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Anima quest guide

We are almost there, my companion: the order building is near. Clear the way and take us to Arvid, the captain of the guards. He'll know how to advise you. Talk to the mystery person in the starting area, defeat all monsters, and move on to the next area. It's too easy. The Lost Soldier[edit | edit source] Welcome to us, warrior. It must have been hard to go on such a long journey alone. My name is Arvid, captain of the guards of the order building. It all started about a hundred moons ago, when a loud tremor suddenly shook our sleep. Whatever the reason, we ignored it; and our sin was unforgivable. From the depths of the basements, the rather sinister sounds grew suddenly. So, our general decided to lead a group of soldiers to control what was going on there; but the expedition was a massacre. No one came back, except a young man, who can escape the fury of what he called... Demons. Please find out what happened to our brothers. Find the lost soldier on prison map IV, his corpse is randomly generated on prison map IV. Check the map for any question mark. Reward: +25 Random Vitality or Stats Potion +25. Twisted flowers [edit | edit source] When the terror began, I was in the palace gardens, where a rare type of red loto flowers grew. I can create regenerating magic potions with them and you can treat wounds quickly. Unfortunately, I had to run away and didn't have time to pick enough flowers; If you take me a little longer, I can heal our wounded and give you one of that potion as a tribute. Find the magic flower in Garden I. This flower is randomly generated on the Garden I map. Check the map for any question mark. The scissors[edit | edit source] From the corpses I could examine in basements, I hypothesized that many received fatal injuries from a cutting weapon. However, I trust you, that never in my life as a curator, I have seen such sharp and deep lacerations; whatever caused them was more than just a blade. My greatest fear, unfortunately, coincides with my firmest conviction: I believe that there is something terrifying in prison that mutilates bodies as if they were made of paper. Whatever it is, please stop, before it's too late for all of us... Defeat Arabeth, monster boss of the prison entrance. Tips: Hit and run. Level up your character up to 15 before and make sure you get more HP before facing the boss. Send spam to your best skills about her. Use normal attacks to regenerate Mana. The Power of Vedjay[edit | edit source] Warrior, among the many secrets that the catacombs of the palace jealously, there is one that could be very useful for you: the wizards of the ancient orders wrote their notes in voluminous tomes, known as Vedjay's Tomes, right in the catacombs, where they could find peace and inspiration within them, through the primordial colors of vedjay magic, five types of element elements catalogued: white or common, blue or not common, yellow or enchanted, purple or epic and orange or legendary; for the last two categories, some empowering recipes have been created. Find these tomes and I'll be able to turn your weapon into scourges. Find the magic tome in Catacombs III. This tome randomly generates on map catacombs III, so check any possible question mark. Unlock the update system via Blacksmith NPC Hedwig The Executioner[edit | edit source] Warrior, I read my general's report and ... it's hard to find the courage to tell you what to do: it's a hideous creature armed with a huge scythe... probably an ancient demon who came from a sort of aberrant world. Whatever it is, I ask you to complete your task and not to make his death vain, nor that of all my men: kill that reeling monster, avenge their death, honor them and put an end to this mess! Kill Tedha, the executioner in Lost Passage. Tips: Get as close as possible to the boss monster. Send spam to your best skills about him. Use normal attacks to regenerate Mana. L'Acqua Santa[edit | edit source] Hello again, hero. I want to share with you a legend about where you're going. The vedjay stones are said to have originally been found in the bed of a holy spring that bathes the depth of the major ant. The water of this spring would have the power to shape the magic, giving it a new shape each time. In this regard, the high-ranking magician would use it to wash away their old powers, in favor of a new spiritual form. Find that underground course, and give me some time: Maybe I'll be able to give you that power. Water is randomly generated on cave map II. Check the map for any question mark. Reward: Memory Stone (Ability and Reset stat) The Beast[edit | edit source] What? The road to the oldest ant has been closed, sealed by a powerful Vedjay Bond! No force, neither human nor beast, could ever break it... what else is hidden in that cursed labyrinth? Maybe now I understand that night shook the earth. Hero, either I have the authority or the right to ask to go there... but if your soul is so fearless and your temper so solid, free us from the evil that oppresses us; we will be eternally grateful to you. Defeat Uldorg in Den of the Violence Tips: Get as close to him as possible and fail to burst. Dodge swipe-attack mechanics and avoid moving too much as the attack mechanics of falling rocks go on. Amos Legacy[edit | edit source] Hero, have you ever heard of Amos' sacred stones? They are relics created by the first wizards of the order, belonging to a remote past... but whose magic still lives. Yes that they were hidden deep, in a non-human place, to ensure that no one could yet enjoy such a disreasured power. Some of us say they're the reason for what's happening to use. Find one of these stones and and to me, and I will provide you