that a cinematic and a battle will be initiated, and that only the player and the associated NPCs can participate.



Once the battle begins, players will be besieged by a number of enemies. However, a pugilist and a thaumaturge will be available to assist the player in this battle. Stick close to the pugilist and thaumaturge, as they can distract the enemies and cure player's wounds. Then, simply assist the pugilist in dispatching the enemies as they arrive at the battle. This encounter does not require any particular strategy, and is designed simply to allow players a chance to learn about doing battle with the assistance of NPCs.

#### **Quest 6: Eggs Over Queasy**

Since so many of his soldiers were injured, Galfrid requires player help in gathering supplies. One of the needed supplies is Chigoe eggs, which are obtained by slaying Chigoes. Upon recovering 8 Chigoe egg sacs, players are required to deliver them to Monranguin at Gilbert's Spire. Gilbert's Spire is marked clearly on the map, and should present no difficulty for players in terms of travel. Simply gather the requisite egg sacs and make the trip to Gilbert's Spire.

#### **Quest 7: An Eft for Effort**

Back at the Bannock, Galfrid needs player help in rallying the recruits to attend to their training. By slaying four of the Black Efts that make their home near the Bannock, Galfrid hopes to encourage the recruits to redouble their efforts. Efts are located near the Bannock, so players need to simply make their way out from the outpost, kill four Efts, and return. This is a simple and straightforward quest designed to offer experience points to players in order to ensure an appropriate job level for the tasks ahead.

#### **Quest 8: Surveying the Damage**

Back at Gilbert's Spire, Monranguin has lost a recruit that was tasked with surveying a cave. Players are told to find the startled recruit's equipment. This includes a report, two boxes of equipment and a rope. The target destination is a cave in the Jadeite Thick, which is located due south of Gilbert's Spire. Simply travel to the cave, fight through the monsters present and interact with the required items. However, instead of returning to Monranguin, players are required to visit Pauline, a conjurer in Gabineaux's Bowyer, to receive their reward.



### Quest 9. The Butcher of Greentear

Apparently, the hoglet population around Gabineaux's Bowyer is out of control. Pauline requires adventurers to cull the herd, so to speak. For this quest, simply travel to the location of hoglets marked on the minimap and proceed to kill them. After killing 6 of them, Pauline awaits with a reward.

### Quest 10. A Soldier's Breakfast

Building on the theme of population control, Pauline requires adventurers to thin out the growing Anole population this time. However, she also requires some of their eggs in order to feed the troops. Players will need to both kill 6 Anole monsters, and interact with 4 Anole Eggs on the world map. Once both tasks are completed, travel back to Gabinaux's Bowyer and speak with Pauline for the reward and the next quest.

### Quest 11. Spirithold Broken

This quest is unique in the sense that it is the first quest which allows players to unlock features of the game. By completing this quest, players will gain access to Guildleves and to the Inn. Guildleves offer players an alternate method of gaining experience, and the Inn is a place to store items and other minor, yet useful, elements of gameplay are housed there. To complete this quest and gain access to these features, head to Spirithold and interact with the required NPCs. The "injured healer" will begin an instance, where players must fight a Clay Golem. This fight is simple, and there is no need to do anything other than battle as normal while being certain to move out of the red targeting marks on the ground during the battle. Upon winning that fight, players should return to Miounne in Gridania.

At this point, the quests are all designed to increasingly introduce players to the storyline and the major players in it, while broadening the world and a player's familiarity with it. There is no need for an extensive walkthrough, as all of these quests require players to do simple tasks and travel. Since the travel locations are all marked on the minimap, simply follow the instructions and enjoy the process.

After a while, the quest line will lead players to the quest.



### Quest 26: To Guard a Guardian

This quest is difficult, in that players may be unprepared for the instanced battle that occurs. In this battle, players will face off with a gargoyle and a masked mage. Prior to this battle, it is a good idea to put both healing potions and an antidote or two on the hotbar. The reason being, players who cannot cure status ailments are going to take a great deal of damage from the poison cast by the enemies in this encounter. By having an antidote ready to go, the poison can be easily counteracted.

Another tip for success in this battle is to run backwards immediately upon beginning the fight. At the edge of the instance, there is a house where players can duck around the corner. This keeps the mage safely out of the equation while players battle with the gargoyle. By doing this and having an antidote ready, the encounter is actually quite trivial. Upon beating the gargoyle, players will need to battle the mage. However, NPCs come to help players deal with that stage of the encounter.

Upon completing this battle, there are a number of quests around Gridania before players reach the quest "It's Probably Pirates". This quest is the point where all three cities join up in their questlines.

## Limsa Lominsa Beginning Quests

For players who choose Marauder or Arcanist as their primary profession, the game begins with their introduction to Limsa Lominsa. A port city located in La Noscea, Limsa Lominsa is a seafaring port city with an emphasis on trade and maritime pursuits. As a result, the scenery is coastal and filled with typical vegetation present in coastal locales, and the quests will involve topics of discussion and activities that involve trade, shipbuilding and pirates.



### Quest 1. Coming to Limsa Lominsa

Like all beginning questlines for any of the starting cities, the first few quests for Limsa Lominsa are a tutorial. This first quest introduces players to the Drowning Wench, the bar that serves as Limsa Lominsa's adventurer's guild. Ryssfloh is the name of the NPC that initiates this quest, and unlike other introductory quests, this quest requires players to interact with a lift. Since this lift is a central feature of Limsa Lominsa's travel, it is important for players to become familiar with the use of it. Simply interact Grehfarr at the lift and travel to Baderon for a cinematic and the quest reward.

### Quest 2. Close to Home

Baderon, proprietor of the Drowning Wench and integral character in the story questline, gives players the job of performing three tasks around the city. These introduce players to guilds, aetheryte shards and crystals, and the auction house. Just like in other cities, it is a good idea to use this time to attune to all of the aetheryte shards and to learn the lay of the land through the side quests available. Upon completing the three tasks, return to Baderon for a reward.

### Quest 3. On to Summerford

Baderon sends players outside the city walls for the first time with this quest. The job is to report to Staelwyrn, owner of Summerford Farms. There are some problems occurring at the farm, and Baderon hopes that players can assist. As stated in the Gridania walkthrough, it is a good idea to take a few minutes and complete the quests in town, and to also slay a few monsters outside of the city walls. This will give players a handle on how combat operates, and also allow players to gain a few job levels before venturing out too far. When ready, simply follow the icons on the map to Summerford Farms after leaving Limsa Lominsa through the Zephyr gate. This gate is available for aethernet transport if players have taken the time to attune to all of the shards.



#### Quest 4. Dressed to Call

Since the duties at Summerford Farms require an adventurer of some power, Staelwyrn gives players the task of updating their gear. For this quest, players should equip weapons and armor that are of a required level at 5 or higher. In order to accomplish this, players need to be level 5 on their job, then speak with the “Mender and Merchant” at Summerford Farms. The required gear is available for purchase there, for a small amount of gil. Of course, if players are not level 5, the solution is to complete side quests at Summerford or to battle monsters outside. Once the gear is purchased and equipped, players should return to Staelwyrn.

#### Quest 5. Lurkers in the Grotto

The task that Staelwyrn had in mind for players is to investigate Seasong Grotto. This location will be marked on the minimap as soon as players accept the quest. Upon arriving at the intended location, players will need to interact with a stone monument. This triggers an instance, which is a specific encounter that only the player and NPCs can participate in. For this instance, the encounter is pretty straightforward.

Players should stand near NPCs that arrive, since they can often heal wounds and distract monsters for the player. This is typically a good choice in almost every instance. As they do so, players should focus on fighting the monsters that show up which are within the player's level range. These are often weaker monsters that the player can easily dispatch. After all of those are defeated, then players can turn their attention to the more difficult boss monster that is usually locked into combat with the NPCs. Eventually, players will prevail and the instance will end. Upon completion, players should return to Staelwyrn.

#### Quest 6. Further Afield

Gurcant in Summerford Farms is attempting to tend to his crops. However, mandragoras are interrupting this process. In order to till the fields properly, these pests must be removed. Players should travel to the marked location on the minimap and destroy 5 tiny mandragoras. Upon completion, a reward is waiting back at Gurcant.



### Quest 7: Washed Up

Staelwyrn has a problem with his deckhands abandoning their duties. He would like players to help him find these deckhands, and spur their return to work. In order to help Staelwyrn, players should travel to the five marked locations on the minimap and speak with each of the deckhands. The response given by players will not impact success on the quest. After all five deckhands have been talked to, players need to return to Staelwyrn.

### Quest 8: Double Dealing

Many of the quests in Final Fantasy XIV require players to perform emotes at NPCs. For this quest, players need to find Sevrin and use the `/doubt` command while having Sevrin targeted. Upon completing that, players will need to rescue Sevrin's three henchman, who are incapacitated due to the presence of monsters in the area. Eventually, the sack of oranges that started this whole mess is retrieved, and can be delivered to their intended destination. When all of that is complete, players need to return to Summerford Farms and speak with Staelwyrn.

### Quest 9: Loam Maintenance

After returning to Staelwyrn, players will be prompted to speak with Rhotwyda at the farm. Apparently, fertile soil is required for the cultivation of crops. This soil can be made more suitable for farming by using Blackloam, acquired in a range of mountains known as the cookpot. Players should travel to the cookpot, interact with three Blackloam piles, and bring the results of this action back to Pfrewahl, who is located at Tiller's Rest. The location is clearly marked on the map.

### Quest 10: Plowshares to Swords

Pfrewahl needs someone to reclaim stolen farm tools from the pirates that are plundering the area. To do this, players need to head south and defeat any combination of three Grounded Pirates or Grounded Raiders in this area. Upon defeating three of the scoundrels, return to Pfrewahl and then finally to Staelwyrn to finish this quest.



### Quest 11. Just Desserts

This is the next major instance encounter in the story quest line. Again, this quest involves Sevrin. This band of criminals has headed south to Woad Whisper Canyon. Sevrin, it appears, had intended to sell out his band of thieves to an unknown person. After rescuing Sevrin's henchmen by interacting with them, players will find themselves face to face with Sevrin. Interacting with him engages a cinematic and an instance where players must defeat a clay golem. This fight is straightforward and simple, so long as players remember to vacate any areas on the ground that become marked with red color. Upon winning the battle, Sevrin atones for his mistakes and players are directed back to Baderon at the Drowning Wench.

This quest is unique in the sense that it is the first quest which allows players to unlock features of the game. By completing this quest, players will gain access to Guildleves and to the Inn. Guildleves offer players an alternate method of gaining experience, and the Inn is a place to store items and other minor, yet useful, elements of gameplay are housed there. After speaking with Baderon, all of these items are available for player use. Feel free to engage in a few Guildleves or to stash excess equipment at the inn before continuing along with the questline.

At this point, the quests are all designed to increasingly introduce players to the storyline and the major players in it, while broadening the world and a player's familiarity with it. There is no need for an extensive walkthrough, as all of these quests require players to do simple tasks and travel. Since the travel locations are all marked on the minimap, simply follow the instructions and enjoy the process.

After a while, the quest line will lead players to the quest.

### Quest 23. Feint and Strike

What starts out as a simple information delivery mission turns into a major ambush. Players are instructed to meet with a contact at Swiftperch to deliver news of a plan. However, upon reaching the contact, the area is attacked. Players must participate in the battle and help drive back the marauders. This is no simple task, but by assisting the NPCs staged throughout the instance, players should find it manageable to do so.



Upon completion of that stage of the instance, players are attacked by a masked mage and a gargoyle. Prior to this battle, it is a good idea to put both healing potions and an antidote or two on the hotbar. The reason being, players who cannot cure status ailments are going to take a great deal of damage from the poison cast by the enemies in this encounter. By having an antidote ready to go, the poison can be easily counteracted.

Another tip for success in this battle is to run backwards immediately upon beginning the fight. At the edge of the instance, there is a house where players can duck around the corner. This keeps the mage safely out of the equation while players battle with the gargoyle. By doing this and having an antidote ready, the encounter is actually quite trivial. Upon beating the gargoyle, players will need to battle the mage. However, NPCs come to help players deal with that stage of the encounter.

When that business is complete, the yellowjackets will thank players for their efforts and send them back to the Coral Tower, in order to deliver the news of the victory to Reyner. This will allow players to become more acquainted with the leaders of Limsa Lominsa, and eventually reach the point where all of the major city questlines converge for the first time. This quest is titled "It's Probably Pirates" and is the next major stage of the storyline.

## Ul'dah Beginning Quests

For players who choose Gladiator, Pugilist or Thaumaturge as their primary profession, the game begins with their introduction to Ul'dah. A desert city that served as a refuge for people displaced by the Calamity, Ul'dah is a city based on commerce and trade. Since it is located in the middle of the desert, the scenery is sparse and filled with rocky bluffs and sand. The quests will involve topics of discussion and activities that involve trade, merchants and the sultans who rule the city.



### Quest 1: Coming to Ul'dah

Wymond greets adventurers upon their arrival in Ul'dah. This first stage of the storyline quests is a tutorial designed to ease players into the workings of the city. Wymond will task players with traveling to the Adventurer's Guild in order to register with the authority there. All that is required of players is to interact with Wymond, and then travel to the location marked on the map. Upon arrival, players will need to speak with Momodi.

### Quest 2: Close to Home

Just like with the other two cities, this quest given by Momodi is the way for players to get their bearings in the city. Three tasks will be given, and these will allow players to explore the city and begin to learn the layout. It is a good idea to complete all side quests (marked with exclamation marks on the map) during this time, as well as attune with all of the aetheryte shards located throughout the city. This makes travel much easier for players, and will allow them to learn everything they need as far as where things are located in Ul'dah. Upon completion, players will need to return to Momodi for their reward.

### Quest 3: We Must Rebuild

This quest is simply an introduction. Momodi wants players to meet someone in the Ul'dah dispatch yard, just outside the city gates. By exiting out of Ul'dah through the Gate of Nald, players can head east to find Papashan, the target NPC, at the Ul'dah Dispatch Yard. However, it is a good idea to stop and battle a few monsters along the way. Since the next quest requires a job level of 5, take a few minutes and gain the required experience to attain that job level if not already at level 5.

### Quest 4: Nothing to See Here

For the next quest, players need to deliver pretzels to the guards. Three guards will be highlighted on the minimap. Simply head to those locations and interact with the guards. This quest is more or less a tutorial on how to give items to NPCs. Once players interact with the guards, the key item list will open. Drag the pretzels into the appropriate window and select "trade." When this is done for all three guards, the quest is complete.



### **Quest 5. Underneath the Sultantree**

This is the first instanced quest that players will face when beginning the game in Ul'dah. Lilira is a young noblewoman who has run away from home. Players are tasked with finding her. Once found, players are attacked by Voidsent. Since this is an instance, players can only utilize their own power and the help of NPCs that enter the instance. As a general rule of thumb, stick close to the NPCs. They can heal wounds and absorb damage from the enemies. Players should assist the NPCs and finish off all of the monsters that attack. Upon completion, players will be directed to return to Papashan and inform him of everything that transpired.

### **Quest 6. Step Nine**

This is an errand quest designed to introduce players to a new location. After speaking with Cicioa at the Dispatch Yard, players must take a pumpkin and a receipt of purchase to Roger, inside of the Coffer and Coffin tavern. To do this, follow the directions on the map and interact with Roger inside of the tavern.

### **Quest 7. Disorderly Conduct**

Players will play waiter or waitress for this stage of the questline. To accomplish the task Roger lays out for players, they will have to take the orders of four NPCs throughout the tavern. However, one of these might be difficult for some to find. The fourth NPC is on top of the hill that the tavern is built into. In order to find them, players must travel up the rear face of the hill to a platform on top. When complete, return to Roger for a reward.

### **Quest 8. Until a Quieter Time**

Roger gives adventurers a standard "kill" quest at this point. All that is required is to travel out of the tavern and find antling workers. Killing one of these yields an antling mandible. Five of these mandibles are required for completion of the quest, so simply continue killing antling workers until five have been defeated. These are to be delivered to Warin, leader of the sentries at Black Brush Station.



### **Quest 9. Prudence at this Junction**

Warin would like players to assist him with the issues at hand regarding Black Brush Station. However, he does not feel comfortable sending an adventurer out to do battle without sufficient equipment. He requires players to acquire gear of level 5 or above for every slot prior to giving the next task in the sequence. This is easy enough to accomplish, since the “Mender and Merchant” sells all of the appropriate gear at this station. It is important to note, though, that many of the helms given out with purchase of the collector’s edition of the game have a required level of 1. To advance the story, players must put on a helm of level 5, even if they intend to put the collector’s edition helm back on immediately afterwards.

### **Quest 10. Out of House and Home**

Ore wagons bound for Black Brush Station are being attacked by coblyns. Warin would like players to travel out to the location of these attacks and to exterminate the offending coblyns. He gives a key item, called a silver ore cluster, that is intended to lure out the coblyns once players have arrived at the correct location. This location is denoted as “destination” on the world map. By interacting with this point, players can use the silver ore cluster to summon the coblyns, then defeat them. Please note: these coblyns have a nasty area of effect attack that can kill adventurers quite easily. It is important to move immediately out of any red circles that appear on the ground in order to avoid this attack. Once victory is gained, Warin will reward the player.

### **Quest 11. Spriggan Cleaning**

Warin has another ore related quest for players at this time. Players will need to find and interact with “pockmarked ore” along the tracks near Black Brush Station. Upon doing so, a spriggan chumbler will appear and attack the player each time. Upon investigating all four locations and defeating the spriggans at each, players may return to Warin for compensation.

### **Quest 12. Way Down in the Hole**

This is the next major instanced encounter in the quest line for people in Ul’dah. After following the instructions and moving through the various steps, players will ultimately need to defeat a clay golem. Unlike the other instance fights, there is no NPC help in this one. Therefore, it is important that players make it a point to avoid any red targeting marks on the



ground during the fight. It is also a good idea to make sure potions are placed on the action bar and ready to use, particularly for players who do not have access to curing magic. However, if these steps are followed, the golem should be defeated quite easily. Upon defeat, players will need to return to a few NPCs before eventually making their way back to Momodi.

This quest is also unique in the sense that it is the first quest which allows players to unlock features of the game. By completing this quest, players will gain access to Guildleves and to the Inn. Guildleves offer players an alternate method of gaining experience, and the Inn is a place to store items and other minor, yet useful, elements of gameplay are housed there. After speaking with Baderon, all of these items are available for player use. Feel free to engage in a few Guildleves or to stash excess equipment at the inn before continuing along with the questline.

At this point, the quests are all designed to increasingly introduce players to the storyline and the major players in it, while broadening the world and a player's familiarity with it. There is no need for an extensive walkthrough, as all of these quests require players to do simple tasks and travel. Since the travel locations are all marked on the minimap, simply follow the instructions and enjoy the process.

After a while, the quest line will lead players to the quest.

### **Quest 25. Duty, Honor, Country**

Momodi will begin the quest for players to enter the "heart of the sworn." After following the trail of the quest for some time, players will end up east of Black Brush Station and in an encounter with a large number of enemies. In this instanced encounter, players will be assisted by Papashan and a host of Sultansworn Warriors. It is important to assist Papashan in this battle and to stay with the group. Players can find themselves cut off and their hit points dropping quickly if they do not. However, as with the other encounters of this type, slow and steady players who stick with their NPCs will do just fine.



Upon winning this battle, players will be required to complete a few miscellaneous quests around the city of Ul'dah, before coming to the quest "It's Probably Pirates." This is the point where all three quest lines converge into one main story arc.

## First Series Of Shared Quests

At this point, players have a pretty good grasp of the basics of the game, and have met a few of the major characters in the story. Now, the quests are designed to introduce three major elements of the game to players. The first goal of this stage is to get players acquainted with the entire game world. These quests will require players to travel around the world and meet up with people in different locations. At first, this is accomplished via airship. However, players would do well to attune to all of the aetheryte crystals at cities and outposts, as well as the aethernet shards in the major cities. This will allow players the ability to teleport wherever they choose, which is a tremendous time saving element.

### Dungeon

The next game mechanic that is introduced is dungeons. Some of these quests will involve players using the duty finder to defeat a boss in a dungeon. These quests are "It's Probably Pirates" which introduces players to Sastasha, "Fire in the Gloom" which directs players into the Tam Tara Deepcroft, and "Into a Copper Hell" which drives players to explore Copperbell Mines. While these quests need only be completed one time, players can run the dungeons through duty finder as many times as they like. It is a good idea to run each one a few times in order to collect gear and experience points. This can be done while completing other quests, since duty finder will continue to find groups for players while they complete other tasks.



### **Minfilia and the Scions of the Seventh Dawn**

The final element that these quests introduce to players is Minfilia and the Scions of the Seventh Dawn. The Scions are a group of people that work to maintain peace in Eorzea, and who play a major role in the continuation of the Final Fantasy XIV storyline. Eventually, players will become more directly involved with this group, and they offer benefits to players through the advancement of the storyline as well as the ability to use materia.

At the end of this section of quests is a quest titles, "Hero in the Making." To this point, there is no need for a guide. Simply follow the instructions, go where directed and complete the tasks required just as before. However, this quest is different. During the actions of this quest, players will ultimately choose their Grand Company.

### **Grand Company Quests**

Every city has a Grand Company. Players can join whichever Grand Company they choose, no matter which city they call home. While there are subtle differences in Grand Company choices, none of these are so great as to merit careful deliberation. Along those lines, it is important to know that players will only diverge from the quest line for two quests during this phase, before returning to the same quest line experienced by everyone. Therefore, this is largely an aesthetic choice.

That said, there are some differences in equipment and rewards for the different Grand Companies. Some players find it worth investigating Grand Company offerings before making their choice. Since many players plan on leveling a number of jobs, a Grand Company will offer benefits to all at some point. Basically, players should know that this choice is coming and plan accordingly, knowing that the decision will not impact their experience too greatly.



In patch 2.1, there is no real need to outline the individual quests given by each grand company. However, these new quests are worthy of mention as they help players get set up with The Wolves' Den, the patch 2.1 hub for player versus player content. All that is required of players is to visit the headquarters of their Grand Company, where one of the NPCs will offer the quest "A Pup No Longer." This will allow players to speak with Berkoeya at The Wolves' Den and begin the player versus player experience. More about these activities, gear and their impact on the rest of the game is found in the player versus player section of this guide.

### Access to Chocobos

There is one thing about Grand Companies that merits discussion here, though. That is the access to Chocobos and Mounts. Upon completing the two specific Grand Company quests and becoming a full fledged member of a Grand Company, players are tasked to acquire a chocobo registration. This costs 2000 company seals. Company seals can be gained in a variety of ways. The quickest two are to run FATEs after joining a grand company and to participate in company leves. There are company leve dispensers in the world, typically at the location where level 20 leves are received. They are denoted by their company designation underneath their name. Each leve gives approximately 160 seals, so players would need to complete 12-14 in order to receive their chocobo. This should be done immediately, even though the storyline does not require it. The utility and travel options supplied by a chocobo are tremendously valuable to players for the rest of the game.

## Second Set Of Shared Quests

Upon completing the chocobo quests, players are left with the last major group of storyline quests. However, these quests are not nearly as short as the first section. In fact, this final section of the storyline quests will take players all the way to level 50. Since this section of the game is as spread out as it is, players will expect to travel quite a bit. Also, it is possible to become underpowered. That is, players who continue to fly through quests will likely run into difficulty with encounters and dungeons that pop up throughout the experience.



That means players must take some time to level their jobs. This is made even more important by the addition of the level 30 quests. No matter which job a player chooses, they have the option to unlock an advanced job at level 30. In order to do so, players must level another corresponding job to level 15.

**The list for these jobs is as follows.**

Bard: Archer (30) -> Pugilist (15)  
Paladin: Gladiator (30) -> Conjurer (15)  
Dragoon: Lancer (30) -> Marauder (15)  
Warrior: Marauder (30) -> Gladiator (15)  
Monk: Pugilist (30) -> Lancer (15)  
Scholar: Arcanist (30) -> Conjurer (15)  
Summoner: Arcanist (30) -> Thaumaturge (15)  
Black Mage: Thaumaturge (30) -> Archer (15)  
White Mage: Conjurer (30) -> Arcanist (15)

Needless to say, these jobs are worth obtaining. Also, they can be switched into and out of by simply equipping a soul crystal. Therefore, players will need to take a break from the storyline quests and focus on leveling another job to 15.

## Main Scenario Quest Walkthrough

The new patch brings a number of new steps for players to explore the main story through quests. Some of these quests bring with them significant rewards in terms of access to new and exciting content. Others are simply the steps along the way to unlocking that content, and are not significantly different than the story quests to this point. Regardless, they should all be completed as quickly as players can get to them. Along with the new content that is unlocked, players can gain simple and useful materia from these quests, if they have been lax in doing so prior to this point.



### **Quest 1: The Price of Principles**

At the Waking Sands, Minfilia would like players to hear the opinions of the other Scions regarding the various proposals and ideas that have been proposed to the organization. All players need to do in order to complete this quest is speak with the other Scions. The reward for doing so is a bit of gil and access to the next quest.

### **Quest 2: Moving On**

After the conversation with Minfilia during the previous quest, players are tasked with speaking further with Alphinaud about an incident that requires investigation. Again, the only thing that players need to do is travel to the appropriate NPC and enjoy the unfolding story. A minor bit of gil is given to the player, along with their choice of food item.

### **Quest 3: Flowers For One**

Father Iliud at the church in Drybone has asked to speak with players before they leave. This has to do with the unidentified woman mentioned in the previous quest. Following the tracks of this woman leads players around the area, eventually turning up the identity of the unknown woman as F'lhamiin, perfume maker. Along the way, expect to be ambushed by a large Gobbue. After returning to Alphinaud, players are tasked with helping F'lhamiin complete her perfume.

### **Quest 4: All Things in Time**

This is a simple reagent gathering quest where players must defeat a number of enemies. After completing that, the items from those enemies are used to lure out a larger enemy, who drops the item that players need for the quest. Very simple and straightforward work. After bringing the required reagent to F'lhamiin, she returns to the Waking Sands and convinces the Scions to move their headquarters to Revenant's Toll.



### Quest 5: The Resolute

As the Scions make their plans to relocate, players are required to assist Minfilia's mother with whatever task is currently troubling her. Apparently, a damaged earring needs repair, but Minfilia's mother will not travel to the goldsmith for this service. After taking the earring to the proper location, the reasons behind her hesitation are revealed and the quest is completed.

### Quest 6: Laying the Foundation

This is a simple travel quest. All that is required is to deliver the documents that are given to Slafborn in Revenant's Toll. These documents outline what is required to move the Scions to their new location, and players are also told to help Slafborn in whatever is required to facilitate the move.

*The next three quests must be done before the story can be advanced.*

### Quest 7: Better Late Than Never

A supply carriage is late with a delivery. Investigation of the incident leads players to discover that the carriage was the victim of an Ixali attack, with the attendants and supplies currently held captive. The quest concludes when players return to Guolgeim in order to deliver the news and possibly construct a recovery plan.

### Quest 8: Crate Go Kaboom

Sark Malark believes that the Garleans have become too complacent and bold. In order to combat this, Sark would like players to help infiltrate their stronghold and to plant explosives among their supplies. The damage done to the Garlean weaponry will certainly aid future actions against them.



### **Quest 9: Rock Solid Protection**

Among the housekeeping duties in the area is the task of procuring a wardstone to help further fortify the area's defenses. In order to receive one, players must travel to The Sunken Temple of Qarn. This can be accomplished via duty finder. Upon completing the dungeon run, players will have procured a wardstone. All that is left is to deliver the stone to Slafborn upon returning.

### **Quest 10: Hest of the Best**

Upon completing the trio of quests prior to this, players will be forced to complete the guildhest "Hero on the Halfshell." This, like The Sunken Temple of Qarn, can be completed via duty finder for ease of completion. After completing the straightforward guildhest, players need only speak to Slafborn again.

### **Quest 11: Pass the Smell Hest**

Another guildhest requirement, players must this time help defeat Toxic Tamlyn. Again, this should pose no significant difficulties for any level 50 players utilizing duty finder. Simply queue up for "More Than a Feeler" and complete the objectives. Then, speak with Slafborn to continue the storyline.

### **Quest 12: You're Gonna Carry That**

At this time, players will need to return to The Waking Sands to report on their progress to Alphinaud. However, there is an errand that needs attending to along the way. A simple package delivery quest leads players back to Tataru at The Waking Sands. Turn these in to Tataru for a minor reward, before continuing the quest line at Alphinaud.

### **Quest 13: The Things We Do for Tea**

Tataru wants to help brew a special tea to help the Scion's lowered morale. To do so, Highland Tea Leaves are required. This, again, is a simple reagent gathering quest. In Boulder Downs, players can harvest the required four stacks of leaves. A return trip to Tataru at The Waking Sands is all that is required to bring this step to a close.



#### **Quest 14. It's Possibly a Primal**

Finally, players are treated to some action. Reports have come in from Gridania that a Primal, or something that strongly resembles one, has appeared. The Scions have been summoned by the Order of the Twin Adder to help investigate this situation. Players will need to report to High Commander Heuloix at Adder's Nest in order to begin their service to the Twin Adder.

#### **Quest 15. Hail to the King, Kupo**

Apparently, the entity that has shown up is not a Primal, but rather King Moogle Mog the XII. While this is not a threat from the Primals, the danger posed by King Moogle Mog the XII is similar. Players will need to prepare themselves for a major battle if they wish to help the Twin Adder with their newly found moogles problem.

#### **Quest 16. You Have Selected Regicide**

The first step is to gain the keystones from Kuplo Kopp, the moogles that has warned the Twin Adder about the new presence of Moogle Mog the XII. However, upon finding Kuplo Kopp, it is discovered that a scuffle is taking place. Players will need to help Kuplo Kopp, and then follow the instructions for attuning to the battleground where the confrontation with Moogle Mog the XII will take place.

Strategies for defeating King Moogle Mog the XII are listed in the Primals section of this guide.

#### **Quest 17. On the Properties of Primals**

After notifying the authorities of the victory of King Moogle Mog the XII, players will ultimately return to Minfilia. There are a few stops along the way, but these are easily navigated. All that is left at this point is for the Scions to complete their move to Mor Dhona.



### Quest 18: The Gifted

The plan for the move from The Waking Sands is to travel in groups rather than in one large band. Players are entrusted with the job of traveling with Minfilia. However, before that journey can happen, Minfilia endures significant distress. Players must search Vesper Bay for the white-robed Ascian that has infiltrated the sanctum and assaulted Minfilia. A number of battles take place along the way, and much is revealed.

### Quest 19: Build on the Stone

This quest is designed to get players accustomed to the new headquarters at Rising Stones. Simply follow the directions about delivering the journal to the appropriate NPC, while taking a moment to look around and get a feel for the new layout.

### Quest 20: Still Waters

This quest chain begins in Mor Dhona. Speak to Minfilia at the Rising Stones to start it. You'll need to speak to various scions for this quest. First you'll need to speak to Y'shtola and Fufulupa in Horizon. Speak to Y'shtola again then head to Eastern Thanalan to find Thancred and speak with him.

**Reward:** 1220 Gil.

### Quest 21: A Final Temptation

Speak with Thancred in Horizon (Western Thanalan). Follow up by speaking with Fufulupa. After that you'll need to wait for thieves to attack. There are two mobs to defeat in this step. They are easily defeated solo. After they're defeated, speak to both Y'shtola and Fufulupa again.

**Reward:** 939 Gil.



### Quest 22: The Mother of Exiles

This quest involves a bit of errand-running. It begins with Thancred in Horizon. You'll then need to speak to Alphinaud and go to Ul'dah to search for the Domans at the Royal Promenade. The rest of the quest also takes place in Ul'dah. Follow up with Alphinaud at the Quicksand and then seek out both Yugiri and Momodi.

Deliver Momodi's letter to both Fridurh and Katherine at the Sapphire Avenue Exchange then speak with Momodi, Yugiri and finally Raubahn (located at the Royal Promenade) to finish the quest.

**Reward:** Your choice of three Lilac Purple Dyes, Millioncorn Yellow Dyes, Cork Brown Dyes or Allagan Bronze Pieces.

### Quest 23: Promises to Keep

This quest begins with Raubahn at the Hall of Flames in Ul'dah. Speak with Alphinaud then leave Ul'dah and go to the Black Brush area of Central Thanalan. Travel to Scorpion Crossing to meet with Gigiyon. Speak with the Hyuran coachman at the Coffer & Coffin which is nearby and type in the "Leave it to /me" emote when promoted to do so.

After that, go to Nophica's Wells which is located in the Hammerlea area of Western Thanalan. Here you will face three Brass Blade enemies. Defeat them and speak to the captain afterwards. Return to the Coffer & Coffin to return the stolen items. Follow up with Gigiyon and finally Alphinaud back in Ul'dah.

**Reward:** 1502 Gil and your choice of three La Noscean Toast, Eft Steak or Pastry Fish.

### Quest 24: A Small-Scale Operation

This quest takes place in Vesper Bay. Alphinaud sends you there from Ul'dah. In Vesper Bay, speak to Hozan then head to the docks to collect a crate. Upon returning the crate you will be tasked with going back out to the dock area to collect four missing scales that were missing from the crate. When completed, return to Hozan.



**Reward:** 799 Gil.

### Quest 25: Yugiri's Game

Hozan now tasks you with finding three hiding children. You can speak with Hozan at any time to receive a hint as to where to find each of the missing kids.

The first child is located around the building Hozan is in front of and north at around (13, 13) in a corner. Make sure to run past the NPC named Bashful Geyser along your way. If you don't pass him, you haven't gone far enough. He is found sitting on the wall.

For the second child, head south from the direction Hozan is facing and run toward the building past the Lalafell statue. Go up the small flight of stairs that goes up the side of a smaller building. The child is on the staircase at around (12, 14). If you need additional help, interestingly enough the Lalafell statue points directly toward the child. Use this to guide you.

For the third child, go inside The Waking Sands. The child is right inside the first room where Tataru used to sit at the table. When you have found the third child, return to Hozan.

**Reward:** 658 Gil.

### Quest 26: If Wishes Were Horsebirds

This quest also takes place in Vesper Bay. Speak with Hozan again. Go to Folclind who is nearby and use the perfume you receive to douse the nearby chocobo. Sniff the chocobo by interacting with it and then speak to the coachman. After that, give the perfumed scarf to Hozan.

**Reward:** Your choice of three Woad Blue Dyes, Lavender Blue Dyes, Meadow Green Dyes or Allagan Bronze Pieces.



### Quest 27: Why We Adventure

Finally, Hozan is ready to leave Vesper Bay. Speak to Hozan in Vesper Bay. Next, find the coachman, speak to him and then survey the area ahead for any dangerous beasts. You'll of course find a dangerous beast-- a single Wandering Eye enemy that can be quickly defeated solo. Once it's defeated, return to the coachman and then go back to Alphinaud at the Quicksand in Ul'dah.

**Reward:** 1220 Gil.

### Quest 28: All Due Respect

Alphinaud sends you to Revenant's Toll in Coerthas Central Highlands. Once there, speak with Slafborn and then Yugiri. Finally, follow up with Minfilia who is located in the Rising Stones.

**Reward:** 939 Gil.

### Quest 29: Full Belly, Happy Heart

Now it's time to do a little food and wine collecting. Minfilia tasks you with speaking to Flhaminn who sends you to collect two bottles of wine which are nearby. Afterwards, go inside the Seventh Heaven to speak to Alys. Collect the required food items as requested. Bring both the food items and the wine to the Adventurers' Guild Assistant who is located outside of the northern gates.

**Reward:** 658 Gil and your choice of three Mulled Teas, Stuffed Cabbages, Deviled Eggs or Buttons in a Blanket.

### Quest 30: Writhing in the Dark

The Adventurers' Guild Assistant sends you off on an errand now to lure rampant cobras with rancid eft meat and kill them. The cobras are located in the area of the imperial airship wreck. After you use a meat item you'll have to kill a Rampant Cobra. There are six total to defeat.



Afterwards, return to the Adventurers' Guild Assistant and then return to Minfilia at the Rising Stones. More trouble is afoot.

**Reward:** 1783 Gil.

### Quest 31. The Sea Rises

Minfilia begins this quest by sending you to Limsa Lominsa. Head to the command room once there to speak with Admiral Merlwyb. Speaking to Zanthael in Bulwark Hall will grant you access to the command room. Afterwards, head to Camp Skull Valley which is located in Western La Noscea. Speak to Commander Falkbryda to finish this part.

