How to Participate in Your FFXIV Hunt Community “Actively”

A Living Document With Helpful Tips to Making Your Hunt Experience More Active/Interactive by Petite Cat (Siren)



This document is meant to be explored gradually over time. It assumes you want to take a more “active” participation/role in hunting outside of attending a hunt train or going to an S-Rank. It assumes you understand the difference between a B-Rank, an A-Rank, and an S-Rank. It also uses Faloop as the main tracker tool when referencing “permissions” or mapping/spawning.

You may choose to do one or two or all of the following things to help your hunt community out. Keep in mind that these are just suggestions from my personal experience and your hunt community may have different etiquettes or ways of running things. Hunt cultures vary from data center to data center and even within the worlds in the same data center, so please take these suggestions lightly and apply/adjust to fit your needs.

This document was written in early EW but should be applicable for all new expacs moving forward (outside of the names of the new currencies/zones).

Please use the document outline feature to the left or the table of contents to jump to the section of your interest. **A document summary (TL;DR) is also available below.**

Document Summary (TL;DR)

Scouting

- Set up your Echo chat tab/window
- Locate the A-Ranks in the map
- Press button with macro for /e <t> <pos> to save mark's name and your position into your echo chat
- Scouting macro can also have a line that goes to your home world's coordination linkshell
- Fill out Train Tool visual map (Bear Tracker or another)
- Mark off spots on Faloop (if you have the permissions)
- Only mark the time of death on something if you saw it die

Relaying

- Decide if you want to relay only home world events or on-world and off-world
- Create macros for S-Rank, World Boss FATE, hunt train, etc for the events you want to relay (and per world if relaying everything)
- Click on flag, select appropriate macro button, execute macro
- Customize your macros to fit your aesthetic desires

Conducting a Hunt Train

- Set up your Echo chat tab/window
- Create macros for First Stop, Next Stop, Last Stop, Vibe Check that goes into shout chat and your home world's coordination linkshell (party/yell chat optional, as well as other local linkshells)
- Customize your macros to fit your aesthetic desires
- Scout the marks for your train or grab flags from scouts in your coordination linkshell using /e (name) <flag>
- Make sure you have the appropriate Faloop permissions to mark off A-Ranks' time of death
- Decide if you want your train to be local only or cross-world
- Advertise your hunt train on various hunt discords and in-game cities
- Click flag, press macro for first/next stop, mark the time of death, click next flag, repeat until all marks are killed

Spawning S-Ranks

- Get used to praying to RNGesus and/or develop minor (functioning) gambling addiction
- Create macros for pre-calling S-Ranks (if you want) and for relaying S-Ranks
- Make sure you have the appropriate Faloop permissions
- Become familiar with Faloop UI/know how to use Faloop
- Read up on the S-Rank's spawn trigger
- Be okay with your spawns getting pulled early.

- Notify local spawners if you are spawning off-world

Table of Contents

Scouting **3**
- The Basics 3
- Macros that may be useful 6
- Using Hunt Train Tools for Visual Map 7
- Scouting Mishaps 10
- Related Faloop Permissions 10

Relaying **11**
- The Basics 11
- Macros that may be useful 11
- Creating macros that are as unique as you are 12

Conducting a Hunt Train **13**
- The Basics 13
- Macros that may be useful 14
- Train Types 17
- Advertising Your Hunt Train 18
  - Discord UNIX Timestamps 19
  - Discord Train Roles 20
- Coordinating Cross-World Trains Across the Data Center 21
- Conducting Trains Off-World 21
- Related Faloop Permissions 22

Spawning S-Ranks **22**
- The Basics 22
- Macros that may be useful 23
- When Marks are “Sniffed” or “App’d” 23
- Pull Times and Other S-Rank Etiquettes 23
- Related Faloop Permissions 24

Faloop UI Rundown & Faloop Leads/Admins **24**
- General UI 24
- Understanding the Spawn Window Bar 27
- SS-Rank tab 28
  - When minions spawn 28
- S-Rank tab - Spawning 32
  - Spawn Scheduling 35
- A-Rank tab - Conducting 36
- B-Rank tab - Mapping 38
- FATEs tab 42

Current Faloop Leads/Admins for Aether 45
References and Acknowledgements **49**
Changelog **49**

Scouting

The Basics

Scouting refers to the act of going around each zone in an expansion to locate the A-Ranks' locations. Typically, one would scout for a hunt train within one expansion (ie: Stormblood, Shadowbringers, or Endwalker or Dawntrail). You can also scout A Realm Reborn or Heavensward maps for A-Ranks as those still count towards achievements. Each zone starting from Heavensward will have 2 A-Ranks and 2 B-Ranks in the map. Scouting helps conductors organize and plan their hunt train route and can assist in running trains as soon as the marks are off cooldown. Active scouting can also help map the spawn point of the S-Rank in the map (more on that in the Faloop permissions sub-section).

It is recommended you scout on a DoL to not aggro the marks you're scouting. Alternatively, you can be on a job that is more than 11 levels above the mob (in the case of Stormblood marks, a Lv90 job will not aggro it, for Shadowbringers, a Lv100 job will not aggro it).

Some conductors may prefer to scout their own train, while others don't mind help from scouts. Please check with the conductor running the train for their preference :)

Scouted marks should go into your echo chat so that you can retrieve the flags if a conductor asks for you to "reflag/relink." To set up your echo chat, click on the cogwheel for your Chat window (Chat Log Settings), go to Log Filters at the bottom, and pick a slot that is unused. In that slot, make sure to check off everything except Echo so you would only see the Echo chat. Only you can see your Echo chat.

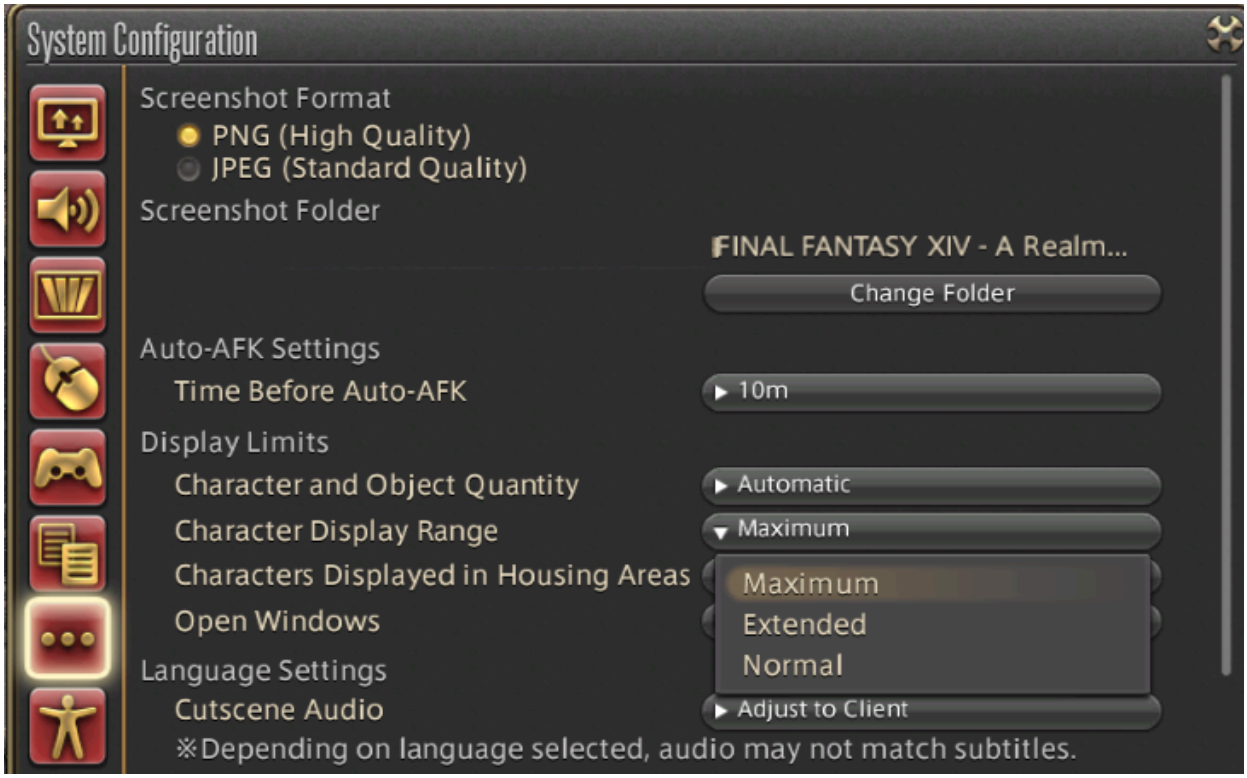

Character Configuration
General
Log Details
Notification Sounds
Enable profanity filter.
Display error messages when actions fail.
Display recast timer error messages.
Display altitude error messages.
Enable log window item linking.
Enable resizing of log window.
Time Stamp Settings
Time Settings
Local Time
Time Display
12-hour Format
Log Text Colors
Log Text Colors
Log Filters
1 General
2 Battle
3 Echo
4 Linkshells
Default
Apply
Close



If you are able to see the timers on marks via a tracker like Faloop, you can start scouting any time the mark is in its open spawn window (A-Ranks have a respawn timer of 4-6 hours, after which they become “capped”). I recommend scouting to start about 30 minutes before the marks become capped so the train can be run when timers are up. If I'm solo scouting or scouting with only one other person, then I do 25-30 min prior to capping, but if I know I'd be scouting with more help, then I can wait until they're 10-15 min to cap. It is entirely possible for marks to not spawn until the 6-hour mark, so please be patient when scouting. A-Ranks also have a despawn timer of 24 hours, so if certain trains on your world are not run regularly, there is a good chance they have despawned. After they despawn, A-Ranks go back on their respawn timer of 4-6 hours, so they can be scouted again around 28-30 hours on a tracker. A-Ranks also have a different spawn window post-maintenance than they do for a regular cycle.

If a train is not able to be run after all the marks are scouted, please don’t feel like your efforts were wasted! This can happen sometimes because there are no available conductors.

There is also an optional setting you can adjust in-game to increase the view distance for characters/enemies so you can see the A-Ranks from further away. It can be accessed via System Configuration → Other Settings (···) → Character Display Range (set to Maximum).



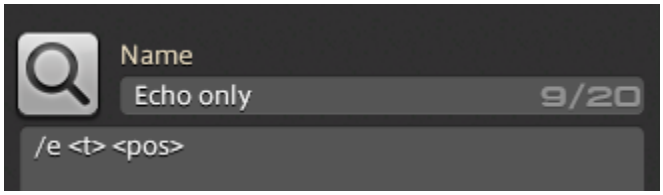
Macros that may be useful

The basic macro you should use for scouting is **/e <t> <pos>**. **/e** is the chat command to put things into echo chat. The placeholder **<t>** will show up as the target's name if you have something selected. The placeholder **<pos>** will show up as your current position, not the mark's position. How you would use this macro is you would walk up to an A Rank, select it, and then press the macro button. Alternatively, you can also fly above a mark to prevent it from aggroing you if you do not have a DoL of appropriate level.

This is how close and intimate I like being to the A-Rank whenever I'm scouting (right in the middle of the hitbox):

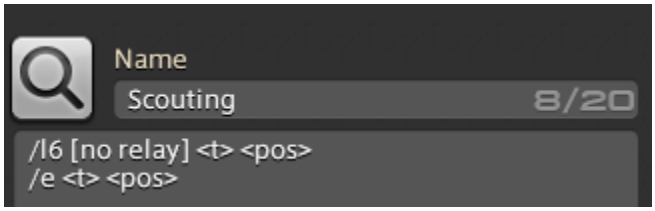


A typical scouting macro will look like this:



If your hunt community has a linkshell hub where scouted marks can be sent to, then you can adjust your scouting macro to include this linkshell. The chat command for linkshell is **/l#** and for cross-world linkshell is **/cwl#** where **#** is the corresponding number for the shell you're trying to send a message to.

A scouting macro that sends a flag to a linkshell will look like this: (your linkshell number might be different)



Note: I have “[no relay]” in my linkshell line to indicate that this mark is what I’m scouting. You may also consider other tags such as “scouting” or something that indicates you are scouting the mark for a train. This tag is important if your hunt community linkshell hub is also used as a coordination linkshell like Siren’s is (where relays and spawning attempts also go through the chat).

