

Before You Venture on Further...

For your sake and mine, refer to below for a quick transport system throughout this jump. You may well need it. Whenever you need to jump back, just use this key here: [FF14A]

Just a note – the hyperlinks only work in a native pdf format – so they won't work if you're reading this directly off of google reader. You can still use the quick keys to some extent though.

Trust me, you'll want to keep this handy.

Section	Quick Key
Perks (Racial)	PERK_BACK
Perks (Background Based)	PERK_PROF
Perks (Others)	OTHER_PERKS
Companions	COMPOO
Items	ITEMOO
Drawbacks	WARNOO
Scenario	[SCENO#] 1 , 2 , 3
Back Scenario	[BSCENO#] 1 , 2 , 3
Ending and Notes	XIV_Finale

If you're daunted by the sheer size of this jump, it's good to read the Notes at the very end first!

Final Fantasy XIV: A Realm Reborn (Jump v.01)

"To all of my children in whom life flows abundant..."

The soul yearns for honor and the flesh the hereafter..."

Hear, Traveller, the sounds of battle for that is what has come to pass.

Feel, the tremors of the earth, as the sky shatters, and the two join as one.

Think, for thought leads to action, and soon, you will have to make a choice.

Traveller, have you awoken properly? It is now past the time of silent contemplation and we meet once again, as a new age comes to the land of Hydaelyn, where soon – you will make your mark. Naturally...we're here on the Lady's behalf to ensure that you are prepared, to the best of our ability.

Now...before we begin, let us follow the routine formalities – a moment of consideration for the individual that you are, and the individual that you will become. I would begin with you in relation to this world, but I realize you don't quite know Hydaelyn...so that is obviously where we shall start.

It is the Seventh Umbral Era, and following the calamity that brought the satellite Dalamud down to the land of Hydaelyn, the land is now in a state of recovery. Five years it has been, since the Warriors of Light fought against the Garlean Imperial Army in the Cartaneau Flats – and now, they have entered the annals of history. Today, they are mentioned in tales, yet they are returning to this world.

For five years, Hydaelyn has been rebuilding, living in fear of another invasion from the Garlean Empire. Alliances have been forged, brotherhoods have convened, and with the return of the Warriors of Light, once again the gears of fate are turning.

Slowly but surely, change will take hold of Hydaelyn. You may run Traveller, you may seek to escape it all, but change is so widespread, that even your day to day life will experience the aftereffects of its sweeping touch.

Ten years, Traveller, for a full decade you will navigate through all the landscapes and stories that Hydaelyn has to offer. With that in mind, take this, a boon from the Lady to prepare for the world you are to enter.

+1000 CP

Let us begin Traveller, with one question. Who are you?

[A Look in the Mirror]

Your image Traveller, if you were to wish it, we would remake it from the ground up – into the body that all others will acknowledge and recognize you by. By let's start with the basics, your gender, and your age for instance. We offer you the gift of choice, but let the dice tell you how many years you will have accrued.

Age, 12+1d8 / You may choose your gender freely

The matter of your body however, will depend on what race you choose to become. That being said, let's take a look, shall we?

Standard Races

Race	Distinguishing Traits
Hyr	The most numerous of all races in Eorzea, the Hyur ancestors laid down their roots quite a long time ago following a series of migrations. The Hyur resemble the humans you might be familiar with, but are divided into two groups – the Midlander Hyur as well as the Highlander Hyur, distinguished generally by the living environments they find themselves in.
Miqo'te	At a glance, they would seem to resemble Hyurs in terms of their overall body frames, but anyone with a distinguishing eye will notice the feline features that the Miqo'te possess. Also a foreign race to Eorzea, the Miqo'te were originally a hunter tribe, and traces of this heritage still exist in the two children cultures of the original Miqo'te society. The Seekers of the Sun and the Keepers of the Moon form the two sects in modern Miqo'te society. Their vastly different lifestyles have introduced some distinctive physical changes in terms of eye physical traits as well as general coloration.
Lalafell	An agricultural society from the Southern lands, the Lalafell have somewhat adapted to the land of Eorzea, but most of the Lalafell found in the land have settled around the city of Ul'Dah. Divided into the Plainsfolk and the Dunesfolk, both of these clans have made their own shifts in lifestyle to adapt to their new circumstances. There are many who take note of the Lalafell's diminutive size, and some would mistake them for a Hyur toddler at a glance. Generally, this is not something you want to do when interacting with the Lalafell.
Elezen	Having inhabited Eorzea for so long that they might as well be

	considered as natives, the Elezen have spread out widely across the country, inhabiting most of the areas where you might expect to find the Hyur. Their long standing civilization in Eorzea led to a great deal of strife when the Hyur migrations began – and even today, it remains a sensitive topic for some Elezen in terms of whether the Hyur deserve to maintain a presence in Eorzea. Divided into the Wildwood and the Duskwight Elezen, all Elezen possess rather tall and slim physiques, something you might recognize as an “elvish” physique.
Roegadyn	Many of the other races view the Roegadyn as a brutish and barbaric race – primarily due to their substantial physique and gruff personalities. However, their race is rich with culture, and it is hardly uncommon, though perhaps surprising, to find scholars and thinkers among the Roegadyn as well. The Roegadyn are split into two groups, the Sea Wolves and the Lohengarde. These two cultures are vastly different due to their living circumstances, with the Sea Wolves’ lives revolving around the sea, whereas the Lohengarde take to the volcano. For cultural reasons, there are many who call the Lohengarde by the Hellsguard instead.
Au Ra	It is widely disputed where the Au Ra came from – not so much in terms of a geographical location, which is known to be the Eastern Continent of Othard, but rather their genetic ancestry. Though they certainly resemble dragons to a limited extent, the Au Ra themselves will neither confirm nor deny such claims. Divided into two clans, the Raen and the Xaela, the cultures of both clans seem to have once been polar opposites. Not so much is known about the Au Ra, if only because they have not interacted substantially with the other races of Eorzea. Still, they have one foot in the door, and it doesn't look like they're going away anytime soon. Many Au Ra have a strong distaste for the Garlean Empire for what was done to their homeland.

Special Races (100 CP)

Race	Distinguishing Traits
Moogle	Acting as an intermediary between the other races and the Elementals, the Moogle have existed since the beginning of Hydaelyn's timeline. A very rare race, they don't play a very substantial role in the day to day activities of Eorzea. This has been slowly changing since the beginning of the Seventh Umbral Age.
Tonberry	A strange, bizarre race of creatures, which scholars have surmised to be the ancient inhabitants of the Nymian civilization. As the living consequence of the "Green Death", Tonberries have gone into a deep seclusion since the tragedy that reduced them to what they are today. Some are friendly to outsiders, but avoidance is generally their first choice and violence second.
Beast Tribes	Many Beast Tribes make up the other inhabitants of Eorzea, and should a war break out, it may be a necessity to rally them together to repel an enemy. However, each tribe has their own intentions and aspirations, and the tribes scorn the other races for the "civilizations" that they have raised. Preferring to live as one with nature – the Beast Tribes are hard to negotiate with, and harder to win the trust of. There are twelve beast tribes in total, the beastmen Amalj'aa, the Dragonkin, the Gigants, Goblins, the insectoid Gnath, the Ixal, the Kobolds, lizardkin Mamool Ja, the Qiqirn, Sahagin, Sylph, and Vanu Vanu. You may choose to become one of these.

Well, that settles your age, your gender, and your appearance, which leaves us to the most important part: your identity. What will the people recognize you for?

Will it be for your undeniable beauty? Will it be your personal character? Or perhaps they will adopt your guiding principles? Will they recognize your world changing actions? Will you and your companions leave this world in awe with adventures that has yet to see an equal?

Or perhaps it will be all of the above and still more?

Time will tell us the answer to that question, but to help you along, let us choose a focus for you – a point which you can rally to, should you find yourself lost. It's time for you to decide once more.

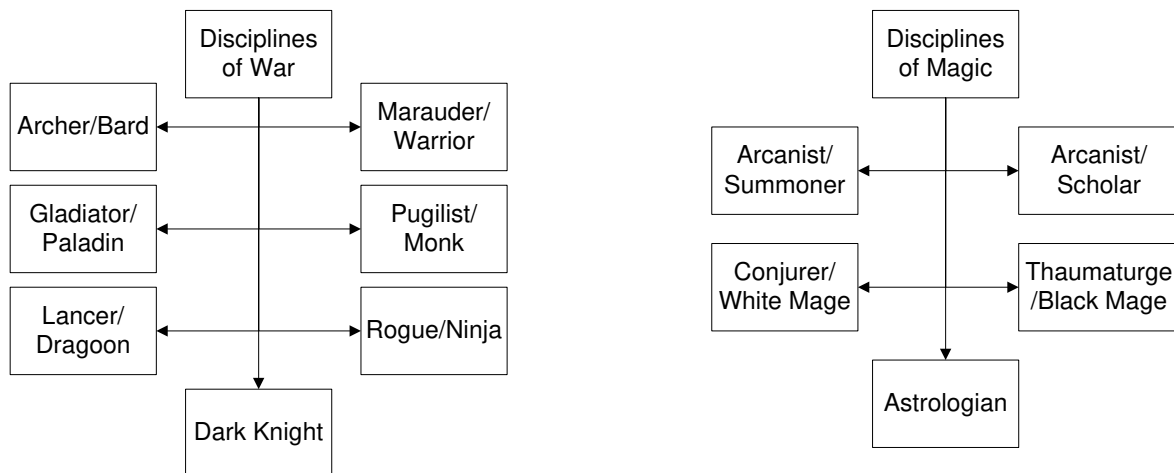
The Disciplines

Four disciplines reign supreme in Hydaelyn – four paths to guide an adventurer, to define their path and their purpose. It would be too cruel for us to restrict you to merely one path, not when there are so many choices – and as such, let us lift the veil and clarify how you will choose.

Four paths lead to a total of twenty two doors, and from those twenty four doors you may choose three. Those three doors will be your foci, forming the foundation of your identity here in Hydaelyn. For those three paths, the cost of learning will decrease by half.

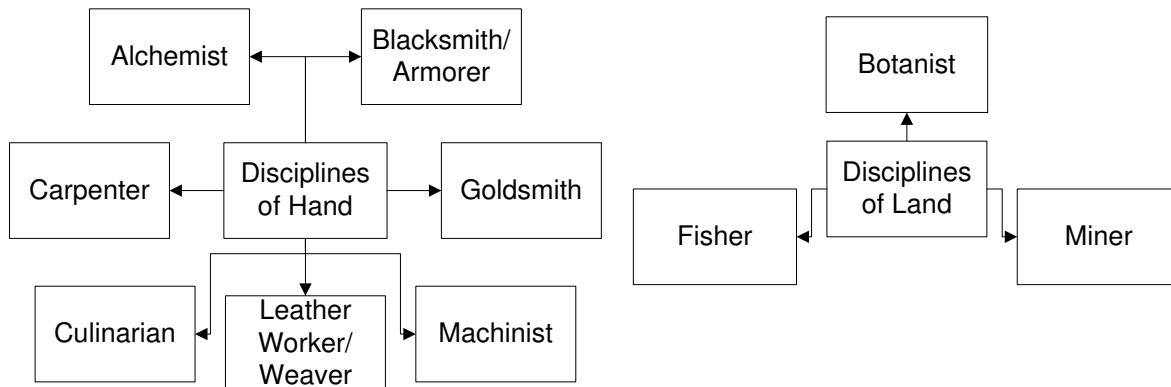
22 Backgrounds. Choose 3 for which perk prices are divided in half. The 100 CP Perk will be free for 1 of those 3 backgrounds, and half price on the other 2.

You would probably benefit from an explanation of the different Disciplines, and their respective paths. It will be nothing too extensive, just a short primer to illuminate your way.



The Disciplines of War and Magic, one for those who would pursue the challenges of Hydaelyn with steel and the power within their bodies, the other, for those who would face Hydaelyn's threats with the prowess of magic and their intellect.

It is not so much that these disciplines do not create – but rather that they are meant to protect. The Disciplines that there are to create are the Disciplines of the Hand, and the Disciplines of the Land – as follows.



Perhaps that didn't help you decide though, so let's go a little deeper. Take into consideration that whichever disciplines you choose to focus on, you'll learn all of their corresponding basic skills. You may dabble in skills from other basic professions as well, but your specialty will always lie with the three disciplines that you chose to focus on.

Individual Disciplines – An Overview

Disciplines of War	
Archer/Bard	Specialists in bow and song, those who choose this profession fare well both alone as well as with others. Supporting their allies from a range, or sniping enemies to stop them dead in their tracks, these specialists have a solution for every circumstance.
Gladiator/Paladin	Hired and enlisted as defenders, those who choose with path prioritize the defense of others over everything else. Experts with a shield and sword – there are some who forsake the sword entirely and use shields exclusively. In time, you'll learn that just because you're defending, doesn't mean you can't attack.
Lancer/Dragon	A profession made for desperate times; these folks form the front line in the Ishgard holy war against the Dravanian Horde. Thankfully, with the leak of their teachings into the outer world, you don't have to enlist in order to learn their trade.
Dark Knight	A profession uniting those who would seek justice by any means necessary, should you choose this path, pay heed to the darkness within you. Above all others, those who walk the road of a Dark Knight must confront their inner demons.

Rogue/Ninja	A shadowy profession fit for those whose work should not see the light of day. Those who follow this path will know that there is more to a profession than skills and combat, as having connections and information is worth its own weight in gil.
Pugilist/Monk	Masters of fighting with no weapon but their body, those who follow this profession will see that there is more to these ascetics than combat. They tend to have a rather substantial spiritual focus – and introspect has lent them insight into an art known as chakra abilities.
Marauder/Warrior	Professional warriors, there is no profession more dedicated to combat than this – and frankly, if you're an adventurer, chances are you'll find some elements of this profession rather handy as well. Good to beat away any monster with.

Disciplines of Magic	
Arcanist/Scholar	With a history that heralds back to the civilization of Nym, those who would seek to become Scholars have a substantial amount to learn – both of lore and of magic. Their magic is distinctive – in the familiar that they can conjure to their side.
Thaumaturge/Black Mage	The history of black magic is rife with rumors of ruin and destruction – and given the tales spun of its creator and the offensive nature of the art, it's not hard to see why. The magic of black mages and thaumaturges is potent – and for a mage looking to dominate – this profession may seem very appealing.
Astrologian	Mages with a history deeply linked with the stars, this profession was born out of a desire to see into the future – a reflection of mankind's yearning to grasp at what is out of reach. Their form of magic may be rather quirky, but it lets them hold their own and support their allies.
Conjurer/White Mage	Strangely enough, the art of White Magic has been a forbidden art for quite some time – though recently more individuals have been permitted to follow this path. Trained in the ancient arts of healing, White Mages are paramount for supporting any party of adventurers.
Arcanist/Summoner	There are many who fear the power that Summoners wield, partly due to the gross embellishment of their abilities through ancient legends. Able to draw on the power of Aetherial familiars called the Egi – Summoners

never travel alone, and their presence in a party is equal to two individuals at once.

Disciplines of the Hand	
Leatherworker/Weaver	Armorer, clothier, and a specialist in preparing fine and rough materials alike, those who follow these professions focus on a very specific subset of armors – generally any armor which is not considered heavy falls under their domain, but their expertise includes the preparations of fabrics, silks and leather as well.
Blacksmith/Armorer	Perhaps a more traditional craft and definitely one that Hydaelyn could not go without, these trades have existed since time immemorial, and many adventurers find themselves reliant on having a good blacksmith or armorer to provide them with equipment.
Goldsmith	A bit of a misnomer, those who take up this trade do not deal exclusively in gold, but rather all sorts of gemstones and precious minerals. Though the majority of their crafts are accessories, it's not uncommon to find a goldsmith that knows how to work with crystals for staves and wands as well.
Machinist	Machines aren't widely used by every civilization in Hydaelyn – most notably employed by the Garlean Empire. But with a notable amount of defectors from the empire, knowledge of how to make and manipulate these devices has spread, so you can follow this profession as well.
Culinarian	The preparation of food has long moved from being a mere necessity for survival and is now more of an art form to be appreciated. Culinarians are practitioners of this art and cultivate its growth with new dishes to tease palates and leave customers satisfied.
Carpenter	In Hydaelyn, the use of wood is still very prevalent in many construction projects, and Carpenters are at the forefront both in preparing the lumber, as well as polishing the final product. They might not be cutting down forests, but they'll know how to turn a pile of logs into a hut.
Alchemist	Quite simply put, alchemists make potions. Ranging from simple salves to complex elixirs, alchemists draw on knowledge of reagent combination that allows them to turn even the most worthless ingredients into something of value.

Disciplines of the Land	
Botanist	Cultivating plants across the land, those who follow this profession are intimately involved with the flora in Hydaelyn. Granted, with all of the natural disasters, they've had to put in a bit more effort to cope, but that's part of the job description.
Fisher	A botanist raises plants, but plants alone aren't enough to sustain the people of Hydaelyn. Thankfully, Fishers are there to fill in the gaps. With the recovery ongoing from the calamity, Fishers have also taken conservation efforts in order to ensure that a proper balance is maintained – something crucial for the future to come.
Miner	If a miner isn't going to be the one to excavate the resources all of Hydaelyn, who would you expect to do it? Masters of both prospecting as well as excavation, miners are the go to individuals when in search of the materials necessary for many fields of crafting.