with the means to fight evil with evil. Find the relic in Arcane Passage III Unlocks Infuse System via Blacksmith NPC Redemption[edit | edit source] Remember hero: you are the key to our salvation. We can't embrace freedom again if you don't complete your task. You must find the emperor and fulfill your destiny; that's the price for your redemption. Continue your adventure to the end area. Missing Man[edit | edit source] Hero, do you know what happened to the captain? There's been a lot of hourglass since he left... Last time I saw him, he was talking to you. Please make sure the proud madman didn't follow you to that cursed place. Find Captain Arvid in the prison room. The Black Emperor[edit | edit source] You... betray us! From the first moment I realized I shouldn't trust you! What hero would hide his limbs under a black cloak... may you be reergised! Defeat Raikashan in the prison of the soul. Tips: Hit and run. Watch out for some of its attack mechanics as it could greatly reduce your HP or kill you instantly. Unlock the new reincarnation The three brothers[edit | edit source] To access this mission, you must first search for 3 separate fragments/fragments: Bone Fragment - Catacombs II (Hall of the Dead) Skin Fragment - Caves I (Viper's Lair) Blood Fragment- Arcane Passage (Burnt Earths) After collecting these three artifacts, click the Use button on a description of the items to join them in an item called the Seal of souls. Enter the Fortress and locate the door just beyond its entrance. The monsters inside the room are beyond the R10 difficulty, so it would be better for you to grow for better end-of-game equipment and then proceed. After defeating all the mafias, you'll be taken to a place called Master's Terrace where you'll face 3 different bosses at once (Shadow of Arabeth, Shadow of Tedha, Shadow of Uldorg) in R13 mode. Reward: Epic Emblem Category of AnimeDiscussionEditHistory A series of missions covering the Heavensward expansion, through which players can earn work-specific weapons that are increasingly powerful, up to a maximum of iLevel 275. A young researcher from the Near East came to Eorzea for help. Your field of study? Soul, an essence that considers a reflection of the soul. Through a chance encounter with master craftsman Gerolt, he and the legendary blacksmith joined forces to create a weapon of the caliber the kingdom has never seen. Prerequisites[edit] Disciple of War or Magic at level 60. Completion of heavensward (Quest). Unlock soul weapon system[edit] mission must be completed only once and the system will be permanently unlocked. Step 1: Base Weapon[Edit] Step 1: Lifeless Soul (FATE) (iLevel 170)[edit] 170)[edit] the search is repeatable; can be active for a job at any given time, but it must be repeated for each. Visit Revenant's Toll, talking to Rowena and Syndony. Acquire 1 bright crystal of each element by completing fates in specific areas (and returning them to Syndony). This step can be skipped by mistaking Syndony a zodiac Zeta weapon for one of each lump. WARNING: The weapon will be lost permanently, but you can continue to get replicas from Drake IF you have completed The Life Title. Astral Nodule Fire x1Azys Lla Wind x1Sea of Clouds Lightning x1Churning Mists Umbral Nodule Ice x1Coerthas Western Highlands Earth x1Dravonian Forelands Water x1Dravonian Hinterlands Return to Ardashir in Azys Lla and swap nodules to complete the mission and receive an animated iLV170 weapon. Step 2: A toughening Up (Dungeons) (iLevel 200)[edit] This mission must have progressed in the same work in which it is accepted. Accept Ardashir's mission. Complete 10 dungeons in a specific order in the work accepted by the mission. You just have to have the animated weapon equipped when you leave duty; you can do the whole dungeon with your regular weapon, just be sure to trade before leaving the service after completion! You can complete tasks at Realm Reborn in an unsynchronized party! Snowcloak Saastasha (Hard) The Submerged Temple of Qarn (Hard) Speaks with Ardashir in southern Thanalan. The Keeper of the Lake The Wanderer's Palace (Hard) Amdapor Keep (Hard) Talks to Ardashir in the Southern Shroud. Twilight vigil Sohm Al The Aery The Vault talks to Ardashir in the pillars. Talk to Ardashir in Azys Lla to complete the mission and receive an iLV200 Awoken weapon. Step 3: Get into your own (Grind) (iLevel 210)[edit] The ultimate goal of this (long) step is to acquire four items from Cristiana, requiring a bit of a trading game. Each of the four items will require: 10 of an unifiable token (obtained in various ways; see below) 4 of a given craft object (LV60★); See recipe pages Each item made is also available for purchase from your Grand Company quartermaster for 5,000 seals each. Capturing Non-Identifiable Objects (aka The Trading Game)[editing] Hover over icons for more information. Step two: Hyperconductive[edit] Finding Your Voice (iLevel 230)[edit] Return to Azys Lla and accept Finding Your Voice from Ardashir. Return to Azys Lla and provide Gerolt with the five oils to receive the Hyperconductive Soul weapon. Step three: Anima Weapon Reconditioned[edit] A Dream Fulfilled (iLevel 240)[edit] Collect Umbrians and Crystal Sand and raise statistics by visiting Ulan. You will need a maximum of 80 Umbrians and 80 Crystal Sands (see note). NOTE: For this third phase of updating your Soul, happen that you will get a bonus. This means that you get twice as many points to deliver only items for 1 update. For this reason, it is recommended to get 70 of each (Umbrite and Crystal Sand) and then upgrade the Soul until you are without materials. Finally buy/exchange the remaining necessary materials. Materials.

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