

AN OVERVIEW GUIDE TO FINAL FANTASY XIV: A REALM REBORN

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*This guide assumes the player is using a PC, but is still useful for those on a PS4 / PS5.
Furthermore, this guide's sections are roughly presented in the order they will be needed.*

I took a nearly seven-year break from the game, and a lot was added during that time, and some things changed. I've updated this guide to best of my knowledge thus far in my return.

My character:

Vespín Feebler, Primal data center, Lamia server

<http://na.finalfantasyxiv.com/lodestone/character/7442535/>

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DATA CENTER AND SERVER

You'll have to choose a data center and a server on which to create a character. Data centers hold a collection of servers, and each server is an individual world with a unique set of players.

If you're looking to create a character on a friend's server, but find that the game is not allowing any new players on that server, then just wait a day or two. Restrictions often change.

Moving one of your characters to a different server costs real money, so be sure of the server you're choosing! Sometimes it's good to do a little research. Go onto the forums and ask what different servers are like. Some servers have a lot of "graceless" players but they do end-game or PvP content better than anyone else. Other servers are full of mostly casual and friendly folks and it will be hard to do some end-game content there.

THE EORZEAN ALLIANCE

The continent on which the game starts is called Eorzea.

In Eorzea there is a group of three nations that make up the Eorzean Alliance:

- > **The Black Shroud** (a forested land)
- > **La Noscea** (an island land)
- > **Thanalan** (a desert land)

Their capital cities are as follows:

- > **Gridania** (The Black Shroud)
- > **Limsa Lominsa** (La Noscea)
- > **Ul'dah** (Thanalan)

The class you choose as your primary one will determine the capital city in which you begin. It will also determine certain characters who will be initially central to your main story. The game does its best to make your starting city feel like home forever.

Note, there are many more lands and cities than just these, so get out there and keep adventuring!

THE MAIN STORY

The game features a strong main story and many recurring characters in it. Quests that further the main story have a different, "fiery" icon.

Note, the only way to unlock MANY things, including new zones, is through the main story.

CLASS STORIES

Each of the classes has its own continuing story, aside from the main story enjoyed by all classes. The class story is furthered every five levels up to, and including, level 30. Once the class quests are finished at level 30, the class story is over.

Note, the only way to get certain abilities for your class is by completing class quests, so it's best not to ignore them!

With Heavensward, a new class story begins at level 50 and ends at 60. Each new expansion adds more stories to unlock more abilities.

RACES

In the game there are eight races from which to choose, the full amount only being available with certain expansions.

- > **Au Ra** - Humans with dragon horns and tails, along with some designer scaling on the skin.
- > **Elezen** - Basically elves, but tall and with smallish heads.
- > **Hyur** - Normal humans.
- > **Hrothgar** - Introduced in Shadowbringers. In appearance they're basically khajiit from Elder Scrolls, therefore being actual cat-folk. Females will be added sometime after Endwalker.
- > **Lalafell** - Tiny cupid-like humans that look like children no matter their age, which isn't creepy *at all*.
- > **Miqo'te** - Humans with a cat's eyes, ears, and tail.
- > **Roegadyn** - Giant muscular humans, almost like giant dwarves.
- > **Viera** - Introduced in the Shadowbringers expansion. Tall, slender humans with rabbit ears; males were made playable in the Endwalker expansion.

Each race is further broken down into two sub-races, each with a slightly different appearance and stats.

Your race of choice doesn't make a huge difference to stats. It does make one, just not a big enough one to matter.

DEX *Dexterity, for ranged physical damage (and rogue damage)*
INT *Intelligence, for ranged magical damage*
MND *Mind, for healing power*

STR *Strength, for melee physical damage (**aside** from the rogue)*

VIT *Vitality, for HP*

Note, it is possible to change your race after character creation via the use of fantasia potions. Sadly, these potions are only very rarely found, and otherwise cost a small sum of real money.

CLASSES

Players must choose a primary class for their character, but will later be free to multiclass as much as they want. A single character can, with time and effort, reach the level cap for every class in the game!

Remember, all classes are great for soloing!

The maximum level for any class is presently 90.

At level 13, with a certain main story quest completed, it becomes possible to unlock new classes for your character. Unlocking a new class requires going to its home city and joining its guild, which allows access to its weapon and kicks off its class story.

