

Final Fantasy XIV

The Complete Alt-Job Leveling Guide

From Level 1 to 90 — Maximum EXP, Minimum Grind

Your all-in-one roadmap to leveling every Disciple of War and Magic efficiently

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Covers Levels 1–90 across A Realm Reborn, Heavensward, Stormblood, Shadowbringers & Endwalker

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SECTION 1

Introduction & Core Concepts

Final Fantasy XIV stands apart from most MMORPGs in one defining way: **every job lives on a single character**. There is no need to create an alt character to experience a different class — you simply equip a different weapon or visit a different guild, and you are a new job. This architecture makes alt-job leveling not just possible, but highly rewarding and efficient once you understand the systems at play.

The critical insight for veteran players is that the game **actively incentivizes leveling alt jobs** through a powerful passive bonus called the Armoury Bonus, which provides up to **+100% EXP** to any combat job that is below your highest-level job. This effectively halves the time investment needed for every subsequent job you level.

This guide covers the complete journey from **Level 1 through Level 90**, spanning the five expansion brackets of A Realm Reborn (1–50), Heavensward (51–60), Stormblood (61–70), Shadowbringers (71–80), and Endwalker (81–90). While the current content cap is **Level 100 (Dawntrail)**, levels 1–90 represent the primary alt-job leveling path for the majority of players, and the methods in this guide are the most optimized available.

Core Philosophy

The fastest leveling in FFXIV is not about grinding mobs. It is about **stacking EXP multipliers**, choosing the **right content for your level bracket**, and maintaining **consistent daily habits**. A player who logs in for 45 minutes and completes their Duty Roulette will out-pace someone grinding for hours in the wrong content.

Before you begin leveling any alt job, make sure the following are true:

- Your highest-level job is at or near the level cap — this maximizes the Armoury Bonus for all alts.

- You have completed the Main Scenario Quest (MSQ) on your main job — MSQ EXP is one-time only per character, already used.
- You have access to Duty Roulettes — these are your single most important daily activity.
- You have at least some bonus EXP gear equipped (see Section 3).

SECTION 2

EXP Bonuses: The Full Overview

FFXIV features a layered system of EXP bonuses that can be combined and stacked to dramatically accelerate alt-job leveling. Understanding which bonuses are always active, which require daily setup, and which are situational is key to maximizing your EXP per hour.

Passive Bonuses (Always Active)

Bonus Name	EXP %	Level Cap	How to Obtain	Stacks?
Armoury Bonus	+100%	Levels 1–79	Automatic — any combat job below your highest-level job	Yes
Armoury Bonus (reduced)	+50%	Levels 80–90	Same as above; reduced rate at higher tiers	Yes
Rested EXP	+50%	All levels (to depletion)	Log out or idle in any Sanctuary (Aetheryte area); stores up to 1.5 levels	Yes
Road to 80 Buff	+100%	Levels 1–80	Characters on Preferred Worlds or New Worlds automatically receive this	Partial*

* Road to 80 does not stack with the Armoury Bonus on the same activity, but does stack with other bonuses.

Active / Consumable Buffs

Bonus Name	EXP %	Level Cap	How to Obtain	Stacks?
Food Buff (Well Fed)	+3%	All levels	Consume any food item — cheap vendor food works fine	Yes
Heat of Battle I	+5%	All levels	Free Company Action — lower tier	Yes
Heat of Battle II	+10%	All levels	Free Company Action — most common in active FCs	Yes
Heat of Battle III	+15%	All levels	Free Company Action — rarer; requires crafted buff items	Yes
Squadron Battle Manual	+15%	All levels	Grand Company Squadron missions — same buff type as Heat of Battle; does NOT stack with HoB	Partial*
Mentor Bonus	+20%	Up to Level 90	Have a Mentor in your party alongside a New Adventurer or Returner	Yes

* Squadron Battle Manual and Heat of Battle are the same buff type — only the highest applies.

Situational Bonuses

Bonus Name	EXP %	Level Cap	How to Obtain	Stacks?
Roulette Role Bonus	Varies	All levels	Queue as an underrepresented role (Tank/Healer) in Duty Roulettes — grants bonus EXP + toimestones	Yes

★ Maximum Stack — Theoretical Best EXP Bonus

Here is the maximum combination of EXP bonuses a player can realistically have active at the same time (levels 1–79):

Armoury Bonus (+100%) + Rested EXP (+50%) + Food Buff (+3%) + Heat of Battle II (+10%) = approximately +163% EXP bonus on top of base

With Heat of Battle III: **+168%**. This means a kill or duty that awards 10,000 base EXP could award up to **26,800 EXP**. Every multiplier counts — never skip the free ones.

