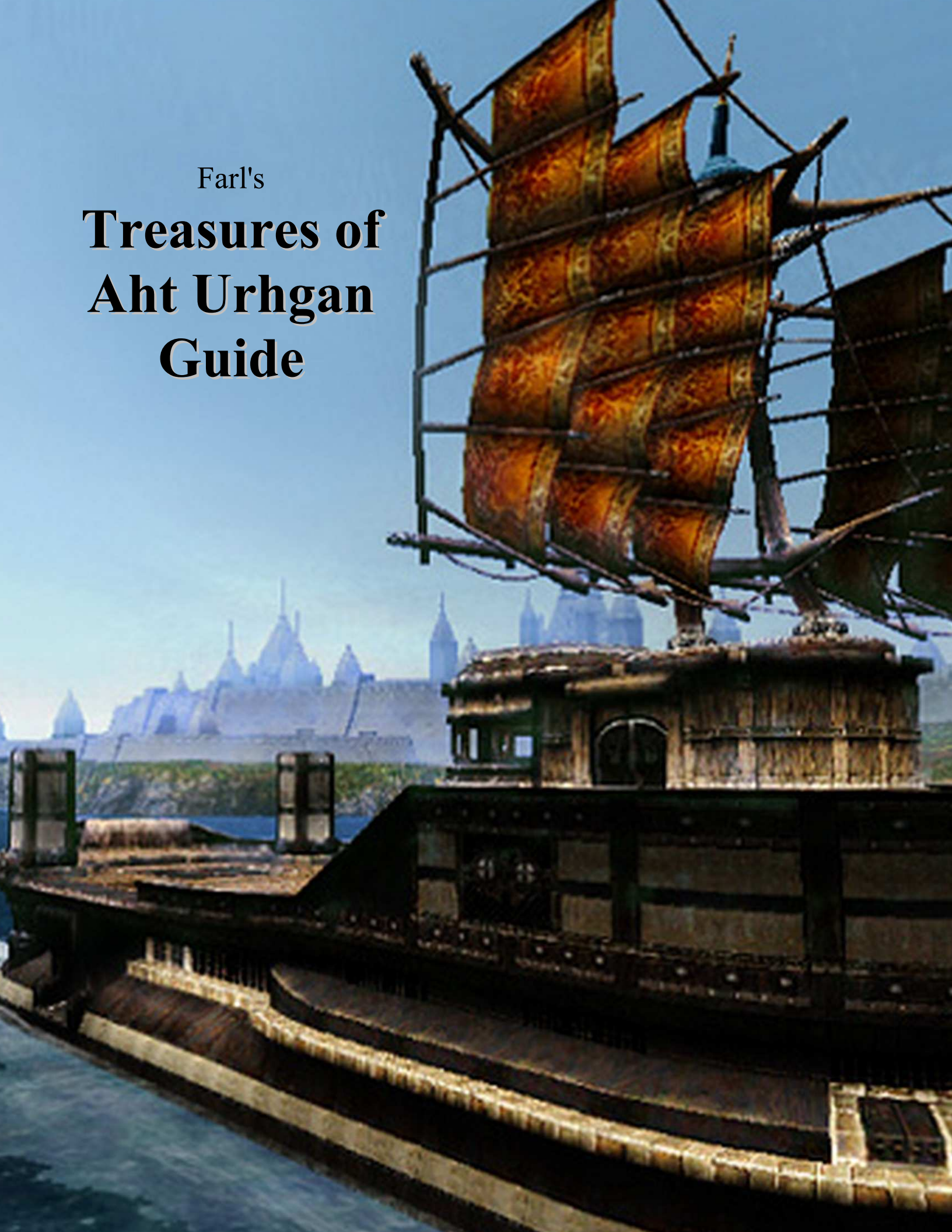


Farl's  
**Treasures of  
Aht Urhgan  
Guide**



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# Farl's Treasures of Aht Urhgan Guide

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## GETTING AROUND ARADJIAH

### *The Road To Aht Urhgan (Boarding Pass)*

To get to Aht Urhgan, you need a boarding pass to ride the ship from Mhaura. To get this, speak to Fauresel in the Tenshodo HQ in Lower Jeuno. If you cannot get in there, you will need to do the Tenshodo Invitation Quest to get access.

When you speak to Fauresel, he will give you two to three options to reply to. The third option is actually a blank line below the option "Nothing". If you cannot select this option, you either need to rezone, or more commonly, log out and actually register your expansion. Many people forget to register their expansion after installing it.

Once he gives you the third option, select it and speak to him more. Tell him that you wish to go. He will then offer you many choices about what you can give to him to get to Aht Urhgan.

Beginner (All 6)

Damselfly Worm, Magicked Skull, Crab Apron, Wild Rabbit Tail, Cup Dhamel Saliva, Bloody Robe

Intermediate (All 3)

Jade Cryptex, Silver Engraving, Thirteen-Knot Quipus

Advanced (1 of the following)

Coffer key (Davoï, Beadeaux, Castle Oztroja, Temple of Uggalepih, Den of Rancor, the Quicksand Caves, Sea Serpent Grotto)

- OR -

Testimony (any job)

- OR -

Set of Pso'Xja chips (a carmine chip, a cyan chip, and a gray chip)

Trade him the appropriate item(s) and wait till the next game day. Speak to him again and he will give you your boarding pass.

Note: If you select the gil (which I don't recommend), you will be teleported directly to the Ley Line in Wajaom Woodlands and receive the map of Wajaom Woodlands free. No need to catch the ship!

### *Catching The Ship*

The ship is from Mhaura docks and it alternates with the regular Mhaura-Selbina Ferry. The ship to Aht Urhgan leaves at 4:00, 12:00 and 20:00 game time.

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## ***Runic Portals***

Similar to supply quests, you can do runs to each of the 5 staging points located in Aht Urhgan. To start these, you need to be on Mission 2, where you get the 'Key Item – Supplies'. You run to one of the 5 points, speak to the NPC there, and then return to Whitegate through the Runic Portal.

Going through the portal allows you to use it for travel later on. To get the other 4 staging points you do not need more supplies, just head to each one and then speak to the NPC and use the Runic Portal to return to Whitegate.

To travel from Whitegate to a staging point, you speak to Sharin-Garin (L-7 Whitegate) and ask him about traveling. He will trade you a 1-time permit to use the runic portal in exchange for 200 Imperial Standing points. You can then use the portal once.

Traveling from a staging point to Whitegate is always free, regardless of whether you have gotten the point before or not.

## ***Olduum Ring***

You can use the quest "Olduum Ring" to get an Olduum Ring (Ring, Level 60, All Jobs, Enchantment: Teleport Wajaom Woodlands, <1/1 0:30/[20:00:00, 0:30]>). This allows you to teleport to the Ley Line at J-8 in Wajaom Woodlands once every twenty hours.

## ***Traveling Back To Jeuno***

There is a NPC – Sihhu-Danhu (J-10 Al Zahbi) – next to the Mog House in Al Zahbi that will teleport you for free back to Jeuno. Well kind of back to Jeuno. Sometimes. If you are lucky. Use him and you will see. Either way, he teleports you into Jeuno or within 30 seconds run of it. Be aware that this NPC can be kidnapped during a Besieged event.

## ***Mount Zhayolm - Gates of Halvung***

In order to get access, you need to obtain a key item that can be found around the area outside of the gates marked as "???"(the key item is called a "Cast Metal Plate). Don't get this "???" confused with the one that is near the "Escape Point," that one is used in a quest. Also the "Blank" target on top of the sewer is for the map quest for Mt. Zhayolm.

Anyway, you'll first need to check 1 of the 2 Gates at (J-7 or H-8). It will then mention about the key hole, and you then need to find the "???" The ??? can be found at I-10, I-9, or at the top of L-6.

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It is important to note that if you zone out of the map (which there are about 3 zones outside of the Gates at L-7, K-8 and J-8), you cannot obtain the key item. If you do find the "???" after you zone, you will get a "nothing out of the ordinary." This means you will have to go back to check one of the Gates and find the "???" again to get the item.

## ***Halvung Doors***

The following keys are known to exist for Halvung: Halvung Brass Key, Halvung Bronze Key, Halvung Shakudo Key. All keys are RareEX.

Iron Gate – First Map  
Access: Lamia Fang Key.

Purple Tidal Gate - J-5 First Map  
Access: ???  
Also, The following keys are known to exist for Halvung.

## ***Arrapago Reef Tidal Doors and Gates***

The following keys are known to exist for Arrapago Reef: Lamia Fang Key, Lamia Claw Key and Lamia Bone Key. All keys are RareEX.

Iron Gates – I-8, J-10 First Map  
Access: Lamia Fang Key.

Purple Tidal Gate - J-5 First Map  
Access: ???

Green Tidal Gate - I-6 Second Map  
Access: ???

## ***Mamook Doors***

The following keys are known to exist for Arrapago Reef: Mamook Blackscale Key, Mamook Tanscale Key, Mamook Silverscale Key. All keys are RareEX.

Ebony Doors – D-9, ??? First Map  
Access: Tanscale Key

Mahogany Door – G-6 First Map  
Access: ???

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## BLUE MAGE

### *The Quest (An Empty Vessel)*

1. Start this quest by talking to Waoud (J-10 Whitegate). The answers to the questions he asks you seem to be pretty random as to what is the correct answer. If you get any wrong, you have to wait 1 game day before you can speak to him again. The catch is this: there is no 100% 'correct' way to answer this question. When you answer the question think like a Blue Mage might answer - a ruthless beast without mercy but still honorable. For some people a certain set of answers work and for other people not. Perhaps the 'correct' way depends on the race and/or job you have while doing the divination.
  - I. What is destiny?
  - II. Does the accomplishment of a goal require sacrifice and hardship?
  - III. You hold in your hands a forbidden scroll. Reading it will bring you untold wisdom, but cost all that you own.
  - IV. If the loss of one life would save ten thousand, would you offer yourself without hesitation?
  - V. Would you choose a tumultuous life where fame or fortune were attainable, or a tranquil life where both were forever beyond your reach?
  - VI. You stand on the precipice between life and death. Would you choose to live life as a beast if it would save you from falling into the shadowy abyss of the underworld?
  - VII. A companion in battle turns against you, raising a weapon to attack.
  - VIII. A loved one is afflicted with a terrible illness and has little time to live. You are asked to end that life by your own hand.
  - IX. You are in the midst of a fierce battle. The enemy lying at your feet was once a friend. His breath is ragged and weak.
  - X. A superior to whom you owe a great debt orders you to act in a way that violates your sense of justice.
2. If you get it right, you will see 5 symbols and he will not ask you for any payment. If you get it wrong, he will ask you for a 1k gil payment, and you can try the quest again the next game day.
3. He will ask you for one of three items. The item depends on the day.
  - I. Dangruf Stone: "The treasure I would have you seek is a precious stone. It is said to be as red as blood and found in a land of geysers."
  - II. Valkurm Sunsand: "The treasure I would have you seek is a pinch of golden sand. It is said to glow with the light of the sun and be found only on a certain beach."
  - III. Siren's Tear: "The treasure I would have you seek is a jewel. It is said to glow with a bluish tint and be found near the bank of a certain river."

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4. Return to him the next day and speak with him select "with action" or something similar. Trade the item to him and he will return it to you.
5. Exit Whitegate from H-8 to Bhaflau Thickets, hug the right wall until you zone into Aydeewa Subterrane. Follow the path, you will come to a small ledge, drop down, then take your next left down a steep slope. Keep sneak on because the Diremites here will agro you. Enter the shimmering circle for a cutscene. You must have the item he asked for in your inventory to get the cutscene.
6. Choose "Yes" to both questions.
7. You will be teleported back to Whitegate.

### ***Blue Mage Abilities And Traits***

The 2hr-ability of Blue Mages is called 'Azure Lore', which increases the efficiency of blue spells. At Level 25 the Blue Mage learns also the ability 'Burst Affinity' which allows him to use magical blue spells as magic bursts. At Level 40 the Blue Mage learns the ability 'Chain Affinity' which allows him to use physical blue spells in skillchains. Additionally he can use TP% to increase the strength of physical blue spells.

Blue Mages have no inherent Job Traits, but may gain some through spell combinations. See below "Customizing the Blue Mage".

### ***Learning Blue Magic***

To learn a spell successfully a Blue Mage has to observe the enemy using this respective ability and to kill it after that. Sounds easy, but in fact it requires patience and luck.

There are certain conditions to learn blue spells:

- The main job of the mage has to be BLU
- The enemy's level has to be high enough that the mage gets experience points from the kill
- The enemy has to use the desired ability in the fight.
- The Blue Mage must not die during the fight or his spell learning chance will be zero.
- It is not necessary for the BLU to do the killing blow on the enemy.
- Multiple Blue Mages in the same party can learn the same spell in the same fight and it is possible to learn a spell before it is even usable.

The learning chance is not 100%.

*There have been numerous posts and comments from people stating that the experience point requirement is not actually true. Not having tested this myself, I cannot comment either way.*

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A common strategy is to fight an enemy till it has just a sliver of health left, then unlock and turn around so you cannot see the enemy any more. Let the enemy beat you until it has enough TP and uses the desired ability against you. Turn now back and kill it as fast as possible. You should now either have the spell learned or you need a new monster.

## *Equipping Blue Spells*

When a blue spell is learned it is copied into the main spell list like every other spell, but the mage cannot use it immediately. He has a 'blue spell memory' with a certain size where he can set spells, and he can only use the blue spells from the 'blue spell memory'. It is possible to change the spells in the 'blue spell memory' at any time in the game but after a change the mage will not be able to use any blue spell for a whole minute.

Blue spells take not just 1 slot from the 'blue spell memory' but cost also a certain amount of 'blue magic points'. The number of blue spells may not exceed the number of slots in the 'blue spell memory', and the added cost of these spells may not be higher than maximum amount of 'blue magic points'.

At level 1 the mage has 10 blue magic points and 6 usable spell slots, but after every 10 levels he will get 5 more blue magic points and 2 more spell slots, until the maximum of 45 blue magic points and 20 spell slots at level 71.

Blue magic also has level limitations like any other spell.

Be aware, after you get move into a level cap area, the game will automatically remove your set spells if they were above the level cap. It will then take you a minute to be able to cast magic again after you reset your spells.

## *Blue Mages And Training Points*

Many of the Blue Mage moves are heavily tied into Training Points. The more you have, the harder/stronger the ability is. Bludgeon is a really good example of this. It is very common for Blue Mages to build to 300% TP and never use weapon skills, just rest and keep fighting to keep their TP as high as possible. Once they hit 51 and Dark Staff enters the picture, it changes slightly as you will not have 300% TP as often.

## *What To Sub To Blue Mage*

One of the ongoing controversies is to what is the best sub job for Blue Mage. Personally I have noticed that Thief and White Mage seem to work really well.

# Farl's Treasures of Aht Urhgan Guide

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## *Customizing The Blue Mage*

A Blue Mage is not just able to customize his spell list so he can attune it to different situations and enemies fought, but he can also use it to change his stats. Almost every blue spell has a status-bonus (in rare cases also a status) associated with it, which will be added to the base stats of the Blue Mage. Through setting of certain spells he can increase HP/MP and all his stats.

Additional to this he will also get Job Traits when certain spells are equipped together.