From there on, switching your class requires only equipping the weapon associated with that class. But your gear will all be unequipped when this happens!

The game provides an easy way to switch classes without having to manually re-equip all your gear: Gear Sets. Before you switch classes, save your current set of gear to a Gear Set on the character attributes panel. After that, switching classes requires only switching your current Gear Set. (Any piece of gear that belongs to a set will have a special marker so you won't sell or trade it.)

There are four families of classes in the game:

- > Disciples of War - **Archer, Gladiator, Lancer, Marauder, Pugilist, Rogue**
- > Disciples of Magic - **Arcanist, Conjurer, Thaumaturge**
- > Disciples of Hand - *Alchemist, Armorer, Blacksmith, Carpenter, Culinarian, Goldsmith, Leatherworker, Weaver*
- > Disciples of Land - *Botanist, Fisher, Miner*

Disciples of War and Magic further break down into three families based on their role in combat:

- > **Tank** - draws enemy aggression and absorbs damage for the team
- > **DPS** - "Damage Per Second", deals out heavy damage
- > **Healer** - heals the team, doesn't attack when in one

Tank Classes:

Gladiator (Ul'dah)

Marauder (Limsa Lominsa)

DPS Classes:

"M" = *Melee*

"RM" = *Ranged Magical*

"RP" = *Ranged Physical*

Arcanist (Limsa Lominsa) (RM)

Archer (Gridania) (RP)

Lancer (Gridania) (M)

Pugilist (Ul'dah) (M)

Rogue (Limsa Lominsa) (M)

Thaumaturge (Ul'dah) (RM)

Healer Class:

Conjurer (Gridania)

Note, the arcanist is the closest thing that the game has to a class like World of Warcraft's hunter. They summon magical creatures to fight for them.

Lastly, each of the classes has a primary stat it should focus on above all others.

> Tank: **Vitality**

> Melee DPS: **Strength** (except for the rogue, which should be **Dexterity**!)

> Ranged physical DPS: **Dexterity**

> Ranged magical DPS: **Intelligence**

> Healer: **Mind**

The arcanist is a special case. **The arcanist can eventually be a good RM-DPS or a good healer, but not both.** *You need to decide from the beginning what your arcanist is going to be good at.* If they're going to stay RM-DPS, increase Intelligence. If they're going to be a healer instead, increase Mind.

Alternatively, a healer-oriented arcanist could increase their Intelligence until level 30, and at that point use Company Seals (explained in "Grand Companies" below) to purchase a "Keeper's Hymn". This item will allow them to reset all spent attribute points, placing them in Mind instead.

The arcanist is said to be a relatively difficult class to play well.

JOBS

Starting at level 30, once all class quests up that point are complete, a War or Magic class can evolve into a job, which is basically an advanced class. See below:

Archer -> **Bard**

Conjurer -> **White Mage**

Gladiator -> **Paladin**

Lancer -> **Dragoon**
Marauder -> **Warrior**
Pugilist -> **Monk**
Rogue -> **Ninja**
Thaumaturge -> **Black Mage**

Each of the above jobs maintains the combat role and primary stat of its origin.

The arcanist is a bit of a special case, because it has a choice of jobs:

Arcanist -> **Summoner** (DPS)
...Or...
Arcanist -> **Scholar** (healer)

Note, in order to advance to a job, you'll be required to multiclass for a bit. Each job requires taking 15 levels in a certain War or Magic class. See the following:

Bard needs *Pugilist*
Black Mage needs *Archer*
Dragoon needs *Marauder*
Monk needs *Lancer*
Ninja needs *Pugilist*
Paladin needs *Conjurer*
Scholar needs *Conjurer*
Summoner needs *Thaumaturge*
Warrior needs *Gladiator*
White Mage needs *Arcanist*

ADDITIONAL JOBS

The expansions add many new jobs to the game which, technically, can't be classified as jobs or classes. But, officially, they're called jobs so I guess that what I'm going to call them.

A certain minimum level and expansion is required to unlock each of the following jobs.

