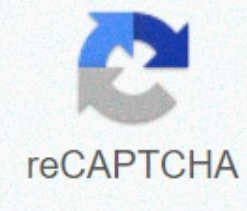




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FFXI field manual

From FINAL FANTASY XI Development Team Let There Be More Fields of Courage and Treasure Coffins! (03/06/2009) The April version update will see the scope of the Fields of Valor and Treasure Casket systems expanded to include areas introduced in the Rise of the Zilart expansion. Fields of Valor, in particular, is set to undergo major upgrades that will further increase its appeal to a variety of adventurous palate. The growing scope of enjoyment! The systems mentioned above will be available in the Rise of the Zilart area listed below:Cape Teriggan / East Altepa Desert / Zi'Tah Sanctuary / Ro'Maeve / Yuhtunga Jungle / Yhoator Forest / Western Altepa Desert / Valley of Grief / Ru'Aun Gardens Coffins appear for the first time in this area will produce a series of unique gifts for their respective areas. Enhanced Access to the Field of Courage! In addition to the Rise of the Zilart location above, the following original areas are also scheduled to host field manuals:East Ronfaure / La Theine Plateau / Batalia Downs / South Gustaberg / Konschat Highlands / Rolanberry Fields / East Sarutabaruta / Tahrongi Canyon / Saorumugue Champaign / Behemoth's DominionIn light of the expansion of playable areas for the Fields of Valor, a number of pre-existing training regimes will be relocated for the Current, there are regimes whose purposes are found in different areas from where the publisher's Field Manual is located. The next version of the update will eliminate hassles such as having to travel long hours to La Theine after receiving a regime destination in West Ronfaure.As icing on this true comfort cake, each area of Valor is scheduled to host several Field Manuals, so you can spend less of your precious adventure time on the way, and more to complete your goals and reap rich rewards. NM Set to Join Fray! Fields of Valor was created so that all players can have a light but fruitful adventure available at their fingertips. Following in this ideal footsteps, the April version update will usher in a challenging new goal — that will make the heart pump in the ears of even the most spiced adventurer. Accessing this elite training regime requires the main items that can be obtained in exchange for tabs, and Gil's choice, a beastmen seal, or a piece of equipment. The rewards awarded after completing the goal will vary depending on the combination of the above. For example, adventurers who trade gil will be priced handsomely in kind, while beastmen seals will collect a number of experience points that match the quantity traded. Those who dare to remove the equipment, on the other hand, can expect a pleasant gift that never seen before in Vana'diel! As an added bonus, no penalties will be imposed even if your best efforts in meeting the objective results in a humiliating defeat at the hands of your mine. So go on, come out and prove your worth and courage!Due to the exhausting nature of this elite training regime, no more than one can be done per day (Earth time). Fun and