Now, with your identity complete, let's figure out where in the world you'll begin to make your mark. As always, I prefer to let the luck of the die decide. Shall we?

You've been handed a dice, **1d8 for location.**

Your Roll	Point of Origination
1	Limsa Lominsa, for those who have a passion for the seas. A coastal state in Eorzea, Limsa Lominsa is situated on the southern end of the island continent Vylbrand. Throughout its long history, it has expanded onto many islands outwards, and today most of La Noscea is controlled through Limsa Lominsa. Though the weather here is general pleasant, the sea is known to bring with it storms – as well as a healthy share of pirates.
2	Gridania, an arboreal paradise for those who would like a bit of peace and quiet. Located amidst a deep forest known as the Black Shroud, Gridania is famous for the presence of elementals guarding the forest. The presence of the elementals as well as the proximity of the Garlean Empire has made Gridania very unified.
3	Ul'Dah, suitable for those who would enjoy blistering heat. A city in the desert, Ul'Dah has the subtlety that Limsa Lominsa lacks – the Syndicate rule over the city from behind the scenes. Many

	merchants gather here, and resource mining nearby is a hot topic.
4	Ishgard Outskirts, because regardless of your status, getting into Ishgard proper is going to take a substantial amount of connections. The refugee camps at the bottom are filled with survivors of dragon attacks, and outside the protection of the city proper there are many who feel it is time for a change... This city is rife with political strife – and you would do well to avoid it.
5	Sharlayan, isolated on an island North of Eorzea proper, is filled with knowledge – both in the form of scholars as well as a plethora of records on all the topics you can think of in Hydaelyn. The Forum of Sharlayan, its acting form of government, appears to be hell bent on secluding themselves and immersing in research. Perhaps a form of escapism.
6	Revenant's Toll is a settlement in Mor Dhona, currently occupied by a faction known as the Adventurer's guild. Though Mor Dhona happens to be ruined following a major cataclysm, the folks that have lived here are hardy and have thrived despite the circumstances. A good place to find companions if anything.
7	Manderville Gold Saucer...is a theme park that many refer to simply as the Gold Saucer. A very popular attraction in all of Eorzea, it was established by one Master Goldsmith, a Godbert Manderville, as a place for all to "indulge in transient dreams". I would think that he intends for you to have fun here.
8	Free Pick, of a location in Eorzea! Just be sure you have a way to get to the mainland depending on where you go.

[Perks =PERK_BACK=]

You chose your foci, now it's time to make the rest of the necessary preparations. Let's start with something familiar – namely, the means for you to improve directly. We've made quite a number of options available for you, hopefully you them to your liking.

=Racial Perks=

These options are directly related to the race you've aligned yourself with. From your choice of race, you may choose one of two options for free, with the other at a flat 100 CP. Well, we'll indicate the prices clearly for you, so don't worry.

[Hyr – 100 CP]

Midlander Education

The Midlander Hyr makes up a majority of the population which lives in Eorzea, following the mass immigration led by their ancestors in the years prior. Having settled down in most of the flatland areas of Eorzea, the city communities that they live in have helped foster a strong culture of education – something that their own heritage supports as well.

From birth, all Midlander Hyr are taught extensively in the fields of linguistics and letters. The relative safety of their cities allow for a good learning environment, due to both the abundance of schools as well as the abundance of foreign culture. Consequently, as one who benefits from this, you're much more adept at learning foreign languages and cultures – as well as just learning in general.

Highlander Physique

The Highlander Hyr, as their name suggests, chose to settle in the more mountainous areas of Eorzea, and while they also have formed many substantial communities many recent events have forced them out of their homes. Some of the Highlander Hyr communities are nomadic, roaming through the mountains and countryside.

As a result of both their living environment and lifestyle however, the Highlander Hyr are much more accustomed to rugged environments and hostile situations, with a greater tolerance for all sorts of weather conditions. Their height also increases, generally an addition from one foot to two taller off the base height.

[Miqo'te – 100 CP]

Seekers of the Sun

As their name suggests, this Miqo'te sect is largely concerned with following the sun – so much so that their entire culture revolves around it. While it can be said that all Miqo'te are excellent hunters following centuries of adaptation and advancement, the Seekers of the Sun have adopted to a specialized form of this lifestyle.

In the presence of daylight, the Seekers are substantially more active – capable of entering phases when their body seems to far surpass normal expectations. Already fast, you would be hard pressed to chase a Seeker in broad daylight as their body improves both in terms of speed and control. Also, they have a high tolerance for heat – better expressed in terms that their bodies have a more sophisticated system for disposing unnecessary heat.

Keepers of the Moon

Setting a contrast to the Seekers of the Sun, the Keepers of the Moon seem laid back to the point that some would mistake their behavior for laziness. But to mistake their patience for laziness would be a foolish mistake. The Keepers are almost fanatically tenacious, capable of stalking prey until their prey collapses from fatigue.

Under the veil of the night, their abilities improve even further. Whereas the Seekers enjoy the thrill of pursuit, the Keepers take a methodical approach towards hunting. When hunting at night, their speed and strength greatly increase, only improving their capacity to perform crucial surgical strikes on their prey. Considering their night vision is far better than their day vision, it would not be wise to presume that darkness would save you from their predatory gaze.

[Lalafell – 100 CP]

Plainsfolk Trackers

The Lalafell have established their presence in Eorzea with their agricultural expertise. Though their homelands in the South bore much more temperate climates, the Plainsfolk have adapted well to the Southern flatlands of Eorzea. In the plains, the Lalafell have adapted largely from their original agricultural lifestyle into a hunter/gatherer balance.

Their height is a definite boon when it comes to camouflage, and as one with this boon you'll find that camouflaging in the presence of any dense flora is easy. However, to hide is merely one half of the equation, and the Plainsfolk Lalafell bear very strong sensing abilities – allowing them to sweep an area with not just their eyes, but also their noses and ears.

Dunesfolk Nomads

One of the true nomadic societies in Eorzea, the sole exception to this is the Dunesfolk presence in the city of Ul'Dah. The Dunesfolk Lalafell communities have adapted their dwellings along with the many beasts of burden which they employ, merging these two aspects of their lifestyle into one.

As one who benefits from the blessing of the Dunesfolk, you'll find that taming wild animals and training them to become beasts of burden become far easier. Your substantial experience in nomadic travelling has also reduced your needs for necessities such as drinking and eating.

[Elezen – 100 CP]

Wildwood Wardens

The Elezen of the woodlands possess senses far beyond what a Hyur living in the same region would have, both in terms of eyesight and hearing. In locales such as the forests near Gridania, the Wildwood Wardens have formed an unshakeable connection with the Black Shroud, and the Elezen there largely drive the flow of life.

In the presence of flora, the natural regenerative properties of individuals with this blessing increase, with slightly higher rates dependent on the density of flora. Thankfully, their ability to traverse through dense overgrowth is superb, and they can weave through even thick brambles without hindrance.

Duskwight Defenders

In contrast to their brethren who have formed deep ties with the forest, the Duskwight have taken to the caverns and grottos of Eorzea, preferring the isolation and the quiet that these places provide. The propensity of the Duskwight to sustain themselves through robbery and crime has earned them only scorn by many of the other races. But unlike the Elezen of the Wildwood, the Duskwights have experienced much harsher conditions.

Still, with greater ordeals comes greater growth, and the Duskwights possess tracking abilities far beyond their brethren. Capable of pinpointing, isolating, and tracking multiple moving targets at once, the Duskwights employ these traits to boost their already formidable close combat skills. Their speed when fighting in close range is enough to bewilder any inexperienced opponent.

[Roegadyn – 100 CP]

Sea Wolves

Much more in touch with their naval ancestry than their Hellsguard brethren, the Sea Wolves spend most of their time involved with matters related to the sea. Be it as sailors or shipwrights, their expertise never takes them far away from the deep blue.

On top of their expertise with matters related to naval engineering and general navigation, those with the blessing of the Sea Wolves will maintain perfect balance regardless of the circumstance. Must be consequence of all that experience they get serving on the ships.

Hellsguard

Their Sea Wolf brothers may be at one with the sea, but no one can claim to be at one with the lava as the Hellsguard can. Their choice of locale to reside in has much to do with their ancestral beliefs, as they believe that they have an obligation to watch over the gates to the underworld – and its physical location happens to be at the volcano where they reside.

In Eorzea, many Hellsguard are found in Ul'Dah, and you can get them to teach you the same tricks they possess. Their resistance to heat and fire are phenomenal, and given their living conditions and their physical frame, they have a natural proficiency towards blacksmithing work.

[Au Ra – 100 CP]

Calming Raen

The contrast between the Raen and the Xaela is very distinctive. Whereas one prefers peaceful isolation, the other would seek freedom, through means of violence if need be. The Raen care not for conflict and accordingly, many have secluded away from other societies. Centuries of this culture have resulted in the Raen manifesting this trait externally as well.

A calming aura surrounds those who study under the Raen, and spiritual energy recovers much faster for those who have found their inner peace as well. Through maintaining a constant calm, the Raen have no problems with maintaining rigorous focus regardless of the situation at hand.

The Xaela Warpath

With a legacy that is far more barbaric than their Raen sisters, the Xaela ancestry has ensured that they are always ready for battle regardless of the circumstance. Among the Xaela, concepts such as kinship and camaraderie are very important, yet the same courtesy is not always extended to outsiders.

Those who do adopt the Xaela way however are likely to first pick up their natural tendency to slip into a fight effortlessly. Others may take time to adjust to the situation, but the moment a fight breaks out, you will adjust to peak performance instantaneously. As the fight continues, the flow of adrenaline through your body doesn't seem to end, and you'll find that with more time, flow of energy through your body seems to move faster and faster.

[Moogles – 200 CP/100 CP for Moogles]

Moogles Delivery

The Moogles don't just have their own language – the magic that they use has been refined through time and space both. Forming the backbone of their delivery system, should a Moogles have a targeted location in mind, they can freely teleport any small object capable of fitting inside their hands to that location.

As a result of their extensive practice and inherent magical nature, they also happen to cast magic much faster than normal.

Moogles Repair

It isn't just delivery that the Moogles are limited to however! In a more extreme display of their power, a Moogles can repair an item by actively rewinding it to a past state. In order to complete this perfectly however, the object must be small, and the Moogles needs to be aware of the item's original physical state.

While magical properties can't be rewinded once there are expended, in the process of learning such a boon, the Moogles's inherent magical strength grows, and the effects of their spells all grow a little bit stronger.

(Small objects can be "rewinded" in terms of physical state, though the state had to have been known beforehand - and it fails to recharge any magical properties which may have been expended. A slight boost to magic effect strength.)

[Tonberry – 200 CP/100 CP for Tonberry]

Green Death

Following the effect of the Green Death, the Tonberries have developed a strong immunity to toxins and poisons alike. Perhaps due to the Void nature of the disease which gripped them, their bodies are extremely adaptive – or perhaps it would be better to say that their cells consume invaders with a terrifying tenacity. Soon after being exposed to a poison, you'll develop a strong resistance to it, and even toxins normally lethal will only make you slightly sick on initial exposure.

Pursuer

Those who have fought a Tonberry will be aware of their dangerous tendencies. Once a Tonberry gives chase to a target, it is uncommon for their quarry to escape. Whenever you're chasing after an opponent, you seem to move a little quicker – on top of that, should you be chasing after a fleeing opponent, you'll move faster yet.

Let none escape from the edge of your knife.

[Beast Tribes – 200 CP/100 CP for Beast Tribes]

Tribal Solidarity

Largely due to their tribal nature, members of the beast tribe rarely go into any conflict alone. Faced with daunting odds, it isn't uncommon to see a beastman rally his comrades, and the process continues until every member of the tribe within range shows up.

Should you be in such need, you too can call upon reinforcements even creating them out of magic should that prove necessary. The reinforcements that show up can be given directives, but on top of that, so long as you benefit from this boon, your resistance to Tempering and other mind control effects improves substantially.

Elemental Focus

While the various races worship the Twelve, the Beast Tribes each worship a specific Primal. The effects of worshipping the Twelve are not immediately apparent, but the worship of the Primals have very distinctive effects. Each Primal has dominion over an element, and the Beast Tribes who worship them can absorb that element to a certain degree – as well as manipulate that element.

The one who picks up this focus also gains a strong resistance to Tempering and other mind control effects as well – resulting in near immunity should it be taken twice.

[\(Top\)](#)

=Profession Perks= // PERK PROF

Need a quick jump to and from your chosen profession? Allow me to be of [assistance.](#)

=Disciplines of War=

[Archer/Bard]

Anything Goes 100 CP

Most people have no issues when it comes to carry around quivers of arrows. There are plenty of people who fletch their own arrows when they have the time, but the whole process seems rather inefficient to you. Instead of wasting time in battle trying to grab new arrows, you would much rather just take whatever is close by and fire that off at your enemy.

Though you can't fire off anything that won't fit inside your bow, whatever can fit inside will fly true as an arrow. Have a spear that will fit inside your ballista? It'll fly. A dozen concrete pillars that you can barely fit inside that oversized bow of yours? That'll fly too.

Alas, while you might be able to turn many things into projectiles, that doesn't immediately mean they'll be more effective than arrows.

Despair Flight 200 CP

Those who don't know the lore behind the bowmen of Eld often see no connection behind the Archer profession and the Bard profession. But even if you did not know that the bowmen of Eld were the predecessors to the modern day

Bard, when you watch an Archer in action, you'll see how a team of Archers composes symphonies on the battle field.

They might have no instrument except for their bows and arrows, but the sound from a storm of arrows is enough to send a chill into anyone unfortunate enough to receive it, not so different from the melody created by a rainstorm. In order to create that melody however, you not only need enough arrows, but you also need to fire them quickly enough for the sound to be consistent.

By the time you become a Bard, firing arrows quickly enough is no longer a problem. The Soul Crystal that forms the basis of your profession has also matured, allowing you to automatically conjure an extra projectile for each one that you fire – though this eats away at your magical energy each time you do it.

Freestyle 400 CP

As the power of a Bard lies in their voice, their song of choice should not matter so much in comparison, and yet there is no real variety in the songs being performed. Whether it's because of a lack of talent in many of the other Bards, or simply a limited memory when in the heat of battle, you don't understand why you've only heard select songs being played.

You suffer from neither of those limitations, so while your compatriots have a limited variety of songs, you can play whatever song comes to mind. Depending on what song you play, the beneficial effects your companions receive will change. Generally, all beneficial effects are slight boosts to your companions' abilities and traits.

Shadow Vocalist 600 CP

Being able to throw your voice is good for reaching a distant audience, but at the end of the day you are still merely a single voice. Your song might provide substantial blessings, but being limited to one song is a major showstopper.

With the aid of magic though, you can be your own walking choir! The magic and audial effect from your songs will continue even should you switch to a different type of song magic, though as you stack up more effects, the drain on your pool of magic becomes substantially greater.

The bowmen of eld, predecessors to the Bards, made it their duty to support their allies with their voices. But there's no reason why your allies couldn't join in either. So even should you have a paltry measure of magic, should

you have enough allies join in, you could temporarily teach them the bardic song magic to form the basis for a choir.

[Gladiator/Paladin]

Weathering the Storm 100 CP

They expect you to hold the front lines, and that's exactly what you intend to do. Let them break themselves trying to move you aside; you won't yield a step. While they can still overwhelm you with sheer numbers, any attempts by the enemy to shift your position will inherently fail, be it magic or simply brute force.

Save for those who are inherently far stronger than you, you simply aren't going to budge once you decide to hold the line. In the presence of like-minded comrades, your will is only bolstered by their presence and vice versa, leading all of your comrades nearby to raise themselves to your standard.

Pure Sentinel 200 CP

There are those who argue that fighting defensively is just a slow way to lose. But the fact that you're alive should be more than enough to prove them wrong. Maintaining a perfect defensive stance doesn't mean that you don't hit as hard as a Warrior – though it might mean that you hit less.

You can use the shield in your hand like a Warrior would use a warhammer, and so long as you continually consume magic, whenever you block or parry a strike, the recoil will hurt your enemy for a fraction of the damage that was mitigated.

Last Order 400 CP

To the Paladin of old, the word of their liege was law. If the liege would command it, the Paladin would lay down their lives without question. When the time comes, there is no question that you would be able to do the same – the only question would be who your liege is.

Should the charge that you've chosen to defend be struck by a fatal blow, you'll instinctively sacrifice a large portion of your vitality in order to shield them. Should the blow be too powerful, such that it would overwhelm you as well, it will most definitely still kill your charge. Otherwise, your charge will escape intact and unharmed from the encounter. This can activate so long as you have enough vitality to pay the price.