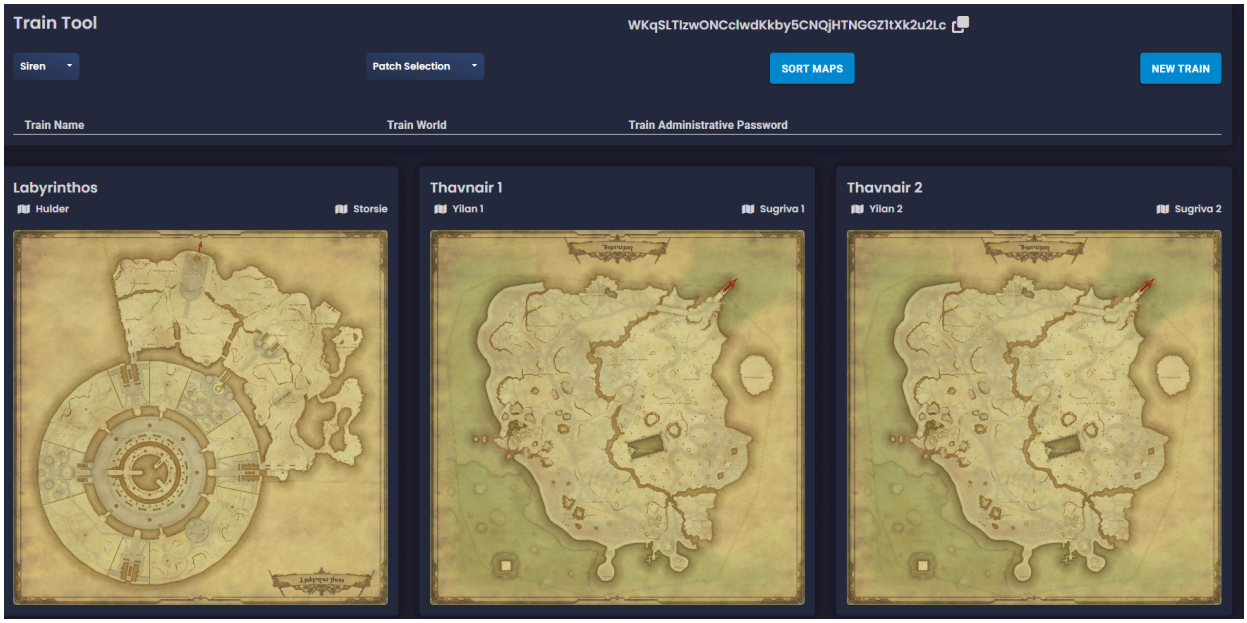
Here is what my echo chat looks like for a recent Stormblood train:



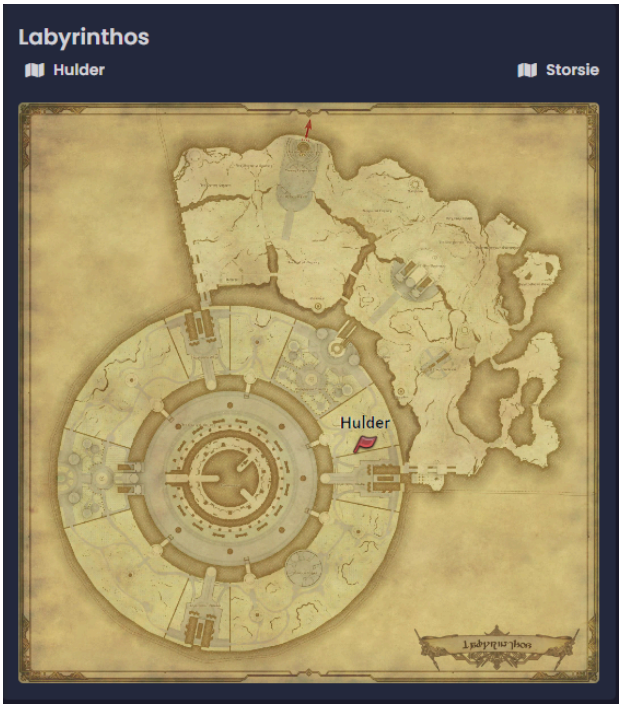
Using Hunt Train Tools for Visual Map

Bear Tracker

Bear Tracker (another web-based public tracker similar to Faloop) currently supports a train tool (this section will be edited once Faloop’s train tool is out). To use Bear Tracker’s train tool, click New Train and select your world. To change the expansion, click on the “Patch Selection” button which will give you a dropdown list. Select the correct expansion. For each mark, click on the map icon below the zone name and select the correct spawn point.



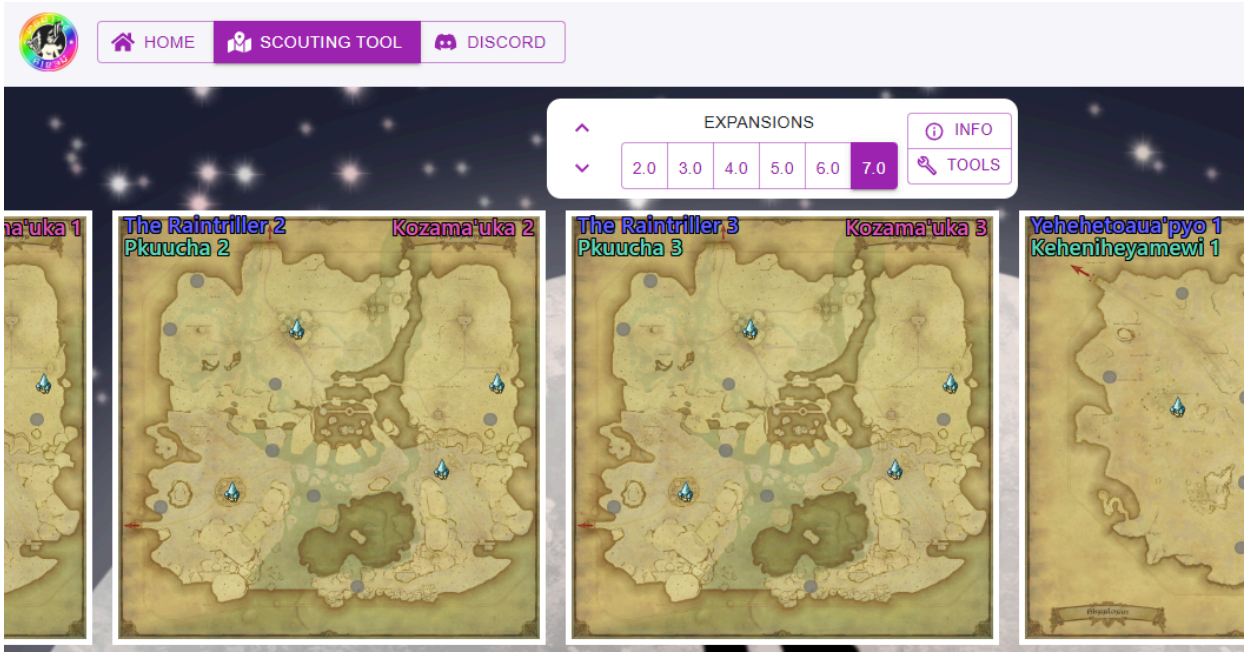




Once you have done this for all the marks, you can click the Share icon next to the link above the “Sort Maps” button to generate a shareable link. Bear Tracker’s hunt train links can and are often deleted after a train is completed, so it is possible the following link may be 404: here is an example of a filled out “train” for Faerie.

Siren Scouting Tool

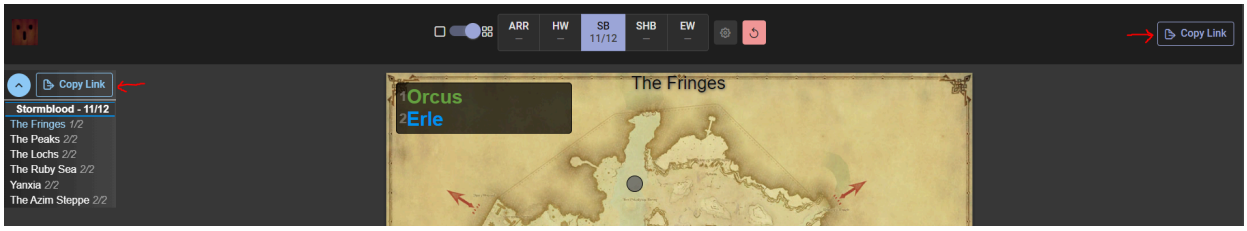
If you are familiar with the now-defunct Retah’s Hunt Train Tool, you may consider checking out Airenlei’s revived version here, hosted on the Siren Hunts domain. Clicking on the spawn point once will designate the first mob on the list in the zone, clicking it again will designate the second mob. Clicking the spawn point a third time will remove any designation. Once you’re done, click the “Copy link to Clipboard” button to export the link to your clipboard. Here is an example of a filled out EW train. The advantage of using Airenlei’s version is you can select multiple expacs at once and it’ll generate those different maps. Here is an example of an EW and SHB train scouted together.



A new feature of Airenlei's scouting tool is the ability to scout "collaboratively." You can enable this by clicking the "Tools" button and selecting the "Online" button so that it's active/highlighted. Once this "Online" button is active, the URL in your browser's address bar will have a random string of characters generated. If you copy this new URL, you will be able to share that link so multiple users will be able to edit the scouting tool at the same time as each other. Here is a visual demonstration.

Prime Hunt Tool

Another Retah-like Hunt Train Tool is Harbinger Prime's Prime Hunt Tool. The Prime Hunt Tool functions similarly to Retah's and Airenlei's versions, with a slightly different color for the spawn points for each mark as well as showing the total marks that are represented. Once you have selected the spawn point for one mark, let's say the one that is the green mark, the other spawn point will automatically be marked with a blue dot instead. To change expac, click the "Expansion Map" button on the top of the page. To export the link to clipboard, click the "Copy Link" button on the far right or in the left column. Here is an example of a recent SB train.



Turtle Scout

Another alternative scouting tool is the Turtle Scout created by Kaiden Alenko of Adamantoise. The Turtle Scout also offers collaborative "online" scouting, as well as the option to add the names of the scout to the output message when you paste the link into Discord. For instructions on how to use this scouting tool, please head to this guide.

Scouting Mishaps

On rare occasions, you'll find a mark being engaged in combat as you're scouting (in other words: a "snipe" attempt in progress). While it can be upsetting to see, it is recommended you **do not tell the snipers to reset the mob**, as this can be considered against ToS (hunts are open-world content, after all). Do not be aggressive when approaching these players, as it very well could be they aren't aware of hunt trains and came across the mark and thought, "hey this is an interesting mob, let's kill it." If possible (HP permitting), you can relay the mark out so players in your linkshells may benefit from killing the mark. Additionally, if you can share the info about hunt trains to the "snipers" in a friendly, non-judgmental manner, it may prevent future snipes from occurring once they are aware. It is better to have an 11/12 train without additional drama than it is to be reported for harassment. At the very least, you can have an accurate time of death (tod) for when the mark went down even if the "snipers" choose not to hold off on killing, join your hunt linkshell, or wait for hunt trains (which is perfectly fine for them to do).

If the spawn window for an A-Rank is capped but you can't find the mark, please consider asking for help. Sometimes it's easy to overlook the mob because it's hiding inside another mob, so a fresh pair of eyes may help. If you are able to confirm it's not on the map, then consider the mark as having been sniped. In this case, the tod is not known so it is best to leave its timer alone. **If you did not see the A-Rank get killed by people (you witnessed its death), do not mark the current time as the time of death.**

Another option you have is to cross-reference with Bear Tracker to see if the A-Rank got marked as dead there. Bear Tracker has less restrictive permissions on marking/reporting compared to Faloop, and many "free hunters" may opt to use it to mark their kills instead of using Faloop or notifying people in the community.

If the A-Rank you scouted was sniped before the train can get to it, there are two options. You can either mark the tod at the time of scouting (when it last known to be alive) or you can leave the mark's timer alone. If the time between scouting and the train reaching that zone is short (under half an hour), then I would consider it okay to mark the tod at the time of scouting. However, if it's anything longer than that, it's recommended to leave the timer alone.

Related Faloop Permissions

For scouting purposes, the appropriate Faloop permission you should have is "full reporting access for B-Rank marks." This permission will allow you to mark off the A-Ranks and B-Ranks

in the B-Rank tab. This is immensely helpful to spawners because it eliminates the possible spawn points where the S-Rank can be at. I recommend you mark off spots on Faloop the same time you scout and put marks down on a Hunt Train Tool, whether it be during the scouting process, as the train is being run, or after the train has concluded. Please reach out to your appropriate World Faloop Leads/Admins to get this permission.

Relaying

The Basics

Relaying is the process in which you send a flag out to all of the linkshells and cross-world (CW) linkshells you are in. Relaying is very important as it helps get the word out for a special World Boss FATE, hunt train, or S-Rank sighting. You may choose to only relay on-world events or all events. It is recommended you label your relays to indicate which world the event is occurring in. Please check out Lucienne Whitebloom's document on Hunt Relay Macro Templates for more examples. You can also create your macros on a Word Doc or Notepad before copying into the game, completed with special characters/symbols (skip to this section to see the forum links with the special characters.). On Siren, our coordination linkshell also serves as a relay hub, where everyone's relay macros go through.

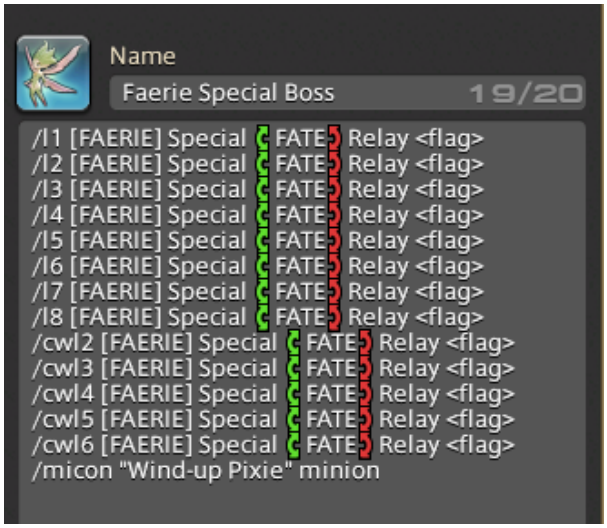
It is recommended to have a "disregard/mistake/bad call"/etc relay in those cases where you've sent out the incorrect world relay or the event has already ended by the time you relayed (such as an S-Rank being "early pulled" before relays were sent out). Mistakes happen so it's best to point them out quickly.

It may be useful to have sound notifications turned on for certain linkshells/CW linkshells with S-Rank relays so you can relay out the mark quickly to the rest of your linkshells. Additionally, you can also set up Faloop to have sound notifications for when something has been released so you can flag its position in-game and relay it out (especially if you do not have any linkshells dedicated to S-Ranks relays).

To relay, simply click the flag that's relayed in your linkshell (or flag the starting aetheryte of a hunt train), locate the correct world and relay type, and execute the macro. If you pressed the wrong macro, use your "disregard" macro and relay with the correct macro afterwards.

Macros that may be useful

In addition to Lucienne's relay macro templates, other macros that may be of interest to you could be an "S-Rank dead" macro, "minions/SS Rank" macro, train stop macros, or even instances macros. If relaying World Boss, for example, you may also consider a subsequent relay indicating which World Boss the previous relay is for, see example below.





