

~*~ **Final Fantasy XI – First Steps** ~*~

Level 1: Various small things

Bastok	San d'Oria	Windurst
Trade your "Adventurer Coupon" to the NPC that was mentioned in the cutscene. (The NPC varies by start-area. They are marked with a yellow-green flag on the map.)		
Equip your weapon (or belt if you started as monk): Main Menu > „Equipment“ > „Main“ (or „Waist“)		
Learn your first spell (if you started as a mage): Main Menu > „Inventory“ > „Cure“/“Dia“/“Stone“ > Use the scroll on yourself		

Level 1: Activate your first "Home Point"-crystal and set your "Home Point" there

Bastok	San d'Oria	Windurst
<u>Crystal:</u> Bastok Markets (F-9)	<u>Crystal:</u> Southern San d'Oria (G-10)	<u>Crystal:</u> Windurst Woods (K-10)
<u>Wiki:</u> http://wiki.ffxiclopedia.org/wiki/Home_Point		

Level 1: Activate your first "Survival Guide"-book

Bastok	San d'Oria	Windurst
<u>Book:</u> Bastok Mines (I-9)	<u>Book:</u> Northern San d'Oria (E-8)	<u>Book:</u> Port Windurst (B-5)
<u>Wiki:</u> http://wiki.ffxiclopedia.org/wiki/Survival_Guide		

Level 1: Activate the "Records of Eminence"-quests and set your first objectives

Bastok	San d'Oria	Windurst
<u>NPC:</u> Isakoth, Bastok Markets (E-11)	<u>NPC:</u> Rolandienne, Southern San d'Oria (G-10)	<u>NPC:</u> Fhelm Jobeizat, Windurst Woods (J-10)
<u>Tutorial:</u> - Vanquish One Enemy - Undertake FoV Regime - Heal Without Magic <u>Quests 1:</u> - Obtain an Alter Ego: Bastok <u>Combat (Wide Area) > General:</u> - Vanquish Multiple Enemies 1 <u>Combat (Wide Area) > Spoils:</u> - Crystals (Fire, Wind, Earth, Water) <u>Combat (Region) > Orig. Areas 2:</u> - South Gustaberg - North Gustaberg <u>Content (Other):</u> - Total Successful Synthesis Results	<u>Tutorial:</u> - Vanquish One Enemy - Undertake FoV Regime - Heal Without Magic <u>Quests 1:</u> - Obtain an Alter Ego: San d'Oria <u>Combat (Wide Area) > General:</u> - Vanquish Multiple Enemies 1 <u>Combat (Wide Area) > Spoils:</u> - Crystals (Fire, Wind, Earth, Water) <u>Combat (Region) > Orig. Areas 1:</u> - West Ronfaure - East Ronfaure <u>Content (Other):</u> - Total Successful Synthesis Results	<u>Tutorial:</u> - Vanquish One Enemy - Undertake FoV Regime - Heal Without Magic <u>Quests 1:</u> - Obtain an Alter Ego: Windurst <u>Combat (Wide Area) > General:</u> - Vanquish Multiple Enemies 1 <u>Combat (Wide Area) > Spoils:</u> - Crystals (Fire, Wind, Earth, Water) <u>Combat (Region) > Orig. Areas 3:</u> - East Sarutabaruta - West Sarutabaruta <u>Content (Other):</u> - Total Successful Synthesis Results
Set more and/or other objectives as you see fit.		
<u>Tip:</u> Leave things that are not repeatable but give a very high bonus for later when you need more exp to level.		
<u>Wiki:</u> http://wiki.ffxiclopedia.org/wiki/Category:Records_of_Eminence		

Level 1: Do the tutorial-quests

Bastok	San d'Oria	Windurst My website: AlbinoGryphon.de „First Steps“-Tutorial 1/3 ~ FF-XI website: PlayOnline.com
<u>NPC</u> : Guldago, Bastok Markets (D-11)	<u>NPC</u> : Alaune, Southern San d'Oria (G-10)	<u>NPC</u> : Selele, Windurst Woods (K-10)
<u>Wiki</u> : http://wiki.ffxiclopedia.org/wiki/Tutorial_NPC		

Level 1: Do "Fields of Valor"/"Grounds of Valor" when you fight

Bastok	San d'Oria	Windurst
<u>Books</u> : North Gustaberg (I-6, L-8, D-10, J-6) South Gustaberg (K-8, H-9)	<u>Books</u> : West Ronfaure (I-6, G-9) East Ronfaure (G-6, H-9)	<u>Books</u> : West Sarutabaruta (J-8, H-6, I-10) East Sarutabaruta (F-4, G-11, J-7)
White, floating book > „Individual Training“ > Page with monsters of a suitable level-range		
<u>Wiki</u> : http://wiki.ffxiclopedia.org/wiki/Field_Manual		<u>Wiki</u> : http://wiki.ffxiclopedia.org/wiki/Grounds_Tome

Level 5: Get your first "Trust"-NPC

Bastok	San d'Oria	Windurst
<u>NPC</u> : Clarion Star, Port Bastok (K-7)	<u>NPC</u> : Gondebaud, Southern San d'Oria (L-6)	<u>NPC</u> : Wetata, Windurst Woods (G-10)
<u>Wiki</u> : http://wiki.ffxiclopedia.org/wiki/Category:Trust		

Level 5: Join a „Unity

Bastok	San d'Oria	Windurst
<u>NPC</u> : Igsli, Bastok Markets (E-11)	<u>NPC</u> : Urbiolaine, Southern San d'Oria (G-10)	<u>NPC</u> : Tedro-Kesdrodo, Windurst Woods (J-10)
Unity: Pieuje	Unity: Ayame	Unity: Apururu
You can switch to another „Unity“ after a while but the ones listed above are good for the starter-areas. :)		
<u>Wiki</u> : http://wiki.ffxiclopedia.org/wiki/Unity_Concord		

Level 5: Start your first „Mission“ (story of your city)

Bastok	San d'Oria	Windurst
<u>NPC</u> : Cleades, Bastok Markets (D-11)	<u>NPC</u> : Endracion, Southern San d'Oria (F-9)	<u>NPC</u> : Rakoh Buuma, Windurst Woods (K-10)
<u>Optional</u> : Buy the map of "Zeruhn Mines" from Karine, Bastok Markets (H-9)	/	<u>Optional</u> : Quest the Map of the "Hurototo Ruins" from Hariga-Origa, Windurst Waters (F-8, north-map)
<u>Wiki</u> : http://wiki.ffxiclopedia.org/wiki/Missions		

Level 10: Buy a few maps and explore more areas

Bastok	San d'Oria	Windurst
<u>NPC:</u> Karine, Bastok Markets (H-9) <u>Maps:</u> Jeuno, San d'Orian, Windurst	<u>NPC:</u> Violitte, Southern San d'Oria (G-10) <u>Maps:</u> Jeuno, Bastok, Windurst	<u>NPC:</u> Pehki Machumaht, Windurst Woods (H-11) <u>Maps:</u> Jeuno, Bastok, San d'Oria
<u>From Bastok to Selbina:</u> - Bastok Markets - South Gustaberg - North Gustaberg - Konschtat Highlands Get the "Dem Gate Crystal"- keyitem (I-6, blue crystal near the chocobo) - Valkurm Dunes - Selbina	<u>From San d'Oria to Selbina:</u> - Southern San d'Oria - West Ronfaure - La Theine Plateau Get the "Holla Gate Crystal"- keyitem (K-8, blue crystal near the chocobo) - Valkurm Dunes - Selbina	<u>From Windurst to Mhaura:</u> - Windurst Woods - East Sarutabaruta - Tahrongi Canyon Get the "Mea Gate Crystal"-keyitem (I-6, blue crystal near the chocobo) - Buburimu Peninsula - Mhaura
Activate the "Home Point"-crystal in Selbina (I-8) and/or Mhaura (H-8)		
The ferry between Selbina and Mhaura arives every 15 minutes		

Level 18: Get your support-job

Bastok	San d'Oria	Windurst
<u>NPC:</u> Isacio, Selbina (G-10). <u>Items needed:</u> "Damsfly Worm", "Magicked Skull", "Crab Apron" or <u>NPC:</u> Vera, Mhaura, (G-10), <u>Items needed:</u> "Wild Rabbit Tail", "Dhalmel Saliva", "Bloody Robe"		
<u>Wiki:</u> http://wiki.ffxiclopedia.org/wiki/Support_Job		

Level 20: Go to Jeuno

Bastok	San d'Oria	Windurst
<u>From Bastok to Jeuno:</u> - Bastok Markets - South Gustaberg - North Gustaberg - Konschtat Highlands Get the "Dem Gate Crystal" if you don't have it yet (I-6) - Passhow Marshlands - Rolanberry Fields - Lower Jeuno	<u>From San d'Oria to Jeuno:</u> - Southern San d'Oria - West Ronfaure - La Theine Plateau Get the "Holla Gate Crystal" if you don't have it yet (K-8) - Jugner Forest - Batallia Downs - Upper Jeuno	<u>From Windurst to Jeuno:</u> - Windurst Woods - East Sarutabaruta - Tahrongi Canyon Get the "Mea Gate Crystal" if you don't have it yet (I-6) - Meriphataud Mauntains - Sauromugue Champaign - Port Jeuno
Activate at least one "Home Point"-crystal in Jeuno		

Level 20: Get your Chocobo-License

Bastok	San d'Oria	Windurst
<u>NPC:</u> Brutus, Upper Jeuno, (G-7). <u>Items needed:</u> 4x "Gausebit Grass"		
<u>Wiki:</u> http://wiki.ffxiclopedia.org/wiki/Chocobo's_Wounds		