Wall of Justice 600 CP

Your shield isn't just a symbol of your station – it's your lifeline, and also where you draw the line on how far you'll permit your enemies to go. Not to falter, not to fall, with a shield in hand you will resist whatever tide comes your way. Against normal blows, your defenses are significantly boosted, but it isn't until a life threatening moment comes that your shield skills will really shine.

Against attacks that would normally hit an entire area around you or blow right past your shield, you can absorb all of that damage into your shield. While this completely protects the area around you, remember that you aren't invincible, and if you bite off more than you can chew, hopefully the price won't be your life.

[Lancer/Dragoon]

Prepared Leap 100 CP

When people tell you to look before you leap, they aren't saying it just to waste your time. By taking a bit of time to collect your focus before you leap, you'll not only jump a little bit higher, you'll also carry forward more energy into the landing – which will only mean more damage to the enemies you strike. With sufficient strength, you'll even release a small shockwave when you land.

Retained Momentum 200 CP

Normally when you land from a jump, it will take you a moment to stabilize again as the energy from the landing disperses. But the process of that means a substantial amount of energy is always wasted as you lose momentum entirely. By transferring that energy into another leap instead of waiting for it to dissipate, you can retain the energy that you would have potentially lost.

Now capable of leaping consecutively, you can freely change your direction as you leap. However, each time you leap in rapid succession, you lose a little bit of energy – reducing how high you can reach.

Convergence Point 400 CP

A dragon is a massive creature, and while dragoons are dragon fighting specialists, it's a far stretch to expect that one man can bring down such a mighty beast. But with the efforts of many spears combined, even the greatest of beasts will fall.

By marking a location with a blow of your spear, the blows coming from you and your companions nearby will all hone in on that specific location. You'll need to actively consume magic in order to keep the mark going, but so long as the mark is present, that one spot will be weaker than the area around it. That is before you and your companions smash that spot in.

Aeolian Stream 600 CP

Dragoons are dragon fighting experts out of necessity rather than preference. Trapped in a struggle against the Dravanian horde, Ishgard developed these warriors and their art in order to maintain control over their people and the surrounding territory. Over the past decades, conflicts between the Dragons and the men of Ishgard have not ceased, and as a result Dragoons have developed farther and farther from where they originally started.

A Dragoon relies on the strength of their jump and dive to penetrate the tough hides of their opponents. While they are indeed masters with the spear, their standard attacks are little different than those of a Lancer – it is the dive which characterizes them. By translating the energy behind a dive through a different movement, the Dragoon's flexibility can grow by leaps and bounds.

Though the preparation takes a short amount of time, you can freely store the momentum behind your thrusts and swings, choosing to release it at an opportune moment. Just like when you prepare to jump that energy retained is explosively released. At most, you can store up to three times the normal energy of an attack to be released at once.

[Dark Knight]

Controlled Descent 100 CP

The Dark Knight's path is one fraught with peril, and as his name implies, quite a bit of darkness. Though their path is just, and their purposes often virtuous and true, the source of their power puts them at odds with their aims. Many believe that the Dark Knight's focus is channeled into a seething hatred and anger at the injustice of the world around them, and as the Dark Knight draws on his power – he needs to confront this darkness and risk being consumed.

Thankfully, while you might not be wholly at peace with your inner darkness, you're well aware of it, and you can control it better than another in your position. You won't lose yourself to blind fury, and considering how much control you have

over your inner turmoil, the attempts of others to cloud your judgment will yield little results.

Vengeance 200 CP

In the moments when the Dark Knight's judgment lapses and he succumbs to his inner darkness, the repressed negative emotions will lash out in destructive fashion, endangering both friend and foe around the Dark Knight. However, if it was possible to focus that anger and concentrate it, then perhaps a semblance of control could be achieved.

In the state where your inner darkness has temporarily consumed you, it will manifest around you in a destructive aura, growing larger based on the amount of rage which you've suppressed. By choosing to focus on the enemy who last offended you, you can exclusively target that specific enemy. At a close range, your destructive aura will even reach out and latch on to the enemy in question.

Just hope that they don't fall before you can regain control over yourself.

Oblivion 400 CP

When you live day to day struggling to contain a growing darkness within you, being able to temporarily forget about it all is a blessing. How many Dark Knights out there dream of the day when they can cast their darkness aside? And yet, afraid of losing all that they possess, they cling on desperately to their power...and the darkness that comes with it.

For a time, you can live without the influence of the darkness within, or any other mental parasites or afflictions which you may have. However, so long as you remain free of this, your access to your powers is sealed, and even your physical body weakens slightly.

Subjugation 600 CP

While the Dark Knight deals intimately with the darkness inside, their constant interaction with this turbulent element gives them the insight to see into the darkness of others. Often, the signs of darkness within others are well concealed, only briefly appearing through sideways glances and snide remarks.

But once you can pinpoint it, you can draw it out of a person, and induce a state of rampancy in them not unlike what happens if you were to succumb to your own darkness. But while you can restrain the darkness inside you, it's likely

that your subject of choice doesn't have the same capacity and their rampant behavior will lead to wanton destruction.

With enough practice, you can incite entire crowds by giving them a common enemy – something to incite them with.

[Rogue/Ninja]

Catch Me If You Can 100 CP

They can't punish you if they can't catch you, and they can't catch you if they can't see you. You've always stuck to the shadows, not using it as a weapon, not using it as a tool, but cradled in its embrace like a child in the cradle. While the shadows may make others hesitate, you only go faster through them, your senses attuned to moving through them and inside them.

Silence from the Knife 200 CP

They can't guard against what they can't sense. The enemy might be able to see the blade that's in your hand, but the one coming out from the shadows will strike them without fail. Whenever you attack, a second strike will come out from your shadow. Should your enemy have legendary reaction speeds, they might be able to account for it, but most foes will be hard pressed to fend it off.

Mudra Merging Technique 400 CP

The Ninja have developed a long series of techniques reliant on hand seals that they call the Mudra. Strangely enough, the techniques that they use for these, the ninjutsu, each follow a very strict combination of these Mudra signs. On learning the techniques, you never questioned why they needed such specific combinations, but with a bit of time you've been able to innovate.

By merging the signs, you can combine the effects of multiple ninjutsu into one. But more importantly, you've been able to integrate the signs with your other techniques as well. The basic effects of Ninjutsu can be applied onto other techniques.

Kawamiri 600 CP

It's the most classic ninja trick in the book – and that's why it's the best one to use as a masquerade. Replacing your body with a log, making your enemy think that you've gotten away – when in reality you're still standing right where

you were before. By manipulating the vital energies of all that around you, you can temporarily weave yourself in as part of the world, allowing you to move freely without being revealed. As it literally requires you to compress the surrounding energy, you'll find that attempts to detect you through magic alone are likely to fail.

While the illusion is nearly perfect, maintaining the weave to such an extent is ridiculously taxing on all of your senses as well as internal energy. So while it's ideal to fool your enemy into turning their back on you, you won't want to maintain the illusion for long.

[Pugilist/Monk]

As Lightning 100 CP

Fighting without a weapon massively reduces your range, and when facing enemies with weapons like spears and bows, this disadvantage becomes even more prominent. Before the disadvantage becomes fatal, you need to close the gap, and the only way short of teleporting is to move faster.

You've gotten faster with all that training, both in terms of movement speed as well as your striking speed. You're now quick enough to close the distance, and hopefully quick enough to overwhelm them with a flurry of blows.

Spiritual Purge 200 CP

Monks are well aware that massive fonts of power lie within any individual. Chakra, as they've come to call it, circulates through the body, regularly pooling in certain areas in the body. Monks learn how to move these pools of energy, promoting circulation throughout the body and boosting their own strength.

By forcefully expelling that energy however, for a brief period the Monk will experience a massive burst of strength. This increase, while substantial, happens to be very brief, and afterwards the Monk will need to build up the Chakra inside once again.

Storm Channel 400 CP

Chakra is only one pool of energy inside your body, and with the ability to move Chakra around; you've also determined the necessary processes to mix it along with the various pools of magic in your body. Infusing your Chakra with

magic takes a little bit of time, but with sufficient preparation, the Chakra that you use to infuse your blows can also be infused with magic as well.

Most Monks can open up to five points of Chakra at once, and consequently, you can infuse up to five different elements at once. However, managing this storm of energy is a constant juggling act.

Forced Translation 600 CP

Monks may know how to manipulate chakra, but it doesn't mean that they are the only ones capable of such feats. Through the manipulation of specific pressure points, the Monk can externally direct the flow in other individuals as well.

In doing so, the Monk can directly control how Chakra affects another person, either by depriving areas of chakra, or purging the Chakra in another person. For a brief moment, you can even bestow upon another the ability to fight as a Monk does.

While the opening of a Chakra point on another person lasts a shorter period than it would if you opened the Chakra point, for the period that the Chakra point remains open, the individual's strength in that region of the body is massively increased. You could potentially use this to reinforce a part of the body for a brief period of time.

[Marauder/Warrior]

No Respite 100 CP

Conflict is not something that's willing to compromise with anyone. For that matter, if people knew how to compromise, for the most part conflicts wouldn't even exist. But the fact of life is that conflict will never cease, and you're very aware of that. It's far better to stop it at its root, the individual, than to try and negotiate a way out to no avail.

Your skills improve dramatically when fighting a lone enemy over a group, regardless of what methods you use. If they're going to struggle against you single-mindedly, then you'll focus on downing them with an unfailing determination. Attempts to distract you from your target will most likely fail.

The Soul Yearns for Honor 200 CP

Battle completes the Warrior and Marauder alike – but even if battle gives a person meaning, what is it that justifies battle in the first place? Having a cause to fight doesn't put you on a moral high ground, but it means you have a better sense of what needs to be achieved and how to go about it.

But just knowing why you're fighting isn't good enough. When you come across enemies and allies who were once fighting for no cause, you can influence them in the process of battle – and over time, they will slowly lose the will to fight against you, or convert to your cause entirely.

Collateral Damage 400 CP

Often after a group of Marauders have finished up, it'll be very clear that they've passed just by the trail of destruction which they've left behind them. One would almost think, given the mess they leave behind, that they will attack any indiscriminately.

As you attack, a portion of the damage caused by your strike will impact the area around you. Furthermore, any of your abilities which naturally had an area of effect grow a bit larger. Should you wish to reduce the damage caused by this enhancement, you can naturally suppress it.

Outer Beast 600 CP

Many speak of the Warrior's ability to harness a power deep within them, a power they refer to as the Inner Beast of the Warrior. Perhaps this power is common to all men, but the Warriors alone are capable of drawing on their potential and translating it to sheer force.

But while such a brutish expression may suit other Warriors, you would prefer something a bit more representative of your strength. You may channel your Inner Beast in the form of a constant energy shroud which wraps around you. The shroud can be molded into a shape of your preference, and so long as it is up, your strength and speed increase dramatically.

With enough practice, you could train your control of this energy to the point where you can attack with the energy of the shroud, complete with aesthetic effects. It would be awkward if your inner beast was a little puppy.

=Disciplines of Magic=

[Arcanist/Scholar]

Fairy Friends 100 CP

The Scholars share a very distinctive bond with familiars that others call the Fairy. Potent spellcasters of their own, each Scholar can manifest their own Fairy freely, who acts almost like a spell conduit and amplifier just by flitting about. But while a familiar is often an intimate being unique to each individual Scholar, it only serves to reason that a Scholar of sufficient strength and willpower could manifest more than one about them.

Take heed that the drain for keeping such a familiar about is substantial, and even though it may be nice to have a flock of fairies flitting about you - it could very well leave you in a hapless position.

Knowledge Drain 200 CP

If we represent everything in terms of mathematics - then surely, the world will be open to us only in a fashion that we can understand and manipulate. Even the knowledge within other people would be something available for translation and then perhaps...transcription.

With work, you will also be able to learn in such a fashion, molding what is unknown to you into a known form. You could take an entire library and condense all of that knowledge into complex equations - using it to form the basis of new equations if need be. Or you could scan into the mind of another, and document what they know in the form of numbers and values.

Hopefully you're good at mathematics.

Sanctuary Sprite 400 CP

A sprite defends her master, and your familiar will lay down their life if that is what it takes to keep you alive. Long ago, the Scholars of Nym relied only upon their own intellect and their familiars to repel assault after assault - and with time and experience, your familiar will only grow to be capable of similar feats.

Well versed in support magic, your familiar is protected with a magical shield so long as they are casting - capable of repelling physical blows and

reflecting magic to a degree. This fae barrier extends to those within close vicinity, though the effect is dramatically reduced.

Blessing of the Fey 600 CP

Perhaps no Scholar has the answer to this question, but who better would know the origins of their esoteric familiars? Why is it only the Scholars who possess these familiars? What was it that the Scholars of Nym had done to lay down the foundations for their art?

You still don't have the answer to those questions yet - but your bond with your familiar has grown strong enough that taking upon their form is wholly possible. After all, it's not so different from manipulating the Aether to form a cocoon around you.

For a temporary period, you can take on a form similar to your fairy, and the magic which you cast out will also take on the form of a fairy. The blessing of the fey in effect, your magic recharges substantially quicker - but this form hardly lasts for very long, so it's best not to depend on it too significantly.

[Thaumaturge/Black Mage]

Aether Draw 100 CP

Thaumaturges look within for the source of their magic, and as such, their brand of magic is very intimate, very personal – suitable for one who is well aware of themselves. At times when all other magic fails, the Thaumaturge will still have a miniscule supply of magic, something to call on as a last resort.

But this Aether, extracted from one's own body, is typically only usable with the use of a conduit and a mold. To even use it properly, one would need to be capable of manipulating arcane energies on a fundamental level.

Starting off, whenever you find yourself in desperate situations, you'll always retain a miniscule amount of usable energy for magical purposes. While the pool doesn't grow substantially as you become more experienced, your ability to shape the energy and draw it out will increase, allowing you to access this pool more quickly once it is depleted.

Deep Introspection 200 CP

The deeper you look inside of yourself, the more Aether you'll find, but there is much more than just Aether inside of you. The more you travel, the more repressed memories, terrible impulses, unwanted secrets linger inside of you. As long as they continue to linger, you'll always have to live with the fact that they're present.

However, once you confront your demons and free your mind, your magic strength will slightly increase. Easily said, but not so easily done – and there are some demons that are so ingrained into your identity that they won't go away with just mere contemplation.

Ruinous Impulse 400 CP

Black Magic...the forbidden art created for a sole purpose, destruction. The will of its creator is so strong that it has become a fundamental part of the magic, something recognized as part of the magic's identity.

While the practitioners of Black Magic may not necessarily bear destructive motivations, many recognize the ones who possess this magic as agents of destruction. Drawing roots from Thaumaturgy, as the prowess of a Black Magi increases, the significance of will power in their craft increases substantially.

Be careful about linking the power of your magic to the concept of will power. Not only is it linked to your will, but also the wills of those affected by the spell. Rather than physical damage, your spells will harm the minds and spirits of your enemies – but they'll also weaken based on your own mental state. While you can tune how much Black Magic influences your spells, note that once you choose this, a portion of your spells will always be influenced by Black Magic.

Well of Purpose 600 CP

Black Magic may have been created for the purpose of destruction, but nothing is there to prevent you from bending it to your own purposes. The first Black Mage, the legendary Shatotto, became known as Death's Handmaiden for the terrible magic that she brought to life. But with that same power in your hand, you have the freedom to choose what path it shall take.

Black Magic bends to your will, and with it you can even affect small celestial bodies as the legendary originator did. So as long as you can sustain the

massive strain of wielding it, for a short period of time you can extract all of the magic within yourself and bring it forth to bear in a massive well of energy. All your spells cast during this time will strike a wide area – and even your companions nearby can draw on your pool of magic should you permit it.

[Astrologian]

Stellar Blessing 100 CP

The fundamentals of the Astrologian's craft lies in his relationship with the stars. Astrologians seek to understand that which is hidden from all man, their future and fate, and it is through the movement of the astral bodies that the future is foretold. That is the legend behind the Astrologian's craft, and there is more fiction than fact – but it is true that an Astrologian's magic is tightly intertwined with the stars.

A stellar body is always present, though the Astrologian may not be able to see it with the naked eye. In the presence of the sun, the Astrologian's magic has a more pronounced effect whereas in the presence of the moon, the Astrologian's magic reserves recover quicker. With their established relationship to the astral bodies however, all aspects of the Astrologian's magic improves slightly. The Astrologian's tool, the star globe, is something which can determine the movement of astral bodies – and with that in hand, the Astrologian can easily look up into the sky and identify his location, be it day or night.

Joker Deck 200 CP

The other tool which the Astrologian possesses is their divining deck. Whereas the Star Globe directs magic tied through the stars, the deck of cards which the Astrologian possesses draws out magic from a fixed source. With this joker deck in hand, the fixed source in question is your own font of magic.

The standard deck holds six cards, but you can add to these six through sacrificing your own magic. Sacrificed magic can't be used normally, but can be cast instantly by drawing it as a card, bypassing standard cast times. With this deck, for each card that you add, a duplicate is inserted – should you draw two in a row, the effects become amplified.

