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MapleLegends Forums - Old School MapleStory Forums &gt; Headquarters &gt; Suggestions &gt; Discussion in 'Suggestions' initiated by NicLeeYK, March 9, 2017. Tags: boat elinia ludi megatia orbis travel Thread Status: You must be a registered member of this site to see more posts in this thread. It's not open for new answers. (You must log in or register to respond here.) Thread status: You must be a registered and registered member of this site to view more posts on this thread. It's not open for new answers. MapleLegends Forums - Old School MapleStory Forums &gt; Headquarters &gt; Suggestions &gt; Comments Share Ariant is built around an oasis in the desert heat. Themed after an Arab city, players can get here via a walk of geniuses from Orbis. There are high levels of unequal distribution of wealth, where the Queen is extremely rich, while citizens live in poverty. There is a group of bandits whose goal is to take the riches out of their palace and give them to the poor. The road out of town revolves around it, so leaving the city on one side will take one back to the city on the opposite side. Trivia Continental Naming Difference Map: GMS: Ariant KMS: 아리안트 (Ariant, Arianteu) JMS: s (Ariant, Arianto) CMS: 阿里安特 (Ariant, Alianté) TMS: 納希綠洲 (Nǎ xī lǜ zhōu chéng) Community content is available under CC-BY-SA unless otherwise noted. Update: The computer database has been updated! If you see any errors, please email us! Ariant Castle : Name of ariantS castle ariant castle : Location of the castle ariantSed castle of Ossyria Mini map SongBgm14/Ariant Quests Tigon the Guard at the Palace, Tigon's Hair NPC Tigon, Palace OasisNPC InformationName: TigonType: NPC InformationName: Palace OasisType: Monsters There are no monsters on this map AriantPortal InformationName Portals: Ariant Stores There are no stores on this map Return Map AriantPortal InformationName: Ariant Description This is a map region of the city: Nilhal Desert Roads: Town of Ariant, Ariant, Ariant Castle, Ariant Castle, The Burning Sands, Sunset Road &amp; Hidden Street Level Range: 67-80 The journey between Orbis and Ariant. A player in front of Ariant Palace. Ariant is an Arab city that is reached through a flying genius located in Orbis has a free market entry and an NPC world Tour as well. It's a desert-themed area with monsters to fit in. They range from snakes and sand rabbits to cacti and the sandman. Within the city there is a refining factory to process the lidium prayers located in the sand, as well as a lot of empty houses and some gloomy characters who look like mercenaries and murderers. Nearby is a palace, only accessible you take an entrance pass. North of Ariant is the city of Magatia. Due to its status as Lidium's sole supplier, Ariant is supposed to be a thriving city built around a magical Oasis (as seen outside the Castle). The people of the city, however, they can share wealth, as the Queen has imposed heavy taxes on all operations. The Queen, supposedly a fairy from Orbis, is quite greedy and obsessed with jewelry, and therefore wastes all the tax money on trinkets made of lidium for herself, leaving the people of the village to starve to death. This, combined with attacks by a group of thieves called the Red Scorpions, has led to a resistance movement, the Sand Bandits, made up of citizens of the city. It is rumored that the Sand Bandits have been searching for heroes all over the world to join their group. The Burning Sands[edit] Directly out of town on the right are swarms of sand rabbits of both genera. Small dams are found throughout the area, providing cool places in the desert. Lots of resting platforms can be found on each map, where a player can set up their chair and take a break from the heat. Traveling a little further, one stumbles upon the Earmuff Frilld, the ill-dressed lizard monsters. NPCs are commonly found here, many swords wielded. The next monster a player encounters in the desert is the Bellimoa, a relatively large snake that does not shudder easily, and attacks by entering the victim. The road through the desert is surrounded on the other side of the city, but not before passing through a monstrous city occupied by Catus and Royal Catus. Giant cactus houses can be seen in the background, with doors and windows. Finally, Jr. Catus are wandering the left side entrance of the city of Ariant. Recently, a cactus-type area manager, Deu, has been added here, as well as an arena called the Ariant Coliseum. Details can be found on the Party Missions page. There are four entrances to the city: two lead to a loop around the city, one leads to Magatia, and another is the Genie walk to and from Osyria. All the exit portals of the city are in the main area (with Cassandra and the Maple Manager), however, the Genie can be found on the Ariant Station Platform available from the portal