SECTION 3

Bonus EXP Gear: Complete List

Several equipment pieces in FFXIV grant a flat percentage EXP bonus when worn. These bonuses apply on top of all other multipliers, making them extremely powerful — especially for the early-to-mid leveling brackets. Always equip every applicable bonus gear piece before starting any leveling session.

Item Name	EXP Bonus	Level Cap	How to Obtain	Notes
Brand-new Ring	+30%	Up to Level 30	Complete all Hall of the Novice basic training exercises for a single role (available at level 15)	Free; available to all players; ring slot
Neophyte's Ring	+30%	Up to Level 60	Complete all Hall of the Novice tactical training exercises (level 49+, requires quest "Hearts on Fire")	Free; excellent for mid-tier leveling; ring slot
Friendship Circlet	+20%	Up to Level 25	Recruit-a-Friend Campaign reward	Rare; head slot; stacks with rings
Menphina's Earring	+30%	Up to Level 80	Endwalker pre-order bonus; now available via the FFXIV Online Store in the "Adventurer's Supply Kit" (~\$9.99 USD)	Earring slot; outstanding value for alt-job leveling through most of the game
Azeyma's Earrings	+30%	Up to Level 90	Dawntrail pre-order bonus; <i>no longer available for purchase</i>	Earring slot; if owned, provides the largest level cap of any bonus gear

Gear Stacking Tips

- At Levels 1–25: Wear **Friendship Circlet (head) + Menphina's Earring (ear) + Brand-new Ring + Neophyte's Ring** — all four slots are different, allowing full stacking. This is the highest possible gear bonus window.

- At **Levels 26–30**: Friendship Circlet expires. Continue with **Menphina's Earring + Brand-new Ring + Neophyte's Ring**.
- At **Levels 31–60**: Brand-new Ring expires. Use **Menphina's Earring + Neophyte's Ring**.
- At **Levels 61–80**: Neophyte's Ring expires. Use **Menphina's Earring alone** — still a significant +30% through level 80.
- At **Levels 81–90**: Menphina's Earring expires. Only Azeyma's Earrings (if owned) apply. Most players rely purely on buff stacking in this bracket.

① Note on Ring Slots

Each character has **two ring slots**. Both the Brand-new Ring and Neophyte's Ring can be worn simultaneously through level 30, giving a combined **+60% EXP bonus** from rings alone in that bracket. This is one of the most powerful early-game leveling advantages available to any player.

SECTION 4

Leveling Methods by Level Range

This is the core of the guide. Each expansion bracket has its own optimal content, and using the wrong content for your level — even if it is technically available — is one of the most common mistakes alt-job levelers make. Follow the bracket that matches your current level.

4A — Levels 1–60: A Realm Reborn → Heavensward

The 1–60 bracket is the most populated with new players and returners, making queues relatively balanced. The standout method is **Palace of the Dead**, which offers near-instant queues for all roles and exceptional EXP efficiency. Combine this with your daily Duty Roulette for optimal results.

Method	Level Range	EXP Efficiency	Queue Type	Best Role	Notes
Palace of the Dead (Floors 1–50)	1–17	High	Instant	All	Enter solo or with party; levels reset inside — great for very low levels
Palace of the Dead (Floors 51–60)	17–60	Very High	Instant	All	Farm this floor loop repeatedly after clearing floor 50; fastest DPS route in this bracket
Duty Roulette: Leveling	15–60	Extremely High (Daily)	5–20 min (DPS)	All	Do every single day; role bonus EXP for Tank/Healer; never skip
Leveling Dungeons (highest available)	15–60	High	5–20 min (DPS)	All	Two dungeon runs typically equals one level; always run the highest unlocked dungeon
FATEs	1–20	Moderate	Instant	All	Best near starting cities (La Noscea, Black Shroud, Thanalan); diminishes quickly at higher levels
Hunting Log	1–30	Moderate (one-time)	N/A	All	Complete per class; easy one-time EXP and completion bonus — do not skip
Class/Job Quests	1–50	High (one-time)	N/A	All	Always complete as soon as available; reward free gear and unlock key abilities
Guildhests	10–40	Low–Moderate (one-time)	Fast	All	First-time completion bonus only; do each once for easy EXP padding
Challenge Log	All	Moderate (Weekly)	N/A	All	Check every Tuesday reset; bonus EXP for completing specific activity categories