Dealer 400 CP

The Astrologian binds magic through the tools they use, but the deck that forms the basis of their support magic is meant to tie them to their allies. Taken another step further, by handing each of your allies a card, you can bestow upon them an ability of yours temporarily.

However, this introduces the use of blank cards, with which your companions can insert their own abilities and hand them out temporarily. When returned to your own deck, you can use their abilities once before the cards become blank again. Each blank card consumes energy to create,

Celestial Alignment 600 CP

“When the stars align”, people seem to like that phrase quite a lot, but to you that phrase has a very different meaning. With their magic aligning under celestial bodies, the significance of their alignment is very significant for the Astrologian. The moment the alignment is complete, for just a brief moment the Astrologian’s pools of energy harmonize as one, and they can freely replace the cost of casting or action using this harmonized pool of energy. After casting with this however, it’ll be a full day before you can channel the alignment again.

Keep in mind that the act of aligning celestial bodies is not necessarily one that you can – or should do. Though this can activate just by an event such as a solar eclipse or a meteor shower – the more astral bodies present in view, the longer this period lasts. It might help to learn some astronomy beforehand.

[Conjurer/White Mage]

Aether’s Flow 100 CP

Conjury is associated with life, and in Hydaelyn, the flow of Aether is hardly different from the flow of life. To be able to perceive that flow is a skill very few have, but you can see the faint traces of it. To see much more would likely overwhelm your senses. Being able to peer into an individual and see the flow of Aether, you’ll know exactly where to strike to cut off their flow and seal their magic – and exactly where to touch to boost the flow and strengthen their magic.

With time, you could train yourself to manipulate the natural elements of earth, wind and water in the same fashion – not so much conjuring them into

existence, but rather taking existing bodies and molding them gently to suit your needs.

Radiance 200 CP

Others may heal, but only you bring succor on a level like this. By manipulating the power of the elements to form something that heals rather than destroys, your healing spells are not only stronger, but can reform damaged objects to a small degree as well.

But magic woven over and over again doesn't simply fade away, and even after the initial shining moment, a fragment will continue to linger, and your spells – be they used for healing or destruction, will pulse twice more in the immediate area before they fade away. Each pulse is weaker than the last.

Elemental Weave 400 CP

Conjurers do not simply harness the properties of life, but also the primary elements - which they bind into spells. Earth, wind, and water, all of these natural elements are at your command. But that isn't enough. Arcanists may seek to distribute the gift of the elements to others, but you would prefer to perfect the elements instead. Why give something so basic without even trying to improve it?

The elements at your command you can weave together flawlessly. By melding these elements together, you'll find that the weaknesses of one are overruled by the benefits of another. This act of molding takes time, and just like mixing colors, you'll have to repeat the process over and over again until you get the exact blend you want. But with time and effort - surely you'll have a new building block in your hands to rival even the Magitek of the Garlean Empire.

Life for Life 600 CP

Like Black Magic, White Magic has existed for eras, and yet its abuse led to its sealing, and only recently has the magic slowly resurfaced in Hydaelyn. Though at a glance White Magic appears to be simple healing, something that many in Hydaelyn can do, a look at the ancient ruins of the Ampadori will tell that White Magic is not as it seems.

Against preconceptions which you might have, White Magic is not a magic that creates something from nothing. It is an art that excels at draining life in order to give life. White Magic is not something as simple as a healing spell. The

magic that you bear is one that can be imbued into other things, and living beings are not the only things that you can bring succor to.

At a small cost of your life force, you can mark an individual or an object. So long as that mark exists, the target will continually heal by corroding the environment around them. The more life and magic in the area around them, the more they heal – though the effect is reduced if there is nothing left to heal.

The presence of the mark will keep a person alive, unless they are condemned to death by a higher power. Always keep in mind that White Magic is a process of exchange, not creation – to heal something, another must be destroyed. You may break the mark at any time, but you cannot mark yourself.

[Arcanist/Summoner]

Elemental Distribution 100 CP

In their quest to understand the nature of Aether, Arcanists took to mathematics, trying to express the unknown in terms of figures and values that they could comprehend and understand. To this day, while they still may not have a full grasp on the nature of Aether, through the use of mathematics, they have come to terms with manipulating it and giving it both form and property.

Those who have become Summoners take this a step further, and with the calling of elements from beyond the Aether, they have now proven themselves capable of taking the elemental properties inside another, and giving it form outside.

Basic elements such as fire, water, lightning and ice are easy to distribute to others and come at no detriment. The mathematics allows one to mold them into physical constructs if need be, or merely store them inside the receiver. More sophisticated elements such as holy and darkness will probably take much more effort in order to mold.

Summoner's Conduit 200 CP

But the Summoner binds the essence of a Primal to their will. Though this act may be temporary, the nature of the act means that the Summoner and the Egi that results are inherently bound to each other.

Magic which affects you, even on a temporary basis such as blessings and curses, will equally affect your Egi, and any other summon you may have. The

nature of the conduit means more energy must be supplied merely to anchor this summon in place, but that is an aspect that you should have been well aware of, being a summoner.

Eyes on Me 400 CP

Every Summoner knows this problem - when the enemy realizes full well what you are capable of, and has decided to focus their attention solely on you even if your Egi is wreaking havoc in their lines. No Summoner, no Egi, simple enough.

So teach them that ignoring the Egi is merely a shortcut to total ruin - as the attention of enemies focuses on you, your summons in turn focus on the offender, with all of their efforts resulting in blows landed on critical weak points to cripple the enemy. Single minded determination is something which should be punished.

As nothing binds you to simply stand there and subject yourself to all the attention, while you're targeted in such a fashion, weaving the Aether around you to form defensive barriers is much easier than normal. It's almost as if you're setting yourself up as a decoy...

Contractual Bind 600 CP

Summoner, you already know that to bind an Egi, you must first lay it low and bring it under your heel. The Primals will test your strength, pitting you through trials to see if you are worthy. Prove yourself worthy in valiant battle, and they would grant you an Egi as a boon.

But why should you limit yourself to the Primals who would only test you on a whim? As an Arcanist, you already practiced the art of Aether manipulation to bring forth the Carbuncles, using nothing but your understanding of Aether alone.

It only serves to reason that with sufficient time and exposure, you can twist the Aether and mold it into a summoned creature worthy to call your own. It's probably nigh impossible for you to mold any unique individual from this, given the nature of Aether in such individuals - and even at the moment of inception, the summoned creature is hardly likely to be strong.

But the potential of such a construct is undeniable. In our opinion, you would be best served to experiment on monsters which are common place - the

sheer abundance of such monsters will make analysis a simpler matter, and the loss of a couple of these is hardly a loss anyone will notice.

=Disciplines of the Hand=

[Leatherworker/Weaver]

Inner Linings 100 CP

A customer came to you one day with a strange request for you to make a leather jacket which would be thinner, enough so that it would take multiple jackets to equal the bulk and weight of a normal jacket. As strange as that request was, when you watched him enchant the various jackets it suddenly made sense. Instead of trying to enchant a single jacket multiple times, he would wear multiple jackets enchanted once.

But you can improve on that idea. Instead of attempting to craft multiple thinner jackets, you've opened up inner linings in existing pieces of work. As you predicted, while the ease of stacking enchantments has gone up, the overall durability of the item has dropped by a bit. Perhaps with time and better materials, you could rectify the second point. Having so many inner linings also helps quite a bit when it comes to deeper pockets, which is a nice side effect.

Harmless Extraction 200 CP

With hempen yarn and animal skins in shorter supply since the catastrophe, you and other craftsman have had to adapt your practices in order to keep the orders met. Practices to minimize the amount of animals killed, to make the most out of that which you have on hand are all crucial nowadays as resources grow scarcer.

While the animals still aren't too comfortable with it, with this magic you can weave together a copy of their skin or wool, while only taking a small portion of what they have. It doesn't really feel right, but at least the animal is still alive! It'll take time, but what you've taken will slowly grow back.

Form & Function 400 CP

A while back, you overheard something your customers had said - about cloth and leather being insufficient to protect them out in the wilderness of Eorzea. You have to admit that they do have a bit of a point. Cloth and leather might be far more comfortable than a suit of plate armor, but functionally they

protect substantially less. But maybe if you could use a different material, things might be different?

The principle of this weave is the same as when you made inner linings. But whereas inner linings allowed you to split open layers in order to weave enchantments and magic inside, now you have folded layer upon layer with inlaid crystals to attain a weave that can withstand blows just as well as a suit of plate might.

The amount of crystals you need for the process is substantial - but the magic is ultimately necessary, so that you don't leave a single imperfection which may ruin the final product, and also so that it doesn't end up looking bulky and cumbersome. Objects that you craft with the same principle exhibit durability several times stronger than what you would have expected from an equivalent of similar weight.

Lively Leathers, Feisty Fabrics 600 CP

Each creator only hopes to bring life to their creations – to give them exposure to a world, to let them serve a greater purpose. For each masterpiece that a creator brings to life, it demands more time, more labor and ultimately more of the creator's spirit.

You've made adaptations to bring your work to par. You've made adaptations to make them go beyond expectations. All of this in hopes that you can see more of your pieces used all over Hydaelyn. With all the life and magic that you've put into your work, slowly, your pieces have begun to change.

The pieces that you create have always been durable, but under the influence of your passion and the overwhelming magic involved, all of your products will naturally absorb ambient magic to restore themselves. Regardless of what you create, so long as they have been used for a sufficient amount of time, you could create material out of them to be carried forward. Leave no piece to waste, as more and more of your work come together in grand collaboration.

[Blacksmith/Armorer]

Defensive Plating 100 CP

There's nothing that you can't protect without adding a layer of steel on top. After all, that is the fundamental concept behind armour. The issue is figuring out how to create a layer which can resist any blow - the fabled

strongest shield in essence. You're not quite there yet, but you've figured out how to make the lightest shield, while still affording a level of protection.

It does not matter if the client is already wearing armour, or if the castle already has walls, you can forge another layer of protection on top, and they won't even feel it. The weight of armour which you create drops substantially, though the level of protection does not fall equivalently.

Cold Fires 200 CP

The hotter the fire, the easier the metal is to form - but too hot, and the metal will simply melt away. That's always been a conundrum which you had to solve. The mages however, have a different solution for your problem. By imbuing fire with Aether, you can reach the conditions necessary for forging at far lower temperatures than normal. Similarly, the intensity of any fire spell you cast is significantly increased.

Crystal Metallurgy 400 CP

You figure that it would only be a matter of time until somebody attempted to forge a suit of armor out of crystal. Frankly, with the materials available and the tools there, it's more of a surprise that it hasn't happened already. Of course when you actually try it, you'll realize why - the magic surrounding the crystals is simply too strong to be forged using traditional means.

But if traditional means won't work, that just tells you that you need to employ more esoteric means of forging. Forging not with traditional fire, but with the concentrated essence of Aether and fire crystals, you can bring to life a suit of armor with crystal alone - retaining its Aether collecting properties, and magnifying the effects of spells all around it. Perhaps with time, you might be able to make golems with this...

Materia Extraction 600 CP

Your common Adventurer probably has no clue about what Materia even is, but through your trade connections, you've gotten quite a bit of experience firsthand. Materia are crystals - certainly that much is evident - but the Goblin who taught you also told you that Materia is basically the "memory" of a piece of equipment.

You weren't aware that equipment could have memories. By slotting in Materia during the refining process or forging process of a piece of equipment, you can "pass on" those memories, improving a piece of equipment.

But the Goblin warns you about one thing - taken too far, Materia can give life to things that were intended to be dead. Legends speak of weapons known as the Zodiac Weapons, which became sentient with the accumulation of so many memories. You're not sure how much Materia that would take, but a sentient weapon is an interesting thought.

[Goldsmith]

Appraisal 100 CP

Beauty might be in the eye of the beholder, but what you see through your eyes is the value that an object has, in relation to an individual. When a client brings you a piece of jewelry, you won't just be limited to discerning what the jewelry can do, but also just how much it is worth to the client – and everybody else present. Now, you aren't going to use this to overcharge people are you?

Spell Extractor 200 CP

Some of the jewelry pieces in Eorzea have become heirlooms with time, and the residual presence of Aether have imbued them with slightly magical properties. So it's not too uncommon to find rings and other jewelry which have enchantments and spells. What's harder is removing that when you receive an item with such properties.

In a fashion not too dissimilar to how Materia works, you can disassemble equipment to receive all of the base components inside - and each enchantment will be in the form of its own unique gemstone. This is probably the kind of gemstone that you don't want to sell off, just because you don't know what others might do with the magic inside.

Crystal Purification 400 CP

The Goldsmiths sincerely believe in the concept of "High Risk, High Return", so when people developed methods for refining jewels out of stone you knew there had to be a catch. Indeed, there is a catch to the whole thing.

The amount of magic required is exorbitant, but should you succeed in forcing all of that magic into the sample of rock, it won't just be a simple jewel that you end up producing – you'll be producing a full-fledged Crystal.

The magic contained in this artificial Crystal is unfortunately just a fraction of what you put in – but hey, your magic will recover in time. Now you just need to collect enough rocks to repeat the process over and over again... The Crystal formed will only contain a single type of magic, depending on what elemental magic you put into it.

Size Fluctuation 600 CP

The lady with the skillet wants a larger diamond than the one in store - and while she's adamant about it, you simply cannot just walk into the closest mine and pluck out a diamond for her. As your colleague suggests, perhaps an enlargement using some crystals would do the trick.

By draining the Aether from crystals into an object, you can enlarge the size of that object by one and half times. Though this only works once, it does happen to be permanent, and evidently it passes for a real object flawlessly, as the customer can't tell the difference. Not even when she smashed the diamond up with her skillet afterwards. Why did she want it again?

[Machinist]

Automaton Directives 100 CP

Despite being adopted in Eorzea largely out of desperation, the Machinists have a very well developed foundation largely due to prior experience from Garlean defectors and old Allagan Tomestones. The very fundamentals of Machinists lie in the creation of machines, and whereas Ancient Allag took this in a direction to create superstructures and the Garlean Empire took this in the direction towards magitek, the Machinists have chosen to manipulate the technology available to them in a more subtle manner.

The creation of machines led to the creation of robots, and whereas the Machinist is only one person at the end of the day, with an army of robots at their command, they can extend their influence far beyond where their tools can reach.

When encountering any robotic machine, the Machinist can attempt to override or insert new protocols into the robot. When dealing with robots they

have created themselves, the Machinist can insert subroutines without dedicated memory, limited only by the robot's physical capabilities.

Wind Up Automaton 200 CP

Most of the robots created by the Machinist are rather rudimentary, simply because mass production generally discourages unique designs, and the use of unique robots tend to be for very specialized purposes. However, you can create what others might consider as "dolls", simulacra of people and creatures that act very close to the original might.

The amount of actions that the automaton may mimic is rather limited, and they tend to be rather small due to the resources and attention required for a good level of mimicry. With a greater amount of research and development, you may be able to insert a basic level of intelligence to mimic basic behaviors as well.

Assuming Control 400 CP

Well, now you have an army of automatons, and they're ready with commands to perform sweeping patrols and eliminate intruders. But that's probably not all that you want out of them, and when it comes time that you need to take control of a situation, there are plenty of cases where manual control is far preferable to automatic subroutines.

You may freely control an automaton of yours directly. Should they have a visual recognition routine, you can see through it. Should they be capable of vocal expression, you can speak through them. The remainder of their capabilities which you can assume is often dependent on what kind of automaton you make, and what features those automaton possess.

[King] Autoturret 600 CP

But each profession experiences a never ending demand for improvement, and as Machinists develop further into the field, they soon realize the limitations of having a single production facility and even the limitations of a single designer and controller.

The [King] Autoturret is a misnomer. It actually has no turret attached, and serves no offensive purpose. However, it serves as a mobile factory, producing out of a fixed design which you provide to it. The synthesis process doesn't work off of physical materials as you might expect, but rather the magical energy which you provide to the autoturret. Each autoturret that you create and

imbue will take a portion of your energy, and in order to create more complex designs, you'll need to give it more energy.

It might be a little draining, but now you can dedicate yourself to other ventures as your little mobile production facility churns away.

[Culinarian]

Taste Tester 100 CP

While it isn't true that you can't cook if you have no sense of taste having a sense of taste does help when it comes to figuring out how to cook a good meal. It also helps when you need to figure out if a meal has been spiked.

With that much experience, being resistant to standard poisons and drugs has certainly helped, and you've also learned how to disguise drugs inside your dishes - should you ever need to do so.

Culinary Control 200 CP

As a chef, you've always known that herbs and spices have their place in making everything nice - and giving foods their specific tastes. But your customers don't seem to care for extra ingredients driving up the costs - and you aren't getting those herbs for free.

Well, a bit of magic won't hurt anyone right? Even without herbs and spices, you can freely shift the taste of your food to something completely unexpected. Of course, that comes with its own side effects...food that you produce amplifies magic when consumed, if only for a short time.

Path to Victory 400 CP

They say that an army marches on its stomach - and without food, no force would ever leave the comforts of the dining hall. Thankfully, with some experience working with soldiers under your belt, you know exactly what is needed to make good combat rations, and of course, the key point is being able to churn out that much food in such a short period of time.