**Reward:** 1080 Gil and your choice of five Mega-Potions of Strength, Mega-Potions of Dexterity, Mega-Potions of Vitality, Mega-Potions of Intelligence or Mega-Potions of Mind.

### Quest 32. Fireworks and Fish Don't Mix

Speak to U'jughal to get started with the next step. Go to Halfstone and use the provided explosives to blow up five Sahagin pavises. As you do this, Sahagin enemies may appear. Defeat any that do. When you're done return to Falkbryda in Camp Skull Valley and report your victory.

**Reward:** 1220 Gil and your choice of three X-Potions, X-Ethers or Hi-Elixirs.

### Quest 33. Scouts in Distress

Falkbryda sends you to aid her scouts. Go to the entrance to the Sapsa Spawning Grounds and use the provided restorative item on the scout located there. After speaking to the scout, head to Serpent's Tongue and fight off three Serpent Reavers. This fight is simple to defeat solo.

When you're done, collect the two nearby scout corpses and return to Falkbryda at Camp Skull Valley. Hand the scout corpses over to Falkbryda so they can receive a proper burial.



**Reward:** 1502 Gil and five Spiritbond Potions.

### Quest 34. The Gift of Eternity

Falkbryda tasks you and Y'shtola with going deep into the Sapsa Spawning Grounds to stop the summoning ritual being held at the beastman aetheryte. Make your way toward the aetheryte. You'll have to fight quite a few Sahagin along the way. As you pass each checkpoint more Sahagin will spawn. Take out each wave and make your way to the next checkpoint as you advance. Rejoin Y'shtola once you pass all three checkpoints.

Despite your best efforts, it seems that Leviathan now must be dealt with. Speak with Merlwyb in the Sapsa Spawning Grounds to complete this part of the quest and find out what needs to happen next. There is little choice but to take Leviathan on in battle.

**Reward:** 1783 Gil and your choice of either a Fire Materia IV, an Ice Materia IV, a Wind Materia IV or an Allagan Silver Piece.

### Quest 35. Into the Heart of the Whorl

Speak to Merlwyb again to begin. She tasks you with returning to Limsa Lominsa. Return to her command room and speak to her again there. Listen to her story and talk to Yugiri who is also located in the command room. Afterwards, head to the Grey Fleet which is located in Lower La Noscea. Speak to the Storm Private. Finally, go to the Moraby Drydocks and speak to Eynzahr.

**Reward:** 1080 Gil and your choice of an Earth Materia IV, a Water Materia IV, a Lightning Materia IV or an Allagan Silver Piece.

### Quest 36. Lord of the Whorl

Eynzahr in Moraby Drydocks is now ready to send you against the primal Leviathan. Finishing this quest unlocks the fight in the Duty Finder under the name Whorleater (Hard). As always, use the Duty Finder to either group up with random players or create a group of your own and use the Duty Finder to engage in battle with the Leviathan.



To sign up for Leviathan (Hard) you will need an average item level of 60 or above.

Once Leviathan is defeated, return to Merlwyb in her command room located in Limsa Lominsa.

**Reward:** 2908 Gil, five Durability Draughts and access to The Whorleater (Hard) using the Duty Finder.

Rewards for defeating Leviathan (Hard) include 15 Allagan Tombstones of Mythology and 5 Tombstones of Soldiery. The loot rewards also include a chance at receiving materials for a chocobo barding, housing items or rare materia. There are no gear drops for this version of the fight. It's essentially a story mode version, similar to the primal fights fought while leveling.

#### **Quest 37: When Yugiri Met the Fraternity**

Zanthael, located in Bulwark Hall which is located in Limsa Lominsa Lower Decks, has a letter for you from Merlwyb. You will need to go to the southern area of the lower docks inside Limsa Lominsa to find Yugiri and the recipient of the letter. The recipient is an inconspicuous man who has other plans for Yugiri.

**Reward:** 517 Gil.

#### **Quest 38: Through the Maelstrom**

Yugiri, located in Limsa Lominsa Lower Decks, tasks you with returning to Minfilia. Return to the Rising Stones to find her and be rewarded for your bravery.

**Reward:** 5000 Gil and the achievement called "Through the Maelstrom".



### Quest 39: Whorl of a Time

After you have completed Through the Maelstrom and received the achievement for completing the main quest line, you're able to speak to Urianger who is located inside The Waking Sands in Vesper Bay (located in Western Thanalan) to accept this quest. This quest unlocks the Extreme version of the Leviathan fight. As a note, you will have to also have completed the Extreme version of The Bowl of Embers (Ifrit) to receive this quest.

Once you receive the quest, head to Limsa Lominsa and speak to High Storm Commander R'ashaht Rhiki who is located at Maelstrom Command. Travel to Moraby Drydocks and speak to Sergeant Styrnlona.

To sign up for the Extreme version of this fight using the Duty Finder, you will need an average item level of 80. As always, you can either create a group yourself and queue up using the Duty Finder or join a random group.

**Reward:** 1220 Gil and Duty Finder access to The Whorleater (Extreme).

Rewards for defeating Leviathan (Extreme) include a chance at receiving an item level 95 weapon or shield, a rare mount and a very rare Mirror of the Whorl item which transforms item level 95 Leviathan drops into item level 100 versions that are called "Tidal Wave" versions. Players are also rewarded with 20 Allagan Tomestones of Mythology and 12 Allagan Tomestones of Soldiery.

### Quest 40: The Great Divide

**Note:** To get started with this quest chain, you will have to first have completed the Through the Maelstrom quest line that was introduced in Patch 2.2.

Talk to Minfilia in The Rising Stones located in Mor Dhona to begin. She tasks you with speaking to the refugees that are located in the Seventh Heaven (also found in Mor Dhona). After that, you'll need to go to Ul'dah to search for Alphinaud. He can be found in the Hourglass.

**Reward:** 658 Gil.



### Quest 41: Desperate Times

Alphinaud now asks you to go to the Hall of Flames in Ul'dah. Travel there and speak with General Raubahn. Speak with Commander Swift who shows up during the conversation. Afterwards, travel to Lost Hope which is located in Central Thanalan near Black Brush Station. Speak with the Brass Blades Leofric and Amalberga.

Now speak to Zazawaka who tells you more about the refugees that recently left Lost Hope. Speak to the terrified refugee who is nearby. Use the /soothe emote when promoted to do so to continue the conversation.

**Reward:** 517 Gil.

### Quest 42: Shock and Awe

This quest picks up with the terrified refugee. He tasks you with traveling to the caves south of Lost Hope and challenging the two sellswords located there to combat. Once at the caves you'll have to defeat five enemies before the sellswords will show themselves. Speak with the desperate refugee at this point.

Now return to Lost Hope and speak with the terrified refugee again. He suggests you search Stonesthrow. Travel there (it's also located in Central Thanalan, in the Spineless Basin region) and speak to the sobbing child. Return to the Hall of Flames in Ul'dah and report your findings with Commander Swift.

**Reward:** 686 Gil and your choice of three X-Potions, X-Ethers or Hi-Elixirs.

### Quest 43: Reap the Whirlwind

Commander Swift tasks you with speaking to Landebert, an Ala Mhigan refugee who can be found in Ul'dah. Go to Pearl Lane to find him. Landebert directs you to chase after a merchant who runs off to Central Thanalan. Go after him.

A guard approaches you after you find out what happens to the merchant. After speaking to the guard, you're sent back to Commander Swift at the Hall of Flames in Ul'dah.



**Reward:** 574 Gil and your choice of three Mulled Tea, Lava Toad Eggs, Apkallu Omelette or Black Truffle Risotto food items.

#### Quest 44. Revolution

Commander Swift tells you that you've received a message from General Raubahn. Go to the Royal Promenade in the Steps of Thal area of Ul'dah and speak with Bartholomew to receive entry to where an important meeting will be held.

**Reward:** 405 Gil.

#### Quest 45. Stories We Tell

This next part begins with Alphinaud who awaits in the Royal Promenade area (Steps of Thal) of Ul'dah. You are approached by a young girl who wants your help. Alphinaud decides to help the young girl when you are contacted by Minfilia. Return to the Rising Stones in Mor Dhona to continue the quest. When asked to do so, tell her when you are ready to continue on and speak with the other scions.

**Reward:** 405 Gil.

#### Quest 46. Lord of Levin

Minfilia continues with a bit of news regarding Ramuh, the next primal who be your eventual target. Minfilia instructs you to go to Gridania and speak with Serpent Commander Vorsaile Heuloix who can be found at the Adder's Nest.

Before proceeding further, Commander Heuloix instructs you to seek out Kan-E-Senna who is at the Lotus Stand. Speak to the conjurer at Nophica's Altar to gain entry to Lotus Stand. Kan-E-Senna confirms the suspicions about Ramuh and asks you to travel to Little Solace in East Shroud. There, speak to the Serpent Lieutenant.

**Reward:** 574 Gil and your choice of three Finger Sandwich, Sauteed Coeurl or Pineapple Ponzecake food items.



### Quest 47: A Sylphland's Sting

In Little Solace, the Serpent Lieutenant gives you an explanation when you're interrupted by a Sylph named Maxio. Use the provided cleansing water and use it on the injured soldiers near the nearby ambush site. Speak with the hostile Sylph when you are through. The Sylph retreats and you must now return to Maxio who can be found at the border to the Sylphlands (located in East Shroud).

Maxio comes up with plan. Speak to him again to begin the next part of the quest. He turns you invisible. While invisible, seek out the hostile Sylph and use the stinging scalebomb item on the Sylph. The invisibility spell only has a limited amount of time on it, so don't waste too much time. If you do come close to running out of time, however, you can touch the nearby sweet-smelling wildflower to gain more time.

After treating the Sylph they are forced to flee. Return to Maxio and finish up this part by speaking with the teary-eyed private who is nearby.

**Reward:** 574 Gil and your choice of five Grade 1 Clear Prisms, Grade 2 Clear Prisms, Grade 3 Clear Prisms, Grade 4 Clear Prisms or Grade 5 Clear Prisms.

### Quest 48: Scattered Scions

After speaking with the private you find out about a woeful fate. Start by traveling northeast toward the Goldleaf Dais to search for Papalymo. You find him, but must fight off a fearsome forest creature before speaking to him. This fight is easily soloable. Once the monster is defeated, speak with Papalymo and return back to Maxio to report what you've found out.

Use the provided trueform scalebombs items on Yda and Papalymo once you find both of them. Defeat the Sylph imposters that spawn once the items are used. Return to Maxio again.

Now you must return to the Sylphlands in East Shroud. Find Yda and Papalymo once more and use the scalebombs again, defeating any enemies that spawn. This lets you speak to the real Yda.



**Reward:** 799 Gold.

#### Quest 49: True to Form

This quest begins where Yda left off. She tasks you with continuing to find the rest of the scions. You find Papalymo, but also two imposters. Return to Maxio to devise a solution to uncovering the real scions.

Use a trueform scalebomb on both of the Yshtola imposters at the same time. A trickster is revealed. Defeat the trickster's guardian. Confront the touched Sylph trickster and return to Papalymo.

**Reward:** 658 Gil.

#### Quest 50: Levin an Impression

After speaking with Papalymo, it's made apparent that the location of the summoning ritual has been found. Head to the southeast area of the Sylphlands in East Shroud to find the aetheryte. Now it's time to face Lord Ramuh.

The quest tasks you with defeating Ramuh in the Striking Tree (Hard). This story mode version of the fight is unlocked during this quest. You must use the Duty Finder to access this fight whether with a pre-made group or a randomly made group. Similar to Leviathan, no gear drops in the hard mode version of this fight.

After defeating Ramuh (Hard), report back to the Serpent Lieutenant who can be found in Little Solace.

**Reward:** 3008 Gil and the unlock for the Striking Tree (Hard).



### Quest 51: What Little Gods are Made Of

The Serpent Lieutenant sends you back to Gridania. Head there and go to the Nophica's Altar to gain access to Lotus Stand to speak to Kan-E-Senna. Afterwards, speak to Papalymo at who is waiting at Nophica's Altar. Find Minfilia at the Rising Stones in Mor Dhona to find out what your next step should be.

**Reward:** 659 Gil.

### Quest 52: A Hard Hapalit to Break

Minfilia instructs you to now seek out Slafborn who can be find in Revenant's Toll. You then must go to Singing Shards which is in the North Silvertear region of Mor Dhona. Slay the hapalit enemy that you find attacking the adventurer NPC. This is a simple fight. Speak to the adventurer after the mob is defeated and, agree to aid her. Respond with the "/huh" emote when promoted to do so.

Return to Slafborn in Revenant's Toll and report your findings.

**Reward:** 658 Gil and your choice of an Intelligence Materia IV, a Mind Materia IV or a Piety Materia IV.

### Quest 53: Picking up the Sledge

Slafborn tasks you with going back to the Rising Stones and speaking with Tataru. Afterwards, head to Limsa Lominsa and seek out Forgemaster Brithael who can be found at the Blacksmiths' Guild. Head south of the Octant until you find the porter who is responsible for the delivery. Use the "/doubt" emote when promoted to do so. Search the piles of cargo for the box addressed to Tataru.

Go back to Revenant's Toll and deliver the tool to F'lhaminn in the Rising Stones. Afterwards, go to the site northeast of the Tangle in Mor Dhona (in the Fogfens region) to look for Tataru. When you're in the right area you'll need to set your chat to Say mode ("/say") and type in any sentence with the word "Tataru" in it (just "Tataru" works too).



This causes a Morbol to spawn who is attacking Tataru. Defeat it and return to the Rising Stones where you'll reassure Tataru and complete this quest.

**Reward:** 2000 Gil and three Cordial.

#### Quest 54: Guardian of Eorzea

Tataru tasks you with indulging in a child's wish in Mor Dhona. First, speak with Yozaan in the Rising Stones. Go to the east end of Revenant's Toll to find Hoary Boulder. Speak with him and beat him in combat. Return to the Rising Stones and speak with Alphinaud.

**Reward:** 1220 Gil and your choice of a Strength Materia IV, Vitality Materia IV or Dexterity Materia IV.

#### Quest 55: Recruiting the Realm

Alphinaud now has an important task for you. After speaking with him in Rising Stones, head to Limsa Lominsa to speak with him again in Bulwark Hall. When he leaves, go to the upper decks and speak to potential candidate NPCs. You only find one-- Riol. Go to the airship landing to find Alphinaud again.

Now do the same in Gridania. Go to Nophica's Altar to find Alphinaud, speak with potential candidates and find Laurentius and Alianne. Go to the airship counter to report with Alphinaud again.

Finally, travel to Ul'dah and meet Alphinaud again at the Royal Promenade. Go to the lower level of Steps of Thal to search for recruits. Return to the Royal Promenade once you find Wilred. Go back to Revenant's Toll and speak to Alphinaud once more in the Rising Stones.

**Reward:** 5000 Gil.



### Quest 56: Heretical Harassment

This quest picks up again with Minfilia. She sends you to speak with Slafborn again. He's right outside. By his request, travel to Coerthas and make your way to Camp Dragonhead to meet with Lord Haurchefant.

**Reward:** 433 Gil.

### Quest 57: When the Cold Sets In

Lord Haurchefant sends you to Whitebrim Front which is to the west. Speak with Lord Drillemont. Seek out the injured merchant who is located in the outpost's infirmary. Make your way to the destination point in Snowcloak and defeat the heretic ambushers.

Next, head to the frozen wall in Snowcloak and speak with the knight. Speak to him again when promoted to do so after you see the mysterious woman in the cutscene. Return to Lord Drillemont now. Return to Camp Dragonhead and speak with Lord Haurchefant. Finally, return to Slafborn in Revenant's Toll.

**Reward:** 827 Gil and your choice of three Slow Ward Potions, Silence Ward Potions, Blind Ward Potions, Poison Ward potions or one Allagan Silver Piece.

### Quest 58: Brave New Companions

Slafborn tasks you with speaking with Tataru. She sends you to deliver uniforms to eight recruits which can all be found around Revenant's Toll. When you're done, return to the Rising Stones and report to Alphinaud. Finally, speak to Minfilia when you find out about the latest shadows that have been cast.

**Reward:** 742 Gil.



### Quest 59: Judgement Bolts and Lightning

After you've completed Brave New Companions you can travel to Aster's Nest located in New Gridania to unlock the Extreme version of the Ramuh fight. Talk to Scarlet to begin. Afterwards, head to Little Solace in the East Shroud to speak with Dellexia. Travel back to the Sylphlands aetheryte to re-attune to it. This unlocks Duty Finder access for the Striking Tree (Extreme).

In the Extreme version of this fight, you'll need to have an average item level of 85 or higher to participate. You'll also have to have defeated the Extreme version of Good King Moogle Mog XII (Thornmarch) as well as the Extreme version of Leviathan (The Whorleater).

For defeating the Extreme version of this fight you'll be rewarded with a possible chance at item level 100 rings and weapons. The weapons are fairly rare. Every player will also receive 20 Allagan Tomestones of Mythology and 13 Allagan Tomestones of Soldiery.

When you've defeated the Extreme version of the Ramuh fight, head to Urianger at the Waking Sands to receive your reward.

**Reward:** 2445 Gil and the unlock of Striking Tree (Extreme).

### Quest 60: Traitor in the Midst

This new level 50 main scenario quest chain added in Patch 2.4 begins in Mor Dhona. Speak to Minfilia at the Rising Stones to begin. You'll also have to have completed the story quests ending with the "Brave New Companions" quest that ends with a task to defeat Ramuh in The Striking Tree (Hard).

After speaking with Minfilia, speak with Alphinaud and Ilberd who are nearby. Head to Ul'dah and speak with Raubahn who can be found in the Hall of Flames.

**Reward:** 901 Gil.



### Quest 61: Back and Fourth

Grab the new quest from Ilberd and return to Mor Dhona and speak with Alphinaud at the Rising Stones. You'll now have to journey to Castrum Centri which is in the Fogfens area of Mor Dhona. Before entering, speak to Alianne who can be found in The Tangle. This is the entrance to Castrum Centri.

This starts an escort mission of sorts where you'll accompany Alianne into the imperial compound. Search for Rhesh Polaali who requires a bit of help getting out. Make your way outside again while defeating three sets of imperial troops along the way. Once you're safely outside, speak to Alianne one more time then head back to the Rising Stones to complete the quest by talking with Alphinaud.

**Reward:** 2,000 Gil.

### Quest 62: Coming to Terms

After speaking with Minfilia, you'll be instructed to accompany Alphinaud to Dragonhead. Head to Camp Dragonhead in Coerthas Central Highlands and speak to Haurchefant. Upon learning about an unfortunate shipment apprehension and attack from Iceheart, speak with the House Fortemps Guard to end this quest and begin the next.

**Reward:** 901 Gil, Shark Fin Soup, and your choice of 3 Eft Steak, 3 Grilled Raincaller, 3 Pastry Fish, or 3 Beef Stew.

### Quest 63: The Intercession of Saints

Begin by speaking with Alphinaud and Haurchefant in Dragonhead Camp. You'll now have to investigate Iceheart's latest attack. Head to Boulder Downs which is in Coerthas Central Highlands and speak with the House Fortempts Knight who is stationed there. As directed, head to the Observatorium and speak with the surviving squire who is recuperating there. You'll now find out about Iceheart's ultimate plan. Speak with Alphinaud when you're done.

**Reward:** 658 Gil.



### Strength in Unity

Speak to Alphinaud in Camp Dragonhead and head out to Whitebrim Front which is Coerthas Central Highlands. Speak to Lord Drillemont to find out that both the Temple Knights and Alphinaud's Crystal Braves are both set and ready to help defend against Iceheart.

**Reward:** 517 Gil.

### Quest 64: Dark Worlds, Dark Deeds

Speak to Lord Drillemont again. You'll now have to follow a suspect and observe his movements. Simply follow the quest objectives as you move forward. You'll have to proceed forward at three set checkpoints. Maintain your distance from the suspect as you pass each checkpoint.

The first checkpoint is at the southwest gate. The second is along the road to the east. The third is away from the road and south—close to Daniffen Pass. Follow in his footsteps. You'll observe a conversation from this checkpoint and learn about the suspect's motives. When you're done here, head back to Lord Drillemont to complete this part of the quest chain.

**Reward:** 517 Gil, Bacon Bread, and your choice of 3 Finger Sandwich, 3 Black Truffle Risotto, 3 Pan-Fried Mahi Mahi, 3 Landtrap Salad, or 3 Allagan Bronze Piece.

### Quest 65: First Blood

Lord Drillemont now tasks you with journeying into Boulder Downs to see if there are any heretics lurking around. Begin by rendezvousing with the House Drendaire Knights who are waiting right outside of Boulder Downs located in the Whitebrim Front region of Coerthas Central Highlands.

Defeat the heretics that attack and search through a defeated heretic's knapsack once you are victorious. Bring the heretic's parchment that you find inside the knapsack to Lord Drillemont.



**Reward.** 658 Gil.

### Quest 66: The Path of the Righteous

Lord Drillemont orders for action to be taken in Snowcloak after hearing the information you retrieve for him. Head to the Whitebrim area of Coerthas Central Highlands to find the entrance to Snowcloak. Snowcloak is the new level 50 4-man dungeon that was added in Patch 2.4. Speak to Alphinaud to begin a small scene where Yda comes to save the day.

Afterwards, speak to the nearby stalwart Temple Knight to gain entrance to Snowcloak. use the Duty Finder tool to enter the dungeon, find a group, and complete it. At this point the dungeon becomes unlocked in your Duty Finder.

Snowcloak also requires an ilevel of 80 to enter. There are three boss fights in the dungeon. For completing Snowcloak, you'll receive loot rewards from the bosses that are ilevel 90 as well as 50 Tomestones of Soldiery and 40 Tomestones of Poetics.

Return to Alphinaud when you're through with the dungeon to hand in the quest. He awaits for you outside of Snowcloak in the Whitebrim area of Coerthas Central Highlands.

**Reward.** 2,908 Gil and the Duty Finder unlock for Snowcloak.

### Quest 67: For the Greater Good

Alphinaud now sends you on the trail of the heretics. Your first stop is Daniffen Pass. Speak to Yuyuhase before departing and head towards Daniffen Pass which is near Boulder Downs in Coethas Central Highlands. Head south of Daniffen pass to find the next quest objective which requires speaking to an injured Brave. The injured Brave directs you southwest.

Go southwest and meet up with a solitary Brave. This one directs you east, into a forest. Head east and defeat Iceheart's followers as you confront them. Speak with Yuyuhase after your battle is over to learn about a new rendezvous point.



Journey to the outside walls of the Observatory and meet with the single heretic and the merchant who are meeting up. They try and flee, but your allies stop them before they can succeed. Ilberd takes the merchant and heretic into custody. Speak with Alphinaud to finish this section of the quest chain.

**Reward:** 799 Gil.

### Quest 68: Tendrils of Intrigue

Alphinaud tasks you with accompanying him to a meeting with the Alliance leaders to discuss the next plan of attack. Speak with him before departing and then head to Old Gridania.

Once there, meet with Alphinaud at Nophica's Altar. Speak to the silent conjurer to receive entry to the Lotus Stand which is where the meeting is held. After the meeting, speak with Alphinaud again and then head to New Gridania to meet with Ilberd. It's time to launch the final hunt for the Ivy.

**Reward:** 1,101 Gil, Haddock Dip, and your choice of 3 Sautéed Coeurl, 3 Lava Toad Legs, 3 Pineapple Ponzecake, 3 Tomato Pie, or 3 Allagan Bronze Piece.

### Quest 69: Chasing Ivy

This quest begins with Ilberd in New Gridania. He reveals the true identity of the Ivy. Speak with Ilberd a second time to launch an attack and then head to the airship landing located at the Blue Badger Gate in Gridania. Follow your culprit and then speak with Crystal Brave Ephemie who is located below the upper level of the landing bay. You find out that your culprit did not, in fact, board the airship.

Go outside of the Carline Canopy to report your findings to Ilberd. He tasks you with reporting to each of the entrances in Gridania to see if your culprit has escaped. Make your way to the Blue Badger Gate, the White Wolf Gate, the Yellow Serpent Gate, and Westshore Pier. Two of these locations are in Old Gridania while the other two are in New Gridania. Speak to the guards at each location.



Finally, report back to Ilberd one more time at Aetheryte Plaza in Gridania. Just when all hope seems lost, a hint is provided as to your culprit's true whereabouts.

**Reward.** 658 Gil, Triple Cream Coffee, and your choice of 3 Pineapple Juice, 3 Apkallu Omelette, 3 Rolanberry Cheesecake, 3 Dzemael Gratin, or 3 Allagan Bronze Piece.

### Quest 70: Doman Connection

Now, head to East Shroud to continue. Meet up with Ilberd who can be found at the Sweetbloom Pier which is located in The Honey Yard area of East Shroud. Hint: Use the Sweetbloom Pier to easily reach this area.

Before getting too far in your search you're redirected to the South Shroud to attend to more urgent matters. Go to Quarrymill and meet up with the shinobi. You're now directed to intercept an advancing imperial squadron that is located near the entrance to Amdapor Keep. Head there and destroy the magitek weapons.

Once done, report back to the shinobi who can be found nearby.

**Reward.** 658 Gil and 1 Doman Plum.

### Quest 71: In Flagrate Delicto

Your hunt for the culprit, Eline Roaille, can now resume. The shinobi sends you to meet with Yugiri near the Hawthorne Hut in the East Shroud.

Yugiri sends you to the Bramble Patch. Meet with her again and speak with her once more. Return to the Rising Stones in Mor Dhona to report your findings to Minfilia. The Scions have been making good headway in the quest to gain entry into the Iceheart's Sanctum.

**Reward.** 1025 Gil.



### Quest 72: A Simple Plan

Minfilia invites you to accompany her to meet with a newcomer at the northern gates. The newcomer's name is Moenbryda. Head outside the entrance of Revenant's Toll to await the newcomer's carriage. Follow them both back to the Rising Stones after Moenbryda's arrival.

Speak again to Minfilia when prompted to do so.

**Reward:** 658 Gil and 1 Bacon Broth.

### Quest 73: The Instruments of Our Deliverance

Minfilia's new quest begins at the Rising Stones in Mor Dhona. She sends you back to the entrance of the Snowcloak dungeon located in the Whitebrim area of Coerthas Central Highlands. Meet with Alphinaud there.

This begins a quest where you'll need to accompany Alphinaud and the newcomer into Snowcloak (not the dungeon) and meet with the Scions who are channeling energy into the white auracite. Attune yourself to the giant aetheryte crystal when prompted to do so. The pathway to the Iceheart's sanctuary is now open.

Speak with Alphinaud once more and also talk to the nearby stalwart Temple Knight. Use the Duty Finder to gain access to your new 8-man primal fight—against the ice queen Shiva herself. This unlocks Akh Afah Amphitheater (Hard) in your Duty Finder. As part of the quest, you'll now have to defeat Shiva (Hard) using the Duty Finder. You can either join with a group you make yourself or join a group with random players via the tool.

You'll need to have an average ilevel of 80 to queue up for the Shiva fight using the Duty Finder. Shiva (Hard) doesn't drop any equipment items as loot, unfortunately, so you'll only want to defeat the fight once on Hard mode as part of the quest line. You can obtain a single crafting reagent from the fight, however. It's called an Ice Tear and can be used by Goldsmiths. You'll also receive 12 Allagan Tomestones of Soldiery and 6 Allagan Tomestones of Poetics for your efforts.



Upon completing Akh Afah Amphitheater (Hard), return to Moenbryda who waits for you outside the entrance to Snowcloak.

**Reward.** 3,108 Gil and the Duty Finder unlock to Akh Afah Amphitheater (Hard).

#### Quest 74: The Road Less Traveled

Moenbryda instructs you to join with Alphinaud who can be found at Whitebrim Front in Coerthas Central Highlands. He has you accompany him once more to Camp Dragonhead. Speak with Lord Haurchefant once there. Attend a meeting there by speaking with the House Fortemps Guard.

**Reward.** 758 Gil.

#### Quest 75: Eyes Unclouded

End your confrontation in Camp Dragonhead by speaking to Alphinaud. He directs you back to the Rising Stones in Mor Dhona to meet with Minfilia. Return there to discuss what your next move may consist of.

**Reward.** 760 Gil.

#### Quest 76: The Reason Roaille

Speak with Minfilia and converse with Alphinaud when he approaches you. The search for Eline Roaille resumes. Head to Northern Thanalan and meet with Ilberd at Camp Bluefog. Follow Ilberd to the Ceruleum Processing Plant and engage in combat with Eline Roaille at Raubahn's Push. This fight is simple to defeat solo—like all story-scripted battles.

After you emerge victorious, speak with Alphinaud one more time.

**Reward.** 2,000 Gil.



### Quest 77: Let Us Cling Together

Alphinaud has one last task for you. It's time to wrap up this entire quest line. Return to Minfilia at the Rising Stones in Mor Dhona one more time to receive the achievement for completing the quest line. This rewards you with the "Icebreaker" title.

**Reward:** 5,000 Gil, the "Dreams of Ice" achievement, and the "Icebreaker" title.

### Quest 78: Drop Dead Shiva

This step is optional and rewards access to the Shiva (Extreme) fight. It can be obtained from Urianger who can be found in The Waking Sands in Western Thanalan. To receive this quest you must have completed the "Let Us Cling Together" quest line above as well as the Striking Tree (Extreme) primal fight where you take down Ramuh (Extreme).

Urianger sends you back to Lord Drillemont in Whitebrim Front located in Coerthas Central Highlands.

Head back to Snowcloak, making your way through the tunnel to reach the crystal center one more time. After attuning yourself with the new crystal, you'll receive access to The Akh Afah Amphitheatre (Extreme) via the Duty Finder. This more difficult version of the Shiva fight requires an 8-man group as well as an average item level of 95 or higher.

There are new mechanics in the Extreme version of the fight, but the rewards are worth the extra efforts. Shiva (Extreme) drops ilevel 110 weapons and shields for every class as well as ilevel 120 bracelets for all classes. For your efforts you'll also receive 20 Allagan Tomestones of Soldiery and 14 Allagan Tomestones of Poetics upon defeating Shiva (Extreme).

After using the Duty Finder tool to make your own group or join a fight and receive completion, return to both Lord Drillemont and then Urianger to complete the quest.

**Reward:** 3,000 Gil and Duty Finder access to Akh Afah Amphitheatre (Extreme).



## Chronicles Of A New Era Quest Walkthrough

At some point in a player's travels through the new content, Urianger at The Waking Sands will offer the quest, "Primal Nature." This is the line of quests that unlocks the new primal fights, and all of the associated rewards that come with them. For further discussion about navigating these difficult fights, please see the later section of the guide where strategies are laid out in detail. This section merely discusses how to gain access to these fights and complete the quest chain.

### 1. Primal Nature –

Urianger at The Waking Sands informs players that they must seek counsel with Commander Heuloix at The Adder's Nest. Simply travel to that location and begin a conversation with the High Commander.

### 2. Gale-Force Warning –

This is the extreme difficulty mode for the Garuda fight. Again, differences in the strategies required to complete this fight are found later in the guide. While this can be accomplished through duty finder, it is a good idea to recruit like-minded players who have sufficient gear and who have made the appropriate preparations for a fight of this magnitude instead of using the duty finder interface.

### 3. Quake Me Up, Before You O'ghomoro –

Titan is next up on the extreme mode hit list. Players will need to travel back to Urianger after defeating Garuda and completing the turn in of the key item received upon winning that fight. After that, simply reattune to the location where players have done battle with Titan previously and follow the same protocol as was used for Garuda.

### 4. Ifrit Ain't Broke –

Again, Urianger will point players in the right direction for the Ifrit extreme mode fight after they win against Titan. Nothing changes regarding the procedure. However, be warned that these fights increase in difficulty as players progress. Preparations must be made and teams should be assembled carefully to avoid a disappointing experience.



### 5. To Tussle With Gods –

Upon completion of the three extreme mode fights, players can turn in the three focus items from their respective primals to receive a very powerful weapon. This is similar to the other primal encounters in the past, and is the end of the new extreme Primals storyline. However, the repeatable quest, “Primal Focus,” can be turned in each week for additional weapons for the other jobs.

### 6. Fragments of Truth

This small, new quest chain begins with Urianger at The Waking Sands in Western Thanalan. To receive this quest you’ll have to be level 50 as well as have completed the “Alisaie’s Resolve” quest line that was added in Patch 2.2 and tasks you with completing Coils of Bahamut – Turn 4. To easily see if you have completed this quest, check if you have the “You Can Handle the Truth” achievement that is rewarded upon completing this prerequisite.

In this new quest line, Bahamut may yet return to the world unless you can prevent the reawakening. First, head to the Burning Wall located in Eastern Thanalan. Speak to Alisaie’s assistant. When prompted to do so, head to the Singing Shards and rescue the assistant.

Now head to the Ceruleum Processing Plant in Northern Thanalan and speak with Urianger. Upon his instructions, meet with Alisaie once more at the Dalamud’s Talons crystal formation. This formation is situated directly north of the plant. Speak to Erkenrad once you’re ready to be transported directly inside the Final Coil of Bahamut. This is a raid instance and must be accessed using a pre-made group.

**Reward.** 1,018 Gil as well as access to The Final Coil of Bahamut raid instance.

### 7. Alisaie’s Path

After banishing Bahamut, you find yourself teleported back to Dalamud’s Talons in Northern Thanalan. Make your way back to the Ceruleum Processing Plant and report with Urianger who is ecstatic to hear of your success.



You'll be tasked with accompanying Alisaie on a quick escort mission to assist her in offering a prayer to those dearly departed. Once you're finished, you'll receive an achievement and title for slaying Bahamut.

**Reward:** 5,000 Gil, the "Uncoiled" achievement, and a title of "The Final Witness".

## Beast Tribe Daily Quest Guide

In many massively multiplayer online role playing games, the daily quest mechanic, or repeatable quests, are very common. The Beast Tribe Daily Quests are Final Fantasy XIV's version of this familiar questing routine.

Unlike leves, these daily quests are linked to a faction of NPC in the game. For example, the current beast tribes that offer daily quests are the Sylphs and the Amalj'aa. The developers of the game have stated that future daily quests are planned for other beast tribes of Eorzea.

Players can complete 6 of these quests each day. Starting at the lowest rank, or reputation, players are allowed 3 quests from each faction. However, successful completion of these quests carries reputation rewards in the form of 5 faction points per completion. As players accumulate faction points, their standing or reputation with the beast tribe will improve. That said, players can still not complete more than 6 daily quests per day.

Along with faction points, players are also rewarded with a small amount of gil and some experience. Also, 5 toimestones of philosophy are included with the reward package. Since these quests are geared for players around level 42, they are a decent way to gain a bit of needed experience while beginning to accumulate the tomes necessary for end game weapons and armor.



There are also faction specific rewards, though none will have a tremendous impact on game play. This is a contrast with other game experiences, where the daily quest mechanic often led to end game quality gear and very desirable items. Instead, these daily quests will reward the player with mounts, minions and furnishing at high reputation levels. All of the beast tribe rewards related to reputation are designed to be aesthetic, vanity items.

To begin performing these daily quests, a start up quest must be completed first. For the Sylph, the required quest is "Seeking Solace" which begins at Vorsaille Heuloix in New Gridania. For the Amalj'aa, players will need to speak with Swift in Ul'Dah to take the quest called "Peace for Thanalan."

### Hard Mode Dungeon Quests (Patch 2.4)

#### It's Definitely Pirates

This quest can be obtained from Bloezoeng in Mor Dhona. To receive it, you must be level 50, must have completed the main story quest through "The Ultimate Weapon", and must have completed the dungeon Sastasha on normal mode.

Meet up with Reyner in Limsa Lominsa and then head to the entrance of Sastasha which can be found in Western La Noscea. Speak to D'perjha who can be found at the entrance. Enter the dungeon using the Duty Finder tool and complete it. You must have an average ilevel of 80 to enter.

The bosses inside drop items that are of item level 90. You'll also receive 50 Tomestones of Soldiery and 40 Tomestones of Poetics per completion of the dungeon.

Afterwards, return to Reyner who can now be found in Aleport.

