

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

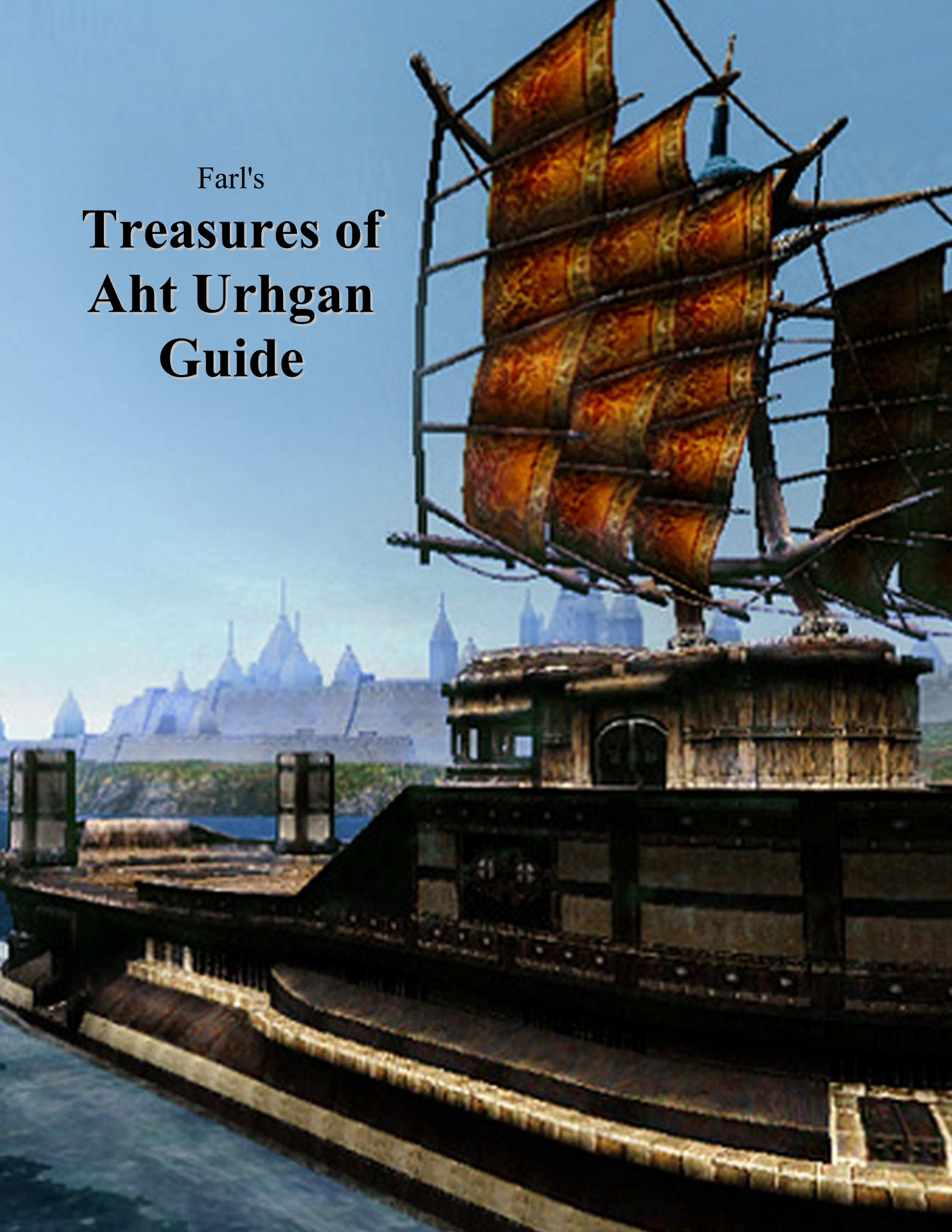


Table of Contents

Getting to Aradjiah.....	6
The Road To Aht Urhgan (Boarding Pass).....	6
Catching The Ship	6
Blue Mage	7
The Quest (An Empty Vessel)	7
Blue Mage Abilities And Traits.....	8
Learning Blue Magic	8
Equipping Blue Spells	8
Customizing The Blue Mage	9
The Skills	10
Levels 1-10.....	10
Levels 11-20.....	10
Levels 21-30.....	10
Levels 31-40.....	10
Levels 41-50.....	11
Levels 51-60.....	11
Levels 61-70.....	11
Levels 71-75.....	12
Corsair	13
The Quest (Luck Of The Draw).....	13
Corsair Job Abilities And Traits	13
Corsair Dice	14
What Are Corsair Dice.....	14
Where Can I Buy Dice	15
How They Work	15
Dice Effects	16
Multiple Corsairs, Rolls And Busts	16
Corsair Cards	17
What Are Cards.....	17
Buying Cards	17
Card Effects	17
Enfeebling Magic (Black Mage, Red Mage, White Mage)	17
Elemental Magic (Black Mage, Red Mage)	18
Dark Magic (Black Mage, Dark Knight, Red Mage).....	18
Divine Magic (Paladin, White Mage).....	18
Ninjutsu (Ninja)	18
Songs (Bard)	18
Summoning Magic (Summoner).....	18
Blue Magic (Blue Mage)	19
Puppetmaster.....	20
The Quest (No Strings Attached).....	20
Puppetmaster Job Abilities And Traits	20

Controlling Your Automaton.....	21
Effects Of Maneuvers	21
Overload.....	21
The Puppet Types	22
Puppet Upgrade Quests.....	22
Puppet Statistics	22
About The Types.....	22
Harlequin (Base Model).....	22
Valor Edge (Attacker Model)	23
Sharpshot (Attacker Model).....	23
Stormwalker (Magic User Model).....	23
Customizing Your Automaton.....	23
Head	24
Frame	24
Attachments	24
Maximum Capacity.....	24
Attachment Functions	24
Required Capacity.....	24
Skill	24
Attachments	24
Notes On Changing Parts.....	26
Puppet Names	26
Aht Urhgan Missions	27
Mission 1: Land Of Sacred Serpents	27
Mission 2: Immortal Sentries.....	27
