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Madman's whispering rod

11-30-2017 01:00 #1 When submitting an error report, use the template below and thoroughly fill in the necessary information. Date & Time: 5:00 am 11/29/2017 Frequency: First Time World Name: Catur Character Name: Quinn Tia Retainer Name: NPC Name: Gerolt Monster Name: Class/Level: WHM 64 Party or solo: Solo In-game time: Area and coordinates: Hyrstmill ----- While trying to complete A Relic Reborn (Thyrus) for my WHM I went to Outer La Noscea to get the quest element a time-worn thyrus. After which I entered a few dungeon runs. When done with the dungeon running I went to the Foundation to materia improve the element as the bar on the right side of my screen sounds Deliver a materia-reinforced maniac's whispering rod for Gerolt. But the item wasn't in my Armory as my weapons slots were full and I found that it wasn't in my inventory either. I checked my diary and the journal's latest update reads You've Got the Time-Worn Thyrus. Make your way back to Hyrstmill and present to relics to Gerolt. When I went to Gerolt, I couldn't complete the hunt. I returned to U'Ghamaro Mines to see if I might not actually take the item, but the search marker was no longer there, and the location no longer held an actionable element to take the relic weapon from. I imagine that the maniac's whispering rod is what the time-worn Thyrus becomes when it is materia improved, but it remains that I have neither Thyrus nor whispering rod on my character to complete the quest and can't retrieve it in any way. I posted in the game via Ask a question and was referred to forums. Help! Thank you! 11-30-2017 01:07 #2 whispering rod you have to buy from the marketboard or craft yourself and then turn in 2 specific materia yourself. The message you can make on a message NPC. Its no fault here really 11-30-2017 01:23 am #3 Don't Sell My Personal Information Jump to content © 2021 Gamer Escape: Gaming News, Reviews, Wikis, and Podcasts. All rights reserved. But seriously, they're pretty awesome. And if you're not busy at 60, the fully upgraded item isn't a terrible item either. They stop at 135, I think. Also players who have completed their relic weapons will get 'consideration' in Heavensward, although completion will not be required to start the new upgradeable weapon. The new weapons are rumored to release in patch 3.1. This means that the new jobs do not have access to Relic weapons yet. To get started, you must be level 50 and have completed 'The Ultimate Weapon'. Move on to Vesper Bay and talk to Nedrick Ironheart (x12.y14) to get started with 'The Weaponsmith of Legend'. This is a simple 'talk with' quest introducing you to said gunman. yes, he forge everything. Hammer, anvil, You want a book? Let me still grab my hammer and and right on it! For the next quest, 'A Relic Reborn', you must find a corrupted version of relic weapons. The weapon will be in a treasure chest, so if you manage to get there without pulling anything, this is a super quick step. The next step is also quite a quick one, but can be expensive – you will have to hand over a class weapon with two melded grade III materia. Although it is possible to do it yourself, as an alchemist, or have an alchemist do it for you, they are also sold, melted and ready to go, on the market. Here's your shopping list: Job Weapon Materia Paladin Aeolian Scimitar Battledance III Warrior Barbarian's Bardiche Battledance III Monk Wilding Cesti Savage Aim III Dragon Champion's Lance Savage Aim III Bard Longarm's Composite Bow Heaven's Eye III White Mage Madman's Whispering Rod Quicktongue III Black Mage Sanguine Scepter Savage III Scholar Erudite's Picatrix of Healing Quicktongue III Summoner Erudite's Picatrix by Casting Savage Maybe III After handing in this weapon I need you to get some salt for the blacksmith. As if you weren't salty enough about the price tag, you'll now get to fight Chimera! Listed as 'A Relic Reborn: The Chimera' during Trials in your Duty Finder. Do dirty as the job you want guns for. Bring alumina salts to Gerolt and get started on the next errand. The next errand is Amdapor Keep. You get the item, a glyph, after completing it. Nothing to loot, so nothing to miss. Deliver glyph to Rowena in Mor Dhona for a job specific book and come back to Gerolt. Congratulations! You now have an unfinished weapon! How do you finish the weapon? By killing monsters, of course! It's easy enough, just a little boring as you need 8 of 3 different mobs. Fortunately, they are all in the same area. Make sure you have the unfinished weapon equipped, otherwise it doesn't count. Talk to Gerolt some more, and then it's on to the next trial! This time you get to fight Hydra. Find it during trials