★ Level 1–60 Priority Order

1. Duty Roulette: Leveling (daily) → 2. Palace of the Dead Floors 51–60 (session farming) → 3. Class Quests when available → 4. Challenge Log weekly → 5. Hunting Log entries (first 30 levels)

4B — Levels 61–70: Stormblood

Stormblood introduces the second Deep Dungeon, **Heaven-on-High**, which becomes the premier DPS leveling tool in this bracket. Queues remain fast for all roles, and the Leveling Roulette continues to be the most valuable daily activity.

Method	Level Range	EXP Efficiency	Queue Type	Best Role	Notes
Heaven-on-High (Floors 21–30)	61–70	Very High	Instant	All	Fastest DPS leveling in this bracket; must clear floor 30 first to unlock the save point
Duty Roulette: Leveling	61–70	Extremely High (Daily)	Short	All	Do first every day; massive first-time daily bonus EXP
Stormblood Leveling Dungeons	61–70	High	Variable	All	Always run the highest available dungeon; odd-level dungeons over even for better EXP return
Alliance Raids Roulette	61–70	High	10–15 min	All	Crystal Tower series is very fast; excellent combined EXP + tobestone reward
Duty Roulette: Trials	61–70	Moderate–High	Fast	All	Quick daily EXP; fast queues for most roles
Beast Tribe Quests (SB)	61–70	Moderate	N/A	All	Ananta and Kojin tribes; 6 quests per tribe per day; EXP scales to character level
Challenge Log	All	Moderate (Weekly)	N/A	All	Check every Tuesday reset

★ Level 61–70 Priority Order

1. Duty Roulette: Leveling (daily) → 2. Heaven-on-High Floors 21–30 (session farming) → 3. Alliance Raids Roulette → 4. Beast Tribe Quests → 5. Challenge Log weekly

4C — Levels 71–80: Shadowbringers

Shadowbringers introduces the **Bozjan Southern Front**, a large-scale Field Operation zone where FATE-style battles (Skirmishes) award approximately 360,000 EXP each — comparable to running multiple dungeons in a fraction of the time. This bracket is also where the Armoury Bonus begins to taper (dropping from +100% to +50% at level 80), making efficient use of each session more important.

Method	Level Range	EXP Efficiency	Queue Type	Best Role	Notes
Duty Roulette: Leveling	71–80	Extremely High (Daily)	Short	All	Always do this first; largest single daily EXP source
Bozjan Southern Front (FATEs)	71–80	Very High (per session)	Instant (open zone)	All	~360k EXP per Skirmish FATE; can go from 71 to 80 here in ~5 hours
ShB Leveling Dungeons	71–80	High	Variable	All	2–3 runs per level at most points in this bracket
Alliance Raids Roulette	71–80	High	10–15 min	All	YoRHa: Dark Apocalypse (Nier Automata) raids; fan favorites, excellent EXP
Duty Roulette: Trials	71–80	Moderate–High	Fast	All	Fast daily EXP; efficient use of short play sessions
Beast Tribe Quests (ShB)	71–80	Moderate	N/A	All	Pixie and Qitari tribes; daily cap of 6 per tribe; EXP scales to current level
Trust / Duty Support	71–80	Moderate	Instant (NPC party)	All	Run dungeons with NPC companions; slower but zero queue time; ideal for learning fights

★ Level 71–80 Priority Order

1. Duty Roulette: Leveling (daily) → 2. Bozjan Southern Front FATEs (session farming) → 3. Alliance Raids Roulette → 4. Beast Tribe Quests → 5. ShB Dungeons as filler

4D — Levels 81–90: Endwalker

The 81–90 bracket introduces **Zadnor** — the upgraded Field Operation zone with a more organized FATE rotation than Bozja — and **Eureka Orthos**, the third Deep Dungeon designed specifically for this level range. With the Armoury Bonus reduced to +50%, efficient content selection becomes critical. Leveling Roulette remains the #1 daily priority by a significant margin.

