

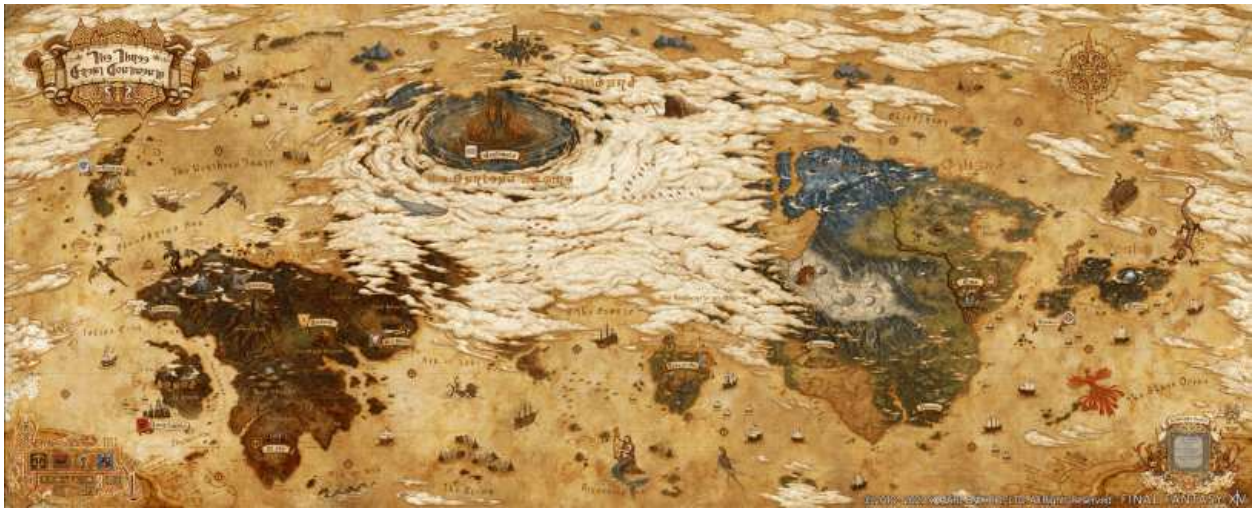
Final Fantasy XIV

A Realm Reborn

Expansions

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Adventure.

It is the driving force of those known as Adventurers.

Even should their goals be fame, fortune, glory, or any combination thereof, an Adventurer of Eorzea seeks Adventure.

As a Jumper, I'd hope you are no different. Several Adventures are available to you, including one that would reward you with what you desire most: The Spark.

The CP gained in this document goes towards your CP pool in the original document.

Note:
There will be Spoilers

Scenarios

You may pick as many scenarios as you wish, but some may be restricted. Sub-Quests are minor tasks within a scenario that can be done for greater rewards.

A Realm Reborn (+0 CP)

Requires an Eorzean Starting Location

It has been five years since the Seventh Umbral Calamity, and Eorzea has been rebuilt to resemble some semblance of normality. Yet, the scars of that time are still visible to everyone. Whether you are the Warrior of Light or someone more mundane, your life will be affected by the events to come.

Depending upon your starting location, you have the chance to involve yourself in the local issues of the time. Whether it be the Theft of the Sultana's Crown in Ul'dah, protecting the Guardian Tree in Gridania, or the defense of the *Victory* in Limsa Lominsa. In Ishgard, you may have to deal with a Draconic Cult kidnapping hapless farmers for some nefarious purpose. In Ala Mhigo, just escaping the province itself would be a feat of note. Your success in any adventure will propel you forward from here.

Your goal in this scenario is to build up your reputation as an Adventurer or whatever path you have decided for yourself. Whether you join the Scions and their mission is up to you, but you need to be a famous or infamous individual in Eorzea by the time the Eorzean Alliance advances on Castrum Meridianum. With this reputation, you can easily join their ranks and take part in the struggle. This doesn't need to be combat related. You could easily just equip those brave heroes with weapons and armor that put your name on the list of the greatest smiths in Eorzea.

Should you survive into the Seventh Astral Era as a figure of renown, you may receive the following rewards:

- **Scions of the Seventh Dawn** - For aiding the realm in its time of need, you may receive one of the following Scions as a follower or companion:
    - Minfilia Warde
        - Second Tiers of **The Echo** and **Lay of the Land**
        - 600 CP to spend on perks and items
    - Urianger Augurelt
        - Third Tier of **Aetheric Studies**
        - 600 CP to spend on perks and items
    - Y'shtola Rhul
        - Third Tier of **Aetheric Studies**
        - 600 CP to spend on perks and items
    - Thancred Waters
        - Third Tier of **Combat Training**
        - 600 CP to spend on perks and items
    - Papalymo Totolymo
        - Third Tier of **Aetheric Studies**
        - 600 CP to spend on perks and items
    - Yda Hext
        - Third Tier of **Combat Training**
        - 600 CP to spend on perks and items

- **Inn Co-Ownership** - Your Inn Room has been upgraded. Specifically, you are now a co-owner of one of three inns in Eorzea. Your room is still available with all its amenities. With this, you now gain a portion of the inn's profits on a monthly basis. This Inn will also come with you on your travels beyond Hydaelyn and can be imported into a single location in future jumps. If you did not purchase the Inn Room, you can still receive this reward.

If you complete every side quest available to you in this scenario, you may receive the following rewards:

- **Champion of Eorzea** - It is a title few hold and one that strikes both awe and fear in equal measure. While in the realms of Eorzea, you have the capability of improving the morale of any Eorzean resident by just being in the same vicinity as them. This morale will then motivate them to perform greater feats in their own specialties. To hostile non-Eorzeans, such as the invading Garleans, your presence seems to crush whatever motivation they hold. Many will flee when you enter the battlefield, though some more foolish ones may outright attack you with a berserk fury. In the future, this will affect both your allies and your enemies similarly, so long as you have proven yourself to your allies beforehand.

- **Scions of the Seventh Dawn Redux** - You will gain every single main Scion found above as a group Follower or group Companion option, plus the following:
    - Tataru Taru
        - Third Tier of **Artisanal Artificer** and **Mercantile Sense**
        - 600 CP to spend on Perks and Items
    - All the minor Scions as Followers



Side Quests:
Tasks that can be accomplished during and after the scenario for extra rewards.

Allied Societies of the South
The Beast Tribes of Aldenard have constantly been at conflict with the Eorzean city-states. Whether it be land disputes that affect their ways of life or the need for more resources, they have been in a state of near-constant warfare and skirmishes. These have only become deadlier when the ability to summon Primals became standard.

There are, however, factions within these groups that go against their tempered comrades. Those that fight to survive, cultivate, or even follow their own path. These groups need allies. The Warrior of Light would become the ally they need, but maybe another ally would make things easier.

The Brotherhood of Ash for the Amalj'aa look for a warrior that would assist them in countering the zealots of their people. The Sylphs of Little Solace require a mediator and liaison to aid in befriending the walking ones of the forest. For the 789th Order of the Kobolds, they only wish to better their lifestyle and situation. Novv's Nursery in La Noscea is in danger of being overrun, both by hostile sailors and fanatics of Leviathan. The Ehcatl Nine merely wish to construct a dirigible that will allow them to fly as high as they can.

Should you aid one of these disparate groups, you may receive the following reward:

- **Allied Individual** - For helping their comrades, you will receive one of the following individuals/groups as a follower or a companion:
    - Loonh Gah of the Brotherhood of Ash
        - Second Tier **Combat Training** and **Adventurer Starting Gear**
        - 400 CP to spend on Perks and Items
    - Voyce from Little Solace
        - Second Tier **Aetheric Studies** and **Sightseeing Journal**
        - 400 CP to spend on Perks and Items
    - The 789th Order
        - Second Tier **Lay of the Land** and **Gatherer's Tools**
        - 400 CP to spend on Perks and Items
    - Pyuu from Novv's Nursery
        - Second Tier **Combat Training** and **Adventurer Starting Gear**
        - 400 CP to spend on Perks and Items
    - The Ehcatl Nine
        - Second Tier **Artisanal Artificer** and **Artisan's Tools**
        - 400 CP to spend on Perks and Items

Aiding all of them allows you to pick all the rewards above and upgrades your Allied Tribal Companion into the following:

- **Allied Society of Southern Aldenard** - You gain every Allied Tribal as a group follower or group companion option. Each individual gets a tier improvement to their perks and 200 CP to spend collectively on perks.

Legacy of the Calamity
The ruins of Dalamud and the devastation of its prisoner can be found all over Eorzea. Vast fragments of moon and crystal embedded into the landscape along with the ruined landscape from the draconic Primal's wrath. Is it any wonder there are those that would seek to study its remnants for better or for worse?

A young Elezen girl is searching for answers. Not only to the Calamity, but to the fate of her beloved grandfather, the great Louisoix Leveilleur. Alisaie is the twin to one Alphinaud, who you may have met earlier, and is seeking the truth of the Seventh Umbral Calamity. A truth that can only be found by delving into the remnants of Dalamud. Yet, it is a truth that will inevitably lead to shocking discoveries of both the Meteor Project and the Allagans that created Dalamud. But the greatest rewards are the lessons and facts that the Leveilleur Twins learn.

That and loot. Lots and lots of loot.

