

Underscore_'s FFXIV CONTENT GUIDE

! This guide is for people who have finished the level 50 main !
scenario quest *'The Ultimate Weapon'* and seen the credits roll.

Introduction:

There are many raids, sidequests and other activities in the game and its expansions which may not technically be required for main scenario quest progression but are fun, narratively important or otherwise worthwhile.

The game isn't great at telling you about this stuff, so this guide aims to help you get the most out of FFXIV and its story.

Much of the ordering in this guide is based on my own opinion having played through it myself. It aims to maximize narrative flow and payoff, but I've tried to add some flexibility where possible. This also isn't everything - there are plenty of side quests I'm unaware of, so do explore and try them out. I will continue to update this guide as I play.

General Info about this guide:

Each expansion has been divided into *'Main'* and *'Optional'* content.

'Main' content is either required or important for the story, and should ideally be played in order unless otherwise stated.

'Optional' content can be played any time in-between entries on the main lists, unless otherwise stated.

Be careful not to scroll down too far. Each expansion's section is spoiler-free once you've completed its base MSQ and seen the credits.

Patch Quests:

For Main Scenario Quests added after the base game or the expansions (known as "Patch Quests"), completing the last quest in a patch usually gives you an achievement. This is a useful way of knowing when you've completed a patch. This last quest often shares its name with the patch itself, but not always, so it's better to go by the achievement. The credits will roll again after you finish all the patch quests in an expansion.

Miscellaneous Things To Do:

Here's a non-exhaustive list of activities you can check out in your spare time that aren't tied to any specific expansion.

- Side Quests
- Hunts
- Side Dungeons
- The Gold Saucer
- Chocobo racing
- Crafting and Gathering
- Fishing
- Housing
- FATEs
- Treasure Maps
- PVP
- Blue Mage & The Masked Carnivale
- Sightseeing Log
- Hunting Log
- Grand Company Squadrons
- Player-hosted venues and events (Often advertised in party finder)
- Glamour (the true endgame)

Aether Currents: (Applicable to Heavensward onwards)

Collecting all the aether currents in a given zone will unlock mount flight. Use your aether compass to find the green ones. The rest are unlocked from blue/unlock quests. Be careful of zone spoilers if you look up these quests on the wiki.

For aether current quests, you may want to continue the quest chains after getting the aether current, or at least the ones with images on the quest accept menu, as I've heard those are the best ones.



Main Content:

- The Coils of Bahamut (Raids)

Starts with 'Primal Awakening' in The Waking Sands, which itself requires the three hard mode primal quests which are also from Urianger.

*Note: Find at least one lvl 90 player (via party finder, a friend, or asking in chat) to carry you through the Coils raids unsynced using the 'unrestricted party' option in the duty finder, as these raids are exclusively savage-level difficulty but are important story-wise and can't be queued for the usual way.
(and remember to turn this setting off once you're done)*

- The Crystal Tower (Alliance Raids)

Starts with 'Legacy of Allog' in Mor Dhona.

Note: Both Coils and Crystal Tower can be done any time before the 2.5 MSQ at the latest, though ideally before 2.4. Same goes for all optional content.

- 2.1 Main Scenario Quests (A Realm Awoken)

- 2.2 Main Scenario Quests (Through the Maelstrom)

- 2.3 Main Scenario Quests (Defenders of Eorzea)

- 2.4 Main Scenario Quests (Dreams of Ice)

Note: You may want to do the 2.4 trial via party finder with the minimum item level setting enabled, since player power creep skips most of the fight and ruins it.

! *Note: Get any optional/other content you're interested in done before 2.5 or wait until post-Heavensward.*

- 2.5 - 2.55 Main Scenario Quests (Before the Fall)

- Heavensward trailer

This can be found in the 'Movies and Title' section on the main menu.

Note for Heavensward: I recommend doing the last trial of HW with 'Minimum Item Level' enabled, and finding a group via party finder. Player power creep over time has caused this boss to die way too quickly.