Regardless of what ingredients you use, you can always create a hearty, filling meal for large groups of people at once.

Cornucopia 600 CP

With food in their hands, Culinaricians can work wonders regardless of demand or preference. But that requires them to actually have a steady supply of food present. If the supply of food ever runs out, the Culinarician will be no better than a fish out of water.

Sometimes they'll find themselves forced to work with crude materials, but Culinaricians should never find themselves with absolutely nothing to work with. Based on the local environment, and the amount of magic that they have, Culinaricians can perform a magical harvest to collect for foods.

The amount of food that this can generate can get quite large depending on how magically proficient the Culinarician is, but the quality of the food will always be somewhat mediocre relative to what is available in the region. Ideally, that's where the Culinarician's skills come into play.

[Carpenter]

Extraction Efficiency 100 CP

Judging from the state of Eorzea, the Carpenters and other tradesmen here have long since improved the efficiency of their resource collecting processes. From the record books, while the presence of Aether has helped a great deal, the harvesting practices put into place played a large part as to why the natural landscape is still the way it is today.

Adopting those same practices, you've improved on the harvesting efficiency for all manners of things, not just restricted to trees - but other plant life as well. So at least the plant doesn't simply die off after one round.

Rapid Growth 200 CP

You can't afford to wait years for a forest to regrow! By the time that forest grows to a state where it's ready for harvest, you won't even need the lumber to build your house anymore! No, in order to make it in time for harvest this season, you're going to need to draw on some more potent forces.

It might be a little bit dangerous to use Aether in such a fashion, but by imbuing the saplings with concentrated Aether, you've successfully sped up the growth rate of the trees - to a point where you can harvest them again. Well, unfortunately, the trees did grow a bit bigger than normal, but you expect that's just a normal side effect from using concentrated Aether to grow things.

Field Engineer 400 CP

One of your jobs is to prepare the wood necessary for construction, but there's nothing preventing you from actually using the wood that you produce. When you have the capacity to substitute other materials with wood, the possibilities of what you can build expand greatly. And when you're a one man construction team – then suddenly you're open to a whole world of opportunities.

Your ability to both assemble and assess structural designs has improved greatly. From just your eyesight alone, you can determine the physical weak points associated with any structure and with an aptly placed piece of wood, you can remove that weak point. No one said the structure had to look pretty – just so long as it remains stable, and it certainly will. After you're finished with the modifications, structures will be far sturdier and resistant to damage than before.

Steelwood 600 CP

They say that in this day and age, wood is obsolete - with the commonplace presence of steel and the development of magitek. But you think they're wrong - or rather, you're sure that they're wrong. With the right techniques and the right tools, you can make wooden tools of a quality to rival its steel equivalents, reinforced or not.

Sure, there was a substantial amount of magic involved - but you knew that was inevitable. Your reinforced wood is naturally magic resistant, which thankfully means it won't corrode or burn - just remember not to use it for firewood.

[\[Alchemist\]](#)

Composition Analysis 100 CP

"Before you get to work, you need to know what it is you're dealing with!" - that was the first lesson you were taught when you started this discipline. Certainly, your mentor was right. Without knowing what you're working with, you're simply courting with catastrophe.

With a bit of help from the Aether tools you have, you can discern the properties of any material you're working with - enough to know if there's an occupational hazard involved with handling them. But with sufficient practice and a discerning eye, you can figure out what any item is made up of.

Innovator 200 CP

You'll never make a name for yourself if you can't innovate - and sometimes, innovation requires you to take risks and make mistakes, even ones which might be catastrophic. It takes effort to gain experience, and it takes courage to put in effort - but you've also got a bit of beginner's luck whenever you start trying to produce something new.

You're far more likely to succeed - and consequently far less likely to fail if you go in completely blind, but more importantly than that, you're not likely to come up with a completely useless product in the end.

Material Hybridization 400 CP

Hybrid materials are the newest and hippest thing to come to Eorzea, since the presence of stolen Garlean magitek technology showed up. Now Alchemists all over Eorzea have been experimenting with this stolen technology, trying to reverse engineer the material and fundamentals behind the creation of such things.

A worthy venture, and one from which you've perfected the art of making hybrid materials. Not a matter of making alloys, but making ores and fabrics enchanted with the elements, creating resources fundamentally tied with the Aether. firemetal, watermetal, the hybridization is limited only by the complexity of the element, and the nature of the material. You can't expect to succeed every time, but you'll never succeed if you don't try.

Materia Adaptation 600 CP

Materia - so ill explained, yet so popular among Adventurers and Crafters alike. Though you understand it to be the "essence" of equipment which have seen use and have accumulated a wealth of experience, there are still far too many questions left unanswered.

From your instructor's experience however, just as an individual can be given experience through exposure to the actions of others - the equipment can be bestowed experience with the insertion of Aether.

Your instructor's explanation for this was brief, and perhaps not as concise as you hoped. What you've seen in practice is that any piece of equipment can be infused with experience to create "Materia" - allowing them to be turned into a crystal if necessary.

The accumulation of "Materia" leads to equipment slowly becoming sentient, but that would require the Materia to be "slotted" onto a target piece of equipment and slowly absorbed over time. A Blacksmith could probably perform the slotting process, but with Aether manipulation, you can raise the experience of any equipment, thereby making better "Materia".

=Disciplines of the Land=

[Botanist]

Verdant Eye 100 CP

Identifying plants is the basic skill for a botanist, considering all of the plants that you'll be seeing in your time here, and elsewhere as well! With a glance, you can tell the inherent dangers and qualities regarding a plant, as well as the potential growth possibilities for that plant.

Sure it helps that you can identify if the plant is poisonous, but do remember that not all poisonous plants are bad. Not even that Ochu right behind you... Thankfully, plant monsters seem to hesitate a little, should they normally be inclined to devour you.

Blessing of the Sylph 200 CP

Well, this wasn't a formal blessing, but being acknowledged by the Sylph means that your job as a Botanist will get a whole lot easier. The hardness of the Sylph as a beast race is not to be underestimated and as you'll see in your plants as well, they can last for quite some time despite being deprived of water, sunlight, and other necessary nutrients.

Your plants boast a substantial resilience and a reduced need with regards to standard growth necessities. Conversely, they'll grow substantially faster as well when exposed to adequate amounts of each.

Crystal Division 400 CP

This might not be the wisest thing you could have done, but when you consider how the Crystal gave life to Eorzea and rejuvenates the resources that Adventurers consume, it only made sense that you should graft your plants with Crystals. Unfortunately, that had very bizarre effects which you still can't properly explain. On the other hand, you did figure out an optimal combination for merging plant and crystal!

It turns out that while replacing the skin of the plant entirely with Crystal doesn't work out very well, when you try to merge the two with your magic, the Crystal portion will allow the plant to naturally absorb magic and shift their properties slightly depending on what type of magic they are exposed to. It's best you don't go about exposing your plants to death magic. Most of the effect is visual in nature; though having fire absorbing trees can be nice.

Seed Genetics 600 CP

Just like any good biologist would, you've taken to modifying the seeds of your plants so that they grow more vibrantly and under a wider range of environments. Far beyond the standard science in botany however, with the help of the Crystals acting as a stabilizing agent, you've taken to merging entirely different plants together.

At first, trying to get vividly different plants to merge together is nigh impossible. But with a substantial amount of crystals and excessive implementation of magic, you'll start to see your plants start to exhibit signs of the strains that you've mixed in. With time, you might be able to start mixing your plant genes with other genes, but regardless of what you add in, your plants will only exhibit basic traits from the donor samples – never reaching a full hybridization state.

[\[Fisher\]](#)

Hook, Line, & Sinker 100 CP

They always said that fishing is a task for the patient, but you don't have all day to waste for naught, and returning after an afternoon of work with nothing to show for it can feel a little ridiculous.

You can tolerate it once or twice, but after a while you'll start to feel a sense of doubt settle into you when the same situation plays over again. However, now that you have so much practice, you're starting to get a good sense of how the fish behave.

Never again will you suffer the pain of returning without a single catch to speak of. You might only catch one fish after the entire afternoon, but no matter the circumstance, you'll still get something. It's best if you don't try to fish in strange environments – some fish were never meant to be caught.

Testing the Waters 200 CP

Fishing in an empty pond just wastes your time, but sometimes, you can't tell what's in the waters. With a bit of magic, it's possible to discern everything that could be lurking in the immediate body of water around you. The range and clarity of this ability is dependent on how much energy you decide to expend, but won't go beyond your immediate vicinity. Instead, the more energy you apply once you hit the limitation, you'll get a clearer picture of what's lurking in the waters.

One Pond to Another 400 CP

Somewhere along the line, you went from being a fisher to a marine biologist. Maybe the line was drawn when you realized you knew more about how to keep marine life alive than how to drag them in with a line and fight them to the bitter end, before taking a bite out of them.

It's probably also a bit more entertaining to see how marine life interacts with each other while alive than when they're dead. After much experience, you have a strange knack for helping marine life grow and adapt to new environments, and you can quickly induce minor changes in marine life by placing them inside foreign environments.

A fish that usually survives in salt water will be able to adapt to living in fresh water much quicker than normal, and with time they may even adapt to breathe air. However, note that ideally the process should be performed in small steps. While the physical changes can happen relatively quickly, this won't protect the subject animal from dying if the shock is too extreme.

Abnormal Growth 600 CP

There are plenty of contests among fishermen over the size of the fish they catch. Not one for competitions that rely too much on luck, you figure why bother trying to sink a line in a river and hope to catch the biggest fish when you can just nurture a fish to a massive size instead?

With the right application of food and environment, you can make fish grow to twice the size that they might be found in the wild. To successfully do so, you'll need to have a dedicated environment for such a feat, but even if you had to set up a makeshift environment, the fish you take care of will still be a little bigger than before.

With enough time and experience, you might be able to reproduce the effects on other marine wildlife as well...

[Miner]

Geographical Prospecting System 100 CP

The others who insist on mining the traditional way are all wrong, and you're going to prove them wrong with this little magic trick of yours. Well, it was really magitek that helped out, but with this technique, you can scan the entire area within a kilometer, and map out all of the veins available within easy access. Good for your next several motherlodes! Hopefully you don't need more than that to get rich, mining is an awfully boring job.

Crystal Isolation Methodology 200 CP

There are plenty of crystals in the earth, but the problem is that most of the time, they happen to be encased with other ores that you can't process properly without sophisticated equipment. But if you're just looking for the crystal, there's no reason why you can't isolate it if you're willing to give up everything else.

When you encounter a sample of crystal encased by ore and rocks, this magic will transmute the entire sample into a homogenous crystal. The resulting "refined" product is smaller than the original sample, as much of the ore and waste rock will have been lost. But look on the bright side; you'll have more crystals than before!

Crystal Cache Seeds 400 CP

Throwing your pickaxe at rocks is so tedious in fact, that you'd rather watch rocks grow. That isn't a problem with this little knack, as it allows you to use crystals and minerals as seeds for new deposits. With the use of water, magic and a substantial amount of time, you'll get to watch as that crystal fragment becomes a full crystal with offshoots.

Granted, it is going to take an exorbitant amount of time for you to grow a full deposit, which is definitely going to have less output than a vein, but hey, you can tell all your friends that you're growing rocks now!

Vein Revitalization 600 CP

You've seen too many mines stripped bare, too many miners forced to migrate in search of another place to work, but even as minerals are being deprived, the crystals are revitalizing veins elsewhere in the world. So why can't you harness that power as well?

You've worked around these crystals for so long that a portion of their power has rubbed off on you. With a massive sacrifice of magical power, you can infuse the earth around you with magic, revitalizing all of the veins nearby. However, the over saturation of magic in the affected ground will mean that the affected veins can't be renewed with the same magic again for quite some time. Hey, at least you got a bit more out of the land that you did before.

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=OTHER SKILLS= [=OTHER PERKS=]

Soft Echo 0 CP

The blessing of the mother crystal, the power of the echo shows up from time to time in different individuals all over Hydaelyn. Many see this as a "gift", as the powers of the Echo are very distinctive even in a world with such vibrant magic. However, there are those who view the bearers of the Echo as abominations. The Garlean Empire is an example of one such society where the Echo is not tolerated.

In this initial state, should you choose to take it, the Echo's strength will allow you to understand the basic fundamentals of foreign languages, and with time, you'll be able to pick up those languages faster as well. As a side effect of bearing the Echo, you grow more resistant to the effects of Tempering and similar mind control.

Dual Classing 100 CP

Are three paths not enough for you? Should you desire additional foci beyond the three available to you, it is possible to further specialize in other fields. While further specialization is not always helpful, given how you may spread yourself out thin, it could be helpful to dabble in other paths here and there.

For each time you decide to specialize further, you gain one more path to have discounts on.

Limit Break 100 CP

Limit Breaks are techniques best taught to individuals who have a tendency to work in groups, whether circumstance forces them to do so or they have a natural preference to do so. When fighting in a group, those with these techniques will gradually build up strength, bolstered by their allies. Each additional ally with a Limit Break will help you build up strength quicker, and vice versa.

When your strength reaches a boiling point, you can unleash a massive skill, which varies both in appearance and effect depending on your own tendencies as an individual. A defensively minded individual might raise a magical shield wall whereas an offensively minded individual might launch a massive attack.

Deceptive Strength 200 CP

You don't look like much, but put a skillet in your hand and you can send even a denizen of the Void flying. Thankfully, even though the skillet wasn't enchanted, the improvements to the level of control you have over your strength has allowed you to ensure that the skillet wasn't destroyed in the blow.

Good thing too, that was a good skillet. It isn't absolutely necessary to use a skillet, but your strength has increased dramatically despite your appearance otherwise remaining unchanged.

An Intellectual's Dry Wit 200 CP

It's hard to tell whether the tradeoff was worth it. On one hand, you became substantially more intelligent after watching that full set of educational videos. On the other hand, it seems like your sense of humor seems to have been sapped away entirely. You can however, now claim to be the master of snarky comments!

You're the first in the group to notice the idiot when he goofs up, and probably the first to call him out on it too. If there was ever a candidate for a Tsukkomi, you would be the first one up. The substantial intelligence boost is good for ensuring you don't get lost in any conversation too, for most everyday topics.

Theatrical Dexterity 200 CP

With the way you move, you could definitely go and become a stunt actor any day. The way you can duck, dip, dodge, dive, and dodge is undeniably comical,

and yet anyone with a trained eye can tell the movements you're pulling off require a significant amount of dexterity no normal person should possess.

Just keep in mind that dexterity isn't speed. For all of the weird and convoluted postures you can assume, you should still remember to work at training your body so you can assume those positions quicker.

Investigator's Luck 200 CP

Despite all of the bizarre circumstances you find yourself in, you've surprisingly never come out without being fatally injured, which is miraculous, considering some of the things you've gone through. You'll find that with your luck, while you definitely get into a substantially larger amount of comedic accidents that will undoubtedly embarrass you, you don't take as much damage from these accidents as you normally should.

Unfortunately, this kind of luck isn't going to hold up when you get into a serious fight. If they're intent on killing you...well, there are some things that even luck can't handle.

Resounding Echo 200 CP (Requires Echo)

As the blessing of the Echo grows stronger, the Gifted will not only hear the echoes of those around them and interpret it, they'll begin to see echoes in time through the latent memories of others as well. The blessing activates around other people, and shows the past, typically around the most prominent memory that the target has.

With the Echo empowered, you are now completely resistant to Tempering and related effects. Just be warned that if anybody knows about your abilities, it is likely that you'll get a lot of unwanted fame. Or perhaps you wanted the acknowledgment to begin with?

Voidsender 300 CP

You may already feel it, a strange sensation through your body, like you're tugging away at something. Go ahead, let your instincts take over. Watch, as the world peels apart, releasing the denizens of the Void. Yes, Traveller, you bear a tentative connection to the Void Beyond.

A tentative connection, but it's enough for you to pull forward strange monsters from the Void. Take care of where you use this and who sees you,

because very few in Hydaelyn are tolerant of the Voidsent – and if they know your abilities, they won't look kindly upon you either.

Should you leave Hydaelyn, your connection to the Void remains. While you can't use it for travel, you can continue to draw forth the denizens of the Void into other worlds. Use your powers wisely.

Dual Echo 300 CP (Requires Resounding Echo)

As the Crystal's blessing matures to its full state, you'll recognize the shift by the sudden image of meteors that descend from the sky. Don't worry; it won't happen too often – just a mark of you awakening to the full strength of the Echo. Illusions and disguises don't fool you – the Echo will flawlessly pierce through such shallow magic. In addition, if you repeat any task in rapid succession, the results of your efforts will improve - though this is limited to two iterations at most.

The heart of the Dual Echo however, makes itself apparent should you be next to another individual with the same blessing. Both of you can fuse with one another – two souls in one body for as long as you wish. In this state, both of you possess each other's abilities and awareness, though your individuality remains intact.

Blessing of the Padjal 500 CP

The Padjal are the Saints of Gridania, blessed by the elementals and honored by the people. Under their tutelage, many Conjurers have started to rediscover the lost art of White Magic. This is no coincidence, considering nearly all Padjal show a great predilection towards the school of Conjury.

