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Ffxiv fates leveling guide

By Accomp · December 26, 2015 * Updated for Heavensward – 2/1/16* For those who don't know, fate farming is the fastest way to gain FFXIV experience if you are a DPS (dungeons are a more optimal experience for tank/healer jobs due to fast queues). FATES are dynamic events that spat across the different regions of Eorzea. Based on your participation in FATE, you earn experience and other rewards, such as grand company stamps. By moving quickly from one fate to late for an extended period of time with a large group, you can level very high quickly. Regions for FATES Please consider the watchlist as a reference for the area in which you must process FATES, depending on your level. While I won't go into great detail about the priority of FATES, it should be noted that there are specific FATES in each region that yield much higher experience than others and these should be a priority. 1-12: Horizon in Thanalan West (Thanalan)13-20: Aleport west of La Noscea (La Noscea)21-30: Quarry South Shroud (Black Shroud)28-34: Winfort/Costa del Sol in East La Noscea (La Noscea)30-38: Dragonhead at Coer Central Highlands (Coerthas)38-42: The Toll of the Revenant at Mor Dhona42-52: Ceruleum Processing Plant in North Thanalan (Thanalan)52+: The Writh Mist (Dravania) Rule of Thumb: If more than 50% of spades fates in your area require you to synchronize your level below, you need to move to a higher level area. Tips for agriculture and the fate of completing FATES yields grand company seals. This currency is used by large company suppliers for various equipment, cons supplies and luminous items. AoE spam is usually your best bet when participating. Once you have enough participation for gold, you can go through the next fate creep (make FATES: gold requires 6 extras). Assuming you have a level 60 job already, while farming FATES, you can process your anime crystals for the first part of your anime weapons search chain. Sky anime FATES as stated above, Heavensward introduced the anime weapon chain. This chain requires level 60 work and begins with a quest to purchase glowing 3x crystals from each of the sky locations. Once you finish peeling your first job, it is highly recommended that you level up using FATES to optimize your time in the game, as you can level another job while farming crystals for anime weapons. Please note, you can process as many crystals as you want while you have the journey – so make good use of the party finder to process crystals of multiple jobs during grinding the FATE experience. 46-52: Coerthas West Highlands50-54: Dravanian Forelands53-57: Winding Nebula55-58: Sea of Clouds57-60: Hinterlands Dravanian57-60: Azys Lla Tags: ffxiv [Updated for 3.2]Hello everyone! With a bunch of friends I've been forcing against their will to play this game. I wanted to make some kind of short and sweet As for where to level up and around when, and I thought I'd post it here because why not. x3Threst idea is to stay around FATES or a higher level than you - or just a few lower levels. For a general rule of thumb: If you need to synchronize for more than half of FATES in your current region, it's best to move on. Also note, if it happens to be your first class you are peeling up: do your story tasks! These are indicated by the burning type of search icon next to them. These open things such as grand membership (which in turn opens up your Chocobo), giving access to most mazes and all primary battles, And fees (personal banks, and selling mules).----> 1-10: Log hunting + class assignments not too much here, usually much faster to go along with a hunting log, instead of waiting for pop FATES - though mixing them certainly makes it faster. --> 10-20 West Of La Nosea - Alfort stays around Aleortpo , and east to those by Swiftperch --> 20-28: South Shroud - quarry all FATES in the northern part of the region, By quarry and west by Druthers. --> of Buscarron. --> 28-34: East La Noscea - Costa del Sol sticks mainly on the east side of the map, as it is where most parties stay. --> 34-40: Central Plateau Coerthas - Camp Dragonhead more or less just follow your party around; You mostly stay around Dragonhead, going to whatever jumps first, and Svava or eyes above any other fate. --> 40-52: North Thanalan - Ceruleum processing plant you just go for any fate in the region. Note that dark appliances no longer give crazy amounts of xp to this agriculture, but it is, and go, gorgimera above all else. I would personally stay here for a few extra levels, with how reliable this area was, but as the new FATES begin to gain popularity, that may change. For reference, Churning Mnile give 4k, and 7k more per fate at 50 and 51, respectively.