Should you accomplish your task, you will receive the following rewards:

- **Leveilleur Twins** - Both Alisaie and Alphinaud are thankful for your efforts in finding out the truth of Bahamut and Louisoix. Should you desire it, they will follow you as followers or companions. They start off as a group follower/companion, but may be divided into individuals when imported later. Alisaie and Alphinaud start with **Aetheric Studies** in the Third Tier, as well as **600 CP** to spend on other perks and items. They may also be added to the **Scions of the Seventh Dawn Redux** group follower/companion option.



Nominated Observers of Artifacts Historical (NOAH)
The Seventh Umbral Calamity caused a great upheaval in the lands of Eorzea. So much so that maps had to be redrawn and lands surveyed once more. No land has been more changed than that of Mor Dhona. Half the region is now encased entirely in a mire of crystal and haze, but two structures stand out beyond all others. One is the corpse of Midgardsormr in the middle of Silvertear Falls Lake.

The other is the one that the Nominated Observers of Artifacts Historical (NOAH) is interested in: the Crystal Tower. A resplendent tower of crystals written in ancient tomes, it had been thought of as lost to time — until the Calamity. As the earth parted and crumbled, so did the ancient structure rise into the heavens once more.

Barred by barriers of Allag origin, it will take the intellect of the renown Cid Garlond to pierce through so that hired adventurers can explore the structure. Conquering the vast tower will require skill and the forces of a full alliance of adventurers, but exploring and then sealing the tower will be worth it.

Should you accomplish your task, you will receive the following rewards:

- **Full-sized Crystal Tower** - An upgrade to the Crystal Tower above, you gain the full-sized version of the Crystal Tower — all 1829.8 meters of it. Because of this size increase, it can produce exponentially more power than the smaller version. Enough to power the ability to open portals to other planes of existence next to its home plane. This only works for planes in the local cosmology and cannot be used to access previous jumps or other worlds. If not used in that manner, you could power a multi-continent spanning civilization with it. If you did not purchase the original Crystal Tower item, you can still receive this reward. This tower can be attached to your warehouse to power it and its features.



The Primal Hunt
Requires The Echo

Primals. Eikons. Gods.

These creatures are known by many names, but they are all the same thing: beings of incredible corruptive power. Draining the land of aether to sustain their might, they taint their followers and others through the power of Tempering. Those Tempered are said to lose themselves, with the only method of rescue being a mercy killing.

The tribes of Eorzea are troubled. With the Calamity, the War with the Garlean Empire, and losing ancestral lands to the City-States of Eorzea, the followers of these Primals will stop at nothing to feel safe. So they gather crystals and sacrifices to awaken their gods to wish for protection, and in the process lose themselves to Tempering. Unfortunately, such would be so draining that it would bleed the lands of Eorzea dry of Aether, causing a cataclysmic scenario.

This is where you come in. Whether you are the Warrior of Light or just someone with the Echo, the Scions of the Seventh Dawn will come to you for aid. Your goal is to hunt down the Primals of Eorzea whenever they are summoned.

The main Primals to watch out for are:

- Ifrit
- Titan
- Garuda
- Ramuh
- Leviathan

These are the ones you are required to hunt down with extreme prejudice, yet there are a few that may be summoned by others.

- Good King Moogle Mog
- Bahamut
- Odin
- Shiva

The first could be stopped or halted easily if one were to have a connection to the Moogles. The next is unlikely to be summoned as it is currently in pieces thanks to the Garleans. Odin is strange and summons itself under environmental conditions, but wanders the Black Shroud. The final one is special in its own way and isn't required for your goals, but hunting her is fair game. All Primals must be defeated by the end of this scenario to gain the rewards.

Be warned, the more frequently the Primals are summoned, the stronger they will grow. They may even reach the level of Extreme Trials if summoned too often.

Should you accomplish your task, you will receive the following rewards:

- **The Waking Sands** - Minfilia certainly prayed you would return to the place a lot, now you can own it. A secret lair hidden in a warehouse in Vesper Bay. It has all the amenities one needs for an organization headquarters. Unlike the original, though, this one has a subtle field about it that makes those unaffiliated with the Scions ignore it. You can import it and change its layout and decor at the beginning of each jump. Or you can just leave it attached to your warehouse.

If you defeated the optional Primals of the Side Quest, you will receive:

- **Ultima Weapon** - A golem of such devastation that it surprised the mighty Gaius van Baelsar. It is a centaur-like war golem that can be piloted and holds the ability to absorb eikons / primals for more power. Beyond its rending claws, aetheric cannons, and durable body, it can use the power of absorbed eikons to attack its foes. And then, there is the Heart of Sabek, an embedded auracite that holds the mightiest of spells: Ultima. This version has all the above and the ability to absorb god-like entities in future worlds.



Heavensward (+100 CP)

Since the beginning of the Sixth Astral Era, a war has been waged. The Holy See of Ishgard has faced the Dravanian Horde for a millennium in a fight for survival. When the Eorzean Alliance formed and the Garlean Empire invaded, they closed their borders and continued to war with the dragons. Their gates are still barred even after the Garleans were routed, their focus still on their greatest threat.

Your goal is simple, but it is difficult. You must end the Dragonsong War — by any means necessary. It should be noted that the end of the Dragonsong War would be peace between the two factions thanks to the Warrior of Light. That is still quite possible if they are still around or if you are the Warrior of Light. But it doesn't need to be that way.

You could end the threat of the Dravanian Horde by killing them all, which would end the war to be certain. But you would be an enemy of all dragonkind and others may balk at such a solution. Whether peace is worth that fate is up to you. Ishgard at its current state would not allow the Dravanians to live beyond the war, anyway. Well, you might end the war by just defeating the Dravanians and having them move on, but that would require killing Nidhogg first.

Of course, if you side with the Dravanians, you could defeat the city-state of Ishgard. That would still require the death of Nidhogg. The dragon wants all of Ishgard to suffer, after all. His win state is the actual continuation of the war. With him out of the way, the Dravanians are a bit more lenient than Ishgard. While they would be perfectly fine with the complete destruction and culling of Ishgard, they would also be fine if the Church were to be destroyed, and the City were to be taken under a new ruler.

Either way, the end of the Dragonsong War will mean your victory.

If the war ends with a peace treaty between Ishgard and the Horde, you will receive:

- **Peacemaker** - Your skill in negotiation is that of legends. With your words, you can cause generational enemies to pause their war to come to the negotiation table. Any ceasefire you get them to agree to will be held, so long as they don't officially declare it over. That means, so long as a ceasefire is called, no one will even consider a sneak attack while the other is weakened. This does not stop a third party from interfering, though.

Should the Dragonsong War end by the culling of the Dravanian Horde, you will receive:

- **Dragon Slayer** - On the surface, this is the title they give to anyone that can kill a dragon and survive. That comes with great prestige in Ishgard, but you are so much more than that. For leading the culling of all dragons in Northern Eorzea, you gain an aura about you that strikes fear into any draconic opponent, even those incapable of feeling fear. You have also mastered all the arts of dragon hunting, both in this world and in future worlds.

If the war ends with the destruction of Ishgard, you will gain the following:

- **Marauder of the North** - With your devastation of the once great city-state of Ishgard, you have made a dark name for yourself. Maybe you were once a treasured hero. Maybe you still are. But with Ishgard now gone or conquered, the Dravanian Horde will now find peace. This title allows you to strike fear into an entire populace from just your name or presence alone. It may also allow you the charisma to gather a force of like-minded individuals to form a great army of raiders.

If you complete every side quest available to you in the scenario, you may receive the following reward:

- **The Protector** - The crown jewel of the Ishgardian Airship Fleet and built by the Skysteel Manufactory. This behemoth of an airship had several critical system failures, though. Failures that kept it indefinitely grounded at Cloudtop and required Cid Garlond to see to its repairs. You receive a fully working version of this vessel. Little is given about this airship beyond that it rains down destruction from on high, so a little liberty has been taken with the specifications. Your version is comparable to the mighty airships of the Garlean Empire. With an armored hull durable enough to shrug off cannon fire and aetheric attacks, it also comes with a shield similar to that used against Leviathan and Bismarck to protect it against stronger attacks. Your Protector has a broadside of 36 aetheric cannons and space on the top deck for a dozen Manacutters. It also has infinite fuel so you could sail all the way to the New World and back, if you wished. Should the Protector ever be sunk, you will find it in your warehouse or any property you own fully repaired a year later. This vessel is capable of either docking at airship ports or landing in the water, though it is a rather unwieldy ocean vessel. Should you own an Island Sanctuary, you gain a free airship port to dock The Protector.



Side Quests:
Tasks that can be accomplished during and after the scenario for extra rewards.

Allied Societies of the North
Just because you've helped the southern tribes doesn't mean you're done yet. There are three more tribes found in the Northern and North-Westerly areas of the continent too. If you wish, you can continue to gather allies and friends among them.

For the Vanu Vanu of the Sea of Clouds, you must help a small clan rebuild and maintain its independence from the oppressive Vandu. In the Dravanian Forelands, there is a breakaway colony of Gnath known as the Nonmind or the Vath. There, a simple Vath is looking for purpose. You could help them find it. And finally, there is a small society of Moogles located in the Churning Mists. An ancient oath to a dragon is looking to be fulfilled with the reconstruction of Zenith.