like 'A Relic Reborn: The Hydra'. Again, make sure you have the Relic equipped. Now the next step is a fun one. You get to hit Ifrit, Garuda and Titan on hard. Just do this as the job you want relics for, so feel free to grab your best weapon and bash away! Did you get those three things? Good. Now all you have to do is buy one thing. A bottle of radz-at-he extinguishing oil, from Auriana in Mor Dhona. Currently reduced in price, from 900 tomesstones to a whopping 30! While you are there, also buy 3 Thavnairian Mists from Auriana. They are 40 tomesstones each. Yay! You now have a relic weapon! But it's only lvl 80. That's bullsh!t. So to upgrade it, grab the three mists you bought and head over to blacksmiths next to Gerolt. Unequip your Relic and throw everything into the fire! You now have a Relic Weapon Zenith, lvl 90 (formerly just called Yes, it was all a quest and a little non-quest interaction. And you've only got to lvl 90 out of 135. It's a multi-patch timesink, what did you expect?! There is more time to be lowered, so move on to the next quests! The next quest is called 'Up in Arms' and you start it by talking to Gerolt with your Relic equipment. He would ask you to talk to Jalzahn, who is literally 10 steps away, why couldn't he just go over and join the conversation? Jalzahn needs your help. You promise to help him, and the hunt is complete. Now you're stuck. There is no log post for what to do and there are no relevant quests available. Fortunately, somewhere in his speech or the other bubbles I furiously clicked through, it is explained that you need to do FATEs in specific areas to find 12 different ATMAS. I'm not quite sure what an ATMA is or why Jalzahn needs them, but they look like shiny stones and go into your regular inventory. So make sure you have free space! Now, this fate grinding seems like a pretty daunting task. After all, it's RNG. You can be there for hours, grinding FATEs away for a single drop... Apart from this game is popular in Japan and they apparently take everything seriously. So they worked out that all ATMs have specific windows where they are much more likely to fall. I don't want to know how many spreadsheets it took to figure that out, but I'm quite glad the information is freely available. So here's a list of the ATMs, their areas and their drop windows: ATMA Area Time Maiden Central Shroud 1:00 to 2:00 Scorpio South Thanalan 2:00 to 3:00 Pm Water Wearer Upper La Noscea 3:00 - 4:00 Ged East Shroud 4:00 am to 5:00 Bull Eastern Thanalan 5:00 - 6:00 Ram Middle La Noscea 6:00 - 7:00 Twins Western Thanalan 7:00 to 8:00 Lion Outer La Noscea 8:00 am to 9:00 p.m. Fish Lower La Noscea 9:00 - 10:00 North Archer Sacsive 10:00 to 11:00 Scales Central Thanalan 11:00 - 12:00 Crab Western La Noscea 12:00 to 1:00 Now, with this list, I've got most of my ATMAS within half an hour to start in that area. The last one I actually got as the clock chimed 10:00 because I started a fate just before the window started. It will still take time, but much less time than you would spend if you just went from area to area until you got a drop. Hand in all your shiny stones to Jalzahn, along with your unequipped Relic and you get your Atma Zodiac weapon (lvl 100)! Congratulations! You've upgraded your relic again! Well, a few hours, maybe a weekend later, depending on when you can make time for this and you're completing your ATM. I'm sure the worst is over, right? Wrong. Jalzahn isn't done with you yet. You're going to Rowena in Mor Dhona, who will send you to a cat barn called G'jusana. I sure that the G is silent. The hunt is called 'Experiment with Brave' and ends after talking to G'jusana. It will explain that she offers you 9 books which describe the next steps in your Relic journey, but only 4 of them are for sale in the first place. You can only own one book at a time and they cost 100 tomesstones each. Make sure you have your relics equipped while you make the purchase as it determines which books you can buy. So you bought a book. Good on you, now read it! No, I'm not kidding. It is in your key items inventory, right click and use it. You can see something like this: As you can see, there are 4 categories that describe different tasks. Complete all of these, hand in the book and get started on the next one. And after completing a single task, there is a nice red cross through the image. There doesn't seem to be any better way to do these chores than to just do them, so get to it! Now there are a few important things to keep in mind: FateEs can be part of a chain, so you might have to complete one, you don't have to get the one you do. I'm sure the different wikis are your friend. For FATEs to count, you need a gold level reward. Leves has the same problem; they