Method	Level Range	EXP Efficiency	Queue Type	Best Role	Notes
Duty Roulette: Leveling	81–90	Extremely High (Daily)	Short	All	Daily #1 priority; Endwalker leveling dungeons award massive EXP
Zadnor Zone 3 FATEs	80–90	Very High	Instant (open zone)	All	~360k EXP per FATE; FATEs spawn in predictable order; very consistent farming
Eureka Orthos (Floors 21–30)	81–90	Very High	Instant	All	Third Deep Dungeon; best for DPS wanting instant queues; must clear floor 30 first
EW Leveling Dungeons	81–90	High	Variable	All	2–3 runs per level; always run the highest unlocked dungeon
Alliance Raids Roulette	81–90	High	10–15 min	All	Pandaemonium alliance raids; solid EXP + tomes
Arkasodara Tribe Quests	81–90	Moderate	N/A	All	Elephant tribe quests; daily capped; good supplemental EXP per session
FATEs (Endwalker Zones)	81–90	Moderate	Instant	All	Mare Lamentorum and Elpis are popular FATE zones; useful when other content isn't available

★ Level 81–90 Priority Order

1. Duty Roulette: Leveling (daily) → 2. Zadnor Zone 3 FATEs or Eureka Orthos 21–30 (session farming)
- 3. Alliance Raids Roulette → 4. Arkasodara Tribe Quests → 5. EW Dungeons as filler

Daily & Weekly Routines

Consistency is the most powerful leveling tool in FFXIV. A player who completes their daily routine every day will out-level a player who does long weekend sessions but skips the daily bonuses. Below is the optimized routine for any alt-job leveling session.

Daily Routine (In Priority Order)

1. **Duty Roulette: Leveling** — ~20–40 min — Priority #1 every day without exception. Grants a massive EXP daily bonus. Queue as Tank or Healer if possible for near-instant queues and the role bonus.
2. **Duty Roulette: Alliance Raids** — ~20–30 min — Excellent EXP plus tomes. Fast, usually well-populated, and often fun content.
3. **Duty Roulette: Trials** — ~10–15 min — Quick EXP with fast queues for most roles. Great for shorter play sessions.
4. **Duty Roulette: Normal Raids** — ~15–20 min — Decent EXP combined with tomes. Worth fitting in after the above roulettes.
5. **Allied Society Quests (Beast Tribes)** — ~10 min — Up to 6 quests per tribe per day. EXP scales to your current character level automatically. Always use the tribe appropriate to your current bracket.
6. **Session Farming (Dungeons / Deep Dungeons / Field Operations)** — Remaining play time — Use the best content for your current level bracket: Palace of the Dead, Heaven-on-High, Bozja/Zadnor, Eureka Orthos, or leveling dungeons (see Section 4).

★ Pro Tips — Daily Session Setup

- Always eat food before any dungeon or FATE session. +3% EXP is small but entirely free.
- Log out inside a Sanctuary (near any Aetheryte) every session — this generates Rested EXP for your next login.
- Always queue roulettes on your *alt job*, not your main — EXP is awarded to the job you are actively playing.

- Check your Free Company buff panel before starting — confirm Heat of Battle is active and note its expiration time.
- Equip all applicable bonus EXP gear before entering any duty (see Section 3).

Weekly Routine Checklist

Task	Reset Day	Time Required	Reward Type
Wondrous Tails Journal — Collect from Khloe Aliapoh in Idyllshire (X:5.7, Y:6.1)	Tuesday	Variable (up to 2 weeks to complete)	Large EXP lump sum + Tomestones + Cosmetics
Challenge Log Reset — Complete activity categories for bonus EXP	Tuesday	~1–2 hours to complete	Bonus EXP on completed activity categories
Squadron Mission — Send squadron on battle mission to receive Battle Manual	Any day	~15 min to dispatch; passive wait	+15% EXP buff (Squadron Battle Manual) for dungeon sessions
The Hunt (Elite Mark Bills) — Collect weekly Elite Mark bills from your GC	Daily bills reset	~30 min	EXP + Hunt currency (Nuts for gear/mounts)
Grand Company Expert Delivery / Daily Turnin	Daily	~5 min	Company Seals (exchange for Squadron Battle Manual)

SECTION 6

Special Leveling Systems In Depth

6A — Deep Dungeons

Deep Dungeons are procedurally generated dungeon zones with their own internal level system, separate from your actual character level. They are one of FFXIV's most powerful alt-job leveling tools because **all roles share the same near-instant queue** — there is no wait penalty for playing DPS inside a

Deep Dungeon. Each run takes approximately 20 minutes, and the EXP awarded applies to your real character level outside.