DPS Jobs:

"M" = *Melee*

"RM" = *Ranged Magical*

"RP" = *Ranged Physical*

Machinist (lv.50, Heavensward, RP, in Ishgard)
Samurai (lv.50, Stormblood, M, in Ul'dah)
Red Mage (lv.50, Stormblood, RM, in Ul'dah)
Dancer (lv.60, Shadowbringers, RP, in Limsa Lominsa)
Reaper (lv.70, Endwalker, M, in Ul'dah)

Healer Jobs:

Astrologian (lv.50, Heavensward, in Ishgard)

Sage (lv.70, Endwalker, in Limsa Lominsa)

Tank Jobs:

Dark Knight (lv.50, Heavensward, in Ishgard)

Gunbreaker (lv.60, Shadowbringers, in Gridania)

These jobs are not advanced versions of any class. They each start at level 30 or higher, but have abilities stretching all the way back to level 1.

Then there's the special case of the **Blue Mage**, which is DPS, lv.50, RM, Ul'dah. It's a special job because it works differently than the others, and isn't allowed in some group functions. The blue mage has a job questline, but learns new abilities through certain enemy attacks.

The blue mage is the first of the "limited" jobs offered by the game. More will come.

CHOOSE YOUR GOD/GUARDIAN

Choose whichever one you want. So far it makes no real difference, unlike in real life.

ITEM LEVEL

Your character not only has a class level but also an item level, or ilevel. It's displayed on the character attributes panel. This is the average level of all your equipped gear. Up to the level cap, It's best to keep your average level no more than ten levels beneath your class level. A maximum difference of five is more ideal.

But once the end-game starts, it's possible to bring your ilevel up far beyond the class cap! Raising your ilevel is important because certain main quests, dungeons, and trials cannot be accessed unless you do.

In order to finish all the pre-expansion main quests, you'll need to be at least ilevel 90. You might be glad to know, however, that you can reach a useful, respectable ilevel without going on any raids. (See "Duties" below.)

GEAR DURABILITY

Individual pieces of gear wear down after dying, so you'll need to visit a Mender to repair your gear for a relatively small sum. If a piece of gear breaks it's useless!

I've been told that it's also possible to repair gear yourself through Hand classes:

To repair a piece of gear you need to be no more than 10 levels below its *equip* level in an appropriate Hand class for it. *For example, to repair level 45 slops you'll need a level 35+ weaver. At level 40 a Hand class can repair all currently available gear related to that class.* (Note, much of the wording of these last two sentences comes from Nutz on the official FF14 forums, who kindly corrected my previous text.)

You'll also need a certain class and level of "dark matter" (a crafting item) appropriate to the gear in question. Repairing this way can bring an item up to 199% durability! However, it cannot be repaired again until durability drops to 99% or lower.

GEAR SPIRIT-BONDING

Over time your character will "spirit bond" with individual pieces of gear. This provides an advantages when it comes to crafting, as a spirit-bonded item can be converted to uncommonly useful crafting supplies.

When spirit-bonding is complete you will be notified.

MISC. USEFUL KEYS

What follows are some useful keys you'll want to know about.

r	auto-run
m	map
f11	target the closest enemy
tab	cycle through targets in front of you
shift-tab	as above, but the opposite direction
t	target your target's target
Home	toggle first-person mode
Scroll lock	hide the HUD
Print Screen	take a screenshot

INVENTORY

Access your inventory with "i". It has five storage tabs, an armory chest, a crystals tab, and a key item tab.

Non-gear items can stack up to 99... usually. Some of them can't.

The armory chest is where gear is always kept unless there is no more room there, or you manually move them into your inventory.

Crystals are items used in crafting, and are gained through various means.

Key items are those needed for quests.

ENEMY STRIKE ZONES

When fighting enemies you might notice that occasionally red areas appear on the ground in front of them or around them. Move out of them as quickly as possible because they represent super attacks!

You don't want to ever ignore them in dungeons, trials, or raids.

THE SOCIAL PANEL

Pressing "o" brings up the social panel. It contains a list of your friends, blocked people, and other things.

FREE COMPANIES

"Free companies" are called guilds in every other MMORPG. They're groups of players with their own chat channel and hierarchy of ranks. Free companies can also acquire houses and, with the first expansion, airships.

Each free company also has a free company chest which can be accessed in each city.

With enough money a free company can also purchase a house of their own in one of the game's residential areas: Lavender Beds (Black Shroud), Mist (La Noscea), or The Goblet (Thanalan).

LINKSHELLS

A linkshell is a private chat channel for a group of players regardless of their free company.

Pressing "l" brings up your linkshell list.