- Level 4: Beast Killer (Sprout Smack + Wild Oats)
- Level 16: Auto-Regeneration (Healing Breeze + Sheep Song)
- Level 20: Lizard Killer (Claw Cyclone + Foot Kick)
- Level 24: Clear Mind (Poison Breath + Soporific)
- Level 28: Magic Defense Bonus (Blood Drain + Bomb Toss)
- Level 32: Magic Attack Bonus (Cursed Sphere + Sound Blast)
- Level 34: Undead Killer (Bludgeon + Smite of Rage)
- Level 38: Attack Bonus (Battle Dance + Uppercut), Rapid Shot (Feather Storm + Jet Stream)
- Level 40: Defense Bonus (Grand Slam + Terror Touch), Max MP Up (Metallic Body + Mysterious Light)

## *The Skills*

### **Levels 1-10**

- 1: Pollen (Bee Family)
- 1: Sandspin (Worm Family)
- 1: Foot Kick (Rabbit Family)
- 4: Sprout Smack (Sapling Family)
- 4: Wild Oats (Mandragora Family)
- 4: Power Attack (Beetle Family)
- 8: Cocoon (Crawler Family)
- 8: Metallic Body (Crab Family)
- 8: Queasyshroom (Funguar Family)

### **Levels 11-20**

- 12: Battle Dance (Orc Family)
- 12: Feather Storm (Yagudo Family)
- 12: Head Butt (Quadav Family)
- 16: Healing Breeze (Dhalmel Family)

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- 16: Sheep Song (Sheep Family)
- 16: Helldive (Bird Family)
- 18: Cursed Sphere (Damselfly Family)
- 18: Blastbomb (Orcish Warmachine Family)
- 18: Bludgeon (Cardian Family)
- 20: Blood Drain (Bat Family [Not BatS])
- 20: Claw Cyclone (Tiger Family)

## Levels 21-30

- 22: Poison Breath (Hound Family)
- 24: Soporific (Flytrap Family)
- 26: Screwdriver (Pugil Family)
- 28: Bomb Toss (Goblin Family)
- 30: Grand Slam (Gigas Family)

## Levels 31-40

- 32: Chaotic Eye (Coerl Family)
- 32: Sound Blast (Cockatrice Family)
- 34: Smite of Rage (Weapon Family)
- 34: Death Ray (Hexeyes Family)
- 36: Digest (Ooze Family)
- 36: Pinecomb Bomb (Treant Family)
- 38: Uppercut (Goobbue Family)
- 38: Jet Stream (BatS Family [Not Single Bat!])
- 40: Mysterious Light (Pot Family)
- 40: Terror Touch (Ghost Family)

## Levels 41-50

- 42: MP Drinkkiss (Leech Family)
- 42: Venom Shell (Uragnite Family)
- 44: Stinking Gas (Doomed Family)
- 44: Blitzstrahl (Doll Family)
- 44: Mandibular Bite (Antlion Family)
- 46: Awful Eye (Bugard Family)
- 46: Geist Wall (Eft Family)
- 46: Magnetite Cloud (Antlion Family)
- 48: Jettatura (Hippogryph Family)
- 48: Sickle Slash (Spider Family)
- 48: Blood Saber (Skeleton Family)

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- 48: Refueling (Cluster Family)
- 50: Ice Break (Golem Family)
- 50: Self-Destruct (Bomb Family)
- 50: Frightful Roar (Taurus Family)

## Levels 51-60

- 52: Cold Wave (Snoll Family)
- 52: Filamented Hold (Diremite Family)
- 54: Hecatomb Wave (Demon Family)
- 54: Radiant Breath (Wyvern Family)
- 56: Feather Barrier (Roc Family)
- 58: Light of Penance (Tonberry Family)
- 58: Flying Hip Press (Bugbear Family)
- 58: Magic Fruit (Opo-opo Family)
- 60: Dimensional Death (Shadow Family)
- 60: Death Scissors (Scorpion Family)

## Levels 61-70

- 61: Eyes On Me (Ahriman Family)
- 61: Bad Breath (Malboro Family)
- 61: Maelstrom (Kraken Family)
- 62: 1000 Needles (Cactuar Family)
- 62: Body Slam (Dark Dragon Family)
- 62: Memento Mori (Corse Family)
- 63: Spinal Cleave (??? Family)
- 63: Hydro Shot (Sahagin Family)
- 63: Frypan (Moblin Family)
- 63: Frenetic Rip (Imp Family)
- 64: Voracious Trunk (Marid Family)
- 64: Feather Tickle (Colibri Family)
- 64: Yawn (Apkallu Family)
- 65: Infrasonics (Lizard Family)
- 66: Sandspray (Qiqirn Family)
- 66: Frost Breath (Raptor Family)
- 67: Diamondhide (Mamool Family)
- 68: Enervation (??? Family)
- 68: Firespit (Mamool Family)
- 68: Warm-Up (Mamool Family)
- 69: Tail Slap (Mamool Family)
- 69: Hysteric Barrage (??? Family)
- 70: Cannonball (??? Family)

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70: Amplification (??? Family)

## Levels 71-75

71: Heat Breath (Manticore Family)

71: Lowing (Buffalo Family)

72: Saline Coat (Xzomit Family)

72: Disseverment (Aern Family)

73: Temporal Shift (Hpemde Family)

73: Ram Charge (Ram Family)

74: Actinic Burst (Ghrah Family)

74: Reactor Cool (Zdei Family)

75: Vertical Cleave (Euvhi Family)

75: Plasma Charge (Phuabo Family)

# Farl's Treasures of Aht Urhgan Guide

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## CORSAIR

### *The Quest (Luck Of The Draw)*

1. Start the quest by speaking with Ratihb (J-12 Whitegate) for a small cutscene.
2. Head to Mafwahb (L-9 Whitegate) for your next cutscene.
3. Catch the ship in the Northern Port to Nashmau.
4. Once you dock, head for the central exit to Caedarva Mire. Keep in mind that the following agro even at 75. Chigoe are sight, Treants are sound, and Imps are truesight.
5. The Lamia Fang key is needed to get to certain parts of Arrapago Reef. You can get one key easily by clicking on the ??? behind the Jnun in the pool at I-7 in Caedarva Mire. This works only once. After that, you will need to kill skeletons or lamias in Arrapago Reef to get another. A Thief can also pick the door that requires the key.
6. Zone in to Arrapago Reef at I-6.
7. Make your way across the boat and hug your right wall, up a ramp, until you come to an iron gate.
8. Going left at the iron gate will take you to another iron gate. This one you don't need a key to get through. Just hit it and walk down the slope to the boat for your cutscene.
9. Go left once inside the gate and head down to the ship. Make sure you have sneak up and click the ??? for a cutscene.
10. Go back to Nashmau and this time exit from the west gate. You are now going to Talacca Cove.
11. The entrance to the cove is at E-9.
12. Enter the cove. There are no monsters here so just make your way to the left and then head north to hit the ???.
13. Take your key item and head up the west into the tunnel to the rock slab. Click the slab for your final cutscene.

### *Corsair Job Abilities And Traits*

Level 1: Wild Card (Recast 2 hours) – Random effect based on roll.

I: Refreshes random ability (excluding COR 2 hour)

II: Refreshes random ability (excluding COR 2 hour)

III: Refreshes random ability (excluding COR 2 hour), 100% TP

IV: Refreshes random ability (excluding COR 2 hour), 300% TP

V: Refreshes random ability (excluding COR 2 hour), Refills Mana

VI: Refreshes random ability (excluding COR 2 hour), High Mana

Level 5: Phantom Roll (recast 60 seconds) - Starts the chosen roll. It works just like Magic. Selecting it in the menu shows what rolls you can do in a separate

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window. Six cards numbered I-VI will spin around your character, then one will be selected, and your running total will be shown.

Level 5: Double-Up (Recast 7 seconds) - After executing a Phantom Roll, you will have a 45 second Double-Up window to increase the value of your Roll. Each time you use Double-Up a set of six cards will spin around you and one will be selected. That card's value will be added to the total for your current Roll. You can continue to Double-Up until either you "Bust," or the 45 second Double-Up window expires.

Level ???: Quick Draw (Recast ??? seconds) – Allows you to enhance the effect of another spell or song on a monster. Consumes 1 card of the appropriate element type.

## *Corsair Dice*

### **What Are Corsair Dice**

Corsair dice are the equivalent of spells. You only need 1 dice of each type as it is "learned" like a spell scroll.

Rolls have a 5 minute duration, which starts from the moment you execute your Phantom Roll (not the moment you execute your last Double-Up on that Roll). However, if you Double-Up and your Roll total exceeds 11, you will "Bust" and all party members will lose the benefit of that Roll. In addition, you will receive a negative penalty. For example, if you Bust on Ninja Roll, you will receive an Evasion debuff (-Evasion) for the duration of the Bust. Bust effects will be the negative effect from what you would originally gain from the buff.

Busts also last for 5 minutes, but they last for 5 minutes from the moment of the Bust, not from the beginning of the Phantom Roll that led to the Bust.

You cannot manually cancel a Roll effect. However, a Corsair can overwrite a current Roll with a different Roll, provided that he does not have the desired replacement Roll active on himself. If you attempt to do a Phantom Roll for a Roll that is current active, you will receive the message, "The same roll is already active on <me>." Consequently, this means that you cannot "renew" a Roll like you can with a BRD song; you have to wait for it to expire (or replace it with a different Roll) first.

A COR main can provide two active Roll effects to the party. You can replace either of these effects with any inactive roll; however, if you Bust, you can only have 1 effect active until Bust status expires (however, you can still provide two effects to the party by rotating your 1 open effect slot). If you Bust again and have double Bust status, you will

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be unable to successfully Roll until one of your Busts expires - any Roll attempt will result in "No effect."

Zoning will clear all Roll effects.

Much like BRD songs, you can have multiple Corsairs in one party providing multiple Roll effects (two per Corsair), but you can't duplicate a Roll effect that's already up.

## Where Can I Buy Dice

Chayaya – J-8 Al Zahbi sells

- Warrior - 68,000 gil
- Monk - 22,400 gil
- White Mage - 5,000 gil
- Black Mage - 108,000 gil
- Red Mage - 62,000 gil
- Thief - 50,400 gil
- Paladin - 90,750 gil
- Dark Knight - 2,205 gil
- Beastmaster - 26,600 gil
- Bard - 12,780 gil
- Ranger - 1,300 gil

Jajaroon – G-7 Nashmau sells

- Samurai - 35,200 gil
- Ninja - 600 gil
- Dragoon - 82,500 gil
- Summoner - 40,000 gil
- Blue Mage - 3,525 gil
- Corsair - 316 gil
- Puppetmaster - 9,216 gil

## How They Work

When you roll the dice, you get a number from 1-6. You can choose to Double Down and get a roll added to your original roll. You can do that again a third time if you wish (and perhaps more). The amount of bonus you get is dependant on the total that you have. Also, for each player in the party with the same job as the roll, the effect of the roll is enhanced.

Less than Lucky:	2.5%- 4%
Lucky Number:	10.5% - 12%
Between Lucky/Unlucky:	5% - 7%
Unlucky:	0% - 1%

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Over Unlucky: 7% - 8%  
11 (Perfect Roll): 17% - 18%  
Over 11 (Bust): -5% - -7%

## Dice Effects

Level	Roll Name	Effect	Lucky#	Unlucky#
5	Corsair's Roll	+ EXP	5	9
8	Ninja Roll	+ Evasion	4	8
11	Hunter's Roll	+ Accuracy, + Ranged Accuracy	4	8
14	Chaos Roll	+ Attack, + Ranged Attack	4	8
17	Magus's Roll	+ Magic Defense	2	6
20	Healer's Roll	+ Resting MP Rate	3	7
23	Puppet Roll	+ Puppet Accuracy	4	8
26	Choral Roll	- Spell Interrupt	2	6
31	Monk's Roll	+ Subtle Blow	3	7
34	Beast Roll	+ Pet Attack	4	8
37	Samurai Roll	+ Store TP	2	6
40	Evoker's Roll	Refresh	5	9
43	Rogue's Roll	+ Critical Hit Rate	5	9
46	Warlock's Roll	+ Magic Accuracy	4	8
49	Fighter's Roll	+ Double Attack	5	9
52	Drachen Roll	+ Wyvern Magic Attack, + Accuracy	3	7
55	Gallant's Roll	Damage Reflection (Counter)	3	7
58	Wizard's Roll	+ Magic Attack	5	9

## Multiple Corsairs, Rolls And Busts

When you bust, the penalty effect only affects you. Your party members are not penalized, except to say that they only get one roll from you for the next 2 minutes. This means that you can gamble a little bit without worrying about gimping your entire stats.

For multiple Corsairs in a party, part of the bust's penalty effect, as it reads in the status effect window, is that your number of available rolls is reduced by one. In a party with multiple Corsairs this means that YOUR number of available rolls per Corsair is reduced by one.

For example, in a party with two Corsairs & four rolls:

Other COR doesn't bust, you don't bust  
You: 4 rolls active

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Rest of PT: 4 rolls active

Other COR busts once, you don't bust

You: 3 rolls active

Rest of PT: 3 rolls active

Other COR busts twice, you don't bust

You: 2 rolls active

Rest of PT: 2 rolls active

Other COR doesn't bust, you bust once

You: 2 rolls active with 1 negative effect

Rest of PT: 3 rolls active

Other COR doesn't bust, you bust twice

You: 0 rolls active with 2 negative effects

Rest of PT: 2 rolls active

Other COR busts once, you bust once

You: 2 rolls active with 1 negative effect

Rest of PT: 2 rolls active

## *Corsair Cards*

### **What Are Cards**

Much like Ninjitsu, cards are 'used' when the ability 'Quick Draw' is used. There are 8 types of cards (earth, wind, thunder, fire, ice, water, light and dark) and the cards stack to 99. The purpose of 'Quick Draw' is to double the effect of another spell or song on a mob. So, for instance if elegy is cast on a mob, then the effect of elegy can be doubled by using a 'Quick Draw' with an Earth card.

### **Buying Cards**

The merchant on the ferry to Nashmau and to Al Zahbi both sell limited cards. Also, you can buy cards from the same NPC in Nashmau that sells dice.

Jidwahn – Whitegate/Nashmau Ferry sells

Ice – 42 gil

Thunder – 42 gil

Light – 42 gil

Dark – 42 gil

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## Card Effects

### Enfeebling Magic (Black Mage, Red Mage, White Mage)

Dark	Sleep, Blind
Light	Dia
Water	Poison
Ice	Paralyze
Wind	Silence, Gravity
Earth	Slow

### Elemental Magic (Black Mage, Red Mage)

Water	Drown
Fire	Frost
Ice	Paralyze
Wind	Choke
Earth	Rasp
Lightning	Shock

### Dark Magic (Black Mage, Dark Knight, Red Mage)

Dark	Bio
Lightning	Stun

### Divine Magic (Paladin, White Mage)

Light	Flash, Banish
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### Ninjitsu (Ninja)

Dark	Kurayami
Water	Dukumori, Suiton
Fire	Katon
Ice	Jubaku, Hyoton
Wind	Huton
Earth	Hojo, Doton
Lightning	Raiton

### Songs (Bard)

Dark	Light Threnody
Light	Foe Requiem, Lullaby, Dark Threnody
Water	Fire Threnody
Fire	Ice Threnody
Ice	Wind Threnody

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Wind	Earth Threnody
Earth	Elegy, Lightning Threnody
Lightning	Water Threnody

## Summoning Magic (Summoner)

Dark	Fenrir [ Moonlit Charge , Crescent Fang, Lunar Cry], Diabolos [Somnolence, Nightmare, Ultimate Terror]
Light	Carbuncle [Poison Nails]
Water	Leviathan [Tail Whip, Slowga]
Ice	Shiva [Sleepga]
Earth	Titan [Rock Buster, Mountain Buster]
Lightning	Ramuh [Thunderspark, Chaotic Strike]

## Blue Magic (Blue Mage)

Dark	?
Light	?
Water	?
Fire	?
Ice	?
Wind	?
Earth	?
Lightning	?

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## PUPPETMASTER

### *The Quest (No Strings Attached)*

1. Start this quest by speaking with Shamarhann (F-9 Bastok Markets).
2. Speak with Iruki-Waraki (K-9 Whitegate).
3. Speak to Ghatsad (I-7 Whitegate). He is in the tower.
4. Catch the ship in the Northern Port to Nashmau.
5. Once you dock, head for the central exit to Caedarva Mire. Keep in mind that the following agro even at 75. Chigoe are sight, Treants are sound, and Imps are truesight.
6. Zone in to Arrapago Reef at I-6. This is basically northwest from your exit point.
7. In the Reef click the first ??? you come to on the ship closest to the zone. Here you should find the remains of an automaton. Take this back to Ghatsad and wait one game day.
8. After getting the item from Ghatsad return to Iruki-Waraki to complete the quest.

### *Puppetmaster Job Abilities And Traits*

Level 1: Overdrive (Recast 2 hours) - Augments the fighting ability of your automaton to its maximum level.

Level 1: Activate (Recast 20 minutes) - Calls forth your automaton.

Level 1: Deploy (Recast ???) - Orders your automaton to attack.