may not be available to begin with, so look up who is supposed to be handing it out and filling out a few if you can't find the one you need. Leves can be both regular and Grand Company, but it should say what type in your book. But they don't have to be from your Grand Company. To get credit for dungeon bosses, you have to be alive the moment the boss you need dies. You also need your Relic equipped. While you're out in the world, the mob you need gets a mark over your head. They don't show up on the minimap though, so you'll still have to find them yourself. So I'm not sure how useful this brand is, but hey, it looks fancy! If you're discouraged, remember.... It used to be worse. Not only were the books much more expensive when they were current, they also required you to kill 10 of each enemy, instead of 3. Yes. 10 times 10 enemies times 9 books ... On the bright side, with so many mobs for murder, there is a great way to get your chocobo leveled! @ There you are. G'jusana is done with you, since you bought all her books. I wonder what she's going to do with all these tomesstones? Who knows. She certainly won't tell you - she'll only tell you to go back to Jalzahn. So that's what you do. You ask Jalzahn for an improved version of your Atma Zodiac, or whatever silly name they have given your relic. Since you asked him for a favor, he's now asking you for a favor. A service called 'Celestial Radiance', which involves... Well, talking to people. Did I say people? I meant kobolds. Then there's more to talk to people. They may apparently report matter to your glowing weapon, but they need some special ink because you've stuffed your relics with souls. of course owned by Rowena. She sends you to buy three bottles of ink from Auriana for the lovely price of 50 tomesstones each. Steal Wait, what are tomesstones, exactly? It doesn't matter. You have shown the ink to Hubartain, the blonde guy with the silly hairstyle, and if you trade it to him he will give you a special roll! Yay! This roll can be infused with materia, but needs Alexandrite as a catalyst. You can get Alexandrite from chests marked on mysterious treasure cards sold by none other than Auriana for 75 tomesstones each. Seriously, as if there is only one supplier in the game. There's also the daily quest 'Morbid Motivation' from Brangwyn (x21.y6) in Mor Dhona, which rewards a mysterious card. You also have a low chance of getting Alexandrite by filling FATEs with your new shiny relic equipment. This materia thing may sound easy, but you choose secondary statistics for your weapon! Up to 75 full extra points! There's a limit to how high you can go, so you can't just go +75 anything. Looks like you'll have to do some research! Or, if you know your state priority memorized, you can just head straight to the board. At the end of 'Celestial Radiance' you have accepted a new mission, 'Star Light, Star Bright'. It's a simple quest to inform Jalzahn about your newly discovered special ink & roll and his response is the highly prized 'Get on with it!' Okay, that's not right. He was much nicer about it. I just don't like him. Now I know that we haven't actually covered the end of the previous step, which is what I've used most of these breaks in the wall of text for. But this one is special! We use it for the transition to... Treasure! Yay! Treasure hunting is its own reward, literally, as there are some pretty nice things to be had. It's also quite fun as a past time and may just be the best way to get Alexandrite. I'll combine it with 'Morbid Motivation' in Mom Dhona though – it requires you to do Duty Roulette: High level, so you'll get some tomesstones and a treasure map! Two for a speaker to my Dutch disposition! Now, to unlock treasure hunting you will have to complete the quest 'Treasures and Hardships' from H'Loonh (x21.y21) in Wineport. The hunt will give you two new general abilities, 'Deciper' and 'You'. After the hunt, you've unlocked treasure hunt! Yay! But how do you get more cards? Well, you can get regular tax cards from collecting as a disciple of the country, or as a fisherman. In our case, we use a combination of 'Morbid Motivation' & trading with Auriana in the hope that we will get Alexandrite faster. My one treasure hunt gave me 5 alexandrites! Only 70 more left! The treasure hunt was a nice change of pace. Some mobs for murder, but it's their own fault for guarding the treasure! So you have gathered all your Maybe you've even melted a few magria. The maximum you can put into any state seems to affect the amount of materia it takes before you need to switch to higher materia. For example, it took