CHATTING

Here are some chat functions you might find useful:

/tell [name] [message] - Send a private message

/r [message] - reply to the last person who sent you a tell

/s [message] - "say"; default setting; speak so only those near you can hear you

/shout [message] - speak so the whole area can hear you. This is considered impolite unless there is a good reason for doing it

/p [message] - speak only to your party

/fc [message] - speak only to your free company

/l# [message] - speak only to a certain linkshell

/afk - sets your status as "Away from Keyboard". Moving shuts it off.

/busy - makes it impossible to send you tells (such as from spam, but also from everyone else). **Enter it again to shut it off**

<pos> - displays your present map coordinates, allowing players outside your party to find you quickly

/emote [message] - for example, "/emote sings." would for me become, "Vespin Feebler sings." (See "Emotes" below.)

If you send a message to the wrong place, immediately type "sorry wc" for "sorry, wrong channel".

To switch chat channels you can also click on the little chat bubble next to the chat line. This way you don't, for example, always have to type "/fc", etc.

Lastly, here's a scary little chat command:

/playtime - tells you how long you've been playing your character since the beginning! (It's not entirely accurate in my opinion, and in the opinions of some people in my free company.)

EMOTES

Emotes are forms of personal expression that are not verbal. For example, sitting, dancing, laughing, or cheering.

You can bring up the Emotes panel for a huge list of possible emotes.

SOME USEFUL TERMS

There's a small handful of terms you'll want to know. They're often used by players.

- > **Buff** - positive status effect
- > **Debuff** - negative status effect
- > **Aggro** - short for "enemy aggression". If you draw more aggro than anyone else then you'll be targeted. Aggro is draw by attacking a target and using certain special abilities on them
- > **Mob** - a group of connected enemies who will all attack if one of them is attacked
- > **Drop** - loot dropped by an enemy. For example, "That gear is a drop."
- > **Stack** - stand very close to someone, if not right on top of them. For example, "Healer, stack on me!"
- > **Static** - a group of people with whom you regularly party. For example, "Vespin Feebler is a member of my static."
- > **LB** - acronym for Limit Break. (Explained below.)
- > **Turn#** - refers to a certain raid

Active buffs can be found at the top of the screen, left of the middle. You can usually right-click on them to deactivate them.

Active debuffs can be found at the top as well, but right of the middle.

Mobs can be identified by watching for little lines that connect enemies. But you might have to click on an enemy or get near them to see these lines.

DELIVERY MOOGLE

In every major settlement is a floating moogle who is holding any mail intended for you. He can also send mail for you.

It's only possible to send mail to friends.

If you have any mail waiting for you then there will be an indication on your HUD.

CUTSCENE CHATTING

It's possible to chat during cutscenes. Just press "enter" after a cutscene begins. The chat window will display for the remainder of the cutscene.

INCOMING SPAM

You're going to get spam messages from tells, shouts, and mail. It's a sad fact, but true. Just expect it. You'll even get lv.1 bots sending friend requests! Be careful about this. If someone sends you a friend request at lv.1, and you haven't actually talked to them, then refuse the request.

Don't bother blocking spam accounts. There are far too many and they change fast. The effort is futile.

THE PARTY FINDER

This is a tool that can help you find a party to join based on area. It also allows you advertise a party you're starting.

AETHERYTES AND TELEPORTING

In every major settlement you'll find a giant aetheryte crystal. If you "attune" yourself to it you can teleport to it from anywhere... for a price of money based on distance.

You can set three aetherytes as "favored" ones, which dramatically lowers the cost of teleporting to them. Furthermore, one can also be set as your "home" location, and you can teleport to it for free... after a cool-down time from the last use.

Note, if your free company has a house then you can teleport directly to it. (Same goes for your own house. See "Player Housing" below.)

REST BONUS

When inside the boundaries of a sanctuary, i.e. settlement with an aetheryte crystal, you will slowly grow a bonus to any future earned XP. Whenever you log off it's important to do so in a sanctuary. The game will tell you when you enter or leave one.

FATES

FATE = Full Active Time Event

Often you'll see blue circles on the map. These are FATES. FATES are special temporary events that often require at least two or three players to complete. Completing them awards XP and Company Seals. (These latter items will be explained below.)

FATES offer higher rewards for greater participation and speed of completion.