**Reward.** 2,064 Gil and Duty Finder access to Sastasha (Hard).



## The Wrath of Qarn

This quest can be obtained from Hugubert who can be found in Mor Dhona. To receive it, you must be level 50, must have completed the main story quest through “The Ultimate Weapon”, and must have completed the dungeon Sunken Temple of Qarn on normal mode.

To begin, first seek out Sesarukka who can be found in the Miners’ Guild in Uldah. You’ll be tasked with going to the entrance of Sunken Temple of Qarn. It’s located in Southern Thanalan. Speak with Bibimu at the entrance. This grants you access to the dungeon’s hard mode via the Duty Finder. Enter the dungeon using the tool and complete it.

Sunken Temple of Qarn (Hard) is a level 50 version of the normal mode that’s slightly more difficult and offers gear rewards that are of an ilevel of 90. You’ll need to be of an average ilevel of 80 to enter. In addition to the new boss drops, you’ll also receive 50 Tomestones of Soldiery and 40 Tomestones of Poetics per completion of the dungeon.

Upon completion of the dungeon, head back to Sesarukka at the Miners’ Guild in Uldah to complete the quest.

**Reward:** 2,064 Gil and Duty Finder access to Sunken Temple of Qarn (Hard).

## Notable Side Quests

Many of the new side quests are integrated into dungeons and the new trials. However, there is a new side story involving Hildibrand, a detective of sorts. This series of quests is a highly entertaining look at Eorzea from a new perspective. Players who would like to begin this chain of quests need to seek out Wymond in Ul’Dah.



## EXTREME PRIMAL BATTLES

### Garuda

For those familiar with the mechanics of the Garuda primal fight on normal and hard, many of the mechanics that Garuda shows will be very similar to what was previously experienced. That said, there are some new wrinkles in the fight, and mistakes in positioning and strategy are much more costly this time around.

Before attempting to take on Garuda extreme mode, it is important to make sure that gear and preparations are completely optimized for the encounter. While there is a minimum average item level for duty finder, players should still strive to be as high above the minimum level as possible, with items that suit their role in the group.

**The fight is broken into four phases.**

- **Phase 1**

After the main tank has pulled Garuda to the north part of the arena, there is about a 15–20 second period where damage dealing classes can unload their high damage skills on the boss. For positioning purposes, the tank should face Garuda away from the group, while melee damage classes strike her in the back. Ranged damage classes should stand behind the melee group, but at max damage range.

After this period, Garuda will cast “Calm Within the Storm.” This is the area of effect damage skill that players will remember from the hard mode encounter. Tanks and melee should run to the center of the room, while ranged damage dealers need to position themselves behind the pillars to avoid the upcoming damage from Mistral Shriek. This damage will come from the north, so players should be on the south side of the pillars if they are hiding at this time.



After that all happens, players should resume the positioning they had prior to the area of effect damage phase. This keeps the group from inadvertently damaging the pillars during the fight, which can cause a wipe. Garuda will begin summoning razor and satin plumes during this time, which explode for a great deal of damage. At least two damage dealers should be assigned to the satin plumes, while everyone else should attempt to destroy the razor plumes as quickly as possible.

Once those plumes are dispatched, it is time to once again unload on the boss. If the group is efficient and can bring Garuda's hit points down to 70%, phase 2 will begin. Otherwise, Garuda will fly up and perform a Mistral Shriek from the east, requiring players to hide on the west side of pillars and to endure another plume phase before entering the next phase of the fight.

- **Phase 2**

In this section of the fight, Garuda calls for help from Suprana and Chirada. These additional opponents will have two lines connecting them to each other and to Garuda. While these opponents are alive, Garuda will have a shield preventing all damage done. Also, the closer that these monsters are to Garuda and to each other, the more damage they will be able to do. Therefore, proper positioning and teamwork is vital during this phase.

Hopefully, the group will have designated two tanks. The main tank (the one that was tanking Garuda to begin with) will continue to do so, and will also pick up Suprana. A different tank, often referred to as the off tank, will need to gain the attention of Chirada and move as far to the south of the arena as possible. This will prevent the proximity buff that they bestow on each other from impacting the group too heavily. To assist with this, it is important to remember that Suprana will always spawn to the west, while Chirada will pop up from the east.



Damage dealers should move to Chirada in the south and finish that fight as quickly as possible. Then, they should move as a group to Suprana and finish that job. Friction is a skill that players will see cast frequently, and should be avoided to reduce the load on the group's healers. It is also important to avoid damaging the pillars by positioning the group so that friction does not hit them. The pillars are important to survive the upcoming skill from Garuda, Reckoning.

However, if both Suprana and Chirada are not destroyed by the time Garuda casts Reckoning, it will hit for critical damage. Therefore, damage dealers need to be on top of their game and exceedingly efficient at finishing this phase as quickly as possible. Otherwise, there is a very low chance that the group will survive.

- **Phase 3**

Once the group survives Reckoning, phase 3 begins. There are no pillars left, so damage dealers can spread out as they would have done at the end of the hard mode version of this encounter. During this phase, razor plumes return and need to be destroyed. There is a new plume though, and this plume must be dealt with in a different way.

Spiny plumes must be picked up by off tanks and moved out of the way of the main encounter. However, they will place a stack of Thermal Low to the tank. If this stack hits 3, the raid will take approximately 4-5,000 damage and the encounter will likely fail. So, tanks must use non-damage skills (these must remain alive) but switch when they reach two stacks of Thermal Low. That way, the stacks can drop off and the raid damage will not ever happen from hitting a full stack.

At some point, Garuda will cast an unavoidable Mistral Shriek. This is when the spiny plume must be destroyed. Upon death, these opponents will hurt everyone in the area significantly, but also spawn a bubble. This bubble is a protective shield from the Mistral Shriek. If players are positioned accordingly, they will only receive a small amount of damage from Garuda's attack.



- **Phase 4**

The combination of everything to this point, phase 4 includes a return appearance by the sisters and spiny plumes as well. There is also a nasty accumulation of whirlwinds in a cross shape throughout the arena. That means the tank should pull Garuda and Suprana to the north-east corner while Chirada is pulled by an off tank to the south-west corner. Damage dealers will do the same thing as in phase 2, and proceed to defeat Chirada, then Suprana before finally finishing off Garuda.

Spiny plumes will need to be pulled to the north-west corner of the arena, and managed as before. Garuda will cast Reckoning again, and the spiny plume will need to be defeated to create a protective bubble in order to survive. However, once positioning and procedures are in place, it is a relatively simple task to finish this phase of the fight if the first three have gone smoothly.

## **Titan**

In order to understand and do well in this fight, it is important to understand that the fight is broken up into four rotations. Phases 1 – 4 will each have Titan performing his actions in a predictable fashion, though the rotations are complex and can be difficult to memorize. However, by memorizing these rotations, players can always find themselves in the proper position to minimize damage and maximize their output during the encounter.

- **Phase 1**

*Landslide > Plumes > Mountain Buster > Stomps*

During this phase, players will need to simply position themselves around Titan and the tanks will need to coordinate. When a tank gets hit with multiple mountain busters, they are struck with a debuff that significantly increases the damage that they will take from Titan. At this point, another tank needs to be ready to pick up Titan immediately so the debuff can wear off. Other than that, it is simply a matter of knowing which ability is going to come up next in the rotation and avoiding it according to a player's duty and positioning requirements for their job.



- **Phase 2**

*Geocrush > Landslide > Gaol > Mountain Buster > Upheaval > Landslide > Stomps > Plumes > Mountain Buster > Landslide > Plumes > Bombs > Mountain Buster*

Aside from the tanks swapping as they did in phase 1, there are two new mechanics to account for in this phase of the fight. First, the Gaol technique, or prisons. These will encase a player in rock, and lead to their instant death if the prison is not broken in the allotted time. Therefore, damage dealers should be quick to switch targets to the prison and destroy them as soon as possible. The other new element is the addition of bombs. These opponents will pop up and eventually explode, causing significant damage. During this phase, movement can allow for the raid to take no damage from bombs. However, that will change in phase 4.

- **Phase 3**

*Geocrush > Plumes > Gaol > Upheaval > Landslide > Stomps > Plumes > Bombs > Landslide > Stomps > Plumes > Earthen Fury*

Very similar fight to phase 2 with the exception of Earthen Fury. Also, Titan will not use Mountain Buster during this phase, so there is no need to tank swap to avoid the debuff like there was in the previous phases. Aside from those changes, the group should continue business as usual.

- **Phase 4**

*Adds > Mountain Buster > Bombs > Landslide > Mountain Buster > Plumes > Gaol > Landslide > Mountain Buster > Stomps > Plumes > Bombs > Landslide > Mountain Buster > Mega Bombs > Stomps > Plumes > Geocrush > Landslide*

A few things make the final phase more difficult than any of the prior experiences. First, the adds that Titan spawns will cause a buff to Titan if they get too close. These need to be dragged away from Titan and the raid, since they also use landslide and leave a damaging pool where they are destroyed. Damage dealers should help bring these adds down when possible.



Also, mega bombs will spawn at some point in Titan's rotation. They will need to be dealt with, as they can destroy the party if one is not destroyed. At least one will need to be destroyed before it detonates though.

Aside from these issues and the return of Mountain Buster and the resultant tank swapping, everything should go accordingly if the group is aware of the upcoming skills. That's why memorizing the pattern, though difficult, is a great idea for everyone participating in the Titan extreme mode encounter.

### Ifrit

Ifrit is the most difficult primal fight of the patch, and carries the highest item level requirement with it. However, compared to the complexity of the Garuda fight and the routine of the Titan fight, Ifrit is fairly straightforward. That does not make this fight easy by any means, though. To understand the fight, here are some of the skills that Ifrit performs against the raid.

- **Eruption** - This skill comes in two forms. The first is the typical single eruption that people will know from prior Ifrit fights. The other is an eruption that follows two members of the raid. To avoid the latter, the group must coordinate on where they should stand and where they should move to when the skill begins.
- **Searing Wind** - The target of this skill will become like a living bomb, causing area of effect damage to everyone within range. This skill always targets a healer. The main thing to remember here is that everyone should avoid the affected healer.
- **Crimson Cyclone** - Ifrit spawns four clones who charge the raid. The timing of this skill causes issues, since it typically comes after a Searing Wind has been cast on a healer. That means the raid must move in a systematic fashion to avoid the clones while also avoiding damage from the afflicted healer. The best way to do this is to move in a clockwise or counter-clockwise fashion while avoiding the charges.



- **Suppuration** – This is a debuff that lowers the max hit points of the target. It comes from Ifrit's frontal cone shaped attack called Incinerate. Tanks will need to swap during this fight, typically at three stacks of the suppuration debuff.
- **Infernal Fetters** – A chain is created, linking a damage dealer with the off tank. The result of this worsens as the distance between the two characters increases. It is typically up to the damage dealer to stick as close to the off tank as possible during this skill. For ranged damage dealers, there is not much of a hindrance to damage output. For melee, they will have to pick and choose their targets wisely when hit with this.
- **Infernal Nail** – These nails are positioned sporadically around the arena. When killed, they leave a debuff that causes the party to take more damage. However, if Ifrit casts Hellfire while a nail is up, the group is instantly defeated. Therefore, efficiently dealing with nails while avoiding an overlap of the vulnerability debuff is a vital component of the fight.

The fight is broken up into three phases based on the position of the infernal nails.

- **Phase 1**

There are four nails placed at the top, bottom, left and right of the arena. Players should move to the nearest nail and destroy it, then move to the next one. It is important to wait until the healers do not have the debuff before destroying the third nail. This needs to be accomplished before Hellfire is cast.

After Hellfire, radiant plumes will spawn, causing the majority of the arena to be engulfed in flame. There are two safe spots at the edges of the arena, and players should make their way to these points as quickly as possible. However, getting hit by a plume should not result in an instant death. It is important to reduce the damage dealt by as much as possible though.



- **Phase 2**

Nails spawn all around the edge of the arena, with one in the middle. Typically, damage dealers will kill the outside ring first, then the final one on the middle. Also, this is the first point where people will need to be aware of Infernal Fetters. Often, damage dealers who are travelling around the arena killing nails can forget to notice that they've been struck by this skill.

- **Phase 3**

Nails are everywhere, and double eruptions are now common! Also, tanks will need to be sharp on their swaps, as Ifrit does triple incinerates now. However, aside from these additions in difficulty, the strategy remains the same. Damage dealers need to move throughout the arena destroying nails, while being aware of the skills that Ifrit can use. Plumes will pop up after Hellfire, and the safe spots should be sought out.

## Moogle Mog XII

With a suggested item level of 54, Moogle Mog XII is a nice addition to the content that is available at the beginning of the end-game experience. Players will need to use both coordination and strategy in order to beat this encounter.

- **Phase 1**

The fight begins with a single moogle in the arena. This is a paladin named Whiskerwall. However, within a few seconds of engaging the paladin, two more moogles will appear. These moogles are a black mage and a white mage. The tank will need to take the paladin to the side of the arena while damage dealers begin damaging the black mage first. This moogle needs to be dealt with as quickly as possible, as it can cast a hard-hitting area of effect spell that can cause groups to fail on the trial.



After the black mage is defeated, the white mage is next on the list. During the fight with the black mage, Furryfoot, the white mage, will spawn along with a warrior moogle. Since the paladin moogle should be defeated, the original tank on the paladin moogle can return to tank the warrior. The white mage must be defeated in this order due to the healing powers of the moogle drawing the fight out. Also, should too many moogles remain alive at certain points in the fight, the party will wipe.

The bard moogle should spawn about the time the white mage dies. This moogle has very little hit points, so killing it should be an efficient process. After that, the warrior that is being tanked off to the side should be the next focus. After the group completes the job with the warrior moogle, phase two will begin.

- **Phase 2**

The moogles that were defeated will all come back to life and summon the good king. His initial attack will be based on the number of moogles that were left alive. If only two were left, survival is likely. Three will be dicey, while four will almost certainly wipe the group. That is why the kill order and efficiency are so important to the first part of the fight.

At this point, the good king and all seven moogles are in the fight. The group should eliminate moogles in the same order as before, with a few notable changes to the strategy. First, the tanks will need to gather up the paladin and warrior moogles, as well as the good king. These should not be tanked all by the same player.

Also, area of effect damage spells will be continuously lobbed into the arena. Damage dealers will need to continue their output on the moogles while avoiding these damaging areas. Melee damage dealers should consider using their limit break level 2 to wipe out the current target at this point too, since the good king can cast the revival spell again. While it is weaker this time around, moogles need to die in order to ensure that the party will survive the cast.



The king can also super charge a moogle at random. This will allow them to perform very damaging attacks. If the king chooses the black mage, the powerful meteor spell that results can spell the doom of a party. That is why most groups should eliminate the black mage first. Also, when a moogle dies, the king will begin to use their abilities as his own.

At some point, there will only be two moogles remaining. This is a good time to shift focus from the moogles to the king himself. The fight is almost won at this point, and barring any major incident, should proceed without a hitch. Players will be rewarded with item level 75 weapons, which are a nice upgrade from the level 54 gear required to enter the fight. However, these weapons are certainly not best in slot gear.

### **The Minstrel's Ballad**

This trial is a fight against Ultima Weapon. The fight is broken into four phases, with the first three phases representing the primals Garuda, Titan and Ifrit. After these phases are completed, players will proceed to battle the Ultima Weapon itself. Rewards for this fight include tomes of philosophy and mythology, as well as item level 80 rings and necklaces.

- **Phase 1: Garuda**

During this part of the fight, Garuda will spawn periodically and perform a damaging attack in a cone shape. Prior to this, Ifrit will spawn near the boss and perform a knockback skill, causing the party to be in range of Garuda. Simply avoid this and continue.

Also, Garuda will sometimes perform Eye of the Storm. To avoid damage by this skill, the group must move to the center of the arena. However, Titan will appear to perform stomps immediately after, so the party must move quickly back to the outside of the arena. Also, during the entire fight, Ultima will stack a debuff on the tanks called viscous aetheroplasm, which will cause a wipe of the party if the tank receives five stacks. That means tank swaps must happen at 3-4 stacks of this debuff.



*The pattern repeats until Garuda dies.*

- **Phase 2: Titan**

Once Titan appears, plumes will start spawning on the outside. The next set will come from the middle. This pattern is inverted for the next set of plumes. Between subsequent phases of the plumes, Titan will cast Tank Purge, causing area of effect damage to the entire party. Careful avoidance of the plumes and consistent damage will bring Titan down short order.

- **Phase 3: Ifrit**

Eruptions will occur throughout the Ifrit phase. Tank Purge will continue throughout the phase. At some point, plumes will spawn at the four corners of the arena, and Ifrit will appear at the edge of the arena. The plumes will form a line across the arena and Ifrit will charge. Players must avoid both the line of plumes and the Ifrit charge. Eventually, Ifrit will be defeated and the final phase of the fight can begin.

- **Phase 4: Finale**

Aetherial Boom is the first skill to be dealt with during this phase. Balls will appear at the edges of the room connected to another by a chain. If the balls connect, the damage is catastrophic. Players need to run into these balls in groups, in order to destroy them and share the damage among all of the group members.

Another skill to watch for is the green lines. Players should avoid any green lines coming from Ultima at all costs. Also, during the lines skill, a player will be targeted and followed by a green ball. The player will die if the ball reaches them, so they should drop what they are doing and run around the arena until the skill is complete.

Magitek bits will spawn as the fight progresses, and they will fire laser beams into the groups. Of course, these beams must be avoided. Also, Ultima will bring its arms down into the center of the room in a smash. That must be avoided by moving to the outside of the arena as well.



One final note. The last aetherial boom before Ultima is finished involves the balls coming together in a rapid fashion. The tank can use their limit break while the group moves into the balls in order to facilitate this phase, since the speed of the balls colliding can cause problems. Eventually, through all of this, Ultima Weapon will be defeated and the trail will be completed.

## Leviathan

Note: This guide is for the Extreme version of the Leviathan (Whorleater) fight. The Hard version is more simple than the Extreme version, but most of the main mechanics are the same (they just hit for considerably less).

### Accessing the Fight

To access the Extreme version of the Leviathan fight, you'll need to have completed the "Through the Maelstrom" quest line as well as the Extreme version of The Bowl of Embers (Ifrit). Complete the quest entitled "Whorl of a Time" from Urianger obtained in The Waking Sands in Vesper Bay to unlock the Extreme version within the Duty Finder. The Hard version of this fight unlocks while completing the "Through the Maelstrom" quest line.

To queue up for the Extreme version of Leviathan you'll need to have an average item level of 80 or higher.

### Party Makeup

Like most primal fights, you'll need the standard 8-man group including two tanks and two healers. A mix of ranged and melee and physical/magical DPS is best.

### Crucial Mechanics

The Leviathan Extreme fight has a few particularly nasty abilities your group will need to be aware of.



- **Body Slam** – Leviathan will perform a geyser-type animation on one of two sides of the platform then emerge from the water and slam onto the platform, pulling everyone to that side. No one should be near him (including the tanks) when this happens. Later in the fight getting hit with this results in instant death. Watch for the geyser animation and quickly run to the side where it isn't happening.
- **Tidal Roar** – Unavoidable raid-wide damage that hits harder as the fight progresses.
- **Spinning Dive** – Leviathan will periodically form a splash of water outside one of the four corners of the platform then dive across the platform causing major damage in a line area. All players will need to be out of this line. He can either dive across the platform horizontally or vertically. He always alternates between the two-- one right after the other.

To avoid these, it's usually best to move towards the center of the platform immediately following Tidal Roar, splitting up into multiple groups (raid markers work well here). Spin your camera around to find the source of the geyser, dodge the first dive, then spin your camera around again searching for the second.

- **Briny Mirror** – This is a stacking debuff that goes on the off-tank who is tanking Leviathan's tail and stacks every time they're directly healed with a non-HoT. If the debuff reaches 16 stacks it will stun the healer who is healing the off-tank. To avoid this you can either have the healers switch off healing duties or you can simply only heal that tank with Regen, Stoneskin and the Scholar Eos/Selene pet heals.
- **Adds** – There are two types of adds in this fight: Wavespine Sahagin and Wavetooth Sahagin. Both types of adds do a massive AoE after they're alive for a while, so it's generally best to have the off-tank pick up all of the adds and bring them to an empty corner and have DPS focus target them. The off-tank will need minimal healing using this method.



### Brief Walkthrough

Leviathan can seem like a complicated fight, but it's really just a matter of getting the mechanic pattern down. To start, you'll only have to fight Leviathan. After 10 seconds he'll do his first Body Slam then split into two-- the head and the tail. The off-tank should pick up the tail. The head should only be attacked by magical attacks. The tail should only be attacked by physical attacks (including both melee and Bards).

At this point the fight begins to follow a pattern of adds spawning, slams to avoid, circles to avoid (that cause Heavy) and dives to avoid-- until the first Gyre Spume/Tsunami phase.

During this part of the fight small yellow balls called Gyre Spume will spawn. You'll need to kill these extremely quickly in order to stop a massively powerful Tsunami from happening. There are two of these phases in the fight. Use your group's LB for one of them. The other is when you'll want everyone to use all of their individual DPS cooldowns. Strong AoE heals should be used after each Tsunami phase.

Also of note. Healers need to stay separated from each other and from the group at all times due to a special AoE debuff that periodically hits only healers. Make sure the raid splits up into multiple groups when running toward the center for Spinning Dive.

### Notable Loot

Leviathan Extreme drops item level 95 weapons and shields. He also has a chance of dropping a rare Mirror of the Whorl item which can be used on any of the Leviathan weapons/shields to upgrade it to an item level 100 version. He always drops two weapons.

### Shiva

Please see The Akh Afah Amphitheater in Raid Mode (P.242)



## PvP And The Wolves' Den

For characters that have attained level 30 and joined a Grand Company, the option to participate in player versus player skirmishes has been added in patch 2.1. This gameplay option currently takes the form of a four on four deathmatch where players fight until 30 minutes have passed or until all of the members of one team have been knocked out. These encounters take place at a location named The Wolves' Den.

In order to begin this style of gameplay, players must make the trip to the den. Trips to this area can be found by speaking with the ferrymaster in the Morably Drydocks in Lower La Noscea. Before making the trip, players should acquire the quest "A Pup No Longer" from their Grand Company headquarters, since this quest unlocks the player versus player mechanic. Upon arriving at the den, simply speak with the appropriate NPC as noted by the quest to gain access to player versus player battles.

Unlike some player versus player mechanics in other massively multiplayer online role playing games, patch 2.1 adds not only specific weapons and armor for battle, but also a whole new area for character advancement. As players participate in battles, they will gain player versus player experience. At predetermined increments, this experience is converted to Action Points. Action Points will allow players to gain player versus player specific skills, and also to enhance those skills according to their roles and preferences.

## Player Versus Player Rewards

As players win arena battles, they will also gain Wolf Marks. These currency items are the means by which players can accumulate player versus player specific weapons and armor. Players are able to purchase these items from the appropriate vendor in The Wolves' Den as their total number of Wolf Marks reach certain levels. While these items resemble similar item level player versus enemy gear, there are a few notable differences.



One mechanic for player versus player battles that deals particularly with this specialized armor is morale. Morale is always substituted on player versus player gear for one of the secondary stats that would normally be found on a similar piece of equipment. Morale is akin to the player versus player stats found in other games, such as resilience. As a player's total morale statistic rises, they will take less damage from other players in arena battles only. Morale has no impact on players doing battle with monsters in the world. However, at level 50, morale is vital to success in arena battles.

However, as is the case in many MMORPGs, players who spend a significant amount of time participating in arena battles can use their player versus player currency to help decrease their time spent in dungeons gearing up for the end game encounters. That's because gear from The Wolves' Den, while lacking in a single secondary stat, is equivalent to similar item level gear in every other way. In certain situations, players might very well be able to skip certain sections of farming, particularly lower end level 50 dungeons, by equipping their higher item level player versus player gear. Of course, this gear will always be slightly inferior to gear of the same level found by other means. It can, though, serve as a wonderful transition set while players acquire the appropriate gear for other purposes.

Another important note regarding player versus player battles are the titles received for participation. When players rise in rank through their accumulation of player versus player experience, they are awarded titles by their Grand Company. These titles are planned to expand in future patches. That means people who are deeply involved with the vanity components and collections of the game will need to participate in player versus player battles to some extent in order to acquire all of the titles in the game.

## Player Versus Player Strategies

There are two ways to queue up for a player versus player battle. The first method is to queue as a solo player. The groups will always be formed with a tank, a healer and two damage dealing classes. However, as one might expect, not all groups are created equal. Particularly, the specific type of tank can have a great impact on the success of a group.



Warriors are generally regarded as the supreme tank class for this type of encounter. This is due to their ability to control and lock down opposing players, as well as because of their damage output. When compared to a Paladin, Warriors are much more adept at contributing to player versus player battles. At high levels of competition, this edge in party composition can mean the difference between a win and a loss. Since the rewards for winning far outweigh the prize for a loss, this is important.

Because of this, many people tend to queue up as a pre-formed, four person group. This is a great way to ensure that the group's setup is appropriate. That said, groups are thrown into a specific queue where they only compete against other complete groups. For people looking to maximize their winning potential, there is a sneaky strategy that works very well.

If players queue up as an incomplete group, but one that includes both a healer and a Warrior, they will be placed into the solo queue. They will, however, be guaranteed to have a proper party setup. This strategy can lead to favorable matchups and undergeared opponents. As a result, the competition level in the solo queue is often just as high as the pre-formed group pool.

### During the Fight

Once the queue has been navigated and the fight begins, there are a few things to consider. In other games of this nature, it is common practice to focus on destroying the healer. In Final Fantasy XIV, this is exceedingly difficult. The relative power of healing, when combined with a high morale stat, makes finishing off a healer difficult. In fact, a well geared and highly skilled healer can often tank a team for quite some time, leaving the damage dealing classes free to wreak havoc with the other team.



For that reason, crowd control spells are a vital component of the FFXIV player versus player strategy. Crowd control can incapacitate a player for a significant period of time, allowing for damage dealing classes to impose their will on the other team. The most notable of these skills is the black mage skill "Sleep." A sleep spell, if allowed to run a full duration, can take a player out of action for a full minute. This makes it advisable to crowd control the healer while finishing off the other team members instead of the opposite. Also, when teams are faced with a black mage opponent, they should prioritize that character first.

Another important consideration is "line of sight." A mainstay in the player versus player mechanic, line of sight means that there is an unobstructed line between the player and their enemy. This allows ranged abilities and spells to be cast. Players must be aware of line of sight and use it to their advantage. That means making sure their healers have a line of sight on them at all times, and also using barriers and obstructions to hinder the enemy's spell casting and skill rotation.

By spending time in the arena and considering these strategies, players will find it a simple task to build up their Wolf Marks and improve their gear. However, it is important to note that the highest player versus player gear will take a significant amount of time to acquire no matter what the player's skill level is currently. Player versus player in patch 2.1 should not be seen as a shortcut to higher level gear, but rather as a new form of content to be enjoyed and explored.

## Free Company Housing

When a free company has reached level 6, they now have the option of purchasing a free company house. This house is available to all members of the free company, and can serve as a meeting point and social hub for like-minded groups of adventurers. These houses are highly customizable and furnishable, and can also be built on a variety of land plots to suit the tastes of the members.



Housing is currently in a specific zone to the purpose, and can be reached by travelling through the low level areas located next to the three major cities. However, by completing the quest "Where the Heart Is" in each major city, players can use the Aethernet for immediate transport to the housing zone. This is a nice convenience feature that is easily obtainable by all players.

Unfortunately, there is an issue with free company housing as it currently stands. The cost of these houses is quite high. In fact, the basic plot of land costs at least four million gil. On legacy servers, this price is inflated by a factor of ten. This makes the cost for a simple plot of land 40,000,000 gil. Most small to mid sized free companies will have to work extensively towards this goal, and should not expect to achieve it any time soon. In fact, it is quite possible that smaller companies will never be able to afford housing.

The price of housing has caused quite a bit of controversy in the FFXIV community. Many players feel that the entry point for free company housing is considerably unfair. After all, even 100 member free companies have been unable to generate the amount of money required for the best plot of land, and that does not begin to furnish and decorate the home. For many, the pursuit of a proper free company house will become a full time effort in game. This is particularly true on legacy servers, where there is a lot of gil that exists. However, as many have noted, the existence of gil does not mean that everyone has equal access to it.

Fortunately, the prices of land are subject to a devaluation timer. That means that, as a plot of land goes unsold for a large amount of time, the price to acquire that land will decrease. This rate of decline is a small percentage every six hours, until the price is halved in 90 days. While this is a great idea in theory, it has very little impact if the prices are way too high to begin with. Also, since players who have early access to the required gil will have access to the prime plots of land, the devaluation timer may have little to no impact on the early state of free company housing. However, since inactivity will force free companies to relinquish their land from patch 2.2 onward, there might be opportunities in upcoming months to acquire highly desirable land.



In the future, the prices may very well be adjusted to reflect market conditions. That said, it would be silly to think that prices will come down, simply due to the fact that some people will eventually pay top dollar for their plot. Imagine their outrage if prices were to come down after their purchase. Also, with future plans to integrate personal housing space with free company housing, it is reasonable to expect housing to serve as the game's most significant gil sink for the foreseeable future.





# DUNGEON

## Must Known Feature

### Duty Roulette

This is designed to allow for more efficient leveling through dungeon encounters, as well as shortened queue times for everyone that participates. These goals are accomplished in a number of ways.

First, players who sign up for Duty Roulette are slotted into a level group. These groups are Low Level, High Level, Main Scenario, and Guildhests. Each player will receive a significant bonus once per day by completing a duty in each of these categories. Furthermore, players who fill a role that is in short supply during the queue time will receive an additional bonus for filling the role. This will reduce the typical wait time for all of these encounters by a substantial amount.

There are also new features related to the functioning of parties while in a Duty Finder encounter. The first is the “commendation” feature. Players can grant other players a commendation for participating in a duty in an exceptional fashion. These commendations are stored over time, and will eventually unlock achievements and other features. Also, parties now have the option of kicking inactive or poor players from their party. The thought is that these features will allow encounters to progress more smoothly than before.

Most importantly, the experience gained from battling monsters in dungeons has been boosted by a large amount. Also, completion of dungeons in Duty Finder now rewards Tomestones of Philosophy and Mythology, making Duty Finder more of an end game option than ever before. This should make dungeon leveling much more attractive, and even a viable option when compared to FATEs at most level ranges.



## Party Finder

For encounters where party composition and experience are important, such as player versus player encounters and the Primal hard modes and beyond, Party Finder has been added. This feature allows for the assembly of specific parties with similar goals and experience. Duty Finder, in most cases, is not sufficient for difficult encounters due to the randomness of player composition and gear or skill. When this is the case, Party Finder should help.

Players are able to select certain criteria for their party, such as average item level and play style. They are also able to set recruitment criteria, specific purposes and leave comments to prospective members. That way, only the appropriate players will apply. This takes the place of shouting in general chat in the major cities when an encounter is desired. Again, this is a serious quality of life improvement for players in patch 2.1.

## Pharos Sirius

Pharos Sirius is a new level 50 dungeon that requires players to have a set of equipment at item level 48 or above. Entrance to this dungeon requires that players have completed The Praetorium and have stated the quest "Sirius Business." Diamanda of Western La Noscea is the NPC that gives players this quest.

There are four bosses present in the dungeon, and the rewards include the dropping of item level 60 armor and accessories. Also, for completing the dungeon, players are awarded 100 Tomestones of Philosophy and 50 Tomestones of Mythology. The time limit for party completion is 90 minutes, and the dungeon can be accessed through Duty Finder.

## Copperbell Mines (Hard)

This dungeon requires exactly the same levels as Pharos Sirius. Players must be level 50, and their item level must be level 48 or above for entry. The dungeon is designed as an experience for a four person party, and players are given 90 minutes to complete their run.



Hugubert in Mor Dhona gives the quest “Out of Sight, Out of Mine” to players who have completed The Praetorium. Like the other new dungeons, these specific quests are required to begin. There are three bosses available to battle, and the rewards for these battles are item level 60 items and accessories. Also, like Pharos Sirius, 100 Tomestones of Philosophy and 50 Tomestones of Mythology are rewarded for a successful run.

## Haukke Manor (Hard)

This is the same situation as the other new dungeons. However, the quest for entry is given by Lauriane in Western La Noscea. As with the other dungeons, this a four person, 90 minute experience with multiple bosses. Item level 60 loot, as well as the expected Tomestones, are the reward for a successful completion.

## The Crystal Tower

Further helping end game characters begin their gear progression, The Crystal Tower is a new, 24 person raid encounter for players with an item level of 55 or higher. Consistent completion of the new level 50 dungeons will allow for the acquisition of the requisite gear for this raid.

Players are allowed to gain one piece of loot from The Crystal Tower each week. This gear is item level 80, and represents a significant upgrade from the gear that most players have when they enter. Every Monday, the loot lockout resets and players can roll on gear again until they have claimed a piece for themselves. Players who are familiar with the game’s predecessors will recognize the locale as a throwback to Final Fantasy 3. The bosses from that game are also back in this cameo appearance.



## Halatali, Amdapor, And Longstop

Hard-mode dungeons and The Lost city of Amdapor await you here, now that you've already gotten a little taste of the end-game. These dungeons will allow you to get your item level up towards 70. When patch 2.2 was released, these are some of the toughest four-man dungeons in the game, and can definitely throw inexperienced players for a loop if it's their first run through. Remember that you ought to have your current ilevel at 55 before attempting to go through these dungeons safely. In addition to that, in order to gain access to these dungeons at all, you'll need to complete a special quest for each one as well as have completed the main storyline quest.

Let's take a closer look at each of these dungeons and see exactly how to get through them in one piece.

### Recommended Party

Before heading out, make sure you're bringing along the right friends. These three dungeons are engineered around the classic party structure. Bring 1 tank, 1 healer, and 2 DPS, unless you're just wanting to make it challenging. Aside from that, it's good to pack along someone who has either a Leeches spell or Esuna, as you'll need their cleansing ability in a few of the fights, but it's not completely necessary if you can't find anyone with it.

### Loot

- Allagan Tomestone of Mythology – 70x
- Allagan Tomestone of Soldiery – 30x
- Crafting Mats
- Animal Fat
- Aqueous Whetstone
- Coke
- Cooking Sherry
- Filtered Water
- Hardened Sap



- Lime Sulphur
- Minium
- Peacock Ore
- Potash
- Voidsent Blood

### **Gear**

Every class will have armor to look for in these dungeons. There are two total sets, which are all item level 70, and different pieces of each set will drop in all three of them.

One set will have a special name, but in addition to those, each class-grouping will also have an armor set that goes by "Darklight." For accessory items (Bracelets, Rings, Necklaces, and Earrings), they're all named Darklight and all of them will be dropped equally amongst the three dungeons, so they're not split up like the armor is.

Let's see which dungeons have what named armor.

#### **Archer and Bard**

Longstop Shikaree gear – Feet, Legs, Hands

Halatali Shikaree Gear – Feet, Body, Head

Amdapor Shikaree Gear – Body, Legs, Waist

Longstop Darklight of Aiming gear – Body, Head, Waist

Halatali Darklight of Aiming gear – Hands, Waist, Legs

Amdapor Darklight of Aiming gear – Hands, Feet, Head

#### **Conjuror, White Mage, and Scholar**

Longstop Pilgrim gear – Hands, Feet, Legs

Halatali Pilgrim gear – Hands, Waist, Legs

Amdapor Pilgrim gear – Head, Body, Waist



Longstop Darklight of Healing gear – Body and Waist  
Halatali Darklight of Healing gear– Feet and Body  
Amdapor Darklight of Healing gear – Feet, Legs, Hands

### **Gladiator, Marauder, Paladin, and Warrior**

Longstop Protector gear – Head, Body, Waist  
Halatali Protector Gear – Hands, Feet, Legs  
Amdapor Protector Gear – Head, Body, Feet, Legs

Longstop Heavy Darklight gear – Legs and Hands  
Halatali Heavy Darklight gear– Body and Waist  
Amdapor Heavy Darklight gear – Hands and Waist

### **Lancer and Dragoon**

Longstop Hussar gear – Legs, Hands, Head  
Halatali Hussar Gear – Head, Body, Waist  
Amdapor Hussar Gear – Legs, Hands, Feet

Longstop Darklight gear – Body, Feet, Waist  
Halatali Darklight gear– Hands, Feet, Legs  
Amdapor Darklight gear – Body, Head, Waist

### **Pugilist and Monk**

Longstop Fistfighter Gear – Feet, Body, Waist  
Halatali Fistfighter Gear – Legs, Hands, Feet  
Amdapor Fistfighter Gear – Head, Body, Waist

Longstop Darklight of Striking gear – Hands, Head, Legs  
Halatali Darklight of Striking gear– Body, Head, Waist  
Amdapor Darklight of Striking gear – Hands, Feet, Legs



### **Thaumaturge, Arcanist, Black Mage, and Summoner**

Longstop Magician gear – Head, Body, Waist

Halatali Magician Gear – Head, Body, Waist

Amdapor Magician Gear – Hands, Feet, Legs

Longstop Darklight of Casting gear – Feet, Legs, Hands

Halatali Darklight of Casting gear – Feet, Legs, Hands

Amdapor Darklight of Casting gear – Body and Waist

### **The Lost City of Amdapor**

The Lost City of Amdapor was released with patch 2.2 and requires an item level value of 55 to enter. In addition to that, you'll need to have completed "The Ultimate Weapon" storyline quest, as well as this dungeon's specific story quest line, called "One Night in Amdapor." You can get that quest from E-Sumi-Yan in the Old Gridania zone. The Lost City is home to some pretty precious loot; all of the main gear is ilevel 70 and will give you the boost needed to get to the next tier. The dungeon itself is physically located in the South Shroud zone.