Mission 3: President Salaheem.....	27
Mission 4: Knight Of Gold	27
Mission 5: Confessions Of Royalty	28
Mission 6: Easterly Winds.....	28
Mission 7: Westerly Winds.....	28
Mission 8: A Mercenary Life (incomplete)	28
Quests for Aht Urhgan	29
A Taste Of Honey	29
Arts And Crafts.....	29
Cook-a-roon?	29
Delivering The Goods.....	30
Fear Of the Dark II.....	30
Finding Faults (incomplete).....	30
Get The Picture (incomplete).....	31
Give Peace A Chance	31
Got It All	31
Keeping Notes.....	32
Lure Of The Wildcat.....	32
Olduum Ring.....	33
Prankster	34
Rock Bottom	34

Such Sweet Sorrow	34
The Die Is Cast (incomplete)	34
Totoroon's Treasure Hunt (incomplete)	35
Two Horn The Savage	35
Vanishing Act	35
What Friends Are For	36
Assault.....	37
Overview	37
Getting Staging Points	37
??? Items	38
Rare/EX Note.....	38
Commander's Armband	38
Level Requirements	38
Promotion Quests.....	39
Private First Class	39
Superior Private (incomplete)	39
Azouph Isle Staging Point (Leujaoam Sanctum).....	40
Getting There	40
The Assault Missions	40
Leujaoam Sanctum 1 – Leujaoam Cleansing.....	40
Leujaoam Sanctum 2 – Orichalcum Survey	40
Leujaoam Sanctum 3 – Escort Professor Clavauert.....	41
The Rewards	41
Dvuca Staging Point (Periqia).....	42
Getting There	42
The Assault Missions	42
Periqia 1 – Seagull Grounded	42
Periqia 2 – Requiem.....	43
Periqia 3 – Saving Private Ryaaf	43
The Rewards	43
Halvung Staging Point (Lebros Cavern).....	45
Getting There	45
The Assault Missions	45
Lebros Cavern 1 – Excavation Duty.....	45
Lebros Cavern 2 – Lebros Supplies	46
Lebros Cavern 3 – Troll Fugitives	46
The Rewards	47
Ilrusi Atoll Staging Point	48
Getting There	48
The Assault Missions	48
Ilrusi Atoll 1 – Golden Salvage	48
Ilrusi Atoll 2 – Lamia No. 13.....	49
Ilrusi Atoll 3 – Extermination	49
The Rewards	49
Mamool Ja Staging Point.....	51
Getting There	51