LEVEMETES

Levemetes are NPCs in the West who hand out special repeatable quests called "leves" or "levequests". Leves offer just as much XP as normal quests.

Once you gain a leve you have to activate it within its green circle on the map. To increase difficulty and reward you can choose to make the levequest more difficult by raising its level up to +4.

Getting a leve requires an "allowance". Every 12 hours you get 3 more allowances, and can have up to 100.

There are three kinds of leves:

- > **Battlecraft** - for War and Magic classes
- > **Tradecraft** - for Hand classes
- > **Fieldcraft** - for Land classes

All three use the same pool of allowances.

TEMPLE LEVES

Temple leves are special leves that appear in the Heavensward expansion lands... or, really, just in the city of Ishgard. They're longer-lasting, more complicated leves that cost 10 allowances instead of one. However, they do not award ten times the experience of normal leves!

THE QUEST JOURNAL

Pressing "j" will bring up your quest journal. It has many good uses, including a function that will tell you exactly where you need to go for quests.

THE RECOMMENDED PANEL

You can use the Recommended panel to find out if there are any quests, FATEs, or duties in your present area. It's very useful. (Duties are explained below.)

Note, however, that some areas have "field instances" inside of them that have their own Recommended panel. For example, The Waking Sands in Western Thanalan: quests available inside the Sands will not show up on the Western Thanalan Recommended panel.

CHOCOBO / FALCON STATIONS

You'll find chocobo or falcon stations in many places. Once you reach War or Magic 10, for a price you can hire a mount to take you to some nearby places. And while you might think they're obsolete once you get your own mount, that's not true. See the sections about mounts, below.

THE AIRSHIP PASS

When you reach War or Magic 14 you can complete a main story quest that will unlock each city's airship for you, allowing you to travel between the cities with ease.

THE AESTHETICIAN

Capable of being unlocked at War or Magic 15, the aesthetician allows you to change anything about your character's appearance other than their permanent physical features (the character's face, race, sex, etc.).

He's summoned in a city's inn. The inn will be explained later.

To change your character's permanent physical features requires a fantasia potion. These cost a small sum of real money, though in very rare moments you'll get one for free.

GEAR DYEING

Certain pieces of gear can be dyed a different color, so long as you have the dye to do it. The ability can be unlocked at War or Magic 15.

Dye is removed with an item that can be bought from dye vendors.

THE GOLD SAUCER

Starting at War or Magic 15 the Gold Saucer can be unlocked. This is a big casino and theme park with lots of mini-games. It's connected by airship to the cities.

CHOCOBO RACING

Once the Gold Saucer is unlocked, players can then unlock the ability to race chocobos there, even breeding and customizing their own chocobos to do so. *(But this is separate from chocobo raising, which is addressed below.)*

DUTIES

There are six kinds of "duties" in the game, each one happening in a place where only you or your party can travel. (An "instance".)

Duties can be accessed via the Duty Finder tool (press "u"). You tell it which duty you want to run, and it automatically builds a balanced party of players for you. It even offers an average wait time required to find other players.

Duties are unlocked firstly via quests, whether main quests or otherwise. Each requires a certain minimum class and/or ilevel.

- > **Story**
- > **Dungeons**
- > **Trials**
- > **PVP**
- > **Raids**
- > **Guildhests**

A story duty requires only one player, you. Other players are not allowed. They're short.

Dungeons require a party of four players and typically take 30-45 minutes to complete (uncommonly taking less or more). The first dungeon can be entered at War or Magic level 15.

A trial is a battle with a single, very strong boss enemy. They require four or eight players and typically don't require anywhere near as much time as a dungeon.

PVP duties are those they pit a team of players against another team of players. I've only done it once, so I don't know how long it takes. There is small-scale PVP that cannot be entered until War or Magic 30, and pits two teams of four against each other. Then there is large-scale PVP that cannot be entered until War or Magic 50. It pits three teams of 24 players against each other.

Raids are super dungeons that require a lot of players. I've never done one, and I don't know exactly how many players they need or how long they take. They are for the truly hardcore players of the game, and get extremely difficult. If you see people talking about "turns", it's a certain raid they're talking about. Raids cannot be entered until War or Magic level 50.

Guildhests are small-party duties that are designed to act as tutorials for working as a team. Two new guildhests are unlocked every five level up through War or Magic 40.