Optional Content:

- Hildibrand Adventures

Starts with 'The Rise and Fall of Gentlemen' in Ul'dah - The Steps of Nald. There will be sequels to these quests in later expansions.

- Odin (Trial)

Starts with 'Primal Fear' from Urianger in The Waking Sands. Avg. Item Level 95 required. Use Party Finder to find people for this.

- Various side dungeons.

There are too many in ARR to list them all here.

- Zodiac Weapons

Starts with 'The Weaponsmith of Legend' in Western Thanalan. Long grind for a cool relic weapon. Image gallery: <https://imgur.com/klSzHKN>

- Mastercraft Tools

Relic weapons but for crafters.

- Extreme Trials

Requires up to 2.4 patch quests and Primal quests to unlock them all. Started from Urianger in The Waking Sands. Each trial drops a mount, and if you collect them all you get a special mount from The Wandering Minstrel in Revenant's Toll. You can unsync these.

- Palace of the Dead (Deep Dungeon)

Added in Heavensward, but unlockable in A Realm Reborn. I recommend doing the dungeon 'Tam-Tara Deepcroft (Hard)' first.

- Tales from the Calamity side-stories

https://www.finalfantasyxiv.com/anniversary/eu/detail/memoir_5.html?rgn=eu&lng=en&utm_source=lodestone&utm_medium=pc_playguide&utm_campaign=eu_2014short_stories



Main Content:

- **Alexander** (Raids)

Starts with 'Disarmed' in Idyllshire.

- **Shadow of Mhach** (Alliance Raids)

Starts with 'Sky Pirates' in The Pillars.

Not required, but I recommend having done them before Shadowbringers.

- **3.1 Main Scenario Quests (As Goes Light, So Goes Darkness)**

- **The Warring Triad** (Trials)

Starts with 'Gods of Eld' in The Pillars, Ishgard. Requires 3.1 MSQ, but may fit better after 3.3. Up to you.

Note: The second quest after 'Gods of Eld' is called 'When the Bough Wakes'. The other two available quests unlock extreme trials, ignore them for now.

- **3.2 Main Scenario Quests (The Gears of Change)**

- **3.3 Main Scenario Quests (Revenge of the Horde)**

- **3.4 Main Scenario Quests (Soul Surrender)**

- **3.5 - 3.56 Main Scenario Quests (The Far Edge of Fate)**

- **Stormblood trailer**

This can be found in the 'Movies and Title' section on the main menu.



Optional Content:

- Aether Currents

Collecting them all in a given zone will unlock flight. Use your aether compass to find half of them. The rest are unlocked from blue quests. Here's a list of those quests in case you can't find them. ! Don't scroll down too far, as the page contains spoilers for later expacs.

https://ffxiv.consolegameswiki.com/wiki/Aether_Currents#Heavensward_Aether_Currents

- Anima Weapons

Starts with 'An Unexpected Proposal' in Idyllshire. Will require the Alexander Raids and The Warring Triad for later stages. Image gallery: <https://imgur.com/eFLJ2JA>

- Further Hildibrand Adventures

Starts with 'A Gentleman Falls, Rather than Flies' in The Pillars.

- The Firmament quests

Starts with 'Towards the Firmament' in Foundation. Requires 3.3 MSQ.

- Scholasticate quests

Starts with 'Keeping the Ledger' in The Pillars. Requires ARR Hildibrand quests.

- The Fractal Continuum (Dungeon)

Unlocked from 'Do it for Gilly' in Azys Lla. The "hard" version of this will be mentioned later.

- Other side dungeons.

There are fewer than ARR, but still too many to list here.

- Tales of the Dragonsong War Quests

Starts with 'The Paths We Walk' in Fortemps Manor. Requires 3.3 patch quests.

Also fits well after Shadowbringers or Endwalker imo, so you can save them if you want.

- Extreme Trials

Requires up to 3.3 patch quests and the Warring Triad to unlock them all.