The Assault Missions.....	51
Mamool Ja 1 – Imperial Agent Rescue.....	51
Mamool Ja 2 – Preemptive Strike.....	52
Mamool Ja 3 – Sagelord Elimination.....	52
The Rewards	53
Besieged.....	54
Overview.....	54
How Besieged Works Normally	54
When Beastmen Control the Astral Candescence	55
Ancient Mirrors and Prisoners.....	55
Imperial Standing	57
Imperial Standing Points.....	57
Sanction	57
Imperial Currency	58
Exchange Rates.....	58
Trading Imperial Standing Points For Currency.....	58
Converting Currency.....	58
Maps.....	59
Obtaining Maps.....	59
Viewing The Maps.....	60
Distribution and Notes.....	61

Farl's Treasures of Aht Urhgan Guide

GETTING TO 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 Jueno. 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 Whitegate and receive the map of Whitegate 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 8:00, 16:00 and 24:00 game time.

Farl's Treasures of Aht Urhgan Guide

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. Valkurm Sun Sand, Siren's Tear or Dangruf Stone. The item depends on the day. He won't expect the item until the next game day.
4. Return to him the next day and speak with him select "with action" or something similar. He will then take the item from you and have you complete one last task.
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

Farl's Treasures of Aht Urhgan Guide

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.

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%.

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'.

Farl's Treasures of Aht Urhgan Guide

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.

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-malus) 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 8: 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)

Farl's Treasures of Aht Urhgan Guide

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)

Levels 11-20

- 12: Battle Dance (Orc Family)
- 12: Feather Storm (Yagudo Family)
- 12: Head Butt (Quadav Family)
- 16: Healing Breeze (Dhalmel Family)
- 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 (Coeurl Family)
- 32: Sound Blast (Cockatrice Family)
- 34: Smite of Rage (Weapon Family)
- 34: Death Ray (Hexeyes Family)

Farl's Treasures of Aht Urhgan Guide

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 Drinkiss (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: Sickie Slash (Spider Family)
48: Blood Saber (Skeleton Family)
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)

Farl's Treasures of Aht Urhgan Guide

61: Maelstrom (Kraken Family)
62: 1000 Needles (Cactuar Family)
62: Body Slam (Dark Dragon Family)
62: Memento Mori (Corse Family)
63: Spinal Cleave (??? Aht Urhgan Enemy?)
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 (??? Family)
65: Infrasonics (Lizard Family)
66: Sandspray (Qiqrin 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 (??? Aht Urhgan Enemy?)
70: Cannonball (??? Aht Urhgan Enemy?)
70: Amplification (??? Aht Urhgan Enemy?)

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

CORSAIR

The Quest (Luck Of The Draw)

1. Start the quest by speaking with Ratihb (J-8 Whitegate) for a small cutscene.
2. Get your next cutscene at the eastern gate by clicking on the right hand gate guard.
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. Head to I-7 and right behind a Jnun (Doomed) is a ??? at the back of a small pond. Click that to get a Lamia Fang 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 to the rock slap. Here you have 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 window. Six cards numbered I-VI will spin around your character, then one will be selected, and your running total will be shown.