### **Tough Mobs**

The first tough fight you'll come across isn't even the first boss; it's located in the area before him. There's a type of trash mob group that spawn in the area that can give players a bit of trouble even before the first real battle of the dungeon. They come in groups of three mob-types: Mold Colony, Tainted Mold, and Hecteyes. To get through this encounter easily, have the tank focus on Hecteyes while the rest of the group kills the Tainted Mold, which will die in about one hit, and the Mold Colony, which is vulnerable to direct attacks. Once they're down is when you want to focus on any remaining Hecteyes. If there are very many, blast them down with your AOE spells.

Now that you've gotten the trash mobs completely understood, let's take a look at the bosses:



### **Boss 1 – Decaying Gourmand**

The first boss is an overgrown Goobbue and is luckily a pretty straightforward fight as long as your party is prepared for him. First off, he'll have a variety of basic spells he'll cast that'll poison party members. It's not a very strong poison and shouldn't be any kind of an issue to your group as long as you've got someone to cast Esuna or Leeches. Aside from that, the Gourmand will also spawn Pollen around the battlefield; these aren't dangerous as long as your party members pay attention and can avoid them when they land.

The only real thing to worry about with this boss is his Prey ability, which will allow him to eat one of your party members! He'll go after a non-tank member of the group and gobble them up if they don't get away fast enough. This isn't impossible to avoid, but it can be pretty tough for a lot of players. If or when this happens, just use your heaviest hitting abilities to focus down on the Voracious Maw that'll soon spawn in order to release your friend.

That's about as complex as the first boss gets.

### **Boss 2 – Ariocho**

Ariocho is a pretty interesting boss fight, as you're not able to directly aggro him at all. He does cast an expanding ground AOE spell that needs to be avoided whenever possible, but the main mechanic of this fight revolves around fighting and killing spawned Wamoura adds, which are moth-like in appearance. This seems pretty easy, but the trick to beating this boss is longevity, and to accomplish that, you'll need to make sure that everyone except the tank moves away from the Wamoura right before it dies, as it'll cast a rather nasty debuff. Because of that, it's a good idea to utilize any ranged attacks that you have, otherwise get in a few solid hits before backing away.

The debuff is called Scale Flakes and will automatically make Ariocho go after you for 45 seconds. That's the only way to get this boss's attention, as not even provokes will work on him. There is some room to learn if this is your first run-through, as Ariocho won't do too much damage to you, even if you're not the tank, just make sure to use up any survival skills you have while he's focused on you. Make sure to keep the debuff up constantly, because if Ariocho isn't targeting someone, then he's healing rather quickly.



### Special – Baalzephon

The next major encounter to watch out for isn't a proper boss but can pose a bit of difficulty to some groups. It's a special mob that spawns with a bunch of adds: Dirty Eyes and White Magestones. The trick to this encounter is to ignore Baalzephon completely at first and focus down the Dirty Eyes. There will be a bunch of them that can be round up easily and blasted down with AOE spells. After that, kill the Magestones, which don't do damage but heal Baal pretty quickly. They're fairly weak, so shouldn't pose too much of a threat, regardless of your skill rotation. After everything else is destroyed, you can take out Baalzephon himself, which isn't much of a task after destroying his healers and guards.

### Boss 3 – Diabolos

The other three encounters were pretty straightforward compared to the level of difficulty this boss regularly gives newer groups. His main trick is called Diabolical Gate, which is represented by the doors you'll see at the beginning of the encounter. There's a green butterfly door, a blue gobbue door, a yellow lion (or dragon) door, and a red ahriman (demon) door.

There'll be a variety of these gates that spawn, and the trick is to find two matching doors and open them at the same time. Doing so will allow your entire party to avoid his highly-dangerous "Ruinous Omen" spell, which can wipe the entire group in one hit. Generally, it's best to open one of them at the start of the fight and open the second while he's in the middle (around 50%) of charging Ruinous Omen, which ought to be first cast when he's around 60% health. After the first Ruinous Omen, Diabolos will attempt to cast it 2-3 more times before dying.

One last thing to worry about is his Graviball spell. It'll spawn a ball on the battlefield and a Nightmare spell that will induce Sleep.



## Halatali

Halatali is another dungeon in the same tier as The Lost City of Amdapor and comes packed with equivalently powered loot. Players might have gone through the normal version of this dungeon at a lower level, but the bosses are completely different in Hard Mode at end-game. To gain access to the dungeon, players will need to speak with Hugubert in Mor Dhona to start the quest "This Time's for Fun." They also need to have illevel 55 gear and have the main storyline quest completed.

Let's see how to get through this dungeon's boss battles.

### Boss 1 – Pyracmon

The first boss can be a bit challenging depending on your specific group make-up. You'll notice as soon as you get into the room that there will be two mechanical Mammets in the area: ones called Mammet Activator, and it's connected by a tether to the other one, called Admirer Mammet, which is wandering around rather aimlessly. Interacting with the activator will cause the other to hold its position and emit a blue aura that'll provide a manawall buff to any affected party members for about 10 seconds.

This activation process should really only be done while Pyracmon is charging his main attack, "1000 Tonze Swing," as the spell affects the entire area and the Mammet aura will negate the thousands of damage points you would have otherwise received from the spell. In addition to that, the boss himself will deal out a decent amount of damage in the form of a short-range AOE and there will be an Eye of the Beholder that will shoot lasers out to targets that are a far enough distance away. The main trick is to avoid the big strike; if you can do that, then this boss should go down pretty easily.

### Boss 2 – Catoblepas

When you enter this area, you'll notice four pedestals placed along the perimeter. For these, you'll want to assign each party member to a separate pedestal. They'll eventually turn into Tainted Eyes and are very important for the overall encounter.



Catoblepas has a spell called Demonic Eye, which has a relatively long cast time. When you see him charging it up, make sure to have one of the party members activate their pedestal, as that provides the Gloam debuff, which prevents Demonic Eye's damage. Make sure to cleanse the debuff afterwards, as it will also reduce your accuracy.

Aside from that, Catoblepas will make his eye become vulnerable at random points throughout the fight. Dishing out damage will cause it to turn from blue to yellow to red, so make sure to burn it down as quickly as you can with your heaviest-hitting single-target attacks. Finally, he'll cast some pretty powerful conal AOE spells that can be tough to dodge if you're standing near its center, so make sure to watch out for them.

### **Boss 3 – The Arena and Narashima/Mumeupo**

The final fight in Halatali is actually portioned off into two separate phases.

- **The Arena**

The first phase involves your group facing off against an NPC party made up of the classic roles: a tank, a healer, and two DPS. It should go without saying to take out the healer first and the tank last. The healer can be taken out easily with a couple of nukes. As for the DPS, The lancer Langloisert ought to be taken out second as he can't be aggroed at all, so go all out on him, while U'libho the archer should be taken out third, but don't be afraid to load him up with some DOT spells while you're waiting to get to him. The tank takes a while to crack, but isn't too difficult; just stay with your standard rotation for him. As long as you have the proper order in mind when you're fighting these guys, it should be a pretty straight forward encounter.

- **Narashima and Mumuepo**

After killing off the group, the second phase will begin by spawning bosses named Narashima and Mumuepo. Narashima has a large-sized AOE spell called tailswipe that can be avoided by sticking to its sides but is otherwise not a huge problem. Take out Mumuepo first and as quickly as you can. It wouldn't be bad to use up your limit break for him, as he has an incredibly annoying spell called Absolute Bind which will chain two party members together until they manage to get to the randomly spawned staff that he summons along with the spell.



## Brayflox's Longstop

Brayflox's Longstop is another hard-mode dungeon in the same tier as the previous two mentioned. To get access to it, players will need to speak with Bloezoeng in Mor Dhona and start the quest "Curds and Slay." Like the other dungeons, it'll have illevel 70 loot to obtain and requires illevel 55 to get into, as well as completion of the main storyline quest.

Let's take a look at the dungeon's bosses:

### Boss 1 – Illuminati Commander

The first boss in Longstop isn't too difficult of a fight. The commander is a goblin that will regularly spawn sniper adds that can dish out a decent bit of damage. Luckily, they can be destroyed pretty quickly if your DPS is paying attention and can lob out some quick-casting nukes. If any of those snipers get away from you, then they'll fixate on a single player and dish out around 600 points of damage per shot.

In addition to that, all throughout the battle the area will begin to be covered in a variety of vertical and horizontal AOE's. These become much more difficult to dodge as the fight progresses because they spawn quicker and quicker the longer the encounter lasts. If you're able to take out the snipers while simultaneously dodging the AOE's, then you ought to be able to get through this encounter with no real difficulty.

### Boss 2 – Magitek vangob G-III

Magitek can be a pretty tough fight for a group that's not properly prepared. The primary mechanic to worry about in this fight is the blue circles that'll spawn on the ground. It's a type of fuel that Magitek is leaking, and it is highly flammable. These will add up pretty quick as the encounter progresses, so make sure to keep the fight around the edges of the battlefield so that when he does eventually ignite the fuel, the tank won't have to worry about dodging every which way.



In addition to that, this boss will occasionally spawn two adds that ought to be taken out quickly with power attacks. It's very important that they're taken out quickly, as they're a part of his next move, so don't be afraid to use your limit break. After waiting a certain amount of time after spawning these adds, he'll launch into the sky for an air attack that'll dish out damage based on how much remaining health those additional mobs currently have.

### **Boss 3 – Gobmachine G-VI**

By himself, Gobmachine is a pretty basic boss when it comes to his personal attacks, as this fight is mainly focused around his other, more unique mechanics. You'll begin the encounter fighting Gobmachine while he's attacking you with a basic flamethrower attack and occasionally a circular AOE attack that will target a random player.

Once you've gotten him down to about 3/4s health, he'll become invulnerable and begin running about the perimeter of the battlefield. Once this happens, every member of the party needs to get to the center of the map immediately to avoid his circling. During this time, two adds will spawn with one of them being tethered to a random party member, so take them out as quickly as possible. Once you do, Gobmachine will launch a large cluster of bombs that'll rain down on the entire area. These bombs can be avoided by targeting them and knocking them across the room. This is why you're standing in the center, as you want to knock all the bombs towards the outside perimeter rather than lobbing them towards one another in confusion. Use AOE spells for those bombs closest to the epicenter and use direct attacks for the middle-ranged ones in order to get them all pushed up against the wall. This route is the best method to save yourself from the large area of effect the bombs will produce.

This sequence will occur again and another two times once you've gotten the Gobmachine down to around 1/4th of its health, except that these sequences are much deadlier.



After the last repeat, he'll throw out his final trick: launching a "Big Bomb." This bomb will wipe the group if allowed to detonate, so make sure to burn it down as quickly as your DPS possibly can. Use everything you got: limit breaks, special spells, or prayers. It's not good to get to the very end of a dungeon just to wipe on the final occurrence. This event is even more difficult because you'll also be dodging the tank (the boss's actual tank, not your group's tank). Once you've finished that, he'll return to normal so you can deliver the final blow.

## Hullbreaker Isle, The Tam-Tara Deepcroft, And Stone Vigil

You've moved on past the patch 2.2 content and are well on your way to the true end-game. For these dungeons, you'll need to have an item level of at least 70 or higher to participate and also have each of the individual dungeon quests completed. The loot provided in these first three dungeons are item level 80.

### Recommended Party

For these first three dungeons, you'll want to stick with the classic group structure: tank, healer, and two DPS, as that's what these types of dungeons are engineered around.

### Loot for Hullbreaker Isle

- Allagan Tomestone of Mythology – 100x
- Allagan Tomestone of Soldiery – 45x
- Crafting Mats
- Animal Fat
- Aqueous Whetstone
- Coke
- Cooking Sherry
- Filtered Water
- Hardened Sap
- Lime Sulphur
- Minium



- Peacock Ore
- Potash
- Voidsent Blood

## **Gear**

Each dungeon will have different pieces of set armor for each class. The armor drops for these first three dungeons are item level 80.

Let's take a look and see exactly which dungeon contains what pieces of armor.

### **Archer and Bard**

Hullbreaker Divine Light gear – Waist, Head, Legs, Body

Deepcroft Divine Light Gear – Feet, Hands, Head, Body

Stone Vigil Divine Light Gear – Waist, Feet, Hands, Legs

Hullbreaker Divine Light Accessories – Ring

Deepcroft Divine Light Accessories – Earrings, Necklace

Stone Vigil Divine Light Accessories – Bracelet

### **Conjurer, White Mage, and Scholar**

Hullbreaker Divine Harvest gear – Waist, Heads, Hands, Legs

Deepcroft Divine Harvest Gear – Head, Feet, Hands, Body

Stone Vigil Divine Harvest Gear – Waist, Feet, Body, Legs

Hullbreaker Divine Harvest Accessories – Bracelet, Necklace

Deepcroft Divine Harvest Accessories – Ring

Stone Vigil Divine Harvest Accessories – Earrings

### **Gladiator, Paladin, Marauder, and Warrior**

Hullbreaker Divine War gear – Legs, Body, Feet, Hands

Deepcroft Divine War Gear – Legs, Head, Waist, Hands

Stone Vigil Divine War Gear – Body, Head, Feet, Waist

Hullbreaker Divine War Accessories – Bracelet



Deepcroft Divine War Accessories – Ring

Stone Vigil Divine War Accessories – Necklace, Earrings

### **Lancer and Dragoon**

Hullbreaker Divine Wisdom gear – Waist, Body, Head, Feet

Halatali Divine Wisdom Gear – Waist, Legs, Feet, Hands

Stone Vigil Divine Wisdom Gear – Legs, Body, Head, Hands

Hullbreaker Divine Wisdom Accessories – Bracelet

Deepcroft Divine Wisdom Accessories – Earrings

Stone Vigil Divine Wisdom Accessories –

### **Pugilist and Monk**

Hullbreaker Divine Hero gear – Feet, Hands, Head, Legs

Halatali Divine Hero Gear – Waist, Feet, Legs, Body

Stone Vigil Divine Hero Gear – Waist, Hands, Head, Body

### **Hullbreaker Divine Hero Accessories**

There aren't any Divine accessories that use hero in the name. To remind you, the accessories don't have a class requirement; they're only divided by classes because of the similar stats.

### **Thaumaturge, Arcanist, Black Mage, and Summoner Gear**

Hullbreaker Divine Death gear – Waist, Feet, Hands, Body

Deepcroft Divine Death Gear – Waist, Head, Body, Legs

Stone Vigil Divine Death Gear – Feet, Hands, Head, Legs

Hullbreaker Divine Death Accessories – Earrings

Deepcroft Divine Death Accessories – Necklace, Bracelet

Stone Vigil Divine Death Accessories – Ring



## Hullbreaker Isle

To qualify for Hullbreaker Isle, you'll need to complete the King of the Hull quest from Bloezoeng in Mor Dhona.

### Boss 1 – Sasquatch

The first boss on Hullbreaker Isle is fairly straightforward but requires high-situational awareness from every member of the group. He'll dish out a decent amount of damage himself, but the main thing you need to watch out for is when he becomes enraged. The longer that he's enraged, the more vulnerability debuffs he'll stack on your group, which means he'll quickly be able to wipe the whole party unless you can calm him down.

How do you calm down a gorilla? You give him bananas. Bananas will fall from the tree, and it's your job to lead Sasquatch to them so he can gobble them down. When he does this, he'll stop casting the debuff stacks and his AOE spells for a little bit. This sounds fairly straight forward but it can become difficult because of the adds that come in periodically throughout the fight. Monkeys will show up while you're fighting Sasquatch and will attempt to steal his bananas! Destroy them as soon as you can; single target nukes tend to work well.

### Boss 2 – Sjoorm

Like Sasquatch, Sjoorm is another basic fight as long as your group understands how to engage with him properly. His attacks do a decent amount of damage on their own, but they aren't too difficult for a decently geared tank. The thing to look out for is when he burrows underground. When he does this, he'll burrow across the map and attempt to pop-out and do massive damage to any nearby players with a gigantic AOE spell.

The best way to avoid getting hit with his AOE is to hop a ride in one of the bubbles that periodically spawn in the area. These do respawn, but the rate at which they do is rather low, so make sure to let any newer players know at the beginning of the fight so they don't let their curiosity get the better of them.



### **Boss 3 – Kraken**

The Kraken is the third and final boss in the Hullbreaker Isle dungeon, and the fight itself is rather unique. You've grown accustomed to killing the boss directly with your past dungeon running experience, but for the Kraken, you'll only need to take out his arms and tentacles, for which there are 10 in total. Once you've taken them out, he'll run back into the ocean.

The layout for this battlefield is four large platforms surrounded entirely by sea water. Players will be able to get to the other platforms by using geysers located along each of the platforms' edges or by being thrown by the Kraken itself.

As for the fight, the Kraken's main mechanic will cause one of your party members to become targeted for its World's End spell, which will cause a Tornado to spawn on top of them that will explode for tremendous damage. The only real way to counter this spell is to use a geyser to jump to another platform once they've been targeted and jump back across before the spell goes off.

Aside from that, there are 8 arms and 2 tentacles on the Kraken, so the general strategy will be to take each arm down one by one while focusing on any nearby arms as soon as you can. Try not to use the geysers to hop too much, as doing so will give you the Suppuration debuff, which lowers your health and causes you to take more overall damage.

The fight is pretty simple just as long as everyone understands what to do, as an honest mistake can mean a quick death.

### **The Tam-Tara Deepcroft**

If you want to adventure into the Deepcroft, you'll need to have completed the Corpse Groom quest from Paiyo Reiyo in Ul'dah – Steps of Nald.



### **Boss 1 – Liavinne**

Liavinne has some interesting fight mechanics. All the tank needs to do in this fight is just hold aggro on Liavinne herself. As for the healers and DPS, one of them (since they are a ‘non-tank’) will be marked as a target for Liavinne’s spawned zombie horde. When this happens, that player needs to run away and kite them around the area. Soon after the chase is afoot, another ‘non-tank’ will be targeted to be shot up with arrows.

The player who’s been targeted by the arrows should catch up with the player that’s being chased by the zombies so that the arrows can kill the zombies without your group getting their hands messy. This isn’t mandatory, but it’s ideal, as any member of the group killing the zombies themselves will cause a party-wide debuff to be cast on the rest of the group that will increase vulnerability. If there are any zombies remaining after the first hail of arrows, there is usually a second barrage that can be used as well. In between these side excursions, try to kill Liavinne with whatever you’ve got; single target spells and limit breaks work wonderfully on her.

### **Boss 2 – Spare Body**

The second boss in the Deepcrot is about as straight forward as the last. The primary mechanic in this fight involves running around and popping bubbles. They’re called Nameless Spirits and will spawn a total of three times throughout the encounter. Simply run through them to take them out, but be warned that they dish out a decent amount of damage when popped, so try to divvy up responsibility equally throughout the group. These are taken out not because of their damage potential but because once they reach the boss, they’ll cause him to grow in size and strength.

Aside from that, Spare Body himself will dish out pretty powerful direct attacks as well as a strong AOE ability called Cloudcover, but that spell’s very avoidable if you’re paying attention. One last thing to mention is throughout the entire fight you’re trying to protect the nearby friendly NPC, Paiyo Reiyo, who’s trapped in the area. Luckily, if he does take any damage he can be brought back to full health by your healer.



### **Boss 3 – Avere Bravearm**

The final boss is quite a bit more difficult than the previous two. Avere will summon demons just outside the battle arena that will spawn and start dealing out AOE attacks to anyone nearby, but usually just the tank. These attacks have a very fast casting speed, so make sure to start running as soon as they've been summoned.

In addition to the demons, zombies will start crawling out from the edges of the area and make their way towards the center. If they do get to the center, they'll cause a rune on the floor to light up, which will strengthen Avere's attacks, so make sure to take these guys down quickly with any AOE spells you have ready. Be wary when you're fighting them, as the very center of the arena will cause harm.

### **Stone Vigil**

To get into Stone Vigil, make sure you've completed the Blood for Stone quest from Faillicie in Mor Dhana.

### **Boss 1 – Gorynich**

The first boss in Stone Vigil can be pretty tough. He's a dragon type mob that has his own powerful attacks as well as special mechanics. He's got an ability called Swinge that he'll use constantly. The best way to avoid this is to stay behind him by sprinting when he's on the move. He's also got a large AOE ability called Rake that can also be highly damaging to players that don't dodge it in time.

Aside from his personal fighting skills, he'll also spawn Vigil Heirs, which are tethered to him. These adds will generally go after the healer first, so the DPS should be prepared to blast them down quickly with any direct damage attacks that they have. Keep in mind that if these are killed next to Gorynich, he'll be empowered significantly. A good strategy for dealing with this is to have the tank deal with the boss in the corner so that the DPS can stay safely behind him while being in a good position to run down and kill any adds that arise throughout the fight.



### Special – Gowrow

While not a proper boss, Gowrow is a special encounter that can pose some difficulty, but it's a good way to practice for the next boss fight. There will be three cannons located in a room along the way to Cuca Fera. It's set up like a shooting gallery, as he'll randomly appear outside the room while you're staving off an invasion of adds. It's mandatory to take out Gowrow before being able to move on, regardless of how many trash mobs you kill.

### Boss 2 – Cuca Fera

The second boss in the Stone Vigil is a gigantic turtle. You'll be accompanied by NPCs for this event, and it's important that you don't let them die because if they're all taken out then Cuca Fera will instantly wipe the group.

There are four cannons, one for each party member at each corner of the map. These cannons have two abilities: the first dishes out damage while the second stuns. Unfortunately the stun has a very long cooldown. The best strategy to use for this fight is to have two players be designated stunners while the other two do damage. Stunning should be reserved for when Cuca is charging up his "Hard Stomp" ability. Between the two stunners and their longer cooldowns, you ought to be able to lock him out of using that ability entirely.

The boss will also go into a turtle mode periodically throughout the fight. When this happens, lay off all attacks, as he'll be able to completely reflect them back towards the attacker. Aside from that, adds will spawn during the fight, but they can be taken out by the cannons as well. The artillery used can't be used to target enemies close to the operator, so the party will have to work together to take out swarming adds. Make sure the tank is located near the entrance so he'll take the brunt of the adds' damage.

The only other thing to worry about is his charge ability that he'll use on a random cannon, but this spell can be easily avoided if everyone's paying attention.



### Boss 3 – Giruveganaus

The last fight in this dungeon is considered to be pretty tame compared to other final bosses. The main trick that Giruveganaus employs is that he can't be properly tanked. Go through your standard attack rotation while dodging any AOE spells you can until he's at about 60%, at which time he'll split into two identical parts. These aren't mirror images, as you'll have to kill both before the fight concludes, so just have everyone focus down one before switching to the other.

The only real thing to watch out for from Giruveganaus is his Infirmity spell, which will reduce the amount of incoming healing the afflicted group member receives.

### The Sunken Temple of Qarn

The Sunken Temple of Qarn is an Egyptian themed four man dungeon that'll allow players in item level 80 gear to get up to item level 90. As with many of the four man instances for this level, there will be three bosses which will each drop unique loot. While the boss mechanics and drops are the most important thing to know about when it comes to this dungeon, it's also necessary to meet the requirements for entry.

- Before getting in, you'll need to have completed "The Wrath of Qarn" quest, which can be picked up from Hugubert in the zone of Mor Dhona.
- Your going to need a light party (4 players, including yourself)
- The minimum item level needed for this zone is 80.

The standard tank/healer/DPS/DPS group composition works best in this dungeon. For this dungeon in particular, it's good if you can bring along someone who has plenty of stun capability, due to some of the bosses' mechanics.



### **Boss 1-Damaged Adjudicator**

The Damaged Adjudicator is an interesting fight due to the gigantic health pool it has. Rather than taking the Damaged Adjudicator on directly, you'll want to fight the different individual portions of his body: the head, the tail, or the arm. The one that your group should focus on attacking is the one that has the red orb. Killing the body part with the orb will allow you to dish out extra damage to the boss and also temporarily stun him.

After a body part has been taken out, the boss will disappear and a few adds will spawn, so just use AOE spells to take them out quickly. Afterwards, the boss comes back and you'll be repeating the orb strategy outlined above for the remaining body parts.

That's a rather unique mechanic, so the Adjudicator itself doesn't have too many attacks to worry about. There's a basic cleave like attack that can be avoided by having the group stay behind him. There's also a line telegraph AOE ability that can be avoided if watched for carefully. He also has a mark spell that'll summon a pulsing sand orb that does AOE damage but can be easily avoided.

Other than that, the only thing to worry about is Quick Sand. This is a large area of effect that will slow players down and eventually kill them if they can't get out of the way fast enough. Watch for it and be ready to move and it should pose no real trouble.

### **Boss 2-Sabotender Emperatriz**

The Sabotender Emperatriz fight can be pretty tricky, so make sure to take a break and tell everyone in the party just what they need to do before beginning. The number one most important thing to watch out for in this fight is the spell called "100,000 Needles," which is a very slow charging spell that will instantly wipe the group if cast. In order to interrupt this, a damage threshold will have to be met during its cast time, so everyone in the group needs to watch for when this first begins casting, instantly switch over to the boss, and dish out as much damage as possible using nuke spells or even cooldowns.



The reason doing the above can become tricky is because of the adds that spawn in the fight. The smaller ones can be easily taken out with AOE attacks, but the large one, called the Campeador, will need to be focus fired, as it'll dish out a ton of damage to a non-tank. These can't just be avoided, so you'll need to take them down in between casts of 100,000 Needles. There's also a much larger add called a Guardia which will make a shield around the boss, so everyone needs to unload everything they have on the Guardia as soon as it's spawned, even if it spawns during a 100,000 Needles cast. Otherwise, the 100,000 spell gets priority over everything else.

The only other things to watch out for are the minor AOE spells, but those should pose no trouble to you on their own.

### **Boss 3-Vicegerent To The Warden**

The Vicegerent himself is a very straightforward boss when it comes to personal mechanics, as the real challenge to this fight comes from the boss room itself. The main things to worry about in this room are the mummies. They'll be summoned and will charge across the room in a line, and if you get hit by them, you'll be given a nasty debuff that'll increase damage over time and will even turn you into a mummy if the stack size reaches four. Everyone needs to keep an eye out for summoned mummies and dodge out of their way during the entire fight.

The boss himself will have two moves to worry about. The first is a tether that will begin adding the mummy debuff stacks to the afflicted player, but this effect can be removed by stunning the boss. There's also a spell called Light of Anathema, which is a very fast directional AOE ability that is hard to dodge after it's cast, so try to stun the boss while he's doing the casting animation.

There's only a couple of mechanics to worry about, but don't let that fool you. Each of them are pretty challenging in their own right and even more complicated when they're all going at the same time, so make sure you're prepared.



### Loot

Players who finish the Sunken Temple of Qarn will be rewarded with 50 Allagan Tomestones of Soldiery and 40 Allagan Tomestones of Poetics. In addition to that, each of the bosses drop unique jewelry and a certain type of antique armor. The antique gear can be turned into the NPC Kakalan in the zone Mor Dhona for armor suited for that player's particular class. The Damaged Adjudicator will drop a class based ring along with antique feet and waist armor. Sabotender Emperatriz will drop class oriented bracelets and earrings, as well as antique hand and head armor. Lastly, the Vicegerent to the Warden will drop a class specific necklace as well as antique chest and leg armor, and in addition to that, there's a unique minion. Mummy's Little Mummy.

### Sastasha

Sastasha is an ocean and pirate themed dungeon that gives players in item level 80 gear the chance to get up to item level 90. Like many similarly sized dungeons, Sastasha features three main bosses that each drop a ton of unique loot to collect. Before getting into the mechanics, it's important to know just what you'll need to do to meet the requirements for this dungeon.

- You'll need to have completed the "It's Definitely Pirates" quest, which can be obtained from Bloezoeng in Mor Dhona.
- You'll need to come in with a light party (4 players maximum)
- Your party will need to be equipped with a minimum item level of 80.

Just about any group composition will work as long as there's at least one tank and one healer, but the healer in particular will need to be particularly skilled most of all due to the chaotic mechanics of this instance.



### **Boss 1-Karlabos**

The trash mobs in this dungeon are incredibly straight forward and should pose no real threat to any group of players. After you've killed your way down the first corridor, you'll come to your first boss - Karlabos. While this boss does have fairly straight forward mechanics, the raw damage he dishes out can surprise some players expecting an easy fight, so make sure to come prepared.

The first mechanic to watch out for is called Aquaball. He'll cast this on a number of party members (the less health he has, the more players are targeted). Once the spell has been cast, it'll afflict players with a DoT affect called Slime. This doesn't do much damage, but make sure to use Esuna as soon as you can because of how it works with the next spell.

The next spell to watch out for is his ability called Tail Screw. This will affect a random member of the group (but not the tank) and will bring the target down to 1% of their health. It doesn't kill you on its own, but the Slime DoT from before will finish the job if it hasn't yet been dispelled. Luckily, the boss can be stunned while he attempts to cast this ability, so delegate a DPS as a stunner and you'll make it through this boss much easier.

After losing some health, he'll start casting Prey on players, which is a debuff that will simultaneously do damage to the target while also stunning them. This can be detrimental if it lands on a healer, but luckily it can be passed on to other members. If a healer or a stunner gets hit with it, have them move towards a DPS in order to pass the debuff.

The only other thing to keep in mind is that once at half health, the boss will start doing more damage and start attacking faster, but it's the same base mechanics that you're dealing with.

### **Boss 2-Captain Madison**

For this boss, take out his adds before anything else; they're incredibly easy. Once they're down, the captain himself will have a couple of abilities to watch out for. The first thing is his knockback spell. It's an AOE ability with a relatively short (melee) range that seems to come in randomly. This will stun you for a short duration. It's hard to avoid but isn't that detrimental to the fight.



Other than that, he has a spell called Keelhaul, which is a charge and knockback combo on a random player. Immediately after the knockback, he'll use a buff called "In the Line of Fire," which will cause a different player to become the target of endless gun shots until a damage threshold is met on the boss. Each subsequent shot will do more damage than the last, so it's incredibly important to have everyone use their cooldowns and burst damage to knock the boss down as quickly as possible during this mini-phase.

Other than that, there will be more adds to deal with throughout the duration of the fight. The first few aren't anything to worry about, but as the captain loses more health, there will be a chance that a "Captain's Slave" gets spawned, which will root party members. Further on in the fight, the boss will run away and summon a ton of adds, as well as a good handful of the "Captain's Slave" type mobs, so focus down the slaves first and take out the rest with your AOE abilities. Once you've taken them out, the fight is over.

### **Boss 3-Kraken**

If you've played in the dungeon Hullbreaker Isle, you'll be in for some déjà vu with the final fight of Sastasha. This is the same Kraken from Hullbreaker, but you'll be able to fight him directly this time. For this fight, there is the body and numerous gigantic tentacles to deal with. All the body really does is spit ink at people, which will cause blindness. This isn't bad by itself but can hamper your attempts at taking out the tentacles.

The first type of tentacle will use ranged spit-based attacks on whichever party member has the most aggro on the body. Aside from that, they'll actually lunge for any nearby party members and throw them into the body's ink attack. This first type can be effectively ignored with no problem, as they're more of a nuisance than dangerous.

Aside from the spitters, there will also be arm tentacles which should be focused on. These will come out when the boss casts his Stranger Tides ability, and once they come up, they should be brought down as quickly as possible, so feel free to ignore the body until they're dead.



For the most part, these "adds" will be spitters for the most part with a few arms thrown in, but there is a mini-phase that has the boss summoning around 6 arm types all at once. These don't all need to be killed, so just worry about avoiding their AOE until they go away on their own.

### Loot

There's some great item level 90 loot available from the above bosses. Each boss can drop jewelry, which can be worn right away, and "antique armor," which can be turned into Kakalan in Mor Dhona for class based armor. Karlabos will drop class based rings and antique feet and waist armor. Captain Madison drops bracelets and earrings, as well as antique hand and head armor. Finally, the Kraken will drop necklaces along with antique chest and leg armor. The Kraken will also drop a minion called "Tight-Beaked Parrot." Aside from that, completing the dungeon will reward players with 50 Allagan Tomestones of Soldiery and 40 Allagan Tomestones of Poetics.

### Snowcloak

Snowcloak is a winter themed instance that has tons of great challenges and item level 90 gear that'll really give your character that extra edge. This is a level 50 dungeon that can be challenging but is an overall fun and rewarding experience. We'll take a closer look into the boss mechanics and loot, but first, it's important to understand the requirements to get there:

- You'll need to have completed the scenario quest "The Path of the Righteous," which can be obtained from Drillemont in the Coerthas Central Highlands.
- You'll need to bring along a light party (4 players total)
- The required item level is 80 or higher

Other than that, make sure to use the traditional group makeup: a tank, a healer, and DPS. Of all DPS, ranged seems to work best in this dungeon. With that said, let's take a closer look at each boss.



### Boss 1-Wandil

The way to Wandil is pretty straight forward. Just take out the basic trash mobs and avoid the falling icicles. Once you've gotten through them all and have engaged Wandil, there will be a few abilities to memorize, but the encounter is otherwise a fairly straight-forward first boss fight.

The main thing you'll be looking for throughout the entire fight is a stackable debuff called Frozen. You can receive this from a variety of Wandil's abilities. Once the stack size reaches four, the afflicted player has an effect called Deep Freeze cast on them, which completely freezes them in place (no movement or actions either) for ten seconds. It also causes some damage over time.

Other than that, Wandil has a frontal cone AOE ability, which just means to have the tank face the boss away from the rest of the party. There's also an attack called Snowdrift, which will simply damage the entire party all at one time and give each player a chance to accumulate a Frozen stack.

There's also Cold Wave, which is a targeted and spawned AOE ability, which will simply dish out a decent amount of damage while also causing a Frozen stack, so make sure to run away once you see it spawn.

Every so often, he'll summon a Frost Bomb add, which will attack for a duration before self destructing, so make sure to kill it quickly.

The second "phase" of this fight begins at around 45% HP, which will cause the outer border of the fight area to give players Frozen, so just avoid it by moving in. All it really does is make it slightly more difficult to deal with the AOE abilities mentioned above, so it's hardly even a proper phase. If you know what to look out for, you'll be fine.



### **Boss 2-Yeti**

The way to the second boss is pretty straight forward; just make sure to keep an eye out for gusts of wind. Once you're at the Yeti, make sure you're prepared for a pretty long fight.

The Yeti has a very basic short ranged conal AOE attack that'll damage any melee players directly in front of him. As always, just have the rest of the group stand behind him. Other than that, he has a much larger ranged conal AOE that is an ice breath attack. This is the most important mechanic of the fight because of how it interacts with the adds.

Throughout the fight, adds called "Spriggans" will spawn that do a very small amount of damage but are otherwise easy to kill. Don't kill them. For these adds, it's important to lure them into the conal AOE of the Yeti's breath attack in order to turn them into snow balls. The more a snow ball is hit by the breath attack, the bigger it becomes.

These snowballs can then be shot at the boss to do massive damage (and more damage depending on just how big the ball has grown) and also interrupt his charged AOE attack.