- Tales from the Dragonsong War side-stories (3.3 MSQ spoilers)

(Unrelated to the similarly-named quests mentioned above)

https://eu.finalfantasyxiv.com/lodestone/special/2015/short_stories/?utm_source=lodestone&utm_medium=pc_playguide&utm_campaign=eu_2015short_stories



Main Content:

- **Omega** (Raids)

Starts with 'The Hunt for Omega' in Rhalgr's Reach.

Data logs will unlock on the Magitek Terminal in Rhalgr's Reach as you progress.

- **Return to Ivalice** (Alliance Raids)

Starts with 'Dramatis Personae' in Kugane.

- **The Forbidden Land, Eureka**

Starts with 'And We Shall Call It Eureka' in Rhalgr's Reach.

Not required, but I somewhat recommend having done it before Endwalker.

See the [Eureka guide](#) for more info.

- **4.1 Main Scenario Quests (The Legend Returns)**

- **4.2 Main Scenario Quests (Rise of a New Sun)**

- **The Four Lords** (Trials)

Starts with 'An Auspicious Encounter' in The Ruby Sea. Requires 4.2 MSQ.

Not strictly required, but I recommend having done them before Endwalker.

! Note: I recommend getting raids and other content you're interested in done before 4.4.

- **4.3 Main Scenario Quests (Under the Moonlight)**

- **4.4 Main Scenario Quests (Prelude in Violet)**

- **4.5 - 4.55 Main Scenario Quests (A Requiem for Heroes)**

- **Shadowbringers trailer**

Note: The JP voices version has no subtitles, so watch the fan-subbed one by Nebie on YouTube.



Note: During the Shadowbringers MSQ, I recommend talking to a certain character whenever you're given the chance to, as he has interesting and important things to say. You'll probably figure out who I mean.

Optional Content:

- The Fractal Continuum (Hard)* (Dungeon)

*Unlocked from 'An Unwanted Truth' in Rhalgr's Reach. Requires The Fractal Continuum, obviously. *I recommend doing this before the ShB trial series.*

- Other side dungeons.

These include Shisui of the Violet Tides, Temple of the Fist and Saint Moccaine's Arboretum (Hard).

- Even Further Hildibrand Adventures

Starts with 'A Hingan Tale: Nashu Goes East' in Kugane. If you're gonna do these, do them before Shadowbringers.

- Doman Enclave Reconstruction

Starts with 'Precious Reclamation' in the Doman Enclave. Requires 4.2 MSQ and the Doman Adventurers Guild side-quests in Mor Dhona which start with 'Toll Booty'. It's a weekly thing, so get started early. You can fund it by sending your retainers on ventures for gil sacks.

- Heaven On High (Deep Dungeon)

Unlocked from 'Knocking on Heaven's Door' in The Ruby Sea.

- Extreme Trials

(Requires up to 4.3 MSQ and 'The Four Lords' to unlock them all. Unlocked from The Wandering Minstrel in Kugane.

- The Great Hunt (Monster Hunter Crossover Trial)

Unlocked from 'The New King on the Block' in Kugane.

- Tales from the Storm side-stories

https://eu.finalfantasyxiv.com/lodestone/special/tales_from_the_storm/



Eureka

What is it?

Eureka is a series of exploration/combat zones with an independent leveling system and unique mechanics. Your elemental XP is shared across all jobs.

Besides the overarching story unlocked throughout your progression, Eureka is also where you obtain the relic weapons for Stormblood, relic armor, and dyeable versions of your level 70 job gear.