PALACE OF THE DEAD (POTD)

- **Level Requirement:** 17 (any Disciple of War or Magic)
- **Internal Level Range:** 1–60 (character level inside scales to 1)
- **Best Floors for Leveling:** 51–60 (farm after clearing floor 50 for the save point)
- **Party Size:** 1–4 players (cross-world parties fully supported)
- **Queue:** Near-instant for all roles
- **Tip:** Use floors 1–50 to progress initially; once floor 50 is cleared, always start from floor 51 for maximum EXP efficiency.

HEAVEN-ON-HIGH (HOH)

- **Level Requirement:** 61 (requires clearing PotD floor 50 first)
- **Internal Level Range:** 61–70 (character level inside starts at 61)
- **Best Floors for Leveling:** 21–30 (after clearing floor 30 to unlock save)
- **Party Size:** 1–4 players
- **Queue:** Near-instant for all roles
- **Tip:** Starting from floor 21 begins you at level 70 internally — always use the floor 21 save point for the best EXP loop.

EUREKA ORTHOS (EO)

- **Level Requirement:** 81 (requires clearing HoH floor 30 and completing the prerequisite quest)
- **Internal Level Range:** 81–90
- **Best Floors for Leveling:** 21–30 (after clearing floor 30)
- **Party Size:** 1–4 players
- **Queue:** Near-instant for all roles
- **Tip:** Eureka Orthos is the most efficient 81–90 deep dungeon option for DPS players seeking instant queues.

DEEP DUNGEON COMPARISON

Deep Dungeon	Unlock Level	Internal Range	Best Floor Loop	Queue Speed	Notes
Palace of the Dead	Level 17	1–60	Floors 51–60	Instant	First Deep Dungeon; available earliest; suits levels 17–60
Heaven-on-High	Level 61	61–70	Floors 21–30	Instant	Requires PotD floor 50 clear; suits levels 61–70
Eureka Orthos	Level 81	81–90	Floors 21–30	Instant	Requires HoH floor 30 clear + quest; suits levels 81–90

6B — Duty Roulettes

Duty Roulettes are daily rotating duty assignments that grant a significantly enhanced EXP bonus the first time they are completed each day. They reset at the weekly server reset (Tuesday) for bonus rewards, but the daily EXP bonus resets each day. They are the **single most important daily habit** for any alt-job leveler.

Roulette Type	EXP Bonus	Unlock Requirement	Avg Duration	Best Use Case
Leveling	Extremely High	Level 15; unlock first dungeon (Sastasha)	15–40 min	#1 daily priority for all alt jobs at all levels
Alliance Raids	High	Level 50; unlock Crystal Tower (Labyrinth of the Ancients)	20–30 min	Great EXP + tomesstones; reliable daily option
Trials	Moderate–High	Level 50; unlock first trial	10–20 min	Fast and efficient; good for short sessions
Normal Raids	Moderate	Level 50; unlock first normal raid (Crystal Tower)	15–25 min	Decent EXP + tomesstones; worthwhile daily add-on
50/60/70/80 Dungeons	Low–Moderate	Unlock respective level cap dungeons	20–30 min	Tomestone farming; low leveling priority compared to Leveling Roulette
Frontline PvP	Moderate	Level 30; unlock Frontline (Wolf's Den Pier)	15–20 min	Surprisingly strong EXP post-30; no PvE skill required; great for filling queue time

i Role Bonus — The Tank/Healer Advantage

When a specific role (particularly **Tank** or **Healer**) is underrepresented in a Duty Roulette pool, the game awards those roles **bonus EXP and tomestones** on top of the standard daily bonus. Playing a Tank or Healer in the Leveling Roulette can result in near-instant queues *and* significantly higher EXP rewards. DPS players can still make full use of roulettes, but should run Deep Dungeons or Field Operations while waiting in queue to avoid idle time.

6C — Bozja / Zadnor (Field Operations)

Field Operations are large open-world battle zones introduced in the Shadowbringers expansion. Players enter and participate in FATE-like events called **Skirmishes** and **Critical Engagements** that award exceptional EXP per completion — making them one of the fastest leveling methods in their respective brackets.