Farl's Treasures of Aht Urhgan Guide

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 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.

Farl's Treasures of Aht Urhgan Guide

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

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

Farl's Treasures of Aht Urhgan Guide

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
Rest of PT: 4 rolls active

Other COR busts once, you don't bust
You: 3 rolls active
Rest of PT: 3 rolls active

Farl's Treasures of Aht Urhgan Guide

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 Ninjistu, 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 Zhabi both sell limited cards. Also, you can buy cards from the same NPC in Nashmau that sells dice.

Card Effects

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

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

Farl's Treasures of Aht Urhgan Guide

Elemental Magic (Black Mage, Red Mage)

Water	Drown
Fire	Frost
Ice	Paralyse
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
-------	---------------

Ninjutsu (Ninja)

Dark	Kurayami
Water	Dukumori, Sution
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
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]

Farl's Treasures of Aht Urhgan Guide

Earth	Titan [Rock Buster, Mountain Buster]
Lightning	Ramuh [Thunderspark, Chaotic Strike]

Blue Magic (Blue Mage)

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

Farl's Treasures of Aht Urhgan Guide

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 5 HP/tick

Automaton Oil +1 - 500 gil - Recovers 10 HP/tick

Automaton Oil +2 - 1000 gil - Recovers 20 HP/tick

Level 20: Evasion Bonus

Farl's Treasures of Aht Urhgan Guide

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.

Farl's Treasures of Aht Urhgan Guide

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, Impiral Crement, Pair of Tiger Fangs)
 - b. Sharpshot – Ranged (Repeating Crossbow, Karakul Leather, Karakul Cloth, Rosewood Lumber)
 - c. Stormwaker – 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 Myhtril Pieces. The third upgrade at level 30 costs 3 Imperial Gold Pieces.
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 along with 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

Farl's Treasures of Aht Urhgan Guide

Level 5	Magic Skill 12	Cure
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.

Farl's Treasures of Aht Urhgan Guide

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

Farl's Treasures of Aht Urhgan Guide

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 women 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.

Farl's Treasures of Aht Urhgan Guide

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

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

Farl's Treasures of Aht Urhgan Guide

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

Farl's Treasures of Aht Urhgan Guide

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.

Farl's Treasures of Aht Urhgan Guide

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.

A Taste Of Honey

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

Reward: How to make Irmik Helvasi ???

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 (You might need to speak with NPC two to three times if you have logged other quests)
 - 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.

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

Cook-a-roon?

1. Speak to Ququroon (??? Nashmau).

Farl's Treasures of Aht Urhgan Guide

2. Find the following ingredients: Istakoz, Mercanbaligi, Ahtapot, Istiridye, 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

1. Speak to Suldiran (??? Al Zahbi)
2. Bring Suldiran two imp wings.

Reward: 200 gil

Finding Faults (incomplete)

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, ???
 - b. Troll: Speed, ???
 - c. Mamool: ???, ???
4. Now here is how I think it works: If you pick a wrong one, he will ask you again if you are sure if that one is correct or not. Select NO and choose another.
5. He will then send out a troop to go see if your information is correct.
6. Wait until next earth day after Japan midnight time.

Farl's Treasures of Aht Urhgan Guide

7. Speak to Hishihma again.

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

Get The Picture (incomplete)

1. Speak to Balakaf (I-5 Whitegate).
2. There are a few spots you can go to get pictures:
 - a. Go to Wojoam Woodlands (F-6) and find a ???. Bring some light crystals. Wait for 9:30 time, then trade a light crystal to the ??? for a cutscene.
 - b. Go to ?ZONE? to F-5 and wait until the volcano erupts. Take the picture once the lava looks it is starting to fade away.
3. After you obtain the picture, return to Balakaf. He will take the camera away at this point, but the quest remains in log.

Reward: Imperial Silver Piece

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.
7. Click on the ??? for a cutscene.
8. Finally go back to Misshar 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. (Note: If you already have the quest Arts and Crafts started, you will receive that cutscene first and will have to speak with her again for this quest.)

