

# Final Fantasy XIV

## *Housing Guide*

*Alright let's roll*

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# Housing areas & how to get there

There are currently three housing areas: The Goblet (Ul'dah), The Mist (Limsa Lominsa) and Lavender Beds (Gridania). There will probably be Ishgard housing in the future. **You can get a house anywhere regardless of your Grand Company**, and there are no real differences between the Wards aside from looks. Housing vendors sell slightly different stuff in each area though.

Each area has three entry points:

## **Goblet:**

- Ul'dah Aetheryte Plaza main aetheryte, select "Residential District Aethernet"
- Ul'dah - Steps of Thal near the Miner's Guild (11,14), talk to Ivory Sparrow
- The Eighty Sins of Sasamo in Hammerlea, Western Thanalan (27,26)

## **Mist:**

- Limsa Lominsa Aetheryte Plaza main aetheryte, select "Residential District Aethernet"
- Lominsan Ferry Docks near the Fishermen's Guild, Limsa Lominsa Lower Decks (7,15), talk to the ferry skipper
- Red Rooster Stead in Cedarwood, Lower La Noscea (34,19)

## **Lavender Beds:**

- Gridania Aetheryte Plaza main aetheryte, select "Residential District Aethernet"
- Westshore Pier near the Lancer's Guild, Old Gridania (14,6), talk to the ferry skipper
- Mirror Planks Docks in Bentbranch, Central Shroud (25,28), talk to the ferry skipper

... Although you need to unlock the Aetheryte Network by doing the lvl 10 sidequests "[Where the Heart Is \(The Goblet\)](#)", "[Where the Heart Is \(Mist\)](#)" and "[Where the Heart Is \(Lavender Beds\)](#)". You can't use the main aetheryte to teleport to the housing areas before that.

# The differences between estate types

## **SMALL: Cottage**

- two floors with relatively small rooms
- 100 pieces of furniture inside / 20 in the yard max
- can have three vendors at most
- can have four crafting facilities at most
- can only have one garden patch (up to 8 beds)

## **MEDIUM: House**

- three floors, the house is approximately twice the size of a cottage
- 150 pieces of furniture inside / 30 in the yard max
- can have four vendors at most
- can have six crafting facilities at most
- can have two garden patches (up to 16 beds)

## **LARGE: Mansion**

- just really, really huge
- seriously who needs that much space
- three floors but they are *massive*
- 200 pieces of furniture inside / 40 in the yard max
- can have five vendors at most
- can have eight crafting facilities at most
- can have three garden patches (up to 24 beds)

## **ALL estate types can have:**

- stables, miniature aetheryte for easy teleportation, mailbox, summoning bell, armoire etc
- the same amount of private chambers (FC house)
- airships (FC house)

# The differences between FC and personal housing

## **FC housing:**

- private chambers available for members for 300,000 Gil (with the limit of 512 chambers); check out ["Private chamber in the FC house"](#)
- company workshop for airship building; airship of certain rank unlocks Diadem hard, which can't be accessed otherwise (like easy/normal can be from Ishgard next to the astrologian's guild)
- if offered free Krakka roots for members, they can feed the stabled chocobos, and they can potentially save the plants in the garden in case they are about to wither and die; while a personal house can have a stable and a garden, it's only up to the owner and the tenants to take care of them
- if **no member** enters the FC house in 45 days, it'll be automatically demolished (check out ["Reclamation of inactive housing"](#))

## **Personal housing:**

- no private chambers
- no company workshop = no airships
- you can share your estate with up to three friends; they'll be your tenants, and you can allow them to use your stables, garden, or move and place furniture
- if the **owner** doesn't enter the house in 45 days, it'll be automatically demolished (check out ["Reclamation of inactive housing"](#))