The Duty Finder offers duty settings. Look for the little gear on the panel. There's some interesting stuff there...

DUTY CUTSCENES

In a duty with other players it's considered polite to skip cutscenes so the others don't have to wait for you. Missed cutscenes can be viewed later in a city's inn. And anyway, except for main quest duties you're not going to miss anything.

Inns will be touched upon again later.

GEAR LOOT ROLLS

In duties, each party member must make a roll to potentially get a piece of dropped gear. Their rolls are competing.

However, you'll notice three options: **Need**, **Greed**, and **Pass**. If you don't really need it, don't choose "need"!

LIMIT BREAKS

In duties it's possible to make use of super abilities called "limit breaks". On the top-left of the screen a series of bars slowly fill up as combat continues. There are up to three bars, each representing a different level of limit break: 1, 2, or 3.

Once a bar is full a limit break can be activated, but it depletes that bar and all before it. The filling up must begin again.

The effect of a limit break varies depending on class and the limit break level.

Now this is extremely important to remember: the entire party virtually always shares the limit break bars! *That is, if you use a limit break then no one else can!* Since the limit break's effect varies based on class or job, using a limit break when another player needed to use it more can cost a party victory.

The only time (I know of) when limit breaks are not shared is in the large-scale Borderlands Ruin (Slaughter) PvP duty.

LEVEL SYNCING

If you're above the acceptable level range for a FATE or duty then your level will have to be temporarily dropped to the highest acceptable level. This is done by pressing the "Level Sync" button that appears. Rewards will also decrease relative to how many levels you had to be lowered.

However, FATEs even in this case remain a decent way to earn Company Seals (explained in "Grand Companies" below), so long as the level difference isn't massive.

ALLAGAN TOMES

Duties often offer different allagan tomes for completing them. These are used as currency for various purchases, and you'll want as many of them as possible.

The Duty Finder offers various "Duty Roulette" options once you unlock them. Roulettes offer great tome rewards, and are the fastest way to get tomes. But, sadly, each roulette can only be completed once per day.

Tomes are spent in various places within the settlement of Revenant's Toll in Mor Dhona, in Idyllshire of the Dravanian Hinterlands, and probably in other current or previous end-game areas as well.

SCRIPS

These are a kind of currency gained by crafting "collectibles", or gathering "them" from certain Hand and Land farming nodes. These items are taken to a Collectible Appraiser and exchanged for scrips, which can then be brought to a Scrip Exchange and used to purchase special items.

Scrips can't be unlocked until level 50, at which time a person in the city of Foundation can get you started.

Exchangers and appraisers can be found in all three base game cities and some other places as well.

CALAMITY SALVAGERS

If you ever discard or otherwise lose quest rewards and the like, you can go to a Calamity Salvager and buy them back. The NPC next to Calamity Salvagers will allow you to do the same thing with holiday gear.

These helpful folks can be found in all three base game cities and some other places as well.

THE MARKET BOARD

The game's auction house is located on the market boards found in each city. However, you can only buy from a market board, not sell on it. To sell you'll need a retainer. See below.

RETAINERS

Once you reach War or Magic 17, retainers can be unlocked in each city. These are customizable NPCs that have many functions. They can act as storage areas for items and money, they can sell items for you on the

market, and they can even be leveled up by being sent on various tasks. Each task requires a certain class and item level of the retainer, and takes a certain amount of time to complete. Rewards are given to you upon completion.

Each retainer task costs one or more "ventures", and these are gained in various ways, such as doing levequests.

Retainers are accessed through a "Summoning Bell" in each city and in some other areas as well.

You can have up to four retainers, though you must pay for the third and fourth. Note, each one has an inventory the same size as yours!

Retainers act as, among other things, the game's "bank"-equivalent function.

GRAND COMPANIES

Once you reach War or Magic 20 you should join one of the three grand companies:

- > **Immortal Flames** (Ul'dah)
- > **The Maelstrom** (Limsa Lominsa)
- > **Order of the Twin Adder** (Gridania)

A grand company serves as the military force of its patron city. Upon joining you'll receive its lowest rank.

Your rank can be raised through earning company seals and using them to purchase the next rank. Seals can be earned through completing FATEs, company levequests, and various log items. (Logs are explained below.)

Seals can also be used to buy many other things, including an officer's uniform upon reaching the maximum player rank.

