

Last night at 8pm Ffxiv's 6.1 patch dropped. It was a long awaited patch as it introduced Emperyum, the Ishgard housing district as well as releasing housing for the Oceania servers.

Included in the release was Newfound Adventure, touted as the Warrior of Light's next new adventure and the myths of the realm alliance raid. Unfortunately the alliance raid is locked behind progression in Newfound Adventure.

Several quality of life updates were also released, including the ability to tell if a player already owns a unique, unreadable item. Often players would end up with more than one of these items and be unable to do anything with them aside from trash them.

The class plate menu has been improved with players able to tell at a glance what ilvl each class has. It's not as crowded and easier to read.

Adventurer cards and portraits have also been released with this patch. These allow players to communicate with others things like favourite class, favourite title, common play hours and portraits. They can be made to be public, private or friends only. Part of this is the portrait ability, where players can try to get their warrior of Light's best side to show everyone else.

Another long awaited feature was the Cape westwind, Praetorium and Castrum changes. Each of the A Realm reborn dungeons have been redone, making them interesting and streamlining them. Included in this is the expansion of the trust system. In the existing trust, it's possible to change the glamours of teammates in the menu. It's also better organised.

The ARR trust is called Duty support and allows players to complete any dungeon in A Realm Reborn without other players, something that was a massive hindrance to the completion of old content for new players.

Almost all of these changes have been widely praised by the community as being massive improvements on the game, but there's one change that has drawn the ire of many players. Housing is seperated into wards, and plthe community believed it would be a fifty-fifty split between Free company housing and private housing, however, instead only 6 wards, 19-24, are for private housing.

There is now a lottery system in play for any potential housing to make it fair and help decrease housing congestion, but with so many properties put aside for free companies, it leaves those without feeling frustrated and cheated.

There is speculation that the island sanctuary will cover the need for privately own housing in the game but it won't be known until it drops.

Not included in this patch is the Arkasodara tribe quests or Ameliance's customs delivery as they are expected to come out with patch 6.15.