It is recommended you set up two sets of macros for relays for each world, one that goes only to your local linkshells and one that goes only to your CW linkshells. The reason for this is because macros only support 15 lines and you can have up to 8 linkshells and 8 CW linkshells (so one or more of your shells may not get the relay). Additionally, this will also be useful if you only want to relay something locally, or if you can only relay to CW linkshells (this is in the case where you are off-world).

If you are relaying train stops, it is recommended you only relay to local linkshells.

Creating macros that are as unique as you are

While the purpose of relay macros is to get out info quickly, there's nothing wrong with adding a little bit of flavor to your text. You can make your macros eye-catching so people will pay attention, or go with a simple, straightforward macro to just get the message out. There are many ways you can approach creating your macros, and there is no wrong answer. Express yourself!

One of the first ways you can make your macros attention-grabbing is to use auto-translated phrases, like my screenshots above showing the auto-translated phrases for FATE and Behemoth. Not only would the green and red arrows stand out, it may also help if you have players in your linkshell(s) who may not have the English language as their primary language. This will ensure that what you see is what they see. To access the auto-translated phrases, simply start typing a phrase in-game and hit [Tab]. This will bring up a menu of phrases you can choose from. For a list of the available phrases, please reference this wiki entry.

Another way you can spice up your macros is to use special characters. Unfortunately, FFXIV can be very limiting when it comes to certain unicode characters, but a good list can be found in this blog post by Leih Yusukee and this blog post by Mi Ai. You can also check out this macro

generator by Kaiden Alenko, which displays the special symbols/characters as they would appear in-game.

Conducting a Hunt Train

The Basics

Hunt trains are organized groups of players going around killing A-Ranks in all the zones across an expac. As the conductor of a hunt train, your responsibilities are to relay the location of the next A-Rank and to mark the **tod** ("time of death") on a tracker. It is not your responsibility to make sure people get full credit or get to the mark in time (ie: if they're not paying attention to when you drop the flag and get to the mark late, it is **not** your responsibility to ensure they get full credit).

Conductors can run their train however they like. They can have vibe checks/pit stops if they choose, or they can run bullet trains. My recommendation is to run your train in a way that you would enjoy participating in if it wasn't your train. If you enjoy riding bullet trains, run bullet trains. If you enjoy riding trains with vibe checks, run trains with vibe checks.

Your train stops/flags should be saved in your echo chat. For an explanation on how to set this up, please refer to the Scouting section. It is recommended you turn off your battle logs, or only have it set to yourself. The reason for this is there are a lot of things FFXIV logs in combat, and each action someone nearby takes, it gets logged. During a hunt train, there are a lot of riders who will attack and cast spells that will be logged (busy trains can see up to 200-250 riders). As more things are logged, more lines will be created in the battle logs until every chat gets wiped. It is imperative your stored flags are not wiped during a train. It's also recommended you keep your scouting link handy in case you ever lose your flags due to chat wiping or a disconnect.

During a train, it's recommended to have your echo chat out in a separate chat window to keep your flags in a separate area on your screen. If you'd like, you may also opt to pull your linkshells chat out separate from the general chat. Below is what a pulled out window of just echo chat might look like:



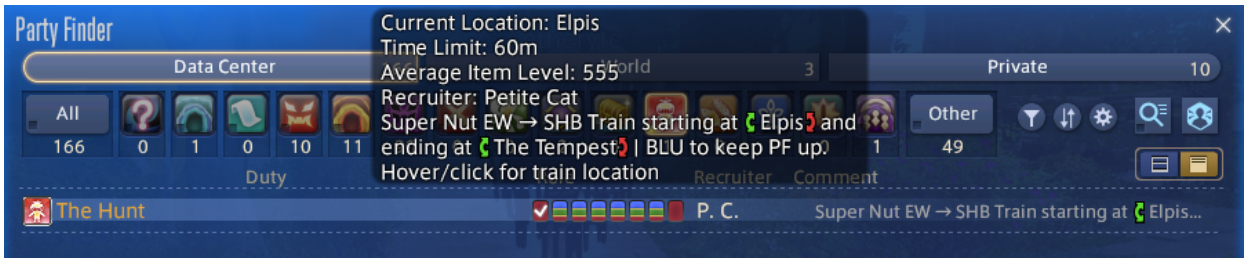
If you click the X next to the name of the chat window (in this case, mine just says Echo), it will close the external chat window and merge it back as a tab into the main one.

When putting up your PF, it is recommended to lock the last spot to BLU and set the item level requirement for your party to be above iLv530 with patch 6.45. This will ensure your PF doesn't fill and stay up in the PF menu so people who join the train late can hover over your PF and see that your train is currently running (and which zone it is in). You may also include other things like the train route.

Here's how I set up my PF for a combined EW+SHB train:



And here's how it looks on the other side:





Macros that may be useful

The main macro you'll be using is some variant of **/sh Next Stop: <flag>** or **/sh A-Rank at <flag>**. This will shout the flag you have currently clicked on. If you're in many relaying linkshells, your macro may also include lines of **/l# Next Stop: <flag>** with each linkshell included. Please relay train stops into local linkshells only.

You may also consider putting the flag into party chat (**/p Next Stop: <flag>**) and/or yell chat for contrast (**/y Next Stop: <flag>**).

It may be useful to have a "First Stop" and "Last Stop" macro, as well as a "Vibe Check" macro if you so choose. The "First Stop" macro tells people the train is starting, while the "Last Stop" macro tells people the train is ending. This may be helpful for relayers who are relaying train stops into their linkshells.

Another useful macro would be some variant of **/sh <t> <thpp> <pos>**. This is what you'll sometimes see shouted at S-Ranks or World Boss FATEs to let people know the remaining HP of the mark/boss. Just as before, **<t>** is the target you have selected and **<pos>** is your current position. The **<thpp>** placeholder is the target's HP as a percent.

Please note: if your macro has two or more lines of consecutive shout chat, then you will need to have a **<wait.#>** command in between each line because of the spam filter.

Below are examples of my train stop macros.

Train First Stop Macro

```
/sh Everyone, get on your mounts. We will start soon! <wait.3>
/sh Please Raise dead people if you see them so we do not hold back the train. <wait.3>
/p Train first stop: <flag>
/sh Train first stop: <flag>
/y Train first stop: <flag>
/l1 Train first stop: <flag>
/l2 Train first stop: <flag>
/l3 Train first stop: <flag>
/l4 Train first stop: <flag>
/l5 Train first stop: <flag>
/l6 Train first stop: <flag>
/l7 Train first stop: <flag>
/l8 Train first stop: <flag>
```

Train Next Stop Macro

```
/p Train next stop: <flag>
/sh Train next stop: <flag>
/y Train next stop: <flag>
/l1 Train next stop: <flag>
/l2 Train next stop: <flag>
/l3 Train next stop: <flag>
/l4 Train next stop: <flag>
/l5 Train next stop: <flag>
/l6 Train next stop: <flag>
/l7 Train next stop: <flag>
/l8 Train next stop: <flag>
```

Train Last Stop Macro

```
/p Train last stop: <flag>
/sh Train last stop: <flag>
/y Train last stop: <flag>
/l1 Train last stop: <flag>
/l2 Train last stop: <flag>
/l3 Train last stop: <flag>
/l4 Train last stop: <flag>
/l5 Train last stop: <flag>
/l6 Train last stop: <flag>
/l7 Train last stop: <flag>
/l8 Train last stop: <flag>
```

Train Types

There are many factors to consider when conducting your train. The following are examples of some types of trains that may be conducted on your world/data center.

The first distinction is based on the expansion: Dawntrail vs Endwalker vs Shadowbringers vs Stormblood (and other Centurio-type trains). Dawntrail is the current expac and rewards the current weekly tomestones in addition to Sacks of Nuts (as well as the other non-weekly tomestones like Poetics). Endwalker and Shadowbringers will also reward Sacks of Nuts (in addition to the other non-weekly tomestones). Stormblood trains reward Centurio Seals which are used to purchase Aetheryte Tickets and Ventures (they also give Poetics). Stormblood trains are the least likely to have all marks present, as the marks are easiest to kill out of the current expacs. For beginning conductors, it may be easier to practice conducting a Endwalker or Stormblood train until you are comfortable with conducting, due to overall lower turnout.

The second distinction is based on speed: bullet vs vibe train. A bullet train only has train stop relays, going from mark to mark without stopping. A vibe train will have short breaks at the start of each zone to allow players to load into the zone. A bullet train is more suited for smaller size trains (or if you want to go fast), while a vibe train is more suited for larger trains to better facilitate player movement. A vibe train is also appropriate if the congestion cap is low or if there is a large player turnout, such as the start of an expac. If you decide to switch mid-train from a bullet train to a vibe train or vice versa, please let your train attendees know! Pick the style that fits your preference and population needs. Side note: if you are enabling vibe checks, you can either be the first to port out or the last to port out. My recommendation is to be the last to port out to ensure you are the last person to load into the zone so that no one is left behind (but, again, it is **not** your responsibility to make sure people get to the mark!)

The third distinction is based on the demographic of the riders: local vs cross-world (CW). A local train is a train that is primarily composed of players of that world and may not be relayed outside of the local linkshells or world-specific channels in Hunt Discords. A local train is preferred if the conductor wants a smaller population train or if a CW train would prove to be too slow due to congestion. Sometimes, there can be “leaky” local trains; this happens when a local train is relayed into CW linkshells, allowing players off-world to be aware of it. A CW train is one that is posted in CW linkshells and across main channels of train announcements in Hunt Discords. Again, pick the style that fits your preference and population needs.

Advertising Your Hunt Train

To get riders, you need to advertise that your hunt train is starting. In-game, the main places you should shout about your train starting would be: the zone where your train is starting (ie if your ShB train is starting in Lakeland, then you should shout in Lakeland that it’s starting), the main cities (Ul’dah, Gridania, Limsa), and endgame hubs if you’re doing a Dawntrail train (Tuliyollal and Solution Nine). A simple macro for this can be **/sh Hunt train is starting at <flag>!**

If you are in a linkshell used for relaying or a coordination linkshell for your world, you can relay out that the train is starting. Also highly recommended if you’re in a lot of linkshells to relay into all of them about the train. You may also consider doing a “pre-call”/heads-up relay into your

linkshells that your train will be starting soon but without giving a flag. This will give players currently on a heads-up to not queue into any instance if they're waiting on a hunt train.

My train "pre-call" relay looks like this:

```
/l1 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
/l2 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
/l3 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
/l4 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
/l5 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
/l6 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
/l7 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
/l8 Siren DT train has been scouted and will be starting soon™. Please watch for relay!
```

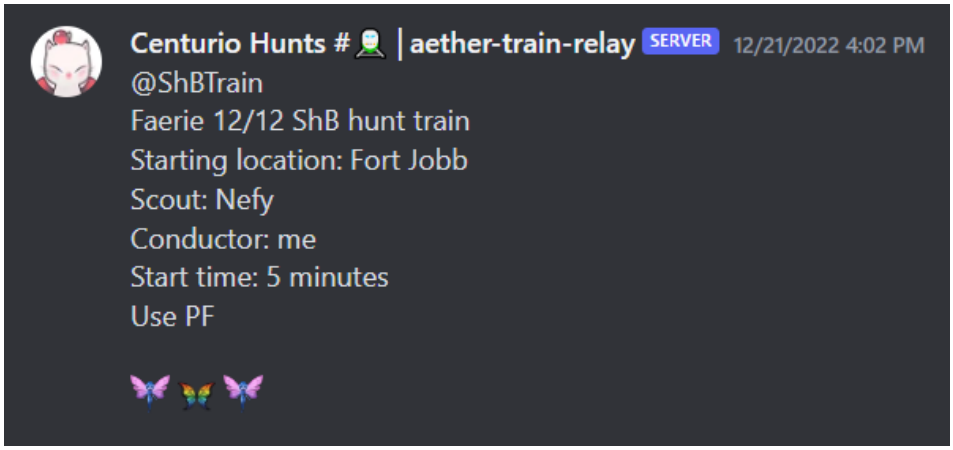
You may also consider advertising your train in the many Discord servers set up for hunts. On Aether, we have access to Aether Hunts, Centurio Hunts, and the Faloop Discord. For Siren, we also have a dedicated server: Siren Hunts Community. (There are also community discords for Midgardsormr & Sargatanas). **Your Discord post should include where and when the train is starting, who the conductor is, and if the train is a bullet train or if it will have vibe checks.** Typically, a train will start 5-10 minutes from the time of conductor's posting, so feel free to play around with the length of time used for gathering riders to see what works best. During this "gathering" time period, I will teleport to city hubs to shout about the train for people who may not be in any hunt discords or hunt linkshells.

For trains conducted on Siren, they are posted in one or more of the Discord servers listed above:

- All trains are posted to Siren Hunts in TRAIN CARS → #📢train-relay-bulletin
- Most trains are posted to Aether Hunts in either A Ranks → #📢-train-announcements (for CW trains) or 🔥-Tavern-🔥 → #🚂-siren-local-announcements (for local trains)
- Most trains are posted to Centurio Hunts in AETHER → #🚆 | aether-train-relay. The advantage of posting to CH is you can publish your train posts and it will cross-post into the Siren Hunts discord (as well as several other locally-serving discords). This means you only have to post once in order to hit multiple smaller discords.
- Some trains are posted to Faloop in AETHER → #a-trains (for CW trains) or AETHER → #siren-lounge (for local trains)
-

Optional things to include in your Discord post would be how many marks on the train, the list of scouts, the zone order of your train, and recruitment method (Party Finder/LFG). You may also include other things like links for songs to play while riding the train for your train attendees.

- Note: if you are publishing your train announcement post on Centurio Hunts, please include the name of your character in your post. When posts are published from CH to other discords, the original poster's name is not transferred and it is instead posted under the discord server name (ie: Centurio Hunts).



- In the screenshot above, it is hard to identify who the conductor, “me”, is, so it is highly recommended you include your character’s name under **Conductor**.

