

Assault Mission Guide

Leujaoam Sanctum

Staging Point: Azouph Isle Staging Point in Caedarva Mire (K-9)

Assault Mission Giver: Yahsra in Aht Urhgan Whitegate L-9/10

Name	Rank	Recommended Level	Party Size	Points	Objective	Description
Leujaoam Cleansing	PSC	50	3-6	1000	Remove all threats	General Afkaam is to inspect Leujaoam Sanctum. Destroy all creatures in the area that may pose a threat to the general.
Orichalcum Survey	PFC	50	3-6	1200	Discover orichalcum ore	There is a rumor that orichalcum ore has been discovered in Leujaoam Sanctum. Find the ore vein before the beastmen do.
Escort Professor Chanoix	SP	60	3-6	1100	Protect the professor	A long-haired marid has been found frozen in the eternal ice of Leujaoam Sanctum. Escort Professor Clavauert B Chanoix to the site of the discovery.
Shanarha Grass Conservation	LC	50	3-6	1333 (max)	Protect the vegetation	Rabbits are sending shanarha grass, unique to the Leujaoam Sanctum, to the verge of extinction. Drive away the rabbits and protect the vegetation.
Counting Sheep	C	60	3-6	1166 (max)	Buy black sheep	The Imperial Army on the eastern front is being hit by a peculiar cold wave, and warm uniforms are in short supply. Buy as many sheep as you can from the markets in Leujaoam and save the troops.
Supplies Recovery	S	70	3-6		Retrieve the supplies	A logistics unit headed to the front lines of the war with the Far East was attacked and their supplies were stolen. The enemy then fled toward Leujaoam Sanctum. An Immortals unit will also join in the recovery.
Azure Experiments	SM	70	3-6	1000(?)	Become a test subject	The Imperial alchemists have developed various tissues to graft onto and strengthen the bodies of the Immortals, but they need test subjects for clinical experiments. Go lend your assistance.
Imperial Code	CS	70	3-6	1333	Retrieve the OGMA	The Empire's mercury cipher (OGMA) has been stolen by a group of Far Eastern spies. With it, our enemies will be able to decrypt top-secret military orders, thus severely compromising Imperial safety. You are to intercept the enemy as they transport the device.
Red Versus Blue	SL	70	3-6	1666	Defeat Raubahn	Joint battle exercises are to be carried out between the Immortals (blue) and the Inexorables (red). You have been assigned to assist the red team. The first side to defeat the leader of the other will be declared victor.
Bloody Rondo	FL	70	3-6	1500 (always)	Defeat the count	After years of quietly defying Imperial rule, the recluse Count Dracula has recently begun preparations for an assault on Al Zahbi. Infiltrate the Leujoam Sanctum, locate the count, and slay him before he can execute his plans.

Rewards

Item	Assault Pts	Item	Assault Pts	Item	Assault Pts	Item	Assault Pts
Stoic Earring	3,000	Unfettered Ring	5,000	Tempered Chain	8,000	Potent Belt	10,000
Miraculous Cape	10,000	Yigit Bulawa	15,000	Imperial Bhuj	15,000	Pahluwan Patas	15,000
Amir Kolluks	20,000	Pahluwan Qalansuwa	20,000	Yigit Seraweels	20,000		

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Mamool Ja Training Grounds

Staging Point: Mamool Ja Staging Point in Bhaflau Thickets (map 2 H-11)