Level 1: Deactivate (Recast ???) - Deactivates your automaton.

Level 1: Fire Maneuver - Enhances the effect of fire attachments.

Level 1: Ice Maneuver - Enhances the effect of ice attachments.

Level 1: Wind Maneuver - Enhances the effect of wind attachments.

Level 1: Earth Maneuver - Enhances the effect of earth attachments.

Level 1: Thunder Maneuver - Enhances the effect of thunder attachments.

Level 1: Water Maneuver - Enhances the effect of water attachments.

Level 1: Light Maneuver - Enhances the effect of light attachments.

Level 1: Dark Maneuver - Enhances the effect of dark attachments.

Level 10: Retrieve (Recast ???) - Orders your automaton to return to your side.

Level 10: Resist Slow

Level 15: Repair (Recast ???) - Gradually restores your automaton's HP. The Repair ability requires the Puppetmaster to equip an item called "automaton oil" that can be made with the alchemy skill, or purchased at shops.

Automaton Oil - 300 gil - Recover 10 HP/tick

Automaton Oil +1 - 500 gil - Recovers 20 HP/tick

Automaton Oil +2 - 1000 gil - Recovers 30 HP/tick

Level 20: Evasion Bonus

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Level 25: Martial Arts

## *Controlling Your Automaton*

An automaton will act automatically in relation to its equipped attachments. It is possible to give simple commands such as attack and retreat, but you cannot command your automaton to use specific spells or abilities.

## *Effects Of Maneuvers*

Using a maneuver command will cause the automaton to give priority to actions that correspond to that maneuver's element. Maneuver commands will also activate the abilities of corresponding attachments.

Fire Maneuver: STR/Attack/Increase enmity  
Ice Maneuver: INT/Elemental magic/Magic attack  
Wind Maneuver: AGI/Evasion/Ranged accuracy  
Earth Maneuver: VIT/Defense  
Thunder Maneuver: DEX/Accuracy  
Water Maneuver: MND/Magic defense/Curing  
Light Maneuver: CHR/HP recovery  
Dark Maneuver: HP/MP recovery

In order to use the Maneuver commands, the Puppetmaster must equip a special item called an "animator." An animator is obtained along with the Puppetmaster job. If you throw away the animator by accident, you must pay an expensive sum to obtain another one. This sum goes up to as you and your puppet get higher level.

## *Overload*

Using a maneuver will increase the burden associated with that maneuver's element. When that burden exceeds a certain amount, the automaton will become overloaded. An overloaded automaton will be temporarily unresponsive to maneuver commands, and will experience a reduction in combat ability. The burden associated with maneuver commands will gradually decrease over time. Activating an automaton will also increase an automaton's burden.

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## *The Puppet Types*

### **Puppet Upgrade Quests**

1. The Galka (??? ???) that gives you the puppet will give you this upgrade quest.
2. You can choose to upgrade the frame in 3 ways:
  - a. Valoredge – Attacker (Brass Sheet, Wamoura Cocoon, Imperial Crement, Pair of Tiger Fangs)
  - b. Sharpshot – Ranged (Repeating Crossbow, Karakul Leather, Karakul Cloth, Rosewood Lumber)
  - c. Stormwalker – Magic User (Gold Thread, Velvet Cloth, Wamoura Cloth, Brass Ring)
3. The first upgrade at level 10 costs 3 Imperial Silver Pieces. The second upgrade at level 20 costs 3 Imperial Mythril Pieces. The third upgrade at level 30 costs 1 Imperial Gold Piece.
4. Every 10 levels you can do a different one of the upgrades, so that by level 30 you should have all 3.
5. Trade the appropriate items to him, then trade the correct currency.

### **Puppet Statistics**

Type	Part	Fire	Wind	Lightning	Light	Ice	Earth	Water	Dark
Harlequin	Head	1	1	1	0	1	1	1	0
Harlequin	Frame	2	2	2	2	2	2	2	2
Valoredge	Head	2	1	1	1	0	2	0	0
Valoredge	Frame	3	2	2	2	1	3	2	1
Sharpshot	Head	2	2	1	1	0	0	1	0
Sharpshot	Frame	2	2	3	2	1	2	2	1
Stormwaker	Head	0	1	0	0	2	1	2	1
Stormwaker	Frame	1	1	2	2	3	2	2	3

### **About The Types**

#### **Harlequin (Base Model)**

Starting set, pretty decent for soloing. I suggest trying to keep his magic capped, as he'll learn more powerful magic the higher his magic skill is. Combination of decent melee and weak magic skills. Has weapon skill "Slapstick", a 3-attack combo type move that aligns with the impaction skill slot.

Harlequin gains the following spells when both level and skill conditions are met:

Level 1          Magic Skill 1          Dia

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Level 5	Magic Skill 12	Cure
Level 10	Magic Skill 18	Poison
Level 11	Magic Skill 21	Paralyze
Level 12	Magic Skill 27	Blind
Level 13	Magic Skill 35	Bio
Level 14	Magic Skill 42	Slow
Level 15	Magic Skill 45	Cure II

## **Valor Edge (Attacker Model)**

Melee set, comparable to a Warrior or Paladin. Uses sword and shield and the weapon skills Chimera Ripper, String Clipper, and Shield Bash.

## **Sharpshot (Attacker Model)**

The only automaton allowed to use that ranged attack that's forever been level 0. Has a decent melee attack and a strong crossbow attack. Uses a crossbow and the weaponskill Acruballista.

## **Stormwalker (Magic User Model)**

Magic user similar to a Red Mage. Uses a ??? and weapon skills ???.

Stormwalker gains the following spells when both level and skill conditions are met:

Level 1	Magic Skill 1	Dia
Level 5	Magic Skill 12	Cure
Level 10	Magic Skill 18	Poison
Level 11	Magic Skill 18	Stone
Level 11	Magic Skill 21	Paralyze
Level 12	Magic Skill 27	Blind
Level 13	Magic Skill 30	Water
Level 13	Magic Skill 35	Bio
Level 14	Magic Skill 42	Slow
Level 15	Magic Skill 45	Aero
Level 15	Magic Skill 45	Cure II
Level 19	Magic Skill 57	Silence
Level ???	Magic Skill 75	Blizzard
Level ???	Magic Skill 100	Thunder

## ***Customizing Your Automaton***

You can customize your automaton from the "Automaton" sub-menu found under "Equipment" in the main menu.

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## **Head**

The head equipment slot. The type of head you select will affect the automaton's positioning in battle, as well as direct its basic behavior patterns.

## **Frame**

The frame equipment slot. The type of frame will affect the abilities and magic available to the automaton.

## **Attachments**

The attachment equipment slots. A maximum of 12 attachments can be equipped on your automaton, regardless of the selected head or frame.

## **Maximum Capacity**

This value represents the automaton's maximum capacity for equipping attachments. The combined values of the head and frame parts set the limit for each elemental capacity.

## **Attachment Functions**

The functions or abilities provided by each individual attachment.

## **Required Capacity**

These values represent the elemental capacity required to equip the attachment. Attachments with requirements that exceed the maximum capacity cannot be equipped.

## **Skill**

The various skill values of your automaton.

## ***Attachments***

Strobe – Fire 1, Increases enmity, Occasionally uses Provoke

Inhibitor - Fire 1, Store TP, Improves TP usage efficiency

Tension Spring - Fire 2, Enhances attack

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Analyzer - Earth 1, Increases chance of mitigating the effects of special attacks previously used by the enemy  
Shock Absorber - Earth 1, Use "Stoneskin"  
Armor Plate - Earth 2, Enhances defense  
Heat Sink - Water 1, Reduces the rate of "Fire Maneuver" overload  
Stealth Screen - Water 1, Reduces enmity  
Mana Jammer - Water 2, Enhances magic defense  
Pattern Reader - Wind 1, Analyzes enemy attack pattern and gradually increases evasion  
Scope - Wind 2, Enhances ranged accuracy  
Accelerator - Wind 2, Enhances evasion  
Scanner - Ice 1, Occasionally scans target's magic resistances  
Loudspeaker - Ice 2, Enhances magic attack  
Mana Booster - Ice 2, Increases frequency of spell use  
Heat Seeker - Thunder 1, Analyzes enemy evasion patterns and gradually enhances accuracy  
Volt Gun - Thunder 2, Adds lightning damage to attacks  
Stabilizer - Thunder 2, Enhances accuracy  
Flashbulb - Light 2, Use Flash  
Damage Gauge - Light 1, Prioritizes curing  
Auto-Repair Kit - Light 2, Increases HP, Adds "Regen" effect to Light Maneuver  
Mana Converter - Darkness 2, Gradually drains HP to restore MP  
Mana Conserver - Darkness 1, Conserve MP  
Mana Tank - Darkness 2, Increases MP, Adds "Refresh" effect to Dark Maneuver

The attachments listed above can be bought in Nashmau. The NPC selling them can be found at the very north point of the town, in an NPC shop upstairs. Each attachment is roughly 4k-9k. **Do not buy more than 1 of each type.**

Once your attachments are bought, head back to Whitegate. Once there, talk to the woman in the automaton shop. She'll tell you that if you trade her the attachments she will allow you to plug them into your automaton. After you've traded all the attachments to her, you are free to attach them to your automaton.

Remember those maneuver things? Well, having the Inhibitor and Tension Spring on with the Fire Maneuver will give a nicer buff to attack and a noticeable buff to TP. As you can see on the Auto-Repair Kit and Mana Tank, you have to have the Maneuver on for Regen/Refresh to work.

With "Use Stoneskin", there's a slight not-so-great part to it. Using the Earth Maneuver will tell your automaton that it should Stoneskin, but he might take a while to actually do it. Basically, the Maneuver hints at your automaton to weaponskill or cast Stoneskin or start curing, but it is not guaranteed. As you can see on the Auto-Repair Kit and Mana Tank, you have to have the Maneuver on for Regen/Refresh to work.

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The strength of each of the attachment's effects depends on the maneuvers you have on. With 3x Earth Maneuver, your automaton will get the hint that you want him to cast Stoneskin about 90% of the time. Put up 3x Dark Maneuver and his Refresh will be 3/tick instead of 1, same with Light and Regen. 3x Fire for super TP, 3x Thunder for super Enthunder damage, etc.

However, do not spam maneuvers because you will Overload.

## *Notes On Changing Parts*

An activated automaton cannot be customized. You must first deactivate your automaton in order to change its equipped parts. Any combination of head and frame parts can be equipped; however, not all combinations are equally functional. When a Puppetmaster has equipped attachments that can only be used with a certain type of head or frame, it is not possible to equip other head or frame parts that do not support those attachments. You must remove those attachments first before attempting to equip a different head or frame.

## *Puppet Names*

To change your puppet's name, make your main job Puppetmaster, and go speak to the Tarutaru in Puppet Workshop. He will charge you some gil and allow you to change the name.

Acht, Allouette, Amidon, Andrea, Armelle, Asuka, Aurelie, Aurore, Bambino, Bidulon, Bito-Rabito, Bobeche, Bougrion, Butler, Calcobrena, Campanello, Capillotte, Caprice, Cara, Caro, Caroline, Chafouin, Chobi, Clank, Clarine, Clochette, Cocoa, Cogette, Comedie, Coppelia, Crackle, Dorlote, Dreizehn, Drille, E100, Erwin, Ficelette, Foucade, Fritz, Fustige, Gadget, Genta, Gerda, Graf, Guignol, Gustav, Hannya, Herzog, Hikozaemon, Histrion, Ina, Jackstraw, Josette, Kagekiyo, Kaiserin, Kansuke, Kenbishi, Kintoki, Klaxon, Klingel, Koume, Koumei, Lecter, Lobo, Loustic, Machin, Machinette, Mademoiselle, Magalie, Mandarin, Mao, Marion, Mataemon, Moppet, Muffin, Nine, Nutcracker, Oniwaka, Pacotille, Pamama, Petra, Pino, Plaisantin, Polichinelle, Poppo, Potiron, Prestidige, Principessa, Purute-Porute, Quattro, Quenotte, Quirk, Reinette, Ricochet, Rosi, Rouleteau, Sakura, Sasuke, Schatzi, Seize, Serenade, Shijimi, Skippy, Sparky, Sprocket, Tandem, Tao, Tobisuke, Tocadie, Toni, Toraoh, Totomo, Tournefoux, Tramp, Tsukushi, Turlupin, V-1000, Verena, Warashi, Widget, X-32, Xaver, Zero

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## AHT URHGAN MISSIONS

### *Mission 1: Land Of Sacred Serpents*

- The mission begins when you clear "The Road to Aht Urhgan".
- Go to Aht Urhgan.

### *Mission 2: Immortal Sentries*

- Speak to Naja Salaheem (I-10 2nd Floor Whitegate).
- You will be given a 'Key Item – Supplies'.
- Go to any of the Assault Area Staging Points. (see the Assault Area Staging Points section for directions).
- Speak the NPC there. You will receive 150 Imperial Standing.
- Make sure you use the Runic Portal to return to Whitegate.
- Speak to Naja Salaheem. You will receive a 'Key Item – PSC Wildcat Badge'.
- You are now able to access your Mog Locker.
- You are now able to receive Sanction from the Gate Guards (the Aht Urhgan equivalent of Conquest Points).
- You can now start Assault Missions.

### *Mission 3: President Salaheem*

- You must wait till after midnight Japan time.
- Speak to Naja Salaheem (I-10 2nd Floor Whitegate).

### *Mission 4: Knight Of Gold*

- Speak to Naja Salaheem (I-10 2nd Floor Whitegate).
- Speak to Cacaroon (G-11 Whitegate).
- You can either give him a Bronze, or if you choose "No", you can give him 1k gil. (It is quite common to get stuck at this point if you have the quest "Two Horn The Savage" activated. This quest uses the same NPC and a different 1k gil payment in its storyline. The best solution to this problem is to complete the Two Horn quest, then come back and finish the mission.)
- Go to Walahra Temple (K-8 Whitegate).
- Go to Shararat Teahouse (K-12 2nd Floor Whitegate).
- Pick all 3 alternatives. The order does not matter.
- Pick "Raillefal's Secret".
- Pick "Sandorian Prince" (have some fun here picking the wrong ones)

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- Pick "Trion" (you can give any answer here)
- You will be given a 'Key Item – Raillefal's Letter'.

## ***Mission 5: Confessions Of Royalty***

- Deliver Raillefal's letter to Halver (I-9 Chateau d'Oraguille).

## ***Mission 6: Easterly Winds***

- You must wait till after midnight Japan time.
- Go to the palace in Ru'Lude Gardens.
- Choose "Yes". You will receive 10 Bronze. (If you chose "No", you can still complete mission, but you will not get any Bronze).

## ***Mission 7: Westerly Winds***

- Go to Shararat Teahouse.
- Get key item and 1 Silver.
- Speak to Naja Salaheem (I-10 2nd Floor Whitegate).
- Get 1 Silver.

## ***Mission 8: A Mercenary Life (incomplete)***

- Win 1 assault from each of the 5 assault zones (rumored).

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## QUESTS FOR AHT URHGAN

It is very important to note that a lot of the quests all use the same NPCs for various parts of the quests. This means you often need to speak to NPCs 2-3 times to get the cutscene or conversation that you need. It also means that certain quests lock out other quests until they have been completed. The worst offender is "Two Horn The Savage". I recommend you don't start this quest unless you intend to complete it in a timely manner.

The Lamia Fang key is needed to get to certain parts of Arrapago Reef. You can get one key easily by clicking on the ??? behind the Jnun in the pool at I-7 in Caedarva Mire. This works only once. After that, you will need to kill skeletons or lamias in Arrapago Reef to get another. A Thief can also pick the door that requires the key.

### *A Taste Of Honey*

Prerequisites: Delivering the Goods, Vanishing Act

1. Speak to Qutiba (K-12 2nd Floor Whitegate).
2. Find 3 Pephedro Hives in Wajaom Woodlands and get White Honey from each (or buy from Auction House).
3. Give 3 White Honey to Qutiba.