Lastly, you can change your mind later about the grand company you joined and join another one instead.

MOUNTS

Once you reach War or Magic 20 you can unlock mounts, starting with getting your own chocobo mount. It's not too hard or expensive to do. It's done through your grand company.

MOUNT SPEED

There's a "Mount Speed" panel that tells you how fast your mount moves in each zone, rated by stars. Until a certain point in the main quest, OR after all the aether currents in a zone have been found, a mount moves no faster than a normal (non-sprint) run. So until that time, it's faster to use the sprint ability than a mount.

FLYING MOUNTS

To fly on a mount you need to find all the aetherial currents in a zone. Some number of these currents come from blue-"+" side quests, and the rest must be found in the field. An aetherial compass, gained from (I believe) the main quest, greatly helps in finding these currents.

Flying mounts can only fly in areas intended for them, which doesn't include cities.

CHOCOBO COMPANION

Your chocobo can fight alongside you in non-duty battles as a summoned creature. There are various options for how you want it to act. It can even gain levels and abilities, and can be equipped with special gear.

But I give a dire warning: it steals a portion of your earned XP when you use it! *Therefore it will slow down your leveling*, and you'll suddenly find that you're not a high enough level to do the next main quest! You have been warned.

INNS

Each city has an inn. Inside your inn room are various things:

- > A compendium called **The Unending Journey**. This is where you can view cutscenes related to completed quests.
 - > An **armoire**, which is basically useless and you can pretend it doesn't exist. EDIT: I guess some people apparently find it useful when they're heavily into the Hand and Land classes, as it can clear up some space in your inventory. But only a very limited range of gear can be put into the armoire, and any dyes or spirit-bonds are removed when placed inside. Plus, gear needs to be in 100% condition.
 - > A **summoning bell** for your retainers.
 - > A **crystal bell** to summon the aesthethician.
 - > A **toy chest**. This contains any mini-games you've collected.
-

MINIONS

These are little vanity creatures that follow you around. Often called "pets" in other MMORPGs.

LOGS

There are various logs that record certain things. They include the following:

- > Hunting Log
- > Crafting Log
- > Sightseeing Log
- > Treasure Log
- > Fishing Log

Various rewards come with completing items on these.

CHOCOBO RAISING

Starting at War or Magic 30, players can unlock the ability to raise their own chocobos. However, this needs a house and a stable. *This is unrelated to breeding and raising chocobos for racing, discussed above.*

GEAR GLAMOUR

Starting at War or Magic 50, players can unlock the ability to "glamour" their gear. What this means is that any piece of gear can be made to look like any piece of gear of the same level or lower. All its stats and effects remain the same, it just looks different.

Glamouring requires an appropriate glamour prism per transformation. To remove glamour requires an item designed to do that.

BEAST TRIBES

There are many beast races that each have their own settlement. Once you reach War or Magic 50, you can begin increasing your reputation with each one by doing repeatable beast quests for them. These are a lot like levequests, but don't suck up any allowances. However, only six beast quests can be done each day for each tribe.

Building reputation in a tribe unlocks things to buy from their merchant, which includes neat things like mounts.

Note, some beast items for sale might require a special currency just for that tribe gained from defeating certain enemies.

HUNTS

Once you're War or Magic 50 you can begin with hunts. Note, this is not the same as the hunting logs! Hunts are powerful, high level monsters that show up now and then in the world. Bringing them down brings various rewards.

Hunt monsters have special icons and are always level 50 or higher.

You might occasionally see someone shout the name of a monster with <pos> coordinates. This means they found a hunt target. It's considered polite to do this if you run across one. Be sure to announce it both by /shout and /fc.

ENTERING EXPANSION CONTENT

You need to be War or Magic 50, and complete the main quest up to a certain extent, before you can enter the lands of the game's first expansion, Heavensward (2015). From there, it's level 60 for Stormblood (2017), 70 for Shadowbringers (2019), and 80 for Endwalker (2021).

PLAYER HOUSING

With enough money individual players can buy their own houses. But it takes **A LOT** of money. Only the most dedicated, money-savvy players will achieve this goal.

CEREMONY OF ETERNAL BONDING

Feel like getting married? Once you're War or Magic 50, and completed certain main story quests, you're free to get hitched! There are various wedding plans you can choose from, some costing real money. The more you spend, the greater the rewards.