Assault Mission Giver: Isdebaaq in Aht Urhgan Whitegate L-9/10

Name	Rank	Recommended Level	Party Size	Points	Objective	Description
The Gathering Storm	Any	75	3-6	0	Defeat Enemies	Defeat as many enemies as you can in 5 minutes.
Imperial Agent Rescue	PSC	60	3-6	1100	Rescue the agent	An agent sent to spy on the secret training grounds of the Mamool Ja has been captured. Rescue him before he is interrogated for Imperial secrets.
Preemptive Strike	PFC	60	3-6	1000	Destroy the assassins	A unit of Mamool Ja soldiers is training in assassination techniques. Destroy them before they can become a threat to the Empress.
Sagelord Elimination	SP	70	3-6	1200	Defeat Sagelord Molaal Ja	Sagelord Molaal Ja is visiting the training grounds to oversee the progress of the soldiers. His elimination would sow chaos and confusion in the Mamool Ja ranks.
Breaking Morale	LC	60	3-6	1333 (max)	Steal the supplies	Scouts report that the new Mamool Ja soldiers have received supplies from their families. Destroy Mamool Ja morale by stealing these supplies while being careful to remain undetected.
The Double Agent	C	70	3-6	1200 (max)	Apprehend the spy	There is a double agent among the Imperial Qiqirn spies in the Mamool Ja Training Grounds. Find him before he puts the other spies in danger.
Imperial Treasure Retrieval	S	50	3-6		Recover the treasure	A puk recently stole a treasure box containing enchanted gems from the royal treasury. The gems were then given to Mamool Ja officers as a reward for duty. Find and retrieve the treasure.
Blitzkrieg	SM	70	3-6	1533(max?)	Annihilate the enemy	After shedding their skins, the Mamool Ja gather for a festival to celebrate their new scales and dance until exhausted. This is a prime opportunity to catch them off guard!
Marids in the Mist	CS	70	3-6		Neutralize the marids	Our agents have informed us that the Mamool Ja have been training marids to use during sieges on the Empire. You are to locate these deadly beasts and capture or eliminate them before it's too late.
Azure Ailments	SL	70	3-6	?	Gather pathological data	To protect against an outbreak of the dreaded kraken flu, data is required on the effects of the disease. Healthy volunteers are wanted to travel to the Mamool Ja Training Grounds and collect important supplies.
The Susanoo Shuffle	FL	70	3-6	1500 (always)	Defeat Orochi	In an attempt to strengthen their bonds with the Mamool Ja, an eastern nation has provided the beastmen with a new biologically engineered hydra hybrid known as Orochi. You are to infiltrate the training grounds and eliminate the new threat

Rewards

Item	Assault Pts	Item	Assault Pts	Item	Assault Pts	Item	Assault Pts
Antivenom Earring	3,000	Ebullient Ring	5,000	Enlightened Chain	8,000	Spectral Belt	10,000
Bullseye Cape	10,000	Storm Tulwar	15,000	Imperial Neza	15,000	Storm Tabar	15,000
Yigit Gages	20,000	Amir Boots	20,000	Pahluwan Seraweels	20,000		

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Lebros Cavern

Staging Point: Halvung Staging Point in Mount Zhayolm (K-6)

Assault Mission Giver: Famad in Aht Urhgan Whitegate L-9/10

Name	Rank	Recommended Level	Party Size	Points	Objective	Description
Excavation Duty	PSC	50	3-6	1100	Remove the obstructions	The Imperial Army plans to traverse Lebros Cavern as part of their attack on Halvung, however the tunnels are blocked with rocks. You must remove the obstructions.
Lebros Supplies	PFC	60	3-6	1200	Deliver the provisions	An advance unit sent into Lebros Cavern has met heavy resistance and is in need of reprovisioning. Your mission is to deliver rations to each member of the advance unit.
Troll Fugitives	SP	70	3-6	1000	Destroy the Troll fugitives	The remnants of a Troll army that clashed with Imperial forces has taken refuge within Lebros Cavern. Hunt down the fugitives and prevent them from regrouping.
Evade and Escape	LC	60	3-6	1000	Discover alternate route	The unit deployed within Lebros Cavern is in danger of being overwhelmed by the well-positioned enemy. Discover an alternate route so they can retreat in safety.
Siegemaster Assassination	C	70	3-6	1100	Assassinate Borgerlur	The Trolls have recruited Borgerlur, a siege specialist from central Aradjiah. The Empire cannot allow him to take control of the Troll army. Find and eliminate Borgerlur as he travels through Lebros Cavern.
Apkallu Breeding	S	60	3-6	1300(max)	Match the apkallu	Due to their intelligence and ability to travel through both water and on land, the rare Lebros Apkallu is prized by the navy as a messenger bird. Help increase their numbers by pairing them up.
Wamoura Farm Raid	SM	70	3-6	1166	Remove the threat	The enemy has begun raising swarms of wamoura in the Lebros Caverns. If they reach adulthood, they would present a formidable threat. Infiltrate the Lebros Caverns and destroy them.
Egg Conservation	CS	70	3-6		Drive out the hunters	There have been reports that Qiqirn hunters have been collecting the eggs of our army's messenger apkallus. You are to join forces with the male apkallus in the area and eliminate the invading Qiqirn while protecting the females and their eggs.
Operation: Black Pearl	SL	70	3-6	?	Rescue Princess Kadjaya	A ship carrying Princess Kadjaya of the Imperial family back from a diplomatic mission to the West has run aground near the Lebros Cavern. You are to find the survivors and escort them to safety.
Better Than One	FL	70	3-6	1500 (always)	Defeat Black Shuck	Recently there have been multiple reports of a three-headed beast attacking traders en route to Al Zahbi. You are to travel to its rumored lair in the Lebros Cavern and slay the monster.