Reward: Recipe for Irmik Helvasi (Food)

### *Arts And Crafts*

1. Start the quest by talking with Hadahda (F-10 Whitegate). He wants you to find pieces of paper that have letters on them. The letters are M, T, U, two As and two Ds.
2. Talk to the following NPCs all within Whitegate.
  - Matifa - H-9 for 1st D
  - Balakaf - I-5 for 2nd D
  - Qutiba - K-12 1st A
  - Ekhu Pesshyadh - H-6 for 2nd A
  - Zabahf - F-8 letter T
  - Mathlouq - F-5 for U
  - Mhasbaf - J-8 for M
3. After you collect all the letters go back and talk to Hadahda for a cutscene and a bowl of Sutlac.
4. You will receive a Sutlac.
5. Trade Sutlac back to Hadahda if you want to get the 1 Imperial Bronze Piece instead.

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Reward: 1 Imperial Bronze Piece or 1 Bowl Sutlac (Food, Does not Stack)

## ***Cook-a-roon?***

1. Speak to Ququroon (G-6 Nashmau).
2. Find the following ingredients: Istakoz, Mercanbaligi, Ahtapot, Istitiridye, Istavrit
3. Give them to Ququroon.

Reward: Nashmau Stew (Food, Not stackable, AOE effects)

## ***Delivering The Goods***

1. Speak to Fochacha (I-9 Whitegate) for a cutscene.
2. Go to the Teahouse in Whitegate at (K-12 2nd Floor) and speak to Qutiba for another cutscene.
3. Head back to Fochacha at the fountain for a cutscene.

Reward: 3 Imperial Bronze Pieces

## ***Fear Of the Dark II (repeatable)***

1. Speak to Suldiran (J-9 2nd Floor Al Zahbi)
2. Bring Suldiran two imp wings.

Reward: 200 gil

## ***Finding Faults (incomplete) (repeatable)***

1. Speak to Hishahma (K-8 Whitegate).
2. Need to find two weak points for the 3 Beastmen:
  - a. Lamia: Head to Caedarva Mire to I-7. Click the north ??? to spawn NM Lamia. Can be beaten by a 75 Ninja solo, or various combinations of jobs. It is fairly easy.
  - b. Troll: Head to Mount Zhayolm to L-7. The easiest way to get there is to zone into Halvung and cast "Escape". Click the ??? next to the manhole for Mount Zhayolm map quest. Kill the NM Troll Spectator (Puppetmaster job) that spawns.
  - c. Mamool: Head to Mamook to <???. Click the ??? to spawn a NM Mamool.
3. Head back to Hishahma. When you speak to him, he lists about 6 choices of weak spots. Choose 2. The theory is that the answers change every time you do this.
  - a. Lamia: Strength, ???

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- b. Troll: Speed, ???
- c. Mamool: ???, ???
4. He will then send out a troop to go see if your information is correct.
5. Wait at least 24 hours real time – not just Japan midnight.
6. Speak to Hishahma again. If you fail the quest, you must wait another 24 hours and he will give it to you again.

Reward: 200 Imperial Standing, ??? Box (need to get it appraised).

## ***Get The Picture (incomplete)***

Note: At various points in the quest, the camera might be damaged and Balakaf will ask you for an Ahriman Lens to fix the camera with. Just trade it to him and wait until the next day to continue on with the quest.

### Part 1 (Wajaom Woodlands):

1. Speak to Balakaf (I-5 2nd Floor Whitegate).
2. Go to Wajaom Woodlands (F-6) and find a ???. Bring a light crystal. Wait for a cloudy day (there will be clouds between you and the volcano), daytime, and there must not be any elemental weather effects active.
3. Trade a light crystal to the ??? for a cutscene.
4. Choose Scene 1.
5. Return to Balakaf and receive an Imperial Silver Piece.

### Part 2 (Arrapago Reef):

1. Speak to Balakaf again the next earth day.
2. Head to Arrapago Reef and bring a light crystal.
3. Trade the crystal to the ??? at G-8 when it is ice weather.
4. Choose Scene 2.
5. Return to Balakaf and receive an Imperial Silver Piece.
6. He will tell you that the picture is too dark.
7. Head back to the same spot in Arrapago Reef and this time trade a Light Cluster when it is ice weather.
8. Choose Scene 2.
9. Return to Balakaf and receive an Imperial Silver Piece.

### Part 3 (Mount Zhayolm):

1. Speak to Balakaf again the next earth day.
2. Head to Mount Zhayolm to the ??? at C-9 on Vozold Island along the southern coast. You will need to do the Halvung Gate key item quest to get to this spot.
3. Take the picture at 14:00 by trading a light crystal.
4. Choose Scene 3.
5. Return to Balakaf and receive an Imperial Silver Piece.

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## Part 4 (Halvung):

1. Speak to Balakaf again the next earth day.
2. Head to Halvung to the ??? at I-8.
3. Take the picture around 03:00 by trading a light crystal.
4. Choose Scene 1.
5. Return to Balakaf and receive an Imperial Silver Piece.

## Part 5 (Aydeewa Subterrane):

1. Speak to Balakaf again the next earth day.
2. Head to Wajaom Woodlands to E-10 entrance to Aydeewa Subterrane.
3. Zone into Aydeewa Subterrane and head to G-10 to the ??? in the center of the room.  
It is not the ??? on the top of the stairs. Watch out for Tiger and Chigoe agro.
4. Take the picture during wind weather by trading a light **cluster**.
5. Choose Scene 3.
6. Return to Balakaf and receive an Imperial Silver Piece.

## Part 6 (Mamook):

1. Speak to Balakaf again the next earth day.
2. Head to Mamook to the ??? at F-8 near the ramp and waterfall.
3. Take the picture by trading a light crystal.
4. Choose Scene 3.
5. Return to Balakaf and receive an Imperial Silver Piece.

## Part 7 (Caedarva Mire):

1. Speak to Balakaf again the next earth day.
2. Head to Caedarva to the ??? at ???.
3. ???
4. Choose Scene ???.
5. Return to Balakaf and receive an Imperial Silver Piece.

Reward: 1 Imperial Silver Piece for each part completed

## *Give Peace A Chance*

1. Speak to Mishhar (H-8 Whitegate). Mishhar wants you to find out what Isween is doing out in the Wajaom Woodlands at night.
2. After flagging the quest you have to wait until night time.
3. Go to K-7 in Wajaom Woodlands. Look on the south wall there and you should find a ???. Click on it and get a cut scene.
4. Go back and talk to Mishhar for another cutscene.
5. Go to east entrance to Mamook (E-12). You can actually enter from either entrance, cast Escape, and then zone right back in.
6. Head around a few corners and just past the first Mamool you find, is a ???. You can use invisibility to get past this Mamool.

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7. Click on the ??? for a cutscene.
8. Finally go back to Mishhar and talk to him for a final cutscene.

Reward: 1 Imperial Silver Piece

### ***Got It All***

1. Talk to Tehf Kimasnahya (F-8 Whitegate) to start the quest. She will ask you to procure a Vial of Luminous Water for a special secret something she is making.
2. Go talk to Ekhu Pesshyadha (H-6 Whitegate) and she will tell you that she will only give it to you if you bring her this new cute guy that she has seen.
3. Talk to Zabhaf (F-8 Whitegate) standing next Tehf for a quick couple of lines of chat, then go back to Ekhu for another cutscene where she gives you the Luminous Water.
4. Speak to Tehf. She tells you the Luminous Water was for making a special potion to remove all her desires.
5. Next walk to under a bridge near at J-10 Whitegate for a cutscene where you find Tehf has been lied to.
6. Head back to speak to Tehf.
7. Finally, wait until next earth day and speak to Tehf again. She will thank you for your services and reward you with a Bibiki Seashell.

Reward: Bibiki Seashell (Ammo, Level 60, All Jobs, Damage 1, Delay: 999, Vit 4, Vs. Water 3, Enhances "Aquan Killer" Effect)

### ***Keeping Notes***

1. Speak to Ahkk Jharcham (I-10 Whitegate).
2. Trade her some Parchment (the Leathercraft one and not Bast Parchment) and Black Ink.
3. Choose either answer.

Reward: You can now exit from any Mog House exit.

### ***Lure Of The Wildcat***

There are 4 'Lure of the Wildcat' quests - one in each city. You can only have one open at a time. You can complete all 4 should you wish to. The more you do, the greater the reward.

<b>Bastok</b>	<b>Jeuno</b>	<b>Sand'Oria</b>	<b>Windurst</b>
Blue Card/Invitation	White Card/Invitation	Red Card/Invitation	Green Card/Invitation
Bastok Port (K-7) Alib-Mufalib	Upper Jeuno (F-5) Ajithaam	South Sand'Oria (L-6) Amutiyaal	Windurst Woods (G-11) Ibwam

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<b>Bastok Mines:</b> (H-6) - Deidogg (I-7) - Echo Hawk (H-5) - Griselda (I-6) - Goraow (H-9) - Vaghron	<b>Ru'Lude Gardens:</b> (H-9) Albiona (G-8) Crooked Arrow (G-7) Adolie (I-6) Yavoraile (H-7) Muhoho	<b>South Sand'Oria:</b> (G-8) Deraquien (J-9) Authere (I-8) Rouva (I-8) Femitte (K-5) Daggao	<b>Windurst Waters:</b> (G-4) Npopo (G-9) Amagusa-Chigarusa (F-9) Funpo-Shipo (F-10) Kyume-Romeh (F-8) Lago-Charago
<b>Bastok Markets:</b> (I-9) - Horatius (J-10) - Arawn (K-10) - Harmodius (E-11) - Pavel (E-10) - Ken	<b>Upper Jeuno:</b> (G-7) Sibila-Mobla (G-8) Shiroro (G-8) Luto-Mewrilah (H-9) Renik (H-9) Hinda	<b>North Sand'Oria:</b> (E-4) Bertenont (J-8) Anilla (J-8) Maloquedil (I-9) Giaunne (H-8) Phairupegiont	<b>Windurst Walls:</b> (J-11) Yoriri (J-6) Moan-Maon (K-7) Shantotto (H-3) Chomomo (F-5) Naih Arihmepp
<b>Port Bastok:</b> (F-6) - Paujean (J-5) - Kaede (F-8) - Tilian (E-6) - Hilda (F-5) - Patient Wheel	<b>Lower Jeuno:</b> (J-7) Sutarara (H-9) Bluffnix (H-10) Naruru (G-10) Gurdern (I-7) Saprut	<b>Port Sand'Oria:</b> (J-8) Rugiette (H-8) Charlodeau (H-10) Parcarin (H-9) Pomilla (G-7) Perdiouvilet	<b>Port Windurst:</b> (M-6) Yujuju (F-6) Choyi Totlihpa (E-7) Yaman-Hachuman (E-7) Kunchichi (G-7) Three of Clubs
<b>Metalworks:</b> (G-7) - Manilam (G-8) - Invincible Shield (K-7) - Ayame (I-8) - Kaela (G-8) - Raibaht	<b>Port Jeuno:</b> (G-8) Red Ghost (H-8) Karl (H-8) Shami (I-8) Rinzei (I-8) Sagheera	<b>Chateau d'Oraguille:</b> (I-9) Halver (H-9) Rahal (I-9) Curilla (F-7) Chalvatot (H-7) Perfaumand	<b>Windurst Woods:</b> (I-5) Umumu (I-10) Cayu Pensharhumi (J-3) Nanaa Mihgo (J-13) Etsa Rhuyuli (H-10) Soni-Muni

Speak to main quest giver in one of the cities. They will give you a 'Key Item: Badge' of the color listed above. Then go speak to each of the NPCs listed below them. Each time you find one of the NPCs and speak to them, your badge will flash. Once you have all 20, go back to the quest giver to receive your 'Key Item: Invitation Card'.

Once you have completed these quests, speak to the NPC in Saleem's Sentinels (I-10 2nd Floor Whitegate) - not Naja. After that speak to Naja Salaheem (I-10 2nd Floor Whitegate). You will receive a reward based on how many cards you have. You can also choose to not show your cards until a later time (so that you can get all 4 if you wish). You have to show the cards to get a reward however.

Rewards: 1 Card = 1 Bronze, 2 Cards = 2 Bronze, 3 Cards = 3 Bronze, 4 Cards = 1 Mythril.

## ***Olduum Ring***

1. Speak to Dkhaaya (??? Whitegate). He wants an artifact of the Olduum Civilization.
2. He gives you 'Key Item - Dkhaaya's Research Journal'.
3. Head out of Whitegate into Bhaflau Thickets.

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4. Head to the entrance to Aydeewa Subterrane at I-7.
5. Head to H-9 (same place as Blue Mage Quest).
6. Use a pickaxe on the Excavation Spot until you get an item.
7. Head back and speak to Dkhaaya again and he will give you a Lightning Band.
8. Head to G-8 in Wajaom Woodlands and trade the ring to the Ley Line.
9. Enjoy the cutscene.

Reward: Olduum Ring (Ring, Level 60, All Jobs, Enchantment: Teleport Wajaom Woodlands, <1/1 0:30/[20:00:00, 0:30]>)

### ***Rock Bottom***

1. Head to Mount Zhayolm.
2. Examine the ??? at L-7 for a cutscene.
3. Trade a pickaxe to the ??? for another cutscene.
4. Zone out and return.
5. Trade a Mythril Pick to the ???.
6. Choose "Yes".

Reward : Map of Mount Zhayolm

### ***Such Sweet Sorrow***

1. Speak to Dabhuh (K-11 Whitegate). He wants a Merrow Scale.
2. Head to Arrapago Reef and kill Merrow Lamias until one drops the scale.
3. Return to Dabhuh to get your reward.

Reward: Merrow No. 17s Locket (Neck, Level 65, All Jobs, Rare/Ex, Def 2, MP 10, Vs. Water 30, Enhances "Resist Charm" Effect)

### ***The Die Is Cast***

1. Speak to Ratihb (J-12 Whitegate). Make sure you get the right cutscene involving gambling with Yadihwa.
2. Speak to Ekhu Pesshyadha (H-6 Whitegate). You might need to talk several times as numerous quests involve this NPC. The cutscene will show gambling with Yadihwa.  
*You need to make sure you get the right cutscene here. Numerous people report problems getting this cutscene.*
3. Head to Nashmau.
4. Speak to Jijiroon (G-8 Nashmau) for another gambling cutscene.

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5. Head to Arrapago Reef down off the ship where you get one of the Corsair quest's cutscenes. Follow the boat down, and stay to the right, then follow some more planks to the right, and you will find a ??? at K-10.
6. If the NM Imp Bukki is already spawned, you must wait for him to despawn before approaching the ???.
7. Click the ??? for a cutscene.
8. Click it a second time to spawn a NM Imp Bukki. Fairly easy. Watch out for his WS Frenetic Rip when he gets low on health. He also likes to spam silencega, so bring Echo Drops.
9. Click ??? for another cutscene after you kill Bukki.
10. Speak to Ratihb for your final cutscene and reward.

Reward: Random Ring (Ring, Level 60, Enchantment: Dexterity +1~8, Charges 50, Delay 30s, Reuse 30min)

### *The Prankster*

1. Speak to Ahaadah (G-6 Whitegate).
2. Walk up the barrel at I-11 of Whitegate to get a cutscene.
3. Go up to the walkway above at I-12 for another cutscene (long).
4. Head to Bhaflau Thickets and to the ??? at I-8.
5. Click the ??? to spawn a Plague Chigoe. NM uses Hundred Fists and is VERY fast. It also has a MP Drain move. Can be killed with 3-6 depending on jobs. Can also be soloed by a Summoner with care.
6. Once you kill it, click the ??? again.

Reward: Map of Caedarva Mire

### *Totoroon's Treasure Hunt (incomplete)*

Part 1:

1. Speak to Totoroon (G-8 Nashmau)
2. He wants a "shoogray item". You can trade him a Date, or a Pamamas, or perhaps other types of food.
3. He sends you to Bhaflau Thickets.
4. Use a sickle on a harvesting point. Be careful – you might get attacked by a NM Berried Chigoe. If you do, sleep its Chigoe Nitts, and just focus on the NM. The Nitts regenerate as fast as you kill them.
5. You do not actually need to get anything from the harvesting, you just have to get one item.
6. Head back to Totoroon.

Part 2:

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*(unknown)*

## ***Two Horn The Savage***

Be aware that this quest locks out a lot of the other quests. So if you start it, make sure you intend to finish it in a timely manner.