me 11 permeates of Savage Aim I before I could start on Savage Aim II. The max I could have put in Crit was 44, so I'm guessing it would be 11 for each level of crit. Determination had a max of 31 and took 7 per cent to go from Savage Might I to Savage Might II. As you've got 75 stats to use, it would be cheapest to choose three or four statistics to increase. I started by only wanting to increase Crit & Determination, since both of these directly affect my researcher's fairies. Unfortunately, the lack of high Savage Aim materia on the Market Board meant I had to change my plan. So I went with four statistics to rise - Crit, Determination, Piety & Spellspeed. All in all, I still spent a good chunk of my money. Here's my result: I'm sure it's far from optimal, but it will do. Of course, your state choices depend on your class. Maybe you need accuracy or more Spellspeed. Maybe you'll need Parry. You'll have to weigh your state priority against your wallet, but maybe you'll be lucky! You never know. Let's take a moment to mourn our savings. Done? Okay. Let's pull ourselves and our empty purses back to Jalzahn. Remember to unequip your weapon again because he obviously can't do anything when you hold it. It has to get out of your bag before he can handle it. Once you have asked him to improve your Relic, he will do some chanting and you will need to re-equip your weapon to unlock the new quest. I'm starting to get a weird feeling now. This Relic feels less like some long lost magic artifact I restore and more like a pair of socks I keep darning for not having to throw it away. 'Mmmmm, Soulglazed Relics' Sounds like a very dear form of frosting to me. I'm also not quite sure why we're frosting weapons to begin with – I don't want the pages of my book to get all sticky! But I'm sure Gerolt will explain. After all, that's why Jalzahn sends us to him. Just for fun! We are there to interrupt his boiler-repair and invoke the name. Rowena. He's really offended by it, but somehow that makes him want to help you. We explain everything to Gerolt, and he makes us a smart new magnifying glass. Once again, we put the weapon in the bag and talk to Jelzahn. He's going to use glazing for us so we can go out and kill shit. We can use the magnifying glass to see how much shit we've killed. Walk us! On a serious note, if you're a Pally, make sure you get both your weapons soulglazed. You don't want to go through the whole process twice, would you? To begin with, your do not look any different. It's just going to be your Relic Novus. When you use Zodiac Glass yourself, you get a one Popup depicts your weapon and it's progress. Now, to fill your weapon with more souls, you must complete activities. Jalzahn is pretty about what kind of activities, but luckily there is the internet. To complete this step and improve your Relic Nexus, you need to achieve a 'bursting activity' rank when you look through the Zodiac Glass. Activity value for activity description No activity. 0 - 199 Unclear activity. 200 - 399 Weak activity. 400 - 599 Light Activity. 600 - 799 Modest activity. 800 - 999 Distinct 1000 - 1199 Robust 1200 - 1399 Energetic 1400 - 1599 Intense 1600 - 1799 Extreme 1800 - 1999 Bursting 2000 + Now you can see this table and think Great, I need to get 2000 points. How do I do that? That's the next table. It is an overview of various activities and their rewards, as well as the increased rewards for starting these activities during their bonus window. A bonus window lasts 2 hours, and yes, you only need to start the activity in that window. It won't matter if you complete it under another bonus window. And if you're wondering why the Binding Coil of Bahamut: Turn 3 isn't listed, that would be because it's a jumping puzzle. It offers no tomesone rewards either. Activity Reward Reward Value Bonus Bonus Value Kill FATE Weak 4 no 0 Wolves' The Feeble 4 Gentle 8 Mysterious Treasure Map Gentle 8 No 0 Binding Coil of Bahamut: Turn 4 Gentle 8 Bright 16 Primal (Hard) Gentle 8 Bright 16 Primal (Extreme) Bright 16 Brilliant 24 Binding Coil of Bahamut: Turn 1, 2, 5 Bright 1 Bright 1 : High level Bright 16 Brilliant 24 Duty Roulette: Expert Brilliant 24 Dazzling 48 Frontlines Brilliant 24 Dazzling 48 Seconds Coil by Bahamut Dazzling 48 No 0 Crystal Tower p1: Labyrinth by Ancients Bright 16 Brilliant 24 Crystal Tower p2: Syrcus Tower Dazzling 48 Newborn Star 64 Crystal Tower p3: World of Darkness Dazzling 48 Newborn Star 64 Bonus Windows Seem to Be Decided randomly , but is shared across all servers. The community banded together to create two awesome resources to keep track of bonus windows, through reddit and a dedicated website. Even with bonus windows, I'm thinking it's going to take some time. I would suggest running several shorter cases instead of setting aside hours to say, the crystal tower. Yes, the rewards may be higher, but since