BOZJAN SOUTHERN FRONT

- **Unlock:** Level 71 — Complete quest "Where Eagles Nest" in Gangos after finishing MSQ "Futures Rewritten"
- **Level Sync:** 80 (character is synced to 80 inside)
- **EXP per Skirmish FATE:** ~360,000 EXP (most effective from 71 to approximately 80)
- **Pros:** Accessible early in the ShB bracket; large player population
- **Cons:** FATE organization can be chaotic; FATEs may conclude before you arrive at the location

ZADNOR

- **Unlock:** Level 80 — Complete quest "A New Playing Field" in Gangos (requires further story progression)
- **Level Sync:** 80
- **EXP per FATE:** ~360,000 EXP (same rate as Bozja; effective through level 90)
- **Pros:** Zone 3 FATEs spawn in a consistent, predictable order — allows pre-positioning and more organized farming

- **Cons:** Requires more story progression than Bozja to unlock
- **Zone 3 FATE Rotation (organized farming):** Mammoth → Red Mage (Wizard) → Chocobo → Golem → Robots — repeating in this order. Pre-position at the next FATE spawn point between completions for maximum efficiency.

📌 **Lost Actions — The Hidden Power**

Both Bozja and Zadnor feature a unique **Lost Actions** system — equippable special abilities obtained from dropped Lost Fragments within the zones. Having strong Lost Actions (particularly **Lost Font of Power** and similar buffs) can dramatically increase your damage output and survivability during FATEs. Investing time in collecting Lost Actions significantly improves your FATE completion rate and EXP per hour.

★ **EXP Comparison — Zadnor vs. Dungeons**

A typical **3-hour Zadnor Zone 3 FATE farming session** yields approximately **10–15 million EXP**. This is comparable to completing **8–10 dungeon runs** in the same time period — while also being far more accessible to DPS players who face longer dungeon queue times.

6D — Wondrous Tails

Wondrous Tails is a weekly mini-game that rewards a substantial EXP lump sum upon journal completion. It pairs well with other leveling activities because many of the required duties overlap with content you would be running anyway.

- **NPC:** Khloe Aliapoh, Idyllshire (X:5.7, Y:6.1)
- **Unlock:** Level 60 — Quest "Keeping Up with the Aliapohs" in Idyllshire
- **Reset:** Every Tuesday (weekly server reset)

- **How it works:** Receive a 4×4 journal with 16 objective slots. Complete listed duties to earn Seals (stickers). Collect 9 Seals to turn in the journal for rewards.
- **Seal placement** is random — aligning seals into lines (rows, columns, diagonals) unlocks increasingly powerful bonus rewards.
- **Journals are valid for 2 weeks.** You can complete objectives across both weeks.
- **Second Chance Points** can be spent to re-roll which journal square a seal lands on, helping you aim for line completions.

Seals Collected	Lines Formed	Reward Tier
9 Seals	0 Lines	Base reward — EXP lump sum + Tomestones of Poetics
9 Seals	1 Line	Base + Choice of moderate bonus rewards
9 Seals	2 Lines	Base + Better bonus options (gear / cosmetics)
9 Seals	3 Lines	Base + Best bonus options (exclusive cosmetics / mounts)

✓ Wondrous Tails Tips

- Use **Unrestricted Party mode** for old duties — many can be soloed quickly with level sync disabled.
- Prioritize duties that also provide things you need: tomestones, mount drops, achievement progress.
- The EXP from the turn-in alone is equivalent to several full dungeon runs — it is never worth skipping.
- Even 9 seals with 0 lines completed is meaningful EXP. Aim for lines as a bonus, not a requirement.

SECTION 7

Quick Reference Tips & Common Mistakes

Top Tips for Fast Leveling

- **Level your highest job to max first** — This unlocks the full +100% Armoury Bonus for every alt job you level afterward. Everything else follows from this.
- **Always eat food before combat** — Even cheap market board or vendor food applies the +3% Well Fed bonus. It costs almost nothing and stacks with everything.
- **Log out in a Sanctuary every session** — Any area near an Aetheryte counts. This generates Rested EXP for your next login, up to 1.5 levels stored.
- **Deep Dungeons are the great equalizer** — DPS jobs get the same near-instant queue as Tanks and Healers. Never accept long waits when you can be farming PotD, HoH, or Eureka Orthos.
- **Equip bonus EXP gear every session** — Menphina's Earring alone saves multiple hours of leveling through the 1–80 range. Never leave it unequipped.
- **Do Duty Roulette: Leveling every single day** — It is the highest-value single activity in the game for alt-job leveling. Missing even one day per week costs significant progress over time.
- **Complete your Hunting Log** — One-time entries per starting class; easy EXP and fast to complete in the first 30 levels.
- **Do Class/Job Quests as soon as they unlock** — They give free gear (reducing the need to spend gil on equipment) and unlock critical abilities.
- **Wondrous Tails every week** — Even 9 seals with no lines is significant EXP and tomes. Pick it up on Tuesday and complete it over the week.