1. Speak to Milazahn (G-8 Whitegate).
2. Speak to Cacaroon (G-11 Whitegate) and pay him 1k gil.
3. Head to Mamook (unsure which entrance, but assuming the western one).
4. Head to the Viscous Liquid at E-8. Examine it.
5. Kill the Mamool Ja NM that spawns. He is fairly easy for 3-4 75s.
6. Examine the Viscous Liquid again.
7. Return to Milazahn.

Reward: Imperial Mythril Piece

## ***Vanishing Act***

Prerequisite: 1 earth day after completion of Delivering the Goods.

1. Speak to Ulamaal (K-12 Whitegate).
2. Speak to Fochacha (I-9 Whitegate).
3. Head into the Alchemy Guild for a cutscene.
4. Buy a sickle (or 3).
5. Head to Wajaom Woodlands and find a Harvesting Point.
6. Harvest until you get 'Key Item – Rainbow Berry'.
7. Return to Ulamaal. Enjoy this cutscene, its funny.

Reward: 1 Imperial Silver Piece, Secret Recipes

## ***What Friends Are For***

1. Head to Wajaom Woodlands to the E-10 entrance to Aydeewa Subterrane.
2. Head to G-10 for a cutscene.
3. Talk to Tsetseroon (G-6 Nashmau).
4. Give Tsetseroon a Cobalt Jellyfish and a Tin Ore.
5. You will be given a pot of stew.
6. Head back to Aydeewa Subterrane and to G-10.
7. Choose "take it" to get the map. If you choose the other option, you don't get the map.
8. Return to Tsetseroon for another cutscene.

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Reward: Map of Aydeewa Subterrane, 1 Imperial Bronze Piece

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## ASSAULT

### *Overview*

Assault is one of the best parts of Aht Urhgan. They are a set of mini-missions kind of like BCNMs that you can do 3 times per earth day. To do Assault, you must have completed Mission 2. You then go to the Commissions Agency and get an ID Tag from the NPC. You initially have 3 ID Tags available. The tags regenerate at a rate of 1 per earth day until you have a maximum of 3 ready for use.

Once you have the tag, you can go speak to one of the Area NPCs (down to the left). Each NPC has a set of missions you can choose (only 1 will be available per NPC initially) and items that you can buy with Assault Points. Each NPC tracks Assault Points separately. That means if you earn Assault points for Mamool Ja, you cannot spend them on Leujaoam.

Note: Not all the names of staging points and mission areas match up.

Leujaoam Sanctum = Azouph Isle Staging Point

Lebros Cavern = Halvung Staging Point

Periqia = Dvucca Staging Point

Once you have accepted the mission (you can only have 1 assault mission active at a time), head with your party to the zone. If you already have the staging point for that zone, you can use the Runic Teleport to the north of the Commissions Agency to teleport directly to the Assault. Otherwise, you will need to run there.

When you are in the training grounds, you can actually still fight monsters that are outside the gate, but they will not chase you into the grounds. Also, if you have accepted an assault mission, you will not be able to actually exit the gate to leave the grounds.

### *Getting Staging Points*

As part of Mission 2, you had to get a staging point. You do not need more supplies to get the other staging points. All you have to do is speak to the NPC in each respective staging point, and then use the Runic Portal. If you do not use the Runic Portal to return to Whitegate, you will not get the staging point. You can do the other points as soon as you complete Mission 2.

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## **???** *Items*

When you win Assault Missions, in the chest as a reward will be an item named with a "???". These items need to be identified in town to find out what they are.

To do this, head to the Appraiser and get the item appraised for 500 gil. Once it has been identified, it will move into the treasure pool so that people can lot on it.

Appraisers:

Drahbag – F-6 Whitegate – 500gil

Cacaroon – G-11 Whitegate – 50gil

??? – ??? Al Zahbi – 500gil

??? – ??? Nashmau – 500gil

Known drops:

Archer's Ring, Beetle Earring, Bomb Ash, Bone Chip, Bone Earring, Brass Ring, Bronze Mittens +1, Brz. Leggings +1, Cleaning Tool Set, Copper Ore, Copper Ring, Cotton Gloves, Crossbow +1, Cuffs, Distilled Water, Eggplant, Enhancing Mantle, Ether Ring, Feather Collar, Gorget+1, Gust Claymore, Heims Earring, Hi-Ether Tank, Hi-Potion +2, Hi-Potion +3, Hi-Potion Tank, Hi-Reraiser, Ice Crystal, Igneous Rock, Imperial Bow, Imperial Ring, Imperial Tea Leaves, Jagd Gorget, Kosetsusamonji, Leather Gloves, Leather Highboots, Little Worm, Little Worm, Phalaenopsis, Puk Lance, Rainbow Thread, Red Rock, Remedy, Reraise Earring, Reraiser, Rotten Quiver, Rusty Bucket, Sage, Shell Earring, Silk Cloth, Silver Earring, Spark Spear, Spectacles, Storm Earring, Storm Gages, Storm Gambieras, Storm Loop, Storm Manopolas, Storm Muffler, Storm Ring, Storm Shield, Storm Torque, Sulfur, Tsurara, Uchigatana +1, Velvet Cloth, White Rock, Wild Onion, Willow Fishing Rod,

## **Rare/EX Note**

Items obtained through Assault Missions and from spending Assault Points at the NPCs are all Rare/EX.

## **Commander's Armband**

When your party is ready to enter the Assault and is gathered at the appropriate zone, one member from the party must go speak to the NPC there. The NPC will offer the member a Commander's Armband. Obtaining an armband costs 50 Imperial Standing, so make sure someone in your party has enough standing to get it. This item is what is used to actually trigger the Assault and control some of the variables before you enter.

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Once you have the armband, have your party gather at the Assault Wall and have the armband holder click the wall. They will then be presented with some basic information about the Assault and given the option of choosing what maximum level cap they want (50, 60, 70, uncapped [as appropriate]). Once that has been picked, the party is warped into the Assault.

## ***Level Requirements***

Assault has a minimum cap of 50. You cannot enter Assault under any conditions unless you are level 50. However, each Assault has the option of at least 2 possible level maximum caps that are set by the Commander's Armband.

The "Recommended Level" shows the start of the possible caps. Caps can be 50, 60, 70, and uncapped. So for a "Recommended Level 60+", you can choose to set the cap at 60, 70, or uncapped.

I am not sure if the required level detailed by an assault mission refers solely to the maximum cap. It might refer to a minimum cap for that particular mission as well. If anyone can confirm this and let me know it would be appreciated. So be aware the paragraphs above might not be totally accurate.

*Seems like there might be a minimum level cap as I have heard of people with a 69-75 spread not being able to do a Mamool uncapped Assault. All members must have had the mission as they used the Runic Teleport to get to the Assault (or so they said), so I am unsure as to what the problem was. They got the message "not all party members are cleared for this assault" when they tried to enter. I have a sneaking suspicion that someone in the party had picked a different Mamool mission to the one the rest of the party had.*

## ***Assault Point Rewards***

When you win an Assault, you get given assault points specific to that zone. Each mission has a set amount of points that gets divided amongst the number of players there (with a slight bonus for the armband user). So if the reward is 6000 points, and 6 people enter, each person will get 1000 points, and the leader will get 1050 or so.

Once you have won an assault, the reward total is lowered for all runs of that mission from then on. It does not lower further for the third run on, it stays at the second run level.

Even if you lose an Assault, you still get 100 points for it.

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## ***Assault Fame***

You can check your current Mercenary "fame" by talking to Abqallah (I-10 2nd Floor Whitegate) and asking about mercenary assessments.

When you do this he will first recite Naja's speech about what it takes to be a good mercenary, but afterwards will offer you a personal assessment. This is a string of text that indicates how close you are to obtaining the next promotion. "Low" says you are on course for a meeting with the boss's spiky 'friend'!

*INX @ Ragnarok claims:*

*I'm 99.9% sure this changes according how close you are to your next promotion (I've seen 2 different responses myself) although there is a marginal possibility that it relates only to your mercenary rank (PFC, SP, etc). That said. I'm pretty sure that I only found this AFTER ranking to PFC with changes occurring after repeating Lamia #13 a few times, which is why I'm submitting it here.*

## ***Promotion Quests***

### **Private First Class**

1. Beat each Tier 1 Assault Mission for each of the 5 zones, or beat enough Tier 1 assaults (exact number is unknown if you don't complete all 5, but rather complete multiple of the same one/s).
2. Speak to Naja Salaheem (I-10 2nd Floor Whitegate).
3. Trade Naja an imp wing.
4. You will get a title upgrade and the Tier 2 Assault Missions will become unlocked.

### **Superior Private (incomplete)**

1. Beat each Tier 2 Assault Mission for each of the 5 zones, or beat enough Tier 2 assaults (exact number is unknown if you don't complete all 5, but rather complete multiple of the same one/s).
2. Speak to Naja Salaheem (I-10 2nd Floor Whitegate).
3. Look for the Warhorse Hoofprint in Aht Urhgan areas.  
Reported spawns:
  - a. Wajaom Woodlands
    - i. I-10 (Open Spider Area.)
    - ii. K-9 (Tiger / Malboro Area)
    - iii. J-9 (east side of (J-9) in the middle of the Ameretats and Tigers)
    - iv. D-9
    - v. H-12 by Kurp

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- b. Bhaflau Thickets
    - i. H-8
    - ii. G-7
    - iii. G-8
    - iv. I-8 (Near the Map '???)
  - c. Mount Zhayolm
    - i. H-9 (near the pugils to the south)
    - ii. I-10 (on the mound with the Eruca)
    - iii. K-8
    - iv. E-6
  - d. Caedarva Mire
    - i. J-8
    - ii. I-8
    - iii. G-9 (Around the ledge on the second map)
    - iv. J-7
    - v. I-9
4. Check the Warhorse Hoofprint for a Dark Rider Hoofprint (Key Item).
  5. You will get a title upgrade and the Tier 3 Assault Missions will become unlocked.

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## *Azouph Isle Staging Point (Leujaoam Sanctum)*

### **Getting There**

- You will need sneak and invisibility. Be warned that Imps have Truesight.
- Head to Nashmau by taking the ship from the north port in Whitegate.
- Head out the east or north exit of Nashmau to Caedarva Mines.
- The Staging Point is located at K-9.
- To get there, you have to go through the tunnel between I-9 and J-9.

### **The Assault Missions**

#### **Leujaoam Sanctum 1 – Leujaoam Cleansing**

Mission Orders: General Afkaam is to inspect Leujaoam Sanctum. Destroy all creatures in the area that may pose a threat to the general.

Objective: Kill all 15 Leujaoam Worms.

Rank Requirement: Private Second Class

Level Required: Level 50+

Caps: 50, 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: 3000 (2000 for 2nd time onwards)

Exit Point: I-8

Worms use Bind, Silence, Quake, Stone 4, Stonega 3. Worms are not aggressive but they will happily link. You can sleep and silence them.

The best path is to take the north loop first then drop down the hole. Head back east and to the big main loop. Kill the one worm to the east, then double back and head around the big loop in a counter-clockwise manner.

Beastmasters are very good for this mission. As are Warrior/Ninjas.

#### **Leujaoam Sanctum 2 – Orichalcum Survey**

Mission Orders: There is a rumor that orichalcum ore has been discovered in Leujaoam Sanctum. Find the ore vein before the Beastmen do.

Objective: Find the ore.

Rank Requirement: Private First Class

Level Required: Level 50+

Caps: 50, 60, 70, 75

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Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (4000 for 2nd time onwards)

Exit Point: H-8

Enter and talk to the NPC to receive a temporary Pickaxe. Normal Pickaxes do not work. Make sure all the party members get pickaxes and mine. Find and touch a mining point (they move around like normal mining points). One of the following will happen:

- You receive a temporary Orichalcum Ore, in which case the mission is complete.
- The pickaxe breaks, in which case return to the NPC for a new one.
- A worm spawns. Kill the worm and continue mining.
- "You are unable to mine anything."
- You mine a pebble.

The mining points move like normal mining points.

Upon finding the temporary Orichalcum Ore, the roaming Qiqirn will attack. You can avoid this agro by being Invisible. Head to the Rune of Release to claim the win.

## Leujaoam Sanctum 3 – Escort Professor Clavauert

Mission Orders: A long-haired Marid has been found frozen in the eternal ice of Leujaoam Sanctum. Escort Professor Clavauert to the site of the discovery.

Objective: Escort the professor safely.

Rank Requirement: Superior Private

Level Required: Level 60+

Caps: 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (3000 for 2nd time onwards)

Exit Point: J-5

Basically this NPC you're escorting is less of a coward than the Periqia escort, but it means he runs right into agro. He can not be controlled. He runs to the south west section then warps out. Rune of Release is on the far east middle of the map.

Suggestion: Sleep everything until the NPC warps out, then die and wait for everything to reset and Reraise to get the win.

## The Rewards

3000 : Stoic Earring (Earring, Rare, Level 50, All Jobs, HP+20, Enhances "Resist Stun" effect, HP recovered while healing +1)

5000 : Unfettered Ring (Ring, Rare, Level 50, Def 5, All Jobs, "Magic Def. Bonus"+2, Enhances "Resist Petrify" effect)

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- 8000 : Tempered Chain (Neck, Level 60, Def 8, All Jobs, HP+20)
- 10000 : Potent Belt (Waist, Level 60, Def 5, All Jobs, STR+3, Accuracy+8)
- 10000 : Miraculous Cape (Back, Level 60, Def 5, RDM WHM BLM BRD SMN BLU PUP, MP+15, MND+3, CHR+3, Enmity-1)
- 15000 : Yigit Bulawa (Club, RareEX, Level 71, Damage 36, Delay 310, WHM PLD, Depending on day: Increases elemental weapon skill damage)
- 15000 : Imperial Bhuj (Great Axe, RareEX, Level 71, Damage 93, Delay 504, WAR DRK, Depending on day: Increases elemental weapon skill damage)
- 15000 : Pahlawan Patas (Hand to Hand, RareEX, Level 71, Damage 17, Delay +96, WAR MNK BST NIN PUP, Depending on day: Increases elemental weapon skill damage)
- 20000 : Amir Kolluks (Hands, RareEX, Level 72, Def 21, WAR PLD DRK SAM DRG, Attack+5 Parrying skill+5, Set: Reduces magic and breath damage)
- 20000 : Pln. Qalansuwa (Head, RareEX, Level 72, Def 15, MNK THF RDM RNG BST NIN DRG COR PUP, HP+25, Accuracy+7, Attack+5, Ranged Accuracy+7, Set: Enhances "Subtle Blow" effect)
- 20000 : Yigit Seraweels (Legs, RareEX, Level 72, Def 30, RDM WHM BLM BRD SMN BLU, HP+25, MP+25, Evasion+6, MP recovered while healing +2, Set: Adds "Refresh" effect)

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## *Dvucca Staging Point (Periqia)*

### Getting There

- You will need sneak and invisibility. Be warned that Imps have Truesight.
- Head to Nashmau by taking the ship from the north port in Whitegate.
- Head out the east or north exit of Nashmau to Caedarva Mines.
- The Lamia Fang key is needed to get to certain parts of Arrapago Reef. You can get one key easily by clicking on the ??? behind the Jnun in the pool at I-7 in Caedarva Mire. This works only once. After that, you will need to kill skeletons or lamias in Arrapago Reef to get another. A Thief can also pick the door that requires the key.
- Zone in to Arrapago Reef at I-6.
- Follow the path until you reach and Iron Gate. Use the Lamia Fang Key to open this.
- Going left once you are through the iron gate will take you to another iron gate. This one you don't need a key to get through this one.
- Keep heading in a westerly direction until the map changes at F-10.
- Head west again until the map changes again at D-10.
- Head south to I-11, and then down and south until you zone out to Caedarva Mire.
- Stick left all the way until you get to the gate at I-9.

### The Assault Missions

#### Periqia 1 – Seagull Grounded

Mission Orders: The Immortals have captured a member of the Seagull Phratrie, a rebel organization. You are to escort the prisoner safely to a holding area.

Objective: Escort the prisoner.