you're also spending more time inside, you're more likely to miss out on bonus windows. With Duty Roulette: High level it would take 125 runs without an active bonus window to get 2000+ aetheric energy. Luckily the dungeon running with friends is fun! As always, make sure you have your soulglazed relics equipped! Imagine a calendar on a wall, it's pages blowing out slowly at first, then speed up. Okay, in my case, it's one of those calendars that one day at a time, not a week or a month. Yet this phase took time. A lot of it. After sighing with relief because the gigantic letters just told you that you have completed your Novus, you head back to Jalzahn and ask him to improve it. Re-equip and talk to him again. He will ask you how your relic is doing and tell you that he has been reflecting on every step you have taken before he springs his next task at you. He is so pessimistic that he could give me lessons and apparently 'unable to see the forest for the trees'. I think he's been in Gridania too long. You pick up Gerolt and together they decide that the way forward is to climb the soul you gave your weapon. This step is as straightforward as the idea itself. Which is to say, not at all. Your quest completes after talking to Jalzahn and Gerolt together, even if they're a few people you've met before. So your next step is to talk to the various quest givers they mention. The quests themselves are mostly fetching quests, although the goods are not cheap to get, even if they are easy. Whether you choose to tackle quests one at a time or all together, you need ~950,000 Gil to spend on HQ crafted entries from Market Board, 400,000 Gil to spend on various merchants scattered around the world, 80,000 Company Seals and 1600 Allagan Tomestones of Poetics. Oh yes, you also have to run a lot of dungeons. Here's a quick overview of everything you need to download. To be honest, discovering this step I'm feeling pretty discouraged. But since this step in relic quest was added in 2.45, we are so close to completion! The next and last Relic quest was added in 2.51. Now you're done with everything. You've emptied your bag, your partner's purse, FC Guildbank, everything. You talk to everyone you need to talk to, and your quests end. This again?! Yes, this again. So unequip your Relic and talk to Jalzahn, ask him about Zodiac Weapon Leisure. Everyone has gathered while Gerolt hammers away at your weapon. Damnit Gerolt, how often do I have to tell you? BOOKS DON'T NEED ANY MORE METAL. During the cut scene, you'll be asked a question... Just say NO! It's about turning all your hard work into materia, so it's not worth it. It won't cancel out the cutscene, so don't worry. You're still getting your Zodiac. Jalzahn gives you your next quest 'Rise and Shine', which involves bringing sunshine to Gerolt. I just want to show him my bright and sparkling personality! Or Eos. It could be better, actually.. It turns out that Sunshine is not your personality, but a home-brewed wine Jalzahn is gifting Gerolt as a thank you. Gerolt complains that Jalzahn doesn't bring the bottle himself, and three seconds later Jalzahn stands behind you. When you talk about the devil. The two talk and decide your next step is to talk to Rowena. Rowena sends you back to Gerolt and you don't regret able to explain the concept of a phone to these people. Apparently Gerolt's old friend Remon showed up and he knows what to do with your Relic – in exchange for Gerolt's bottle of Sunshine. Poor Gerolt. Remon is the central character in this final stage as he offers Mahatmas for sale. Only 50 Allagan Tomestones of Poetics each. Similar to Atmas, there are twelve of them named after the zodiac or some shit. Only one of these Mahatmas is available at a time and you will be glad you kept your Zodiac Glass around. Look, the small magnifying glass is useful again. Each of mahatmas needs some more soul energy so you get to go back to monster killing! The bonus windows for Nexus & Zodiac are the same, so use the same resources that I've attached in the past to keep track of bonus windows. My personal favorite is the one on reddit. I'm not quite sure how much energy each Mahatma needs, but you get a notification when it's time to head back to Remon and buy the next one. Happy grinding! After completing all twelve Mahatmas, return to Jalzahn and return your weapon to awakening. An interlude player and YAY! You're done! Finally! You are now the proud owner of your Relic Zeta! There is yet another little quest for you to finish, reward a performance and some gil. As if your weapon didn't feel like performance enough! October 2015 M T W T F S S 1234 567891011 12131415161718 19202122232425 262728293031

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