Other than that, there's a different add called an "Ogre," who will be able to break the above snow balls with his frontal cone AOE ability, so burn him down quickly.

### **Boss 3-Fenrir**

For a last boss of a dungeon, Fenrir is pretty straight forward. This giant wolf boss has a breath based frontal cone AOE attack that can be avoided by proper tank positioning. In addition to that, there's a room wide AOE ability that he casts every so often that'll dish out a little damage while also blocking the vision you have of your screen.

The main things to keep an eye out for here are the icicles. You've dealt with these before throughout the dungeon, but it's here where they get a bit more complex. Two come down and target random party members, so it's important to watch out for the telegraphs and to avoid them whenever possible. A third will fall at a random, untargeted location. After the targeted icicles land, they'll cast a line telegraphed AOE attack, which absolutely must be avoided due to the amount of damage it dishes out.



In addition to the above, there's also an ability called Lunar Cry, which comes out every two icicle waves. This is a party wide AOE that'll simultaneously do damage, increase further vulnerability, and freeze them in place. Once frozen, Fenrir will try to bite the player for massive, lethal damage. To avoid all of this, hide behind the third icicle (the untargeted one) that drops from above, as it will last for awhile.

That's all to worry about for Fenrir, so just as long as you know what to do, you should have no major issues with the boss.

### Loot

For completing the dungeon, you'll earn 50 Allagan Tomestones of Soldiery and 40 Allagan Tomestones of Poetics. In addition to that, there are some nice class based gear drops from each boss. Wandil drops a class-based ring, the Yeti will drop earrings and bracelets, and Fenrir will drop a necklace. All of these are item level 90 and have similar stats based on what class you are. Aside from that, they'll also drop antique gear, which can then be turned into actual gear that's pertinent to your class. Wandil has antique waist and feet armor, the Yeti has antique hand and head armor, and Fenrir has antique chest and leg armor. These "antique" items aren't wearable themselves, as they're turned into Kakalan in Mor Dhona for class based armor.



## The Wanderer's Palace (Hard Mode)

The Wanderer's Palace (Hard Mode) is an instanced dungeon for four level 50 players of item level 90 or above. It is a remake of the level 50 instance originally released at the time of launch with a changed layout and new enemies.

The quest to unlock the instance is called "*Not Easy Being Green*". After receiving the quest from Bloezoeng in Mor Dhona (X:22 Y:8) and having spoken to the Blundering Treasure Hunter as well as Abazi Charazi in Upper La Noscea, the dungeon is unlocked. In addition you need to have also finished the main scenario quest "*The Ultimate Weapon*" and cleared the original Wanderer's Palace instance to receive the quest.

The way to the first boss features several groups of thrash monsters. Kill them to proceed to the first boss fight.

### Frumious Koheel Ja

The first boss features quite simple mechanics. However despite it's simplicity the boss can deal respectable amount of damage in a short time if the party lacks sufficient burst DPS capability and coordination. Therefore Black Mages are very well suited for this fight, but by no means required.

Koheel Ja will summon several **Sacred Spear** adds throughout the fight using his Blazing Angon skill. The adds are immobile but need to be destroyed fast by the DPS as they deal moderate AoE damage every eight seconds and apply a stacking burn debuff on the party. A maximum of two Sacred Spears can be up at any given time.

The boss will also throw **Fire Angons** at random non-tank party members several times during the fight. The damage is moderate but the skill has a small AoE range so preferably no party member should be close to each other when the boss uses this move.



**Burning Memories** is your standard red circle AoE cast at random intervals and can be easily avoided.

As long as no Sacred Spear is allowed to stay alive for too long the rest of the fight is easily manageable. One party member may mark the add priority when two spears appear.

The loot list includes ilvel 100 feet and hand equipment as well as crafting materials.

After the first boss the next area features several Sacred Standard banners which give the monsters inside its' range a Physical Damage Up and Received Damage Down effects. Pull the monsters outside the red area around the banner and kill them as usual. The standards do not need to be destroyed. After a while you will be facing the second boss of the dungeon...

### Slithy Zolool Ja

This boss fight features a random mechanic which can throw unprepared parties off guard. However with proper communication the battle becomes much easier to handle.

At certain intervals Zolool Ja will cast **Sacred Standard** to summon several totems on the arena. The totems will not deal damage but standing on a totem will give the player a random buff or debuff. The totems can give you a **Heavy** or a stacking **fire resist down** debuff while they can also give you **an attack up buff** or cleanse the **Toad** debuff cast by the boss. While there are totems of four colors (purple, red, green and blue) the effects each one gives is different every time you encounter this boss. If the totems are left alone the boss will after some time recall them, receiving the buffs himself. Therefore it is advisable for the non-tank party members to take care of the totems.

Aside from summoning totems, Zolool Ja will also often cast random **Fire-type spells** on all players, dealing moderate to very high damage.



During the fight all party members should make sure that they have no more than two fire resist down effects on at once. Otherwise their chance to die from Zolool Ja's Fire spell increases significantly. Therefore the party member with many stacks should wait to see which colored totem gives which buff before standing on one himself. The number of totems increases as the fight progresses, from three totems to seven at the end of the fight. The person receiving Toad should try to find the totem that cleanses the debuff. The totem with an attack up buff should be left to the DPS if possible. While not absolutely necessary, communicating which totem color gives which effect at the start of the battle will ensure that the right players receive the right buffs and debuffs. As long as the totems are dealt with properly the rest of the fight should not prove to be too difficult.

The loot list includes illevel 100 accessories, belts and headgear as well as crafting materials.

On the way to the last boss you will face the Purulent Abscess monster which spawns many adds during the fight. The adds will apply poison stacks on the party so the monsters should be destroyed swiftly. Jobs with good AoE capabilities are very handy here.

### Manxome Molaa Ja Ja

This fight can be rather taxing on the healers as there are multiple mechanics one needs to be aware of. The tank has an important duty in the fight as well. Since there are adds, some of which need to be killed fast, a burst DPS like Black Mage is good to have for this boss.

All ranged players should remain close to Molaa Ja Ja because he will do a massive frontal cone AoE called **Tyrannic Blare** many times during the fight, stunning the player and inflicting a magic vulnerability effect. Remaining close to the boss makes it easier to run behind it to avoid the skill.



The boss will often cast the **Rotting Gas** skill, inflicting a DoT and Heavy debuffs on anyone near him. Running away as he casts the skill is advised. Additionally a random party member will receive the **Rotting Lung** effect, inflicting a small AoE DoT debuff to anyone nearby once the effect wears off. That's why the person with Rotting Lung should not be near the rest of the party.

Molaa Ja Ja also erects **Sacred Standards** on regular intervals which give him massive buffs. The tank should move the boss away from the standard's range to remove the buffs, around the outer ring of the arena. The standards are hard to destroy and should be left alone. Moreover, at around 50% HP he will erect a **Sacred Idol** which *does* need to be promptly destroyed by the DPS as it buffs the boss regardless of his position.

The last important mechanic is **Soul Douse**, an attack which inflicts a Doom effect on a random player, killing the player as the countdown reaches zero. The doom can be removed by healing the afflicted person to full HP. You can also avoid this effect completely by looking away from the boss as he readies the skill.

Lastly two smaller caster-type adds will spawn at around the halfway through the battle. The DPS should take care of these after dealing with the Sacred Idol.

To sum up the strategy for each role, the tank should move the boss away from the range of the Sacred Standards that appear while making sure that he does not get hit by Rotting Gas or other easily avoidable skills. The DPS should kill the caster adds as they appear and burn down the Sacred Idol as soon as possible. Looking away during Soul Douse also makes the healer's job much easier. The healer should look for the Doom debuff and make sure that he is close enough to the boss to avoid Tyrannic Blare. Everyone should also run away from Rotting Gas and isolate themselves if inflicted by Rotting Lung.

The loot list includes ilevel 100 body and leg pieces, as well as crafting materials.



## World Of Darkness

World of Darkness is a 24-person instanced raid designed for level 50 players of level 90 or above. It is also the final raid in the Crystal Tower questline. The quest to unlock the raid is called "*World of Darkness*". After receiving the quest in Mor Dhona from Rammbroes (X30, Y12) and speaking to Wedge at the Eight Sentinels, the raid becomes accessible. You need to have also completed the quest "*Syrus Tower*" as a prerequisite.

The first encounter has the alliance facing three chimaira-type monsters. The chimairas use a frontal cone AoE so preferably only the tanks should be facing the monsters. Ram's Voice skill will also freeze anyone near the chimaira. In addition, several huge red circles appear on the ground frequently that should be avoided by fighting at the edges of the arena. All three monsters may be fought together or each party may fight them separately to avoid stacking the AoE. After the chimairas die, a two-headed dragon as well as several ninja-type monsters appear. The main tank should focus on the dragon while the two other tanks aggro the other monsters. After dealing with the encounter, proceed forward to face the first raid boss...

### Angra Mainyu

This boss requires environmental awareness and a bit of memorization for all players due to the several instant kill mechanics.

Everyone should be fighting near the center of the arena to deal with the **Double Vision** skill. During the skill the battleground is divided into red and blue parts. Standing on either color makes the player receive a stacking debuff that resets as long as one never stands on the same color repeatedly. Receiving two stacks inflicts moderate damage, while receiving three stacks kills the player. All players should thus remember the color they stood on previously to avoid getting themselves killed.



Another potential instant kill mechanic is **Mortal Gaze**, inflicting the players with the Doom debuff and killing them in 10 seconds if not dealt with. However, facing away from Angra Mainyu during the cast allows the player to completely avoid the debuff. If you receive the Doom effect you need to stand on one of the four circular platforms that is lit to remove the debuff.

**Roulette** skill spawns four **Final Hourglass** adds on the outer edges of the arena. At the same time a white cone starts rotating clockwise around the arena. The DPS should kill the hourglasses one by one. Once the last hourglass is destroyed the white cone stops at one quarter of the arena. Anyone inside the cone will be killed after a few seconds.

**Level 100 Flare** and **Level 150 Doom** skills spawn a red or purple ball on a player, as well as a circle on the ground. The abilities tether several players to the player holding the ball. You can cancel the attack by simply running out of the circle. All tethered players will die if the total number of players in the circle is either an even number or a multiple of three depending on which skill is being cast.

The boss will also summon two adds that may cast a roomwide AoE **Eyes on Me**. This attack should be stunned and the adds killed.

To sum up the fight, all players should keep note of their Double Vision debuff stacks to avoid getting themselves killed. The players should also face away from the boss during Mortal Gaze and run away from the circle during the level 100 flare and level 150 doom skills. The DPS should also defeat the adds as they appear, stunning the Eyes on Me skill if needed. The loot list includes level 120 feet, hand, head and waist equipment for all jobs. Each party in the alliance receives its own treasure coffer.



After Angra Mainyu you will face the Queen Scylla monster. She casts an AoE **Unholy** which deals little damage. She also uses **Ancient Flare**, dealing lots of damage unless it is stunned or silenced. During the fight six **Forbidden Gates** will spawn, which after 20 seconds has passed will turn into adds that should be picked up by the offtanks and AoE'd to death. After Scylla is dead a treasure chest will spawn. Touching it will summon more Forbidden Gates and a Xande's Clone that has several hard-hitting abilities. Of them, **Ancient Quaga** should be stunned to avoid severe AoE damage to the whole alliance. After having killed all the monsters proceed to the second boss of the raid...

### Five-headed Dragon

This boss fight features many mechanics that may overlap, requiring a lot of environmental awareness and knowledge of the various mechanics from the players, especially the DPS. In this fight the offtanks should also primarily help the alliance deal with the mechanics since there is only the boss needing to be tanked.

Firstly, due to the giant frontal cone used by the dragon only the main tank should be facing the boss.

Many times during the fight the boss will leave **green puddles** on the ground, spawning **Slime** adds at a high frequency and inflicting a DoT on the player standing in the puddle. The slimes need to be promptly killed by the DPS since if they are left alive for long enough, a giant Toxic Slime will spawn. The Toxic Slime will then explode, dealing high damage and silencing the alliance. Killing the small slimes also makes them explode, however instead of dealing damage it gives the players a strong poison resistance buff. To prevent additional slimes from spawning, one player should stand in the green puddle after having received the resistance buff.



At around 70% HP, the boss will start to channel **Discordance**. During the channeling, four additional heads appear which need to be killed by the DPS before the channeling completes or the alliance will wipe. While killing a head resets the channeling, the dragon will continue channeling until all heads are killed, with each successive channeling taking less time to complete. However, the less heads that are alive the less damage the skill will deal, so it is not an issue to let the skill go off with only one extra head alive. Depending on your alliance's damage output the boss may channel Discordance more than once during the fight.

The **Prominence** skill summons several orbs that explode soon after spawning, dealing moderate damage if not destroyed fast enough. The DPS should kill them as soon as they spawn.

The boss will at times **mark a player with a purple symbol**. That player then needs to stand near other players to split the incoming damage or he will die. The boss may also **mark the player with an orange symbol**. In that case the player should get away from other players before getting knocked in the air along with anyone else standing near him.

Occasionally a **small red dragon** will spawn, tethering to a player. The tethered player will die from the dragon's debuff unless he touches another player, giving that player the tether. Players should keep running into each other until the dragon despawns. Offtanks may help deal with the mechanic by running into tethered players.

The boss will frequently shoot **ice on the ground**, freezing and damaging anyone inside the circle. The size of the ice circle will grow over-time so players should move far from it.

As the boss approaches low HP, it will do the **Heatwave** skill. It applies a five-second debuff during which every action you do will inflict 500 damage. Players are advised *not* to cast anything during this time as the debuff will deal damage for the whole duration of the cast. Do not let your main tank die during the five-second window however.

The loot list includes various ilvl120 head, hands, body, leg, feet and waist equipment for all jobs.



The third and final minor encounter involves splitting up the alliance to fight three Atomos monsters. During the fight everyone including the tank should stack on one side of the arena. Many times during the battle one person will be marked and devoured along with anyone else standing on the same side with the marked player. To avoid many players from being devoured, the marked player should go fight to the other side of the arena away from everyone else. The devoured player(s) will then be spit off the main arena. To get back to the arena any one player should stand in the light circle for the jumping platform to work. Atomos will also cast Shockwave which has a huge knockback effect. To avoid getting knocked off the arena stay in the purple puddle right under Atomos. Soldier adds will also occasionally spawn and need to be killed by the DPS. You need to kill each Atomos many times to damage the Atomos Prime. Each kill reduces Atomos Prime's HP by 10-15%. Once Atomos Prime dies the encounter will end.

### Cerberus

While there are not so many mechanics to be aware of in this boss fight, it requires each party in the alliance to perform a different task. Depending on the alliance the task distribution may differ but a good rule of thumb is that party A has the "adds" role, party B has the "belly" role, and party C has the "chains" role. As long as each party handles their particular task the battle will not be too difficult.

Cerberus often does a rear conal AoE called **Tail Blow**. The damage is minor but the attack should still be avoided. During the fight there are also some other line-based attacks on the ground to avoid.

At 90% HP Cerberus will lose it's chains, accessing new skills and acquiring a stacking buff that increases it's attack speed. Eventually the alliance needs to rechain Cerberus to stop the stacking of the buff.

When Cerberus readies the **Hounds of Hell** he will face random direction and then charge in that direction, hitting all players in the way for major damage.



**Ululation** applies an abandonment debuff, causing long-duration Fear if no party member is near the player.

At some point Cerberus will shoot a **Gatric Orb** at a player in which case the players assigned to the “belly” role need to stand next to it. As the result they will receive the **Mini** buff, allowing them to enter Cerberus’ stomach by standing in a purple puddle to make Cerberus eat them. If you don’t have the Mini buff do not stand in the purple puddle as it will kill you. The add in the purple puddle then needs to be killed by the “adds” party. While inside the stomach the DPS need to kill four stomach walls while the tank aggro any add that spawns. When the walls are dead, after enough time has passed or if all the players outside the stomach are dead the party will be “flushed” out of the stomach. Killing the stomach walls will make Cerberus stagger and cease attacking.

While Cerberus is staggered he will cast the skill **Reawakening**. Once the casting completes Cerberus will gain maximum stacks of his attack speed buff, essentially wiping the alliance. To prevent this from happening have two members from the “chains” party grab the chains at the end of the arena and attach them to the Open Fetters on Cerberus’ sides, rechaining the boss and resetting the attack speed stacks. You may need to repeat the stomach and chaining phases several times during the fight.

The loot list includes various ilvl120 head, hands, body, legs, feet and waist equipment for all jobs.

### Cloud of Darkness

This fight features a lot of adds and requires environmental awareness of the alliance. The markers A, B and C should be placed on a triangle formation in the arena, indicating the positions where cloud adds will spawn later in the fight. The skills are listed roughly in the order the boss will start using them.



Cloud of Darkness (CoD) will disappear several times during the fight to charge a huge **Zero-form Particle Beam** attack through the center of the arena. All players should make sure to move to the edges of the arena each time CoD disappears. Getting hit by the laser deals moderate damage and inflicts a vulnerability debuff.

CoD will often spawn marked **Comets** throughout the arena. One or more people need to stand in the marked area to prevent alliance-wide damage. The incoming damage is split according to the number of people. As the fight progresses more and more Comets will spawn simultaneously, with there being a maximum of nine Comets up at once in the last phase of the fight.

The boss will sometimes use **Feint-particle Beam** to **mark a player** with a floating marker. Soon after beams will start falling from the sky, chasing the marked player. The player should run away to prevent the blasts from hitting him, using Sprint if necessary. The blasts have a small AoE radius so the marked player should run at the outer edges of the arena, away from the alliance.

Multiple types of adds will spawn throughout the fight. **Shadowlurker snakes** need to be killed by the ranged DPS as they inflict severe debuffs to anyone standing near them. They go down in a few hits. When the battlefield floor lights up, numerous **Dark Cloud** and **Dark Storm adds** will spawn and start moving towards the boss. If the adds reach the boss she will eat them, acquiring a damage buff for her next alliance-wide attack. Therefore they must be killed quickly. Standing between the adds and CoD will slow them down, giving you more time to kill them.

After enough adds have been killed the boss will charge the **Flood of Darkness** skill. The damage will range from moderate to full wipe level depending on how many adds the boss has consumed. Since the attack is completely predictable the healers should apply pre-emptive buffs and heals beforehand.



At some point CoD will disappear and summon three **Hypercharged Clouds**. Each party should take down their own cloud indicated by the A, B & C markers set at the start of the fight. The clouds are inside a hexagon-shaped outline that prevents anyone from entering or leaving it after a few seconds has passed. After spawning the clouds will begin to charge the **Particle Beam** skill. If all three beams go off the alliance will wipe, so they should be killed fast.

In the last phase of the fight multiple Comets will fall while many Dark Cloud and Dark Storm adds will spawn. Ranged DPS jobs are extremely efficient to destroy the adds quickly while being able to stand on the Comet platforms. As long as every player deals with the Comets while killing adds and avoiding the various beam attacks, the boss should go down easily.

The loot list includes various ilvl120 hands, body, legs, feet and waist equipment for all jobs.

## The Amdapor Keep (Hard Mode)

The Amdapor Keep (Hard Mode) is an instanced dungeon for four level 50 players of item level 90 or above. It is a remake of the level 50 instance originally released at the time of launch with a changed layout and new enemies.

The quest to unlock the instance is called "For Keep's Sake". The quest giver is Lauriane in Mor Dhona (X:22 Y:8). After receiving the quest the player is asked to talk to Adestan in South Shroud as well as Maxinne by the Amdapor Keep, after which the instance will be unlocked. In addition you need to have also finished the main scenario quest "*The Ultimate Weapon*" and cleared the original Wanderer's Palace instance to receive the quest.



Throughout the dungeon several vines will be scattered around the place. When approached they will attack the players, inflicting them with a vulnerability up debuff if hit. Ranged players should pay attention not to fight near the vines, and the tank should never have the debuff on himself either. There are also some patrolling lion-type monsters in the dungeon. Giant trees and flower-type monsters will spawn adds, but they are weak and can be easily AoE'd to death.

### Anchag

The four *Foreboding Statues* at the edges of the battlefield relate to the main mechanic of the fight. They are used to avoid the skill **Yggr**. During this attack a red marker will appear above a random player's head. After a few seconds the boss will point a blue beam at said player, dealing six consecutive attacks in a short succession. The attacks inflict a stacking vulnerability up debuff, making it nigh impossible to survive all six attacks. To avoid getting hit, as soon as the red marker appears the player needs to run behind a Foreboding Statue which will then absorb the incoming damage. Each statue will survive only one full Yggr attack so as the fight progresses there will be less statues to hide behind.

During **Valfodr** the boss will charge a rectangular AoE attack at a random player. The AoE area will move along with the player, making the attack unavoidable. The damage is low but if the AoE hits a Foreboding Statue, it will be destroyed immediately. Players are advised to stay far from the statues during this attack.

The boss will also occasionally do the **Hall of Sorrow** AoE attack, targeting a random player (or a pet). The attack is easy to avoid but once again it can also damage the statues.

To deal with the aforementioned mechanics the boss needs to be tanked at the center of the battlefield. In addition ranged players should preferably stand in-between the statues so that they can run behind one during Yggr as well as avoid the Hall of Sorrow from hitting the statues. Pet users should also make sure their pets are never near a statue.

The loot list includes ilvl 100 feet and hand equipment as well as crafting materials.



## Boogymen

On the battlefield there is a *luminescence orb* which is used to deal with the main mechanic of this encounter. The boss will use the **Invisible** skill several times during the fight. During the mechanic the boss becomes untargetable and transparent. To cancel the invisibility the luminescence orb needs to be promptly killed. When destroyed, it will leave behind a circle on the ground, giving the players a six-second Irradiated buff. Once the effect wears off a small illuminating AoE will occur around the player. Having the boss get hit by this AoE cancels his invisibility and allows the fight to continue.

**Ripples of Gloom** is an AoE attack hitting all players for around 800 damage. **Batter** is a small red circle AoE centered around the boss. **Smite of Gloom** is a low-damage single-target attack that is used on a random player. **Entrance** is a massive frontal cone AoE, and to avoid it the ranged players are advised to not fight too far from the boss.

At 60% HP the boss will summon two Bloodmoon Sacrifice adds which can be killed easily. At 50% HP the boss will perform the skill **Doppelganger**, splitting into two bosses. Soon after both bosses will become invisible.

After the boss has used Doppelganger and Invisible, three more adds will also spawn. Of them, the players should focus on killing the **Bloodmoon Martyr** add first as it will begin casting an uninterruptable, moderately damaging AoE spell that also applies a Bleed effect on the players. The healer should also cast some pre-emptive buffs and heals just in case the spell manages to go off. After the martyr is dead the party can then focus on killing the rest of the adds and canceling both bosses' invisible effect with the Irradiated buff by splitting up.

The damage output in this fight is manageable as long as the party is prepared for the mechanics following Doppelganger. The jobs with AoE skills should also avoid aggroing the luminescence orb needlessly. After the adds are dead the party should kill off the bosses one by one.

The loot list includes various ilevel 100 accessories, head and waist equipment as well as crafting materials.



After killing Boogymen you will be teleported to a room with four Demon Wall monsters. Once you interact with the Fell Orb in the middle, waves of monsters will start spawning. You have 3 minutes to defeat all the five waves of monsters until the Demon Walls have reached the arena and will start chain-casting a heavy AoE attack called Crash Down, essentially wiping the party. If you die during this “DPS check” you may however restart from the same wave you wiped to with the Demon Walls’ positions reset. That’s why there is little to worry about in this encounter. After the encounter you may teleport to face the final boss of Amdapor Keep Hard...

### Ferdiad

The final boss has two main mechanics, Wild Card and Jester’s Reap. During **Wild Card** the boss will spawn several adds that are tethered to him. At the same time he will start charging a high-damage AoE, with the red circle growing in size until all the tethered adds are dead, covering the whole arena if the adds are not killed fast enough.

During **Jester’s Reap** the boss will trap a random player with the Suppuration add, while simultaneously charging a frontal cone AoE at the trapped player. The suppuration must be killed quickly so that the trapped player can escape in time. During the skill the trapped players can attack the suppuration as well.

**Blackout** is a moderate damage AoE, hitting all players. During the fight Ferdiad will also sometimes summon **several spears**, charging at players with the red lines criss-crossing along the floor. Spinning **death scythes** familiar from the Haukke Manor Hard dungeon will also frequently spawn, which the players should also avoid.

The key moment of this fight is the second Wild Card as two players will be simultaneously trapped with the Suppuration add while a tethered Troubadour monster spawns. In this phase it is crucial that every party member deals DPS since the chances are good that one or both of your DPS jobs will be stuck in suppuration, and this time they cannot attack the suppuration add themselves. If the tank and healer are stuck it may be a good idea to



kill the tethered add before freeing the suppurated players since the boss will not deal any additional damage during the attack. The melee Limit Break should be used at will if it looks like the tethered add will not die in time. As long as no player slacks on damage dealing in this phase the boss will go down easily.

The loot list includes various ilevel 100 body and leg equipment as well as crafting materials.

## Keeper Of The Lake

Keeper of the Lake is an instanced dungeon for four level 50 players of item level 90 or above. To access the instance you must have accepted the main scenario quest "*The Rising Chorus*" from Tataru in Mor Dhona (X:6 Y:5). After having spoken with Minfilia and the Doman watch in Mor Dhona, the instance becomes accessible. Please note that you must have progressed to and cleared the main scenario quest "*Best Laid Schemes*" to be able to accept the necessary quest.

The way to the first boss features several groups of enemies. In addition, roaming Son of Keeper-monsters patrol the area. Kill the enemies and proceed ahead to the first boss...

## Einhander

The main mechanic of this fight involves dealing with the ceruleum tanks dropped by the flying enemies in the arena. The players can move the **Auxiliary Ceruleum Tanks** (small canisters) by hitting them, while the **Main Ceruleum Tanks** (big canisters) are immobile. As the fight progresses there will be increasingly many canisters scattered all over the place. They will do nothing if left alone; however, if one of Einhander's AoE attacks hits the canister they will be ignited and explode soon after. Therefore it is strongly advised to have a ranged DPS move the small canisters away from the party and the boss as the party's attacks will not ignite them. The



boss should also be tanked at the edge of the arena, away from the canisters. The small canisters only deal damage to nearby players, but the big canister deals moderate party-wide damage. Only one big canister exploding should not wipe the party, but it is common for one canister's explosion to cause a chain reaction, igniting nearby canisters in the process.

During the fight the boss will occasionally change his weapon. With *a staff* equipped he gains access to the **Heavy Swing**, a frontal cone AoE. With *a gatling gun* equipped he may also do the **Mark XLI Quick Firing Cannon** skill, targeting a random non-tank player with an AoE line. Since this attack can also hit the canisters the players should make sure they are not in the line of sight of any canister, especially a big one. While holding *a cannon* he will gain access to **Mark XLIII Mini Cannon**, a circle AoE also used on a non-tank player. The players should thus be far enough from the canisters that this AoE will not ignite them either.

Occasionally Einhandler will use a **whirlwind** skill, pulling all canisters towards him. At this point it is crucial for either one of the DPS to quickly use an AoE skill to move the canisters away from the boss, or to move the boss away from the canisters.

The loot list includes ilevel 100 feet and hand equipment as well as crafting materials.

After the boss there will be more groups of thrash enemies. Some environmental awareness is required in these battles as an immobile colossus enemy will keep charging line AoE's at the players until a magitek field inductor has been destroyed, allowing the party to kill the enemy. After dealing with two of these kind of encounters you will face the second boss...

### Magitek Gunship

As the main mechanic of the fight the boss will occasionally mark one player while moving to the edge of the room, and after a few seconds has passed he will charge at the direction of the player, unleashing four **circle-shaped fire AoEs** on the ground. Since the boss will no longer change direction after moving to the edge of the room the marked players can



use this time to escape the circles of fire. It is also advised that the players stand at the edges of the arena, making the boss' AoEs take less space. As the fight progresses the boss will start marking two players instead of one, creating eight fire circles at once. In addition at low HP the gunship starts dropping fire circles at random areas on the arena.

**Flamethrower** is a frontal cone AoE that lasts for a few seconds, so the tank should pay attention not to move back in too early.

The boss will summon adds twice during the fight. First, four **Humanoid adds** will spawn and should be promptly killed by the tank and DPS. Later in the fight a **Vanguard add** will spawn and should be also killed swiftly.

Pet jobs have a high risk of losing their pets to the fire circles in this fight. Therefore players should make sure their pet stays with them at all times. The most important thing to do in this fight is to try to make sure the fire circles will occur at the edges of the arena, especially when two players are marked at once, and not panic when the floor is full of the circles.

The loot list includes ilevel 100 accessories, head and waist equipment as well as crafting materials.

During the way to the final boss another magitek gunship will patrol the skies, frequently targeting the players with an AoE circle. Otherwise there is nothing special in this part of the instance. After defeating the remaining enemies you will be facing the last boss...

### Midgardsormr

This fight is quite hectic and involves a somewhat large number of mechanics. During the fight Midgardsormr will revive the two dragons lying on the ground, one at a time. Killing each dragon removes about 40% of Midgardsormr's HP, but when the adds are alive the boss will not take any damage. While fighting the adds you will also have to avoid the boss' attacks. Since Midgardsormr is immobile he needs not be tanked and the tank's attention should be on the adds instead.



**Admonishment** is a two-part line-based AoE attack (later three-part). First there will be a large AoE line on the ground, followed by three smaller lines. The boss will frequently use the skill so once you see a large AoE line on the ground, be prepared for the three smaller lines soon after. Additionally during the second add phase there will be two more lines after the three small lines.

**Disdain** is a normal AoE circle attack with a somewhat long range, used often on a random player.

**Inner Turmoil** and **Outer Turmoil** are blue-colored AoE skills with a range that alternates between hitting the half of the room closest to Midgardsormr and the further half. They deal moderate damage.

During the key mechanic in this fight, **Animadversion**, an Astraea add spawns, followed by the boss charging an arena-wide AoE skill. To avoid getting wiped by this attack the add needs to be destroyed immediately by the DPS. The add will then leave behind a Magitek Field Generator which, when activated, will summon a protecting sphere that nullifies the AoE damage completely for everyone inside it. For the activation to succeed the tank should keep the dragons away from the add until the generator is activated. The boss will use this skill two times during the fight, approximately when each dragon's HP is at around 45%.

The **Antipathy** skill Midgardsormr starts using during the second add phase of the encounter. A fire circle is placed on the ground around a random player, followed by two outer circles immediately after. Standing on any circle during their successive detonation will cause moderate damage.

During the second phase the boss will also randomly apply **circles of green fire** on the ground. They inflict a weak damage DoT debuff if stood in, so the party should stay away from them.



The first add, *orange Mirage Dragon*, also uses several skills of it's own. **Web of Lightning** is a small circle AoE used on a random player. **Plasma Release** is a weak party-wide AoE attack. Both dragons also deal frontal cone AoE breath attacks so only the tank should be facing the monsters. The yellow dragon should be tanked *away* from the boss, as it will gain a damage reduction buff otherwise.

The *blue Mirage Dragon* also has few skills to be aware of. During **Sheet of Ice** two small AoE circles will be placed on the ground, followed by an ice attack dealing weak damage and applying a weight debuff. **Rime Wreath** is a weak party-wide AoE attack. **Granite Rain** is an AoE attack centered on the dragon that deals weak damage and knocks the player back. The blue dragon should be tanked *near* the boss, as it will gain a damage reduction buff otherwise.

The biggest challenge in the fight is reacting to the various and frequent environmental hazards as they appear. Many skills used by the boss are quite easily avoided as long as the players know their patterns. Provided that the Animadversion skill is dealt with properly the rest of the encounter has quite a lot room for error. Once both dragons are dead the boss should have less than 10% HP, making the rest of the fight really easy.

The loot list includes ilevel 100 body and legs equipment as well as crafting materials.



## RAID

### Syrcus Tower

Syrcus Tower is the second area in the Crystal Tower dungeon and features four major bosses with a few trash mobs in between. The main reason players will go through this dungeon is to equip themselves with item level 100 gear. To get into the Crystal Tower, players will have needed to complete “A Performance of Ages” quest and be on the “Labyrinth of the Ancients” section of the Legacy of Allag quest line, which is begun by speaking to the Outlandish Man at Mor Dhona.

The dungeon is a full 24-man raid and requires at least item level 55 gear to access it, but players can run into some major trouble if every group member only has the minimum amount of gear.

#### Common Loot

Each of the four bosses in Syrcus Tower has their own distinct loot table made up of different pieces of the same set for each class. Those specific rewards will be gone over in depth below each boss section in this guide. Aside from them, though, there are a few distinct rewards that players will earn for completing the dungeon itself.

- Allagan Tomestone of Mythology x100
- Allagan Tomestone of Soldiery x15

For the gear, the bosses will drop a piece or two of an entire ilevel 100 set. Players are able to obtain one piece of loot per week, regardless of whether they rolled need or greed for the item. The loot lock resets on Tuesdays at 1:00 AM. Occasionally, there will be an extra treasure chest available after the final boss. For that extra one, the above rules do not apply.



## Group composition

This is a full 24-man raid. Most dungeons are tailored around a group that is made up of one part tank, one part healer, and two parts DPS, regardless of how many total players are required. The Syrcus Tower differs slightly, as the best composition for it is one part tank, two parts healer, and three parts DPS for a 1.2.3 ratio, which means the ideal group make-up for Syrcus will have 3 tanks, 6 healers, and 15 damage dealers.

## Boss Fight

### Scylla

The first major boss fight in Syrcus Tower will be Scylla. There will be two separate phases to get through.

- **Phase 1**

While there are many fight mechanics to learn, Scylla herself will have all kinds of AOE spells that she'll throw at you. Some of these are avoidable and some aren't. Just keep an eye out for avoidable ones and dodge them like you would any other boss.

Aside from her personal fighting abilities, the first thing she's going to do is start spawning a bunch of staves across the battlefield. These will have donut shaped areas of effect and are a huge nuisance throughout the fight. They can be killed, but the speed at which they spawn makes doing so just about useless. Try to ignore them unless they get directly in your way.

A little while into the fight, Scylla is going to start spawning a ton of orbs. Everyone in your group needs to understand the importance of these orbs, as they'll save your life later on in the fight.

There are lightning orbs, ice orbs, and fire orbs. There are several of each that spawn all throughout the fight. They'll be attached to players by a tether when they first come out and will slowly move towards that player in order to damage them or give them some sort of debuff. To circumvent these, the affected players will need to run to certain areas of the map.



The lightning orbs should be taken over to one of the three large lightning pillars that are found within the room. Each of these pillars will absorb the lightning orbs as charges. There should be no more than three charges per pillar, so make sure that the entire group understands to run down to a different pillar if the one they're currently at is already filled. Charging these pillars is important for a later mechanic.

Ice orbs will follow players around and will eventually freeze them in place as an ice block. Have everyone that's being chased by a lightning orb get to the center of the map and stay in place until they're frozen. It'll become clear once you understand fire orbs.

Fire orbs must be lured to frozen players to thaw them out. Doing so will also place a puddle on the ground that becomes very important in the later stages of this encounter.

To recap, send lightning orbs to the pillars, ice orbs to the center, and fire orbs to frozen players.

The lightning pillars you charged are used for Scylla's next skill. Daybreak.

Daybreak will petrify all players on the field unless all three lightning pillars are fully charged. If they're not, then this spell can easily wipe the group. This spell starts happening around halfway through the fight.

- **Phase 2**

Once she's cast Daybreak, she'll start summoning a ton of adds that will need to be taken out. In addition to that, she'll begin to cast Ancient Flare. This has a relatively long cast time and will dish out a huge amount of fire damage. This is where the puddles from earlier come in. Standing on those puddles will greatly reduce the amount of incoming damage you receive from Ancient Flare. It'll evaporate the puddle, so make sure to keep going through the orb strategy outlined above until she's dead.



### Scylla Loot

Scylla, like many of the bosses in Syrcus Tower, can drop 1 to 2 different pieces of armor per class. Let's take a look and see what they are.