Rank Requirement: Private Second Class

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: 4500 (3000 for 2nd time onwards)

Exit Point: G-11

What you really need to do is control the NPC. This is his behaviors:

- If somebody is too close in front of him, he will stop.
  - a. Move back behind him 3-4 steps and he will run again.
  - b. Use this to stop him as needed.
- If somebody stands near him while he's stopped, he will stay stopped.
  - a. Move back behind him 3-4 steps and he will run again.

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- b. Use this to stop him as needed.
- When he reaches "end points" in various rooms and turnings, he will stop.
  - a. Step 8-9 steps away and he will run again.
- If he gets too close to an enemy, he will run away.
  - a. Just follow him till he stops, then get behind him and wait for him to walk back.
- If nobody is within a certain radius of him, he will run back to the start.
  - a. Keep within 10-15 steps of him at all times.

When you first start out, There are 6 rooms along the way in 3 pairs of 2. One of each pair has monsters, while its twin is empty. Along the way the NPC will go into one side of each pair. Which room he picks is random. Just to be safe though, have the people who aren't controlling the NPC go in the room with enemies and start fighting. Let the NPC inch forward. If he heads toward the enemy room, immediately stop him while the rest of the people clear out the room. If he heads toward the non-enemy room, inform the people in the enemy room to not clear out the rest of the mobs in the room. In the meantime while they are finishing the one they started work on getting him to go to the dead end and getting him to turn around and leave the room and continue on. Have him stop at the point H-8 on the map.

Once at the final stopping point, the NPC will choose to go either left or right. Have the person controlling the NPC put him in GO mode just enough to see which direction he is going to go. Stop him immediately after you see which way he is moving. Whichever way he chose, have the people go ahead and clear out all the stuff on that path. Each time they clear a group of mobs, inch forward a little. He has a tendency to get a little confused at H-9, so be patient with him. Try not to let him turn around and go the wrong direction here.

Suggestion: This is actually a really easy mission. I would recommend having at least 2 healers in the party. One controls the NPC and one stays with the party to kill monsters. The 2 healers can switch out control as needed to allow mana to be rested up.

## **Periqia 2 – Requiem**

Mission Orders: An Immortal has reported the existence of a large force of undead soldiers. Destroy these undead minions before they can organize an attack on the Empire.

Objective: Kill all 18 undead.

Rank Requirement: Private First Class

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (2000 for 2nd time onwards)

Exit Point: G-9

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There are gates in (H-8/9) and (F/G-8) that block off part of the map. You do not need to get through them. Just kill all the undead to win. There are 2 Doomed, 12 Skeletons, 4 Ghosts. Wide-scan helps a lot.

## Periqia 3 – Saving Private Ryaaf

Mission Orders: A squad sent in to search for the Seagull Phratrie hideout has failed to report. Find any survivors, especially one Private Ryaaf, a relative of the Galeserpent General.

Objective: Find the survivors.

Rank Requirement: Superior Private

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (3000 for 2nd time onwards)

Exit Point: J-7

Find 3 NPCs, whose possible spawn locations are in the rooms to the extreme north, south, east and west, as well as in the exact center of the map. When you enter any of these rooms, 3 Cursed Chigoe will spawn. They can be killed instantly with any weaponskill (AOEs included), critical hits, or shield bash.

Each of the 5 spawn points has either a Fomor or a NPC in it. Once you have found 3 NPCs, go claim your reward.

## The Rewards

3000 : Vision Earring (Earring, Rare, Level 50, All Jobs, Ranged Accuracy+2, Enhances Resist Blind effect)

5000 : Unyielding Ring (Ring, Rare, Level 50, Def 7, All Jobs, DEX+3, VIT+3, Enhances Resist Charm effect)

8000 : Fortified Chain (Neck, Level 60, Def 4, All Jobs, Evasion Skill+3, Shield Skill+3, Parrying skill+3)

10000 : Resolute Belt (Waist, Level 60, Def 5, All Jobs, Magic Def. Bonus+2, Spell interruption rate down 8%)

10000 : Bushido Cape (Back, Level 60, Def 7, WAR MNK THF RDM PLD DRK BRD RNG BST SAM NIN DRG BLU COR, Evasion+1, Store TP+1, Subtle Blow+1, Enhances Zanshin effect)

15000 : Khanjar (Dagger, RareEX, Level 71, Damage 23, Delay 192, WAR BLM RDM THF PLD DRK BST BRD RNG SAM NIN DRG SMN, Depending on day: Increases elemental weapon skill damage)

15000 : Hotarumaruru (Great Katana, RareEX, Level 71, Damage 78, Delay 420, SAM NIN, Depending on day: Increases elemental weapon skill damage)

15000 : Imperial Gun (Gun, RareEX, Level 71, Damage 40, Delay 600, RNG, Depending on day: Increases elemental weapon skill damage)

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- 20000 : Amir Puggaree (Head, RareEX, Level 72, Def 23, WAR PLD DRK SAM DRG, Attack+5, Evasion+2, HP recovered while healing +2, Set: Reduces magic and breath damage)
- 20000 : Pln. Crackows (Feet, RareEX, Level 72, Def 13, MNK THF RDM RNG BST NIN DRG COR PUP, DEX+4, Accuracy+3, Ranged Accuracy+3, Set: Enhances Subtle Blow effect)
- 20000 : Yigit Gomlek (Body, RareEX, Level 72, Def 40, RDM WHM BLM BRD SMN BLU, Evasion+7, Magic Atk. Bonus+5, Song spellcasting time -10%, MP recovered while healing +5, Set: Adds Refresh effect)

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## *Halvung Staging Point (Lebros Cavern)*

### Getting There

- You will need sneak and invisibility. Be warned that Imps have Truesight.
  - Head out of Al Zahbi to Wajaom Woodlands, and then to Halvung at C-8.
- OR
- Head out of Whitegate to Bhaflau Thickets #1, and then to Halvung at F-8.
  - Once you zone into Halvung, cast "Escape" (or head to the Mount Zhayolm exit manually – dangerous, long and unnecessary).
  - Head to the staging point at K-6.

### The Assault Missions

#### Lebros Cavern 1 – Excavation Duty

Mission Orders: The Imperial Army plans to traverse Lebros Cavern as part of their attack on Halvung, however the tunnels are blocked with rocks. You must remove the obstructions.

Objective: Remove the obstructions.

Rank Requirement: Private Second Class

Level Required: Level 50+

Caps: 50, 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (??? for 2nd time onwards)

Exit Point: ???

Method 1: The Luck Drop Method:

This entire mission is very heavily based on luck. Whenever you get a Mine drop, send whomever got it immediately to break the next wall, while the rest of the party keeps killing Qiqirns to get the next mine. Also recommended that everyone have a stack or Prism Powders to get past the various bombs.

When using a Mine, the person must engage the Brittle Rock, use the mine, and STAY ENGAGED until it blows up. You will not be damaged by the Mine, but it will clear the wall away in 1 shot. If you disengage too early, you will waste the Mine.

After entering, hug the right wall and invisible past the bomb until you reach a targetable wall, a "Brittle Rock". Have everyone draw weapons/use magic on this and start pounding away.

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After you break down the first wall, you will come to a large open area with lava beneath you, and 2 Qiqirns walking around. Pull ONE Qiqirn. If you are lucky, as soon as you kill the Qiqirn one of your party members will get a Qiqirn Mine, with the message "<name> has obtained a Qiqirn mine!" If the first Qiqirn doesn't drop it, kill the second one.

After obtaining Mine #1, have the party head up the ramp with the 3 bombs (use invisible to get past them), while the bomb holder heads east and destroys the Wall #2 in the passage to the right (the Qiqirn do not agro, but they do link). While the 1 person is destroying the wall, have the other members kill off Qiqirn one by one until you get Mine #2.

Once you have Mine #2, blow up the wall to the north east, and either kill the remaining Qiqirn there, or head back south and east to the next group of Qiqirn. After getting Mine #3, head to Wall #4 a little bit down the passage.

Now kill the Qiqirn until you've got the last mine, and blow the last wall a little bit down the passage. Immediately when you get Mine #4, have someone go back to the starting point of the assault (F-10), because that is where the "Runic portal" thing and the treasure box will be. You'll receive a message about a "Runic portal" opening up and the mission will be cleared when that is touched.

Note: Using the bomb monsters Self-Destruct skill to blow down the walls is a very bad idea. All it will do is kill your party while not damaging the wall.

## Method 2: The Easy Win Method

This is done with 2 black mages, plus some fast hitting DDs, preferably a monk or two. Red mages are good here too. The wall order is the same as before, except the party never fights the Qiqirn.

On the first wall, both black mages DOT (Bio 2, Shock, Choke, Burn) and Tier 1 nuke the wall and the monk lays in. All other party members help kill first wall too. Once it is down, the one blackmage heads to the north wall and solos that with DOTs and Tier 1 spells. The monk and other black mage head east to the wall there and start in on that.

The monk and black mage will kill there wall first, and keep going along that way killing walls while the other black mage continues to solo his north wall.

Once all walls are dead, head to the Rune of Release and claim your win.

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## Lebros Cavern 2 – Lebros Supplies

Mission Orders: An advance unit sent into Lebros Cavern has met heavy resistance and is in need of reprovisioning. Your mission is to deliver rations to each member of the advance unit.

Objective: Deliver the provisions.

Rank Requirement: Private First Class

Level Required: Level 60+

Caps: 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (3000 for 2nd time onwards)

Exit Point: ???

Crawlers move back to their "home point" EXTREMELY slow. When you train them and then die or train them, sleep them all and /logout, they move at a SNAIL'S PACE back to their original starting point. It takes them nearly 20 minutes to move from E-10 to G-10.

This Assault requires expert teamwork. You will need to communicate with each other very well to know which Guard has been fed, which is still hungry and which is already full.

10 points for 1 NPC is full.

Steak = 5

Jerky = 4

Sub = 3

Soup = 2

Bread = 1

4 NPCs south

3 NPCs NW

3 NPCs NE

2 NPCs North

A good strategy for this is:

1. The original feeder picks the guard, looks at the shield, and then says in /p: "SW, Spike, Boots" This roughly means, the Guard is the SW corner with the Spiked Buckler is still hungry. "Boots" because when they're still hungry, they say that they could eat their boots.
2. Keep feeding that same Guard until they no longer mention eating their boots. That means that they're full. When that happens, say: "SW, Black, full". This roughly means that the Guard in the SW corner with the Gold/Gilt Buckler (i.e. the black

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shield), is full. This tells your teammates to move on to the next hungry Guard or the next area (meaning NE, NE, etc).

Actual run goes in this order:

1. Head towards the SW first. You SHOULD be able to all get around this one crawler without agroing it. There are four NPCs to feed here. At no point should you ever agro this crawler. Just work around him. If he gets in your way, Stun him, train him back into that little room (E-10), Sleep him, and /logout a good distance away. Log back in and continue feeding these guards.
2. Once 3/4 of the SW guards are full, the Trainer (preferably a THF/NIN for Perfect Dodge) should leave the group and head to near the food NPC at H-8.
3. Buff up, use Utsusemi, put on all your +evasion skill gear, a Terra Staff if you have one, a Jelly Ring, anything that will keep you alive longer. It might also be nice to have a regen drink on you, but it's not necessary. One you are at the spot, get ready to train. +Movement speed gear is key here. If you have Strider Boots or something similar, then they'll help you out a lot. If not, just rotate 3 or 4 pair of Powder Boots, because your survival is key to winning this Assault.
4. When the Trainer is ready, start toward J-9 on the map. By the time you get to I-8, you should have picked up 2-3 crawlers. Please remember that when you agro them, DO NOT attack them in any way shape or form. Just let them True Sight agro you. That way, you can get cures from party members on your way back to H-7 without worrying about them attacking those who cured you.
5. At J-9 is the first very dangerous part. Your shadows might be down or weak from training the first 2-3 crawlers. Not only that, you have to pick up another crawler here and then back track through your train. It's dangerous, but you should come out of it unscathed. Just make cure that any mages in the party know to cure you as you head back to H-7 and as they head to the SE corner to feed. Whatever you do, however, don't stop and wait for a cure if you need one, just get one in passing. If you stop, four angry crawlers will demolish you in a couple hits (they hit hard).
6. Depending on the location of the random crawler, you might have to skip one of the crawlers. If that crawler appear in the south, it'll already be in your train. If it spawns to the north, there's really no way to get up to it after training the two crawlers at H-7 without risking backtracking through your own train again. However, this straggling crawler is usually easily avoidable and can be slept without problem.
7. After picking up the two crawlers at H-7 you should have about six angry crawlers on your tail. Make your way to E-7 for the final agro point. There are two last crawlers in this room. Hopefully by this point, the rest of your party should be feeding SE and has one fed.
8. The Black Mage in your party (hopefully you have one) should, at this point, be heading back to G-10. This is important!
9. When you hit E-7 and agro the last two crawlers, immediately Perfect Dodge (if your HP is low) and hit your Flee macro. You are going to have to backtrack through your own train. At this point you should have 7-8 crawlers after you. Head back to G-10 by your waiting Black Mage as fast as you can. With your Flee, you should gain a good

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amount of time on the horde. Once you get back to G-10, get in position right in front of that bridge over the lava that leads back to the most SW Guards.

10. This is where the Black Mage comes into play. The Black Mage is there to a) tractor you away from the horde if you die or b) Sleepga the entire lot and then, with you, immediately /logout.
11. Trained them to here and wait for the horde to catch up in one solid clump. Once they are gathered, the Black Mage uses ES-Sleepga II and then runs a distance away to /logout as did the Trainer. After logging in immediately, hate had been shed and the crawlers were making their snail slow advance home.
12. At this point, SE should be done or 1/2 fed. Have the Black Mage and the Trainer rejoin the main group and continue feeding.

This Assault is the one of the most difficult in the game. Teamwork is ESSENTIAL here, so go with people you trust. It's hard to imagine a "pick-up" team having much success.

## Lebros Cavern 3 – Troll Fugitives

Mission Orders: The remnants of a Troll army that clashed with Imperial forces has taken refuge within Lebros Cavern. Hunt down the fugitives and prevent them from regrouping.  
Objective: Kill all 15 trolls.

Rank Requirement: Superior Private

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (2000 for 2nd time onwards)

Exit Point: H-9

The trolls all start out somewhat wounded, which makes them a bit easier to kill. Kill all 15 and go claim your reward.

## The Rewards

3000 : Insomnia Earring (Earring, Rare, Level 50, All Jobs, HP+15, MP+15, Enhances Resist Sleep effect)

5000 : Hale Ring (Ring, Rare, Level 50, All Jobs, INT+3, MND+3, Enhances Resist Virus effect)

8000 : Chivalrous Chain (Neck, Level 60, Def 4, All Jobs, STR+3, Accuracy+5, Store TP+1)

10000 : Precise Belt (Waist, Level 60, Def 5, All Jobs, Accuracy+5, Ranged Accuracy+5)

10000 : Intensifying Cape (Back, Level 60, Def 5, RDM WHM BLM BRD SMN BLU PUP, HP+30, MP+30)

15000 : Imperial Pole (Staff, RareEX, Level 71, Damage 60, Delay 402, MNK WHM BLM SMN, Depending on day: Increases elemental weapon skill damage)

15000 : Doombringer (Great Sword, RareEX, Level 71, Damage 84, Delay 480, WAR PLD DRK, Depending on day: Increases elemental weapon skill damage)

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- 15000 : Sayosamonji (Katana, RareEX, Level 71, Damage 37, Delay 227, NIN, Depending on day: Increases elemental weapon skill damage)
- 20000 : Pln. Dastanas (Hands, RareEX, Level 72, Def 19, MNK THF RDM RNG BST NIN DRG COR PUP, Accuracy+5, Ranged Accuracy+5, Ranged Attack+5, Set: Enhances Subtle Blow effect)
- 20000 : Yigit Crackows (Feet, RareEX, Level 72, Def 11, RDM WHM BLM BRD SMN BLU, INT+3, MND+3, Evasion+5, Magic Atk. Bonus+2, Set: Adds Refresh effect)
- 20000 : Amir Korazin (Body, RareEX, Level 72, Def 44, WAR PLD DRK SAM DRG, Attack+12, Evasion+12, Enhances Zanshin effect, Set: Reduces magic and breath damage)

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## *Ilrusi Atoll Staging Point*

### Getting There

- You will need sneak and invisibility. Be warned that Imps have Truesight.
- Head to Nashmau by taking the ship from the north port in Whitegate.
- Head out the east or north exit of Nashmau to Caedarva Mines.
- The Lamia Fang key is needed to get to certain parts of Arrapago Reef. You can get one key easily by clicking on the ??? behind the Jnun in the pool at I-7 in Caedarva Mire. This works only once. After that, you will need to kill skeletons or lamias in Arrapago Reef to get another. A Thief can also pick the door that requires the key.
- Zone in to Arrapago Reef at I-6.
- Follow the path until you reach and Iron Gate. Use the Lamia Fang Key to open this.
- Going left once you are through the iron gate will take you to another iron gate. This one you don't need a key to get through this one.
- Keep heading in a westerly direction until the map changes at F-10.
- Head west again until G-9.
- Head north now, and then west at G-8.
- Follow this path until you reach the Staging Point.