Rewards

Item	Assault Pts	Item	Assault Pts	Item	Assault Pts	Item	Assault Pts
Insomnia Earring	3,000	Hale Ring	5,000	Chivalrous Chain	8,000	Precise Belt	10,000
Intensifying Cape	10,000	Imperial Pole	15,000	Doombringer	15,000	Sayosamonji	15,000
Pahluwan Dastanas	20,000	Yigit Crackows	20,000	Amir Korazin	20,000		

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Periqia

Staging Point: Dvucca Isle Staging Point in Caedarva Mire (Dvucca Isle map I-9)

Assault Mission Giver: Lageege in Aht Urhgan Whitegate L-9/10

Name	Rank	Recommended Level	Party Size	Points	Objective	Description
Seagull Grounded	PSC	70	3-6	1100	Escort the prisoner	The Immortals have captured a member of the Seagull Phratric, a rebel organization. You are to escort the prisoner safely to a holding area.
Requiem	PFC	70	3-6	1000	Destroy the undead	An Immortal has reported the existence of a large force of undead soldiers. Destroy these undead minions before they can organize an attack on the Empire.
Saving Private Ryaaf	SP	70	3-6	1100	Find the survivors	A squad sent in to search for the Seagull Phratric hideout has failed to report. Find any survivors, especially one Private Ryaaf, a relative of the Galeserpent General.
Shooting Down the Baron	LC	60	3-6	1100	Eliminate the Black Baron	An imp known as the Black Baron has hit Periqia like a meteor strike, single-handedly defeating 79 Imperial soldiers. The empire cannot suffer any more losses. It is time for the Baron to meet his end.
Building Bridges	C	70	3-6	1200	Activate the bridge	Thanks to the enemy destroying a bridge along the path of their attack, the unit assaulting Periqia is at an impasse. Find and activate the backup bridge mechanism rumored to be hidden in the area.
Stop the Bloodshed	S	50	3-6	1000	Exterminate the chigoes	The Lamiae are preparing to release swarms of chigoes in Al Zahbi to collect blood samples. Destroy the chigoes and thwart their plan.
Defuse the Threat	SM	60	3-6	1600 (max)	Clear the mine fields	The Lamiae have hired Qiqirn demolition experts to set land mines in Periqia. You must eliminate this hazard for the soldiers.
Operation: Snake Eyes	CS	70	3-6		Locate the generals	Generals Karazahm and Umarid of the Imperial Army's Arrapago division have disappeared from camp headquarters while on a mission on Sharug Isle. There is a high possibility that the two have been kidnapped by members of the Undead Swarm.
Wake the Puppet	SL	70	3-6	?	Retrieve the Mark-IIs	During a previous mission to eradicate the Undead Swarm presence from Periqia, the Imperial forces were forced to abandon several Mark-II automatons upon their retreat. You are to infiltrate the area, locate the machines, and aid in their return to Al Zahbi.
The Price is Right	FL	70	3-6	1500 (always)	Assassinate King Goldemar	Intelligence reports that the dvergr king, Goldemar, is planning the sale of forbidden magicked weapons to the area's beastmen factions. You are to locate the king and eliminate him before the deal is made.