# Private chamber in the FC house

- a small-ish personal space you can decorate as you wish; a lot cheaper than an actual house
- you can lock the room or leave the door open for everyone
- you **can't have** a garden, you cannot place outdoor furniture
- you can have up to two vendors in your room
- you can have up to two crafting facilities in your room (you're the only one who can use them)
- there are no limitations to what other indoor furniture you can place (except for items that are "one per estate only", like the armoire or the summoning bell)
- you can place up to 50 pieces of furniture
- you must be lvl 50 with at least one class and be of Second Lieutenant rank with your GC to be able to get the room
- the chamber costs 300,000 Gil
- to buy a private chamber, go to your FC's house, enter the estate and click "Entrance to Private Chambers"; choose "Purchase Private Chambers" (you have to have the Gil on you)

# Getting a house

**You can get a plot from any housing area regardless of the GC you're in.**

**You need to have at least one class at level 50 and be of Second Lieutenant rank in your GC to be able to buy a personal house. For Free Company housing, the FC has to be of rank 6 or higher.**

You can **check if there are any plots available** by speaking to the NPC who takes you to or out of the wards or using the capital city's main aetheryte in Aetheryte Plaza and selecting "Go to specified ward" (after selecting "Residential District Aethernet", if using the main aetheryte — you need to have done the "Where the Heart Is" quest for this to be an option). Taken plots have the owner's name or the FC tag on them while available plots show their price instead. **Small plots go for 2-5 mil while mediums go for 15-37 mil and larges for 35-87 mil. Prices depend on the current server economy, the location of the plot and how long the it's been on the market;** the price goes down the longer it's for sale. Waiting too long in hopes of getting it cheaper is risky, though, since there are limited amount of plots and, you guessed it, the demand is high. For more accurate prices, check out [FFXIV Wiki](#).

The hardest part of getting a house (aside from saving enough Gil) is finding an available plot of the wanted size. It got a lot easier after the introduction of [reclamation of inactive housing](#) in patch 3.1, however, so now free plots show up every now and then. It's a good idea to check out the plots daily (multiple times a day, even, if you really want that house). Smalls and mediums go especially fast.

If you are not patient, you could try to find another player willing to give up their house. Just remember **you can't buy a plot from another player directly**; instead, you pay for them to relinquish their land and then you can buy the plot for the regular price. This means you could end up paying **twice** the Gil for the land compared to the regular way of spotting a free plot and going for it. This was pretty much the only way to get a house pre-3.1 when all plots were taken and most were inactive. (It is, however, against the game's Terms of Service and may results in actions taken against your account, so it's risky.)

**After finding an available plot you want to buy, select the ward it's in and go there.** Check out the number of the plot and locate it on the map; it's either in the original area or in the subdivision. Teleport to the nearest aetheryte, **go to the plot and examine the placard in front of it**; select buy. If you're a FC leader or of high enough rank in your FC, you must choose whether to buy the plot for yourself or the FC.

**A player and a FC can only have one house each.** If a person wants to have two houses, they need to create/lead a FC and then buy one for themselves and one for their FC. Private chambers in FC houses don't count.

**Check the available plots:**

The NPC @ the map (coords); nearest aetheryte

**Ul'dah/The Goblet:**

- Ul'dah Aetheryte Plaza, select "Residential District Aethernet"
- Ivory Sparrow @ Ul'dah - Steps of Thal (11,14); Miner's Guild
- no npc (run through the gate) @ Western Thanalan (27,26); Horizon (pretty far)
- Flame Private @ The Goblet (11,6); Goblet North
- Flame Private @ The Goblet Subdivision (15,11); Goblet East Subdivision

**Limsa Lominsa/The Mist:**

- Limsa Lominsa Aetheryte Plaza, select "Residential District Aethernet"
- Rerenasu (Ferry Skipper) @ Lominsan Ferry Docks, Limsa Lominsa Lower Decks (7,15); Fishermen's Guild
- no npc (just run through the gate) @ Lower La Noscea (33,19); The Moraby Drydocks (pretty far)
- Storm Private @ Mist (9,13); Mist South (Docks)
- Storm Private @ Mist (9,9); Mist Northwest Subdivision