Once one is touched by the elementals and becomes a Padjal however, many realizations are had over the privileges granted...and the consequences incurred. For the moment you become a Padjal, in exchange for eternal youth, a massive increase in magical capability, and the ability to converse with the forest, you trade away any chance of offspring and future generations.

The Padjal are not immortals however, as eternal youth is only as eternal as the mortal clock permits. When it comes time for the Padjal to die – die they will and time will take hold of their once timeless bodies. Once you choose to receive this blessing, you will grow the appropriate horns to signify your station.

[Companions =COMP00=]

What's an adventure without having some friends to come along with the ride? Should you have any companions, we'll be more than happy to acquaint them with Hydaelyn – just the same process that we're doing with you right now. There are some peculiarities that we need to mention though, so it's best if you'll sit down as we explain some of the...intricacies.

=Dramatis Personae=

It takes more than one person to put together a tale worth telling, and thankfully, you'll have plenty of help if you don't already have companions in mind. We handle most of the import process individually, but we also have discount rates if you prefer to do it in batches. Fun for everyone, you know?

The flat rate is 50 CP per companion, unless you want to do 8 at once, which we'll charge 300 CP. Have more companions than that, and want to import up to 16? We'll let you do that for 500 CP.

But hell, if you've got a massive amount of followers, and find yourself in a position where you can't bear to part with a single one? Well, we normally don't like to go beyond 16, but if you pay 1000 CP, we'll lift the cap up to 500. That's 2 CP per person! If that isn't a deal...well, you drive a really hard bargain.

By contract, we're obligated to tell you that only the first 16 companions will have CP to work with, 500 CP to be exact. They'll have to pay for racial options just as you would, and our item vendors won't do business with them – you're the primary customer after all. Still, there are plenty of other preparations that they can make, including some exclusive options here!

Should you have no companions, or lack the number to match an option – we can work with you to make necessary accommodations. You can recruit companions from among adventurers out in Hydaelyn, though they follow the same rules as above in terms of races, perks, and items. (You cannot obtain a canon companion this way)

All of your companions will be able to choose three foci, just like you.

=Sharing the Benefits=

Are you one of those folks who prefer to help your friends over yourself? Well, we've seen plenty of folks with a similar mindset, so should you wish to give some

of your companions a portion of your CP, we'll make the proper arrangements. For each 200 CP you donate to them, they'll gain 100 CP. This only applies to any of your companions who already have CP to begin with. For the fine math, you'll probably want to figure that out in advance!

=Helping Hands=

You'll find across Hydaelyn that many adventurers bring around little pets with them, and some of the adventurers refer to these as minions. While you can find these little buddies roaming around Hydaelyn for free – we also have some here, with their own unique traits.

Firstly, you need to know that our minions are a little bit special – because they usually come in little groups, all of which count as one companion. They aren't, as you might expect, very strong, but they'll work together as one team to meet your expectations for companions. All minions gain 300 CP, but only to be used for their own unique abilities...found below.

Secondly, you need to know that your companions can have minions too! But...being as that they're your companions to begin with, should your companion take a minion group – the minions act as a summoning spell rather than serving as a companion. The minions they acquire also gain no CP.

Without further ado, take a look and see if any interest you.

Name	CP Cost	Group Number	Peculiarities
Micro-Cactuars	50	5	You thought normal cactuars were small? These cactuars are tiny, but there are enough of them that when they all start showering you with needles, you won't forget the experience. Thankfully, as mischievous as they are, they know better than to shower you before an enemy – most of the time. Their tiny size makes them very good at infiltrating places.
Cait Sith Band	50	3	This trio of cats lives up to the name of a cat burglar, though they prefer to think of themselves as Adventurers. Always willing to go where there is loot, they are extremely proficient at sniffing out treasure. Might want to teach them a thing or two about picking locks however...
Pile of Bricks	50	4	Exactly what the name implies – you're staring at a pile of bricks. It isn't until they become animated and starts floating about that you realize there's anything

			particular about them at all! Great for infiltrating places, the fact that they can replay events is handy too. The magic that they can cast to defend themselves is very rudimentary however. Maybe you can build a house if you have enough? But you probably don't have enough CP to afford that.
Nutkin Adventurers	50	4	This quartet of squirrels makes their intentions very clear to you upon meeting you. They want you to lead them to the Golden Acorn. You're not sure what that is or where it could be, but they're dead set on the idea that you have it stashed away. Handy with tools, they have a strange ability to throw an endless amount of acorns at people. That skill may come in handy, considering how precise they are.
Little Tykes	100	3	Three baby monsters, essentially miniaturized versions of whatever monster you may find in Hydaelyn – though unique monsters and unique individuals are exempt from this. They'll have the ability of their adult variants, but is substantially weaker. No, they won't grow up either.
Chocobo Flock	100	3	Similarly to the little baby monsters, these three baby Chocobo are smaller versions of Chocobo in Hydaelyn, but each one has a specialized role, with appropriate costumes to boot! One is a defender clothed in plate armor, one is an attacker clothed in standard armor, and the last is a healer in a white mage's robes. Each one of these Chocobo have appropriate spells for defense, attack, and healing, but they are all weaker than what you'd expect from your standard Paladin, Warrior or White Mage.
Vegetable Kingdom Envoys	100	5	At first glance, you'd think that these seedkin are nothing more than walking vegetables. However, they have a substantial amount of prowess with song magic – something which is wholly unexpected. Well, unexpected until you realize there are Mandragoras involved. Their magic tends to have beneficial effects – but Mandragoras have such a wicked voice that they can stun enemies too! You may pick 5 vegetables to become Envoys, though generally you only see Onions, Mandragoras, Tomatos, and Eggplants, other vegetables (and fruit!) do exist.
Mammet	100	5	Mammets are clockwork puppets, intended to function

Parade			in day to day civic duties, except their small size makes it hard for them to function to meet expectations. In groups however, they are rather efficient, and you'll find that they make excellent little war machines if put to the task. Being clockwork beings, they can periodically speed up substantially as well, but this comes with a bit of downtime after.
Vanguard Squadron	100	3	A 1:9 scale replica of a Magitek Vanguard, the fact that there are three of them, each with functional micro-micro-missiles, makes them quite formidable. Just don't expect a single barrage to do anything too substantial!
Minions of Light	100	3	The Three Minions of Light, a Black Mage, a Warrior and a White Mage – yet it takes the three of them to equal a single Warrior of Light. Normally you might be disappointed, but if you acknowledge that they're here to support you, maybe it's not so bad? They have the abilities you might expect of their classes, but weaker.
Node Cluster	200	6	Defense nodes extracted from an ancient Ragnarok class starship, this node cluster consists of six individual robotic spheres – each of which is about the size of a ball children might play with. They are split up between the functions of Attack, Defense, Patrol, Quarantine, and Recovery. As you might expect, they work far better as a team than they do separated.
Wind Up Squadron	200	Up to 6	A full squadron of clockwork automatons for you to command! Relive your childhood playing with toy soldiers, except these ones all have abilities of one class or another. You can mix and match between the models and the classes as well! The Wind Up models available include: Airship, Amalj'aa, Brickman, Cid, Dullahan, Edvya, Gilgamesh, Goblin, Kain, Kobold, Louisoix, Minfilia, Moogle, Nanamo, Odin, Onion Knight, Qiqirn, Sahagin, Shantotto, Succubus, Sylph, Thancred, Tonberry, Ultros, Y'shtola, and even a Warrior of Light! Due to technological limitations, they are restricted to the basic Disciplines of War and Magic, and as you might expect, they don't perform as well as an adventurer in the same position might either.

Wolf Pack	200	6	A pack of baby wolf pups. The fact that despite being wolf pups, they're still half the size of a normal Hyur is slightly disconcerting, but they act like puppies would and spend most of their time vying for your attention. They can be vicious however, and their claws and fangs can prove dangerous, should they be cornered.
Monster Minions	300	4	Much like the baby minions, except you can assemble a squad of full sized monsters – they can prove to be formidable with their native abilities, but they're still weaker than their normal counterparts. They do coordinate rather well however, and you can mix different species together – though again, no unique monsters or unique individuals.

=Assistant's Necessities (Minions/Companions Only)=

They're there to support you, so it's only natural that they're taught the skills they need to support you with. Your minions and companions can learn these skills freely; the only restriction is placed on you – as you can't learn these skills.

If you want them, you'll have to find a different teacher willing to teach you!

Skill Name	CP Cost	Effects
Cheer	50	Quick to motivate themselves and those around them, those who are proficient in this can stay motivated regardless of circumstance. Their efforts at cheering makes others perform slightly better, though they might not necessarily be the best cheering squad out there.
Focus	50	Steeling themselves mentally and physically, they'll be ready for whatever storm or trial lies ahead. For a brief period, nothing can break their focus or their resolve, and they'll complete whatever they were sent out to do.
Ensemble	100	As a group they become substantially more proficient at performances of a cooperative nature, applicable to routines such as dances, plays, and concerts. Ideally, they have the skills for the intended medium to begin with, but with this, they'll pick up the basics rather quickly.
Helping Hand	100	Should they share a skill with you, whenever both of you use the same skills, the effects are amplified, be it for creation, destruction, or other intentions. Their level of

expertise does influence how strong the amplification is.		
Elemental Shift	100	Between your companions, should they possess masteries over different elements, those who possess this skill can freely swap their elemental masteries between one another. However, the level of mastery and associated resistance drops quite a bit when swapped.
Phalanx	100	Allowing your companions to work in tight formation with one another, including you as well. When they're within close range of each other, your companions all experience a boost in their abilities both defensive and offensive.
Third Wind	200	You can't have any companions falling in battle before you do. Or perhaps you don't care – but in the event that you do, this skill should be beneficial. Whenever your companion comes close to falling in battle, a barrier will pop up as they cling on to the edge of life and death – hopefully shielding them for long enough that they can be healed. The energy that maintains the barrier will only allow it to activate once a battle however.
Resonance	200	Elements which you and your companions have in common are elements which they can provide you with support in. For any element which both of you share, the strength of that element is improved when you use it, as well as any associated resistances.
Redirection	200	A fan of playing volleyball or ping pong? With this, you and your companions can play a match anywhere – with almost anything. Your companions can freely redirect both spells and projectiles that you fire at them, ignoring any concept of friendly fire entirely. We would say that you can bounce things off of each other to no end, but each time it bounces, the effect weakens a little.
Mimicry	300	Like a concert following the conductor, you lead, and your companions follow. For whatever spell or skill you perform, your companions who have learnt this skill can reproduce it. To a weaker degree of course, but a reproduction is a reproduction. They say mimicry is the most sincere form of flattery right?
Autonomy	500	Uplifting your minions, this skill allows them to perform beyond their intended limitations here in Hydaelyn, and they now match their counterparts to begin with. Naturally, this has no effect on your other companions.

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{Items =ITEM00=}

Ah, looking for some supplies to help you in your quest? I can help with that. We intercepted quite a number of shipments once we managed to fortify this position.

Take a look and see what you might find useful.

Estate 50 CP

This estate is, at a glance, quite luxurious, and comes with all of the accommodations which you might expect from a manor of its size. The estate, as well as the grounds and attachments which it comes with, will follow along with you – whether it be at a fixed location of your choosing, or a random location throughout your travels within each world you go.

Estate – Standard Modifications

Standard modifications to add new wings to your Estate, each of these modifications will interact with the others without any problems, but may be affected by any other substantial modifications you make. Each modification will generally add a Crystal for you to control the addition with.

Chocobo Stables 50 CP

Attaching a new wing to the estate, these stables are quite substantial, and obviously built to sustain more than simple horses and chocobos. You're not quite sure what the architect and the engineer were thinking, but in an odd turn of events, at least you won't have any problems finding a place for that dragon steed of yours to rest!

Retainer Quarters 50 CP

Another wing added on to the main building, while you have this wing, a good portion of your companions can reside here – though should you already have the maximum amount of companions active that the Lady permits, these companions will not be able to leave the Estate grounds and cannot be “rotated” out with your active companions. To prevent the accidental complete destruction of the Estate, the Crystals have limited the powers of your extra companions to a minimum. You may interact with them as you might any ordinary individual – but you cannot manipulate them to your benefit. That's just outright mean anyways.

A total of 8 rooms are added with each purchase of this.

Aether Garden 50 CP

A very pleasant garden, with rows of herbs and flowers already planted, and a network of pools and fountains set up. The individual greenhouses that come along with this can be freely adjusted in terms of the atmosphere inside, to account for the different biomes which your plant samples may require. The Crystal underneath the Garden will ensure that the soil here is fertilized all year round.

Estate Hall 50 CP

Every estate needs a grand hall, and while your existing one isn't bad, it could do with a good makeover. This expands the size of your Hall quite substantially – enough that you could probably hold a court case inside the room now. In addition, in case you need to transform it for any functions the Crystal in the Hall can make any cosmetic modifications that you require. Good for ballroom events and parties.

Aetheric Field 50 CP

The existing barrier to your estate will do a good job at keeping your standard intruder out, but won't do much good for any strong individual, or anyone with a strong enough intention to break in. Reinforcing the barrier with a Crystal will certainly strengthen the barrier significantly, enough such that you shouldn't need to worry about thieves. You can also use the Crystal to temporarily make your estate invisible – but this ability only lasts for a short period of time before the Crystal needs to recharge. Again, we cannot stress enough that you should not be fighting in your estate.

Crystal Foci 50 CP

At first, this may seem like a random ornament, but this large Crystal Shard in the center of your estate acts as an amplifier. All of the other facilities which rely on Crystals will perform better – and so long as the Shard is present, magic casted within vicinity of the Estate is slightly more potent.

Observatory 50 CP

You can't really call the existing attic room an observatory. For one thing, while it's very spacious, there's basically no furnishing up here! For a small price, you can furnish your entire attic, complete with a crystal telescope. Working off of the same concepts of a Linkshell, this Crystal can be used to either observe anything on the estate grounds, or can be used like a normal space telescope,

though its strength is directly equivalent to how much magic you pump inside. That said though, they did quite a bit of work with the furnishing – making the attic space a wonderful place to rest.

The Necessary Facilities 50 CP

The existing workshop is functional for what it does, but unless you're willing to do the work yourself in retrofitting it, eventually you're going to hit the point where the tools inside are obsolete. While this modification doesn't necessarily prevent that from happening, it does provide you with a steady stream of parts with which you can upgrade your facilities. Whether you have the mechanical expertise to do this rests on you however.

The upgrades in question are only for the baseline level of technology appropriate to whatever world you happen to visit.

Estate – Large Scale Renovations

These modifications are much more extensive, and generally encompass your entire Estate. You can have multiple, but the distribution of their effects is something for you to tweak yourself.

Lady Luck's Whims – Golden Saucer 50 CP

Not satisfied with the general feel of your estate? Well, that's something we can certainly change up for you. In the name of fun, these renovations will put in small machines and mini games all over your estate. Whatever type of game you can think of, be it monster racing, card tables, even amusement rides, will all be readily available – your estate will adapt accordingly to suit these new additions.

To help your guests get around, we've even put in Adamantoises on carrot guided tracks so they don't have to walk!

Naval Blessing ~ Limsa Lominsa 100 CP

Renovations made in a style to reflect the seaside beauty of Limsa Lominsa, you'll find that after these renovations are done, it will feel like your estate is simply an island floating on water. In fact, with all the renovations complete, you won't escape the sound of water flowing anywhere you go – since even your corridors will have designed channels flowing through them.

With all the water flowing in and around your estate grounds, even the Crystals will be tuned to the element of water. Each major Crystal in your estate, once you

introduce a sample of water into them, will produce a steady trickle of that water – even to the point of reproducing its effects, albeit in a much weakened fashion.

While the water produced from these crystals generally pool around the Crystal, you may instead choose to direct their flow in channels to a central lake in your estate grounds. The Crystals will also purify water running through the Estate, so there is no worry about water going stale.

You might want to consider setting up a drainage system though, with all this water moving about.

Arboreal Charm ~ Gridania 100 CP

To match the element of nature found in Gridania, the architects took many liberties in redesigning the entire estate – even changing the materials lining the walls. When the transformation is finished, you won't be living in so much of an estate, but more of a tree.

Your new estate is certainly the exemplar of green architectural design, so much so that you can even cultivate plants in your hallways. The Crystal's magic is tuned so that nature Elementals will spring forth to tend to the house, and you'll soon learn to expect that whatever grows here tends to end up being slightly bigger than you might see in the outside world.

Gardens are present on every floor naturally, but the top floor of your estate will be transformed into an open air pavilion both for growing plants, and attracting wildlife to your Estate. Hope you like birds.

The Power of Wealth ~ Ul'Dah 100 CP

Transforming your estate into a desert palace, intended to mimic the intimidating architectural style found in Ul'Dah, your visitors will think they're visiting a fortress rather than a manor. Having a massive exterior wall definitely contributes to the architect's original intentions, and you'll even find functional wall defenses inside the fortifications.