My Discord post template looks like this:

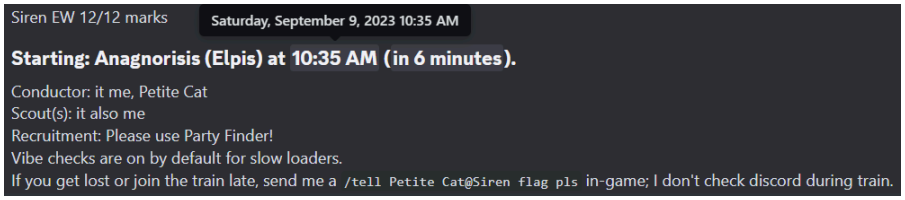
```
Siren [expac] 12/12 marks
## Starting: **location** at .
Conductor: it me, Petite Cat
Scout(s):
Recruitment: Please use Party Finder!
If you get lost or join the train late, send me a  `/tell Petite Cat@Siren flag pls` in-game; I don't check discord during train.
```

When posting your train across the different Hunt Discords, remember to ping the correct role for each Discord server. When your train is done, mark your Discord posts with an emoji that indicates it’s done (for instance, on Aether Hunts, the skull emoji is used to indicate when a train is done). You may also opt to edit your original post by striking out and/or editing it to say “completed” or “done” or “ended.”

Discord UNIX Timestamps

It may be useful to use UNIX timestamps in your discord post so riders don’t have to calculate how much time until the train starts from time of posting or do math to accommodate for time zone differences, as the time that is posted will be reflected in their local time (or their computer’s time, more accurately). Some websites you can use to get UNIX timestamps are Inline Timestamps and UnixTimestamp. I will often use the “Short Time” format with “Relative Time” in parentheses, but you can use whatever format(s) you want as long as it’s clear when your train will start.

- You can also hover over the timestamps and get the full date and time.



Discord Train Roles

Below are the pings in different discord servers for the different expac trains. If you are unable to tag a role for whatever reason (such as when you aren't able to see the @EW Train role when typing @EW in Aether Hunts), you can copy/paste the code with the <> symbols (if you want to tag the EW Train role in Aether Hunts, you would copy this entire thing: <@&898916164695109675>).

	Dawntrail	Endwalker	Shadowbringers	Stormblood
Aether Hunts *note: you will need to make a ticket to get the Conductor role. You should include the :siren: emoji in your post for the server banner to appear.	@DT Train @Siren 7.0 A :siren: **-or-** <@&1237824307170902129> <@&1243624487593967708> :siren: ➡️will show up as 🔃 @DT Train @Siren 7.0 A	@EW Train @Siren 6.0 A :siren: **-or-** <@&898916164695109675> <@&976604166241812490> :siren: ➡️will show up as 🔃 @EW Train @Siren 6.0 A	@SHB Train @Siren 5.0 A :siren: **-or-** <@&570321686939828224> <@&976604239461765171> :siren: ➡️will show up as 🔃 @SHB Train @Siren 5.0 A	@Centurio Train @Siren 4.0 A :siren: **-or-** <@&611937631202443264> <@&976604266129162270> :siren: ➡️will show up as 🔃 @Centurio Train @Siren 4.0 A
Centurio Hunts	@DTTrain **-or-** <@&1255449954890027048> ➡️ will show up as 🔃 @DTTrain	@EWTrain **-or-** <@&1061692406497546342> ➡️ will show up as 🔃 @EWTrain	@SHBTrain **-or-** <@&913983770540003339> ➡️will show up as 🔃 @ShBTrain	@CenturioTrain **-or-** <@&796677762811166760> ➡️will show up as 🔃 @CenturioTrain
Faloop Discord	@7.0A **-or-** <@&1255412015757918240> ➡️will show up as 🔃 @7.0A	@6.0A **-or-** <@&934264593470070784> ➡️will show up as 🔃 @6.0A	@5.0A **-or-** <@&934264458069561354> ➡️will show up as 🔃 @5.0A	@OldA **-or-** <@&932110857360519259> ➡️will show up as 🔃 @OldA
Siren Hunts Discord	@DawnTrain **-or-** <@&1247763453741891695> ➡️will show up as 🔃	@Train-Endwalker **-or-** <@&920311915048235029> ➡️will show up as 🔃	@Train-Shadowbringers **-or-** <@&920311616283742309> ➡️will show up as 🔃	@Train-Stormblood **-or-** <@&1091904124301353110> ➡️will show up as 🔃

	@DawnTrain	@Train-Endwalker	@Train-Shadowbringers	@Train-Stormblood

For non-Siren folks reading this document (hi!), please refer to the World Specific Ping Roles and IDs document from the Aether Hunts discord for your post on AH. The roles on CH and Faloop are not server-specific/server-exclusive; as long as you post in the Aether category, you'll get people from Aether (you may get travelers who have access to the Aether section with the role applied). We also have CW train roles on the Siren discord, but it's easier for everyone (yourself included) to publish your train post on CH instead.

Coordinating Cross-World Trains Across the Data Center

If you plan on running CW trains, it may be helpful to coordinate with other conductors in your data center using your Hunt Discords. Having two or more trains overlap means each train will have fewer attendees. Staggering the trains or running the trains back-to-back may result in players going from one world's train to the next and allow them to get more rewards. Ultimately, if your schedule only allows you to run the train at X time and you cannot wait for another train to finish, then it is better to run the train when you can. Overlap happens and it's not the end of the world (as long as it's communicated beforehand). Some worlds may have scheduled times for their train, and if you do not want to overlap or wait for their train to finish, my suggestion is to run a local/leaky local train.

Conducting Trains Off-World

If you are wanting to conduct trains off-world, **please reach out to the locals**/the hunt community of that world. Some worlds may not want a CW conductor conducting their train, and that is their decision. Please respect their decision, as you may not know the behind-the-scenes of that world. If you are permitted to run an off-world train, please allow the locals ample time to relay out the train. While hunt marks are open-world content, the respect and collaboration between worlds are what keeps the hunting community happy and friendly.

Related Faloop Permissions

For conducting, you'll need either "limited (trial) reporting access for A-Rank marks" or "full reporting access for A-Rank marks" permission in order to mark the tod on Faloop. In future Faloop updates, the limited (trial) access will be for any FFA A-Ranks, like ARR/HW while full access will be used for the train module. It's recommended you mark them as they die so you don't have to go back through your chat logs after the train. If you choose to log them after the train has concluded, then it's recommended you use the HP macro described above in order to tell which mark died at what time.

If the spots for the marks weren't marked off on Faloop during the scouting process, it is recommended you mark them off as they die (currently you still have to mark both A-Ranks and B-Ranks' spots in the B-Rank tab). For this reason, conductors should also have the "full

reporting access for B-Rank marks" permission. Please reach out to your appropriate World Faloop Leads/Admins to get these permissions prior to conducting your train.

Spawning S-Ranks

The Basics

Spawning S-Ranks is gambling: most of the time you won't win (spawn) anything, but when you do, you'll feel an adrenaline rush that keeps you wanting more. Some S-Ranks have easy spawn conditions, while others require time and coordination. Even when the spawn conditions have been fulfilled, the S-Rank may not spawn because the invisible timer is not ready. For more info on this, please check out Specter Saruu's video on how to spawn S-Ranks. As long as it's available to spawn, you should attempt it at any time. I've seen 0-1% spawns and I've definitely seen spawns that are overcapped at 107%. Please note the percent here does not refer to success rate but rather percent in the spawn window. S-Ranks will despawn after 24 hours if it is not engaged and will go on its normal cooldown.

S-Ranks also have a different spawn window post-maintenance than they do for a regular cycle. During maintenance, all the timers reset and the S-Ranks come back earlier than their usual respawn timer. Usually, maintenance is on a Tuesday so the following Thursday/Friday (depending on your timezone) is referred to as S-Rank Day, where the spawn windows of all the later expacs (SB/ShB/EW/DT) all open at the same time.

Macros that may be useful

If you are able to successfully spawn something, congratulations! The next step is to locate where it spawned (if the zone is not mapped) and to get the word out to your fellow coordinators/spawners. A simple "pre-call" macro would be something like **/l# Pre-Call <t> <pos>** if you have the mark targeted (the # for the linkshell would be whatever your spawning/coordination linkshell is). You can also do **/l# Pre-Call <flag>** if you're not near the mark when it spawned but know where it's supposed to be (and you want to call it immediately). The pre-call allows your fellow coordinators/spawners to get to the mark before the public, which may help with any congestion issue. You can decide how long between the pre-call and when relays go out into your linkshells if you're the spawner (the recommended pre-call time on Siren is 15s on Faloop's countdown). If the mark gets relayed in your cross-world linkshells, it's recommended you relay out asap. Your basic S-Rank relay macro would be some variant of **/l# [World] S-Rank Relay <flag>** or **/cwl# [World] S-Rank Relay <flag>**. Please see the relaying section above for relay macro templates.

When Marks are "Sniffed" or "App'd"

When you see spawners referring to something as being "sniffed" or "app'd", it means it was picked up by a third-party app of a player in the zone and it has been relayed out to other users

using that third-party app (and on Discord). You should get your relays out asap if you see this mentioned. The Centurio Hunts Discord also has a bot that relays any marks that were app'd so you can check if/when your spawn got picked up to coordinate relays. If your S-Rank is app'd, the recommendation is to instantly release it on Faloop instead of having any pre-call/early access delay.

Pull Times and Other S-Rank Etiquettes

Some worlds may set pull times, which is when the mark will be engaged. If you spawned something, you may set a pull time for it if you so choose. Some spawners may also opt for no pull time but check in shout chat with a quick, "anyone otw?" If you did not spawn the S-Rank and the spawner is present and did not set a pull time, do not set a pull time yourself. If you did not spawn the S-Rank and the spawner is not present or no pull time has been set, it may be okay to suggest a pull time (otherwise, it is best to not attack until someone else engages). Please be aware that sometimes people will pull early, whether by accident or on purpose, and it is recommended you do your best to hold dps (if possible) until pull time. If all else fails to quell the mob, as long as you get a hit in and get credit for your spawn, it is okay. There will be more S-Ranks to spawn and kill!

The best way to gain credit for a hunt mark is to generate enmity. To do this, you can be on a tank and have tank stance on while spamming your ranged enmity skill (note: Provoke does not work on overworld mobs!) The other option is to be on a healer and heal someone who has engaged the mob or spam an AoE heal on your party. You do not need to put a DoT on the S-Rank in order to gain enmity/full credit. The S-Rank will die even without those DoTs simply due to the huge amount of players attacking it.

If you spawn an S-Rank off-world or on another data center, please contact the local spawners and let them know so they can get their local relays out. In this case, you may opt to have a local spawner set a pull time appropriate for their world's preference. If you happen to spawn an S-Rank while another S-Rank is up (whether on-world or off-world), it may be possible to chain the two in an organized manner (much like a hunt train). Please use your best judgment and respect the local spawners.

Related Faloop Permissions

For spawners, the appropriate Faloop permissions will either be "limited (trial) reporting access for S-Rank marks" or "full reporting access for S-Rank marks." The limited permission allows you to see marks that have been released on Faloop, while the full permission allows you to see marks that are in early access in addition to those that have been released. Your world's Faloop leads/admins may have you in trial permissions for a short period of time before promoting you to full permissions. On Siren, we will promote anyone to full permission as long as they are active in helping and coordinating spawns.

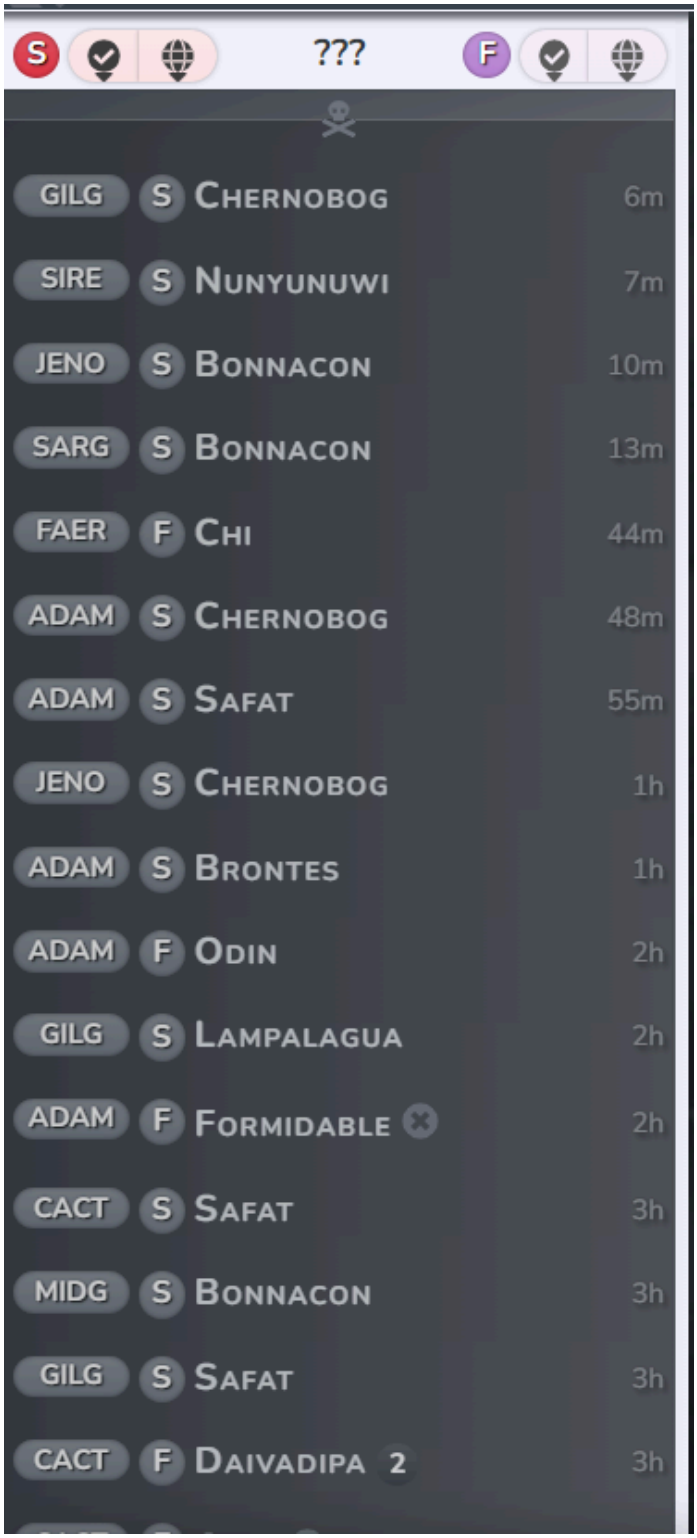
Faloop UI Rundown & Faloop Leads/Admins

General UI

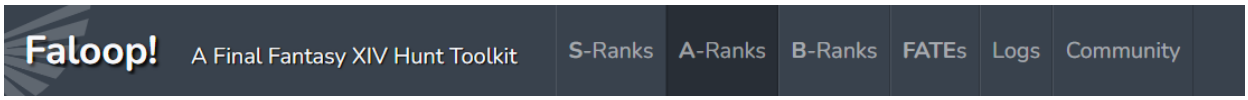
The following UI may differ based on your access level and data center (colors at the top are different for each data center).