For helping one of these three groups, you may receive the following:

- **Allied Individual** - For helping their comrades, you will receive one of the following individuals/groups as a follower or a companion:
    - Muna Vanu of the Gundu Clan
        - Second Tier **Artisanal Artificer** and **Artisan's Tools**
        - 400 CP to spend on Perks and Items
    - Vath Keeneye of the Vath
        - Second Tier **Lay of the Land** and **Mercantile Sense**
        - 400 CP to spend on Perks and Items
    - Mogek the Marvelous of the Moogles
        - Second Tier **Artisanal Artificer** and **Artisan's Tools**
        - 400 CP to spend on Perks and Items

If you end up aiding all three groups, you gain the following:

- **Allied Society of North Aldenard** - You gain every Allied Tribal as a group follower or group companion option. Each individual gets a tier improvement to their perks and 200 CP to spend collectively on perks. If you have completed A Realm Reborn scenario, these individuals join with the Allied Society of South Aldenard to form the **Allied Society of Eorzea**.

Primal Hunt - Part 2
Requires The Echo

Once again, there are primals afoot. These god-like creatures seem to be a menace of epic proportions no matter where you tread. The Scions wish for your aid again, they or their remnants, anyway. Go forth and slay, my friend.

Your targets for this scenario are the following:

- Ravana
- Bismarck
- King Thordan
- Nidhogg

Some optional targets include:

- Sephirot
- Sophia
- Zurvan

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Those last three are ancient Primals stored in a long-forgotten Allagan Research Facility. They seem to have a habit of sealing these things.

Should you complete your tasks, you may receive the following rewards:

- **The Rising Stones** - Behind the Seventh Heaven Bar in Revenant's Toll is the Scion’s second base of operations, the Rising Stones. Slightly larger than the Waking Sands and much more defensible, this has all the amenities needed to run an organization. After this world, the Seventh Heaven Bar is included in the package. You may import this building into any city you wish in future jumps, or keep it attached to your warehouse. If you have the Waking Sands already, both these locations receive an extra door that enables instant travel between the two sites. Or they may be merged into a single building, should you wish it.

If you’ve been able to cull the optional three, you may also receive:

- **Primal Sealing Technology** - Knowledge fills your mind as you end the last of the ancient ones. Plans and equations to wondrous devices are now yours. You now have the ability and knowledge to construct devices meant to seal god-like and/or spiritual entities. It will take a large facility and a mind-boggling power source to accomplish, but I’m sure you can figure something out.

Shadow of Mhach

The ancient city-state of Mhach, the origin of the Black Mage. Also known as the Magic City, it was one of the dominant states of Eorzea during the Fifth Astral Era. It was this nation that participated in the devastating War of the Magi that led to the Sixth Umbral Calamity, a flood that claimed the world. But the mages of Mhach foresaw the end and wished to avoid it. So they created a vast aerial ark powered by voidsent that would save their civilization.

It failed, the voidsent killing the arks crew and whatever people were there. The flooding would kill the rest with a few survivors fleeing to the highest peaks of Abalathia's Spine. The Void Ark would remain in the skies above Eorzea, a ghost vessel to haunt forevermore.

Well, until it was spotted in the Seventh Astral Era by a ragtag group of sky pirates.

Leofard Myste and his Redbill Sky Pirates want what treasures may be held in that ancient ghost airship. But they need some muscle in order to accomplish it. That is where you come in. Your goal is to aid the sky pirates in their adventures to find the grand prize of Mhach, the Nullstone. This creation of Mhach can obliterate Void Sent, and the creatures desperately wish to get their hands on it.

Should you complete your tasks, you may receive one of the following rewards:

- **Manacutter** - A small, one-person airship powered by a corrupted crystal engine. It has no weapons, and it is open-top. However, because of the magic of crystals, you are perfectly fine flying in higher altitudes with no ill side effects. It's quick and agile for being based on sailing vessels. In future worlds, this vessel can be used no matter the inclement weather or environmental conditions, its crystals protecting you from all of that.

- **Nullstone** - This is merely a replica of the actual stone, but it holds the same properties. This stone has the capability of annihilating spiritual creatures with a single action. Even the strongest and darkest of creatures have no protection against it. While it might affect god-like entities, it is not the instant one-hit attack that affects lesser spirits, but it is still damaging.



Time Tripping Raid

Since the Sharlayan exodus from the Dravanian Hinterlands, there has been a structure that stood steady against the Thaliak River. Well, that structure seems to have emerged from its watery depths and it's a doozy. Thanks to the Kobold organization known as the Illuminati, Alexander has come. A giant machine of untold power, this newly emerged Primal, threatens to drain all of Eorzea dry.

That is where you come in, Jumper. The Scions and Garlond Ironworks have called upon you to both explore and defeat this sleeping Primal. Which means you will have to delve into the mechanical creature in order to stop it. Stop the Illuminati and its plans for Alexander, that is your sole goal.

Should you complete your tasks, you may receive one of the following rewards:

- **Shanoa** - A little black kitten in form, this mechanical creature is an adorable thing that roams around. It has an interesting taser-like attack that is deployed from its whiskers that can knock out a full-grown man. For all its adorable nature, this thing has seen some serious stuff in its time and follows you on your adventures as a follower. The little mechanical kitten also can appear when it is absolutely needed and will subtly nudge events in your favor. It is effectively immortal. Any damage it takes will repair itself within 24-hours.

- **Enigma Codex** - A paradox in physical form. This was merely the journal of Mide when she was on her journey through Alexander with the Warrior of Light. The original disappeared with the woman herself. This copy does not contain the future, though. It contains a small sliver of the Primal's power. When the book is opened, time will stop for five real world seconds. Once that time has passed, the book will automatically close, not to be opened again for a full month. Those five real world seconds are a full hour to you, however. While active, you can move and think, but unable to interact with objects not on your person.



Stormblood (+100 CP)

Rise, my friends! Rise in Revolution against the Oppressors!

It seems like there's been an attack on Baelsar's Wall. Someone, maybe even a person you know, has summoned a new Primal just to wreck all the Garleans stationed there. This has left Castrum Oriens open for occupation by the Eorzean Alliance. A place to stage the liberation of the Ala Mhigan City-State.

Ala Mhigo has seen some rough times under Garlean occupation. Its population split between those that wished for freedom and those that just want to survive under the Empire's rule. The Resistance fights to liberate its homeland from their oppressors and would be a good ally to have when in Gyr Albania. But this is not the only nation under the occupation of the Garleans.

Far to the East, on the Continent of Othard, lies the nation of Doma. For years, this nation has been under the heel of the Garlean Empire. Currently, it is ruled by a sadistic woman named Yotsuya goe Brutus, the Acting Viceroy of Doma. Her administration is punctuated with the death of innocents and the terror of her attention.

Both areas are under the command of the strongest warrior Garlemald has ever produced: Zenos yae Galvus. He is a man that lets others rule these lands for him, since his interests lay more on the field of battle. He hunts for a genuine challenge that will entertain him. The Warrior of Light is one of those individuals. Depending on what you have done in the past, you may be on that same list. Should you attempt to liberate these two nations, it will put you on the path towards confronting this man.

Your goals for this scenario are to free the nations of Ala Mhigo and Doma, to strike a devastating blow against Garlean expansion and rule.

Should you accomplish these tasks, you may receive the following rewards:

- **Liberator** - For your part in freeing two nations from tyranny, you are granted the title of Liberator. In this and future worlds, you gain a keen insight into what it takes to bring down oppressive regimes and embolden the rebellious spirit of the people. This allows you to pinpoint key locations and/or people that are needed to fulfill your goals in liberating a people or location from their oppressors. You will still need an army, but this makes it easier for it to succeed. It should also be noted that you can nudge your army on the path you would prefer, so if you wish to perform a bloodless coup, you can quite reach that ending.

- **Dawn's Respite** - A simple room within the Rising Stones. Technically, this room has always been there. However, this addition allows for it to be so much more. This room was where the Scions that had their souls pulled to the First Reflection lay comatose. To follow in this theme, your version is now a place for the wounded and weary. Anyone who is placed on one of six beds in this room will be placed into a healing trance that will slowly heal whatever ailment they suffer from, be it physical, mental, or spiritual. The more severe the ailment, the longer the individual must rest with anything that could put them at near death needing a full month of recuperation. While in this trance, they will not need food or water or even daily hygiene. They will be in a stasis where those necessities will not be needed. Beyond the beds, there's also a table that can be used for meetings or to eat meals.

If you complete every Side Quest available to you in the Scenario, you may receive the following reward:

- **Turning the Tide** - War is a dirty, horrible state. Countless people die and kill in the name of whatever cause they champion. And in this horrendous situation, you are the one that can turn the tide to favor one side or the other. Whether it be an impassioned speech, a keen strategy, or a tempting target, you know exactly what is needed to change the course of a battle. It's an instinctual thing, a gut feeling, that guides you to the best outcome for whichever side you fight for. And it will lead to such a result that none could ignore or denounce you.



Sub-Quests:
Tasks that can be accomplished during and after the scenario for extra rewards.

Allied Societies of the Continents
Once more, you delve into gaining friends and allies among the minor powers of the three continents. Here, you will help one more society in the continent of Aldenard and two from Othard.