accessible content for everyone is a common goal that drives us all here on development and administration teams. These additions and adjustments to the Fields of Valor and Treasure Caskets are just another part of our ongoing commitment to this mission. Field Manuals is a book scattered in the original vana'diel area that allows players to participate in the Fields of Valor training regimen. Fields of Valor is a search system that rewards players with experience, gil, and tabs for defeating certain enemies. See the table below for detailed information on the training regimen and rewards of each Field Manual: Page # Rec. Target Level Mobs Area XP/ Gil Obtained Tab Obtained 1 30-34 10 Giant Spiders Altepa Desert Altepa East 810 81 2 35-40 3 Antican Auxiliarius, 1 Antican Faber, 7 East Altepa Desert Sand Beetle 830 83 3 35-44 3 Antican Officers, 1 Antican Faber, 7 Desert Dhalmels East Altepa Desert 870 87 4 44-49 5 Antican Decurio, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Sagittarius, 2 Antican Speculators, 1 Manticore HunterEastern Altepa Desert 950 95 5 45-49 3 Goblin Hunter, 3 Goblin Robber, 2 Goblin Reaper, 1 Lower Manticore Altepa East Desert 970 97 Page # Rec. Target Level Mass Area XP/ Gil Obtained Tab Obtained 1 30-34 10 Giant Spiders West Altepa Desert 810 81 2 35-40 3 Antican Auxiliarius , 1 Antican Faber, 7 West Altepa Desert Sand Beetle 830 83 3 35-44 3 Antican Fund Officers, 1 Antican Faber, 7 Dhalmels Desert West Altepa Desert 870 87 4 44-49 5 Antican Decurio, 2 Antican Sagittarius, 2 Antican Speculators, 1 Lower ManticoreWe Altepa Desert 950 95 5 45-49 3 Goblin Hunters, 3 Goblin Robbers, 2 Goblin Reaper, 1 Western Altepa Desert Lower Manticore 970 97 Categories: Final Fantasy XI| FFXI Fields of Valor This page was last modified 2010-01-04 17:27:05. The Share Field Manual is an item that allows you to select and start field training in Fields of Valor events. See also: Basic Area of Courage Pg Tgt. Level Max Book Mobs to Fight XP/Gil Tabs North Gustaberg(l-6), (L-8), (D-10) & (J-6) Wilayah Gustaberg (Utara) 1 1~6 14 270 27 2 3~6 14 285 28 3 3~7 15 5 Vultures1 Berjalan Sapling 300 30 4 3 ~ 8 17 315 31 5 3 ~ 8 17 330 33 South Gustaberg (K-8) & (H-9) Wilayah Gustaberg (Selatan) 1 1 ~ 6 14 270 27 2 2 ~ 5 14 285 28 3 3~6 14 3 Burung Nasar 3 Anakan Berjalan 300 30 4 3~6 14 315 31 5 4~8 16 330 33 Ronfaure Barat (l-6) & (G-9) Wilayah Ronfaure (Barat) 1 1~6 14 270 27 2 2 ~ 6 14 285 28 3 4 ~ 7 15 5 Kumbang Scarab 1 Hutan Funguar 300 30 4 4 ~ 8 15 315 31 5 4 ~ 8 17 6 Domba Liar 1 Goblin Keluarga 330 33 Timur Timur &amp; (H-9) Ronfaure Region (East) 1 1 ~ 5 14 270 27 2 2~5 14 285 28 3 2~6 14 300 30 4 3~6 15 4 Family Orcs 2 Funguars Forest 315 31 5 4~8 15 4 Wild Sheep 2 Scar Beetles 330 33 West Sarutabaruta (J-8) & (H-6) & (l-10) Sarutabaruta Region (West) 1 1~5 14 270 27 2 2~5 14 285 28 3 3~8 15 5 Crawlers 1 Carrion Crow 300 30 4 4 ~ 8 17 315 31 5 4~8 17 330 33 East Sarutabaruta(F-4), (G-11) & (J-7) Sarutabaruta Region (East) 1 1 ~ 6 15 270 27 2 1 ~ 8 17 285 28 3 2 ~ 6 15 300 30 4 3 ~ 6 15 315 31 5 3~6 14 4 Carrion Crows 3 Crawlers 330 33 Konschat Highlands (l-6) & (F-11) Zul Wilayahkheim Highland Konschat 1 8 ~ 11 19 4 Walking Saplings 2 Wasps Large 340 34 2 9 ~ 12 19 4 Wasps Large 2 Lizard Fog 360 36 3 10 ~ 12 20 3 Stone Eaters 3 Lizard Fog 330 33 4 9 ~ 15 2 2 380 38 5 12 ~14 22 2 Goblin Ambush 2 Goblin Tinkerers 2 Goblin Butcher 400 40 La Theine Highlands (D-4) & (K-8) Zulkheim Region 1 8 ~ 12 19 3 Walking Anestho 3 Wasps 330 33 2 11 ~ 13 23 360 36 36 3 12~13 23 390 39 4 11~ 14 24 420 42 5 10~15 24 450 45 Tahrongi Canyon (G-12) & (l-6) & (J-8) Kolshushu Region 1 15~19 28 7 Sylvestres 1 Mighty Rarab 475 47 2 15~23 28 6 Crawler Carnivores 2 Sylvestres 500 50 3 20~24 34 5 Bull Dhalmels 3 Carnivorous Crawlers 525 52 52 4 21 ~ 24 34 4 Poison Leeches 4 Bull Dhalmels 550 55 5 22~27 36 4 Members of the Pugil Family 3 Members of the Goblin Family 575 57 Valkurm Dunes (H-7), (L-11), & (K-6) Zulkheim Region 1 15~19 28 7 Lizard Hill 1 Pasir Hare 475 47 2 15~22 29 6 Snippers 2 Lizard Hill 500 50 3 18~23 33 525 52 4 20 ~23 34 4 Brutal Sheep 4 Damselflies 550 55 5 22 ~25 36 4 Leeches 2 Goblin Family Members 575 57 Jugner Forest (E-11), (l-8) Norvallen Region 1 15~18 26 8 Wandering Saplings 2 Screammers 480 48 2 21~22 33 540 54 3 21~23 33 8 Deer Beetles 1 Forest Leech 570 57 4 22~25 34 7 Jugner Funguars 2 Deer Beetles 600 60 5 24~25 36 6 Jugner Funguars 3 Tiger Forest 630 63 Meriphataud Mountains (E-5), (K-6) & (F-12) Aragoneu Region 1 20~21 32 540 54 12 20 ~22 32 8 Lizard Hill 8 Lizards 1 Flying Crane 570 57 3 21 ~ 23 32 7 Deer Beetle 2 Lizard Hill 600 60 60 4 22~25 34 630 63 5 25~27 36 3 Coeurls 5 members of the Evil Weapons family 660 66 Pashhow Marshlands(K-6) & (E-12) Derfland Region 1 20~21 32 540 54 2 20~22 32 8 Leeches Thread 1 Gadfly 570 57 3 21~23 34 7 Carnivorous Perayat 2 Leeches Thread 600 60 4 22~25 34 6 Marsh Funguars 3 Carnivorous Crawlers 630 63 5 22 ~25 34 5 Quvadav 4 Marsh Funguars 1 Goobbue 660 066 Rolanberry Farm (J-5) & (H-14) Derfland Region 1 25 ~ 26 37 5 Wasps 2 Leeches Poison 670 67 2 25~28 38 4 Death Wasps 3 Berry Grubs 690 69 3 26~32 40 710 71 4 27~33 39 740 74 5 36~37 52 800 80 Batalia Downs (K-8) & (F-9) Norvallen Region 1 23~26 35 5 Stalks 2 2 Flies 630 63 2 23~28 35 5 Stalking Saplings 2 Bas 650 65 3 25~28 38 670 67 4 26~32 44 5 Sabertooth Tigers 2 Goblins 2 Orcs 700 70 5 31~32 45 730 73 Saorumugue Champaign(E-6) & (K-11) Aragoneu Region 1 25~28 38 4 Hill Lizards 3 Diving Beetles 690 69 2 26~32 45 4 Saorumugue Skinks 4 Members of the Goblin Family 710 71 3 26~34 48 2 Champaign Coeurls 5 Members of the Goblin Family 710 71 4 27~33 46 3 Saorumugue Skinks 5 Members of the Yagudo Family 730 73 5 36~38 52 5 Tabar Beaks 3 Members of the Evil Weapons Family 770 77 Qufim Island(F-6) & (l-8) Qufim Region 1 26~29 39 630 63 2 26~29 39 665 66 3 28~29 42 7 Greater Pugil 3 Clippers 700 70 4 28~30 42 735 73 5 28~34 42 5 Acrophies 4 Gigas 1 Greater Pugil 770 77 Yuhtunga Jungle(G-5), (G-11), (K-6 oleh pintu keluar Cauldron Ifrit) & (F-9) Elshimo Lowlands Region 1 30 ~35 47 4 Yuhtunga Mandragora 5 Kadal Gading 820 820 82 2 232~ 37 52 840 84 3 34 ~ 36 51 860 86 4 34 ~ 38 53 880 88 5 34 ~ 41 51 4 Muda Opo-opo 6 Tentara