---It is with the addition of anime crystal farming at 3.2, fate reasons are now spread fairly evenly between each of the Heavensward regions. Now I'm personally looking for the largest party looking in the Heavensward areas, as long as I'm tall enough for said area, to decide which area I'm going to. Big note: I'd say honestly, at least for newer players, don't bother with those until you've locked a flight into the area, as you'll struggle to get much of them in time, if at all. --> 52+: Coerthas Western Highlands, the Churning Foggy Coerthas doesn't seem to have any big networks to look for. As for the whirling fog, Darkscale's great destiny chain for the region to look out for, as well as Vedrfolnir Devoteth. --> 55+: Dravanian Hinterlands metal equipment is a major chain of destiny for the region, and is spawning on the right half of the map.♦It tips are beneficial for fateful agriculture♦; ♣Try to join a large company before fates agriculture. When part of the big company, you make a profit Upon completion of each fate, which can be exchanged for wonderful prizes(!) like equipment, cons supplies, and fun chocolate armor. In addition, joining a large company means you can open your Chocobo - making the arduous task of running between each fate a less annoying task. ♣Yes don't have to stay destiny to complete to get your XP. You can get enough credit for gold, then just run next while the first one is still being finished. ♣ If you make a hand in FATE, all you have to ever turn to gold is 6 items. It's for every fate. ♣Spamming turn at point-blank range AoE's (The Flash, Arm destroyer, Blizzard II) are usually the best way to get most of the claims. That's a very cool guide. I make fates when I encounter them randomly, or do some when entering a new area. I will do fateful parties at higher levels of the squad, when it is difficult to level up and of course for Odin/Behemoth. Thanks for the part! This is a very helpful guide to this deleted character. Thanks, buddy. Amazing things, thanks for the guide! Thank you so much for that. That should help some. Thanks for the guide! That's really useful! Nice! Very useful guide, thank you! For people who don't take the time to explore these things, I guess it's hard for them to do something at ARR. Not exactly CFT friendly now, as it is.. I'm going to let it go tonight, I'm doing main search stuff at level 37 but can't progress up to level 38 and it seems to take ages farming journey. If it works (and it should) then my new favorite person character it's deleted. I'll use it to rate my Archer for dungeon. :) Thank you. Very useful information! Thank you! Nice ~ Thank you ~ This note has been deleted. Very few people even make more fateful reasons. I can't find a group in a processing plant. So just doing vale ran 50 while peeling Fisher at the same time this character was deleted. Nice. Very useful. I was as confused as how to level my CNJ for Stoneskin/wo spam DF - I hate healing. It's still going to take forever, but at least it feels possible now. >< Amazing! Is it still flowing? Peeling a second job and no one makes any fate they're always 0% no matter where you are. Sad don't give up! Join the gilda and get some friends to help! Anything with the words fate and exfoliation in it should be immediately ignored as absolute nonsense. No one makes fate since SE nerfed XP profits. No, if you have done the story tasks and any current low-level tasks present, only 2 of your options are LeveQuest Burnout or Dungeon Burnout.. And if you're trying to level a DPS class, you can forget about dungeon burnout thanks to 20-45 minutes ques. Meeps! Hello, everyone. o3o For anyone curious, yes it's a little out of date. In my opinion, the hardest part of our time would be getting to 30, as Cothas seems. To be the only more active area of destiny, except for the Atama parties. Then just grind there until you can join the DD or av farm party. I have to disagree with Gilgmesh at least, at least on weekends and evenings during the week there are still people running fate in the east and south. Except for people who've been doing less fate lately, it's still pretty accurate. On Cerberus you can still fate grind in these areas easily enough (during the day at least), I don't agree with South Shroud though, I find Drybone camp more populated for fate erosion. Very useful thanks for sharing this as a lot of ppl said, no one makes fates for lvling an ATM on Famfrit I see a lot of people still grinding fates. In fact I balanced MRD to 30 in about 8 hours over 2 days using this guide. Thank you very much, :) Thanks for that. Very helpful. Love it! Thank you!! :D It helped a lot in the philosophy of my high school high school. 