- **Archers and Bards** – Amon's Boots (Feet gear)
- **Gladiators, Marauders, Paladins, and Warriors** – Phlegethon's Gauntlets (Hands) and Phlegethon's Plate Belt (Waist) \
- **Conjurers, White Mages, and Scholars** – Scylla's Belt of Healing (Waist) and Scylla's Gloves of Healing (Hand)
- **Thaumaturges, Arcanists, Black Mages, and Summoners** – Scylla's Boots of Casting (Feet)
- **Pugilists and Monks** – The Guardian's Armguards of Striking (Hands) and The Guardian's Tassets of Striking (Waist)
- **Lancers and Dragoons** – The Guardian's Greaves of Maiming (Feet)

### Glasya Labolas

The second boss in Syrcus Tower will take place on a large platform that's surrounded by a ring of smaller ones. Glasya Labolas is similar to Scylla in that he has a ton of AOE spells he'll do himself while your group is fighting against the normal encounter mechanics. Like Scylla, these are varied and some are avoidable where others are not. Just use the same strategy you did with Scylla and avoid what you can.

As far as the mechanics go, Labolas will start spawning adds shortly after beginning the fight. The first wave of adds will start out completely immune to all damage. In addition to that, they'll be surrounded by a ring of darkness. A player will need to go in to this ring of each add to make it vulnerable. The only downside is that going into a ring will keep that particular player from fighting, so another party member will have to actually take down the add.

Once these have been taken out, Labolas will signify the end of this add sequence by casting a rather large AOE spell before summoning the second round of mobs.



The next wave involves fighting large mobs called Clockwork Squires. For this sequence, Glasya will also have three tethers connected to his body. The trick with this fight is using the squires to steal the tethers and connecting them with the nearby power sources so you can begin the next fight.

After doing this, Glasya will begin charging up a super AOE that will automatically kill anyone who's left on the center platform by the time it's done charging. Luckily, the jump pads that connect the center to the outside ring of smaller platforms have come back online. Separate your groups into their alliances and have each one go to a separate jump pad, as they'll have to fight their way around the circle.

Once you've jumped over, you'll have to jump to each subsequent platform to get back to the center, and each of those smaller platforms will have their own mobs to fight, but they're pretty easy to take out if each group has their own tank and healer; just AOE through them. In addition to that, Labolas will also occasionally hit one of the smaller platforms with a thunder spell.

That's every trick in his book. He'll just repeat the above steps until death.

#### Glasya Labolas Loot

Glasya can drop 1 to 2 different pieces of armor per class, depending on their armor group.

- **Archers and Bards** – Amon's Sash (Waist) and Amon's Sleeves (Hands)
- **Gladiators, Marauders, Paladins, and Warriors** – Phlegethon's Sabatons (Feet)
- **Conjurers, White Mages, and Scholars** – Scylla's Boots of Healing (Feet)
- **Thaumaturges, Arcanists, Black Mages, and Summoners** – Scylla's Belt of Casting (Waist) and Scylla's Gloves of Casting (Hands)
- **Pugilists and Monks** – The Guardian's Greaves of Striking (Feet)
- **Lancers and Dragoons** – The Guardian's Armguards of Maiming (Hands) and The Guardian's Tassets of Maiming (Waist)



### Amon

Just like the previous two bosses, Amon will have a ton of AOE spells that you'll need to avoid when possible aside from the fight's normal mechanics.

*For the encounter itself, he'll start off by summoning a variety of different adds.*

**Slimes:** These mobs will start slowly making their way towards Amon in the center of the battle field, so make sure to take them out before they reach him. Direct damage spells are ideal for these.

**Kum Kums:** These are particularly nasty foes that need to be brought down with your most powerful direct spells. There will be orbs that spawn during this sequence that will chase people around like in the Scylla fight. Have those people use the orbs to crash into the kum kums, as it will significantly weaken them and make them easier to fight.

**Snakes:** A random player will turn into a frog for this add fight. Giant snakes will spawn that slowly chase the afflicted player around the map, so just make sure to take them out before they reach him.

Individually, the above adds aren't too hard, but they'll all come out at the same time.

Once you've killed all of the adds, Amon will mark several players that will then be frozen into a block of ice. Every member who's not frozen should hide behind the ice blocks to avoid getting hit with Amon's next spell, Curtain Call. It'll completely destroy anyone it touches. After this, the frozen players will thaw and be able to participate in the fight again.

This is everything you need to worry about for the Amon fight. After Curtain Call is cast, he'll go back and cycle through the other stages. Overall, he's probably the easiest boss in this entire dungeon, so just make sure everyone in the group knows what needs to be done and you shouldn't have any major problems.



### Amon Loot

Amon can drop 1 to 2 different pieces of item level 100 gear based on class/armor restrictions

- **Archers and Bards** – Amon's Coat (Body)
- **Gladiators, Marauders, Paladins, and Warriors** – Phlegethon's Cuirass (Body)
- **Conjurers, White Mages, and Scholars** – Scylla's Robe of Healing (Body)
- **Thaumaturges, Arcanists, Black Mages, and Summoners** – Scylla's Helm of Casting (Head) and Scylla's Culottes of Casting (Legs)
- **Pugilists and Monks** – The Guardian's Breeches of Striking (Legs) and The Guardian's Helm of Striking (Head)
- **Lancers and Dragoons** – The Guardian's Breeches of Maiming (Legs) and The Guardian's Helm of Maiming (Head)

### Xande

The final boss isn't too complex but the fight can take a while, which means there are more opportunities to mess up than there were in the previous boss encounters.

He starts the fight just like the other bosses, meaning he'll have a variety of AOE spells to avoid and some that can't be avoided at all. Like the previous bosses, just keep an eye out for them and dodge when possible, otherwise just heal through the damage.

Early on in the fight, he'll summon a bunch of yellow orbs onto the map that have medium sized yellow circles around them. When you see these orbs come up, make sure that each of their circles has at least one person in them to guard against his next attack. Soon after the orbs have been summoned, he'll unleash a devastating AOE attack called Chemical Explosion that does a ton of bonus damage based on the number of empty orb-circles on the map.



After this sequence, you'll find that numerous Stonefall Circles have spawned around the edges of the arena while a Starfall circle has been summoned in the center. Each of these circles has a relatively slow moving meteor falling steadily towards it. You need to take out the Stonefall Circles first, followed by the Starfall Circle. If you don't take out all of the circles by the time the meteor hits, it'll wipe your raid.

The final mechanic to watch out for will cause a black orb to spawn on one member from each individual alliance. They'll also be marked with a medium-sized circle. It's important to have alliance-members stack up on their orb'd companion in order to avoid taking damage from his next attack, as the orb-areas will keep them safe. Amon will unleash a devastating AOE attack first and then follow it up with another attack that's avoided because the black orbs will give players temporary levitation.

Amon will cycle through these mechanics throughout the entire encounter until he's dead. Again, it's not an overly complex series of spells to learn, but it's important that everyone knows exactly what to do.

### Xande Loot

Players that take out Xande will have access to a ton of different loot. He can drop the following:

- **Unidentified Allagan Tomestone** – These can be used to buy item level 100 weapons. Players purchase them from Rowena in the Mor Dhona zone.
- **Oil of Time** – This oil is used when upgrading item level 100 accessories into their illevel 110 counterparts.
- **Wind-Up Onion Knight** – This item can be used to summon a minion.
- **Throne Gem** – This is a stone material that can be used to craft special items

In addition to that, he'll drop about 1 to 2 different pieces of loot depending on the player's class.



- **Archers and Bards** – Amon’s Breeches (Legs) and Amon’s Hat (Head)
- **Gladiators, Marauders, Paladins, and Warriors** – Phlegethon’s Loincloth (Legs) and Phlegethon’s Mask (Head)
- **Conjurers, White Mages, and Scholars** – Scylla’s Culottes of Healing (Legs) and Scylla’s Helm of Healing (Head)
- **Thaumaturges, Arcanists, Black Mages, and Summoners** – Scylla’s Robe of Casting (Body)
- **Pugilists and Monks** – The Guardian’s Breastplate of Striking (Body)
- **Lancers and Dragoons** – The Guardian’s Breastplate of Maiming (Body)

## The Striking Tree (Hard)

his is where you’ll be able to take on the Lord of Levin, Ramuh, with seven of your friends instead of just three. The group make-up still needs to include tanks, healers, and DPS, but can now also include a dedicated support member and back-up roles for tanks and healers. It’s best to be as varied as you can with as many different classes as possible.

### Ramuh

Ramuh can be a difficult encounter, particularly if you’re not familiar with 8-man dungeons. His main attacks involve a melee range AOE spell that should be avoided at all costs by both tanks and melee damage dealers. In addition to that, he’ll cast thunderstorm, which will charge up on a player before exploding with AOE damage. For this, make sure that the party is spread out to avoid overlapping damage. Each time a thunderstorm is cast, it’ll leave behind an orb. The more orbs that are on the field, the more powerful Ramuh is.

There’s really only a need for one tank for this encounter, so if you have a spare tank, have him go around and gather up to three orbs when he’s not busy. Ramuh will also cast his Chaotic Strike spell, which will cause the player to freeze in place indefinitely until someone who’s been targeted with thunderstorm allows the AOE to go off near the paralyzed player, which causes them to be broken free.



At around 60% health, he'll summon immobile adds that'll dish out lightning damage in a straight line. Make sure to kill these before Ramuh can cast judgment bolt. In addition to that, he'll cause two players to be tethered together, which causes them to be damaged if they use any of their abilities or spells. To break out of this tether, one of the players must run around and eat orbs.

At around 30% health, he'll spawn some bats, which should be easily taken out with some AOE spells. Afterwards, just focus on dishing out direct damage and burning Ramuh down as fast as possible with your most powerful spells.

## The Striking Tree (Extreme)

The extreme mode of The Striking Tree is nearly identical to the hard version but is a much tougher fight and provides much better loot: item level 100 loot, to be precise. To unlock this dungeon, you'll need to complete the Judgment Bolts and Lightning quest from Scarlet in New Gridania as well as be item level 85 or higher.

### Ramuh

Extreme Ramuh has some striking similarities to hard Ramuh, but it is different in some distinct ways. At the beginning of the fight, he'll cast thunderstorms, which will explode upon the targeted player after charging up. As a reminder, these thunderstorms will leave behind an orb after they've dissipated, and each orb on the ground will cause Ramuh to grow in strength. In addition to his thunderstorm spell, he'll also perform Chaos Strike in his first phase.

Chaos Strike fears 2 random players at a time and will cause them to walk slowly towards Ramuh. He's got an AOE thunder attack that'll kill them if they get too close, so the other members of the party will need to break them out of this spell by moving toward them while being primed for a thunderstorm. The resulting AOE damage will knock the afflicted player out of their charmed state.



At around 65%, there will be several Grey Arbiters that spawn. They'll dish out lightning beams at random players. Take these out as soon as possible by using direct damage spells, otherwise they'll empower Ramuh's Judgment Bolt, which will instantly kill the player. It's good to have Ramuh faced away from the party during this phase.

After he spawns his adds, he'll move into his final phase, which will persist until his death. With this new phase, the frequency of his thunderstorm spells will increase and the group will be introduced to the tether mechanic, which will bind to players together and make them unable to attack under threat of damage until they can eat some of those thunder orbs. At 29%, he'll spawn a few adds that can't be targeted, so just keep burning him down with your strongest spells.

### Loot

#### Tomestones

- Allagan Tomestone of Mythology - 20x
- Allagan Tomestone of Mythology - 30x

### Gear

Rumah will have a chance to drop weapons and five types of rings. The rings can be used by any of the classes, but the weapons are class-restricted. Let's take a look at them.

- **Conjurer and White Mage** - Adjudicator's Gavel
- **Thaumaturge and Black Mage** - Adjudicator's Staff
- **Arcanist and Summoner** - Ona Ramuhda
- **Scholar** - The Law of Levin
- **Lancer and Dragoon** - Thunderbolt
- **Pugilist and Monk** - Thundercrack
- **Archer and Bard** - Thunderdart
- **Marauder and Warrior** - Thunderstorm
- **Gladiator and Paladin** - Thunderstrike and Thunderhead(shield)



## Second Coil Of Bahamut

### Turn 1 – Rafflesia

#### Phase 1

The first phase of Rafflesia is the easiest and will last from 100% health to 70%. This phase contains a pretty basic attack rotation using the same skills.

#### Thorny Vines

This spell links players together and will do more damage the longer they're linked. To counter this spell, each player that's linked will need to run away from one another. If just one player runs, then it's likely you won't break the chain in time. This spell is the first attack Rafflesia will cast but will be featured heavily later on and much more complex with additional people being caught.

#### Dark Matter Bulbs/Briar Thorns

After casting Thorny Vines, Rafflesia will summon several dark matter bulbs on the map. These are completely stationary and will eventually turn into briar thorns after some time. Briar thorns will cause some damage over time and slow your movement. These are used to your benefit later on in the fight, so only kill the thorny vines that spawn in the very center of the map.

#### Floral Trap/Devour

Throughout the fight, Rafflesia will occasionally place a Honey mark on a player. After some time, the boss will turn towards the marked player to inhale them. It'll also inhale any nearby players, so watch out. This can be avoided by having the marked player wait in the briar patches until the mark has gone away. Any players that have been devoured will be immediately spit out, which causes AOE damage to anyone nearby.



### **Bloody Caress**

During this time, Rafflesia will also be using Bloody Caress, which causes stacks to build up on the tank that increase their vulnerability. Two tanks are needed and should swap out after every 2 to 3 stacks.

After the devour/spit spell, Rafflesia will reset this rotation and continue until you've gotten it down to around 70%.

### **Phase 2**

The second phase begins immediately at 70%.

### **Blighted Banquet**

This is first used AS SOON AS Rafflesia gets to 70%. It has about a three second cast time and will automatically kill anyone who is moving, attacking, or casting any type of ability by the time it gets done channeling. When it does this, make sure to sheath weapons and hit escape to remain motionless.

After the first Blighted Banquet, she'll cast out some bulbs, will cast another Thorny Vines (this time it's 2 sets of 2 people) and will then do another devour/spit sequence.

### **Viscous Emission / Honey Glaze / Hornets**

After the spit, this spell will be targeted on a random DPS player. It gives them a debuff called Honey Glaze that lasts for 10 minutes. Hornets will then spawn and will be attracted to just the affected players. More hornets will spawn after 50 seconds. Hornet spawn numbers correspond to the number of people afflicted with Honey Glaze. Also, hornets will do basic damage for 20 seconds before becoming very powerful, so try to take them out quickly.

This honey glaze is followed by another round Blighted Banquet, so make sure to watch out.

Following that is more dark matter bulbs and then more thorny vines.



Finally, there is a devour phase. Being devoured will clear your Honey Glaze debuff, so players must purposefully get eaten, even though doing so causes the boss to dish out more damage. Luckily, Honey Glazes comes out only every other rotation

The above rotation is repeated until Rafflesia is at around 40%, where it'll begin its final phase.

### Phase 3

It's imperative that absolutely no one is Honey Glazed before starting phase 3. If you're getting close, have everyone stop doing damage and wait until the affected player can be devoured and then go into phase 3.

#### Leaf storm

Rafflesia starts with the phase with this spell. It causes some decent pulse damage as well as spawning three slugs that will do auto attacks.

#### Acid Rain

This comes after Leaf Storm. It'll affect three random players (anyone besides the main tank) and will cause AOE damage in their location, so have everyone split up to avoid it. It'll cause acidic honeys to spawn in the area. These honeys will hit back very hard, so don't attack them yourself. These debuffs don't dish out too much damage but will do AOE damage that hurts players based on how many stacks they have. Once a player has 10 stacks, the AOE pulse these acidic honeys dish out will automatically kill them. One stack occurs every 10-12 seconds.

#### Slugs

To deal with these honey stacks, damage the slugs to get them to eat the acidic honeys. Once they've fed, they'll be much stronger and should be taken out quickly. Slugs can eat multiple honeys but they become stronger with each one they gobble up.

Focus on the slugs and the honey, but don't forget to damage the boss whenever you can in between.



After Acid Rain, another Thorny Vines is cast which will link one person to four other group members as well as another two sets of two.

### **Swarm**

Rafflesia will then cast Swarm on her main target. This is a spell that stacks up to four times, each stack doing its own damage, so make sure to pop any defensive cooldowns available.

### **Rotten Stench**

Finally, there is the spell Rotten Stench. Rafflesia will place a blue mark above the healer and will then target that player with a laser. The damage caused is split between all affected members, so make sure to stack up as much as possible when it comes.

This rotation will repeat until the death.

### **Rafflesia Loot**

Rafflesia will be able to drop a variety of different loot. It'll have a set of bracelets, three types of earrings, a necklace, and a ring that don't have any class restrictions on them. In addition to that, Rafflesia will drop one to two pieces of loot per class armor type, so let's take a closer look at them.

- **Archer/Bard** – High Allagan Boots of Aiming (Feet) or High Allagan Belt of Aiming (Waist)
- **Conjurer/White Mage/Scholar** – High Allagan Thighboots of Healing (Feet) or High Allagan Gloves of Healing (Hands)
- **Gladiator/Marauder/Paladin/Warrior** – High Allagan Sabatons of Fending (Feet) or High Allagan Circlet of Fending (Head)
- **Lancer/Dragon** – High Allagan Gauntlets of Maiming (Hands)
- **Pugilist/Monk** – High Allagan Headgear of Striking (Head) or High Allagan Belt of Striking (Waist)
- **Thaumaturge/Arcanist/Black Mage/Summoner** – High Allagan Boots of Casting (Feet)



## Turn 2 – Melusine

### Phase 1

The first phase of Melusine will last from 100% all the way down to 80%. Melusine herself will have some rather nasty attacks to dodge aside from the normal fight mechanics. She has a frontal cone-shaped swipe attack that can be avoided by having the tank face her away from the group. In addition to that, she'll occasionally attack with a blade-based circular AOE attack that should be avoided whenever possible.

#### Circle of Flames

For the phase 1 mechanics, she will cast a spell called Circle of Flames, which only targets ranged DPS. This spell goes off every 15 seconds and will target two ranged DPS players. This does quite a bit of splash damage, but luckily, she won't target the same DPS twice. Just as long as those ranged players are spread out, it shouldn't cause any deaths.

#### Cursed Voice

The next phase 1 mechanic you really need to watch out for is called Cursed Voice. This is a debuff that will affect one tank, one healer, and one DPS. After six to nine seconds, the debuff will cause the afflicted party member to scream, which will petrify any allies that they are currently facing and keep them frozen for 30 seconds. After petrification, that player will die from one hit from anything, so make sure to never let anyone get petrified by having them look away. Also, make sure not to cast the spell on any lamia adds, as it will cause them to gain a permanent stacking buff. Melusine will also get this permanent buff if targeted for petrification.

#### Renaud/Cyclops

In addition to that, there will be a Renaud (a Cyclops) add that spawns every 30 seconds. These have a 60 second debuff on them right off the bat that will hamper their movement speed. They will target and chase whoever it is that first hits them, so when they come out, make sure they're kited around the field, as they will kill anything they attack in one hit. To kill these adds, use the Cursed Voice spell from the previous mechanic, as they will react to it the same way that players will, which includes being taken out in one hit, but make sure to leave a few of them up for later.



## Phase 2

Phase 2 will start at 80% and last until 60%. This second phase will still use the exact same mechanics from the first one, so make sure to get a lot of practice by this time.

### Lamian Deathdancer

Melusine will spawn a "Lamian Deathdancer," which will hit for a ton of damage and also attack with a cleave mechanic, so make sure that your second tank is on them quickly. The first is spawned at the 12 o' clock position immediately at 80% health, a second will spawn at the 3 o' clock position 30 seconds after the first, and the third will spawn at the 10 o' clock position after 30 more seconds. Get on these quickly. Focus them down as quickly as possible by using whatever limit breaks or direct damage spells you have at your party's disposal, as all three of them out at once can be pretty tough.

### Cursed Shriek

The second new mechanic to deal with in this new phase is called Cursed Shriek, which is similar to Cursed Voice. After Melusine casts the first Cursed Voice in phase 2, this new debuff will be placed on either a healer or a DPS that will last 10 seconds. Once those 10 seconds have gone by, that player will scream in all directions and petrify anything on the field. This is where those petrified Cyclops/Renauds come in handy. If a player is standing behind a petrified renaud when a Cursed Shriek debuff goes off, they'll avoid petrification. The best way to do this is to have one petrified renaud on the field that the afflicted player can stand behind, so you won't need a ton of renauds on the field. This shriek spell will be present for the rest of the fight.

## Phase 3

### Archers

The third phase starts at 60% and lasts until around 35%. Melusine will summon four archer adds at each corner in the room. These are completely immobile adds that cannot be tanked and don't do much damage, but they should still be taken out quickly, as your party should be allowed to focus on the other more dangerous mechanics without any hiccups. These will normally shoot randomly but will focus fire one ally if they're hit by a debuff from Melusine. In addition to that, they have a small AOE mechanic for some of their shots, so make sure to have the group spread out a bit until all four are dead.



### **Rings of Death**

The second thing to watch out for in phase 3 is the battlefield itself. There are three rings: the inner, the middle, and the outer. One at a time, these will glow and dish out some DPS to begin with, but after a short duration will instantly kill anyone inside of its glowing, so it's possible to move through them quickly, just don't stay there longer than absolutely necessary. This makes kiting Renauds and the shriek mechanic very difficult, so make sure to position those Renauds in the center ring whenever possible. Like the spells from the previous phases, this mechanic will also last until the end of the fight.

### **Phase 4**

#### **The Prosecutor**

This final phase begins at 35% and will last until death. One add is spawned right off the bat called the Prosecutor. This add needs to be taken out as soon as possible, so don't be afraid to use your limit break. It has a ranged auto attack as well as two specials: Petrification and Hysteria.

#### ***Petrification***

Petrification is a spell that's charged up. Once it's finished charging, anyone looking at the Prosecutor will be petrified, so make sure to turn your character around once you see the spell being charged.

#### ***Hysteria***

Hysteria comes in if the Prosecutor isn't killed within 30 seconds. It'll be cast on whoever is tanking it and cause them to run around randomly, which isn't bad by itself but deadly considering you also have to deal with the shriek and voice mechanics mentioned above.

In addition to this, Melusine will also gain the ability to use the Prosecutor's Petrification spell herself for the remainder of the fight.



### Venomous Tail

Along with the above, Melusine will gain a new debuff spell called Venomous Tail. This needs to be dispelled as soon as it comes out or it will explode for massive damage.

That's all the new mechanics this phase brings, but don't let that fool you. It's incredibly hard simply because it's adding up all of the previous phases' mechanics and making you deal with them all simultaneously. If you can get through everything, then you'll win the fight.

### Melusine Loot

Once Melusine is down, you'll get two pieces of loot, an oil of time, and an unidentified torestone. Let's take a look at what loot she drops.

She can drop three types of bracelets, three types of necklaces, earrings, and a ring. In addition to that, she has some class specific loot as well.

- **Archer/Bard** – High Allagan Gloves of Aiming (Hands) or High Allagan Mask of Aiming (Head)
- **Conjurer/White Mage/Scholar** – High Allagan Coat of Healing (Body)
- **Gladiator/Marauder/Paladin/Warrior** – High Allagan Trousers of Fending (Legs)
- **Lancer/Dragoon** – High Allagan Sabatons of Maiming (Feet)
- **Pugilist/Monk** – High Allagan Cuirass of Striking (Body)
- **Thaumaturge/Arcanist/Black Mage/Summoner** – High Allagan Belt of Casting (Waist) or high Allagan Mask of Casting (Head)

### Turn 3 – The Avatar

The third boss in The Second Coil of Bahamut has a variety of mechanics that he'll use in different ways, depending on the particular phase of the fight that you're in, so we'll give you a good idea of how these work first before going into phases.



The first and most important thing to keep in mind when you're fighting the Avatar is that he'll have an 11 minute enrage timer. If you do not kill the Avatar within those 11 minutes, he will completely wipe the raid.

Another thing to keep in mind for this boss is that he's completely stationary and stuck in the center of the room. He'll attack the tank with physical damage if he's within melee range; otherwise, he'll start shooting lasers at him, which is important to keep in mind as your tank might have to jump out of melee range depending on the phase of the fight.

### **Homing Missile**

In addition to the above, there is a Homing Missile spell that will tether the Avatar with a player other than the main tank (off tanks can be targeted, too), which will cause some damage after the missile has been fired. Luckily, this spell can be transferred to another player if they walk into the tether.

### **Gaseous Bomb**

In addition to that, he has a spell called Gaseous Bomb. This is a satellite laser that gets targeted over a random player and does a set amount of splash damage. By having everyone stack up, you will be able to split the damage and make it non-lethal.

### **Biotowers**

Another thing to keep in mind throughout the fight is the biotowers. There are four of these at each cardinal direction in the room: north, south, east, and west.

These will spawn at a predetermined time and will each have their own special mechanic to watch out for, as well as complex combined mechanics when more than one of them is out.

Each tower will start out with a single "charge" and will add an additional charge after 15 seconds. If the towers charge at the same frequency, it will greatly strengthen the boss. If two towers are charged up to full, it will instantly wipe the entire raid.



A player walking to the tower will add another charge to it, so you can use this to make sure that the towers are charging up at different frequencies.

Once a tower is charged to full, it will do a special attack.

- **The North Tower** will summon a dreadnaught that needs to be taken out quickly or it will enrage and start one-shotting players.
- **The East Tower** will cause three landmines to spawn randomly around the field that dish out a ton of AOE damage and will knock players backwards. These three will need to be triggered within 15 seconds or they will explode at the same time and wipe the raid.
- **The South and West Tower** will execute a spell called Defensive Maneuver. This will cause unavoidable damage to everyone in the raid.

The most difficult thing to determine in this fight involves these towers and understanding when to charge them up faster and when to not touch them.

### Phase 1

#### Dreadnaught + Defensive

Since this is a timed encounter, this first phase will continue until 2 minutes and 40 seconds have elapsed. There will be two separate sets of towers. Two biotowers will spawn during this half of the first phase: the North (Dreadnaught) and the West (Defensive). Keep in mind that the boss is also attacking when this is happening.

It's best to send two players to the Dreadnaught tower to speed it up as quickly as possible. One of them should be a tank and the other a DPS to help burn it down quickly. Once the Dreadnaught is out, have the tank use all of their defensive cooldowns. Why? For one, the Dreadnaught dishes out a ton of damage, but also because the fight is timed in such a way that those defensive cooldowns will refresh by the time your group has to deal with the second Dreadnought in this fight. Once this has been taken out, make sure to prepare for Defensive Maneuver. Also, the Dreadnought can be dragged over towards the boss so the rest of the DPS players can help burn it down quickly without having to reposition.



### **Landmine + Defensive**

After these first two have been taken care of, the land mine tower (East) and another defensive tower will spawn. Focus on the land mine tower first to get them out and dealt with. Send three DPS and a tank out to each quadrant of the field so they can find and target the landmines down quickly once they spawn. If all three spawn together, then have one DPS take out the first, get him out of the area, and then have the remaining DPS attack their land mines. After this, all you need to worry about is healing through Defensive Maneuver like you did with the previous set.

### **Phase 2**

This phase will start at around 2 minutes and 45 seconds and will last until either 7 minutes have elapsed or the boss has been brought down to around 35% health.

For this phase, the boss gains two new spells.

### **Brain Jack**

The first spell is called Brain Jack and will cause the tank to attack their nearest ally. In order to get through this successfully, have the targeted player stack up within the boss's hit box so the tank can still aggro the Avatar. If you're not able to do this, then make sure to swap the tank while the other is brain jacked. This spell will occur every thirty seconds in this phase.

### **Ballistic Missile**

Aside from that, the Avatar has another new spell called Ballistic Missile. This targets two non-main-tank targets and will bind them in place. Each of these affected party members will be targeted with either a large circle or a smaller circle. This is a charged spell that will instantly kill players after a few short moments.



To avoid the damage, each circle needs to be filled up with a certain number of players. The smaller circle needs two players inside of it to avoid damage and the larger circle need exactly three players inside. If there are any less or any more players by the time it finishes charging, then it will instantly kill everyone within the circle. The second or third player can also be another one affected with a circle, so if two players are affected with a small circle, then they will each count towards those two circles' totals.

One other thing to keep in mind for Ballistic Missile is that there will be two waves that come down, so make sure to hold position until you see that second explosion go off.

In addition to these two new boss spells, there will also be more towers to deal with. There will be three sets of two.

#### **Dreadnaught + Defensive**

The first will be another round of Dreadnaught and Defensive Maneuver towers, and this set should be handled in the exact same way as phase 1.

#### **Landmine + Defensive**

The second will be another Landmine and Defensive tower. Like the previous set, this needs to be handled in the same way as the first phase.

#### **Landmine \_ Dreadnaught**

The final set of towers for this phase will be a Landmine and a Dreadnaught. There are a few ways to deal with this, considering you'll have to weigh each tower along with the boss mechanics of this fight. Unless you can get the boss down very quickly, go with the Landmine tower first. Take the landmines out the same way you did before and prepare the group to deal with a Dreadnaught on top of the Ballistic Missile mechanic.



### Phase 3

This final phase begins at either the 7 minute mark or when the boss is down to 35% health.

Luckily, the boss no longer uses the Brain Jack or Ballistic Missile from the previous mechanic, but he does get a new spell.

#### Allagan Field

The new boss mechanic is called Allagan Field. This spell will be placed on a target for 30 seconds. Any damage that player takes will gather up and then be doubled before being unleashed as a raid-wide AOE explosion. To get through this in one piece, make sure to use any and all defense buffs and have them cast on the targeted player. Once the explosion occurs at the end of thirty seconds, the boss will cast another one after an additional five seconds.

On top of that, there will be sets of three towers rather than two to deal with. One of these towers will always be the West Tower (Defensive Maneuver). In addition to that, the South Tower becomes active and will have a chance to spawn. The trick for this segment is to make sure the towers are not lined up with Allagan Field, as it could potentially wipe the group.

#### Defensive + Defensive + Landmine

The first set will be the West (Defensive), South (Defensive), and East (Landmine) towers. For this one, send two people to get through the Landmine tower as quickly as possible. Have the tank get the South tower to avoid it charging at the same frequency as the west, and then leave the west alone entirely. Take the landmines out in the same way and just prepare for Defensive Maneuver, as the second one should come out around the time that Allagan Field has gone off.

#### Defensive + Landmine + Dreadnaught

The second set is the West (Defensive), East (Landmine), and North (Dreadnaught). For this one, focus down the Dreadnaught tower first to get it out of the ways and then deal with the landmines next, in the same way you have been doing. Make sure to swap out at your DPS if they are affected by Allagan Field, so they don't take too much additional damage.



### **Defensive + Defensive + Landmine**

The third set of towers is the same as the first: West (Defensive), South (Defensive), and East (Landmine). Once these towers spawn, the boss should be very close to death, so send out players in the same formation as you did the first time, but have everyone focus down the boss as quickly as possible. With any luck, you'll have the boss killed before having to deal with all of the towers.

### **The Avatar Loot**

Players who beat the Avatar will get a Sands of Time, as well as a piece of armor based on their class

- **All** – High Allagan Bracelets of Slaying (Bracelets)
- **All** – High Allagan Choker of Aiming (Necklace)
- **All** – High Allagan Ring of Aiming (Ring)
- **All** – High Allagan Ring of Healing (Ring)
- **Arcanist/Bard** – High Allagan Breeches of Aiming (Legs)
- **Conjurer/White Mage/Scholar** – High Allagan Belt of Healing (Waist) or High Allagan Circlet of Healing (Head)
- **Gladiator/Marauder/Paladin/Warrior** – High Allagan Belt of Fending (Waist) or High Allagan Gauntlets of Fending (Hands)
- **Gladiator/Paladin** – High Allagan Kite Shield (Shield)
- **Lancer/Dragoon** – High Allagan Headgear of Maiming (Head) or High Allagan Trousers of Maiming (Legs)
- **Pugilist/Monk** – High Allagan Gauntlets of Striking (Hands) or High Allagan Sabatons of Striking (Feet)
- **Thaumaturge/Arcanist/Black Mage/Summoner** – High Allagan Coat of Casting (Body) or High Allagan Gloves of Casting (Hands)



## Turn 4 – Nael deus Darnus

Before starting off this fight, it's important to keep in mind that the fight is timed and your raid will wipe if you don't take out Darnus within 13 minutes.

### Phase 1

The first phase will start at 100% and last until Darnus has been brought down to around 65%. In order to get through this boss before the timer expires, you need to try to get through this first phase within around 3 minutes.

In addition to the fight mechanics, Darnus himself will have several hard-hitting abilities to watch out for.

### Raven's Claw and Raven's Beak/Raven's Blight

The first is Raven's Claw, which is a simple cone-shaped AOE that does a bit of damage but can be avoided by most raid members. He also uses a spell called Raven's Beak, which will dish out a ton of damage to the tank. It'll hit for a lot right off the bat and will then place a debuff on the targeted tank called Raven's Blight, which will quickly explode for a ton of AOE damage after 10 seconds. Pop any defensive cooldowns available for this mechanic.

### Red and Yellow Stardust

Aside from that, he has a spell called Stardust, which will place a red or a yellow mark above a random player's head. After the mark has expired, a red or yellow colored meteor will drop from the sky at that player's location. Anyone that's directly under the meteor when it drops will take a ton of damage, but it'll also cause some AOE damage to any nearby players. Once the meteor has landed, it will stay on the map. If a meteor is dropped on another meteor, it will wipe the raid, so make sure that marked players are spread out once they get the debuff.



### **Dive/Chariot/Thermionic Beam/Dive**

After he does this, Darnus will use Raven's Dive, which will cause him to jump to a non-tank player. After Raven's Dive, he'll cast Iron Chariot, which will do AOE DPS and cause a knockback to any nearby players. Immediately after this, he'll place a mark on the player and charge up a spell called Thermionic Beam, which will dish out a set amount of damage that's split up amongst who it hits, so make sure to have everyone except the tank stack on one location.

After this beam, he'll jump back to the tank with another Raven's Dive.

### **Lunar Dynamo**

Darnus also has a spell called Lunar Dynamo. This is a donut AOE, which means anyone right next to the boss or very far away is safe. Any friendly player or their pets who are hit with this spell will cause the boss to be healed for a decent amount.

### **Meteor Stream**

After that, he'll cast Meteor Stream, which makes him jump on his target's head and while making himself untargetable and dishing out AOE damage. When this happens, make sure the group is split up to avoid the AOE.

Once the Meteor Stream sequence has passed, he'll cast Dalamud Dive and dive towards the tank to dish out AOE damage, so make sure that no one is standing next to the tank.

*His rotation in phase 1 is the following.*

Red Stardust, Raven's Beak, Dive/Chariot/Thermionic Beam/Dive, Raven's Beak, Yellow Stardust, Lunar Dynamo, Meteor Stream, Dalamud Dive, Raven's Beak, Red Stardust, Meteor Stream, Meteor Stream, Dalamud Dive, Raven's Beak, Yellow Stardust, Dive/Chariot/Thermionic Beam/Dive, Red Stardust, Raven's Beak, Lunar Dynamo, Meteor Stream, Raven's Beak, Yellow Stardust, Meteor Stream, and then Meteor Stream.



The most important thing to remember during all of this is that meteors need to be placed well away from one another.

### Phase 2

Phase 2 will start off at 65% and is totally time based. Darnus becomes untargetable and begins to form a mini dalamud in the center of the room.

#### Dalamuds/Golems

Three green meteor marks will spawn above non-healer players' heads. Like the red and yellow meteor spell, the players afflicted by this debuff need to spread out. The three will come down at the same time and will each dish out considerable damage. Once they've landed, a Dalamud spawn (a golem) will drop at that location. Each one has a different color (red, green, and yellow) and different abilities.

The **Blue Golem** will cast a spell called Earth Shock. It paralyzes everyone, so it must be dispelled by a player. It also has a spell called Magnetism, which will suck up any nearby players, meteors, or even other golems, so make sure the golems are spread apart from one another.

The **Red Golem** has an ability called Heavy Strike. This causes three rings to pulsate from the spawn that'll dish out a ton of damage. You can guard against this by positioning yourself behind the Red Golem. It also has a spell called Earthern Heart, which is a beam that targets the ground and will cause anyone it touches to bleed. It also places an area of effect on the patch of ground it targets.

The **Green Golem** uses an ability called Stone Skull, which dishes out a ton of damage to a single target. It also has Boulder Clap, which is a cone-shaped AOE spell. There is also Demolish, which is a standard, circular AOE ability. All of these dish out a ton of damage, so make sure the tank focusing on the Green Golem uses any cooldowns at this time.