Eurekan weapons gallery: <https://imgur.com/ryjLfFr>

Elemental armor gallery: <https://imgur.com/qKklZaG>

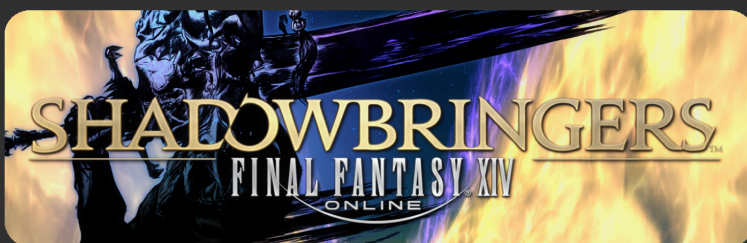
BA:

Once you complete the final zone you'll unlock a special 56-player raid, known as "BA" for short. This raid has some cool drops, including a guaranteed mount.

If you're on EU, join the 'Students of Baldesion' discord server to participate. They organize BA runs and will help you through it. If you're not on EU, there's probably another server that organizes runs for your data center.

Leveling Tips:

1. The challenge log is your friend. This resets every Tuesday and will be a useful source of XP, particularly during the slow early levels of a zone. Eureka challenges are in the 'Other' category.
2. Kill Notorious Monsters. Ask in [/shout](#) chat if there's a tracker for your instance, and someone will probably link one. People use these to coordinate NM spawns and kills. Wait for people before pulling!
3. If you have a high level friend, they can boost you as long as you're within 7 levels of them by partying up and having them kill stuff.
4. For the third zone, Eureka Pyros, look up "reflect xp farming".



Main Content:

- **Eden's Gate and Eden's Verse** (Raids) (Tiers 1 and 2)

Starts with 'In the Middle of Nowhere' in The Crystarium. After tier 2 you will need MSQ progress to unlock more.

You can do the 5.1 MSQ before, after, or between the first two raid tiers if you want. Just make sure you do the Eden quest 'Worlds Apart' (unlocked by the 5.2 MSQ) before 5.3.

- **5.1 Patch Quests (Vows of Virtue, Deeds of Cruelty)**

- **5.2 Patch Quests (Echoes of a Fallen Star)**

- **Eden Quest 'Worlds Apart'**

- **5.3 Patch Quests (Reflections in Crystal)**

- **Eden's Promise** (Tier 3)

- **Save the Queen: Blades of Gunnhildr (Bozjan Southern Front)**

Starts with 'Hail to the Queen' in Kugane. Requires 'Return to Ivalice' Alliance Raids. Resistance Weapon image gallery: <https://imgur.com/KbDO0AZ>

- **5.4 Patch Quests (Futures Rewritten)**

- **Save the Queen: Blades of Gunnhildr (Zadnor)**

Requires 5.4 MSQ.

- **Sorrow of Werlyt** (Trials)

Starts with 'Ruby Doomsday' in Ala Mhigo. You can do these before Bozja if you want. I recommend having done The Fractal Continuum (Hard) at some point beforehand.

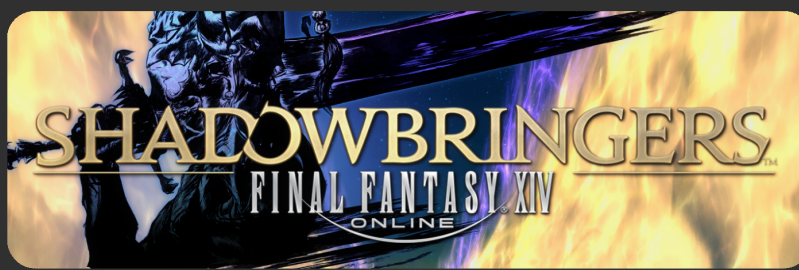
- **5.5 Patch Quests (Death Unto Dawn)**

- **5.55 Patch Quests (Death Unto Dawn, Part 2)**

- **Endwalker trailer**

Note: The JP voice version has no subtitles, so watch the fan-subbed one by Nebie on YouTube.

Before you start Endwalker, read the tips below (spoiler-free)



Optional Content:

- Aether Currents

In il Mheg, completing the two quest chains which have images will unlock a final quest from Sandman.