with the lamp sign above it (halfway between the left edge and Cassandra). Monsters There is another path that contains monsters, which are accessed from the right of the city center, unlike any of the far ends. This road leads to the city of Magatia. The first species found is the Meerkats, among Ariant's toughest monsters. After traveling in this direction for some maps, the sun begins to set and the area darkens to match magatia's theme. Vultures called Kiyo and Sand dwarves guard the desert floor. The ruins of the buildings can be seen, sinking into the In Ariant's final maps, huge sand monsters with trees emerging from their heads walk, ready to defeat any traveler who tries to reach Magatia. With the addition of Camel Taxi however, most players can easily jump over this region, if they wish. Monsters Kiyo (79) Meerkat (76) Sand Dwarf (84) Desert Giant (88) See View Follow the fastest way to get anywhere is with Hyper Teleport Rock, which can be found in the Game → convenience section of the cash store. This rock allows you to teleport around Maple World in an instant! If it doesn't teleport you or you don't want to buy a Cash Shop item, try taking a boat! Hover over the city icons on the world map (default shortcut: [W]) to see multiple boat routes. Many NPCs are also able to transport you to different parts of Maple World. Here are some tips on how to get to some important areas by talking to NPCs. Travel method Go to Six Path Crossway, climb to Victoria Tree Platform, take the appropriate portal, then talk to the NPC for travel. Go to Edelstein Temporary Airport, talk to Ace, and then choose where you want to go. Go to Crossroads of Eveve, take the Sky Ferry portal and then talk to the corresponding NPC. Talk to Isa at the entrance to Orbis Station. You can also travel from any of these places back to Orbis. Go to the subway ticket office in Kerning City, buy a Bell ticket and use the Ticket Gate Talk to Spinel, which is located in most cities. You can reach Ninja Castle by taking the palanquin from the Mushroom Sanctuary if you are at least Lv.160. Talk to Irene on the Victoria Tree Platform or Spinel, which is in most cities. Start/end location from Victoria Island to Orbis, Eveve, or Edelstein from Edelstein to Victoria Island or Orbis from Eveve to Victoria Island or Orbis from Orbis to Victoria Island, Ludibrium, Leafre, Mu Lung, Ariant, Eveve, and Edelstein to New Leaf City to Zipangu (Mushroom Sanctuary, Showa Town Was this article helpful? 22 out of 96 found this useful July 10, 2010, 03:27 AM #1 How can I get to where I can do object maker search I? I know you're in the ariant desert/sunset road somewhere, but I don't know how to get from Victoria Island... someone please help on July 10, 2010, 03:44 AM #2 go to orbis using ellinia station, then ariant from there OR go to manji and make your manji and secret search group, you'll get 10 free transports to get back, go to ariant and the portal on the way right, follow that path, and eventually you'll see a guy teleporting you back to Victoria Island to go from ariant to magatia or another way, go on the middle portal of any of the villages and talk to the camel taxi Originally Posted by Tesiqurasa That's the pleasure of a public bath. Originally published by FailFTW That's just the pleasure of keeping in your business for too long, and as a player I have that feeling if I decide to keep it in just so you can kill a boss or get a level or go to the next map before in the bathroom, even if I'm home. July 12, 2010, 02:25 PM #3 Ariant can be traveled there if you are the following: Below level 30, you can help Manji with missions can allow up to 5 trips to Ariant. If you are travelling, take Ellinia's boat and then Orbis Orbis go right and talk to NPC to address Ariant. Use the world map button if you need directions. It's very useful to explore a little. July 14, 2010, 03:09 AM #4 even better. Going from ellinia&gt;the island evan&gt;ossyria takes about 10 minutes, and do not wait for boats July 14, 2010, 03:13 AM #5 Originally published by Weenie Even better... Going from Ellinia&gt;Evan Island&gt;ossyria takes about 10 minutes, and don't wait for evan Island boats? Evans starts at Henesys Farm... that's Victoria Island. I suppose you mean Knight Cygnus Island, Eveve. July 14, 2010, 04:29 AM #6 One does not simply enter Ariant. July 14, 2010, 07:00 AM #7 Originally Published by Neothisis Evan Island? Evans starts at Henesys Farm... that's Victoria Island. I suppose you mean Knight Cygnus Island, Eveve. Doh. Thank you for the correction July 15, 2010, 03:28 AM #8 the search for Manjis, pwn 10 dark axe spots boat Orbis, then Ariant Go to Eveve (faster) gl Sebastian xwaleto Ossandon and hue& July 26, 2010, 09:29 AM #9 A problem with manji's search: It's below lv 30. (IIRC) The creator's mission is for 45+ 45+

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