1-30 seems to fly by. Thank you! Thx, being a returning player from 1.0, I have no idea where lv is again on the new char. Thanks for the guide, it made peeling the new class more enjoyability, perhaps even easier than the terrifying a grind of a dungeon. Thanks for the guide! Thanks >< thanks to its beats doing a must-have ^v^ thank you! It was a tremendous help. The people who say no one no longer extfoliaates fate are on low pop servers. If you are on a more populated server there is always a huge group in the more popular areas unless you are playing outside peak times. It's still the most efficient way to level. And to the guy who mentioned Nerf, Fats never got a candley. The exp dungeon just got brushed. Nice, I'll try it. Very helpful, thank you! Thanks for the handy guide! Peeling THM and my ARC to 30 gets a lot easier, thanks to the :) This character has been deleted. Thanks awesome mail man! Thank you! Thank you for that! I've been around a long time but I forgot the general areas based on level. Just don't forget to practice dungeons once in a while! Thanks, it helps with my second class. Definitely going to try it tonight or over the weekend. Thanks for the info! An amazing instructor, helped me to the level of alternate classes. Thank you so much for that, I was trying to level a bunch of my alternative classes and wasn't sure where the best places to go were. Thank you. It will help at my level 40 good things ninja yet. Thank you. I'm on to Lemia and people doing FATES quite a bit, and not just low-level ones for AMTAs either. I'd also like to point out the labeling has changed, you can hit a purple marked mob and still get credit; On my Roj/Nin, I hit a lot of mobs with just vandals (all purple) and get gold every time. It seems as long as you don't run on auto-ataccking or hit them with a non-DoT one, you'll get a lot of credit. Super handy Bruxte Notepad! Thank you! Until all my damage lessons with this guide, thanks for posting! Fate reasons are very much alive and pretty much every day on Gilgamesh. Especially in court. Thanalan, I'm sorry. 45 north than really thank you! Heavy fates on Coral too!! Hey! A lot of time we didn't set up, but iPhone one. I just wanted to say your help. Im find ff14 there are even small tutorials for basic things. thanx again have a chance to get it updated for heavensward cause im finds it really hard to get manuals that are now up to date after expac thanks it has helped a lot now time to find a side grinding fate. C: Great guide, thank you. Thank you!! ♥ very nice, I appreciate it! Level 57+ u should go to Dravania Hinterland I hit the Dravanian Hinterlands on 56 and took the train all the way to 60. Looks like there's a lot of parties out there these days. Thanks thanks Dravania hinterlands is good for 58+ it's pretty accurate, im on behemoth in A highly populated server N/A and pretty much all these areas are crowded for fate, except for southern shroud one, people aren't there as often as they used to be. Anything with the words fate and exfoliation in it should be immediately ignored as absolute nonsense. No one makes fate since SE nerfed XP profits. The thing is that it's most effective * with the parties: completing FATES in "fast" succession is best done as a team effort since people will power through fate faster (and share EXP profits to monsters killed as a party). It's like DPSing your EXP bar, really. Thank you I'm surprised I found it because I'm new and I did it wrong to level. Thanks for the guide it will definitely help me in this game ?????, oh and anyway you would happen to know the right way of getting a guild started or a popular guild (ie as really active, about more often than a few times a week, organized and helpful)Sorry if I'm'. I'm a little bit I'm just curious and really want to get into this game so that me and my wife can get good at it, but thanks again for the guide and hopefully you can give me some advice or help if you can't thank you anyway this comment has been deleted. Thanks for the good things guide. Thank you! North than isn't where you want to be at LV 40. No, you definitely don't want to be there until you're 49 or at least it seems like a comfortable run. ty This comment has been deleted. Amazing are there no other places for LV 52+ because some people don't really have the sky yet so it will be a little difficult for them to get in there LV UP! Very nice, thanks for the advice. It helped me so much, thank you! Too bad few people make fates now:(Thank you very much, it really helped me :3 It's a very nice and helpful sharing. I started doing FATES more frequently since I started leveling more jobs (I'm in my 6). Now working on MCH, and she has a level 42. According to this guide the best place is ceruleum processing plant. But all fates are 49? So they're out of my rank. Range.

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