**Gridania/Lavender Beds:**

- Gridania Aetheryte Plaza, select "Residential District Aethernet"
- Romarique (Ferry Skipper) @ Old Gridania (14,6); Lancer's Guild
- Ferry Skipper @ Central Shroud (25,27); Bentbranch Meadows
- Serpent Private @ The Lavender Beds (11,15); Amethyst Shallows
- Serpent Private @ The Lavender Beds (7,11); Amethyst Shallows Subdivision

**After you've bought the land, you need to buy the building permit to actually get a house on the plot you just bought. You have 45 days for this** (if you don't build in this time, you will lose the land due to reclamation of inactive housing). Examine the placard again and choose to get it for

- 450,000 Gil for a small cottage,
- 1,000,000 Gil for a medium house and
- 3,000,000 Gil for a large mansion.

**Small, medium and large houses can only be built on small, medium and large plots respectively.** This also means that after buying the plot you're settled on the size, and if you want to get a house of different size, you must relinquish the land and get another plot. (You can't even build a smaller house on a bigger plot.)

While building the house you have to make a choice between three exterior types: wood, composite or stone. You can change the exterior components afterwards if you like, but choose the one you like the

most; to preview the different types, you can check them out at [FFXIV Housing](#). After this, as you start decorating, you can preview furniture with the same site.

## Demolishing your house

If you want to get rid of your house for any reason (going to switch servers, don't really use your house, plan on quitting the game) you can demolish it. You won't get back any of the Gil you paid for it and you will lose the "cannot be retrieved once placed" furniture (like all the cool and expensive primal stuff), but, if you're patient, you *may* be able to "sell" the plot to someone else if they're willing to buy it. (In other words: you get paid for relinquishing the plot.) This, however, is against the game's Terms of Service and **may result in you getting suspended for a period of time**, so it's not advised.

You could also wait for the automatic reclamation and then get 80% of your Gil back. In this case, you **cannot enter** your house in 45 days, but you **can** keep playing normally otherwise. Check "[Reclamation of inactive housing](#)".

You can demolish your house and get rid of the plot by choosing Housing > Estate Settings > Private/Free Company Estate > Relinquish Land. (Or, in private room's case, "Vacate Chambers".)

# Reclamation of inactive housing

## Short version:

- if you, as the owner of your very own personal house, don't enter the house in 45 days, it will be demolished automatically
- same applies to FC housing, except it counts every member's visit and only if no member enters the house in 45 days it will be demolished
- if you buy a plot you have to buy the permit/build the house in 45 days or you'll lose it
- you get notified about the upcoming reclamation via email, and you can stop it by entering the house
- if you lose the house, you can get 80% the Gil and most of the furniture back if you act in 35 days
- you won't lose your stabled chocobo, you can get it back from the local housing enthusiast (even after 35 days)

## Long version:

As of patch 3.1, the house will be demolished automatically and the plot will be back on the market if left unused for 45 days. From the patch notes:

### Estates Subject to Demolishing

- Free company housing that **has not been accessed by at least one member of the company** within 45 days
- Private housing that **has not been accessed by the owner** within 45 days
- Purchased plots of land upon which an estate has not been built within 45 days

For FC housing, the house is counted as active if at least one member enters it regardless of their rank. For private housing the owner themselves has to visit the house — even if it's shared with someone, the house is “inactive” if the owner isn't using it. The owner, or the FC members, can even play the game as long as they don't enter the actual house for it to count as inactive.

For how the auto-reclamation actually works, I'll just copy and paste:

### **Steps Prior to Demolishing**

- **30 days of inactivity**
  - A notification indicating that the estate is being prepared for auto-demolition will appear in the Timers interface in the Duty tab of the Main Menu
- **35 days of inactivity**
  - An e-mail will be delivered to the registered e-mail addresses of all free company members, or the owner of a private estate, indicating the estate is being prepared for auto-demolition.
- **42 days of inactivity**
  - An e-mail will be delivered to the registered e-mail addresses of all free company members, or the owner of a private estate, indicating that the estate will be demolished automatically in three days.
- **45 days of inactivity**
  - The estate will be automatically demolished.