The Ananta of Gyr Albania desire to aid in building up Castellum Veldyna as an outpost in The Fringe for the Resistance in the area. This task is being headed by a young Anantan looking to improve her standing. Under the waters of the Ruby Sea, the Kojin have come across a small kami in the shape of a Kojin doll. This kami desires to fill their vault with treasures from around the world, which means they require the help of an adventurer of your talents. The Namazu — well, that's a strange one. Apparently, one of their number has had dreams of their imminent demise as a species that requires them to perform a seven-year festival on the Azim Steppes to insure it doesn't happen. You'll be making a lot of things for them in order to accomplish this.

For helping one of these three groups, you may receive the following:

- **Allied Individual** - For helping their comrades, you will receive one of the following individuals/groups as a follower or a companion:
    - Alpa of the Ananta
        - **A Smile Best Suits a Hero** and **Mercantile Sense**
        - 400 CP to spend on Perks and Items
    - Kabuto of the Blue Kojin
        - Second Tier **Combat Training** and **Adventurer's Starting Gear**
        - 400 CP to spend on Perks and Items
    - Gyorin of the Namazu
        - Second Tier **Lay of the Land** and **Mercantile Sense**
        - 400 CP to spend on Perks and Items

If you end up aiding all three groups, you gain the following:

- **Allied Society Othard and Gyr Abania** - Should you aid all three groups, you may gain everyone above as a group follower / companion option. If you have completed both A Realm Reborn and Heavenward Sub-Quests, this group is added to form the **Allied Society of Eorzea and Othard.**

The Four Lords

At some point, Tataru and a Koijin named Soroban may contact you. Or maybe, someone else will be the instigator. Either way, you will be requested to delve into the massive volcano in the Ruby Sea known as Hell's Lid to quell a ferocious oni that lives there, an act that mimics a legend in Othard of the warrior Tenzen and the Four Lords.

Should you recreate this act, you will eventually come to meet Genbu. This tiny turtle is one of the many auspices that reside in Hell's Lid. Auspices are animals that over centuries gains divinity, which also results in them gaining a duality of spirit: the primal rage (aramitama) and the boundless calm (nigimitama). Apparently, the oni wasn't actually an oni. It was an auspice that ran wild and was sealed away instead of defeated. Genbu has seen a vision of the Ruby Sea, Yanxia, and Hingashi in flames. Koryu may break free sometime soon.

Before that happens, you need to prepare, and that requires you to calm the aramitama of four auspices needed to deal with Koryu: Genbu, Byakko, Suzaku, and Seiryu. These are the Four Lords that aided the samurai, Tenzen, in the sealing of Koryu long ago.

Somewhere along the way, Soroban was found to have some talent to become an auspice. Considering these, you may need to assist in his ascension — and quell his aramitama while you're at it.

With the lords prepared, you will aid them in sealing the rampaging Koryu when he breaks free. Any abilities you have in sealing the corrupted auspice will assist in this endeavor.

Should you complete your tasks, you may receive one of the following rewards:

- **Quelling the Raging Spirit** - You've had to quell many raging aramitama, and that experience has shown through. Because of this, you've developed a knack for calming angry spirits and people, too. Whether it be through dialogue or fists, you carry that knowledge with you now and can employ it as needed.

- **Tamate-bako of Geomancy** - An ornate box created by an auspice, the Tamate-bako of Geomancy harbors the power of time itself. Soroban used it to age a millennium in an instant to become an auspice. You can use this for the same purpose, granting you a measure of divinity. The divinity gives you the dual-souled nature of an auspice along with all the power it entails. The benefit of you using this is that your aramitama will never go out of control (unless you wish it) and can never permanently overwhelm you. You may also have others use this to gain the same effects. This may only be used once per jump, however. It can only fully recharge by your journey to the next world.

Simulated Shenanigans

Omega: an ancient machine used by the Allag Empire to capture the primal known as Bahamut. There is more to this being than meets the eye, but it has endured centuries of stasis until this point. In the original timeline, this machine would have been awakened by the Scions to deal with the newly formed primal called Shinryu. But maybe you stopped that from happening. Maybe, Shinryu never came to be.

In that case, instead of the Scions awakening it, Omega awakens itself. Its signal would draw the attention of Garlond Ironworks to Carteneau Flats. Upon investigating the area, the Ironworks and you would find that the Flats have developed a small pocket dimension where Omega would reside. If Shinryu comes to be and Omega is awakened to fight it, you will find this pocket dimension in The Fringes of Gyr Abania.

Either way, a small doll-like Chocobo will be encountered. Eventually named Alpha, it will lead you to Omega, where it is running an experiment. In order to determine the strongest beings with little Alpha as one of its participants. Because of its lack of combat power, the Warrior of Light and/or you will be chosen as its substitute in battling these strong beings.

Should you agree, you will fight ten powerful combatants, followed by Omega itself. Your task? Defeat them all!

Should you complete your tasks, you may receive one of the following rewards:

- **Alpha and Omega** - A pair of toy-like creatures, Alpha the Chocobo and Omega the ant-like machine, will join you as followers. They aren't really combat capable, more mascots than fighters. But their desire for exploration is second to none. As your followers, they will explore future worlds with you or even separate from you. You'll often find them adding trinkets to your warehouse, each with a value equal to a few hundred dollars. In the event you wish for them to find something, they will go out and do just that. Be warned, if the item you seek is protected, they will merely inform you of its location rather than endanger themselves. If they are injured or killed, they will return to your warehouse and recover in twenty-four hours.

- **Omega Approved Strength** - Congratulations, Omega has declared you to be one of the strongest beings it has encountered. A grand statement coming from a machine that used to hunt primals and dragons. This declaration is more than just a title, though. It is a statement of fact that has been ingrained into your soul. Should those with power meet you, they will instantly recognize you as a peer, near-peer, or potential rival to their own strength. Depending upon the individual, they may quickly see you as a friend or at least someone they can trust to hold their own. Maybe, they'll even take you on as a student or place you on retainer?

Zodiac Brave Story

The Zodiac Brave Story. A fairy tale turned grand theater production produced by the Majestic Imperial Theater Company of Garlemald. It is a grand tale of the fabled kingdom of Ivalice and the War of the Lion. The Kingdom of Ivalice is a legend that many consider a work of fiction.

Yet, some tales have a kernel of truth to them. Jenomis cen Lexentale is one that believes Ivalice was an actual place. He believes he has evidence to prove it, too. It is just a shame that few can read it. The Durai Papers, his evidence, contain an unedited version of the events that inspired the tale.

But why is the airship of such a famous Theater troupe in Kugane? Well, your old friend Cid has the answers to that. It would seem Jenomis has gone missing and as an old school friend of his, Cid has lent his aid to Jenomis' children: Ramza and Alma. He has vouched for you and maybe the Warrior of Light, if you are not them, as an adventurer that would assist them. If Omega is still around, Cid would be unavailable to help them like he would want. If Omega has been dealt with, Cid will stick around as support, but the need for muscle remains.

This adventure will take you to Dalmasca, a desert kingdom under Garlean rule. There, you will rescue Jenomis and embark on an adventure to find further evidence of Ivalice and the secret tale behind the Zodiac Brave Story.

And should you have memories of your own about Ivalice, well — who knows what may happen.

Should you complete your tasks, you may receive one of the following rewards:

- **Zodiac White Auracite** - A strange crystal able to store the memory and abilities of an individual. Yours holds the memories, nay — the spirits, of those Heroes of Ivalice. Should you wish, you may summon these heroes as a group or as individuals to aid you in combat. They are powerful in their spiritual forms, taking on the forms that you would have fought during your adventure. You and anyone around you will not be in danger of possession, unless you wish it. If you allow one of them to possess you or a willing ally, they will advise, depending upon their specialty. However, should this be stolen from you, one of those heroes will possess the thief briefly to deliver the auracite back to you. Should it be lost, it will reappear in your warehouse in twenty-four hours.

- **Majestic Imperial Theater Company** - Ever wanted your own playwrights? Well, you have one now. The Majestic Imperial Theater Company is so enamored by your daring and heroic demeanor that they've agreed to follow you once your time is done here. With their airship and crew, the troupe will follow you to record your adventures and create magnificent plays based around them, with some dramatic embellishments of course. They are counted as followers and will fit the current setting of your future jumps, meaning they could go from theater troupe to film crew or even a radio show production.

Shadowbringers (+100 CP)

One brings shadow, one brings the light.

Welcome to the First, sinner. Depending on what you have accomplished so far, things may look very different from what you originally expect. The Warriors of Darkness you encounter long before the Liberation of Doma and Ala Mhigo would have been tricked into coming to the Source to save their world, but what happens after is all up in the air.

Did Minfillia go to the First to stop the Light? Don't worry if she did. Minfillia will return to you as a companion at the end of the jump, if she wishes to be your companion. Yet, maybe she didn't. Maybe someone else ventured to the first to stop the Flood of Light. They'd have to be one with the Echo and be in Hydaelyn's favor. Or maybe something else stopped the Flood.

No matter the case, something will have stopped the Flood. Garlemald will still have its Black Rose biological weapon. The Eighth Calamity is still possible in the future. And thus, the Crystal Exarch will still exist.