Occasionally throughout the fight, any living golems will switch their colors. Red becomes green, which becomes blue, which becomes red. That's if all three are still living, so if there are only two, they will just switch back and forth.

### **Golems eat Meteors**

In addition to that, these golems can eat the meteors that dropped earlier in the fight. Each of the meteors give out different properties

- A golem eating a red meteor receives a damage buff.
- A golem eating a yellow meteor gains a haste buff.
- A golem will also turn into a "super golem" if it eats another golem or eats a total of four or more meteors.

These golems must be brought to the meteors to eat them because there will be more that spawn soon and there isn't enough space for all of them.

These golems must be killed within 65 seconds. Once you've taken them out, there will be six new marks on six random players. There will be three red marks and three yellow.

### **More Golems**

This will cause more meteors to come down. Afterwards, three green marks appear as well, which will summon another round of golems.

These golems must be taken out within 80 seconds and must eat all six meteors. Take out the green first, and then focus down the other two.

### **Mega Flare**

Once 70 seconds has elapsed in this fight, you'll receive a warning that'll say you have 10 seconds until Mega Flare is cast. Once that spell is cast, it'll dish out around 5000-6000 damage to each member of the raid, so make sure to use any defensive cooldowns that are available. If there are any golems or meteors left over when it's unleashed, it'll instantly wipe the raid.



### Phase 3

Once the golem portion is over, you'll begin phase 3, which will take you from 65% to 47%.

This third phase starts off with a Dalamud Dive and then Heaven's Fall will be used.

#### Heaven's Fall

Heaven's Fall causes a pillar to be summoned in the center of the arena that will pulse out damage regularly. The damage caused is proportional to how far away you're standing from the center, so try to stay about 60% of the way out. If you get too close to either the wall or the center, you will die instantly. In addition to that, there are a variety of moving patterns to learn.

After the first Heaven's Fall is cast, there will then be either Raven's Beak or Raven's Claw.

#### Bahamut Claw

Then, there is a new attack that's called Bahamut Claw. This will hit the tank multiple times quickly and cause a huge amount of damage, so make sure your healers are ready.

#### Garrote Twist

After that, there's Garrote Twist, which is a debuff cast on the main target that lasts 1 minute. This debuff does nothing until it is stacked up to 9 times, at which point it will instantly kill the target, so make sure to switch out tanks for this mechanic.

#### Ghost of Marisidia

For the next part, a new add called Ghost of Marisidia will spawn. This add does a ton of damage in the form of a single-target tail-whip spell and a fire breath AOE spell. Even her auto attacks hit for a ton, so be ready. Once the Ghost is at about half health, they'll stop attacking and will begin to channel their Binding Chain spell, which gives stacks of garrote on two chained players. These players will die if the Ghost is allowed to finish charging her spell before dying.



Once the Ghost of Marisidia has been killed, there will be small circles of light that spawn near her body. These will cleanse anything but save them for players suffering from Garrote Twist.

Once you've finished this, there will be another Heaven's Fall sequence.

### Super Nove

After that, there is a spell called Super Nova. This causes black holes to spawn at nearby non-tanks which will dish out a ton of damage and slow anyone within them, so dodge these whenever possible.

Because of the timer, it's important to get Darnus to 47% around the same time that the second add starts channeling her chain spell.

## Phase 4

### Three Dragons

This phase begins with a spell called Bahamut's Favor, which increases the damage done by the boss with each stack of it. It will also summon three dragons: Fireclaw, Iceclaw, and Thunderclaw.

- **Iceclaw** will throw ice balls at party members. In addition to the damage, these ice balls will also cause players to get a debuff that will lower their resistance to further ice balls.
- **Fireclaw** will cast tether on a random player. After a short delay, a fire ball will be shot at them that will do damage and also lower that player's resistance to any further fire balls.
- **Thunderclaw** will cast a spell called Thunderstruck every 10 seconds at a random target. After 5 seconds, that target will explode with AOE DPS. Anyone in range of this spell will be paralyzed.

For these two dragons, their debuffs counteract one another, so cleanse the ice debuff by getting hit with fire.



While this is all going on, Darnus will cast Bahamut's Claw around three to five times on the tank.

After the first fire ball, Darnus will Raven's Dive to a player and channel Dynamo, the spell from before, so stack in the center donut.

Afterwards, two more fireballs and another thunderstruck come out. After these, Darnus will do the Iron Chariot combo.

Afterwards comes another fireball, then a thunderstruck, then another Bahamut's Claw, and then the dragons will begin to dive bomb.

#### **Cauterize**

Once this has all been done, a mark in the shape of a crosshair will appear above a random player. When it goes away, two of the three dragons will move to the map and use a spell called Cauterize, which will dish out a ton of damage and knock any affected players back.

After that, Darnus will go through a final Dalamud Dive, followed up by a Bahamut's Favor, and then a Raven's Dive back to the tank before finishing up with Lunar Dynamo. At this point, the boss should be killed, otherwise you'll hit the enrage timer and wipe.

#### **Nael deus Darnus Loot**

Completing Nael deus Darnus will give you a Sands of Time, an Oil of Time, 30 Allagan Tomestones of Soldiery, as well as a chance to get a special weapon or piece of armor. The weapons are item level 115, while the armor is 110.

#### **Weapons**

- **Arcanist/Summoner** – High Allagan Grimoire of Casting
- **Archer/Bard** – High Allagan Composite Bow
- **Conjurer/White Mage** – High Allagan Crook
- **Gladiator/Paladin** – High Allagan Blade



- **Lancer/Dragoon** – High Allagan Spear
- **Marauder/Warrior** – High Allagan Battleaxe
- **Pugilist/Monk** – High Allagan Baghnakhs
- **Scholar** – High Allagan Grimoire of Healing
- **Thaumaturge/Black Mage** – High Allagan Staff

#### **Armor/Jewelry**

- **All** – High Allagan Earrings of Casting (Earrings)
- **All** – High Allagan Ring of Fending (Ring)
- **Archer/Bard** – High Allagan Coat of Aiming (Body)
- **Conjurer/White Mage/Scholar** – High Allagan Pantaloons of Healing (Legs)
- **Gladiator/Marauder/Paladin/Warrior** – Heavy High Allagan Coat (Body)
- **Lancer/Dragoon** – High Allagan Belt of Maiming (Waist) or High Allagan Cuirass of Maiming (Body)
- **Pugilist/Monk** – High Allagan Trousers of Striking (Legs)
- **Thaumaturge/Arcanist/Black Mage/Summoner** – High Allagan Breeches of Casting (Legs)

## **The Final Coil Of Bahamut**

You've been through the first and second coils of Bahamut, and now it's time for the final one. Similar to its predecessors, this instance is divided into four separate turns. The names can be confusing, as the first turn of the final coil is the tenth turn of all three coils put together, but they make sense if you're looking at all coils as parts of a greater whole. Before we get into the boss mechanics, it's important to meet this dungeon's requirements.

- Complete "Fragments of Truth"
- Have 8 players, including yourself
- Have around item level 100 gear at the least, as the bosses here have enrage timers to deal with



Group composition will need 2 tanks, 2 healers, and 4 DPS, which should be both melee and ranged.

### Turn 10/Turn 1 - Imdugud

Before getting started with the first boss, it's important to understand the enrage timer. As soon as you begin, you'll notice the outer ring of the battle arena becomes electrified and will do some serious harm to anyone who walks inside of it. This outer circle will grow in area slowly towards the center of the arena, which takes about 10 minutes before the entire battle area is completely filled up, killing the group.

It's also important that no one dies, as the boss receives a powerful buff for each dead player that will seriously increase its damage output. Other than that, have the boss tanked due north and make sure none of the DPS are in front of him or directly behind him; just stick to the sides until there's a need to go to the center.

#### Phase 1

The boss will have a ton of abilities to become accustomed with. The first one to note is called Crackle Hiss. It's a very large cone AOE that comes from the front of the boss, so only the tank should be hit with this.

There's also Spike Flail. This is a similar cone AOE but with a much smaller area. This comes from behind and can actually be triggered by players by standing in its target area.

One of the more important abilities for healers and tanks in particular is called Critical Rip. It's a casted super powerful nuke ability that can be survived if the tank uses his cooldowns and the healers quickly spam heal him directly afterwards.



Another thing for healers to be mindful of is the ability Prey. It'll involve a red mark placed above a random player that'll cause them to receive a DOT that will turn them into a bomb. Healers will want to shield the afflicted player with something like Stoneskin in order to keep the bomb effect from applying.

Aside from the above, another important mechanic to deal with is Wild Charge. It will mark a random player with a purple graphic that'll cause them to be stunned while the boss charges them. To help mitigate the damage of this, have three players move in front of the target. The first of these three that'll be hit should be the second tank to help soak the initial damage. After this, an AOE telegraph is placed on the ground called electrocution that should be avoided by everyone at all cost.

That's it for phase 1, as it will repeat until you've gotten the boss to around 85%.

## Phase 2

Once at 85%, Imdugud becomes immune to damage and summons four adds. Kill these adds as quickly as possible in order to make Imdugud once again attackable, as he'll come back into the fight with a powerful party wide AOE attack that does more damage the longer it takes to take out those four adds. These adds are mini versions of the boss itself with the same mechanics from phase 1.

## Phase 3

Once those four adds have been properly destroyed, phase 3 will begin. The boss immediately begins charging up his big Electric Burst attack which will take 20 seconds; just remember here that the longer it took you to take out the adds, the more damage this spell is going to dish out. Regardless of how fast you were, your healers will need to quickly get in and bring everyone back up as soon as possible.



After that, there will be some other new mechanics to get accustomed to. The first is Heat Lightning. This spell randomly targets three players with a debuff that lasts seven seconds, which will splash onto nearby players, so make sure all three afflicted players are well spread out.

This Heat Lightning comes out with Wild charge throughout the phase, so they will no longer be able to soak damage using the strategy mentioned in phase 1. Because of the importance of tanks in this soaking mechanic, it's important to tank swap them after each Heat Lightning hit, as Heat Lightning won't affect the player with the highest enmity.

Other than that, this phase is the same as phase 1 and will last until around 55% health, at which point you'll be dealing with a second add fight like in phase 2.

#### Phase 4

This add phase is nearly identical to the first, but with this one, a second set of two adds come in after 20 seconds for a total of six adds. Using a mage limit break will allow the group to take out an add from each set so that the tanks can pick up the new ones quickly once they come out. Other than that, it's the same thing as before: take out those adds as quickly as possible in order to bring the boss back into the fight and to mitigate the damage of Electric Burst.

#### Phase 5

After the second group of adds are taken out, you'll be ready for another Electric Burst and the final phase. This phase is the same as previous ones but does add a bit more complexity.

There's Cyclonic Chaos, which causes one player to become tethered to the boss and take a large amount of damage, knocks them back, and gives them a debuff. Two other players need to get in and soak up the afflicted target in order to keep that player from dying. This can be very chaotic while actually fighting, so try to assign players to be soakers beforehand.



## Turn 11/Turn 2 – Kaliya

Like with the previous boss, this turn will feature an enrage timer of about 11 minutes so you'll need all of your DPS giving it 100% throughout the entire duration of the fight. For positioning, you'll want the boss in the direct center of the room throughout the fight. The raid will want to be directly behind her, as Kaliya throws out all sorts of lethal cleave attacks at the tank.

### Phase 1

The first ability to be mindful of is Resonance. This is a melee attack that'll split damage between everyone who gets hit, so both of your tanks should be stacked on top of one another. Even split, this can be pretty tough to deal with for healers.

There's also Nerve Gas, which are three AOE spells that come one right after the other. Each one covers one third of the battle area and will do damage over time, so be sure to stick to the perimeters of the section and be ready to hop to the safe side once this sequence begins.

### Phase 2

The next thing to worry about doesn't begin until the boss is at 90%. Once there, Kaliya will have a spell called Barofield, which is a permanent AOE that spawns and sticks to the boss's feet and reduces the movement speed of anyone who attempts to pass through it. This comes into play with the Nerve Gas mechanic by making it more difficult to move out of the way; just try to stick as close to the Barofield AOE as possible without going in it.

There are now also two seed spells. Seed of the Sea is a blue missile that will split the damage up amongst the amount of party members that are hit, so stack up when it comes. Seed of the Rivers is red and will require players to spread out. The order is random but there will always be two, so be ready to stack quickly and then spread out quickly or vice versa.



In addition to the above, there's also a spell called Secondary Head, which is a tank swapping ability. Once it's charging, the off tank will need to taunt the boss to save the primary tank's life. After taunting, make sure the tank casts a cooldown and have healers ready to dish out some heavy healing.

### Phase 3

You'll deal with the above ability rotation until around 60%, at which point adds will spawn. The boss becomes immune to all damage and will instantly kill anyone who stands in the exact middle of the battle area. 6 adds are spawned, but only three are targetable. Of these three, there is the Electric Node, the Gravity Node, and the Weapons Node. The Electric Node can't be tanked and will just move around and be immune to all non-melee damage. The Gravity Node and Weapons Node are tankable and need to be kept away from each other as well as the Electric Node (again, this will move on its own). These adds all have some powerful AOE abilities that need to be avoided and healed through whenever possible. One last thing is that the Weapons and Gravity adds need to be taken out at around the same time.

Along with all of the previously mentioned mechanics, there are another three non-targetable adds that throw down line shaped AOE telegraphs that need to be avoided by everyone.

This phase lasts 2 minutes and 30 seconds, so make sure the adds are down before then.

### Phase 4

After the two and a half minute add phase, Kaliya will blow up those non-targetable adds for huge AOE telegraphs. Afterwards, Kaliya will use an ability called Nerve Cloud, a spell that happens to be one of the heaviest hitting abilities in this instance that won't outright kill you. Use all mitigation capabilities for this attack.



After this is Nanospore Jets. These are tethers that will link two random pairs of players together. These tethered players need to stay relatively close together, as moving apart will make them more vulnerable to damage. If one tethered player dies, the other dies as well. The players of a pair need to stay close together but both pairs themselves need to be spread apart.

In addition to the above, the Nerve Gas spell is updated. The first wave is small and targets a tethered player while the following two will cover half of the arena rather than a third.

Other than that, it's just a repeated rotation of all the above mentioned abilities. This is a challenging encounter, but understanding all of the abilities that come out is key to getting through it without a hitch.

## Turn 12/Turn 3 – Primal Phoenix

### Phase 1 – 100%

#### Enrage Timer – 13 minutes

The first thing to be concerned about from the Phoenix is Revelation. This'll quickly throw out a titanic amount of damage towards the tank and anyone in the same area and also cause the afflicted party members to receive an effect that increases the damage from the next Revelation. This just means to do a tank swap in between.

Also it's critical that you and your group keep an eye out for the minor adds that spawn in this phase. They come from the center of the room and should be destroyed using quick, burst DPS, as they put a buff on the boss. The off tank will deal with these and should kill five of them in a dice pattern across the arena. There should be five at most that comes out for this phase, otherwise you might not be pushing out enough DPS to meet the enrage timer.



Aside from the above, the main thing to worry about here is a pair of abilities called Black Fire and White Fire. He'll charge up and cast Black Fire, which places black fire underneath the off tank, a dps, and a healer. If they're too close, they'll start pulsing damage in an AOE. Because of this, be sure all players are split up by group role while he's casting the spell. Also, make sure to get out of them once they've actually been spawned.

Afterwards, another three random players get targeted by White Fire. This is a quick fuse bomb style ability that can be used to damage the black fire spots.

That's about it for the first phase, as the above rotation just repeats until you've gotten the boss to 80%.

### Phase 2 – 80%

At 80%, Primal Phoenix quits using the Black and White Fire abilities, but there will still be Revelation and adds to deal with in addition to his new spells.

Brand of Purgatory will be cast on a random caster, which will mark them as the target of Flames of Unforgiveness (FoU), but it also just causes them to take more damage. If they do end up getting hit by FoU, they'll die. The brand should be passed to another player as the FoU spell is cast. Even doing this correctly will still require a heavy amount of healing to come in.

There are new types of fires to deal with here: red and blue. Phoenix marks a player with Blue Fire, which will cause them to drop a short-duration large-AOE time bomb effect in an area, so everyone needs to watch out for it to dodge.

Red Fire will mark a player with a slow moving homing missile ability that can wipe the group once it lands. To mitigate its damage, have the targeted player run towards the Blue Fire AOE in order to pick up the debuff that'll reduce Red Fire's effectiveness.

That's all that's new for phase 2, just remember that the rotation will still include many of the things in phase 1. It'll cycle through this until you get the boss down to 50%.



### Phase 3 50% (Adds)

At half health, adds are summoned and will last until they've all been taken out. This needs to be done quickly as it gets harder the longer it takes. Throughout the encounter, the Phoenix will periodically pulse out a group wide AOE that gets stronger after each wave. Along with the previous mechanics, those pulses will also revive the adds from the previous phase. While this phase is difficult to get through due to the raw damage and sheer number of adds, it's very simple mechanically and really just requires unloading on everything as quickly as possible while using as much AOE and damage cooldowns as possible. Healing can be tough if the tank isn't geared up enough, but if you've gotten this far in the encounter, you ought to do fine. Once the adds are finished, the final phase will begin.

### Phase 4 50%

This phase removes the red and blue fire ability from the previous phase but keeps the rest of his spells. Also, Phoenix has some new abilities to worry about. He'll be able to heal himself by feeding off the life of dead players, and if that wasn't enough, there's also Fountain of Flames.

Fountain of Flames is an ability that causes an AOE circle to form that'll tether itself to the Phoenix. It will give the Phoenix a powerful stacking buff the longer it's alive but it can't be killed using normal attacks. A player will need to go inside of it to steal the tether. Players will need to rotate in and out of the AOE in order to avoid dying from the debuff it gives players.

There are also adds that spawn that'll dish out AOE telegraphs that should be avoided, but other than that, the only thing to worry about is the enrage which will quickly increase the amount of damage the Phoenix dishes out. If you can get to this point and kill him quick enough, you'll have defeated this boss. Be ready to unleash any and all cooldowns available just to give your group that extra edge.



## Turn 13/Turn 4 – Bahamut Prime

### Phase 1 – 100%

#### Enrage Timer: ~14 Minutes

Tank Bahamut near the south wall for this phase. The tank needs to watch out for Bahamut's tank hitting abilities. The first is a large cone AOE that does a large amount of damage while the second is an incredibly powerful ability called Flatten which requires a cooldown to survive.

Along with what's mentioned above, there's also Mega Flare, which comes out around every 60 seconds. This will cause several players to be hit by an AOE telegraph that has a splash effect; make this easier by having everyone is spread apart. There will also be some players who will have rings that spawn on them. Those that are marked by these need to stack on top of one another to split incoming damage.

There's also Earthshaker. Bahamut marks two non-healers and non-tanks that will cause a rectangular telegraph AOE to shoot towards each player, so those marked players need to go on opposite sides of the boss.

That's it for this phase, the rest is just a repeat of the above rotation until 75%.

### Phase 2 – 75%

Once you've brought Bahamut to 75%, he'll cast Gigaflare. This is just a party wide AOE that'll need to be healed through.

Other than that, this phase contains all of the phase 1 abilities aside from Earthshaker in addition to a few new ones.



One of these new abilities is a shadow add that will need to be tanked by the off tank and kept away from the boss. These will need to be quickly dispatched with burst abilities. During the time that these are summoned, Bahamut uses an ability called Flarestar. This will summon some spheres that need to be triggered by a tank or someone with heavy mitigation using cooldowns. There will be eight of these spheres over three waves.

These new abilities along with the abilities mentioned in phase 1 will continue to cycle until you've gotten the boss to around half health, which will then initiate the third phase.

### **Phase 3 – 52%**

This phase begins with another Gigaflare. Afterwards, the boss removes himself from the arena and will remain untargetable for 210 seconds. This phase will have Bahamut and another dragon spawn on the outer perimeter, mark two players, and then dive bomb them. Have everyone stack in the center until the dragons spawn and mark their targets, and once they start charging, have everyone scatter.

After a set of dive bombs, there will be a variety of adds that spawn. While these adds are very hard hitting, they are not too complex. Simply fight them like you would anything else while having the healers keep a close eye on health and you'll get through them without a problem. The only thing to keep in mind is to not have any "Gust" adds get close to the "Pain" add.

After this comes another set of dive bombs, which are dealt in the same way, and then one final large add. Tank and kill this add in the southern area of the room and just unload as much DPS as possible on it. Afterwards come another dive bomb and a little more time to kill any remaining adds before a Terrorflare. Stand inside the blue AOE telegraph that's left behind the large add from before to mitigate its damage. Once that happens, you'll be ready for the final phase.



### Phase 4 – 210 seconds after Phase 3

Phase 4 is the same as Phase 2 except that Flatten and Flarestar are no longer in the rotation. There are just a couple of new moves to learn.

There's Akh Morn, which is a heavy tank hitting ability. This will tether the tank to a random party member, who will be able to heavily mitigate the incoming damage on the tank by getting close to them. These casts come out quickly, so make sure you're using as many tank cooldowns as possible. He'll use this new ability with more deadly versions of previous ones until around the 14 minute mark, at which point he'll begin casting a super Gigaflare that will kill everyone in your party, so ensure that to use every single cooldown available if he's not dead by the time this cast bar comes up.

This may seem like a short phase, but with all of the stuff from the previous phases going on as well and the enrage timer slowly getting closer to completion, it can be incredibly chaotic. Just follow the above instructions and you'll get through the encounter just fine.

## The Dragon's Neck

The Dragon's Neck is a trial for players that have item level 80 gear equipped and will pit a group of players up against the classic final fantasy bosses Ultros and Typhon. There's only one fight to get through, but it's very complex and broken down into three distinct phases. Before getting into the details of those phases, let's take a look at the requirements you'll need to meet in order to unlock the Dragon's Neck.

- You'll need to go to Hildibrand and complete "The Coliseum Conundrum" quest.
- You'll need to have a complete party full of eight players, which includes yourself.
- Your group will need to have at least item level 80 equipped.

For this fight, you'll want to bring two tanks: one for each boss. You'll also want to bring two healers, three DPS, and a support class such as Bard.



## Phase 1

Right off the bat, you'll want one tank to grab Ultros and pull him towards the center of a quadrant of the arena and fight him while Ultros' is facing outward towards the perimeter of the arena. Typhon should be tanked in the opposite quadrant (well away from Ultros), but not very close to the edge. In addition to that, Typhon should be faced at a diagonal in order to give the tank a decent amount of safety from his knockback effect.

In addition to the tank positioning, the rest of the party should be made aware that they need to avoid being knocked out of the arena during the fight. While there are a variety of boss mechanics to learn, they all revolve around attempting to knock players out of the arena. If that happens, affected players will be temporarily stunned before being able to jump back in. This isn't too bad on its own but aside from momentarily losing one of your party members, this is also important to avoid because having all eight players knocked out at the same time results in an automatic loss, regardless of how well you were doing.

It doesn't matter which boss the group decides to fight, as they share a health bar, although this can seem strange because the health change is only updated every 10% health or so.

For Ultros in this stage, there is the ability Megavolt, which is a basic AOE attack around him that can be easily avoided. There's also Aqua Breath which is a conal AOE ability that is also relatively weak.

Typhon is similarly weak during this early stage. There's grind, which does a good sized amount of damage but only affects the tank. Aside from that, there are two knockback spells. The first, which will be cast in front of Ultros, will knock back players a short distance. The second, which is cast behind him, will knock back players a medium sized distance. Finally, there's a basic fireball AOE spell that targets a random member of your party, but this can also be easily avoided if you're looking for it.



Once you've gotten a boss down to 80% (either of them – remember that they share a health pool), Ultros will turn the DPS and Support into Imps, which reduces their health pool and significantly cuts their damage output, as it gives them one new ability called Imp Strike. Have DPS power up their Imp Strike ability by being hit by the previously mentioned Aqua Breath spell. Once your DPS has been able to absorb around three of these Aqua Breaths, Typhon will warp to the center of the arena. He then begins charging up a major spell that will wipe the group if it's allowed to finish casting. You'll interrupt this by using your Aqua Breath charged Imp attacks.

## Phase 2

Phase 2 starts at around 80% health and has the same things to worry about in Phase 1, but with a few added surprises. Ultros gets an attack called Four Tons Weight, which will cause small AOE telegraphs to summon on players that need to be avoided. Typhon's phase 2 will cause him to warp to the center of the room during the Imp sequence while casting an arena wide barrier that spins counter clockwise, so everyone will need to be constantly moving while fighting in order to avoid getting hit by it. Remember that it's still important for Imp players to get hit by Aqua Breath while this is happening.

After that, it'll be the same strategy as in phase 1: use the Imp abilities before Typhon finishes casting his powerful spell for the second time. During this time, the bosses ought to be at around 60% health. Luckily, that ends the Imp portion of the fight for good and begins the final phase.

## Phase 3

Phase 3 no longer has Imp mechanics, but there are other abilities to take into close consideration. Three tentacles can now spawn on the outer perimeter of the battle arena and will attempt to knock players off by using either line telegraph AOE's or a very large cone shaped AOE. These can be very difficult to avoid, but make sure everyone is trying to dodge them as much as possible. They won't kill players; they're just a nuisance when trying to keep all eight players on the arena floor at one time.



Typhon learns two new abilities for this phase. The first is a marking spell that'll be cast on a non-tank. In addition to the floating mark, the afflicted player will also be given a relatively large AOE circle around them. Once the spell has been charged, it'll cause the afflicted player to knock anyone inside the circle backwards. He's also got an ability that will cause players to get pushed in short, quick bursts towards the outer edge of the arena. As soon as this begins, every player needs to focus on running towards the center of the arena.

If you can keep all of that memorized and watch out for the telegraphs, you'll finish this trial with no problem.

### Loot

Players who successfully complete the Dragon's Neck trial will be rewarded with 12 Allagan Tomestones of Soldiery, 5 Allagan Tomestones of Poetics, and will have a chance to receive the coveted Wind-Up Ultros minion for their collection.

## The Akh Afah Ampitheatre (Hard)

The fight with Shiva has two difficulties: hard and extreme. The first is hard mode and that's what will be covered in this guide. While "hard" mode is the "easier" of the two difficulties, don't assume that it's going to be any kind of walk in the park. Also, make sure to understand that extreme isn't simply a harder hitting clone of hard mode: while the mechanics are very similar in some areas, there are major differences in the overall fight, its mechanics, and just how everything works with one another. Trying to apply the strategies covered here to the Extreme mode of the Shiva fight or vice-versa can lead to confusion and even a wipe, as you'll come across the subtle differences between the two difficulties. With that said, let's take a quick look at the requirements for entry and suggested group composition before getting into the meat of the mechanics themselves.

- Complete "The Instruments of Our Deliverance" quest, which is obtained from Minfilia in the zone "The Rising Stones."
- Have a "full party" of 8 players, which includes yourself.



- All party members must be level 50 and have at least item level 80 gear or higher.

Aside from the required tasks to complete, it's also suggested that players bring along the standard full party makeup.

### Abilities to Watch Out For

- **Frost Brand**

These first two abilities will cover Shiva's soft enrage timer and self buffing capability. The first ability, Frost Brand, is an instant cast buff that will simply give Shiva a significant boost in overall damage output. Unfortunately, this ability cannot be avoided entirely so the group will just have to deal with it, however much of a nuisance it happens to be.

- **Frost Blade**

Like Frost Brand, Frost Blade is also a buff ability that the group won't be able to do too much for. While you'll have to just deal with it, it's important to mention it here because of what it will do. This is a defensive complement to the previous spell, so while the first one boosts her offensive output, this spell increases her defensive capabilities by boosting her health pool points and reducing the overall damage she takes from all sources. Like with Frost Brand, this is instant cast, can't be interrupted, and can't be removed.

- **Ice Brand**

While the name is similar to Frost Brand, this is an active, offensive spell that will dish out a ton of damage. It's a cleave AOE that is instant cast and will have a very large area that it covers. While all cleave like abilities that Shiva has can be easily avoided by the non tanks in the group by positioning behind her, it's important for the group to get hit by this one as it does split the damage up amongst everyone who gets hit by it.

- **Dreams of Ice**

This is another stacking buff that Shiva can cast on herself to increase her overall damage output.



- **Hailstorm**

This can be a rather tricky ability. It'll begin by having three players receive a mark over their heads. Once the mark has expired, the three afflicted players will have three circles placed around the perimeter of their character which will dish out a ton of damage to anyone inside, which includes the afflicted player. It's important that the group knows that, regardless of which three players gets hit with this spell, that they need to scatter well away from the group and well away from the other targeted players in order to avoid lethal overlapping damage. This doesn't sound too bad on its own, but if you remember that this will come in while everything else is going on, it can be quite difficult to handle.

- **Heavenly Strike**

This is similar to Ice Brand in that it's another cleave attack. This one is cast towards Shiva's front and will dish out damage while also knocking players backwards. It's important that players don't get knocked into the arena's perimeter, as that can cause them to freeze into ice blocks and slowly take damage, which will be covered later. If your group is having trouble with the knockback effect of this spell, have Shiva positioned at the edge of the battle arena pointed towards the center. Other than that, just have the healers be prepared to heal through all the incoming damage.

- **Icicle Impact**

This is one of the hallmarks of the Shiva fight. It features very large AOE circles getting placed down at key positions over the entire battle arena. There are a variety of patterns to take into account when your group is dealing with these. The first is the cardinal direction pattern, which will have large circles of death spawn at the northern point, the western point, the eastern point, and the southern point of the arena, which leaves the little gaps at the northwestern, the northeastern, the southeastern, and the southwestern safe zones. There's also a circle that gets spawned in the middle.



In addition to that, there's a pattern that involves a snake like effect to emanate from the sides and go towards the middle. A circle spawns at the edge of the arena and another overlapping circle spawns directly to its left or right. Additional overlapping circles will spawn in the same direction until the entire floor is covered before going to the center. Luckily, the first few circles will despawn by the time this large chain has completed, so you'll be able to move from the areas that are almost going to be circles to the areas that have just despawned in order to be safe.

Fortunately, these circles don't outright kill anyone but they do apply a very troublesome debuff that'll increase that afflicted player's vulnerability each time they're hit with a circle, which can be multiple times on the same wave if you're not very careful.

- **Glacier Bash**

This is yet another AOE cleave attack that Shiva will dish out to unsuspecting party members. This will cause affected players to become stunned, which is why it's very important that only the necessary party members take a hit from it. In this case, it's the tank. The rest of the group will want to make doubly sure that they're positioned directly behind Shiva when this spell gets cast. This can be done by having everyone watching for it and moving, but it's much easier to have the tank manually rotate Shiva by changing his position, as the other members of the group will have a variety of other spells to watch out for. This sounds pretty simple on paper, but keep in mind that it works with Ice Brand, which is a cleave you want everyone to be hit by. That means it requires the tank continuously watching Shiva very closely and repositioning himself throughout the fight.

- **Permafrost**

This spell is very easy to deal with but also very easy to cause the group to wipe. What this spell does is causes the floor to become coated in ice and extremely slippery. Any player who moves in any direction while this spell is being cast will slide towards the outer wall of the battle area and turn into an Ice Block (which is covered under the Ice Walls section). It's



important that every single member of the group keep an eye out for when this spell is being cast and to stay frozen in one spot until the spell is over. Having one or two messing up isn't a game breaking ordeal but you won't want any more than that, as thawing out players who have been afflicted with Ice Block will take time away from actually attacking Shiva.

- **Absolute Zero**

This spell is simply a group wide AOE attack that'll do damage to everybody. The damage itself isn't much to worry about, but it can be especially troubling for Healers who are simultaneously trying to focus heal a few key friendly targets. The damage that comes from this attack is low and only comes in one wave, so feel free to prioritize the health of each member. Players don't need to be at 100% health in order to live through the boss fight, they just need to be kept a little above 0%. Just make sure to have healers understand what other AOE attacks are coming next in order to determine if they should do a group heal or if they should still just focus in on the tank.

- **Add Summoning**

At approximately 80% of her health, Shiva will begin a pretty straight forward add phase. She can still be attacked during this time, but it's important for the majority of the group to focus down the adds first, as they'll become critical with a spell called Diamond Dust. The adds themselves are pretty basic and straight forward, so it's really just a DPS race to get them down as quickly as possible. Feel free to have the healers help too, if they can manage. The off tank will want to pick up all four adds while the main tank will want to stay on Shiva herself in order to do the AOE dance that's necessary for the variety of cleave attacks that she dishes out.

- **Diamond Dust**

This spell marks the end of the add phase and will come into effect either after Shiva has been brought down a considerable amount from when she first summoned the adds or after about a minute from the summoning. This is a spell that's very similar to Absolute Zero in that it does party wide damage but it dishes out quite a bit more. If your group managed to take out



all of the adds from before, everyone should be fine. If they haven't, this spell will do even more damage based around how many are still up and fighting. This can be a very tricky portion of the fight for healers particularly, so make sure they're prepared to use their cooldowns during this duration.

- **Ice Walls**

After dealing with Diamond Dust is when the perimeter of the battle arena becomes particularly deadly. The outer edge will cause any player who gets too close to turn into an ice block. There's no way for the afflicted player to break out on their own, as they'll need another player to come chip away at them. In addition to that, it's necessary that they are freed as the Ice Block will do a decent amount of damage over time towards the player. This may seem easy to avoid at first, but it's important to realize that with Permafrost and the various knockback effects that the group is going to have to get through, this can be a very tough mechanic to deal with.

## How to Fight

For the majority of the fight, the tank will want to sandwich himself between Shiva and the perimeter of the arena. The rest of the group will want to be fighting from Shiva back side and also somewhat close to the center of the arena. Don't get too far back, though, as you'll all want to be bunched up to get hit with that cleave effect that'll split damage between all players. In addition to that, you'll also want to give room for players afflicted by Hailstorm to move to. One last reason that you want to do this is because of the Icicle Impact effect which requires players to spread out into the cardinal direction or be stacked up in the middle of the arena.

- **Tanks**

The main thing to deal with in this fight will come down to the tank. The Shiva positioning will be crucial between the cleave attacks that need to be cast on the entire group and the cleave attacks that need to only hit one target. If the tank can manage to do that, the group should be able to get through the encounter without any major concerns. This may cause you to believe that there's only one tank necessary for the fight, but you'll want to bring



an off tank rather than an extra DPS simply for the add sequence. The main tank will still need to be moving Shiva around while the group takes down those summoned enemies quickly, and this can become nauseating if he's doing that while also trying to maintain positioning on the adds.

- **Healers**

The healers will also have a big part to play in the fight. What they'll be dealing with personally (aside from those mechanics that affect everybody) is with time economy. There will be a ton of spells and abilities that gets thrown the group's way, and the healers will need to determine whether they should focus just on the tank during this portion or use that slice of time to top off the DPS of the group. They'll each need to be well versed in each of the spells that Shiva has in order to figure out what's coming out next. If it's a powerful AOE attack, they'll want to spend time healing everybody. On the other hand, if it's an attack that's only going to hit the tank, they may want to ignore the rest of the group while ensuring the tank will get through the next blast.

- **DPS**

The DPS will also have an incredibly important role to perform during this Shiva fight as well. This entire encounter hinges around the add and Diamond Dust sequence, and that comes down almost entirely to the damage dealers of the group. Once those adds are summoned, they'll need to unleash their most powerful AOE attacks and even cool downs in order to get through them all before Diamond Dust comes out. It can be overstated enough. Diamond Dust is a very hard hitting ability if there are any adds still on the floor, so make sure each and every DPS knows to give it 110% once Shiva summons her friends. In addition to that, they'll need to know where to run for Hail Storm, as they won't want to be tripping over anybody and possibly dishing out unnecessary damage to players who don't need it. The Permafrost ability that Shiva casts is another area where DPS in particular will need to pay attention. If they're running around absent mindedly during that spell, they'll put a huge damper in the group's overall progress, as they'll have to get another DPS to come save them and have the healers spend time bringing them back up to full.



There are a lot of ways to mess up this fight, but if everyone knows just what needs to be done, you should have no real trouble when it comes to taking out Shiva and finally completing the fight, so make sure everyone is up to date on everything this guide covers.