The panel on the left shows the recent spawns and World Boss FATEs that were killed from all the worlds in the data center. You can change the settings so that it only shows on-world spawns.



The navigation at the top allows you to have quick access to the following: S-Ranks, A-Ranks, B-Ranks, FATEs, Logs, and Community.



The S-Ranks button will bring you to the page for S-Ranks. The information displayed can vary depending on your settings, but it will show what's open/available to spawn and what's not. You can adjust the settings to show on-world or all worlds and which expac to display as well. Clicking on the name of the S-Rank here will bring you to the S-Rank tab for that map.

The A-Ranks button will bring you to the page for A-Ranks. You can view timers for the A-Ranks for any and all expacs. Clicking on the name of the A-Rank here will bring you to that A-Rank's tab for the map.

The B-Ranks button will show you the mapping progress for each expac and by mob name for the maps. Clicking on the name of the B-Rank here will bring you to that B-Rank's tab for the map.

The FATEs button will bring you to the page for all the World Boss FATEs of your world (or data center depending on your settings). You can report FATEs here as having spawned or completed.

The Logs button will show you the public logs of every spawn supported by Faloop. You can see which servers are lucky and which ones are cursed…

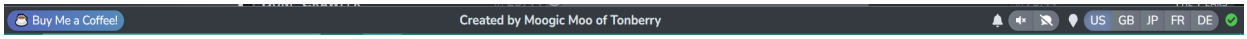
The Community button will bring you to the page where Discord servers for each data center that Faloop supports. Moo owns all our souls.

Below the navigation at the top is this little UI region where you can change your settings to display the information to your liking.



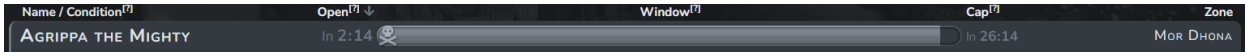
For a detailed explanation of what each setting entails, please read this infographic made by Falandria Xathanael.

The footer of the page will have a button where you can buy Moo a coffee. There is also an option to mute/unmute your sound notifications as well as language settings.



Understanding the Spawn Window Bar

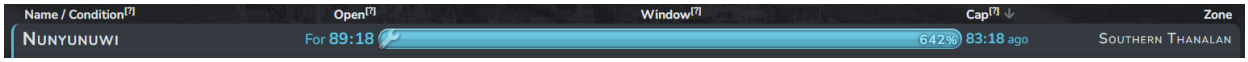
If the bar for a mark is gray, this means the spawn window is closed. In other words, the mark is on cooldown and will not spawn even if the spawn trigger is present. In the example below, Agrippa the Mighty's spawn window will open in 2 hours and 16 minutes and will cap in 26 hours and 16 minutes.



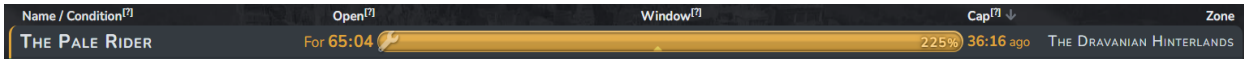
If the bar for a mark is green, this means the window is open, and the mark may spawn if the spawn trigger is present. In the example below, Safat's spawn window has been open for 5 hours and 40 minutes, and it will cap in 18 hours and 19 minutes.



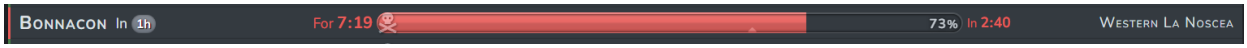
If the bar for a mark is blue, this means the spawn window has capped and is possibly over-capped. In most cases, A- and S-Ranks that have a blue bar will have spawned (in the case of S-Ranks, the spawn trigger still needs to be present along with any other conditions like weather and/or time for it to spawn). If the bar is blue and the mark is not there, there is a high chance it was sniped. This is usually not the case for gathering/fishing or treasure map S-Ranks, as there is an additional degree of RNG on top of the "invisible timer" RNG. In the example below, Nunyunuwi's spawn window has been open for 89 hours and 18 minutes, and it capped 83 hours and 18 minutes ago.



If the bar for a mark is yellow, this means it has spawned but has not yet been released to the public on Faloop (it is currently in early access). You may not be able to see this type of bar if you lack the permissions. This is considered the pre-call period and allows coordinators/spawners to get to the mark before the general public. In the example below, The Pale Rider spawned at 225% of its spawn window (over-capped - not actually surprising to see for a treasure map spawn). Its spawn window opened 65 hours and 4 minutes ago, and it capped 36 hours and 16 minutes ago.



If the bar for a mark is red, this means it has spawned (and the mark has been released to the public on Faloop), so hurry over to the mark and group up! In the example below, Bonnacon spawned at 72% into its spawn (open) window. This spawn window opened 7 hours and 16 minutes ago and would have capped in 2 hours and 43 minutes if it hadn't spawned when it did.



SS-Rank tab

The SS-Rank was introduced in Shadowbringers (Forgiven Rebellion) and is also present in Endwalker (Ker) and Dawntrail (Arch Aethereater). When these S-Ranks die, there is a ~10% chance for minions to spawn. In order for the SS-Rank to spawn, all four minions in the map must be engaged in combat within 5 minutes of each other and they all have to die. The minions for Forgiven Rebellion are called Forgiven Gossip, while the minions for Ker are called Ker Shroud (minions for Arch Aethereater are called Crystal Incarnation). Minions do not give any rewards for killing them, but they do count as B-Ranks for achievement purposes. When you

see minions spawn, please try to kill at least one minion in the map to help the SS-Rank spawn sooner. If any minion reset/retreat, the SS-Rank will not spawn and the minions event is considered failed. The SS-Rank tab has three entries where you can read about the mark: Introduction, Information, and Map & Report. You cannot report that an SS-Rank has spawned on Faloop unless you mark the corresponding S-Rank as dead.

When minions spawn

When a SHB, EW, or DT S-Rank dies, as you go to mark it dead, there will be a dialogue box for “The Forgiven Rebellion/Ker/Arch Aethereater event has begun,” which you will check off if the minions message shows up in the system messages in-game. **It is very important to check this box before you hit the confirmation message for S-Rank dying if there are minions.** It is highly recommended you wait a few seconds to confirm if minions have spawned before marking the S-Rank as dead on Faloop.

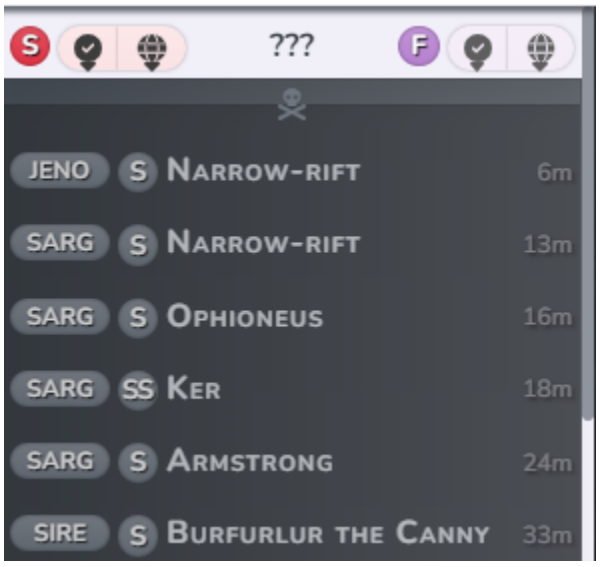


Important to note: If you accidentally marked an S-Rank dead without checking the box for “The Forgiven Rebellion/Ker event has begun” dialogue, **do not undo the death**, as Faloop will not retain the spawn point (furthermore, when you “respawn” the S-Rank, it will ping all Discord

users again for a dead S-Rank). Simply go to the left side panel, select the recently killed S-Rank, and go over to the SS-Rank tab and click the “Started Now” button.

An example using recent spawns:

Left side panel



Let’s say for example the Jeno NR was marked dead but the minions checkbox wasn’t selected. What you would do is click on that entry and go to the SS-Rank tab. Here’s what it would show:



Clicking the green Started Now button will start the minions event without needing to fiddle around with the S-Rank tab. The window will only look like the above example within a short time frame after a DT/SHB/EW S-Rank has died (estimated ~15 minutes).

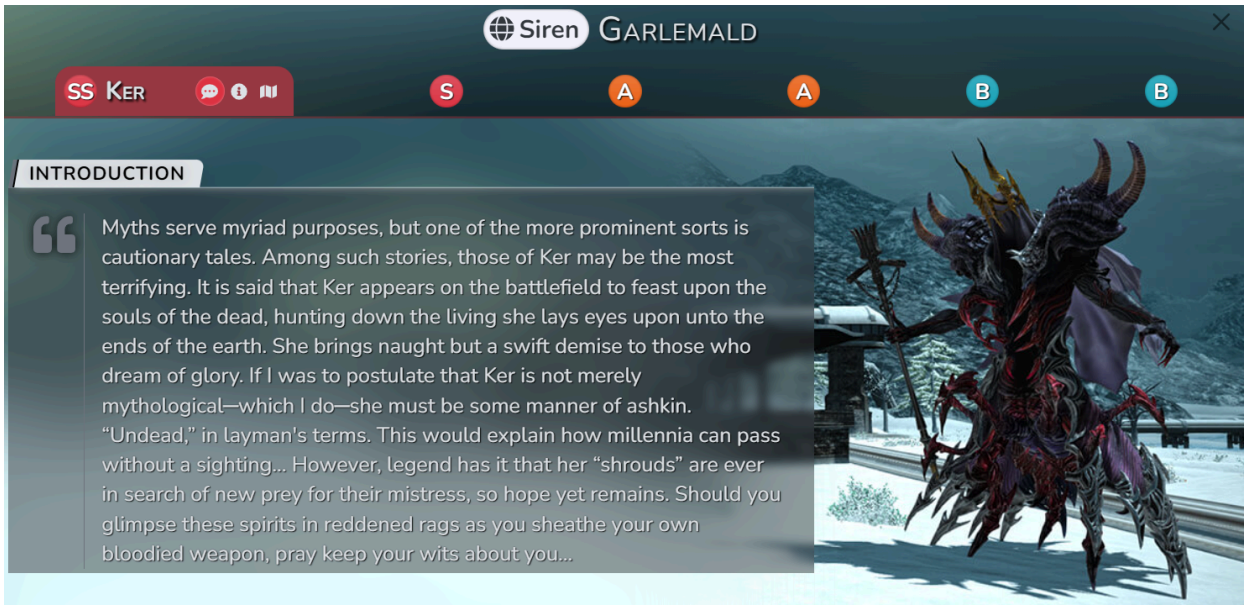
Note: there is a currently known bug on Faloop that occurs when back-to-back SS events trigger from S-ranks of the same expac on the same world where you cannot report the SS event on the second S-Rank. In this case, **please only undo the death on the SS-Rank** (ie: Arch Aethereater, Ker, Forgiven Rebellion) instead of the first S-Rank itself.



Clicking the gray Undo button on the SS-Rank tab will allow you to start an SS event on another S-Rank from the same expac on the same world without undoing the death on the prior S-Rank (in this case, if another SHB S-Rank on Cactuar spawned within 15 minutes after this Forgiven Rebellion has died, then you can Undo the one linked to Ixtab to mark the start of the subsequent one).

The following sections will give a brief overview of the other entries found under the SS-Rank tab.

The Introduction entry gives you a short blurb about the SS-Rank.



The Information entry gives you the spawn trigger for the SS-Rank, which requires you to kill the four minions that have spawned in the map. It also gives you info about the full rewards you get from killing the SS-Rank (not in screenshot: Ker gives 200 Poetics, 100 Aphorisms, 50 Astronomies, 400 Sacks of Nuts, and one of each EW cluster).



The Tips on this entry is very important, so I will copy/paste it verbatim below:

- The Ker Shroud mobs (the minions) have a chance of spawning when the zone's S-Rank dies. You will know they have spawned when the system message *The minions of an extraordinarily powerful mark are on the hunt for prey...* appears in your chat after killing the S-Rank. They will spawn in the four locations represented as blue dots on the map page.
- All four have to be engaged in combat within five minutes or else they will withdraw. Once engaged, they will also withdraw if they leave combat (i.e. they are reset or all

players fighting it have died). If any withdraw, you will see another system message *The minions of an extraordinarily powerful mark have withdrawn...* and the SS-Rank will not appear.

- It's recommended that the S-Rank groups split up and engage the minions at the same time. Once engaged, you no longer have to worry about the time limit as long as they stay in combat. When your minion is killed, you can go and assist with other minions that still have high HP, or head to where the SS-Rank will spawn represented as the large red dot on the map page. Groups will tend to shout the HP status of their minions so you can keep track.