Rewards

Item	Assault Pts	Item	Assault Pts	Item	Assault Pts	Item	Assault Pts
Vision Earring	3,000	Unyielding Ring	5,000	Fortified Chain	8,000	Resolute Belt	10,000
Bushido Cape	10,000	Khanjar	15,000	Hotarumaru	15,000	Imperial Gun	15,000
Amir Puggaree	20,000	Pahluwan Crackows	20,000	Yigit Gomlek	20,000		

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Ilrusi Atoll

Staging Point: Ilrusi Atoll Staging Point in Arrapago Reef (Map 2 G-5)

Assault Mission Giver: Bhoj Yhupplo in Aht Urhgan Whitegate L-9/10

Name	Rank	Recommended Level	Party Size	Points	Objective	Description
Golden Salvage	PSC	60	3-6	1100	Recover the figurehead	Rumor has it that the golden figurehead from the Black Coffin, the ship of Luzaf the pirate, can be found somewhere within Ilrusi Atoll.
Lamia No.13	PFC	70	3-6	1200	Eliminate Lamia No.13	Your mission is to hunt down Lamia No.13, a fearsome creature known to have performed vile experiments on the countless corpses of her enemies.
Extermination	SP	70	3-6	1100	Exterminate all monsters	The vermin feasting on the corpses left behind by the Lamiae have multiplied to unnatural numbers. Destroy this threat to the surrounding ecology.
Demolition Duty	LC	50	3-6	1000 (max?)	Demolish the shipwrecks	A confidential report states that corsairs are secretly collecting the remains of shipwrecks on the Ilrusi Atoll. Use the automaton issued to you by the on-site engineer to demolish these shipwrecks.
Searat Salvation	C	60	3-6	1166 (max)	Save the Qiqirn divers	Qiqirn divers assigned the duty of demolishing wrecks on the Ilrusi Atoll have run into a problem with the local wildlife. Lead them back to safety before they decide to abandon their work.
Apkallu Seizure	S	60	3-6		Capture the apkallu	Famous biologist Professor Clavauert is researching apkallu on Ilrusi Atoll. The more discoveries he makes in Aht Urhgan, the more likely he is to join the Empire. Assist him by capturing apkallu.
Lost and Found	SM	60	3-6	1000	Find the ring	The Empress's uncle Bashalab visited Ilrusi Atoll in secret and lost his ring, the "Eye of Zahak." Escort the royal family's hired agent through Ilrusi Atoll and find his lost ring.
Deserter	CS	70	3-6		Locate the agents	Agents of our Anti-Corsair Task Force have gone AWOL and are hiding somewhere in Ilrusi. Your mission is to swiftly disarm the deviants and take them into custody. All information on these criminals is highly classified and any disclosure of their identity is strictly prohibited.
Desperately Seeking Cephalopods	SL	70	3-6	1000	Collect ahtapot	To increase production of special nighttime camouflage, the Imperial marines require large quantities of a secretion from a rare cephalopod known as the ahtapot, found in the Ilrusi Atoll.
Bellerophon's Bliss	FL	70	3-6	1500 (always)	Defeat Khimaira 14X	Troll mercenary leader Martial Maestro Megomak has completed his newest creation, the Khimaira 14X, and taken it to the Ilrusi Atoll for combat testing. You are to locate the abomination and exterminate it.

Rewards

Item	Assault Pts	Item	Assault Pts	Item	Assault Pts	Item	Assault Pts
Velocity Earring	3,000	Garrulous Ring	5,000	Grandiose Chain	8,000	Hurling Belt	10,000
Invigorating Cape	10,000	Imperial Kaman	15,000	Storm Zaghnal	15,000	Storm Fife	15,000
Yigit Turban	20,000	Amir Dirs	20,000	Pahluwan Khazagand	20,000		