## The Akh Afah Ampitheatre (Extreme)

While the boss fight with Shiva on hard mode is very similar to the mechanics in extreme mode, it's important to go into this fight with fresh eyes, as the difficulty has been considerably ramped up and there are things that need to be done slightly differently in order to keep the group from wiping. This 'extreme' mode really does live up to its name, so make sure to look closely over everything mentioned in this guide to fully understand just what it is that your group needs to do for each phase. As with other dungeons, let's take a quick look at just how to unlock the dungeon before getting into the mechanics and strategy of taking down Shiva.

- Complete the scenario "Let Us Cling Together" and get the quest "Drop Dead Shiva."
- Bring along 8 players, including yourself (a "full party").
- Have players with at least item level 95 or higher (110 is recommended)

Stick with the standard group composition for this fight.

### Phase 1 – until 80%

Before going into the mechanics, it's important in this phase to have the tank make sure Shiva is faced northwards and in the center of the arena while the rest of the party is positioned directly behind her. With that said, it'll still be important that everyone knows they'll be moving a lot for this boss.

The primary ability that Shiva uses throughout this encounter is her weapon switching ability. For this first phase, she'll have two: her staff and her sword, but there is also a "non-form" where she is unarmed.



- **Sword Form**

For the sword form, she'll be given the passive ability "Frost Blade," which significantly reduces the blunt resistance of her target with each hit. This means that the target will take more damage from her while she's using her staff weapon.

Aside from that, there's an ability called "Ice Brand," which is a fairly large cone telegraph AOE that splits the total damage amongst every party member that's hit. This happens early on in the sword phase, so once she switches to it, make sure to have the tank do an about-face so that everyone in the party can be hit by it. This will be true for both the first and second phases.

There's also "Glacier Bash," which is another cone telegraph AOE, but this one does damage and stuns. For this, the tank will want to switch Shiva to the opposite position in order to have the spell only hit himself.

There's also "Heavenly Strike," which will cause large frozen stalagmites to jut upwards in random locations and knock party members backwards. To be safe from these, have everyone ready to scatter about at a moment's notice.

Finally, there's "White Out," which is a gigantic AOE ability that will damage the entire room aside from the area right next to her. Since your group should be up close, this shouldn't be an issue.

- **Staff Form**

Like in sword form, she'll be given a passive that gives out a debuff. "Frost Brand" is the mirror version of "Frost Blade," so it causes her staff strikes to give out a stacking debuff that reduces resistance to slashing (her sword form attacks).



For actual abilities, the first is "Hail Storm." This will cause a couple of random players to be given a mark over their head and a ring around their vicinity. After finishing the "Hail Storm" cast, the ability will damage the targeted players as well as anyone next to them, so make sure afflicted players are spread apart. This can be chaotic if clumped up, so just make it a rule that the entire group spreads out as soon as Shiva goes into Staff form.

Aside from that, the only thing to worry about is "Absolute Zero," which is a very basic "hit-everybody" type spell that cannot be avoided. This is a nuisance to healers but there's nothing that can be done about it.

- **Unarmed Form**

This mini-phase occurs in between weapons. The fight will start with either sword or staff form, then this unarmed form happens for just a couple of attacks, and then she equips another weapon.

For unarmed, you'll need to worry about "Dreams of Ice." This is a permanent stacking damage buff, which acts as a soft enrage timer.

There's also "Icicle Impact," which is a time-bomb style group of eight AOE abilities that will randomly cover the entire arena save for one small sliver. The safe sliver can be very difficult to find, so if people don't know 100% where to go when this ability is being cast, have them stay in the center in order to avoid being hit by overlapping AOE's for twice or three-times as much damage.

- **All Together**

We've gone through the individual mini-phases, but it's important to understand how they work together. Those debuffs mentioned above for both sword and staff phases will be the tank switching mechanic. The one hit with blunt vulnerability shouldn't be tanking for the staff portion and vice versa. Early on, it'll be easy to let the sword tank take on both phases, but it's easier to switch each time.



Again, Shiva will be in either sword or staff form at the very beginning of the fight, so make sure everyone knows what to do for both Ice Brand and Hail Storm (those two abilities will come out first in their respective mini-phases). After the first weapon phase there will be that unarmed phase and then the alternate weapon phase. This cycle keeps repeating until you've gotten Shiva to 80% health.

### **Phase 2 – 60 seconds / 70%**

At 80% health, Shiva will summon four adds and will switch to sword weapon form. The staff tank wants to grab the adds and then bring them to the center of the arena while the rest of the party AOE's them down. This will be a very difficult fight to do if your group has low leveled gear, but it's certainly possible if everyone knows just what they need to be doing and are giving it one hundred percent.

Luckily, the soldier adds themselves don't have any powerful abilities to watch out for, so the main thing with them will just be getting through their relatively large health pool. Just remember that the staff tank will grab the adds while the sword tank is on Shiva.

For the sword tank, which is the one taking Shiva on directly, they'll want to keep the phase 1 plan: have the party hit with Ice Brand (the ability that splits damage amongst all effected players) and then move to keep the party safe from Glacier Bash by turning Shiva around 180 degrees. Other than that, you'll want to ignore Shiva until the adds are down, so just make sure the healers are keeping an eye on both tanks' health but otherwise have everyone dish out their strongest AOE abilities on those adds.

After a minute of this, or if you bring Shiva down far enough, the boss begins a spell called Diamond Dust, which will dish out a considerable amount of damage and insta-wipe the group if any adds are still around. If you do take out all the adds, the Diamond Dust ability will still dish out a considerable amount of damage to everyone in the party, so make sure the healers are ready to top everyone off.

After she does this, you'll begin phase three.



### Phase 3

The main thing to keep in mind here before actually getting into the weapon mechanics is that Shiva uses a soft enrage timer with those stacking vulnerability debuffs, which means that it's up to your group's collective skill and gear to determine just how long you have.

Also, this phase introduces a new weapon form, which will be discussed below. Before, the weapon switching order was predictable, as it always switched from one to the other and then vice versa. Now that there are three weapon stances that she can go into, the order will be somewhat random and the group will need to pay attention to see just which one she's going into next, as you'll want your group to be acting in considerably different ways at the beginning of each weapon form.

The weapon form isn't the only thing new in this phase, so before we get into it, let's take a look at how the arena mechanics themselves have changed. For this phase, make sure to notice the outer perimeter of the arena, as there will be a magical wall that will cause players to become frozen when touching it while also causing them damage over time. They're frozen in a boulder and can only be freed by having other players attack the boulder and killing it before the DoT effect takes out the afflicted player. This may not seem very difficult on its own, and it's not, but it does become a huge nuisance with some of the other mechanics that are new in this phase.

- **Bow Form**

In addition to the above, there's also a new weapon to worry about: the bow. This is a bit different in that this form's damage isn't modified by a vulnerability debuff nor do the actual attacks cause another type of debuff to be applied to the targeted player. With that said, the bow form is generally much faster and much harder than the other forms while also having a greater chance at causing critical strikes. Because of that, you'll want to be ready to use your cooldowns during this mini-phase, particularly the spell "Awareness."



The first spell of this new weapon phase is "Glass Dance," which will come out right after she equips it. This involves her shooting icicles in a gigantic cone shaped AOE. Cone AOE's are usually 90 degrees at most, but this particular spell is actually 270 degrees. In order to avoid this, it's important to realize that the safe spot is the area directly behind her, which makes up the safe 90 degrees of the 360 degree circle. This spell comes out quickly, so just have the entire party keep an eye out for her to equip or re-equip the bow and to immediately move behind her once she does it, as Glass Dance will always be her first spell.

There's also "Avalanche." This spell gets cast around 20 to 22 seconds after initially getting into her bow phase. This will cause a random player to be chosen to receive a mark above their head. After the player gets chosen, the mark will soon expire. Once it's expired, Shiva will cast a large line telegraph AOE towards them that will hit anyone between her and the mark target or directly behind the marked target. The spell also causes the marked target to get knocked back into the ice perimeter, although this can be avoided if your party knows what to do.

In order to avoid the marked player getting knocked into ice perimeter, have the tank engage Shiva right at the northern edge of the battle arena in such a way that the tank himself is sandwiched between the ice perimeter and the boss. The party will be directly behind Shiva for the majority of the fight, but once "Avalanche" begins, have the party move to where the tank is and then have the marked player stand directly behind Shiva in order to give them the maximum amount of distance to be hit with Avalanche's knockback effect. Just make sure to bring Shiva back to the middle of the arena after the Avalanche spell is completed.

- **All Forms**

In addition to the new bow weapon phase and its specific abilities, there is also a new ability that can be cast in any form: "Permafrost." This will cause the entire party to be effected by a relatively weak damage over time spell while simultaneously coating the arena in ice (this is not permanent). This gives all players the "Thin Ice" effect. If any player moves in any direction while they're being affected by the debuff, they'll begin sliding uncontrollably in the same direction they moved, which will cause them to then get hit with the ice perimeter around the arena and also frozen into a block, as mentioned above.



There are also new "Icicle Impact" patterns to memorize. The new pattern is split into two. The safe spots for the first wave will be in the very east, west, north, and south points of the arena, while the second wave will have players move into the previous dead-zones: the north-east, the north-west, the south-east, and the south-west points of the arena.

There's another important consideration to take into account when dealing with these new patterns. Right before the second impact of icicles hit, Shiva will switch weapons. This is important to keep in mind because of her staff phase ability "Hail Storm," which is mentioned above when it was first introduced in Phase 1. In order to keep players from overlapping and getting hit with too much damage, the entire group will need to be split up evenly between the four small safe zones, two per cardinal direction, while also making sure that each player-pair is spread out as far from one another as possible in each of the four safe zones.

There's one last icicle pattern to memorize, and this one comes into effect once Shiva is done with either her sword or staff and is preparing to go into bow form. This is a sequential pattern that causes a large circle to appear in the center that will kill players, but for this circle by itself the edges will be safe, so the safe area is shaped like a donut. The second circle to appear will be centered along one of the sides of the safety donut. Afterwards, all subsequent circles will overlap with the second and quickly make their way around the donut and will finally connect with the opposite side of the second circle. Luckily, by the time the circular pattern has grown to take up the entire donut, the center circle that spawned first will have gone away and will be safe to move to.

This can seem very confusing, but all that needs to be done is to have players identify which side of the second circle is growing and have players go to the opposite side. Once the circles have expanded towards their safe zone, they'll move back towards the center.

If this maneuver is too difficult for your group to master, another alternative is to just have them stand in the center and be hit by the single, center circle and have the healers eat the damage.



## Loot

There's some great loot to get from Shiva on extreme mode. There's a ton of different item level 110 weapons for each class pairing, which also includes a nice shield for Gladiators and Paladins. In addition to that, there's a variety of bracelets available as well as things like Diamond Dust to upgrade weapons, Ice Tears(stone), Diamond Tears( stone), and Boreas Whistles (mount).

## Battle In The Big Keep

Battle in the Big Keep is a trial for eight level 50 players of item level 90 or above. To access the trial you must have accepted the Hildibrand sidequest "*Her Last Vow*" from Julyan in Ul'dah – Steps of Thal (X:12 Y:11). After receiving the quest you must then talk with Ellie in Central Thanalan and Hildibrand at the Amdapor Keep to unlock the trial. Please note that in order to accept this quest you must have also completed the previous sidequest "*Truths Untold*" as a prerequisite.

This encounter is divided into two distinct phases with their own important mechanics. While the trial is not too difficult, it is recommended that you have some basic knowledge regarding the mechanics beforehand as Gilgamesh can put out quite a bit of AoE damage at unexperienced groups.

### Phase 1. Gilgamesh and Enkidu

In the first phase you will fight both Gilgamesh and his companion Enkidu. Every DPS should focus on dealing with Enkidu first as it will keep healing Gilgamesh with **White Wind** until killed. One tank should grab Gilgamesh while the other one takes on Enkidu.

Enkidu often uses **Web** on two to three random party members, inflicting them with potent movement speed and attack speed down debuffs. The healers should cleanse these status effects quickly.



Enkidu also sometimes marks a player, shooting him with a **Missile** soon after. The marked player should move away from the rest of the group as the attack has a small AoE radius and will hit moderately hard.

At some point Gilgamesh will turn players into chickens, making these players unable to attack. The chicken players have an important role however as they must run into the several tornadoes, "**Buffets**", scattered around the arena to prevent them from increasing in numbers. The tornadoes will throw the chicken players into the air, disappearing and causing no damage. Non-chicken players on the other hand will receive about 4000 damage if they are hit by a tornado.

Gilgamesh will sometimes run to the center of the arena and use a **knockback AoE**. Immediately after he will **tether two players together**, casting Mini on them. To cleanse the Mini effect these two players must then run next to each other. After the knockback AoE Gilgamesh also follows with a **Giga Jump**, jumping on a player for minor damage.

Other attacks for this phase is the **Eerie Soundwave**, a narrow frontal cone AoE with a wide range used by Enkidu. It is quite easy to avoid. Enkidu will also often cast **Aero II** on a few party members, inflicting small AoE damage.

Gilgamesh will sometimes use **Bitter End**, a frontal cone AoE. **Pradamante** is an often used small AoE circle attack, targeting a random party member. Both attacks are very easy to avoid as long as players are paying attention.

Once Enkidu dies Gilgamesh will flee the arena, ending phase one. Proceed to the Gier Hall for the next phase of the fight.



## Phase 2: Gilgamesh

In this phase Gilgamesh will start using various **telegraphed AoE attacks**. In the first pattern, Icewind, a set of ice squares will appear that the players must avoid, followed by another set with the safe areas switched. Another pattern is the Moonlight, lighting up the non-raised parts of the floor. This pattern is seemingly unavoidable. The third pattern has the arena filled with pink "flower petals". During the later part of the fight Gilgamesh will use these patterns back-to-back.

Gilgamesh uses **Enchain** on one of the healers several times during the fight. An iron chain tethered on the boss will prevent that player from acting as well as others from healing him, while being inflicted with moderate DoT damage until the chain has been destroyed by the DPS. In addition, the chain will take less damage the closer the chained player is to Gilgamesh. Therefore the healers should move to the edges of the arena before Gilgamesh uses the skill, or the tank may pull Gilgamesh away from the chain. The healers should have full HP or Regen on themselves, as it may take some time to destroy the chain.

The boss will often charge a **Sword Dance**, doing several cleave attacks for major damage. The main tank and healers should use some of their cooldowns to make this skill easier to survive. No other player should be in front of Gilgamesh at the time.

Twice during the fight four **Dragon Head** adds will be summoned on the edges of the arena. The party has approximately one minute to defeat as many heads as possible before the remaining heads ascend to do a party-wide AoE **Dragonstrike**. The more heads there are alive the more damage the party will take. During the first add phase, with proper precautions the party can survive up to three heads remaining, so seasoned groups do not necessarily have to kill all the heads during this phase. Duty Finder groups however are recommended to defeat all the adds, with someone marking the kill order. During the second add phase, it is recommended for everyone that all the heads are killed. However, even in the second add phase you can have two heads left alive and survive the attack.

The Dragon Heads will also sometimes use **Dragonfire** together, charging rectangular AoEs that cross at the center of the arena. The adds can move towards the middle, charging a **Dragonspirit** skill centered around the heads. These skills are quite easy to avoid.



**Whirlwind Slash** is an often used AoE centered around the boss with a three second cast time. He will also sometimes use **Giga Jump** on a random player again in this phase, for increased damage. In this phase Giga Jump is immediately followed by **Masamune**, where the boss charges back to the tank, dealing moderate damage to anyone standing in his way. Therefore nobody should be standing between the tank and Gilgamesh when he jumps.

Gilgamesh occasionally summons **Purple Balls** around the arena that soon after cause AoE explosions centered around them. First balls will appear around the edges of the arena, with more balls appearing at the center soon after. The order can also be reversed, with the balls in the center appearing first, followed by the balls around the edges.

While there are quite a few mechanics in each phase there are only a few crucial mechanics that everyone should remember. In the first phase the chickens need to deal with the tornadoes, and the marked players to run away from the rest of the group. The healers should also remember to cleanse the heavy and slow status effects. In the second phase the healers should run away from the boss before getting enchained, and the iron chain as well as the dragon head adds need to be killed swiftly. The main tank and healers should also be on the lookout for Sword Dance as to not cause the tank to die. Everyone should avoid the telegraphed AoEs. With these tips Greg should go down fast.

The loot for this fight is an Enkidu minion (the chicken, not the Enkidu fought in the trial).

### Urth's Fount Strategy

Urth's Fount is a trial for eight level 50 players of item level 95 or above. To access the trial you must have accepted the quest "*Fear and Odin in the Shroud*", issued by Scarlet in New Gridania (X:9 Y:11). After having accepted the quest and spoken to O-App-Pesi in the Urth's Fount (South Shroud), the trial is unlocked. To be able to accept this quest you must have also completed the main scenario quest "*The Ultimate Weapon*" as well as the quest "*All You Wanted to Know about Odin*".



This encounter has a rather tight DPS check involved, since after the boss has been brought to 15% HP or six minutes has passed he will start charging **Shin-Zantetsuken**, a skill that will wipe the whole party if allowed to go off. Therefore all party members are encouraged to deal damage during the more relaxed phases of the battle to meet the 6 minute DPS check. After Odin starts charging the skill you will have ~40 more seconds to defeat him before the wipe.

**Sanngetail** is one of the key skills used by Odin. It is a single-target attack to the person with the most enmity that deals an extreme amount of damage if unmitigated, bringing especially Paladin tanks to very low HP. Healers and the tank are thus strongly advised to save their buffs and debuffs for this attack, particularly in the Gungnir phases. The skill has a 3 second cast time and occurs roughly every 30 seconds.

At 60% HP Odin will periodically start casting **Einherjar**, a party-wide unavoidable AoE that deals 2300~2700 damage per player and inflicts a 30-second bleed effect on the party, dealing 200 damage a tick. Pre-cast Succor from the Scholar and Divine Seal + Medica II from the White Mage is recommended to make the damage more manageable. The skill is cast roughly once a minute.

The **Gungnir** phases begin once large, purple AoE circles appear under three random party members. The circles move with the player, making the attack unavoidable for these players. Other party members should run away from the AoE's reach so as to not get damaged. After a few seconds has passed they will deal ~1300 damage, immediately followed by three Gungnir adds appearing on the edges of the arena. These adds should be destroyed swiftly since as long as they are alive a 500 damage DoT debuff will be inflicted on all party members. Odin will also continue to use skills such as Sanngetail during this phase.

During Gungnir phases once the purple AoE circles go off Odin will simultaneously unleash the **Hall of Sorrow**, an unavoidable magical attack for ~2000 damage. Moreover, once the last Gungnir add is destroyed Odin will do the skill a second time. The skill is not limited to the Gungnir phase but will also be cast periodically during the rest of the fight.



**Hall of Lead** is an unavoidable skill targetting three random non-tank party members for ~1500 damage. It also inflicts a cleansable 10 second Slow debuff on the damaged players. A player may be hit with more than one Hall of Lead at a time, so it is advised that players do not stand too close to each other since this attack is instant.

Odin will frequently use the **Gagnrath** skill, where red spears appear on the edges of the arena, dashing through in a straight line soon after. The attacks are marked by AoE lines, making the attack easy to notice and avoid. There are two possible attack patterns. In the first pattern two lines from north and east will cross at the center, followed by another two lines from northeast and southeast crossing at the center. In the second pattern there are three parallel lines from the west, followed by two more parallel lines from the east. Initially only one set of spears will appear in either attack pattern. The attack hits for about ~3000 damage, knocking the player back.

One of Odin's most frequently used attacks is **Valknut**, an AoE skill centered around the boss. It does about ~6000 damage if hit, so all melee players should make sure to run away from it each time. Odin will use this attack every 30 seconds or so.

**Hall of Stone** is also a very frequently used skill. Random party members are targeted with several small AoE circles. As the fight progresses more party members will be targeted with the circles, and there can be up to three sets of circles being cast in succession. The attack hits for ~2600 damage, inflicting a 8 second uncleansable Petrification effect on the target. Players have 2~ seconds to run out of the circles.

There are a few helpful cues to assist the party in managing this encounter. Rotationwise a good rule of thumb is that Valknut and Sanngettall will alternate in a 30 second window, with Einherjar being cast in-between every second Valknut and Sanngettall, so once a minute. Gagnrath attacks occur right after Hall of Sorrow, with both attacks preceding the Valknut skill. Gungnir phases begin roughly at ~55% and ~35% HP. The rest of the skills seem to be used somewhat randomly.



For healers and the tank the Gungnir phase is the most critical as the damage received will increase significantly. During this phase you may get hit by Einherjar, increasing the total DoT debuff to ~800 damage a tick per player. Meanwhile the tank should have topped HP to prepare for the following Sanngetall. The Scholar should try to save his Aetherflow stacks for this phase in case the tank needs to be healed fast. For the DPS, meeting the tight DPS check and killing the Gungnir adds fast while avoiding the Hall of Stone, Gagnrath and Valknut skills is crucial to not overburden the healers.

The Limit Break should be left for the melee DPS in Shin-Zantetsuken phase as without it the DPS check will be unnecessarily hard to meet. While Odin is casting this attack he will not do anything else so every player should focus on dealing as much damage as possible during this phase.

The loot list includes ilevel 50 equipment to be used for glamouring purposes.

### The Chrysalis

**Warning:** This guide contains several story spoilers.

The Chrysalis is a trial for eight players of item level 90 or above. To gain access to this trial you must have accepted the main scenario quest "*An Uninvited Asciar*" from Edelstein in Northern Thanalan (X:20 Y:22). After having spoken with Moenbryda in Northern Thanalan and returned to the Rising Stones in Mor Dhona, the trial is unlocked. Please note that in order to accept this quest you must have also completed the previous main scenario quest "*On the Counteroffensive*" as a prerequisite.

#### Phase 1: 100–80% HP

In this phase the boss will often cast **Spark**, dealing moderate single-target damage to the main tank. Nabriales will also occasionally cast **Double**. This skill allows him to then cast two back-to-back Sparks in a row, causing major damage to the tank. The main tank and healers should use some buffs and cooldowns during the fight to survive these double sparks.



At 80% HP Nabriales will stop using the aforementioned attacks and teleport himself to the middle of the arena, summoning **Red and Green Orbs**. All party members must then attempt to run through the orbs before they reach the boss, alternating between the colors. Touching the orbs causes them to explode for small radius AoE damage and inflict either a stacking magic or physical vulnerability up debuff depending on the orb's color. Alternating between the colors is very important since it resets the vulnerability debuffs. Having single debuff will deal very minor damage but having two or more stacks will hurt a lot. The tanks may survive up to six stacks but it should never be necessary to have that many stacks.

During the orb phase **Shadow Sprite** adds will also appear, and some of the DPS should focus on killing these as they cast frontal cone AoEs, inflicting potent heavy debuff on the players.

After some time the orbs stop spawning and Nabriales will cast **Dark IV** for some major party-wide AoE damage. It is highly recommended for the healers to pre-cast some buffs and heals to mitigate some of the upcoming damage.

### Phase 2: 79–20% HP

This phase is not much different to the first phase, but the boss will gain access to some new skills. From 79% to 40% HP Nabriales will continue to use Spark and Double, but also gain access to **Triple**, allowing him to cast three back-to-back Sparks in a row. Unmitigated this attack may kill the tank so it is even more crucial to use available buffs and cooldowns to reduce the incoming damage.

Nabriales will start to teleport around the arena often, casting **End of Days** on a random player. It is a rectangular shaped AoE blast across the room. The AoE radius is not large so avoiding the skill is quite easy.



At ~40% HP Nabriales will once again teleport himself to the center, spawning green and red orbs. The mechanics are the same as in the previous phase so the party should proceed to alternate between the green and red orbs while killing the Shadow Sprites and preparing for the upcoming Dark IV.

After the second Dark IV attack Nabriales will go back to using Double, Triple, Spark and End of Days and also gain access to **Quake III** at this time. This attack causes moderate party-wide unavoidable damage. The healers should prepare for it by casting AoE heals beforehand.

#### Phase 3: 20–0% HP

At 20% HP the boss will unleash a red aura, casting a **Blight** AoE on the party. Doing minor damage, the skill will also apply a debuff of similar name to each player that took any damage from the skill. The player will not be inflicted with the debuff if he takes no damage from the attack. Therefore casting either Stoneskin II or Succor right before the skill should allow most players to avoid the debuff. The debuff inflicts a DoT effect and causes the player to take more damage.

After casting Blight the boss will summon an **Aetherial Pull** on the center of the arena, causing the players to gravitate towards it. Entering the pull will teleport the players to a different dimension where time moves ten times slower. This also means that the party's buffs and debuffs will last ten times longer. Therefore it is advised that players use all their buffs and cooldowns before getting sucked in, especially Medica II. To avoid having the Blight debuff in the another dimension the players should try to run away from the pull as long as it takes for the debuff to wear.

In the another dimension there will be multiple marked areas where **Comets** will fall soon after. The tanks and a healer should stand on these areas to prevent party-wide damage. Standing on the area will cause the one player to take moderate damage but reduce the following AoE damage.



In the time warp an **Aetherial Tear** add will appear where the first Comet landed, and needs to be killed by the DPS swiftly. If the add is not killed in time, a **Meteor** will hit the center of the arena, wiping the party. Once the add dies the party will be teleported back to the original arena.

After the time warp phase ends Nabriales will continue to use attacks from the previous phases until killed.

The mechanics of the trial are not very complex and the boss will go down easily as long as the players are aware of the mechanics related to their role. Healers and tanks should be aware of Double and Triple Sparks, and the healers should also be prepared for the moderately damaging Dark IV and Quake III. Everyone should know how to deal with the red and green orbs, and the DPS need to remember to focus on the Aetherial Tear in the time warp. Lastly, all players should try to avoid being sucked in by Aetherial Pull with the Blight debuff.

There is no loot for this encounter.

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## Boss fight Strategy

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**Hall of Stone** is also a very frequently used skill. Random party members are targeted with several small AoE circles. As the fight progresses more party members will be targeted with the circles, and there can be up to three sets of circles being cast in succession. The attack hits for ~2600 damage, inflicting a 8 second uncleansable Petrification effect on the target. Players have 2~ seconds to run out of the circles.

There are a few helpful cues to assist the party in managing this encounter. Rotationwise a good rule of thumb is that Valknut and Sanngettall will alternate in a 30 second window, with Einherjar being cast in-between every second Valknut and Sanngettall, so once a minute. Gagnrath attacks occur right after Hall of Sorrow, with both attacks preceding the Valknut skill. Gungnir phases begin roughly at ~55% and ~35% HP. The rest of the skills seem to be used somewhat randomly.



For healers and the tank the Gungnir phase is the most critical as the damage received will increase significantly. During this phase you may get hit by Einherjar, increasing the total DoT debuff to ~800 damage a tick per player. Meanwhile the tank should have topped HP to prepare for the following Sanngetall. The Scholar should try to save his Aetherflow stacks for this phase in case the tank needs to be healed fast. For the DPS, meeting the tight DPS check and killing the Gungnir adds fast while avoiding the Hall of Stone, Gagnrath and Valknut skills is crucial to not overburden the healers.

The Limit Break should be left for the melee DPS in Shin-Zantetsuken phase as without it the DPS check will be unnecessarily hard to meet. While Odin is casting this attack he will not do anything else so every player should focus on dealing as much damage as possible during this phase.

The loot list includes ilevel 50 equipment to be used for glamouring purposes.



## CHOCOBO



he Chocobo is a very useful and versatile mount and companion in Final Fantasy 14. This guide will show you how to obtain and use your Chocobo companion.

### How to Get the Chocobo

Your first task is to reach level 20. Once you are level 20, you can join one of the game's three Grand Companies. The quest to join a Grand Company is part of the main storyline quests. All three Grand Companies are similar and will give you the same Chocobo quest, but they are also very different in their quests and especially quest rewards. If you are a conjurer, archer or lancer, you will want to join The Order of the Twin Adder. If you are an arcanist or gladiator, you will want to join The Maelstrom. If you are a thaumeturgist, marauder or pugilist, you will want to join The Immortal Flames.

Once you have joined your Grand Company, travel to that company's home city and speak to its leader. They will give you the quest "My Little Chocobo." Once you have the quest, go speak to the Chocobo Stable Master in that city and buy a Chocobo Issuance Ticket. To buy this ticket you will need 2,000 guild seals.

Guild Seals can be acquired in a variety of methods including completing FATE's and Leves. These quest opportunities are plentiful, and many of them are repeatable, so most players will have little trouble getting their 2,000 seals in a few hours of play time. You may even have close to 2,000 before starting the My Little Chocobo quest.

Buy the ticket from the quartermaster and then turn that into the stable master for a Chocobo Whistle. The whistle is used to summon your mount, and obtaining it completes the quest. You can now officially summon your Chocobo like you would most of the game's other mounts.



## Using Your Chocobo

The most common and immediate way to use your Chocobo is as a mount. The Chocobo functions similarly to all other mounts in the game when used this way. You cannot ride your Chocobo in city-states or dungeons, and you will still be detected by enemies.

The more interesting way to use your Chocobo, and what sets it apart from other mounts, is the ability to use it in battle as you would a party member. In order to use your Chocobo this way, you will need to be level 30 and complete the quest "My Feisty Little Chocobo." This quest is given by Docette at Camp Tranquil in the South Shroud. This quest directs you to Camp Bentbranch Meadows where you will be introduced to Gysahl Greens. This plant is extremely important for you and your Chocobo. The greens are used to summon your Chocobo as a companion instead of a mount. The quest will give you a tutorial on how this works, and once completed you will be able to use the greens to summon your Chocobo as a party member.

## Gysahl Greens

If you plan to make use of your Chocobo regularly as a party member in combat, then you should keep a large stock of this plant on hand. You can buy the greens for 36 Gil from Maisenta, a vendor at Black Rabbit Traders in New Gridania, Roarich, at the Steps of Nald in Ul'dah or Bango Zango at the Lower Decks in Limsa Lominsa.

You will use one Gysahl Greens every time you summon your Chocobo, and each summoning last 30 minutes. Take note that you cannot ride your Chocobo or use it as a mount while it is summoned as a companion using greens. Use your old Chocobo Whistle to summon it as a mount.



## Leveling and Developing Your Chocobo

Whenever you use your Chocobo in combat it will gain EXP similar to your character. When it levels up, it will gain a skill point that can be invested into its various stances and abilities. It is important to keep in mind that even at max level your Chocobo will not gain enough skill points to unlock every ability. It is important to develop a Chocobo that is complimentary to your class, party and play style. If you make a mistake or your choices aren't working, you can reset the skill points using a Reagan Pepper from the Grand Company quartermaster. If leveling your Chocobo is too slow and painful a process by traditional means, you can feed it a Thavnairian Onion to raise its level by one automatically after level 10.

Your Chocobo can fit any of the three basic roles in the game, DPS, tank or healer, depending on how you allocate skill points. You can mix and match across any of the skills as you see fit, but it is likely best to specialize your Chocobo to fit a role that compliments weaknesses in your character. Since using the Chocobo is mostly for soloing, and you cannot use it in most instances or group content, focus on what it can do best for your character. Doing this correctly can make solo content much simple and allow you to tackle greater challenges. Of course, this allows you to level your character more efficiently.

Along with the skills, your Chocobo can be set with a variety of behavior stances that govern its AI choices. The Chocobo AI is about as effective as other NPC AI, being neither horrible nor extraordinary. Keep in mind that a stance will do nothing special without the proper skills to back it up. For example, if you put your Chocobo into heal stance but give it no healing skills, then it will mostly auto attack or do nothing.

### Free Stance

This stance alternates between attacks and heals, and is a good stance when you want your Chocobo to take a variety of roles. It will fire off healing skills intelligently enough and attack the rest of the time.



### **Defender Stance**

This is the tanking stance, which is effective enough with the proper skills from the defender skills line.

### **Attacker Stance**

True to its name, this stance focuses exclusively on offensive abilities. Unless the battle is easy or you can self-heal, it is probably inferior in most respects to Free Stance.

### **Healer Stance**

Use this if you want your Chocobo to heal primarily. The only disadvantage to this stance is that the AI will not give any distance between you and the Chocobo, so it is likely to get hit by AOE attacks directed at your character.

Altogether, the Chocobo is a very useful companion that is highly customizable to fit any role in the party. It can make solo content and questing considerably easier and more efficient for any character. It is highly advisable to unlock the Chocobo companion as soon as possible and get to leveling it.



## MACROS GUIDE



Macros are an important part of achieving high performance in any massively multiplayer online role playing game. In short, macros are a combination of chat commands and player actions that can be activated by the press of one button. These actions can often be timed, staggered and make the execution of difficult combinations of activities easier to accomplish.

In the original Final Fantasy themed MMORPG, Final Fantasy XI, macros were absolutely vital to gameplay. This is because of the fact that every command was either activated through a series of windows or through text inputs. Macros were the way that any action could be taken without navigating multiple menus. Also, since many actions were powered by different statistics, many people linked gear swaps to certain actions. For example, beastmasters would often link equipment with bonuses to the "charisma" statistic when casting the "charm" command.

Final Fantasy XIV is a little different. With a more modern user interface, most of the commands a player begins the game using are accessible on an action bar. They can either be clicked with the mouse or used with a hotkey. This means that most players do not explore the macro option early in the game. However, for players looking to maximize their performance, macros are still an absolutely essential component of the game.

### Finding The Macro Creation Tool

In Final Fantasy XIV, there is a clean, easy to use interface that allows for macro creation. To access this, go to the system menu and select the option for "user macros." Once complete, players are able to access icons to label the macro and also a title bar to name the macro. This interface can save up to 100 unique macros, so players can have different macros established for different jobs. It can be helpful to give macros for certain jobs distinctive titles and icons for easy location when switching jobs and setting up action bars.



## Parts Of A Macro

Macros can contain up to 20 lines of unique commands. However, the basic components of a macro can be generalized into three parts. The first part is the command. This is the part where the macro initiates the intended action. For example, suppose a Marauder wants to create a macro to use the Tomahawk skill on a target. The first part of the macro would indicate that the macro is intended to trigger an action, instead of initiating a specific chat function or party command. This is achieved by entering,

**/action**

However, the macro does not yet indicated what action should be taken. That means another part of the string must be entered. In this case, to get the Marauder skill Tomahawk to fire, the macro would look like.

**/action "Tomahawk"**

At this point, the macro would cause the Marauder to use Tomahawk on their current target. This is exactly the same result as placing Tomahawk on the hotbar and pressing a number. That makes it somewhat pointless. However, suppose a player adds,

**/action "Tomahawk" /targetenemy**

This would cause the Marauder to target the nearest enemy and then use Tomahawk on it. In a crowded FATE or other scenario where the unreliable "tab" key is not enough, this macro would always allow the Marauder to target the nearest enemy and pull it. By combining the three parts of a macro, the result is added utility that could not be gained any other way.



## Adding Chat Commands

In parties, chat commands can often help coordinate efforts. That said, it is often impossible to type chat messages in the heat of battle. Adding chat commands to common macros is a great idea. For example, using the previous Tomahawk macro, a player could add:

- `/party Pulling <t>, get ready!`
- `/action "Tomahawk" /targetenemy`

This would allow the Marauder to send a chat message that an enemy is coming, and also pull that enemy with one button press. Depending on a player's role and play style, certain macro combinations can dramatically increase the quality of a player's game play.

## Useful Macros

- `/action(/ac)` – when combined with an action in quotation marks, allows an action to happen.
- `/recast [action name]` – shows remaining cooldown until that action could be used again.
- `/partycmd` – allows adding and kicking from the party by combining with suffixes such as add, leave, leader, kick and breakup.
- `/marking` – eliminates the need to use the mark interface to indicate enemies in a party. Can be affixed to attacks and spells through a macro.
- `/assist` – a common macro in MMORPGs, this allows players to target an enemy that another is attacking. Simply add the assists name after the command in the macro.
- `/facetarget` – changes your orientation to face the target.



- **/recast "actionname"** – indicates how long until an action can be used again. Useful for showing players an action's cooldown.
- **/targetpc** – targets the nearest PC within a valid range
- **/targetnpc** – targets the nearest NPC or enemy with a valid range
- **/bt** – targets the closet engaged foe
- **/tenemy** – targets the nearest enemy
- **/lockon** – locks a target
- **/automove** – moves automatically in a current direction
- **/shutdown** – Log off and close the game
- **/s [mes]** – sends a message to public within a limited range
- **/sh [mes]** – sends a message to public in a large area
- **/tell [PC\_name][mes]** – sends a private message to a specific person within the same world