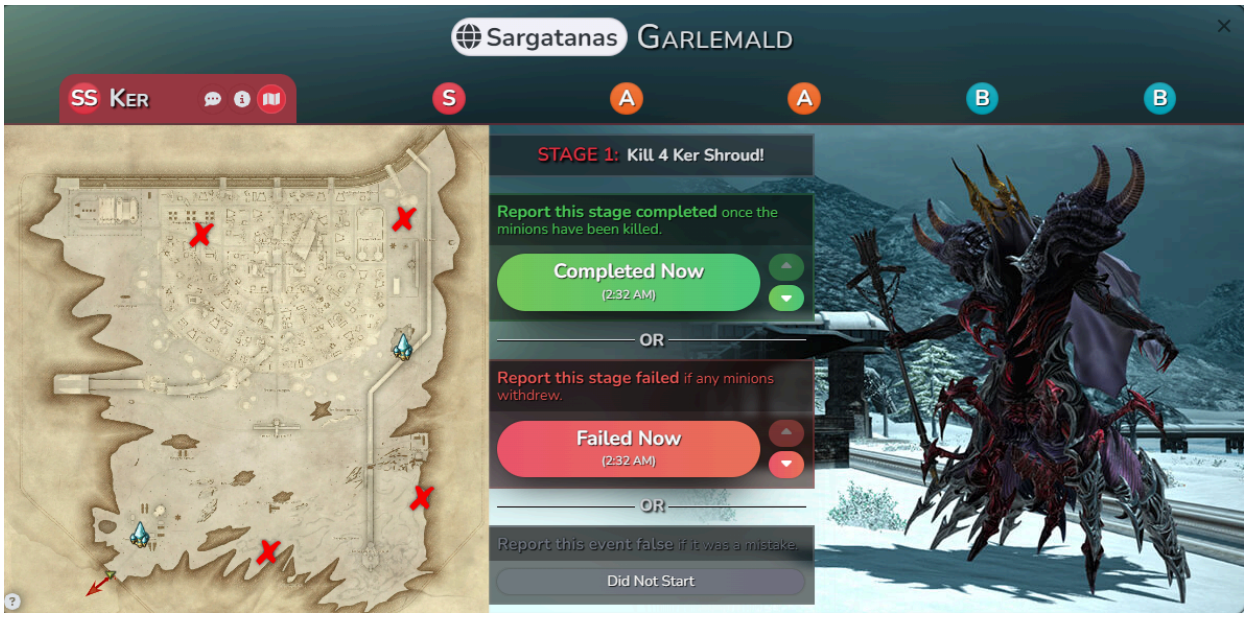
The Map & Report entry is where you find the locations of the minions (blue dots) and the SS-Rank (big red dot). It will also give you the option of marking the minions killing a success (green "Completed Now" button) or failing to kill the minions (red "Failed Now" button). Once the minions are killed, there will be a green "Completed Now" button to push for when Ker or Forgiven Rebellion has been killed. In the following screenshot, since the S-Rank of the map hasn't been reported as killed, the "Completed Now" button is yellow.



During a minions event, this entry will only show the minions location. After the green "Completed Now" button has been pressed then the SS-Rank location will be shown. If you are trying to relay the SS-Rank spot ahead of time, simply click on another world's SS-Rank tab of the same map to get the location (just remember not to press anything in that other world's SS-Rank tab).

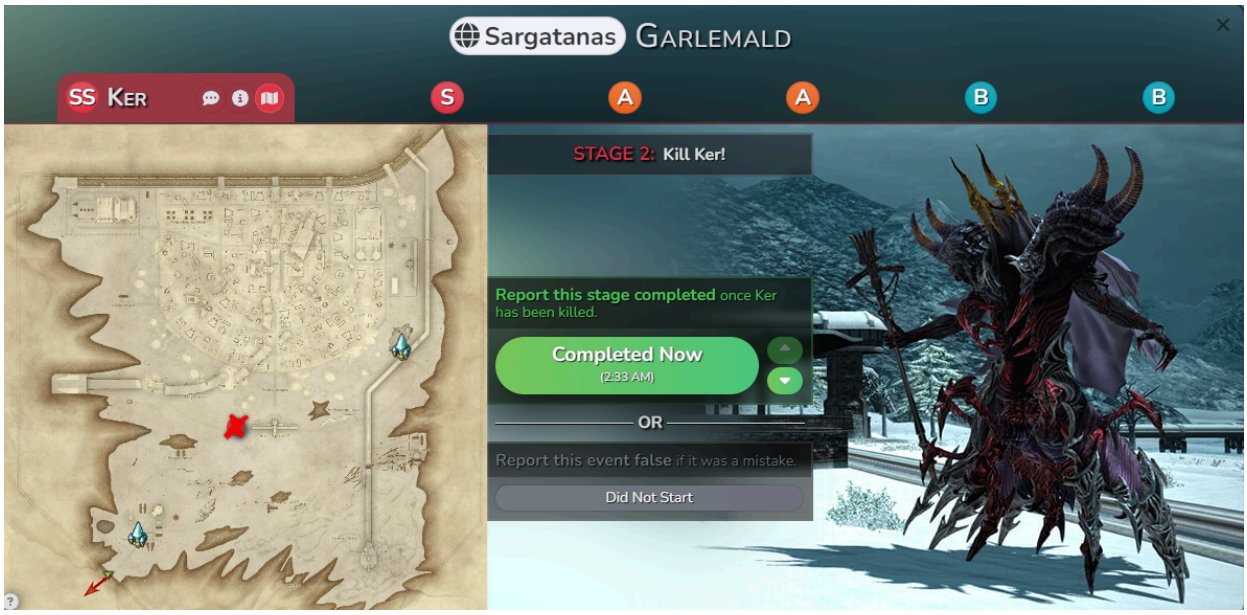
The minions event on Faloop is divided into two stages when active:
Stage 1: Kill 4 (minions)!
Stage 2: Kill (SS-Rank)!

When the minions event is active, the window will look like this:



If a minion gets reset or all the players engaged in combat with it dies, hit the Failed Now button.

Once all four minions are killed in-game, remember to update Faloop by hitting the Complete Now button, which will bring the window below:



Hit the Completed Now button again once Forgiven Rebellion/Ker/Arch Aethereater is dead!

S-Rank tab - Spawning

The S-Rank tab has four entries where you can read details about the mark: Introduction, Information, Current Status, and Map & Report.

The Introduction entry provides the text from the Hunter-Scholar NPC in-game (the language will be whatever your Faloop account is set to). This text will give a little blurb about the mark and hints at how to spawn it. See below for Safat's Introduction entry.



The Information entry is where you will find the spawn trigger and tips for attempting to spawn the S-Rank. It will also show you the full rewards for killing the mark (not shown in screenshot: Safat rewards 100 Poetics, 30 Aphorisms, 100 Allied Seals, and 50 Centurio Seals).



The Current Status entry will tell you if the spawn window for the S-Rank is open (it can spawn) or is closed (it will not spawn). It will also give you some quick info like when the S-Rank was last killed, when it will reach cap, and if specific conditions are necessary for its spawning (eg: some S-Ranks require a certain weather type).



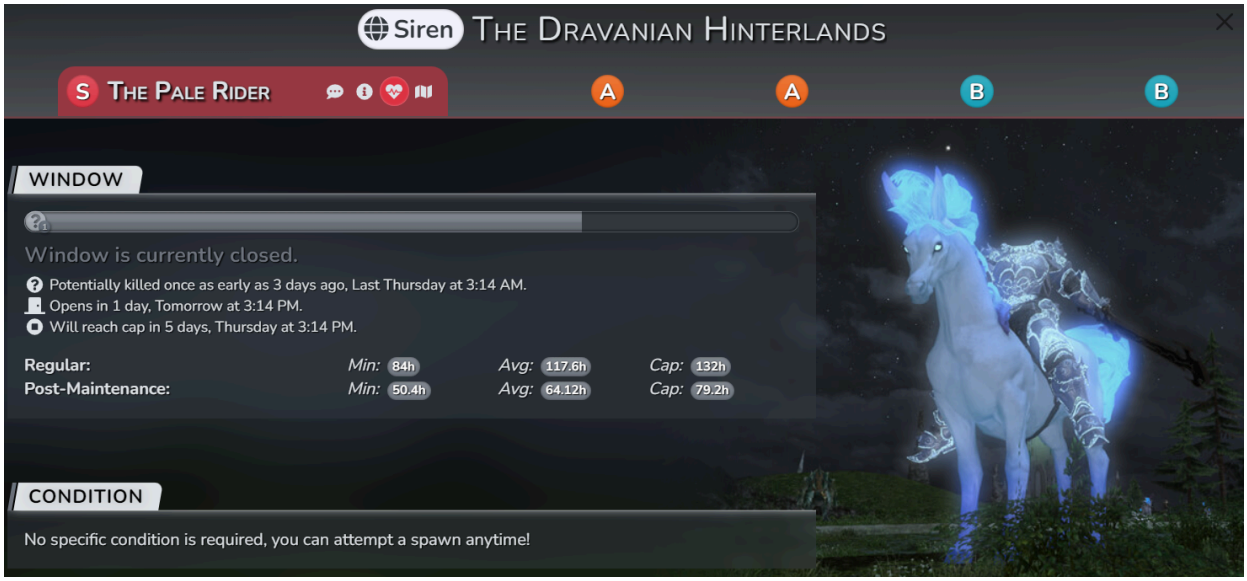
Once again, the percent (eg: 3%) referred to here is not the chance of success for spawning the S-Rank: it is the percent into the spawn window, with the cap being at 100% where the S-Rank enters the “Forced Spawn” stage (though for some S-Ranks it is still not a guaranteed spawn, like with any gathering/fishing or treasure map marks). The percent can reach over 100%, and if the S-Rank still hasn’t spawned, then it’s usually between really bad RNG (eg: Croque-mitaine) or it’s been sniped.

The Map & Report entry shows you the map of its spawn point(s) and where you can report that the S-Rank has spawned, that the S-Rank has died, or that the S-Rank has been sniped*.



*Note: the button for reporting that the S-Rank has been sniped is only available on S-Ranks that are over 100% into its spawn window - gif of the Mark Sniped button in action. When you report that an S-Rank has been sniped, Faloop will give you an estimated window of when it’s

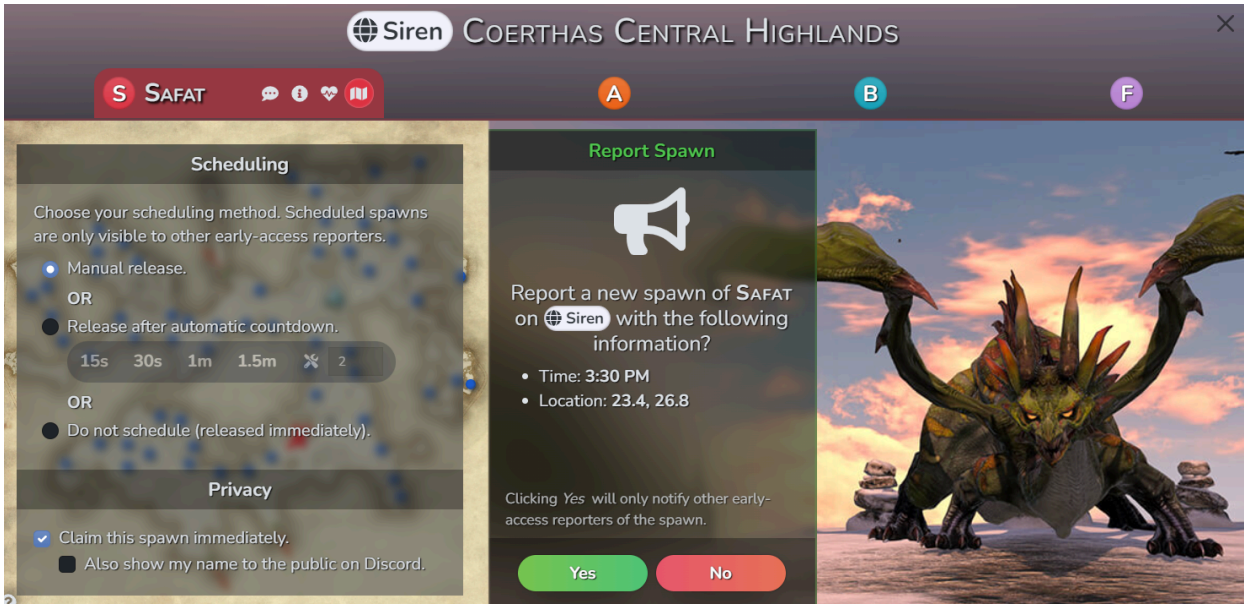
possible to spawn the S-Rank again as well as the earliest it was potentially killed at. Please note that the estimated window will have a little question mark to indicate that this mark was previously sniped.



Once you have successfully spawned an S-Rank (or have located the S-Rank if it spawned “naturally” a la The Garlok), click on its spawn point and click the green “Spawned Now” button. Clicking the “Spawned Now” button will then give you the option of claiming the spawn and scheduling the spawn.