And this individual has horrible aim in spatial-temporal magicks. If you are the Warrior of Light, you will eventually head to the First under your own power. If you are not, but hold the power of the Echo, you can follow them to save the poor Scions that were plucked from the Source. Here, you would arrive just as the Warrior of Light would in the original timeline.

And if you are neither — well, you just are the first poor soul to be picked up by the Exarch. Originally, that dubious honor would have gone to Thancred, who would arrive on the First five years prior to the Warrior of Light. You would arrive a full decade before it all. This would not count towards your ten-year jump timeline, though. The First's flow of time is still different from the Source's, and you're on Source time, my friend. Do note, even if you have the Echo, you could allow yourself to be dragged to the First before everyone else.

The First would still be a morass of unending daylight and light-aligned monstrosities known as sin-eaters. The Lightwardens, the most powerful of all sin-eaters, would still need to be defeated to free the First from its plight. And the strongest Ascians? Well, they're probably tired of your shenanigans by this point.

If you decide to arrive ten years sooner, you will have another decision. Do you prepare for your friends? Thancred wouldn't arrive for another five years, and the others only a few years after that. You could prepare the 'land' for their arrival. If you're particularly lazy, you could just lounge around until they arrive and let them do their own thing. The Scions are very successful with their own investigations.

Or maybe — you could take the fight to your foes sooner. Maybe, you could be the hero and avoid many of the tragedies that could take place. Either way, your task is to avert the Eight Umbral Calamity. Save the First, save the Source. Do that by any means available to you.

Should you save the First Reflection, you may receive the following rewards:

- **Warrior of Darkness** - You have brought the darkness of night to the world of eternal light, saving the people from its century of torment. With this feat, you have gained the favor of Darkness and an affinity for damaging and/or slaying creatures aligned to the Light. This comes as knowledge and dark-aligned aetheric capabilities. Anything both holy or light-aligned are now your prey.

- **G'Raha Tia** - Well, this is a familiar face. With centuries of knowledge and experience, G'Raha has become quite the fighter and scholar since you delved into the Crystal Tower. Now, he's willing to join you as a follower or companion. He can also be added to the **Scions of the Seventh Dawn Redux** group, should you desire. He gains the following:
    - Third tier **Aetheric Studies** and **Combat Training**
    - 600 CP for Perks and Items

If you complete every Side Quest available to you in the Scenario, you may receive the following reward:

- **Crystarium** - An upgrade to an upgrade. Should you have the full-sized Crystal Tower, this adds the Crystarium to it. A small city forms at the base of the tower to create a sanctuary to all who need it. This includes all the amenities of the Crystarium including Inn, ranch, market, underground botanical garden, and library. This does not include the modified Alexander underneath the tower. No planes hopping, time traveling shenanigans with this tower.



Sub-Quests:
Tasks that can be accomplished during and after the scenario for extra rewards.

An Enlightening Time

Trouble is plentiful in the First, also known as Norvrandt. Beyond the sin-eaters and their more powerful versions, the Lightwardens, there is a third type somewhere in the middle. Creatures that roam certain areas of the continent like revenants haunting the land. These are the Cardinal Virtues, and each of them have a bounty upon their heads.

Within the Crystarium, there is a tavern known as the Wandering Stairs. Bounty Hunters of all types gather to pick up new leads for their next quarry. Four such bounty hunters gather here, looking for information on the Cardinal Virtues. Turns out, these Sin Eaters are the remnants of the former Warriors of Light, and each bounty hunter has a bone to pick with them.

Granson is a hume looking for the tanky sort of individual. His prey is the dreaded Dikaiosyne, who was formerly Brenden the Knight. Joining him will take you on an adventure to learn just what this fallen knight is seeking.

Lue-Reeq is an Eulmoran Mystel seeking a fellow hunter to go after his own prey: Andreia. This sin-eater is the shambling corpse of Renda-Rae. This adventure is quite the tale of the Hunter becoming the Hunted.

Cerigg is a hume bounty hunter that prefers caution to thrill. Especially when his quarry is the magically inclined Virtue called Phronesis. This sin-eater was spawned from Nyelbert and can open hollows that vacuum any that enter its range. Cerigg is looking for someone magically inclined to find a counter to this dreaded ability.

Finally, there is Giott, a Dwarven warrior tasked by their elders to hunt down the Cardinal Virtue known as Sophrosyne. This is quite the matter of honor considering this sin-eater has the form of Lamitt, the disgrace of all dwarvenkind. They require someone with the gift of healing to keep them alive, as well as figure out just what Lamitt is trying to do.

Your task, should you choose to, is to aid at least one of these bounty hunters in their task. If you're capable, you can help all of them, but only one is required to complete this side quest. On the plus side, should you help all of them, you learn much more about the First's Warriors of Light.

Should you complete your tasks, you may receive one of the following rewards:

- **A Merry Band of Hunters** - For all the help you've given them, one of these Bounty Hunters has joined you as a follower / companion:
    - Granson - The hume bounty hunter with a chip on his shoulder
        - Third Tier of **Combat Training**
        - 600 CP for perks and items
    - Lue-Reeq of the Gilded Bow - The hedonistic Mystal Archer
        - Third Tier of **Combat Training**
        - 600 CP for perks and items
    - Cerigg - The experienced hume bounty hunter
        - Third Tier of **Combat Training**
        - 600 CP for perks and items
    - Giott the Aleforged- The now exiled Dwarf Warrior
        - Third Tier of **Combat Training**
        - 600 CP for perks and items

- **A Collection of Worn Crystals** - A set of four crystals wielded by the First's Warriors of Light. Each contains the spirit and knowledge of those four individuals and allows you to summon them in a spiritual form to advise or fight for you.
    - Brendan - The Exiled Knight
    - Nyelbert - The Black Mage
    - Rendae-Rae - The Hunter
    - Lamitt - The White Mage

If you were to help all four hunters, you may receive the following:

- **The Band of Hunters Reborn** - Helping all four hunters will allow you to group together to form a Group Follower / Companion. However, another joins this band for all the help you've done in remembering her fallen comrades.
    - Cyella Shadowkeeper - The sixth member of the First's Warriors of Light, this elf was a refugee of the Thirteenth Reflection that tried to bring about the same awful catastrophe in a deluded attempt to save lives. Her guilt over the loss of her comrades led her to becoming a simple tavern wench. For your efforts in giving her closure, she has joined this group to aid you in future worlds. She gains the following:
        - Third Tier of **Combat Training**
        - 600 CP for perks and items
        - Can transform into a **Shadow Wolf** - a wolf of shadow capable of rending powerful foes. She can manipulate shadows while in this form.

Big Fat Taco Supreme

Back in the Source, a new threat rises. Or maybe it's better to describe it as an old threat with a new face. The Garlean Empire has recreated the Ultima Weapon.

Under the guidance of the Legate of the VIIth Legion, Valens van Varro, the Garleans have created multiple machines similar to that of the Ultimate Weapon. To make matters worse, they seem to use the combat data of some of the best warriors of the Garlean Legions to improve the combat efficiency of the machines. How is this accomplished? White Auracite. It's a shame that the system responsible for this consumes the pilot and renders them deceased.

Their base seems to be in the old city-state of Werlyt, a place that had been under Garelan occupation for a long time. The Ala Mhigan Resistance is looking for your (and maybe the Warrior of Light's) help in destroying this project.

Should Gaius Van Baelsar still be alive by this point, he will assist you. After all, he has a more personal issue with this endeavor. His adoptive Au Ra children are the actual pilots of the machines. Machines that have a habit of consuming their pilots when they activate their White Auracite. Maybe you can try to save them as a bonus?

Either way, you will need to face several war machines, each with the combat data of a powerful Garlean Warrior within them. The Diamond Weapon is different as it uses the combat data of the war machines that have fought the Warrior of Light and maybe you as well.

- Ruby Weapon - Nael van Darnus Combat Data
- Sapphire Weapon - Regula van Hydrus Combat Data
- Emerald Weapon - Gaius van Baelsar Combat Data
- Diamond Weapon - Previous Unit Combat Data

Your main task is defeating them all and freeing Werlyt from the tyrannical machinations of Valens van Varro.

Should you complete your tasks, you may receive the following reward:

- **G-Warrior II** - A product of Garlond Ironworks, the insight of Nero, and some artificial auracite, the G-Warrior is a large magitek golem that may be piloted and has its own airship that can attach to the golem. The G-Warrior may fire bursts of Aether energy or form an Aetheric blade for melee attacks. It is also capable of flight on its own, though the airship gives it more range. The airship itself carries a vast array of missiles with varying warhead yields and a self-repair ability that can get it and the G-Warrior running once more the next day. Your versions have unlimited fuel and power, so you don't have to worry about being stranded in the wilds.

Should you achieve the impossible and rescue at least three of the pilots, you may receive the following rewards:

- **Gaius van Baelsar** - A middle-aged Garlean of incredible combat skill. Gaius was your enemy, then your ally. With some of his adoptive children rescued, he may even be your friend, if you allow it. He has joined you in future jumps as a companion. If you save his children, even when he's dead, he will be revived at the end of the jump and join you out of gratitude. He gains the following:
    - Fourth Tier of **Combat Training**
    - 600 CP for perks and items.