### The Assault Missions

#### Ilrusi Atoll 1 – Golden Salvage

Mission Orders: Rumor has it that the golden figurehead from the Black Coffin, the ship of Luzaf the pirate, can be found somewhere within Ilrusi Atoll.

Objective: Recover the figurehead.

Rank Requirement: Private Second Class

Level Required: Level 60+

Caps: 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: 5000 (3000 for 2nd time onwards)

Exit Point: H-7

Just need to find the right chest to win. There are many Cursed Chests as well as Jagil mobs. All of the chests but one are mimics, and obviously the real chest is the golden figurehead that you need. The Jagil mobs are difficult and are basically time wasters. They can be slept however (although this could lead to severe problems down the line).

The basic point is to run through each leg of the "X" and keep trying to pop Cursed Chests until you get the real one, at which point the Rune opens at H-7 along with the

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clear chest. Jagil mobs can be slept, and take a long time to kill even with a party of 6 at level 75. The Mimics cannot be slept, and use all normal Mimic moves, but they are fairly weak.

Consider the map to be two diagonal stripes running southwest to northeast. The "left" stripe has the fish, while the "right" stripe does not.

Strategy Suggestion: Have Summoner or a sub-Summoner in the party. Call Carbuncle out then go and pop a chest. Once the chest is popped, Carbuncle will get hate from attacking and Summoner runs out of draw-in range. After Carbuncle dies the chest goes back to its normal state in about 10-15 seconds. Rinse and repeat on all chests. The Summoner must learn to time their running away from the chest to avoid the draw-in, but otherwise it is simple.

Odd Fact: This is such a luck based event. We opened most of the chests on our first time here and did not win (by time). The second time we did event the first chest we opened was correct.

## **Ilrusi Atoll 2 – Lamia No. 13**

Mission Orders: Your mission is to hunt down Lamia No.13, a fearsome creature known to have performed vile experiments on the countless corpses of her enemies.

Objective: Kill Lamia No. 13.

Rank Requirement: Private First Class

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (400 for 2nd time onwards)

Exit Point: H-8

Kill Lamia No. 13. Watch out for his Charmga move called Belly Dance. Using the anti-charm Merrow No. 17 Locket helps here, but only use it if the entire party is using it (Quest: Such Sweet Sorrow).

The Lamia's 3 helpers start the fight on her side, but you can remedy this fast by dispelling them. It removes the charm effect and they will fight along side you. Sleep them first (all mobs including Lamia are sleepable), and then dispel. Also, while the NPCs were uncharmed, her Charmga will recharm the 3 NPCs (instead of the party) turning their names yellow and causing them to agro again. This can be quickly fixed by dispelling them again, and they will fight for you once again.

What usually happens is the entire party will get charmed at some point, with the exception of any mages standing at extreme range. Have these mages just kite the

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monsters and the party until charm wears off. The bottom right hand side and the top right hand side of the map both have good circular runs for this.

## **Ilrusi Atoll 3 – Extermination**

Mission Orders: The vermin feasting on the corpses left behind by the Lamiae have multiplied to unnatural numbers. Destroy this threat to the surrounding ecology.

Objective: Kill all monsters.

Rank Requirement: Superior Private

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (3000 for 2nd time onwards)

Exit Point: H-8

Kill all monsters. Watch out for the slime Fluid Spread – having your melees have sub ninja really helps with this.

## **The Rewards**

- 3000 : Velocity Earring (Earring, Rare, Level 50, All Jobs, Evasion+4, Enhances Resist Slow effect)
- 5000 : Garrulous Ring (Ring, Rare, Level 50, All Jobs, STR+3, AGI+3, Enhances Resist Silence effect)
- 8000 : Grandiose Chain (Neck, Level 60, All Jobs, HP+10, MP+10, HP recovered while healing +2, MP recovered while healing +2)
- 10000 : Hurling Belt (Waist, Level 60, Def 5, All Jobs, Ranged Accuracy+4, Throwing skill+5)
- 10000 : Invigorating Cape (Back, Level 60, Def 5, RDM WHM BLM BRD SMN BLU PUP, MP+1%, Evasion+3, MP recovered while healing +1)
- 15000 : Imperial Kaman (Bow, RareEX, Level 71, Damage 38, Delay 360, WAR THF RDM PLD DRK RNG BST SAM NIN, Depending on day: Increases elemental weapon skill damage)
- 15000 : Storm Zaghnal (Scythe, RareEX, Level 71, Damage 87, Delay 480, WAR DRK BST, Depending on day: Increases elemental weapon skill damage)
- 15000 : Storm Fife (Instrument, RareEX, Level 50, BRD, Assault: Ballad+1)
- 20000 : Yigit Turban (Head, RareEX, Level 72, Def 21, RDM WHM BLM BRD SMN BLU, MND+4, Magic Atk. Bonus+2, Enmity-5, MP recovered while healing +1, Set: Adds Refresh effect)
- 20000 : Amir Dirs (Legs, RareEX, Level 72, Def 38, WAR PLD DRK SAM DRG, Attack+4, Ranged Accuracy+4, Ranged Attack+4, Set: Reduces magic and breath damage)
- 20000 : Pln. Khazagand (Body, RareEX, Level 72, Def 42, MNK THF RDM RNG BST NIN DRG COR PUP, HP+20, Accuracy+10, Ranged Accuracy+10, Increases rate of critical hits, HP recovered while healing +2, Set: Enhances Subtle Blow effect)

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## *Mamool Ja Staging Point*

### **Getting There**

- You will need sneak and invisibility. Be warned that Imps have Truesight.
- Head out of Al Zahbi to Wajaom Woodlands.
- Head to the D-12 entrance to Mamook.
- Head to the exit to Bhaflau Thickets. I recommend you stay up on the top ledges at all times. Do not drop down ever unless there is no other way.
- Using the Viscous Liquid to turn yourself into a Mamool is fun, but it hits you with a big poison. You also cannot fight, cast, or use items in this costume. Some monsters will still agro you in this costume.
- Stick left and head south to the Staging Point.

### **The Assault Missions**

#### **Mamool Ja 1 – Imperial Agent Rescue**

Mission Orders: An agent sent to spy on the secret training grounds of the Mamool Ja has been captured. Rescue him before he is interrogated for Imperial secrets.

Objective: Free the prisoner NPC.

Rank Requirement: Private Second Class

Level Required: Level 60+

Caps: 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: 6000 (4000 for 2nd time onwards)

Exit Point: J-8

When you enter the zone, head to the prison cells on the eastern side of the map. There are 6 cells, 3 north and 3 south. 3 of the cells will randomly have closed gates. Behind each of these gates is a Pot Hatch. Opening the right Pot Hatch will free the prisoner. Which door he is behind is random. You can use invisible here to run around so the Mamools don't agro you.

To get the doors open, you need to have the Mamools break them for you. The simplest way to do this is to find a Mamool that is using a staff or an axe. Pull them to the cell with a door, and have the tank stand with their back to the door. All other members stand behind the Mamool. The tank must ALWAYS hold hate. Eventually the Mamool will use a weapon skill that throws the weapon at the tank. This will hit the door behind the tank and break it down. At that point, annihilate the Mamool.

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With Hand-2-Hand Mamools, the rumor says that 3-5 Firespits will do the same thing. You need to see that the door is taking damage, otherwise the tank needs to shift slightly to the left or right until the door starts taking damage. It is best to use a high-evasion tank because the Firespit has to MISS the tank. Further, you can have the tank be unlocked on the mob, and "step aside" as the mob uses Firespit.

Having mages melee is a good way to let the mobs get TP fast, while not actually killing them until they open the door for you.

Open the Pot Hatch. If the NPC appears, go to the Pool in the center of the 6 cells (J-8) for the chest and exit.

## **Mamool Ja 2 – Preemptive Strike**

Mission Orders: A unit of Mamool Ja soldiers is training in assassination techniques. Destroy them before they can become a threat to the Empress.

Objective: Kill all 15-20 assassins.

Rank Requirement: Private First Class

Level Required: Level 60+

Caps: 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (2000 for 2nd time onwards)

Exit Point: I-7 (ground level)

You enter at (I-6). You can stay on the ledges and pull the Mamool Ja from below to avoid Puk agro. There are 15-20 Mamools to kill. You do not need to kill the Puks. When all the Mamool Ja are dead, head to the Rune of Release.

## **Mamool Ja 3 – Sagelord Elimination**

Mission Orders: Sagelord Molaal Ja is visiting the training grounds to oversee the progress of the soldiers. His elimination would sow chaos and confusion in the Mamool Ja ranks.

Objective: Kill the Sagelord.

Rank Requirement: Superior Private

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

Assault Points: ??? (3000 for 2nd time onwards)

Exit Point: I-7

He runs away at 4 intervals, back and forth, between the southwest section and the middle section. He runs away at flee+ speed and anything he runs into agros you (BST,

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NIN, and BLU trainees). At 16% health or so he warps out and you get exp for killing him. Having a pet attacking him or widescan helps a lot to find him again.

Suggestion: It is better to take what agros rather than trying to clear everything. Sleepga + Shadows = win.

## The Rewards

- 3000 : Antivenom Earring (Earring, Rare, Level 50, All Jobs, MP+15, Enhances Resist Poison effect MP recovered while healing +1)
- 5000 : Ebullient Ring (Ring, Rare, Level 50, All Jobs, HP+15 MP+15 Enhances Resist Paralyze effect)
- 8000 : Enlightened Chain (Neck, Level 60, All Jobs, INT+3, MND+2)
- 10000 : Spectral Belt (Waist, Level 60, Def 5, All Jobs, MP+10, Enmity-4)
- 10000 : Bullseye Cape (Back, Level 60, Def 7, WAR MNK THF RDM PLD DRK BRD RNG BST SAM NIN DRG BLU COR, AGI+1, Ranged Attack+12)
- 15000 : Storm Tulwar (Sword, RareEX, Level 71, Damage 40, Delay 236, WAR THF DRK SAM BLU, Depending on day: Increases elemental weapon skill damage)
- 15000 : Imperial Neza (Spear, RareEX, Level 71, Damage 92, Delay 478, DRG, Depending on day: Increases elemental weapon skill damage)
- 15000 : Storm Tabar (Axe, RareEX, Level 71, Damage 49, Delay 288, BST, Depending on day: Increases elemental weapon skill damage)
- 20000 : Yigit Gages (Hands, RareEX, Level 72, Def 17, RDM WHM BLM BRD SMN BLU, INT+5, MND+5, Evasion+4, Magic Atk. Bonus+2, Set: Adds Refresh effect)
- 20000 : Amir Boots (Feet, RareEX, Level 72, Def 16, WAR PLD DRK SAM DRG, Accuracy+6, Attack+5, HP recovered while healing +1, Set: Reduces magic and breath damage)
- 20000 : Pln. Seraweels (Legs, RareEX, Level 72, Def 36, MNK THF RDM RNG BST NIN DRG COR PUP, STR+3, Accuracy+4, Ranged Accuracy+4, Set: Enhances Subtle Blow effect)

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## BESIEGED

### *Overview*

The Empire of Aht Urhgan and the Beastmen of the western half of the Aradjiah continent are in a constant state of battle over a magnificent treasure – the Astral Candescence. If the Astral Candescence should be taken, you must gather your fellow adventurers and storm the Beastmen strongholds in order to return the Empire's treasure.

### *How Besieged Works Normally*

When Al Zahbi controls the Astral Candescence, everyone once in a while the area will be attacked by hordes of Beastmen. You can check by going to your menu, select Region Info and Besieged. A map of Aht Urhgan will show up. You will see that there are three main Beastmen strongholds. Halvung Territory, Mamool Ja Savagelands and Arrapago Islands. The Halvung Territory is home to the Troll Mercenaries, the Mamool Ja Savagelands to the Mamool Ja Savages and the Arrapago Islands to the Undead Swarm. If you go to one of the strongholds with the cursor a menu will pop up.

Enemy Base - The name of the enemy stronghold.

Enemy Forces - How strong the enemy forces are at that time. It will increase with a little bit every once in a while and when at 100 the Beastmen will start preparing. If the Beastmen are defeated, the enemy forces go back to 50. The enemy forces can go above 100.

Level - How strong the enemy forces currently are. They will grow in level naturally over time.

Training - The current status of the Beastmen. Training means they are still in the progress of gathering together an army. Preparing means they have an army and are getting ready to go to Al Zahbi.

Archaic Mirrors - The number of Archaic Mirror NMs in the zone.

Prisoners - Number of prisoners in the zone.

When one of the enemy forces reaches greater than 100, the Beastmen will start to prepare to attack Al Zahbi. The number of successive victories by Al Zahbi seems to determine the required level the Beastmen forces need to reach before they advance.

Will Attack = 100 + (Successive Victories \* 10)

To find out the current state of the empires defense talk to a gate guard that gives Sanction. Select "I have some questions...", "Besieged", "Empires current state of defense." You will get a response similar to this "Al Zahbi has been successively

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victorious in 5 battles to defend the capital, bringing the Imperial defense to a value of 200. The Imperial Capital has seen 5 victories overall, and the Astral Candescence has been seized by the Beastmen a total of 0 times." This example would mean that the Beastmen need to reach 150 before they advance.

It is possible to have more than one Beastmen force attack at the same level, at the same time.

Example: On Fairy server the Mamool Ja Savages advanced at level 3 (130). Before they arrived the Undead Swarm advanced at level 3 (130). Fairy server saw two level 3 Beastmen attacks, then later a level 5 Beastmen attack from the Troll Mercenaries. Since Al Zahbi had been victorious 3 times, the two forces advanced at level 3. Then Al Zahbi had been successful 5 times, so when the Troll Mercenaries advanced, they came at level 5 (150).

You can go up ahead and try to fight them before they reach the town, but if you wait for them to come to Al Zahbi you will get more rewards. For every monster killed in town you will receive Experience points and Imperial Standing points. Fighting them before they reach the town may be necessary once the Beastmen become too strong to fight them at the city, but it is suggested to wait for them to reach town first. You can check the zones around Al Zahbi for a Server Message saying that the Beastmen are coming. Once they reach the town, a cutscene will occur.

Note that the monsters in the cutscene have nothing to do with the actual monsters coming into town. The monsters will appear randomly at the zone to whatever side of Al Zahbi is being attacked. Al Zahbi's enemies are after one thing - the Astral Candescence located in the Hall of Binding. The Hall of Binding is at J-5/J-6 and will be the target of the Beastmen.

During Besieged you will not be alone. NPCs will be around to help you fight. There are 6 different types of NPCs: Volunteer Soldiers, Imperial Soldiers, The Immortals, Goblin Mercenaries, Qiqirn Mercenaries and Serpent Generals. These five generals have been personally charged by the Empress with the defense of Al Zahbi. They are each allowed a name that corresponds with the symbols of the Empire. The Imperial symbols consist of five serpents, each associated with an element - fire, water, earth, wind, and the heavens. Each general possesses a mirror used to open the Hall of Binding, so their protection in battle is crucial. It is recommended to hang around the Serpent Generals and try to protect them from the Beastmen. You can fight any mob that appears in the zone regardless of who has claim on it. (While the mobs are still approaching the town and are outside the Al Zahbi zone, monster claim rules are as normal. Each party/alliance claims their own monsters and do not share across the board.)

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It is suggested to try and join a party or alliance for Besieged before the Beastmen reach town. If you can't find anyone just do a /shout for a party/alliance and you should be invited. If not you can always ask all the party leaders around.

