

Main Story

- The main story featured in 5.5 will start from Fandaniel's appearance in Ala Mhigo's hanging gardens and chasing Lunar Bahamut.
- An important character that will play a crucial role in the Zodiark vs. Hydaelyn story will make its appearance.
- The main story will, as usual for patches before an expansion, be split in Part 1 and Part 2.
- The 5.5 new instanced dungeon will have something to do with the Amalj'aa tribe.
- "I won't say Gaius won't have a role to play in the 6.0 main story, but I can't promise you he's going to have a main role."

Nier Raid

- The series will come to its conclusion in 5.5 with its 3rd alliance raid, but the ending might be slightly different when compared to the previous alliance raids series.
- We've gone wild content-wise this time, and that Nier feel will be all over the place.
- The story will be highly enjoyable with some twists. We've also been holding out on some mechanics on purpose to make sure they go in this raid/story.
- The gear obtainable in this 3rd alliance raid is related to Nier and will make you think "oh, didn't see that coming". We've made it so that players that haven't played Nier before will probably think "cool, we didn't have that sort of gear before in FFXIV".
- New rare minions.
- Some items that were hard to obtain in the previous Nier alliance raids will be easier to get.

Job changes

- Because of Ultimate's postponement and the fact that there will not be very high difficulty content in 5.5, we're mainly going to change numbers.
- We're not going to reduce numbers, just raising them.
- When looking at Melee DPS, there are some jobs that have a hard time fully unleashing their potential. We're going to cover up with numbers where we think they're lacking.
- No major job change until 6.0.

Unreal Trial

- I took part in the new Unreal trial while tuning the fight, and thought "was it really THAT difficult back then?". Might be even harder than Titan.
- It will be a trial that has MT and OT have important roles, while healers have their own mechanics.
- DPS will also have to think about how they're moving, and it will be expected of them to be careful about what's happening around them.
- We realized this might be as difficult as a Savage trial, so we tuned it down a bit.

6.1 Ultimate

- It's not settled yet, but we're designing it with level 90 systems in mind so there are high chances it will be based on level 90.
- Making it level 80 synced will, I think, lead to disappointment because of how the jobs differ from level 80 to 90.
- Will be tuned so that you need the latest gear up to this point.

Crafting/Gathering

- The new high end crafting content will be extremely hard if your gear is not melded and optimized.
- You will have to think turn by turn about your next move while crafting.
- Rewards will be glittering main hand tools.
- No new gear for crafters and gatherers in 5.5.
- New titles for big fishers.
- 5.5 will feature new custom deliveries in The Firmament. The new character will be very unique and will be related to Ishgard's High Houses.

Save The Queen

- As of today, the numbers of players that have cleared Castrum and finished the quest is more than 4 times higher than the players who have cleared Eureka. Almost 50% of players are playing Bozja content.

- We have heard the feedback regarding the fact that items needed for the Resistance weapon are easier to get outside than inside of Bozja content, and are reflecting on it.

- The new field in 5.5 called Zadnor will be content-wise pretty much as big as Bozja. Will feature new CEs and duels.

"We're changing the system for duels and 5.5. Even if you don't get picked for a duel, it will be taken into account and you'll have higher chances of participating in the next duel that's held."

- There will be content similar to Castrum in that you have to attack a fortress in Zadnor. Rewards in Zadnor will include gear and mount(s?). Will include something some players will want at any cost.

- DR savage will not be tuned down gear-wise. However, it will be easier due to new lost actions and new resistance rank cap.

- The number of players needed for tackling DR savage will no longer be 48. However, because we're removing this restriction, the fights will be harder. We're hoping that by lifting the 48 players restriction more players attempt the content.

- The next step will be the last for Resistance Weapons. Its strength will be similar to that of the previous last-stage relic weapons.

Ishgard Restoration

- The Ishgard Restoration is completed, but a "restoration festival" will be held for a fixed period of time.

- The festival will be divided into a few steps, but it will be content you can casually take part in. New rewards added.

- I can't promise Ishgard's housing area will be exactly the same to the pixel, but it will roughly be the same.

PvP cheating issues

- Players were using third party tools to get into the walls, and they did so by overwriting data packets.

- They were using these tools simply to harrass normal players. I'm wondering what their actual intent was.

- When we get reports of this kind of behavior, we instantly investigate the matter, look for proof and terminate the accounts at hand.

- We are able to look up what kind of internet connection and IP the cheaters are using.

- But as of the case at hand, the cheaters went as far as changing their hardware and IP repeatedly.

- We're thinking of this as something close to obstruction of business, and are currently discussing any measures that might be taken.

FFXIV for PS5

- As long as you have a PS5, anyone will be able to participate in the PS5 open beta. We'll share more details on April 1st on the forums.

- You will be able to use your current PS4 FFXIV data to play in the open beta.

- Players playing FFXIV for the first time with the PS5's open beta will be able to play on free trial.

- PS4 players currently playing with a disc will be able to move to the digital edition.

- The game's size for PS5 will be about 15 Gb less than the PS4 version.

- We might officially launch the game about 2 or 3 weeks into the open beta.

Miscellaneous

- There's a trend lately in the real life with people camping alone. As such, we're adding a bonfire minion.

- Can't say anything about the new instrument yet that's to be added in 5.55 Part 2.

- We're making changes to Triple Triad so that it's easier to use 4 stars cards.

- No Allied Beast Tribe Quests this time around.

- Making changes to the level sync in roulettes in the case you're leveling with a pre-made party.

- We spent money to make the G Warrior, and seriously can't use it just one time. We're going to do something else with it.

- Adding a Valens van Varro emote is pretty difficult since we can already see it being used at other players in a not so nice way.