Farl's Treasures of Aht Urhgan Guide

3. Talk to Zabhaf (F-8 Whitegate) standing next Tehf for a cutscene, 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 Waoud (J-10 Whitegate) for a cutscene where you find Tehf has been lied to. Follow Tehf as she runs away.
6. Head back to speak to Thef.
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.

Bastok	Jueno	Sand'Oria	Windurst
Blue Card/Invitation	White Card/Invitation	Red Card/Invitation	Green Card/Invitation
Bastok Port (K-7) Alib-Mufalib	Upper Jueno (F-5) Ajithaam	South Sand'Oria (L-6) Amutiyaal	Windurst Woods (G-11) Ibwam
Bastok Mines: (H-6) - Deidogg (I-7) - Echo Hawk (H-5) - Griselda (I-6) - Goraow (H-9) - Vaghron	Ru'Lude Gardens: (H-9) Albiona (G-8) Crooked Arrow (G-7) Adolie (I-6) Yavoraile (H-7) Muhoho	South Sand'Oria: (G-8) Deraquien (J-9) Authere (I-8) Rouva (I-8) Femitte (K-5) Daggao	Windurst Waters: (G-4) Npopo (G-9) Amagusa-Chigarusa (F-9) Funpo-Shipo (F-10) Kyume-Romeh (F-8) Lago-Charago
Bastok Markets: (I-9) - Horatius (J-10) - Arawn (K-10) - Harmodio (E-11) - Pavel (E-10) - Ken	Upper Jueno: (G-7) Sibila-Mobla (G-8) Shiroro (G-8) Luto-Mewrilah (H-9) Renik (H-9) Hinda	North Sand'Oria: (E-4) Bertenont (J-8) Anilla (J-8) Maloquedil (I-9) Giaunne (H-8) Phairupegiont	Windurst Walls: (J-11) Yoriri (J-6) Moan-Maon (K-7) Shantotto (H-3) Chomomo (F-5) Naih Arihmepp

Farl's Treasures of Aht Urhgan Guide

Port Bastok: (F-6) - Paujean (J-5) - Kaede (F-8) - Tilian (E-6) - Hilda (F-5) - Patient Wheel	Lower Jueno: (J-7) Sutarara (H-9) Bluffnix (H-10) Naruru (G-10) Gurdern (I-7) Saprut	Port Sand'Oria: (J-8) Rugiette (H-8) Charlodeau (H-10) Parcarin (H-9) Pomilla (G-7) Perdiouvilet	Port Windurst: (M-6) Yujuju (F-6) Choyi Totlihpa (E-7) Yaman-Hachuman (E-7) Kunchichi (G-7) Three of Clubs
Metalworks: (G-7) - Manilam (G-8) - Invincible Shield (K-7) - Ayame (I-8) - Kaela (G-8) - Raibaht	Port Jueno: (G-8) Red Ghost (H-8) Karl (H-8) Shami (I-8) Rinzei (I-8) Sagheera	Chateau d'Oraguille: (I-9) Halver (H-9) Rahal (I-9) Curilla (F-7) Chalvatot (H-7) Perfaumand	Windurst Woods: (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.
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]>)

Farl's Treasures of Aht Urhgan Guide

Prankster

1. Speak to Ahaadah (??? Whitegate)
2. Walk up the 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

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 "Put Up".

Reward : Map of Mount Zhayolm

Such Sweet Sorrow

1. Speak to Dabhuh (??? 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 (incomplete)

1. Speak to Ratihb (J-12 Whitegate)
2. Speak to Ekhu Pesshyadha (H-6 Whitegate). You might need to talk several times as numerous quests involve this NPC.
3. Gamble with Yadhiwa (??? Whitegate).
4. Head to Nashmau on the ship.
5. Gamble with Jijiroon (??? Nashmau).