- The Twinning* (Dungeon)

*Unlocked from 'By the Time You Hear This' in The Crystarium. Don't forget to read the notes on the ground, and set BGM to 100. *I highly recommend this one.*

- Akadaemia Anyder (Dungeon)

Unlocked from 'Akadaemia Anyder' in The Tempest.

- YoRHa: Dark Apocalypse (Alliance Raids)

Starts with 'Word about Komra' in Kholusia. This is a Nier Automata crossover.

- Other Role Quests

Completing them for every role will unlock a special 'Master role quest', or so I'm told.

- Final Level 80 Job Quests

If you're a Gunbreaker, I recommend doing yours before Bozja.

- Memoria Misera (Extreme)

Unlocked through Bozja, and drops dyeable versions of the level 80 job gear.

- Delubrum Reginae (Savage)

Unlocked through Bozja.

- Extreme Trials

Unlocked from the Minstreling Wanderer in The Crystarium. 5.3 MSQ and Sorrow of Werlyt required to unlock them all.

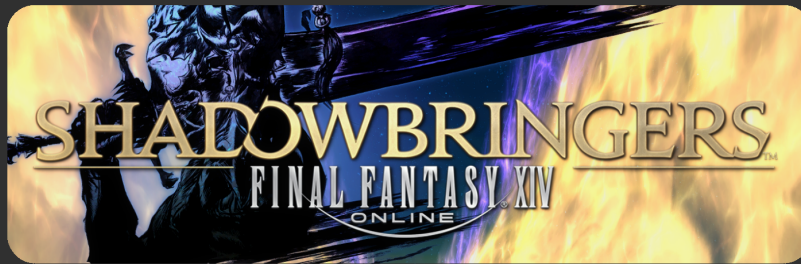
- Tales from the Shadows Side-Stories (5.3 spoilers)

https://eu.finalfantasyxiv.com/lodestone/special/tales_from_the_shadows/

- Tales from the Twilight Side-Stories (5.5 spoilers)

https://eu.finalfantasyxiv.com/lodestone/special/tales_from_the_twilight/

Before you start Endwalker, read the tips below (spoiler-free)



READ THIS BEFORE STARTING ENDWALKER

1. You may want to prepare an outfit suited for battle in cold weather, if you haven't already.
2. Due to player power creep the first trial dies rather quickly, so I recommend doing it via party finder with 'Minimum Item Level' enabled. The other trials are item level synced by default, so don't worry about them.
3. Role quests in EW are optional. They unlock the ability to dye the lvl 90 job gear you'll get later.
4. Skipping the credits will mess up the music timing during a short scene at the end, so if you care about that, go get a snack or something and wait it out. The credits are about 35 minutes long.

If you do skip the credits, do so during the first song that plays as that one is probably the second most fitting for the scene. Just don't get indecisive and skip midway through or it'll be weird.



Main Content:

- 6.1 Patch Quests (Newfound Adventure)

(Completing the quest 'A Brother's Grief' will unlock the alliance raid quests)

- 6.2 Patch Quests (Buried Memory)

- 6.3 Patch Quests (Gods Revel, Lands Tremble)

- 6.4 Patch Quests (The Dark Throne)

- 6.5 Patch Quests (Growing Light)

Raids and other activities can be done whenever for the most part.

With the ARR-EW story concluded, this guide will be looser from here on. It's too early to say if and how these new story threads will converge in the future.

Personally, I did the major stuff mostly in release order with some exceptions such as saving the raids until after the 6.1 MSQ, but it's up to you.

I have included patch numbers for most content.



Optional Content: (1/2)

- Role Quests

Unlocks the ability to dye your lvl 90 job gear. Completing them all unlocks master role quests, much like in Shadowbringers.

- Dungeons

Smileton - Unlocks via 'Cutting the Cheese' in Old Sharlayan.

The Stigma Dreamscape - Unlocks via 'Where No Loporrit Has Gone Before' in Old Sharlayan.

