

Event Idea:

Adventurer's Night

Goal:

An icebreaker event that lets people RP out in dungeons and raids, or otherwise actively involve themselves in adventure guild RP.

Group Challenge Leves

Leves that involve fighting and group content together.

These ones have been picked because they can reasonably be handwaved as independent from the main story, such as clearing out infestations of mobs, friendly challenges issued to adventurers etc):

Dungeons & Trials:

[Full List of Levequests Here](#)

Primal Simulations:

Have you ever wanted to feel like the Warrior of Light?

Are you a young Echo wielder who wants to help fight Primals but you're terrified you'll die at the first attempt?

Or do you just want to feel the terrifying sensation of fighting a foe you have no chance at beating?

The need for brave adventurers to help with the Primal menace has never been greater; and yet to ask people to risk their minds and lives is a terrible thing. Garlond Ironworks has been working closely with the Grand Companies to develop effective simulations to help give brave adventurers experience without risking their lives.

Help us test them out, so we can better protect the world from the ever-present threat of summoned Primals.

For the *real deal*, we recommend fighting at minimum ilvl!

Recommended for Newbies:

- Ifrit (4man, Hard, Extreme)
- Titan (4 man, Hard, Extreme)
- Garuda (4 man, Hard, Extreme)
- Leviathan (Hard, Extreme)
- Ramuh (Hard, Extreme)
- Good King Mog (Hard)
- Steps of Faith
- Ravana (Hard, Extreme)
- Bismarck (Hard, Extreme)
- Sephirot
- Sophia
- Zurvan
- Susano (Hard, Extreme)
- Lakshmi (Hard, Extreme)
- Susano (Hard, Extreme)
- Byakko (Hard, Extreme)
- Suzaku (Hard, Extreme)
- Seiryu (Hard, Extreme)
- REDACTED

For the experienced truly after a battle:

- Ifrit (Extreme)
- Titan (Extreme)
- Garuda (Extreme)
- Leviathan (Extreme)
- Ramuh (Extreme)
- Ravana (Extreme)
- Bismarck (Extreme)
- Lakshmi (Extreme)
- Susano (Extreme)

Gathering/Crafting Leves

The cities always need supplies, be they gained from botany, mining, hunting or fishing.

Budding Disciples of the Hand (and young adventurers after easier prey) are always a welcome sight. Head out and farm yourself a stack (~30) of valuable items.

In character, the resources will be turned over to the First Steps couriers to make sure they reach the proper places, but in reality gatherers will keep what they harvest for sale. Here are

some valuable items that should sell well on the market or prove useful to crafters, to make it worth your while.

Players can gather solo, in pairs, or groups.

Also, players not wanting to do dungeons but still wanting combat RP can sign up to be 'bodyguards' for players out harvesting. This could foster some nice RP for characters who are otherwise playing civilians.

Ishgardian Restoration:

*Yes they're technically on the First. However, given Ishgard *somehow* knows about those resources existing to make them part of their goods, I'd handwave that they're available in some way on the Source.

- Sandteak Log
- Titanbronze Ore
- Titancopper Sand
- Titanium Ore
- Ovim Fleece (Ovim mobs)
- Extra Effervescent Water
- Ala Mhigan Salt Crystal (Timed Node, 12-2)
- Manasilver Sand
- Silver Ore
- Hoptrap Leaf
- Rail Tenderloin

Useful Stuff for Housing Items

- Spruce Log (Timed)
- Mahogany Log
- Elm Log
- Yew Log
- Walnut Log
- Rosemary Log
- Granite
- Limestone
- Iron Ore
- Bomb/Grenade Ash
- Flax (for linen)

Lower Level Mats Higher Crafts Need

- Silver Ore
- Titanium Ore
- Mythril Ore
- Mythrite Ore/Sand
- Durium Sand

- Hardsilver Sand/Ore

Useful Crafts

- Current tier Food/Potions
 - Useful mats include:
 - Cyclops Onion
 - Jhammel Ginger
 - Nutmeg
 - Black Pepper
 - Ovim Meat

Useful Hunted Items

- Snurble Tufts (for felt)
- Any kind of Milk (Yak)
- Various skins for leathers