Farl's Treasures of Aht Urhgan Guide

6. 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 ???.
7. Click it 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.
9. Head back to Yadihwa.
10. You get a "bag of gold pieces" from Yadihwa.

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

Totoroon's Treasure Hunt (incomplete)

1. Speak to Totoroon (??? 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 Wajaom Woodlands.

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 Cacaron (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 Mithryl 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).

Farl's Treasures of Aht Urhgan Guide

5. Head to Wajoam 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

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 Tseteroon (??? Nashmau).
4. Give Tseteroon 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 Tseteroon for another cutscene.

Reward: Map of Aydeewa Subterrane, 1 Imperial Bronze Piece

Farl's Treasures of Aht Urhgan Guide

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.

Farl's Treasures of Aht Urhgan Guide

??? 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 (right below Auction House in Whitegate), and get the item appraised. Once it has been identified, it will move into the treasure pool so that people can lot on it.

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.

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.

Farl's Treasures of Aht Urhgan Guide

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.

Promotion Quests

Private First Class

1. Speak to Naja Salaheem (I-10 2nd Floor Whitegate).
2. Trade Naja an imp wing.

Superior Private (incomplete)

1. Speak to Naja Salaheem (I-10 2nd Floor Whitegate).

Farl's Treasures of Aht Urhgan Guide

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)

??? Items: Imperial Ring, Archer's Ring, Brass Ring, Copper Ring, Ice Crystal, White Rock, Tsurara

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.

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

Farl's Treasures of Aht Urhgan Guide

Players: 3-6

Time Limit: 30 minutes

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

??? Items:

Exit Point: ???

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

??? Items:

Exit Point: ???

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)

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 : Pahluan 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)

Farl's Treasures of Aht Urhgan Guide

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.
- Head to I-7 and right behind a Jnun (Doomed) is a ??? at the back of a small pond. Click that to get a Lamia Fang Key. To get there, you have to go through the tunnel between I-9 and J-9.
- 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 Phratric, 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: ??? (??? for 2nd time onwards)

??? Items: Cleaning Tool Set, Igneous Rock

Exit Point: ???

When Excaliace starts running he moves towards the end. If at any point you get too far away he'll speed off back toward the entrance. Once you get him running stay pretty close to him until he stops. Once he stops back off a bit and let him run again, he'll continue toward the end as long as you stay close enough to him.

When he encounters monsters, he'll take off the other way back to the beginning. I'm not positive on how to stop him, but what we've been doing is having a few people get in his

Farl's Treasures of Aht Urhgan Guide

way as much as possible. He'll eventually stop. There could be a better way but not sure on that. When he is stopped, have 1 person stay with him and the rest of the group go kill the monsters. If the person pulls back off him and lets him go while the monsters are still alive and he runs into them again, he'll take off running toward the beginning again, so keep him stopped until the monsters are dead.

I'm not positive if staying on top of him/close to him does actually stop him from running, but I guess it couldn't hurt. When he does take off back to the start he usually runs faster than everyone else, and he only stopped when he was out of breath.

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 the undead.

Rank Requirement: Private First Class

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Time Limit: 30 minutes

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

??? Items:

Exit Point: ???

Periqia 3 – Saving Private Ryaaf

Mission Orders: A squad sent in to search for the Seagull Phratric 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: ??? (??? for 2nd time onwards)

??? Items:

Exit Point: ???

The Rewards

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

Farl's Treasures of Aht Urhgan Guide

- 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 : Hotarumaru (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)
- 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)

Farl's Treasures of Aht Urhgan Guide

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 Bhalful 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)

??? Items: Shell Earring, Sulfur

Exit Point: ???

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 Qiqirins 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.

Farl's Treasures of Aht Urhgan Guide

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

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

Once you have Mine #2, invisible past down the bombs and head to your left. There you will find Wall #3, and use Mine #2 on it. After the wall is down, kill the 2 Qiqrin that walk around in the room separately. After getting Mine #3, head to Wall #4 a little bit down the passage.