The internal décor however, is made to be lavish, so while the exterior seems very utilitarian and hostile, the interior is a veritable palace fit for royalty. You'll find however, that the architects chose to install many secret passages throughout the manor during their renovations and under the estate grounds lay the biggest modifications yet.

To properly reflect the wealth of Ul'Dah, your basement has been converted into a mine – albeit not any type of mine that you've seen before. The architectural style still reminds you of a palace, but in the corners of the walls, you'll find mineral nodes cropping out. By manipulating the Crystal in the center, you can control what minerals and gems can line the walls – but you need to have an adequate amount of the resource in question first.

Aura of Frost ~ Ishgard 100 CP

The architectural style of Ishgard has always demonstrated an inclination to build towards the sky, rather than expanding across the land. Accordingly, your Estate will also increase in terms of how many floors it has, and you'll find that there have been many observatory pavilions added on every single floor.

The halls, constructed to reflect the solemn style of Ishgard's many religious sanctums, have very high ceilings and its walls are lined with glass windows to reveal the surrounding environment. The sheer abundance of stairs may tire your guests, but a series of Crystals facilitate quick transportation around the Estate, acting as a limited Aetheryte Grid.

But just as Ishgard has its walls, your Estate comes with its own considerable modifications for the sake of protection. A wall of frost can be conjured at will, keeping the Estate isolated from the outside save for controlled entry points.

Ancient Knowledge ~ Sharlayan 100 CP

With recent expeditions into Sharlayan, the architects have found plenty of inspiration, and while not all of its secrets have been unveiled to the outside world, the architects have still managed to adapt plenty of things. Hopefully, you like books, because this renovation seems to be intent on making your Estate resemble a massive library.

The mechanical hallways and rooms are a nice feature, though still reliant on the power of the Crystal in order to facilitate movement. Some facilities within the Estate may now remind you more of a production line rather than a living space, but you certainly can't deny the efficiency that it brings.

You'll also get used to the little robots that scurry about the house no doubt, but it will lead you to wonder – why are they carrying parts around, and what are they building in that new chamber underneath your basement?

Triple Triad Deck 100

A deck of triple triad cards! You may very well have seen this before or even have a deck from elsewhere. This selection of cards covers over a wide variety of people, monsters, and notable mentions of individuals from other places as well. This deck comes with a board, and enough spare cards so your friends can play with you as well.

Aetheryte Node Deployment Protocols 100

Though the exact mechanisms behind Aetheryte remain a mystery to many, there are plenty of experts who have dedicated their lives to studying these crystals. A popular theory which has remained potentially valid for quite some time is that the Aetheryte can effectively decompose an individual into Aether, allowing them to be packaged and sent to a destination, where they are then repackaged.

The Aetheryte Node that you possess is merely a sample, and alone, it acts a waypoint for you to rally to, though the process of warping yourself back is substantially draining. However, should you possess the ability to create crystals; you could artificially create Aetheryte with the deployment protocols so long as you have sufficient magic to substitute for Aether. As Aether is essentially the energy within your soul, it takes a substantially larger amount of magic to compensate for that. However, with multiple crystals, you could create a very fast transport network.

Relic Weapons 100

Weapons of yore, weapons of renown; the relic weapons are artifacts that have long disappeared from the face of Hydaelyn, and though we possess the completed variants here, the ones that you'll find in Hydaelyn, should you seek them, will be in a state of disrepair. Certainly, you may look for their broken fragments in Hydaelyn, and with the aid of craftsmen – reforge them. But the process is lengthy, and only at the end will you realize the true purpose of the Relic Weapons.

Each Relic Weapon serves as a base for the Zodiac Weapon – almost as if you were growing the relic weapons like plants, and the flower they bloom into is the Zodiac Weapon. To prepare it for this transformation, you'll have to work with it, not so much like a tool, but almost like a partner. You'll have to feed the relic weapon with experiences to help it grow, and when it is ready...

Then the true process will begin.

The variants which you can purchase here don't need to be forged anew, but they do need to have quite a bit of battle experience before they can be ready.

Book of Skylight 100

Inside the Book of Skylight, there are countless pages with ancient formulas detailing the construction process for the Zodiac Weapons. These are legendary weapons that bear a level of sentience that no other weapon in Hydaelyn has rivaled, going beyond even the most sophisticated concepts of Materia. In the distant past, they were rumored to be wielded by the legendary Zodiac Braves – but now, with the right materials in hand you can recreate them for your own usage.

The necessary Zodium and Alexandrite for the frame and spiritual energy transfer, you'll have to find yourself – but within this book, on top of the actual blueprints, is a Zodiac Sphere Scroll, which naturally collects aetherial essence by distilling it from magic. With this scroll in hand, and the other materials, you'll be well on your way to forging the weapons. The rest will rely on your own skills as a smith.

Ceruleum Refinement Formula 100

The process of refining Aether has many different results, but Ceruleum is one of the most dangerous products to be found. The Garlean Empire, seeing no other use for elemental crystals, have adapted to this refinement procedure so that they can manipulate the energy of the crystals despite their inherent distaste for magic.

Ceruleum usually requires a substantial amount of elemental crystals, but if soul energy can be provided in a pure source, the refinement goes much more smoothly. Ceruleum does appear in nature – though in very isolated areas, largely due to environmental conditions being insufficient. When used however, it can act as a fuel source for Magitek – or worse yet, a high yield explosive.

Fantasia Potion 100

A potion used by those dissatisfied with their appearance, this potion allows those individuals to shift their physical features to some degree. Though it offers a substantial amount of flexibility and is generally permanent, there are

those who have experimented with this on monsters, and the results are generally not just a simple makeover.

While it's intended to change things such as eye color, hair color, skin tone, and so forth, be wary that if used on a monster, it can change some of their behavioral tendencies as well – usually to a very minor degree.

Linkshell 100

The primary source of long ranged communications in Hydaelyn; the Linkshells were developed quite some time ago by the magi of a different age. With recent developments however, an improvement has been made to the underlying technology. In the past Linkshells had to maintain a connection to other Linkshells in order to facilitate communication.

Nowadays, Linkshells can be used by producing Linkpearls, which is a natural process that the Linkshell facilitates. Anybody bearing a Linkpearl can conduct conference conversations with anyone else who bears a Linkpearl coming from the same Linkshell. The maximum operation distance is quite extensive, and directly equivalent to how magic the individual possessing the Linkshell has.

Magitek Blueprints 100

Basic blueprints taken from our scouts in the Garlean Empire, these blueprints are marked for all sorts of military craft, ranging from battle suits to light cruisers. The problem of course, is that you're going to have to find the right materials to make this in the first place – then there's the matter of finding the ceruleum necessary to fuel it.

The mechanics believe that it is possible to substitute ceruleum with another type of energy with sufficient charge, but you'll have to tinker with the systems yourself in order to make that adaptation.

Zodium Cache 200

A lodestone of Zodium ore, the minerals found in here form the frame of any Zodiac Weapon. A Zodiac Weapon forged with an ore different from Zodium not only lacks the strength necessary to keep the weapon intact during the forging process, but it is also substantially less receptive to the presence of Alexandrite, resulting in a loss of experience.

The presence of Zodium is, like Alexandrite, rather difficult to isolate in Hydaelyn. However, its ability to bond with a substantial amount of other minerals has led to its high demand in markets – and as such, you might find it lucrative to mine this ore and sell it. The vein doesn't regenerate very quickly however, so don't depend on it as your main source of income!

Alexandrite Cache 200

Alexandrite is a rare and well sought after gem due to its capabilities to interact with spiritual energy on a fundamental level. The rumor among legendary smiths is that with Alexandrite, one could even transfer the "soul" of an inanimate object, absorbing all the experiences of that object into itself.

There are those who believe that Alexandrite is a variant of dark matter itself, thus explaining its spirit manipulating properties. What is known for certain is that Alexandrite shifts colors under different lights. With this, you'll have a cache of Alexandrite that you can place, and the cache slowly refills over time as you consume it.

Allagan Tomestone 200

The Allagan Empire dominated the continent during a period of time known as the Third Astral Era, approximately five millennia ago. These tomesstones are all that is left of their civilization – or that's what people would initially believe. These tomesstones are massive repositories of knowledge leftover from the Allagan Empire. Each tomesstone typically holds a wealth of information on a certain field of knowledge, be it philosophy, mythology, soldiery, poetics, law, and other fields.

While they can be found normally in old ruins, the one that you have in your hand functions as a key for most of Allagan technology and their derivatives. You'll find that as a testament to the ability of the Allagan, this tomesstone can also drain information from nearby sources at an alarming rate should you request it to do so.

Magitek Augmentation Theories, 14th Edition 200 CP

The Garlean use of Magitek doesn't just end with automatons. Many of the weapons, armor, and even day to day objects have benefited from the implementation of magitek. Inside this textbook is a collection of theories and applications that have been tested and improved. You could most likely learn from these theories and apply the principles of magitek to any inanimate object.

We've seen from live samples that Magitek doesn't just enhance the magical properties of an item – it seems to add in neat little quirks like transformation sequences and magic resistant coatings as well. It's likely you could scale this up to high levels with a substantial amount of further analysis.

Materia 100-300 CP

As you're probably already aware, material gems are the crystallized "memories" of a piece of equipment. Crafters use these gems to enhance other pieces of equipment – and you may even possess the ability to extract material yourself.

Crafters generally classify the different Materia by the color they exhibit, which also conveniently relates to what kind of experience the Materia possesses. You're certainly going to find the more standard forms of Materia all over Hydaelyn. However, we do have some more esoteric varieties here that it might be hard for you to find...

Some of the more exclusive materia can be reused via extraction and reimplementation – and you'll even find that some materia can be "refreshed" and used anew.

Materia Color	CP Cost	Effect
Cyan	100	Cyan materia boosts the standard parameters of the item bearer. Properties such as strength, dexterity, and other values inherent to the bearer of the item will be increased, and their growth rates also take a slight boost.
Red	100	Red materia grants a slight boost to the properties related to a fight, increasing elements such as accuracy, precision, and the likelihoods that a weak point is struck or secondary effects kick in.
Yellow	100	Yellow materia grants a slight boost to all defensive properties of an item.
Purple	100	Purple materia will naturally make the bearer of the item faster both in terms of action and reaction.
Gray	100	Gray materia increases the resistance of the item and the bearer towards the standard elements of fire, ice, wind, earth, lightning and water.
Orange	100	Orange materia increases the resistance towards the different status afflictions which you might encounter during your time in Hydaelyn, and equivalents thereafter.
Green	100	Green materia is specifically designed to help with resource gathering, and reduces the amount of

resources which are consumed during extraction.		
Blue	100	Blue materia is specifically designed to improve the potency of any crafting skills you may possess, as well as reducing the amount of resources consumed during production.
Brown	200	Brown materia is unique, reflecting a piece of equipment that has been wielded almost exclusively by a single profession. Having seen such focused experience, this materia can pass down weapon skills which may not normally be available. The more complex the skill however, the less likely that this materia can memorize it properly.
White	200	White materia is unique, reflecting a piece of equipment which has seen such a concentrated display of magic that it can carry forth a repertoire of magic. Limited to very exclusive spells, the more complex the spell, the less likely that this materia can pass it down.
Black	300	Black materia is unique, bearing the skills of not the wielder, but rather the foes that the original item may have faced. Exposure needs to be frequent and numerous so for the materia to properly retain the skill, and it takes quite some time for a socketed item to recognize the skill. Monsters skills could be transferred this way, but you'll have to have a massive amount of live experience.

Mounts 100-300 CP

A wide variety of steeds and you'll see plenty of them around in Hydaelyn as well. Some of these mounts can be found naturally in Hydaelyn, but whereas typical mounts will not join you in combat, these ones will. Just make sure they don't end up squaring off against an impossible foe. Keep in mind that while they'll help you fight, these aren't companions, and therefore can't be imported, even if they can follow you around. They're basically just a pet...though some of them are very aggressive, for a pet.

Should you really want to make them a companion – you may, but they won't be a valid target for any import option in your stay here.

Mount	CP Cost	Peculiarity
Fat Chocobo	100	Not happy with being relentlessly teased by others over its apparent “weight problem”, this Chocobo has taken very drastic measures. Taking full advantage of the massive amount of explosives that it can carry – in terms of weight of course -, it will chuck explosives at anyone who offends it. While it does recognize you as its buddy, take care that you don’t call it fat anywhere within its earshot.
Logistics System	100	A command node taken from a Garlean battleship, this spherical magitek device has been repurposed so that it can serve both as a form of transport as well as handle other tactical duties. In logistics mode, it tracks the enemy in a wide area. In assault mode, it will provide heavy support fire with a pair of magitek auto-cannons. In defense mode, it will drop a barrier around you, your companions, and itself to mitigate some damage. Only one mode is active at any given time.
Behemoth	100	One of the largest terrestrial monsters in Hydaelyn, there’s no question that the Behemoth will be able to carry you and a couple others around effortlessly. The fact that you happen to be sitting on two halves of a massive cleaver might be somewhat disconcerting, but when you watch the Behemoth swing that thing, you’ll realize what it’s there for.
Bomb Palanquin	100	Who doesn’t want to be shuttled around by a herd of bombs? Possibly quite a large number of people would object to the idea, but you definitely aren’t one of them if you’re considering this. Thankfully, the Palanquin itself is explosion proof for the most part – and in the event where you do get attacked, the Bombs carrying the Palanquin will fire off seeker fire spells to ward off enemies.
Coeurl	100	For a Coeurl, it’s very affectionate, and thankfully you won’t have to worry about being petrified accidentally. Fast and responsive, the Coeurl’s intelligence makes it a good combat partner on top of being a handy mount. It does happen to use its petrifying beams rather often, so you may want to ask it to hold back if you don’t want to chisel away any potential loot.
Overgrown Offering	100	[This is an obligatory allergen warning for anyone who possesses pollen allergies] This Ochu is quite happy to carry you around on a vine, and you’ll find that most monsters are smart enough to avoid this moving allergy inducer. When threatened, it has a

		nasty tendency to fire off a massive wave of pollen – thankfully keeping you above the wave – and can even drop off some seed packets to spawn little ochu in desperate situations.
Dark Matter Slime	200	Comfy, hardly as glutinous as you might expect, and surprisingly agile, this slime seems to be more than happy to act like a moving jelly sofa. Though it's only big enough to carry you, it's very good at what it does. When pushed into a corner, the fact that it can divide and reform is quite helpful, and many magi will frown in dismay when it absorbs spells and hurls them back.
Decoy Crab	200	A large terrestrial crab, there's enough room in its massive shell that you could hide inside even as it dives underwater! You'll find that it also has a couple of little buddies stored inside here, which it can dispatch out if it is ever threatened – hence its name. With a very durable shell, there's no worry about damage during your travels!
Tonberry Wanderer	200	Being carried around by a Tonberry is a bit unnerving, but there's no better alternative when you want to travel at night in secrecy. Almost ridiculously fast despite its substantial size, just a look at its oversized kitchen knife is enough to scare away most people – and that's presuming they actually see it. The Wanderer travels under a cloak of darkness, which helps it substantially during the night, but not so much in daytime.
Giant Tunnel Worm	300	Should you have a mountain that you don't care to climb, perhaps this mount is the better solution. With a mouth that functions much like a drill, the Giant Tunnel Worm can effortlessly open up a path – and you can either follow behind or ride inside it if the environment doesn't bother you. Normally though, you would ride on top, and its size is massive enough to carry you and your party. The sandstorm following the tunnel worm is completely normal, so don't worry about that! Well, you might want a pair of goggles and a mask, but normally the storm won't affect you.
Griffin	300	Pay for one and you get three – what a deal! Never one to fly alone, this Griffin comes with a pair of flight buddies, such that you essentially have three Griffins at all times. Being trained specifically for combat purposes, these Griffins are very smart, to the point that they can easily coordinate with their riders for complex flight and fight patterns.

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{Drawbacks =WARN00=}

Feel like you don't have enough to work with? Need opportunities to get even more resources to work with? It won't come without a cost, but should you require more CP, maybe you'll be willing to handle a couple...disadvantages?

You can carry a maximum of 1000 CP in drawbacks. Do be aware that while Drawback CP and Scenario CP are separate from each other...any burdens you decide to shoulder here will carry over to a scenario you decide to undertake.

Kill On Sight Order 100~600 CP

We regret to inform you that a Kingdom has put out a kill order on you (*seriously, what did you do wrong?*) and assassins are now after the lives of you and your companions. These assassins are smart - they won't try to kill you upfront - instead they'll look to turn your allies against you, undermine your reputation, impersonate you, and do things in your name that won't help your reputation.

It doesn't mean you shouldn't watch your back. As time passes, their methods will escalate in both severity and scope. You can expect dirty bombs of ceruleum to be set off in major cities by organizations that publically acknowledge you as their leader, political assassinations that you apparently ordered after that bottle of wine last night, and if you ignore these - others will only take it as confessions of guilt.

If you want to see an end to this, you're going to need to dig up the perpetrator and expose them – but who is going to believe you if your reputation is as dust in the wind? Naturally, you can take this multiple times to ensure that every country and faction hates you.