Secrets in the Desert

Deep in the Empty, a land drowned in Light, there is a strange concentration of light. Thancred and Urianger are posed to set out and investigate it (along with a young Ryne, should she be around). Using a rather handy hover car, your expedition will head out into the wasteland to find — it.

The source of the concentration is the First Sin-Eater: Eden. A vast creature buried in the wasteland and emanating light like a beacon. Some initial surveys lead the expedition to enter the Sin-Eater and eventually activate it. An act that will force Ryne to take control of the beast through her own abilities (if not originating from Minfilia, Ryne will have her own affinity for Light).

With the creature barely under control, Eden and the expedition are assaulted by a strange group of voidsent. Should you and the expedition defeat them, it could lead to the capture of a young amnesiac girl, who will eventually be introduced as Gaia.

But all of that is just a prelude to things to come. Your true goal is to reverse the damage caused by Eden to the lands underneath it. Apparently, the First Sin-Eater can reverse the damage it has caused to the Empty, but it requires using it to realign the elemental aether of the land. How will such a thing occur?

Urianger came upon a simple solution. Having the Warrior of Light and/or you defeat the manifestations of the very elements themselves, Primals. Eden will simulate the primals you have defeated before, and you will defeat those simulated beings. That would be the catalyst to align the dormant elemental energies of the Empty, or at least your small portion of the Empty.

You will face these simulated Primals in the following order:

- Leviathan for Water
- Titan for Earth
- Ramuh for Lightning
- Garuda and Ifrit for both Wind and Fire, respectively
- Shiva for Ice

This takes care of all the elements except darkness, which you haven't faced a Primal for yet. Instead, Eden will take your memory of the Cloud of Darkness to use for this endeavor. Just be warned, if you go by the Warrior of Light's memory of things, these manifestations could be — less than accurate. Or maybe they'll base them on your memories, which you can then fabricate the manifestations to your own desires.

However, Ryne can only handle three manifestations at a time, which will force the expedition back to Mord Souq for a break now and then. During this break, you will finally meet an awakened Gaia. At first, she will have no memory of why she attacked you or who she truly is. But you will eventually learn.

Gaia is the Oracle of Darkness. She is Ryne's mirror in a way. The gothic young woman is also a Sundered Ascian and you will have to face her and the Ascian known as Mitron, eventually. Defeat these Ascians and the simulated Primals are your tasks. With them gone, the section of Empty Eden that resides in will be mostly healed.

And that renewal will eventually spread to the entire world.

Should you complete your tasks, you may receive one of the following rewards:

- **Skyslipper** - A hovercraft large enough to fit up to five people and enough cargo for a multi-day expedition. This one will never need to be refueled and will reappear in your warehouse in twenty-four hours if lost or destroyed.

- **Ryne and Gaia** - A pair of teens that are putting out some serious romantic waves when together (or they're really good friends). Ryne is the Oracle of Light while Gaia is the Oracle of Darkness, both have a great affinity for their respective elements. They may join you as either followers or companions. Should you have **Scions of the Seventh Dawn Redux**, they may be folded into that group follower/companion slot. They each gain the following:
    - Second Tier of **Combat Training** and **Aetheric Studies**
    - 600 CP for perks and items



The Dark Apocalypse

The Dwarven settlement of Komra is abuzz with rumor and mystery. A recent find in their mountain dig site has them all in a tizzy. A machine graveyard was found deep within the mountain and the dig site has been closed off for the investigation. This doesn't stop a pair of precocious dwarven children from wishing to see it for themselves, though.

After some shenanigans, they end up doing just that. The Dig Site Chief hopes you'll protect them well, since they apparently don't have a lick of common sense. But you'll be encountering more than just dead machines. Should you have visited a certain post-apocalyptic Earth, you'll definitely recognize the machines you next encounter.

A grand mystery awaits you on this adventure. Why are the Androids and Machine Lifeforms on the First? Why does the mountain hide away a Factory, a Crashed Space Station, and a Tower!? Who is 2P?

Should you face every challenge placed ahead of you, you'll eventually come across some dire news. Specifically, as the *Girl in Red* coming to visit. Face her and drive her away, you'll end the threat to Komra and the entire world — but at a cost.

Komra is in ruins, and every dwarf is in despair. Nothing says you have to stay for the aftermath, but after everything you've done is it really right to leave them hanging?

Should you end the threat, you may receive one of the following rewards:

- **An Actual Pod** - You've spotted a few of these on your adventures. You've even used them to get across some wickedly large ravines. But this is an actual working Pod with AI and everything. It comes with a wide array of programs that you would see from its original world and has a health monitor to keep an eye on you. Should you already have a Pod, you can choose to merge this with your original or just have two Pods.

- **YORHA Attire** - Want some flair in your fashion? Try the dark clothing that YORHA androids wear. These aren't your typical clothes, though. It's actually armor. Protective against supernatural attacks of any sort, these clothes are durable. Should a particularly powerful attack reach you (one that could be lethal), these clothes will ablate to disperse the fatal attack. Once this happens, they won't reappear in your warehouse for a year. Should they be damaged or ruined by anything else, they will be cleaned and repaired the next day.

Endwalker (+200 CP)

Whether or not you traveled to the First, things are coming to a head on the Source. Ascians have plotted for millennia to release their dark god: Zodiark. One has other plans in mind. Fandaniel is tired of everything. Tired of the constant death and possessions. Tired of this brutally boring world. He's plain tired of it all.

In his mind, the only solution is the end of everything. To allow the Final Days to happen. And he will make it happen, no matter the cost. You could stop him. Maybe you can ensure his plans do not come to fruition. But that's still just a band-aid. Something lurkers beyond the stars. An ancient creature that sings of the end.

If you are *the* Warrior of Light, you have a task that is mandatory beyond all others. After all, there's a time-loop that needs to be closed before a paradox can happen. This means going back in time to the Unsundered World of Etheirys and meeting a brave woman named Venat, the one that would become Hydaelyn.

Beyond that, your task is to prevent the Final Days and end the Song from the Stars that sings the End of all things. And to do that, you need the help of everyone across the Three Great Continents. This will take a lot of work and diplomacy, especially considering the situation across Etheirys. Should Fandaniel's plans come to fruition, you may have to deal with individuals falling to despair and becoming monstrosities known as Blasphemies. This will only make diplomacy more difficult.

All of this will culminate in your grandest adventure: traveling the sea of stars to the End of Existence to face the songstress of that dreadful song: the Endsinger.

Should you end the Endsinger's threat, you may receive the following rewards:

- **A Song of Hope** - A song of ending transforms into one of hope. You have defeated the Endsinger and kept the Final Days from occurring. That act has clothed your very soul in hope. You are a beacon to those without it, naturally empowering them with that very hope. Despair in their hearts flees, leaving them buoyed and ready to challenge the world. You are hope incarnate and spread that hope to all that would hear and see you.

- **Meteion** - A creation of the Unsundered, a blue bird meant to explore and find the meaning of life, only to have it come crashing down by encountering the despair of the universe. Yet, the little bird has regained her hope and out of the hundreds that fell, this lone bird followed you on your journey. She will become a follower of yours and is an explorer at heart. While she can fight, she leaves it to those more studied in its arts than she.

If you complete every Side Quest available to you in this Scenario, you may receive the following rewards:

- **The Ragnarök** - You have a working spacecraft. The only working one in all of Hydaelyn. One that is already at full power, too. A spacecraft with the capability of reaching the *Edge of Existence* in mere hours, the Ragnarök has no weapons installed upon it. What it has is artificial gravity and protections from most dangers found in space. This transport is now yours and capable of carrying all of your companions and followers (if they measure less than a hundred). Comes with a crew of your choice, but defaults to the fluffy Loporrits.

Sub-Quests:
Tasks that can be accomplished during and after the scenario for extra rewards.

Ancient Pandaemonium

After the Final Days are averted, the Warrior of Light and/or you will come across the Lafellian Researcher named Nemjiji in Sharlayan. She has been expecting you, specifically for aid in her research of a strange crystal. It is a crystal from the past, one that has borne the test of time to reach this moment.

On it, is a message. A warning or a plea for aid. A place called Pandaemonium has a threat that could end the world. It is a message that requires investigation. An investigation that will lead you to travel into the past. Normally, only the Warrior of Light can do this from the Crystarium, but you're the Jumper. Strange occurrences with space-time are your bread and butter, after all. You'll be able to piggyback on the Warrior of Light's journey to accomplish this task.

Further investigations lead to the Pandaemonium, a facility that houses creations that are highly dangerous to Etheirys, yet highly valuable for research. A task you will do with the aid of a local named Themis and a warder named Erichthonios.

From here, you will delve into Pandaemonium. Your main goals are defeating and recapturing the wild creations that call this place home and finding any warders left alive. The first and second goals are quite simple with the Themis-empowered Erichthonios to bind them. Finding other warders — not so much. Some of them seem to have been corrupted and are quite hostile.

Most of the action will happen in the past. But Pandaemonium will eventually arrive in the Aetherial Sea in the present. An act that will lead to the conclusion of this adventure. Defeat the greater monster within at this point and you'll complete your task.