Now kill the Qiqrin 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.

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

??? Items:

Exit Point: ???

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 the trolls.

Rank Requirement: Superior Private

Level Required: Level 70+

Caps: 70, 75

Players: 3-6

Farl's Treasures of Aht Urhgan Guide

Time Limit: 30 minutes

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

??? Items:

Exit Point: ???

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)
- 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)

Farl's Treasures of Aht Urhgan Guide

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.
- Head to I-7 and right behind a Jnun (Doomed) is a ??? at the back of a small pond. Click that to get a Lamia Fang Key. To get there, you have to go through the tunnel between I-9 and J-9.
- 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 (??? for 2nd time onwards)

??? Items: Heims Earring, Silver Earring, Bone Earring, Little Worm

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 very tough and are basically time wasters. 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 clear chest. Jagil mobs can be slept, and take a long time to kill even with a party of 6 at

Farl's Treasures of Aht Urhgan Guide

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.

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

??? Items:

Exit Point: ???

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

??? Items:

Exit Point: ???

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)

Farl's Treasures of Aht Urhgan Guide

- 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 Zaghna (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)

Farl's Treasures of Aht Urhgan Guide

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)

??? Items: Imperial Tea Leaves, Eggplant, Brass Ring

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.

Farl's Treasures of Aht Urhgan Guide

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 the assassins.

Rank Requirement: Private First Class

Level Required: Level 60+

Caps: 60, 70, 75

Players: 3-6

Time Limit: 30 minutes

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

??? Items:

Exit Point: ???

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

??? Items:

Exit Point: ???

Farl's Treasures of Aht Urhgan Guide

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)

Farl's Treasures of Aht Urhgan Guide

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 100, the Beastmen will charge to Al Zahbi. 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.

Farl's Treasures of Aht Urhgan Guide

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, Quqirn 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. The monsters are not shared with the players around you. If someone else claims a monster you can't help the player unless you are in a party or alliance with him/her. 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.

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

Farl's Treasures of Aht Urhgan Guide

used 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 NPCs 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.

Farl's Treasures of Aht Urhgan Guide

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. While this might sound a bit detrimental, 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 (kicks in at ???% mana) and +Regen (kicks in at 60% health). Unsure as to whether they stack with food, spells, songs or traits.

Farl's Treasures of Aht Urhgan Guide

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	1/5	1/10	1/100
Imperial Silver Piece	Silver	5	1	1/2	1/20
Imperial Mythril Piece	Mythril	10	2	1	1/10
Imperial Gold Piece	Gold	100	20	10	1

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

Trading Imperial Standing Points For Currency

At G-6 in Whitegate on the 2nd floor 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.

Farl's Treasures of Aht Urhgan Guide

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 Zhayol : 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

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

DISTRIBUTION AND NOTES

IMPORTANT: This guide is intended for the use of the players of FFXI and may contain information that is confidential, privileged or unsuitable for overly sensitive persons with low self-esteem, no sense of humor or irrational religious beliefs. If you are not the intended recipient, any dissemination, distribution or copying of this email is not authorized (either explicitly or implicitly) and constitutes an irritating social faux pas. Unless the word absquatulation has been used in its correct context somewhere other than in this warning, it does not have any legal or no grammatical use and may be ignored. No animals were harmed in the transmission of this guide, although the kelpie next door is living on borrowed time, let me tell you. Those of you with an overwhelming fear of the unknown will be gratified to learn that there is no hidden message revealed by reading this warning backwards, so just ignore that Alert Notice from Microsoft. However, by pouring a complete circle of salt around yourself and your computer you can ensure that no harm befalls you and your pets. If you have received this guide in error, please add some nutmeg and egg whites, whisk and place in a warm oven for 40 minutes.

Please do not redistribute it without the express permission of Farl (Sylph Server).

Updates, questions, corrections and concerns can be sent to ffxi@ozotype.com