Spawn Scheduling

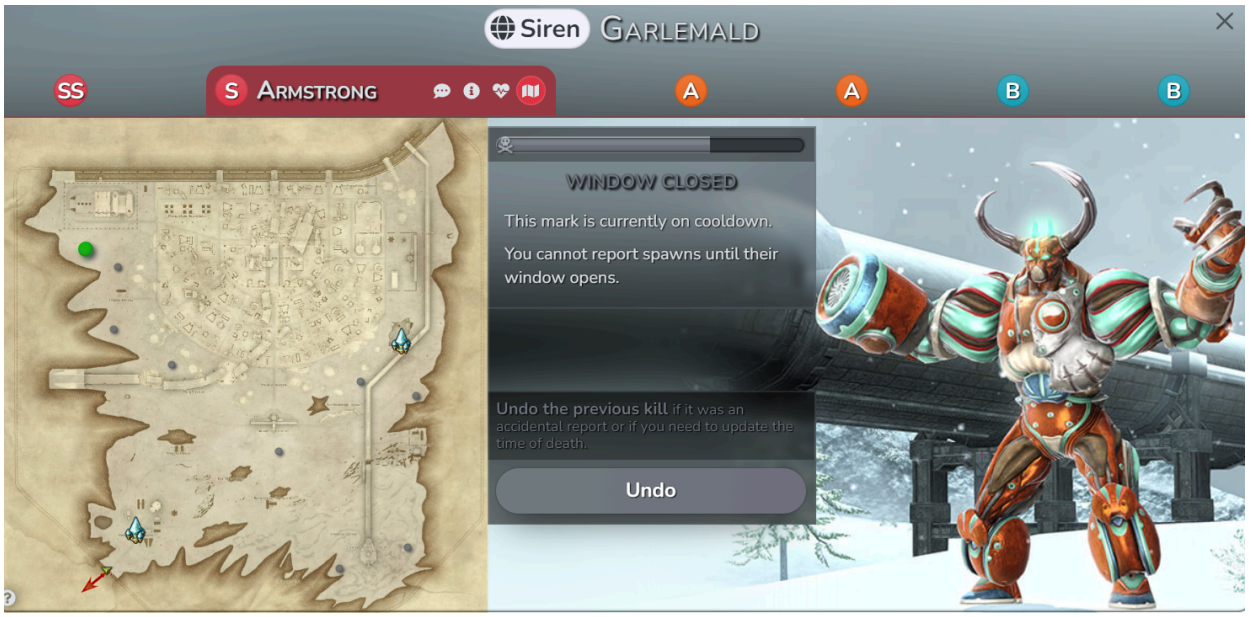
The three types of spawn scheduling are:
Manual release - you release it whenever you want
Release after automatic countdown - the mark is automatically released after the amount of time you/the spawner specified. The recommended pre-call/early access time is 15s.
Do not schedule (released immediately) - the mark will not go through early access viewing.



Depending on what permissions you have, some of these options may not be available to you. For limited/trial S-Rank reporting permission, all marks you post to Faloop will be released immediately with no option for scheduling.

If a mark has been “sniffed” or “app’d”, it is recommended you release it immediately on Faloop. If reporting for a “sniffed” spawn on another world (not your Home World), it is recommended you do a 15s countdown pre-call so local spawners are able to get the flag and relay to their linkshells. The faster things are relayed/released on Faloop, the more people will be able to get to the mark before it’s dead.

If a zone is fully mapped on Faloop, all but one of the blue dots on the Map & Report entry will turn into small gray dots. The single remaining dot will be big and green and is the suggested S-Rank spot (eg: the S-Rank will spawn here).



A-Rank tab - Conducting

The A-Rank tab is where you can find information about the A-Rank. Currently, you cannot mark its position for mapping the S-Rank's spawn location using this tab. It has the same four entries as the S-Rank tab: Introduction, Information, Current Status, and Map & Report.

The Introduction entry has a little in-game tidbit about the mark.



The Information entry will show the full rewards given by the mark for killing it.



Items with an asterisk have a chance to drop but are not guaranteed.

The Current Status entry will show when the mark was last killed, when the spawn window opened, and when the mark will reach its cap. A reminder that A-Ranks have a respawn timer of 4-6 hours, so the spawn window opens at 4 hours after the last kill and caps at 6 hours after the last kill. This means that it can spawn any time in that 2-hour window, so it's best to wait until about 30 minutes before cap to scout for hunt trains (eg: 5.5 hours after it was last killed).



The Map & Report entry is where you can mark that the A-Rank has died (if you have the appropriate permissions). It will also show all the possible spawn points where the A-Rank can be found at. If the S-Rank spot is determined/successfully mapped, then the spot will be grayed out (note the most NW spawn point: it is a little gray dot instead of a big blue dot like the rest of the spawn points).

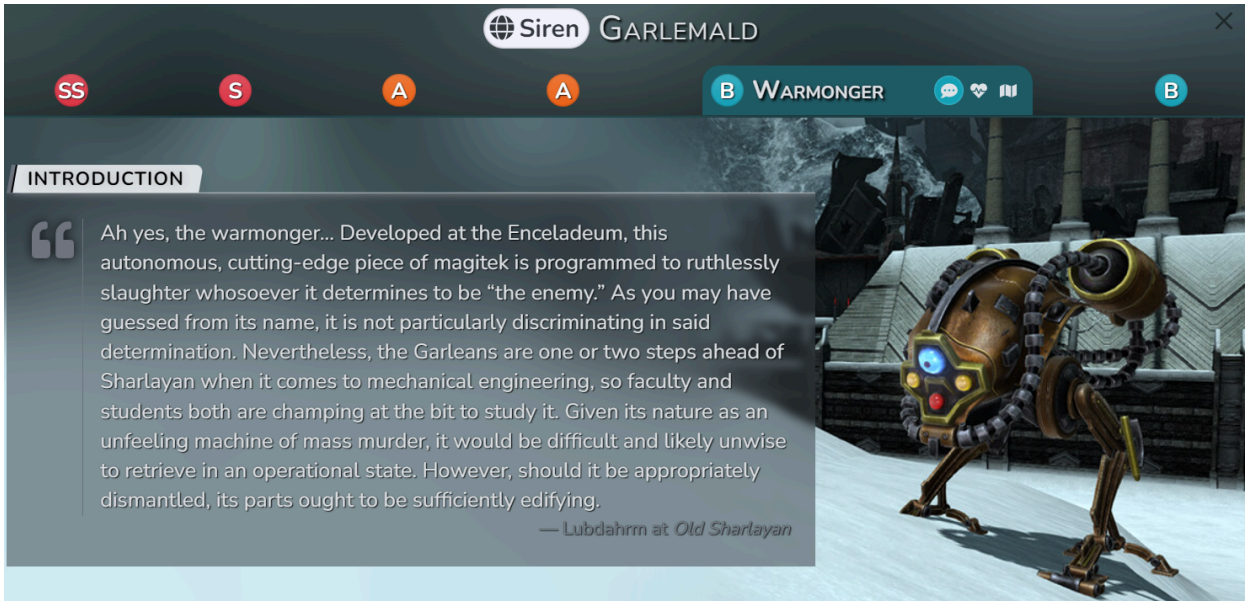


B-Rank tab - Mapping

This is where the magic happens. Currently, this is the tab you want to use when mapping the spawn point of the S-Rank. The S-Rank cannot spawn where it had spawned the last time it was killed or where a B- or A-Rank is at, so by marking off the spots where you've seen B-/A-Ranks, it can eliminate the possible spawn points for the S-Rank. This is especially important for landmine-type of S-Ranks, where you need to be on the spawn point and fulfill the spawn trigger in order to spawn it (jump to the "Landmine spawns" subsection for the current list of these S-Ranks). For non-landmine S-Ranks, it is still beneficial to map as it may eliminate the time it takes you to find the S-Rank once it's spawned (I don't recommend mapping non-landmine ARR or HW S-Ranks because there are a lot of spawn points to eliminate unless you have a lot of time on your hands and/or you are bored).

The B-Rank tab has three entries: Introduction, Current Status, and Map & Report.

Similar to the S- and A-Rank tabs, the Introduction entry has a little in-game blurb about the mark.



The Current Status entry has information about the mapping progress of the S-Rank, with all the names of the mappers listed, which spawn point they spotted a B- or A-Rank at, and the time it was marked off. One of the spawn points will always be where the S-Rank last spawned at unless the current cycle is a post-maintenance cycle.



(Names in the screenshot above are omitted for privacy reasons.)

The Map & Report entry is where you would actually mark off the spawn points where B- and A-Ranks were found. Each spawn point will have a 1 or 2 on it, indicating which B-Rank can spawn at that location. For mapping purposes, the distinction helps you decide which of the B-Rank needs to be killed to eliminate S-Rank spawn points (eg: all the B-Rank #1 spots have been eliminated already, so you just need to beat up B-Rank #2 to get the final S-Rank spot).

There are a few maps where instead of a 1 or 2, you'll see the letter A on spawn point. This means that an A- or S-Rank can spawn here, but not a B-Rank (see: The Lochs). A blue dot indicates that it is possible for the S-Rank to spawn there. A green dot indicates that a B- or A-Rank was spotted there (or it was the spawn point the last time the S-Rank spawned at). A gray dot indicates that this spot is not a spawn point for the S-Rank, but the B- and A-Rank can be found here (see: Lakeland). If you've found a B- or A-Rank at a blue dot spot, simply click on that spot and click the green "New Sighting" button.

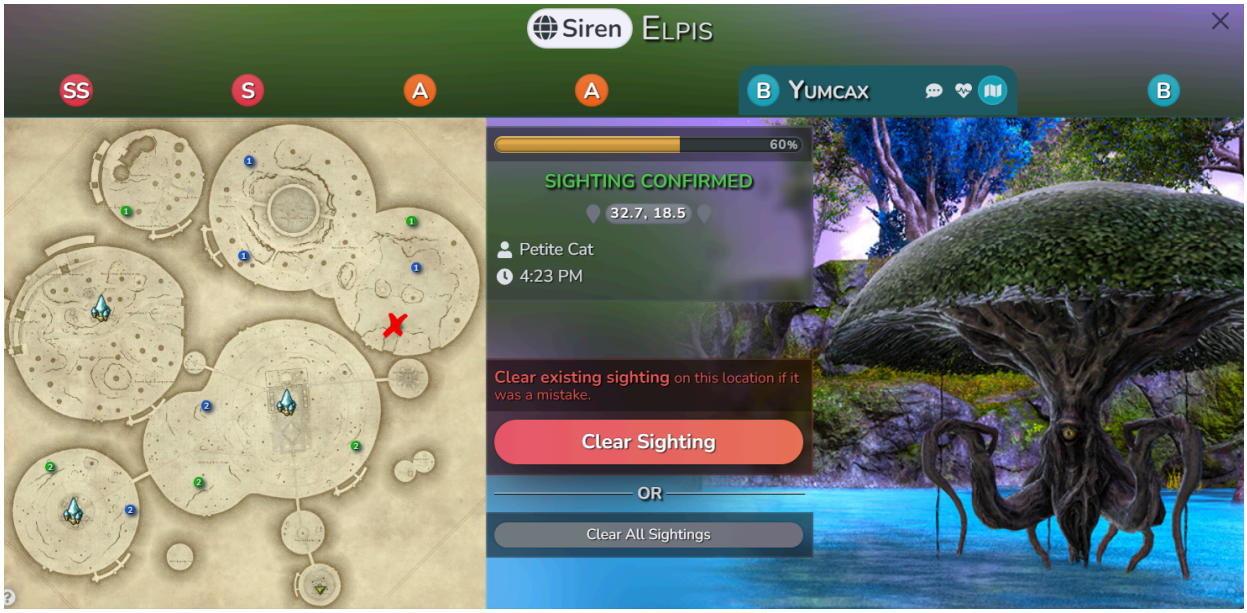


(Names in the screenshot above are omitted for privacy reasons.)



Before you mark off a spot with "New Sighting" on Faloop, please make sure it corresponds to the coordinate of where you saw the B- or A-Rank in-game. To do this, I recommend typing into

chat **/s <pos>** so you have the exact coordinate. If you made a mistake and selected the wrong spawn point, click the (now) green dot and then the big red “Clear Sighting” button.

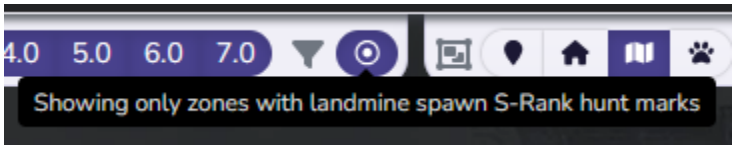


If you found a B- or A-Rank at the suggested S-Rank spot, you also have the option to click the gray “Clear All Sightings” button to wipe all the mapping progress and start over again.

Landmine spawns

ARR: Nandi (Upper LN), Croakadile (Lower LN), Mindflayer (South Shroud), Brontes (Central Thanalan)
HW: Kaiser Behemoth (Coerthas Western)
SB: Orghana (Azim Steppe), Gamma (Yanxia)
SHB: Tarchia (Amh Araeng), Aglaope (Il Mheg)
EW: Armstrong (Garlemald), Burfurlur the Canny (Labyrinthos), Narrow-Rift (Ultima Thule)
DT: Kirlinger (Urqopacha), Ihnuxokiy (Kozama'uka), The Forecaster (Living Memory)

You can also filter your Faloop page to only show maps with landmine spawns:



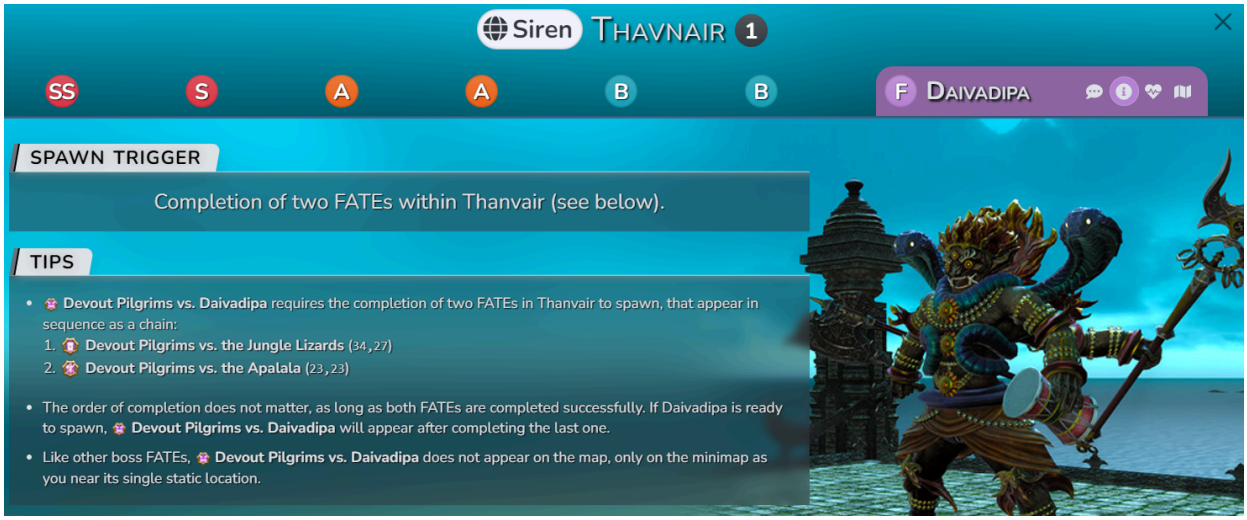
FATEs tab

The FATEs tab allows you to report World Boss FATEs that have spawned. You do not need any additional permissions to report FATEs as they are open to public reporting. The FATEs tab has four entries: Introduction, Information, Current Status, and Map & Report.