Should you complete your tasks, you may receive one of the following rewards:

- **Convocation Crystal of Azem** - A simple focus of Creation magic, this crystal has seen better days. While it is intact, its energy is miniscule compared to its prime. At the moment, all it is capable of is summoning your companions to you in times of great danger and conflict. Should your companions already be with you, the crystal can summon seven individuals you have befriended in your current world. However, should you recharge it with magical energies, it is capable of one great act of Creation per decade. This act of Creation could be anything up to the creation of a natural wonder, a natural disaster, or a giant creature to fight for you. Said creation is permanent. Should you be the Warrior of Light and already have this item, that crystal becomes fiat-backed by the end of this side quest.

- **Pandaemonium** - Part dungeon, part research facility, all gothic sheik. Pandaemonium was a place where creations that posed the most danger to the planet were stored. Locked away to protect everyone, they were only put down when there was no other choice. Until then, they were studied extensively. You have this place attached to your warehouse now. Not only can you store dangerous creatures in its holding cells, but you can research them as well! This is only for monsters and constructs, though. Putting a person in here would be excessively cruel.

Blasphemous Intent

Amid the Final Days, despair and fear rule the hearts of men. Some have the courage to overcome these feelings and strive for a better tomorrow. Others sink into the deepest despair. These individuals become warped by it. Because it is the unfortunate case that without Zodiark, Men can be warped by the Song of the End. Their fears overwhelm them and their despair consumes their heart, transforming them into abominable monsters that sew destruction and further despair. The monstrosities merely fuel the fear and force others into more monsters. These are Blasphemies, and they are heralds of the end.

However, there are some Blasphemies that are greater than others. Most powerful, more contagious, and formed from those who have fallen greatest to the despair in their hearts. The City-States of Eorzea and their allies need your help with these greater Blasphemies.

In the forests of Gridania, a dark creature known as Gleipnir haunts the woods. This Greater Blasphemy spews forth poisons that cause a disease known as the Creeping Death. The Gridanians have made the call of those with great resilience and will to hunt this monster.

Meanwhile, Limsa Lominsa has its own monster to hunt. A creature known as the Indigo Beast, a vile creature capable of draining aether from those around it. The people of Limsa Lominsa need a quick and agile warrior to aid them in their hunt.

In Othard, Doma calls for the aid of one with a keen eye and steady hand for long range combat. A blasphemy lurks in the area, but this one has a cult growing around it. They called it Izanami, after one of their local kami. It lurks in the shadows and preys on those its cult sends to it.

The Blasphemy known as Profane Fafnir plagues the highlands of Ishgard. A draconic abomination that requires magic most potent to defeat. An old friend is looking for any help they can get.

The tumultuous land of Ala Mhigo requires a more gentle touch. Healers are what they require. An unnamed Blasphemy rampages across the land, a spirit of unending guilt and suffering. It only seems to spread more of that misery wherever it goes.

Once these Blasphemies are dealt with, only one remains. It resides at Garlemald. With the aid of Nero and Fourchenault you must hunt the last of the Greater Blasphemies: Nerva.

To complete this quest, you only need to aid three nations in their plight. But why should you stop at one, when you can aid all of them?

Should you complete your tasks, you may receive one of the following rewards:

- **Immunity to Despair** - Despair is a toxic thing that fills a person and leaves them empty of happiness. You just happen to be immune to this feeling now. No longer will despair leave you hopeless and wanting. This also counters any supernatural abilities that would cause you to feel despair as well.

- **Icon of Despair** - Want to be a symbol of despair? Well, that's what this makes you. You have an aura that can be toggled at will that will seep into the hearts of those around you and fill them with despair. You may custom tailor this so those around you may despair for a variety of reasons: their current situation, their future, the very fact they have to face you in combat, these and more are available to you.

Should you aid in defeating all the Greater Blasphemies, you may receive the following reward:

- **Blasphemous Form** - Your time hunting these creatures has affected you. You now have a form similar to that of a Blasphemy. A grotesque abomination of warped aether and dynamis that is styled in a form that suits you. In this monstrous form, you gain a specialized ability of your choice similar to that of the Greater Blasphemies: potent poisons, aether absorption, etc. However, unlike a Blasphemy, you are fully in control of yourself instead of becoming a beast of guilt and despair.



Divine Myths

After averting the final days, the Students of Baldesion receive a rather interesting request from the Sons of Saint Coinach. Apparently, an explorer of Mor Dhona has stumbled across a phantom realm in their wanderings. Intrigued by this, your allies from the Students have called upon the Warrior of Light and you to investigate.

Once at Mor Dhona, you meet up with a wanderer named Deryk and his adorable opo-opo companion. Sure enough, he leads you to a phantom realm. Its gate is from a rock formation on Lake Silvertear and the realm itself floats above Mor Dhona at heights greater than even the peaks of the Abalathia's Spine. And your arrival does not go unnoticed.

For one of the Twelve, the gods of Eorzea, appears to greet you. Byregot the Builder sees you and wishes to challenge you. The Twelve proclaim since Hydaelyn has fallen, that it is up to them to rule in her place. The Warrior of Light and you are to perform a series of trials where the Twelve will judge humanity. Accepting would see you pitted against the very gods the people worship. With Deryk as your guide, you will enter three realms to face the Twelve.

In the realm of Aglaia, you will face Byregot, Rhalgr, Azeyma, and Nald'Thal. In Euphrosyne, Nophica, Althyk, Nymeia, Halone, and Menphina will be your foes. Both Althyk and Nymeia will face you at once, but the others will face you by themselves. And then in Thaleia, the final members of the Twelve will challenge you. Thaliak and Llymlaen will be tough, but not as much as the Wanderer: Oschon.

Yet, you will learn much from these challenges, especially of the Twelve's true goals in this bout. Needless to say, defeating the Twelve won't be a walk in the park, as these beings are heads above the Primals you've faced in the past.

Should you complete your tasks, you may receive one of the following rewards:

- **Assorted Divine Mascots** - With the Twelve defeated and no longer able to watch over humanity, you'd think that'd be the last you saw of them. Instead, you've gained an adorable assortment of baby animals that some of them used to travel with the Warrior of Light for a time. Note that those marked with an asterisk are suggested forms they could take and are not canon. You may choose alternative forms for them, should you desire. So long as they are not human forms.
    - Halone - Fenrir Pup
    - Menphina - Dwarf Rabbit
    - Thaliak - Owlet*
    - Nymeia - Assassin Fry*
    - Llymlaen - Blue-footed Booby*
    - Byregot - Dust Bunny
    - Rhalgr - Hunting Hawk*
    - Azeyma - Meerkat*
    - Nald'Thal - Nutkin*
    - Nophica - Little Leannan*
    - Althyk - Gravel Golem*

- **Deryk and Opo-Opo** - Your companion throughout this tale, and a little opo-opo he rescued in his travels. At the end of your time here, he might just show some interest in continuing his wanderings. Should he join you, he will gain status as a companion or a follower. He gains **600 CP** towards perks and items.



Thirteenth's Woes

Thousands of years ago, Vrtra's sister, Azdaja, was lost to the void of the Thirteenth reflection. It is a world of darkness formed from the failures of the Ascians and the source of all Voidsent. Long has the ruler of Radz-at-Han wished to rescue her from such a hell, yet duty has ever held him at bay.

Thanks to the research of Y'shtola and a rift found in the Alzadaal's Legacy, he now makes that dream come true. Yet, as he gathers his allies to save her, forces in the Thirteenth plot to invade the Source for its abundance of aether. It is up to Vrtra's allies to stop this, and he may include you among their number.

Yet, your first foray into the Thirteenth since the Crystal Tower yields something of interest. The voidsent that made a pact with Zenos has a tale of her own. This half-voidsent woman named Zero rules a sanctuary for voidsent that don't wish to fight for the stronger voidsent. A mercenary-like voidsent without true goals, Zero will join your group should you pay her in sufficient aether.

This will place you at odds with the ringleader of this invasion, Golbez, and his Four Fiends: Scarmiglione, Barbariccia, Cagnazzo, and Rubicante. They are nigh unstoppable forces of power, but with the aid of Zero it is quite possible to defeat them. It's a power that is native to the Thirteenth before it was consumed by Darkness. The power of Memoria.

With Memoria, you will fight your way through the Voidsent and eventually rescue Azdaja. A dragon that has been drained of aether for five thousand years, she will be weakened and possibly close to turning into a voidsent as well. Yet, should you persevere, she can be saved.

And a long forgotten hope could be reignited for the Thirteenth. It just requires the Light of the First to accomplish.

Should you complete your tasks, you may receive one of the following rewards:

- **A Forlorn Black Auracite** - Formed from the Memoria ability, this auracite holds the spirit and memories of a long forgotten warrior of the Thirteenth. Acquiring this allows you access to their abilities (variants of the Dark Knight and Paladin classes) as well as their memories. A man who had done terrible things, but found redemption near the end. It still had not been enough to see him through. Yet, while he can never be released again without passing, his knowledge is still available to you for guidance.

- **Zero** - A half-voidsent woman from the Thirteenth, Zero is a mercenary that regained her sense of hope for the future. Before you leave, she will be busy trying to save the Thirteenth from its stagnant hell. But once you've finished your adventure on Etheirys, she might travel along with you. Zero gains the following as your companion / follower:
    - Third Tier of **Combat Training**
    - The **Memoria** perk
    - 600 CP for perks and items

Answers

-Final Jump Scenario-
Cannot be taken with any other scenario.