A good thing to know is that you do not lose any experience points when you die. You can use Reraise 1 and Raise 1 without any loss.

Besieged will be over once all Beastmen are killed, or the Astral Candescence is stolen. You will get a cutscene and receive your reward (if you win) based on the quantity and strength of the attack from the Beastmen. Note that only the Beastmen that reached the town will count towards the reward.

## ***When Beastmen Control the Astral Candescence***

If you lose the Astral Candescence, it moves to the zone of the Beastmen who took it. This will make the monsters in that zone more powerful. Also, the longer they control it, the stronger they get. So should they gain control of the Astral Candescence, it is important to get it back as fast as possible.

To get it back, players need to go storm the stronghold of the Beastmen and win it back.

## ***Ancient Mirrors and Prisoners***

When looking at the Region Map, you will notice zones that have Ancient Mirrors and Prisoners in them. You can find them by traveling the zones.

The Ancient Mirrors are actually NMs. However, these monsters do not attack you back, they just absorb some amount of damage before they die, and drop a rare/ex mirror. Since these NMs are often surrounded by monsters that will attack you, a good strategy is to use ranged attacks or magic to kill the NMs. Then (hopefully) the other monsters won't attack you.

Once you have the drop, head back to the gate guards and trade it to them. They will reward you with 200 Imperial Standing and stop the growth of forces for that Beastmen region for a while.

Prisoners are Besieged Allies (see below) that were killed/captured during a Besieged Event. They can be found in the various cages in rooms all over the zones of the Beastmen. Rescue them and return them to the city for a reward. To get to them, use the keys that are dropped by various Beastmen and during Besieged.

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## ***Besieged Allies***

Mercenaries are not alone in Besieged. Imperial soldiers and other reinforcements also lend their skills to drive out the Beastmen hordes.

## **Volunteer Soldiers**

These soldiers were recruited from among the inhabitants of Al Zahbi. Their desire to protect their homeland is strong, and their morale is second to none. However, due to their lack of formal training and proper equipment, they have a tendency to falter in the heat of battle.

## **Imperial Soldiers**

These soldiers receive a stipend from the Aht Urhgan Empire for their services. As members of the Imperial Army, they possess not only quality weapons and armor, but have also received extensive training. Among their number are seasoned veterans who have been brought in from the front lines of the conflict with the Far East.

## **The Immortals**

The Grand Vizier directly commands this unit of elite special forces. Their original duty was to protect the Empress from harm and maintain order in the Empire, but they also participate in Besieged battles under certain conditions. The Immortals use the skills learned in their rigorous blue mage training to command the defending army in battle and provide logistic support.

## **Goblin Mercenaries**

When the treasury permits, the Imperial Army hires Goblin mercenaries. Goblin mercenaries are battle-hardened professionals and should not be judged by their diminutive appearance. Their only drawback is their wavering sense of loyalty, which has a tendency to change with the tide of battle.

## **Qiqirn Mercenaries**

These Beastmen soldiers are hired on a provisional basis when mercenary numbers are low. The Qiqirn are brought straight out of the shops and guilds where they usually work in town, and thus are unaccustomed to battle. However, they can use their impressive

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archery skills and devious traps to confound the enemy and occasionally alter the course of battle.

## **Serpent Generals**

These five generals have been personally charged by the Empress with the defense of Al Zahbi. They are each allowed a name that corresponds with the symbols of the Empire. The Imperial symbols consist of five serpents, each associated with an element – fire, water, earth, wind, and the heavens. Each general possesses a mirror used to open the Hall of Binding, so their protection in battle is crucial.

## ***Enemy - Mamool Ja Savages***

In contrast to their name, the Mamool Ja Savages are actually a highly disciplined military force. A specific military role is automatically assigned to every Mamool Ja citizen based on social classification, and their discipline is a direct result of the intensive training they receive in order to carry out their duties. The army is comprised of units that specialize in one particular field of battle. Supposedly, to prevent infighting amongst the different classes, the soldiers are given no opportunities to learn skills outside of their specialization. However, this also means that troops trained to undertake a certain task cannot be easily replaced should they fall – a fatal chink in the Mamool Ja's armor.

## **Mamool Ja Fighter**

The warrior class of the Mamool Ja. On the battlefield, these ferocious combatants wield weapons of unique design and are seen as being either incredibly courageous or foolishly reckless. They excel at sudden assaults, but have little patience for drawn-out conflicts.

## **Mamool Ja Mage**

The sage class of the Mamool Ja. Many of the Mamool Ja mages are assigned to positions that utilize their extraordinary intelligence and magical prowess. The ability to swivel their eyes in any direction also complements their roles as officers and physicians.

## **Ziz**

The war birds of the Mamool Ja. Generally employed as pack animals, the Ziz possess an aggressive demeanor and are occasionally released to wreak havoc upon enemy forces. They have a tendency to become fixated on prey that is small enough to swallow whole.

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## **Puk**

Pronounced "pook," this small, winged beast is believed to be the artificial combination (chimera) of a dragon and some kind of vermin. Also known as "wind wyverns." Puks are capable of comprehending speech, and are known to sometimes enter the service of the Mamool Ja Savages. They are swift fliers, adept at scouting out enemy territory and harrying opponents with wind-based attacks.

## ***Enemy – Halvung***

???

## ***Enemy - The Undead Swarm***

The Undead Swarm is very simply organized, consisting only of manipulators and the manipulated. The Lamiae and Merrows themselves created the undead, but have no misgivings about expending them in order to survive or accomplish a goal. The undead can only follow the simplest instructions, and thus present very little threat when alone. In battle, however, the undead are so numerous that losses are of no concern, and storm tactics tend to prevail over sophisticated strategies.

## **Lamia**

These artificially created Beastmen (Chimeras) command the undead swarm in battle. Although their numbers are few, the Lamiae are extremely cunning, and often confound the Imperial Army with feint attacks and other deceptive strategies. Lamiae always send their troops before them in battle as they decimate their opponents from afar with powerful magic and archery.

## **Merrow**

A close relation of the Lamiae, the Merrow is a type of amphibious chimera. Although they reside in the Cyan Deep, Merrows occasionally respond to the Lamiae's requests and venture to the scene of battle accompanied by hordes of undead raised from watery graves. Merrows can also use their enchanting voices to draw in even the most experienced sailors.

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## Qutrub

Although Qutrub only have a few shreds of their will remaining, they have pledged their undying loyalty to the Lamiae. Still afflicted by the desires of the living and possessing surprising strength, the Qutrub are often utilized in raids on Al Zahbi. Their short swords can be used to devastating effect.

## Draugar

These undead skeletons are completely controlled by the curse of the Lamiae. Draugar possess no emotion and feel no pain. They merely fight until they can no longer move, but are capable of little more than the most basic behavior. Their ranks are easily replenished, so Draugar are often used as a stalling tactic.

## *The Rewards For Winning*

Well the most obvious reward is that the Astral Candescence stays in Al Zahbi, allowing you to keep getting Sanction, and stopping the Beastmen from being stronger in their own areas.

You also receive experience points and Imperial Standing based on your activity level during the event. The more monsters you attack, the more damage you do, the more players you heal, etc., the greater the rewards. The strength of the Beastmen attack also plays a factor.

Typical rewards range around 700-800xp and 500-1000 Imperial Standing.

*There is a known bug here with experience points. If you are capped experience at 75, you will NOT receive experience points as a reward, no matter what it says on your screen. They do not 'flip' over into limit experience. Even if you have your experience mode set to 'limit' you still will not get any limit experience or regular experience.*

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## IMPERIAL STANDING

### *Imperial Standing Points*

Similar to Conquest, the Aht Urhgan Empire works on the concept of Imperial Standing. When you complete certain missions, do certain quests, and kill monsters (while you have Sanction), you will obtain Imperial Standing. To view your current Imperial Standing points, click on the Region Map, and then Besieged. Your standing shows up in the lower right hand corner.

### *Sanction*

Sanction is the same as Signet. It allows you to get Imperial Standing points when you kill monsters for more than 20xp. It does not last very long, but it has really nice side effects.

When you get Sanction from a Gate Guard, you are presented with some options to upgrade it for 100 Imperial Standing. The effects can be very useful. These effects kick in while the Astral Candescence is in control of the Aht Urhgan Empire, and not the Beastmen (see Besieged).

Sanction automatically has an +XP effect. You can further choose to enhance it with +Refresh (latent kicks in at 60% mana), +Regen (kicks in at 60% health), and Food+ (doubles duration of food). The strength of the effects depends on the number of successive Besieged defenses. The longer the string of wins, the stronger the effect.

**I HIGHLY recommend always picking one of the three upgrade options if you are partying in Aht Urhgan.**

Sanction only works in Aht Urhgan. If you travel back to Mindartia/Quon (the original continents), you will still have Sanction on, but it will not help you. You will not get Imperial Standing or have any latent effects kick in.

Sanction and Signet are mutually exclusive – they overwrite each other.

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## IMPERIAL CURRENCY

### *Exchange Rates*

Currency in Aht Urhgan is referred to as Imperial Pieces. For the sake of brevity later, we will refer to currency by shortened names.

Currency Name	Short Name	Bronze	Silver	Mythril	Gold
Imperial Bronze Piece	Bronze	-	1/5	1/10	1/50
Imperial Silver Piece	Silver	5	-	1/2	1/10
Imperial Mythril Piece	Mythril	10	2	-	1/5
Imperial Gold Piece	Gold	50	10	5	-

There are supposedly two more types of currency have not been implemented into the game yet.

### *Trading Imperial Standing Points For Currency*

Ugrihd (G-9 2nd Floor Whitegate) is a NPC Shopkeeper that will trade in your Imperial Standing for currency. He offers the following exchanges:

20 Imperial Standing > 1 Bronze  
100 Imperial Standing > 5 Bronze  
100 Imperial Standing > 1 Silver  
200 Imperial Standing > 1 Mythril  
1000 Imperial Standing > 1 Gold

### *Converting Currency*

Currency can be broken by Awaheen (G-9 2nd Floor Nashmau). Note that currency CANNOT currently be combined upwards. i.e. You can trade 1 silver to get 5 bronze, but you cannot trade 5 bronze to get 1 silver.

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## MOG LOCKERS

### *Mog Locker Basics*

A great part of the expansion is the new Mog Lockers. To get your own Mog Locker, you need to complete Mission 2. You then speak to Fahoud (??? Whitegate). He will ask for 1 Imperial Bronze Piece in order to open your Mog Locker.

You have to pay 1 Imperial Bronze Piece per week as "rent". If you do not pay this fee, your Locker is locked and you cannot access the items stored inside. However, you do not lose the items. Simply pay him an Imperial Bronze Piece and he will unlock your locker again for another week.

You do not have to pay "back rent" either. If you get your locker and don't pay for it for 2 months, you will just need to pay 1 Imperial Bronze Piece to unlock it again and get a week's worth of rent.

Remember two important things. Firstly, Mog Lockers can only be accessed from Aht Urhgan Mog Houses (although this might change in a future update according to SE). Secondly, do not store your Imperial Bronze Pieces inside your Mog Locker – if it gets locked – you will not be able to get the coins out to unlock it.

It is actually cheaper over time to not pay multiple coins to boost your storage time beyond 1 week. Just pay for it as it "locks" up again.

### *Expanding Your Locker*

Your Mog Locker initially starts with 30 slots, but you can expand it.

Pay Fahoud 4 Imperial Mythril Pieces and he will expand it to 40 slots.

After the next conquest tally (while Conquest does not matter in Aht Urhgan areas, the timekeeping aspect of it remains the same), you can expand it by another 10 slots by trading Fahoud 2 Imperial Gold Pieces.

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## NOTORIOUS MONSTERS

### *Berried Chigoe (Harvested)*

Spawns: Wajaom Woodlands / Bhaflau Thickets – Harvested  
Type: Chigoe  
Stats: Aggressive, Sight, Sound, Summons Chigoe Nitts endlessly  
Drops: Chimera Blood

### *Chigoe Nitts (Harvested)*

Spawns: Wajaom Woodlands / Bhaflau Thickets – Harvested  
Type: Chigoe  
Stats: Aggressive, Sight, Sound, Summoned by Berried Chigoe  
Drops: ???

### *Cerebrus*

Spawns: Mount Zhayolm at I-8/I-9, Every 2 days earth time  
Type: Cerebrus  
Stats: Aggressive  
Drops: Cerberus Claw, Cerberus Hide, Cerberus Meat, Algol

### *Giant Orobon (Fishing)*

Spawns: Mount Zhayolm – Fished Up  
Type: Orobon  
Stats: Aggressive  
Drops: ???

### *Orobon (Fishing)*

Spawns: Ship Whitegate to Nashmau, Ship Mhaura to Whitegate – Fished Up  
Type: Orobon  
Stats: Aggressive  
Drops: Orobon Lure,

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## ***Sicklemoon Crab (Fishing)***

Spawns: Mount Zhayolm – Fished Up  
Type: Crab  
Stats: Aggressive, Sound  
Drops: ???

## ***Sicklemoon Jagil (Fishing)***

Spawns: Mount Zhayolm – Fished Up  
Type: Pugil  
Stats: Aggressive, Sound  
Drops: ???

## ***Vozold Jagil (Fishing)***

Spawns: Mount Zhayolm – Fished Up  
Type: Pugil  
Stats: Aggressive, Sound  
Drops: ???

## ***WootzShell***

Spawns: Mount Zhayolm at ???, ???  
Type: Crab  
Stats: Aggressive, Sound  
Drops: ???

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## WALAHRA ARMOR

### *Walahra Turban*

Head, Level 75, RareEX, All Jobs, All Races, HP +30, MP +30, Haste +5%

Trade 1,000 Imperial Bronze Pieces to Gajaad (J-5 Al Zahbi) to get the turban. He keeps track of them as you trade them to him. Every 100 pieces he will give you a Walahra Water (Drink, Does not stack).

This takes either 1000 Bronze, 200 Silver, 100 Mythril or 20 Gold (20,000 Imperial Standing Points).

It is important to make sure you trade to exact values of 100. If you are not sure of your current total because you have been giving him coins over time, just trade him 1 coin to get your current total. Then give him enough coins to hit a x00 mark (ie. 400, 600, etc.). Then you can trade him sets of 100 at a time. Do not ever trade more than 100 coins at a time, as there are stories of coins getting lost.

If you for some strange reason trade him 2000 Bronze, you do not get anything more except for waters every 100 coins.

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## MAPS

### *Obtaining Maps*

The basic maps can be bought from Riyadhahf (I-10 at the South Docks).

Map of Al Zahbi, Price: 600 gil  
Map of Nashmau, Price: 3000 gil  
Map of Wajaom Woodlands, Price: 3000 gil  
Map of Bhaflau Thickets, Price: 3000 gil

The next set of maps come from the Gate Guards who trade each one for 1000 Imperial Standing.

Map of Arrapago Reef, Cost: 1000 Imperial Standing  
Map of Halvung, Cost: 1000 Imperial Standing  
Map of Mamook, Cost: 1000 Imperial Standing

The next set of maps are Assault maps (usually 10 for each assault zone). They are granted automatically when you do an Assault in that zone.

Ilrusi Atoll  
Leujaoam Sanctum  
Lebros Cavern  
Mamool Ja Training Grounds  
Periqia

These are the maps that you have to quest for.

Aydeewa Subterrane : What Friends Are For  
Caedarva Mire : Prankster  
Mount Zhayolm : Rock Bottom

The following maps are unavailable currently.

Alza'daal Ruins  
Nyzul Isle  
Chocobo Circuit  
Colosseum  
Zhayolm Remnants  
Arrapago Remnants  
Bhaflau Remnants

# Farl's Treasures of Aht Urhgan Guide

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Silver Sea Remnants

## *Viewing The Maps*

For size and bandwidth reasons, the maps are not included directly in this file. Should you wish to view the maps, I highly recommend: <http://www.ffxi-atlas.com/>

# Farl's Treasures of Aht Urhgan Guide

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## DISTRIBUTION AND NOTES

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### *Updates*

Updates, questions, corrections and concerns can be sent to: [ffxi@ozotype.com](mailto:ffxi@ozotype.com)

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