The Introduction entry will give you the in-game description of the World Boss FATE.



The Information entry will give you the spawn trigger for the World Boss FATEs as well as the FATEs chain that is needed to be completed as part of the spawn trigger. It will also give you the list of rewards (not pictured: completion of the Daivadipa FATE at gold rank gives 6 Daivadipa's Beads, silver rank 4 beads, and bronze rank 2 beads. The items you can purchase with the beads are also listed.)



The Current Status entry has information about when Daivadipa was last killed, if the FATE can appear/spawn, when the spawn window opened, and when the spawn window will cap.



Please note that World Boss FATEs will not appear in the big map and only shows up in the mini map when you are in the general vicinity.

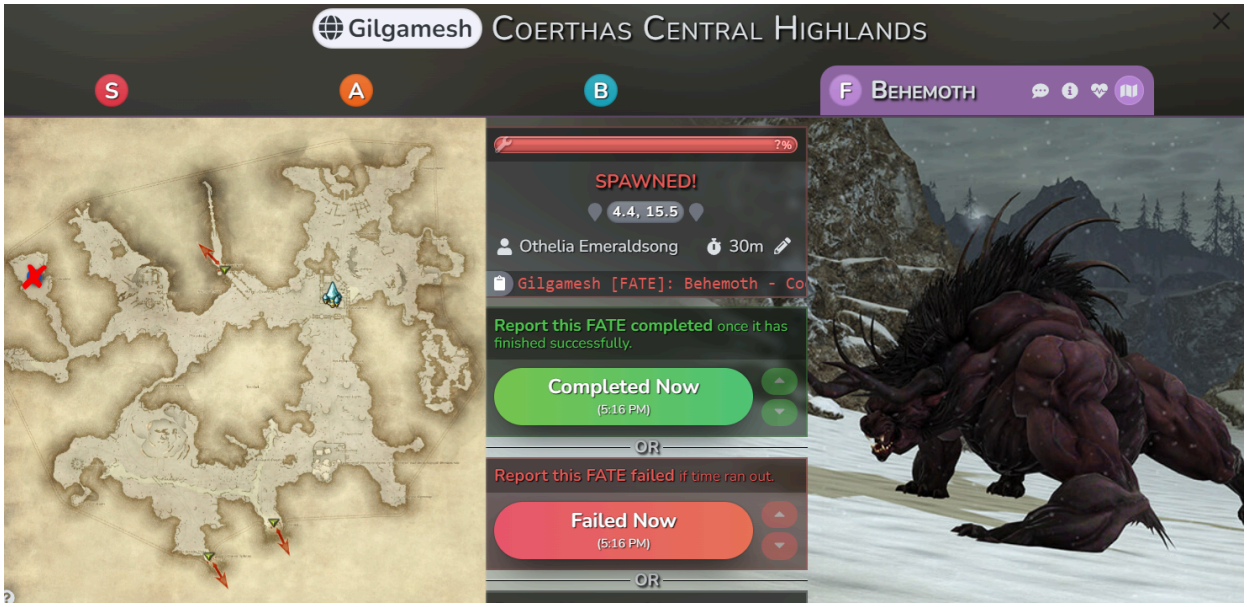
The Map & Report entry will allow you to report that the World Boss FATE has spawned and how much time is remaining on the FATE. It also allows you to mark the FATE as completed or if it has failed. For some World Boss FATEs, they have a fixed spawn point, like Daivadipa, while for others you will need to select the location of the FATE (see: Coeurlregina Part 3). Some World Boss FATEs are also chains, which means you can report the FATE prior to the World Boss FATE (see: Behemoth & Archaeotania). Note: your permissions may affect what options you see in the same windows. Future Faloop updates should allow public (i.e. no special permissions needed) for FATEs reporting so that yours can look like the screenshots below.



For World Boss FATEs that are chains, you can click the green “Completed Now” button on the prior FATE to bring up the actual World Boss FATE. This FATE below

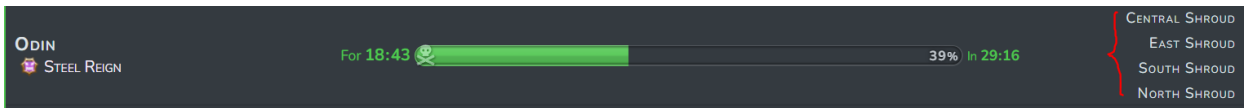


changes to this after you hit the “Completed Now” button.



You can also report the completion time as any time prior to “Now” as well using the arrows on the right of the button.

The notable exception is Odin, who can spawn in four different maps in the Black Shroud. To select the correct map of where you found Odin, look to the right side of the bar: it will list out the four maps in each line. Select the correct map, then the correct location, adjust the time remaining, if necessary, and hit the green button!



Odin’s maps for the different shroud areas:

Central Shroud



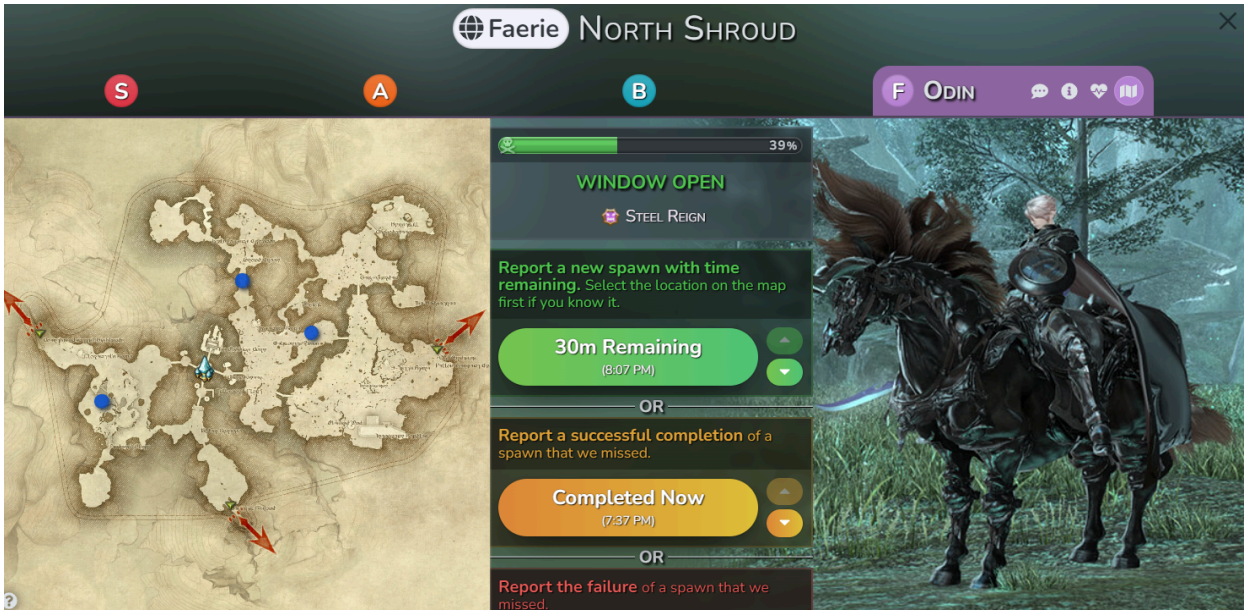
East Shroud



South Shroud



North Shroud



Current Faloop Leads/Admins for Aether

If you would like to help out your hunt community, please reach out to one of the following leads/admins (the ones for your home world as promotion is currently on-world only) and let them know how you'd like to contribute.

Adamantoise	**Cactuar**	**Faerie**	**Gilgamesh**
Cecilia Valeroyant	Alanna Olau	Diplo Poda	Cats Meow

Chow Miyumi Eli Kat Heavymetal Goddess Kira Yuki Merciful Claws Othelia Emeraldsong Tater Swift	Allaine Walker Aurora Lloyd Choco Cure Ciraelin Darling Empirical Erinyes Raechi Raechichi Ytae Lavoie	Floon Drif Hakumari Kyuubi Lilaea Celaeno Little Bit' Lulupi Lupi Nara Dawson Rhell Azurmyste X'ochi Tia Xqk Dzc	Cupo Cupo Gabriel Hyrule Hacksign Lakshmi Kaelyx Lys Kiss'Mai Axe
Jenova	**Midgardsormr**	**Sargatanas**	**Siren**
Bear Esteria Belletrist Grimm Corrisve Kazuto Dhen Sunblade Hotbeat Tsukino Levi Kasuma Navi Mae Over Haul Sharko Vhal Specter Saruu Specter Saruu Urzak Rhalgr	Artemis Nova Astra Bettencourt Izana Zephyr Lisa Kuma Medolie Dumoria Naia Lalita Rhiki Solara Suki N'yan Varien Blank Win Sarun	Chakha Borlaaq Cyrus Luneknight Echkno Baelsar Elicia Venom Louvain Eventide Myin Tlief Windoffury Skyrunner	Aiden Nightwalker Arolas Legwen Beau Bellator Harbinger Prime Kai Ju Kharnak Kalyeska Petite Cat Vashet Saicere Yumiko Kaneko

References and Acknowledgements

- Faloop A Final Fantasy XIV Hunt Toolkit - Moogic Moo (Tonberry)
- Bear Tracker's Hunt Train Tool - Bear Esteria (Jenova)
- Scouting Tool - Airenlei Saerel (Siren/Cactuar)
- Prime Hunt Tool - Harbinger Prime (Siren)
- Turtle Scout - Kaiden Alenko (Adamantoise)
- Hunt Relay Macro Template - Lucienne Whitebloom (Jenova)
- Auto-Translator - FFXIV Fandom Wiki
- All Special Macro Characters (Unicode Characters) - Leih Yusukee (Phoenix)
- ★♥ Symbols you can use in FFXIV ! ♥ ★ (IN-GAME) - Mi Ai (Odin)
- Macro Generator - Kaiden Alenko (Adamantoise)
- How to Spawn S-Ranks - Specter Saruu (Jenova)
- Marking B-Rank spot to map on Faloop - Moogic Moo (Tonberry)
- Marking S-Rank as sniped on Faloop - Moogic Moo (Tonberry)
- Faloop UI Information Infographic - Falandria Xathanael (Siren)
- The Siren Hunts Community and Coordination Team
- UNIX Timestamps websites found on Google
- Conductor Whiskers & co - Neko Atsume

Changelog

- [x] ~~04-29-2022 Document creation~~
- [x] ~~04-30-2022 Peer Review/Edits - added section on Faloop UI~~
- [x] ~~04-30-2022 Changed link permission to “Anyone can comment” from “Anyone can view”~~
- [x] ~~04-30-2022 Edits/additions from suggestions/comments - added section for Odin, Faloop leads/admins, how to read the spawn window bar~~
- [x] ~~05-03-2022 Edits/additions from suggestions/comments - added section on personalizing macros~~
- [x] ~~05-04-2022 Added links to Echo’s Macros page & FFXIV Fandom wiki entry on Auto-Translator~~
- [x] ~~05-06-2022 Added table for the different train roles in each discord server & setting up PF for train~~
- [x] ~~05-09-2022 updated list of Faloop leads/admins for Aether~~
- [x] ~~05-11-2022 added one-page document summary before the table of contents as a quick guide/teaser~~
- [x] ~~09-12-2022 removed all mentions of Retah’s Hunt Train Tool and replaced with Bear Tracker’s hunt train tool (or not specified)~~
- [x] ~~10-14-2022 added Harbinger Prime’s Hunt Train Tool~~
- [x] ~~11-04-2022 added AH’s world-specific train roles under Discord Train Roles subsection~~
- [x] ~~03-28-2023 added images for minions event + what to do when minions have spawned but you already marked the S-Rank as dead without checking the minions box.~~
- [x] ~~04-10-2023 minor edits to remove mentions of specific zone instances and Aphorisms~~
- [x] ~~09-09-2023 added a section for UNIX timestamp under conducting and provided links. Added the channels for the discord servers that Siren trains get posted to. Added “gathering” time for trains. Added mention of insta-release on Faloop if S is app’d.~~
- [x] ~~02-28-2024 made the document “pageless” for an endless scrolling experience. Updated some in-game screenshots.~~
- [x] ~~06-25-2024 Removed Echo’s macro page due to potential security risks (non-https domains); added DT train role column in Conducting section. Made the AH-specific section easier to understand. Added picture of what the roles would look like when pinged in their respective servers.~~
- [x] ~~11-12-2024 Finally added the “collaborative scouting” mode/feature for Airenlei’s scouting tool.~~
- [x] ~~02-06-2025 Added Faloop bug note for back-to-back SS rank events from the same expac on the same world~~
- [x] ~~07-13-2025 Added landmine spawns subsection and the Turtle Scout(ing) tool. Updated URL of the Inline Timestamp (formerly Discord Timestamp)~~
- [x] ~~04-21-2026 Added Kaiden’s macro generator~~
- [x] ~~07-03-2026 Updated Faloop Discord’s role for Centurio Train role from 4.0A to OldA + role ID~~

- [x] ~~07-10-2026 Added optional setting to increase view distance to Scouting section (The Basics subsection)~~