The time has come, Jumper. You've improved your abilities, gathered your allies, and forged a massive vault of wonders. Are you ready for the ultimate prize? You have merely one more trial and it's a doozy.

You must avert the Final Days.

However, you cannot do so yourself. After all, you are taking Hydaelyn's place in this scenario. Deep in the aetherial sea is where you will reside, and you will be inserted just after the Sundering. It is the Age of the Twelve, and mankind is but a hollow shell of themselves. The Ascians, followers of Zodiark, are developing a method to rejoin the Reflections to the Source. They will fail with the Thirteenth Reflection, as it will become known as The Void and the source of all Voidsent. You will have some time before the First Umbral Calamity, though.

In the Age of Twelve, Hydaelyn created a set of Primal-like beings known as The Twelve from the souls of her former comrades. These individuals were said to have shaped the world before the First Umbral Calamity, the Calamity of Wind. But you are Hydaelyn now, so obviously the Twelve should have some of your Companions as well.

You may import as many companions as you wish as **The Twelve**, a special companion import option that gives them god-like powers over specific aspects / concepts. Companions imported like this will find themselves inserted into one of the Twelve beings and take their abilities as their own. Inserting companions in this manner costs **100 CP** per individual. Their canon selves will fill any spots not taken. Companions imported like this will be under the same constraints as you after the Age of Twelve.

And what are these constraints, you may ask? They are restrictions you are bound to follow for the course of this scenario:

1. You may not enter the Source or any of its Reflections with your main body.
2. Directly influencing these locations requires you to assign an individual the Status of **Warrior of Light** or **Saint / Prophet**.
3. You cannot give immortality or perpetual status to anyone on the Source or its Reflections. Your people must Live, Die, and Know.

As mentioned above, you can only influence the Source and its Reflections through individuals that live in those worlds. These individuals receive the Traveler's Blessing, your blessing, as **The Echo**. Your agents in the Source and its Reflections will gain one of two statuses: **Warrior of Light** or **Saint / Prophet**. A Saint or Prophet is an individual that can use **The Echo** to influence singular events in time, whether they are a crisis. **The Twelve** can assign this status to others as well. They are temporary agents in the scheme of things and cannot apply to Companions.

The **Warrior of Light** is a special status that can only be assigned by you. This can either be placed on individuals with a strong soul or on an Imported Companion that isn't one of **The Twelve**. Companions that are imported like this receive **The Echo** like **Saints** and **Prophets**, but rather than for a singular event, it is for the duration of their lifespan. Unlike **Saints** and **Prophets**, the **Warrior of Light** also gains something else: Perks and Items that you have collected throughout your journey. It starts off small at first, gaining a 100 CP Perk here or a 100 CP Item there. But as they grow into their status as **Warrior of Light**, they will receive stronger and more powerful perks and items. At their peak, they will use your 600 CP perks as their own, barring anything that would give them immortality or a perpetual status. This will take years to reach, though.

Companions that are imported into the status of **Warrior of Light** cost **100 CP** and will gain a Companion Specific Perk called **Reincarnation**. This perk allows a **Warrior of Light** Companion to be reborn three generations after their demise, where they will restart life at a quarter of the power they could wield before their death. If a Warrior of Light could use 400 CP perks before their demise, their starting point for strength in their next life would use 100 CP perks instead of none. This rounds up, so a **Warrior of Light** reaching a peak of using 600 CP perks would start their next life with the capability of using 200 CP perks.

However, there is one small issue. These statuses can only be given to those that are a part of humanity. There are no Moogle Saints or Dragons that are Warriors of Light. Only humanity can gain these and during the Age of Twelve, there are no men to wield them. This means that you realistically cannot start countering the Ascians until after the First Umbral Calamity, the Calamity of Wind. It doesn't stop you from preparing, just acting.

Once humanity begins its ascent, you are now free to assign statuses to the people of the Source and its Reflections. While you and the Twelve can create as many Saints and Prophets as there are events and crises, you can only create a maximum of *Five* **Warriors of Light** at any time per World, for a total of *Sixty-Five* all together. Each will receive a **Chosen's Crystal** to signify their status. This will, however, drain you. The more **Warriors of Light** you create, the weaker you will become.

This decline in your abilities will continue throughout the ages. The more Eras pass, the weaker you will become. During the First Age, you will be at your strongest with the ability to create your maximum allotted number of **Warriors**. But by the time the Sixth or Seventh Age rolls around, your allotment will have dwindled. This is not even including the dwindling number of Reflections per Calamity, see below for the maximum number of **Warriors** per Era.

Warrior of Light Allotment:

- First Eras = 65
- Second Eras = 59
- Third Eras = 47
- Fourth Eras = 41
- Fifth Eras = 37
- Sixth Eras = 31
- Seventh Eras = 21
- Eighth Eras = 19
- Ninth Eras = 13
- Tenth Eras = 7
- Eleventh Eras = 3
- Twelfth Eras = 2

In canon, the Ascians are thwarted during the Seventh Astral Era. This is when the strongest **Warrior of Light** is born on the Source. The **Chosen** that was born from the soul of Azem. But the Seventh is not your deadline, you have until there are no more Reflections to accomplish your task. However, you will be at your weakest by the time the Tenth Umbral Calamity occurs. Your chosen **Warriors of Light** cannot access your 600 CP perks and items. There is an upside to this.

Humanity's souls in the Source get stronger the more worlds are **Rejoined**. Your agents will actually be at their weakest during the First Eras. They will become progressively stronger the more Reflections are Rejoined to the Source. So while your **Warriors of Light** cannot receive your 600 CP perks by the Tenth Eras, they will have access to the weaker Creation Magics of the Unsundered.

Once the Ascians are defeated and their dark god, Zodiark, vanquished, you may start countering the Final Days. A creation of the Ancient Ones went rogue long ago and now seeks the demise of all life in the Cosmos. Meteion sings her song of demise and despair using the powers of Dynamis, which forces those at their lowest to transform into Blasphemies on Etheirys. These creatures run rampant, causing untold death and destruction, further increasing the despair of those around. Your agents and their allies must go towards the Ends of the Universe in order to stop this creature.

But first, they must face their final task: You.

You must test your **Warriors of Light** and their allies in a feat of combat and wills. Only once they have proven themselves to you can they then leave to take the fight to Meteion. Should they fail — it would spell doom for all the Source and its Reflections. Luckily, you have a back-up plan with a mobile moon and its Loporrit residents. Should your **Warriors of Light** fail to meet your standards, this moon will house however many of your people can be safely transported to it. This only delays the inevitable, though. But it gives the **Warriors of Light** and their allies a chance to improve themselves before facing their foe.

No matter the outcome, the **Warriors of Light** have only one chance to face Meteion and succeed. Meanwhile, you are stuck in the aetherial sea until they do so. Unlike in canon, where Hydaelyn finally dies upon her defeat, you enter a comatose state. It is only after Meteion's defeat that the Scenario ends, and you receive your just reward.

There are no Side Quests for this, no deviations. Stopping Meteion and the Finals Days through your chosen champions will empower you, granting you the powers of the **Old Planeswalker Spark**.

That is what you have been seeking your entire journey. The ability to travel dimensions and worlds at will. But you deserve more than just that, Jumper. For your time guarding the people of the Source and her remaining Reflections, you will gain just that.

All thirteen Reflections will be restored to what they were before, but the Sundered folk of those worlds will not be lesser for their restoration. Instead, all peoples of the Reflections will gain the strength of soul equivalent to those of the Source along with the potential to eventually reach the strength of the ancient Unsundered in time. They will see you as their protector, their benefactor, maybe even as their deity. That belief and worship will empower you to greater heights.

But that's all I shall say on the matter. Your journey is over, Jumper. You deserve your just rewards.

Enjoy them, and may you forever walk in the Light of the Crystal.

You have heard, felt, and thought across the face of Hydaelyn, dealing with man and monster alike. Maybe you have even made it a better place. For now, you have a decision to make.

~ Riding Home ~

Even an Adventurer needs rest, and you've reached your limit. It's time to head home.

Pray Return to the Waking Sands.

Despite everything that happened, you can't leave. There is so much still waiting for you on Hydaelyn.

Henceforth, We Shall Walk.

You aren't the type to rest on your laurels. Adventure awaits ahead.

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Through Trial and Tribulation, You Have Found Your Answer.

You have reached the end of your journey, but now all Eternity is open to you.


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Notes:

Information on Lore and Gameplay can be found at the following sites:

- https://ffxiv.consolegameswiki.com/wiki/
- https://finalfantasy.fandom.com/wiki/

Some lore was also gleaned from the following books:

- Encyclopedia Eorzea I: The World of Final Fantasy XIV
- Encyclopedia Eorzea II: The World of Final Fantasy XIV

I will make an add-on for this document at some point. The general idea is to maintain this document at least one expansion behind the current one. So when the next expansion comes out, there will be a Dawntrail-based one. Might also add some extra sub-quests for previous expansion scenarios too, since there's a lot of content to mine.

Changelog:

- Initial Release - 2025/08/24
- Completed Draft - 2025/9/28
    - Spelling and grammar corrections