### **Halting Demolition**

Any free company member or private housing owner entering the estate at any time prior to demolition will cancel the demolition process.

### **After Demolition**

When an estate has been demolished, or the rights to an empty plot have been relinquished, said plot will be made available for purchase to all players on that World. The price will decrease every six hours from the time at which it is made available for purchase.

### **Reclaiming Gil and Items**

When an estate has been demolished, gil and certain furnishings will be placed in the care of the Resident Caretaker for a fixed period of time.

### **Redeemable from the Resident Caretaker**

- 80% of the price paid for the estate grounds.
- Indoor and outdoor furnishings that are not destroyed upon removal.
- Chocobos stabled on the estate grounds.
  - Players must speak with the housing enthusiast to retrieve their chocobos.

### **Not Redeemable from the Resident Caretaker**

- The construction permit required to build an estate.
- Furnishings destroyed upon removal.
- Housing exteriors.
- Private chambers.

- Plants in the garden that have yet to be harvested.
- Aetherial wheels that have yet to finish charging.
- Company workshops, their purchase fees, and any registered airships in the workshop.

**Players will have 35 days to redeem items from the resident caretaker before they are made irredeemable.** Items belonging to a free company estate can only be retrieved by members with the authorization to purchase or relinquish land. Items belonging to a private estate can only be retrieved by the owner. Chocobos are not subject to the 35 day timer.

# Gardening in a nutshell

You need three things for a successful garden: seeds, soil, and fertilizer. Each plant takes up one garden bed; and to plant anything, you need both a seed and a soil. A Deluxe Garden Patch has eight beds, which means you can plant up to eight seeds (using eight soils).

There are many different types of seeds, but most aren't really useful as you can get the plants easier and faster by gathering them with a botanist. However, you can crossbreed different seeds to get new seeds that are possibly completely unobtainable any other way! To crossbreed, you plant the seeds next to one another, preferably using the crossbreed-enhancing type of soil; when they grow, they'll produce crossbred seeds along with their crops. To get the most of your seeds, you need to take multiple variables into account, including the growing times of the plants and the planting order. It's also useful to know that crossbreeding occurs at the moment a seed is planted, so to have the first planted seed to yield something, you need to remove it after planting the other seeds and re-plant the bed with the same seed. This will ensure you are getting a cross with the first seed as well. For different and most reliable crosses, check out [FFXIV Gardening](#).

For soils, there are three types — Thanalan, La Noscean and Shroud Topsoil — with three grades; the higher the grade, the greater their effects. If you can gather or buy Grade 3 soils, there is no reason to use lower grades. For example, Grade 3 Thanalan Topsoil has about a 90% chance of successfully crossing, while with Grade 2 the chance drops down to around 50%. To gather Grade 3 soils you need a lvl 50 miner with the minimum of 353 Gathering.

Thanalan Topsoil increases crossbreeding chance; when crossbreeding, it's the most important soil type. La Noscean Topsoil increases the odds of harvesting HQ yields, which might interest crafters. Shroud Topsoil increases yield quantity, which is useful when you want as much of a plant as fast as possible (like Krakka Roots for feeding chocobos or coloring foods for dyeing them). However, keep in mind that Shroud Topsoil doesn't have effect on high tier crossbred seeds like Glazenut.

You also need to tend the garden or the plants will wither and die. Plants need to be tended once a real-life day; if left untended, the plants go purple and sad, and eventually die. Even fully grown, bloomed plants die even though you can't tend them anymore, so harvest them as soon as possible.

In addition to tending, you can fertilize the plants. Each time a plant is fertilized its grow time is reduced by one Earth hour; therefore, it's possible to cut the grow time in half by fertilizing every hour for the duration of the plant's grow time. As for fertilizers themselves, you can buy fishmeal for 21 Gil from Material

Suppliers in all the subdivisions in each housing area, or you can craft it with lvl 5 culinartist from fire shards and Lominsan Anchovies.