- Pandaemonium (Raids) (6.01, 6.2 and 6.4)

Starts with 'The Crystal from Beyond' in Old Sharlayan.

- Myths of the Realm (Alliance Raids) (6.1, 6.3 and 6.5)

Starts with 'A Mission in Mor Dhona' in Old Sharlayan. Unlocked during 6.1 MSQ.

- Variant Dungeons

Sil'dahn Subterrane (6.25), Mount Rokkon (6.35) and Aloalo Island (6.51) are Variant Dungeons with multiple routes, NPC companions and special rewards. They can be done either solo or with up to 4 players.*

**I recommend doing Aloalo Island before Dawntrail.*

- Criterion Dungeons

Criterion dungeons, which have the "Another" prefix in their names, are harder versions of the variant dungeons with approximately extreme-level difficulty. There is also an even harder "Savage" version of these as well.

- Island Sanctuary (6.2+)

Starts via 'Seeking Sanctuary' in Old Sharlayan.

- Somehow Further Hildibrand Adventures (6.15, 6.25, 6.35, 6.45 and 6.55)

Starts with 'The Sleeping Gentleman' in Radz-at-Han. Also unlocks the questline for Manderville Weapons.



Optional Content: (2/2)

- Eureka Orthos (Deep Dungeon) (6.35)

Unlocked from 'Delve into Myth' in Mor Dhona.

- Shadowed Pasts (Side Quest) (6.2 and 6.3)

Starts in Radz at Han. Requires 6.2 MSQ, and then 6.3 for the sequel quest.

Provides some backstory for certain antagonists in the MSQ.

- Tataru's Grand Endeavor (Side Quests) (6.15, 6.2, 6.3, 6.4 and 6.55)

Starts with 'Small Business, Big Dreams' in Sharlayan. The first quest will unlock those from every subsequent patch. Release order can be found on the wiki.

Requires Shadow of Mhach, The Four Lords, and Sorrow of Werlyt.

- Extreme Trials

Unlocked from the Wandering Minstrel in Old Sharlayan.

- Tales from the Dawn side-stories

https://eu.finalfantasyxiv.com/lodestone/special/tales_from_the_dawn/



Optional Content:

- Role Quests

Unlocks the ability to dye your lvl 99 job gear.

- Dungeons

Tender Valley - *Unlocks via 'It belongs in a museum' in Tulliyolal.*

The Strayborough Deadwalk - *Unlocks via 'Something Stray in the Neighbourhood' in Solution Nine.*

- The Arcadion (Raids) (7.01, 7.2 and 7.4)

Starts with 'A New Challenger Appears' in Solution Nine.

- Echoes of Vana'diel (Alliance Raids) (7.1, 7.3 and 7.5)

Unlocks via '???'.

- Extreme Trials

Unlocked from the Wandering Minstrel in Tulliyolal. The third trial will be added in patch 7.1.

Ultimate Raids

Ultimates are the most difficult 8-player fights in the game, featuring several phases and challenging mechanics. Upon completion they reward a title and a totem which can be exchanged for a flashy weapon. They cannot be unsynced and require extensive practice.

Stormblood:

- The Unending Coil of Bahamut (UCOB)

Level 70. Requires O4S clear. Grants title 'The Legend'.

Weapons:

- The Weapon's Refrain (UWU)

Level 70. Requires O8S clear. Grants title 'The Ultimate Legend'.

Weapons:

Shadowbringers:

- The Epic of Alexander (TEA)

Level 80. Requires E4S clear. Grants title 'The Perfect Legend'.

Weapons:

Endwalker:

- Dragonsong's Reprise (DSR)

Level 90. Requires P4S clear. Grants title 'The Heavens Legend'.

Weapons:

- The Omega Protocol (TOP)

Level 90. Requires P8S clear. Grants title 'The Alpha Legend'.

Weapons:

Downtrail:

- Futures Rewritten (FRU)

Level 100. Requires ??? clear. Grants title '???'.

Weapons:

