

Archeage Daily Stuff							
Activity	Prerequisites	Mats Needed	Acquisition	Completion	Reward	Notes	Time/Place
Blue Salt Quests (Regular)							
Taming the Wilds (2 Quests)	N/A	Vita Root, Water	Eastern Animal Trainer (Austera, Caernod, Lutesong)	Rise the Leomorph at Arcum Public Stable (Parchum Settlement) and the Snowlion at Falcorth's (Cloudgrain)	Gilda Star (2, one for each quest)	Can also do the West versions (Start near Seawharf Trade Outlet, Cinderstone)	
Signs of the Saphira Cult	N/A	N/A	Eastern Wanderer (Austera, Caernod, Lutesong)	Pick up 12 Hellbound Leashes at Palace Cellar	Gilda Star		
Guerrilla Marketing (2-quest chain)	N/A	30 of one of the following: Chopped Produce, Dried Flowers, Ground Grain, Ground Spices	Eastern Wanderer (Austera, Caernod, Lutesong)	Use the grinder mortar the quest giver to ground your mat into a scent for the first quest, then place each vase at the specified locations for the second quest (Tigetspine)	Gilda Star (2, one for each quest)		
Safety in Numbers	Complete the quest to get your own Scarecrow Farm (15x16)	N/A	Eastern Branch Trade Manager (Austera, Caernod, Lutesong)	Help another player get their own 16x16 Scarecrow Farm by accompanying them on the ride to Two Crowns (Or ride them there yourself)	Gilda Star x3	Just like the regular quest, you don't actually need the player to deliver the pack, just get close enough to the Trade Outlet	
Blue Salt Quests (Harvesting)							
Blue Salt Request: Aromatics	50k Gathering	40 Mint, 40 Rosemary, 100 Azalea	Gathering Bundle (Watered)	Take the mats to an Auctioneer	Gilda Star or Sprinkler x3, 5g	Can use any proficiency enhancers (Dawnadrop, Merchant Costume, Tiles) to get to 50k profit	
Blue Salt Request: Textiles	50k Husbandry	30 Duck Down, 20 Goose Down, 10 Handicraft Yarn	Animal Coop/Cage/Pen (Thriving)	Take the mats to an Auctioneer	Gilda Star or Star Wing x10, 5g		
Blue Salt Request: Ore	50k Mining	50 Iron Ore, 2 Copper Ore	Fortuna Vein	Take the mats to an Auctioneer	Gilda Star or Sharpwind Drill, 5g		
Blue Salt Request: Preserves	50k Farming	40 Strawberry, 40 Yam, 100 Carrot	Farming Bundle (Watered)	Take the mats to an Auctioneer	Gilda Star or Sprinkler x3, 5g		
Misc. Daily Quests							
Enemies of Sea Trade	N/A	N/A	Relic Merchant (Ez's Light)	Kill 15 Seabugs/Jellyfish	Gilda Star	Mother Seabugs are good since their newts count	
Build the Haranya Haje's Tower	Complete Chapter 15.3 of the green (race) quest	10 Reedwind Essence	Reedwind Crimson Watch Camp	Help Construct the Haranya Reedwind Tower	Gilda Star	The essences are looted from Reedwind mobs	
The Titan's Minions	Complete Chapter 15.3 of the green (race) quest	N/A	Reedwind Crimson Watch Camp	Kill 20 mobs in the Reedwind Floating Islands	Gilda Star	Given the Haranya tower is not completed, I'm unsure how to get to the floating islands, might not be possible at the moment	
Kill Akmit With a Mentor/Mentee	Lvl 19-29 (Mentee) Lvl 30+ (Mentor)	N/A	Lucius (Outside Palace Cellar entrance)	Complete the dungeons. After killing the last boss, a chest will appear, mentor must interact with the chest, this will allow the mentee to interact with it and get their reward. Mentor can then interact with it again to get their reward as well.	Gilda Star x3	Only 1 mentor and 1 mentee can get a reward from these dungeons	City of Towers (Mahadevi)
Kill Okape With a Mentor/Mentee		N/A	Lucius (Outside Sharpwind Mines entrance)				Dewstone Plains
Kill Marmas with a Mentor/Mentee	Lvl 30-39 (Mentee) Lvl 40+ (Mentor)	N/A	Lucius (Outside Hadir Farm entrance)	Complete the dungeons. After killing the last boss, 2 chests will appear, mentor(s) must interact with the chests, this will allow the mentee(s) to interact with them and get their reward. Mentors can then interact with it again to get their reward as well.		2 mentors and 2 mentees can get a reward from these dungeons. Note that 1 mentor can interact with both chests to allow 2 mentees to get the reward (You don't need 2 mentors)	Yrystere
Kill Heronimous with a Mentor/Mentee		N/A	Lucius (Outside Buntt Castle entrance)				Cinderstone Moor
The Domain of the Drowned	N/A	N/A	Earthbound Neuma	Loot 15 Ancient Revenant from Ancient Spirits in the Dahuta dungeon area (South of Freedich)	100 Exploration Prof.	Earthbound Neuma is located in one of the big underwater structures, similar to the structure where the Dahuta 10-man entrance is (Close too)	
Ghosts from the Depths	N/A	N/A	Archeologist NPC	Kill 3 Ghost Ships	Gilda Star	These can be killed with a Celestial Warship and a crew of 5 very easily	
Ghost Ships of Delphinad	N/A	N/A	Archeologist NPC	Kill a Delphinad Ghost Ship	Gilda Star x3	Delphinad Ghost Ships are much harder than their regular counterparts. You'll need ideally 2 Epic or above ships to take these down. On top of completing the quest (And counting as a Sea World Boss), they'll drop around 30 trade packs, each worth 100g at a Relic Trader	There's 3 DGS spawns, all of them in the Arcadian Sea. One is just North of Yrystere, another one is Southeast of Exveloch, and the last one is Northeast of Grolgate Isle.
The Merciful Priestess	N/A	N/A	Priestess of Nui	Talk to the quest giver	1000 Vocation Badges		
Away from the Mad World	N/A	10 Stone Brick	Priestess of Nui	Give the Stone Bricks to the Priestess	1000 Vocation Badges		Any Respawn base
Be at Peace with Yourself	N/A	100 Lily	Priestess of Nui	Give the Lilies to the Priestess	2200 Vocation Badges		
Guild Quests							
Colonizing Auroria (Complete 1 of 5 quests)	N/A	30 Starlight Archcum Dust, 4 Moonlight Archcum Dust, 2 Sunlight Archcum Dust (For all 5 quests)	Diamond Shores Eastern Housing Province (5 NPCs at the plaza)	Make the Archcum Packs at the table there, under Construction. 1 of each go to the NPC at Haranya Base, and 2 Fant ones go towards constructing the Haranya Bridge (At the base, interact with the support beams) and the Haranya Base Wall (Interact with the wall)	Prestige, Guild Exp, Gilda Star (2, one of each construction quest) Delivery quests don't give Gilds, only prestige & G Exp	You can complete all 5 for maximum prestige, just 1 for the guild quest completion, or the 2 that give Gilds, which are the easiest and most rewarding	
Defending Auroria (Bunker)	N/A	N/A	N/A (Just needs to be unlocked)	Destroy the Altemine Stragglers Bunker in Diamond Shores	Prestige, Guild Exp	This will be done to wrap up almost every raid event, just follow the group	
Gather Experia Patches	Land	For Sunflower: 100 Sunflower Seeds, 4 Blue Salt Hammers, 16 Memory Inks. For Pumpkin: 75 Pumpkin Seeds, 12 Blue Salt Hammers, 30 Memory Inks. For Ducks: 50 Ducklings, 16 Blue Salt Hammers, 40 Memory Inks. For Pine: 25 Pine Saplings, 12 Blue Salt Hammers, 45 Memory Ink	N/A (Just needs to be unlocked)	Collect either 4 Sunflower Patches, 3 Pumpkins, 2 Ducks or 1 Pine. Growth times are different. Mats required reflect total cost, not per.	Prestige, Guild Exp	You don't actually need to wait for the patches to fully grow, you can place them anywhere and instantly uproot them. If progress your guild quest (But won't yield the additional Guild Exp for gathering fully grown patches)	
Guild Supply Distribution	N/A	5 of one of the processed mats (Iron Ingot, Lumber, Fabric, Stone Brick, Leather), 4 Blue Salt Hammers	N/A (Just needs to be unlocked)	Deliver the mats to a Guild Master NPC	Prestige, Guild Exp	This one is repeatable, can keep doing it as many times as you want to farm prestige and/or guild exp. Be warned, it gets expensive and is not very cost efficient	
World Bosses	N/A	N/A	N/A (Just needs to be unlocked)	Kill any world boss	Prestige, Guild Exp	Any world boss, including low level ones, count	
Residential & Family Quests							
Community Center Supplies	Own a house (Not just any land, must be a 16x or bigger HOUSE)	Varies according to which area you're a resident for. Some mats include Lumber, Dried Flowers, Medicinal Powder, etc.	Community Center Manager	Bring the requested supplies to the quest giver.	Gilda, Resident Token, Family Exp, Vocation Badges	You may complete this quest for all the areas you're a resident in, assuming they are different quests (Some are repeats of other areas). You can complete the quest on it's own, but don't forget to unlock your family quest to get family exp.	
Family Quest: (Activity)	N/A	N/A	Community Center Manager	Complete the indicated family activity.	Family Exp, Vocation Badges	These quests vary from shearing a golden sheep to making a stew and punching a bee or pumpkin to death. These will require at least 1 other Family Member in a party with you to complete.	
Cargo Delivery	N/A	Gold to buy the Cargo Pack and a Cargo Certificate	Cargo Seller	Take Nulian Cargo to an Inland Cargo Exchanger (Arcum Iris, Falcorth Plains, Pennoir Ruins)	Family Exp, Vocation Badges, Charcoal Stabilizer	This is not affected by either the profit timer on the pack, nor the demand % at the Cargo Exchanger, it will always reward you with 20 INSTANT Charcoal Stabilizer (No waiting 22 hours)	
Trade Outlet	N/A	Mats required by your residency's Community Center Specialty Pack	Community Center Manager	Craft a "Resident Only" pack, report to the respective Specialty buyer (Quest will tell you which)	Gilda, Resident Token, Family Exp, Vocation Badges	You don't need to actually deliver the pack, just make it and drop it, then report to the Specialty buyer for your reward.	
Blue Salt Request: Bait Worm	Trademan's Manor	10 Bait Worms	Trademan's Taskjar	Take the mats to an Auctioneer	Gilda, Vocation Badges, 5g	These are all from specifically the Trademan's Manor Taskjar. You need to own the building yourself to be able to take the quests. "Calling all Merchants" will always be available at it, while only 1 of the other 3 will be (You may reroll which one by spending 100 labor). I will not include the quests for the other Taskjars since I don't own them and from what I gather they are very similar. Unsure which quests from different Taskjars overlap (Meaning you can only complete from one of them)	
Blue Salt Request: Warm Compost	Trademan's Manor	10 Fresh Fertilizer					
Blue Salt Request: Earthmana	Trademan's Manor	15 Earthmana Leaves					
Calling all Merchants!	Trademan's Manor	10 Dried Flowers, 10 Orchard Purees, 10 Chopped Produce, 10 Ground Spices, 10 Trimmed Meat	Trademan's Taskjar	Take the mats to an Auctioneer	Gilda, Vocation Badges, Resident Token, 5g		
Raid Events							
Crimson Rift (CR)	N/A	N/A	Recruiter (Caernod, Village of Nui's Way, Yrystere Community Center)	Kill waves of monsters with the raid. There's 3 quests and 3 waves, followed by 2 World Bosses (Hours of Kyrie) that must be fought simultaneously	Honor, Leadership		12 PM Game-Time (Hover over the bar on the top right corner of your screen)/Yrystere
Grimghast Rift (GR)	N/A	10 of one of the processed mats (Iron Ingot, Lumber, Fabric, Stone Brick, Leather)	Caernod Supply Board	There's a few steps to this event. First, take the mats requested by the board to the NPC at Fortress. Work with your raid to bring the Condensed Archcum packs that spawn at 12 AM (Game Time, top right corner), to the Tributed Construction Site east of Village of Nui's Way. You'll need to turn in 2 of these packs here. After that, there's 2 waves of monsters to be dealt with, and their killing can be aided by the Harpoons provided once the Trib is fully built. Like CR, once all waves are done, 2 World Bosses will spawn, Nightmare Blade and Nightmare Bowstring. These may be fought separately and they both reward Gilds, unlike Hours of Kyrie.	Honor, Leadership	You don't actually need to finish the Trib. If everyone in the raid handed in their 2 packs, you can tackle this as if it were CR, and kill the mobs yourselves (Harder, but sometimes bringing more packs is even more of a bother). Also focus Reserves, they kill your healers.	12 AM Game-Time (Hover over the bar on the top right corner of your screen)/Yrystere
Whalesong Siege	N/A	N/A	Railo at the Crimson Watch Supply Depot	Defend the Whalesong Containment Tower at your faction's Defense Base. 3 Waves of powerful monsters, followed by Possessed Jakkar, a World Boss.	Honor, Leadership	You may set up player vehicles (Freighters, Carts, Cars, Tanks) around the tower prior to waves spawning, in a circular manner, to help protect the tower, specifically if your raid is small/weak. Shadow Mines around the arena can be used to trip and deal massive damage to the melee mobs.	Whalesong Harbour, everytime the zone goes into war.
Aegis Island Seal Defense	N/A	N/A	Scout Gaon (Aegis Island port, in the center)	3 quests to be done here, each to kill certain mobs. Mobs for each quest will spawn at the correct stage. Kill the frog to advance to the next stage. Once the Final Sealbreaker is up, all mobs for all 3 quests will spawn regularly, so best strategy is to burn the frogs until the 3rd one, then start focusing on mobs.	Honor, Leadership	There's statues around the arena that will give you the ability to control the NPCs that aid your raid in this event, and proper management of these NPCs is key to a successful raid. You can use 1 of 3 abilities after interacting with these statues: one just commands NPCs to attack your target, another one makes is shoot fire in a line in front of it, which you can control the direction of, and the last one will pull the NPC to you and petrify it, reducing incoming damage and dealing damage to all enemies around the petrified NPC. The Seal Warden will also heal for a percentage of this damage, so make sure you petrify it around mobs.	Aegis Island, everytime the zone goes into war.
Mistmorrow Battle	N/A	N/A	Battle Leader Eltere & Battle Member Chadwer (They will remain at the altar for 5 minutes after MM goes into war, then disappear until the end, when they come back for you to hand in the quests)	Destroy the Bloodspires (towers) around Mistmorrow to complete 1 quest, and claim the towers to gather points. The faction with the most points at the end of the battle wins! You may lose points or enemies may win extra points if they capture a spire your faction previously controlled, so full capping everything is never a good idea.	Warrior's Medals, Honor, Leadership	MM time boils and gals! Both quests are repeatable, not daily, so you can complete them as many times as you like! Get your medals!	Mistmorrow, 10 AM, 3 PM and 6 PM Server Time (You can see server time at the bottom of the Login Tracker window)
Kadum	N/A	N/A	Aysha	Kill mobs and the Hereafter Gate at 3 locations (Factions will share these): NE, W and SE. After all 3 gates are down, Kadum will spawn in the middle. Defeat him to complete the event.	Honor, Warrior's Medals, Crafting Mats (Library Floor 3 mats or Kadum's Bank)		Mistmorrow, after every MM battle (When it goes into peace time)
Battle for the Golden Plains	N/A	N/A	Golden Plains Battle Recruiter & Haranya General at the Haranya Base in Halcyona (After going through the portal)	Destroy the Halcyona Relic at the enemy faction's base. You'll also need to kill 10 enemy players in Halcyona for completing the actual quest (A Harsh Lesson). Once the relic is destroyed, you may interact with the remaining crystal to obtain a Warrior Medal's Box. Victors may also go to Sun's End and interact with the Victory Envoy to acquire a buff.	Warrior's Medals, Honor, Leadership		Halcyona, 12:30 AM and 12 PM server time
Ocleera Rift	N/A	N/A	Scout Karlsburg	Kill the Ocleera Marks and the minions they spawn to complete the 3 quests (Mobs get increasingly harder as you move forward). Then, kill the Hatful Ocleera World Boss at the end of the trail.	Prestige	Reset raid usually does this event	West side of Diamond Shores (Riven Gates) 12 AM and 12 PM Server time
Hasia Rift	N/A	N/A	Auctioneer	2 Rifts will spawn in Hasia, north of the Community Center. Kill the mobs to complete the quest.	20 Warrior's Medals	Heavily contested	Hasia, 1 PM and 8 PM server time (Weaker version at 7 PM too, but can't get quest completion fully from this one)
Lusca Awakening	N/A	N/A	Seamist Researcher (Diamond Shores Trade Outlet)	Lusca mobs (Mini kraken looking things) will spawn at one of 3 locations in the Sea of Graves (North of Freedich). Kill them to complete the quest.	Honor, Leadership	Several waves spawn, need to kill all Lusca in each wave to trigger the next one. Lusca are impervious to all damage except siege damage	Sea of Graves, 9:00 PM server time
Abyssal Attack	N/A	N/A	NPC that spawns next to the portal	An Abyssal Kraken will spawn at the Whirpool Isle in the center of the Sea of Graves. Must be killed to allow the restoring of Ez's Light to begin. Restoring Ez's light requires 1 player to be on an extended period of time. Channeling may be interrupted by either killing the player or destroying one of the Ocean Guardians that will spawn at the surrounding locations in the Sea of Graves (Where Lusca later spawn). Getting the buff from the victory flag (If your faction finished the channel) or destroying an Ocean Guardstone will complete the quest. After the channel is complete, you may mine a crystal at the center's site or where the Guardians spawned to make a pack at the workbench in Whirpool Isle. This pack can be sold to a Relic Merchant for 65g.	Honor, Leadership	Abyssal Kraken has a chance to drop a Kraken Ink Sac. It is recommended to use the portal at Diamond Shores trade outlet when attending the Abyssal Attack, since the NPC that provides the Lusca quest will also be there. He will not be at the portals in Austera until 9:00 PM, when Lusca actually begins, and since you'll be taking the portal before that for Abyssal, you would need to go back to get the Lusca quest. The faction that actually completes the restoration channel will gain access to a buff from the victory flag that raises the rank of several skills +1 and gives you extra cannon damage. This flag will also appear at the faction's Ez's Light, and remain there until the next Abyssal Attack, so they can keep getting the buff from it. They also gain access to use of the cannons on Whirpool Isle, which not only act as regular cannons but also can buff your ships with extra speed and health.	Sea of Graves, 8:30 PM server time, every Tuesday, Thursday and Sunday