Crawler 920 92) & (G-7) & (J-8) Fauregandi Region 1 34~38 52 9 Tundra Tigers 2 Goblins 810 81 2 34~39 52 8 Tundra Tigers 3 Living Statues 855 85 3 37~42 54 7 Bat Eyes 1 Antican Faber 7 Desert Dhalmels 870 87 4 44~49 60 950 95 5 45~49 63 3 Pemburu Goblin 3 Perampok Goblin 2 Goblin Reapers 1 Lesser Manticore 970 97 , (H-9), (l-7), (J-8) Fauregandi Region 1 34~38 52 9 Tundra Tigers 2 Goblins 810 81 2 34~39 52 8 Tundra Tigers 3 Living Statues 855 85 3 37~42 54 7 Bat Eyes 4 Living Statues 900 90 4 37~43 54 6 Goblins 4 Bat Eyes 1 Living Statue 945 94 5 40~43 58 5 Gigas 4 Goblins 2 Bat Eyes 990 99 Yhoator Jungle(F-7) & (F-9) & (l-8) 1 35~39 54 840 84 2 35~40 52 3 Yhoator Mandragora 6 Yhoator Wasp 880 88 3 40~44 60 920 92 4 40~46 60 7 Worker Crawler 3 Young Opo-opo 940 94 5 45~49 99 1000 100 Behemoth's Dominion(L-9) Qufim Region 1 41~44 58 3 Lesser Gaylas 2 Greater Gaylas 350 35 2 41~46 58 3 Lesser Gaylas 2 Members of the Evil Weapons Family 400 40 3 43~47 60 3 Greater Gaylas 2 Undead 450 45 The Sanctuary of Zi'Tah(G-9) & (E-11) Li'Telor Region 1 40~44 59 7 Ogreflies 2 Goobbue Gardeners 900 90 2 41~46 61 7 Myxomycetes 3 Ogreflies 940 94 3 41~46 62 7 Goobbue Parasites 3 Myxomycetes 980 98 4 42~47 62 7 Master Coeurls 3 Goobbue Parasites 1020 102 5 44~50 63 3 Rock Golems 5 Master Coeurls 1100 110 Western Altepa Desert(L-5) & (G-7 @ top-right corner) & (H-10) Kuzotz Region 1 40~45 62 7 Desert Spiders 3 Antican Essedarii 920 92 2 44~49 65 5 Desert Dhalmels 1 Antican Eques 4 Antican Retiarii 980 98 3 47~53 66 10 Desert Beetles 1 Cactuar 1020 102 4 51~56 69 2 Goblins 8 Tulwar Scorpions 1080 108 5 54~58 72 4 Antican Lanistae 1140 114 Xarcabard(H-9) & (J-9) Valdeaunia Region 1 42~46 62 900 90 2 42~45 62 8 Skeletons 4 Cursed Weapons 950 95 3 42~48 62 7 Mata Jahat 4 Kerangka 1 Senjata Terkutuk 1000 100 4 42 ~ 48 62 Gigas 4 Evil Eyes 2 Skeleton Framework 105 5 45~52 65 5 Demons 4 Gigas 3 Evil Eyes 1100 110 Ro'Maeve(H-11) & (G-6)/(H-6) Li'Telor Region 1 60~65 99 3 Killing Weapons 3 Ominous Weapons 1300 130 2 64~69 99 1330 133 3 65~69 99 1360 136 4 78~82 99 6 Apocalyptic Weapons 1 Darksteel Golem 1540 154 5 79~82 99 6 Infernal Weapons 1 Darksteel Golem 1570 157 Cape Teriggan(G-8) & (l-6) Vollbow Region 1 62~66 99 4 Beach Bunnies 4 Sand Lizards 1300 130 2 64~68 99 1320 132 3 64~69 99 4 Robber Crabs 5 Velociraptors 1340 134 4 66~74 99 7 Velociraptors 3 Sand Cockatrices 1390 139 5 71~79 99 4 Sand Cockatrices 5 Greater Manticores 1450 145 Valley of Sorrows(F-8) & (J-9) Vollbow Region 1 66-72 99 5 Velociraptors 2 Perytons 1220 122 2 66~74 99 5 Velociraptors 1 Valley Manticore 1260 126 3 69~74 99 4 Perytons 1 Valley Manticore 1300 130 Ru'Aun Gardens(H-11)(J-10)(K-7)(H-5)(E-7)(F-10 La Loff Amphitheater) Wilayah Tu'Lia 1 72 ~ 76 99 8 Flamingoes 3 Penyiram 1450 145 2 73 ~ 78 99 8 Penyiram 3 Anggota keluarga Boneka 1500 150 3 75 ~ 78 99 11. Anggota keluarga Boneka 1550 155 4 78 ~ 79 99 2 Elemen Api 2 Air Elementals 2 Thunder Elementals 1600 160 5 78 ~ 79 99 2 Ice Elementals 2 Earth Elementals 2 Water Elementals 1600 160 Konten komunitas tersedia di bawah CC-BY-SA kecuali dinyatakan lain. Dicatat.