Common Mistakes to Avoid

- **Running low-level dungeons when a higher one is available** — Always run the highest unlocked dungeon in your bracket. Lower-level dungeons award significantly less EXP per minute.
- **Forgetting bonus EXP gear** — Leaving Brand-new Ring, Neophyte's Ring, or Menphina's Earring in your inventory instead of equipped is a constant source of lost EXP.
- **Trying to grind MSQ on an alt job** — The Main Scenario Quest is completed per-character, not per-job. You cannot re-do MSQ for EXP on a different job. Use the methods in this guide instead.

- **Going idle while waiting in DPS queues** — Use Deep Dungeons, Bozja/Zadnor FATEs, or Beast Tribe Quests while waiting. Never sit idle.
- **Ignoring Beast Tribe quests** — They are fast, easy, scale to your current level automatically, and take under 10 minutes daily. There is no reason to skip them.
- **Using the wrong Deep Dungeon for your level bracket** — Running Palace of the Dead at level 65 instead of Heaven-on-High is a common mistake. Always match the Deep Dungeon to your bracket.
- **Not having food or FC buff active** — Small percentages add up significantly over a full leveling session. Set a habit of checking buffs before entering any duty.
- **Skipping the Challenge Log** — It resets every Tuesday and provides bonus EXP for activity categories you are likely already completing. Check it every reset.

SECTION 8

Closing & The Leveling Cheat Sheet

Alt-job leveling in Final Fantasy XIV rewards patience, consistency, and smart content selection far more than raw hours invested. Every system in this guide — from the Armoury Bonus to Wondrous Tails — was designed by Square Enix to encourage players to explore all of the game's jobs and content. The fastest path is always the one that stacks as many of these systems simultaneously as possible.

The formula is simple: **Do your Roulettes daily. Farm the right content for your bracket. Keep your buffs active. Never stop moving.** Level 90 is closer than it looks.

✓ Final Reminder Checklist

- Highest-level job is at or near cap — Armoury Bonus active
- Bonus EXP gear equipped (Menphina's Earring, rings as applicable)

- Food buff active (Well Fed — any food)
- Free Company Heat of Battle buff is running
- Wondrous Tails journal collected this week
- Duty Roulette: Leveling completed today
- Logged out in a Sanctuary last session (Rested EXP active)

The Leveling Cheat Sheet

Use this table as your at-a-glance reference for any alt job, at any level:

Level Range	Best Daily	Best Session Activity	Bonus Gear Active	Deep Dungeon
1–30	Roulette: Leveling	Palace of the Dead (Floors 51–60)	Brand-new Ring + Neophyte's Ring + Menphina's Earring (+ Friendship Circlet to level 25)	PotD Floors 51–60
31–60	Roulette: Leveling	Palace of the Dead (Floors 51–60)	Menphina's Earring + Neophyte's Ring (to level 60)	PotD Floors 51–60
61–70	Roulette: Leveling	Heaven-on-High (Floors 21–30)	Menphina's Earring	HoH Floors 21–30
71–80	Roulette: Leveling	Zadnor Zone 3 FATEs	Menphina's Earring (expires at 80)	Bozja / Zadnor (Field Ops)
81–90	Roulette: Leveling	Zadnor Zone 3 / Eureka Orthos (21–30)	Azeyma's Earrings (if owned); otherwise no gear bonus	Eureka Orthos Floors 21–30

📘 About This Guide

This guide reflects content and mechanics current as of the **Dawntrail era (Patch 7.x)**, compiled in **May 2026**. Game mechanics, EXP values, and content availability may change with future patches. Always verify current EXP rates and unlocks in the FFXIV in-game help system or official patch notes when major updates release.

Prepared for Seela Blackwell — Happy leveling, Warrior of Light.

Final Fantasy XIV: The Complete Alt-Job Leveling Guide | Dawntrail Edition | Prepared May 2026