Each of the Grand Companies (There are 3), The Garlean Empire, the Eorzian Alliance, Heaven's Ward, Illuminati, the Scions of the Seventh Dawn, the Ascians, the Dravanian Horde, and each individual Beast Tribe are all valid choices for dispatching a Kill Order – however, you can only get a total of 600 CP from having factions mark you. In addition to this, they will work together against you specifically, in any other situation they may still continue to fight among themselves as per normal relations.

Language Difficulties 100~300 CP

Those with the Echo are capable of interpreting and learning a large variety of different languages. But for the mass majority of people in Hydaelyn, language barriers are a very real thing. You can expect large swathes of people to have no idea what you're saying, and most of the time, they will treat you with distrust or simply ignore you outright. In general, people are much more likely to distrust each other, and misunderstandings become a very regular occurrence, even within communities that actually can communicate with each other.

You can take this multiple times! The **first** time you take this, all of the effects above take hold. The **second** time you take this, none of your abilities affecting conversation, communication, and telepathy will have any effect. The **third** time you take this, all of your companions are inflicted with the same conditions as you are! Fun for everyone!

Loss of Communication 100~300 CP

Perhaps even worse than the inability to converse, is the total loss of conversation. Nobody in this world seems to want to actually communicate with anybody else. Sure, there's a lot of talking - but nobody is actually listening. Orders won't be followed, jobs won't be completed, and you get a front row seat as society starts collapsing away. People unite themselves over xenophobic hatred, and even in the middle of a war, you can expect to be backstabbed by someone you've barely spoken with. After all, why should you be so special to be recognized?

You can take this multiple times! The **second** time you take this drawback, everybody will follow a "kill first, ask questions later policy", prioritizing you for eradication. You'll also experience the full effects of racial prejudice, as even an offhand comment can spark a racial blood feud. The **third** time you take this, expect even your mere presence to incite a bloodthirsty desire from your companions to end your life.

Heralds of the Void 200 CP

The presence of the Void is growing stronger, and strange humanoid beings called Necrophobes are appearing in Hydaelyn. While not immediately aggressive, these beings have a strange tendency to remove away senses from those who come across them. The process of sensory loss is unknown, but it appears to be highly

contagious, and as an unfortunate side effect: those who are affected slowly exhibit symptoms of the Green Death - transforming into Tonberries. The change isn't simply physical – your mind will slowly warp until your current sense of self is supplemented by a Necrophobe.

Time in the Void has made them experts at survival, and as they prowl Hydaelyn for prey, those who attempt to resist them are sucked into the Void - perhaps never to return. Thankfully they are small in number...at first. It's probably best if you can find a way to end their multidimensional existences permanently, before they make you a victim as well.

Rapid Expansion 200 CP

Numbers mean superiority, and in this world, superiority is the only thing worth anything. You'll witness the rise and fall of many civilizations, but as with all things - first there needs to be the presence of people. That's not going to be a problem here in Hydaelyn, where every race is breeding with complete and utter disregard for anything around them. In a crazed, rampant effort to get even more capable soldiers, everyone is worked up into a fervent frenzy.

Expansion efforts have tripled, and resources are being stripped dry in order to satisfy the demands of war. Lives will be lost, the land will be plundered - and none shall be satisfied until they are the only ones remaining. Or perhaps - none will be satisfied, until nothing is left remaining.

Fog of War 200 CP

When the chaos of battle settles around you, nothing in the world matters except the enemy in front of you. There could be a million foes, a hundred million foes, even dozens upon dozens of Primals, and you're still be resolutely focused on that one enemy ahead of you. As if a blinding fog has dropped, the moment you engage in combat with a foe, everything else on the battlefield vanishes.

They aren't actually gone, but you won't be able to react to their presence. Don't be too surprised when you find your back riddled with arrows, or you're bleeding out due to all of the swords plunged into your abdomen. Not being able to register pain may have its benefits, but the blindness comes with its own problems as well.

Age of Calamity 300 CP

Is it the beginning of the end? The world is shaking - wracked with catastrophes and calamities even as its inhabitants are just starting to find their footing after the fall of Dalamud. Natural disasters happen every day, and you can expect civilization to slowly fall apart as more and more calamities arise. Should the Primals appear, it's not likely that the situation will change.

Perhaps with time the Aether flow will stabilize, but as it stands it is very likely that the Empires will fall one by one, and with it, any sense of order or society will probably vanish. Hopefully you enjoy living in a world where death just becomes an hourly routine.

Prescience 300 CP

You might not know who anyone is - but everyone seems to know who you are. At the end of every day, it seems your every action is broadcast out to everybody in the world - as if you were on some sort of server. Expect the common folk to immediately recognize your presence regardless of disguise, and you can expect that your enemies will be able to predict exactly what you're going to do next.

Privacy? There's no such thing as privacy in Hydaelyn - the Crystal won't accept it. Don't expect to ever have an element of surprise - not when the Crystal can announce that you've gone invisible.

It gets bad enough to the point where every one of your skills will be broadcast, and teams of adventurers will work out ways to defeat you before making it public. What, do they think you're some sort of notorious monster? Though you honestly can't tell what's worse - the Adventurers trying to know every aspect of you, or the stalkers who simply don't give up trying to replace your companions. Naturally if you murder anyone, everyone will know - and you'll be branded a criminal wherever you're in.

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[Scenario =SCEN00=]

IF Scenario: World's End Anthology, a Dirge for Hydaelyn

"Traveller, I bid you hold for just a moment before you take your leave. I can feel his presence again – that trickster who has been going about, tampering with the world to satisfy his whims." Even as the old man starts to look about, an ornate door of lapis lazuli appears to your side.

"One of his doors again. The world lines are distorted even in the local space around it." The old man shakes his head and turns to you.

"The choice to go through belongs to you, but our mandate is to aid you, even should circumstances like this come up. Take care before you make up your mind."

He hands you a small card. "We've taken notes based on all the times he has interfered with the Lady's work. Take them into careful consideration."

XIV's Scenario is split up into three separate phases. Phase 1 is optional and can be skipped. Phase 2 can either be a continuation point or a start point. Phase 3 can only be started after Phase 2 is complete.

The Phases 2.1 and onwards can only be done in between 2 and 3. The Phases will run off of something separate from CP, but you may gain a maximum of 1200 CP from Scenarios – 600 CP from the Phase Scenarios, and 600 CP from the Backdrop Scenarios.

For each Phase, you will have a total of 30 SP to freely choose what actions you wish to follow. You may save SP to pass down to a later Phase, but only up to 10 SP from each Phase. Should it be absolutely necessary, on each Phase, you can convert CP to SP at a 100:1 rate. The side phases 2.1 to 2.3 have 20 SP each – but storing SP in here does not translate over to Phase 3, only within the side phases.

We'll remind you of this again when we get there.

Unless specified otherwise, each task costs 1 SP.

Drawbacks and consequences from previous scenarios will carry over. Phase 1 will dramatically shift both your start point as well as your starting time. Phase 2 presumes the same starting time and start point as whatever you chose.

In the event that you're confused, take a look at the [notes](#), which explains this.

[SCEN01] Phase 1: Sacred Moon +200 CP

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You hear a man's voice, but not one that you recognize from anywhere. There's something whimsical in his tone, almost childish, and you can't help but feel that you've entered into somebody else's game. It seems like he's trying to explain something to you, but it just sounds like gibberish.

The man coughs before he tries again. "And now, you can hear me." It's a statement, not a question. "Have you liked the little adventures I keep sending you to? Or perhaps this is your first? No matter...I thought I'd try something new this time – take over from that old fellah, give him a break."

"The year is 1572 of the Sixth Astral Era. The location, the Carteneau Flats in Mor Dhona, where a battle to decide Eorzea's future has erupted. We're a bit late, given how long all the explanations took, but you're about to make your explosive entry into Hydaelyn." He doesn't give you any warning, no checks to see if you're ready. One moment you're looking at this harlequin, and the next you're mired in darkness.

The darkness doesn't last. It's the sounds that you hear first - the screams of soldiers as blades clash, the explosions and brief periods of silence that ensue, the roars of beasts and cannons alike – already you're starting to forget the man's words as your eyes open and the scene of the battle surrounding you fills your eyes.

Your companions are nearby, and whether it's by the blessing of the Stranger, so far none of you have been attacked. Perhaps that's because you're lying on a sea of dead bodies, but as you and your companions awaken, the soldiers fighting nearby will notice you and attack. The battle has long progressed beyond sense and reason, and the survivors from both sides have been driven mad with all the death around them.

All you can do now is to band together with your companions and survive. Should you look to the sky the presence of a gargantuan crimson moon will be undeniable. After all, Dalamud's descent onto Hydaelyn is nearly complete. In the distance, you can see a massive magical glyph being formed. Normally, this would be a good time to run away – but with the Crimson Moon looming overhead, it doesn't seem like running will do much good now, but perhaps the magical glyph can offer you some measure of protection.

As you fight your way through to the seal, the Crimson Moon will start fragmenting, and meteors will rain down all around you. You should stick together with your companions and watch over one another. The dragon that bursts forth from the Crimson Moon is massive, and fire rains down on the earth as it bellows into the sky.

The glyph is being assaulted by armored soldiers, and you'll have to keep the Archon, Louisoix Leveilleur alive until he can complete his incantation. Louisoix is surprised by your presence but undeterred from the task at hand, and so long as he stays alive, the seal will continue to protect you from the world of fire that is descending upon the Carteneau Flats.

You'll watch as the seal attempts to bind the dragon coming out from the Crimson Moon, but as it fails, Louisoix's expression makes it apparent that this was his last card. With a last incantation, Louisoix sends you away, and as the magic grips onto you, you'll linger long enough to witness as the Archon and the dragon clash for one last time.

Perhaps the magic was only meant to shield you, but it's the resulting impact and explosion that sends you flying away from the battlefield. The next time you awaken, it will be as the last survivor of the Battle of Carteneau...

Where Must We Wander?

You've slept past the end of one age and awoken to the beginning of another. On the Carteneau Flats, you and your companions are all that remains – the last testament to a cataclysmic battle which has left the continent scarred. You will have to wander for some time before you reach any sign of civilization, but in any town where civilization remains there is talk of major recovery efforts.

From what you can tell, there are plenty of renowned adventurers who are pitching in to brace Eorzea from the threat of another attack from the Garlean Empire. In the aftermath of the battle that you just survived, the Garlean Empire had lost its entire Seventh Legion, and already there is strange movement at the borders. Some of these adventurers have requested aid, but you still have to think about your own situation first.

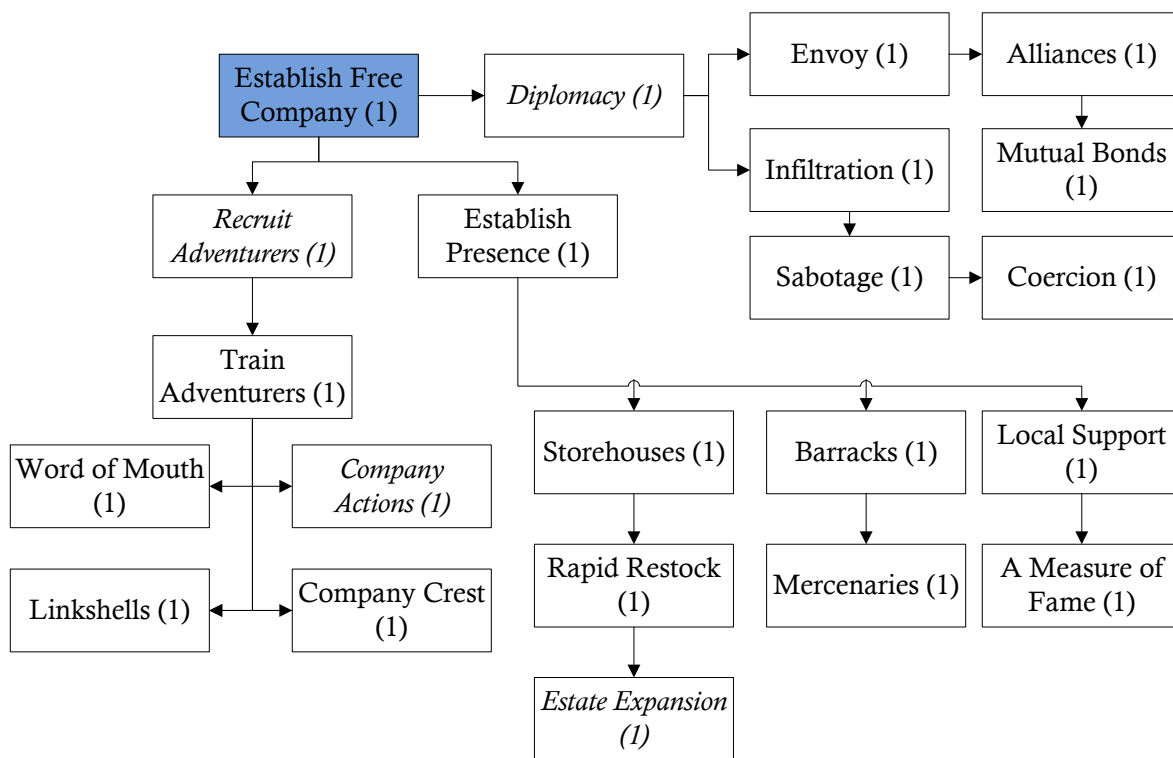
When you ask around, some of the locals will suggest that if you want to help and establish yourself you should consider forming a Free Company. Eager to attract adventurers in to assist in their efforts, the cities have offered to help those interested in forming a Free Company with material and monetary aid.

There are also some research groups that have been formed, almost in instantaneous reaction to the calamity that had just passed. They're eager to find Adventurers who would be willing to help them analyze and develop further the various technologies that were deployed against the Eorzean Adventurers since the beginning of the Garlean invasion.

You now have 30 SP. You may choose how you wish to proceed.

There will be multiple points where you can spend more SP than a single point. However, only the selections in italics have entirely different choices per point spent, others only have an increased effect when multiple points are spent, and will only be specified in description. For the most part, taking an option locks in success to some degree – more so than if you were to try without.

Free Company



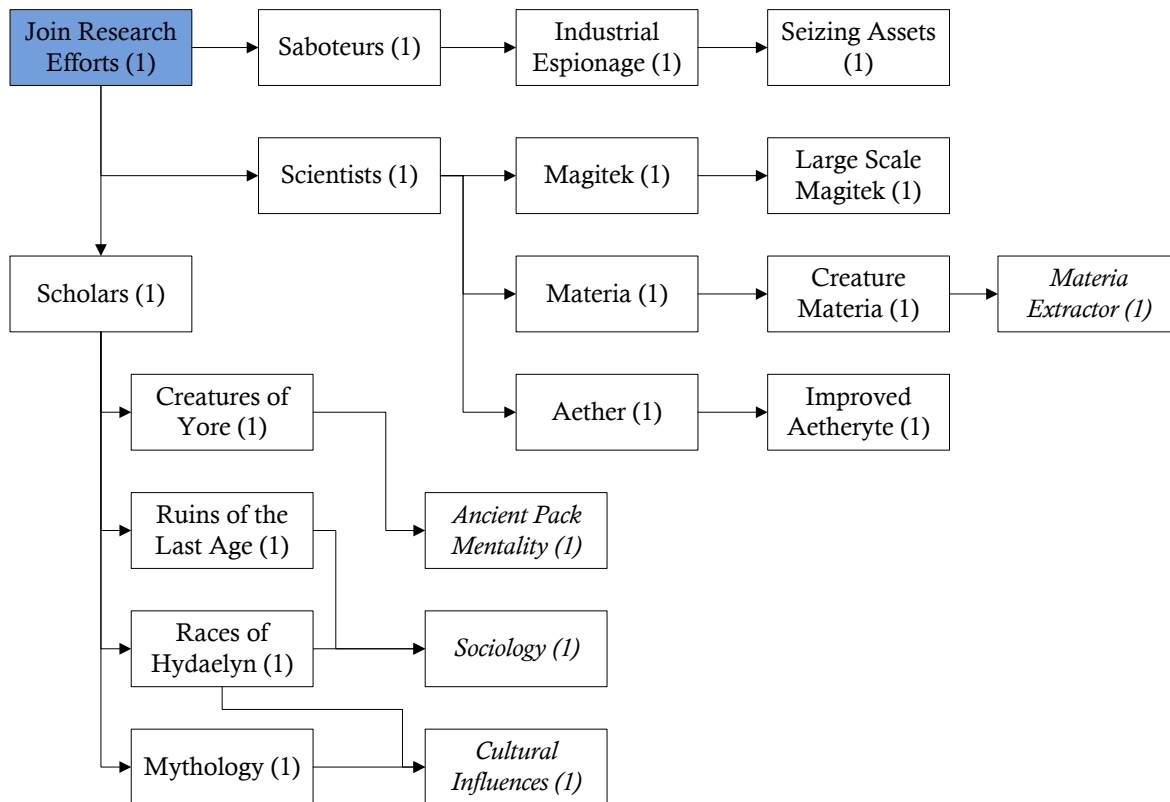
<i>Option</i>	<i>Consequence</i>
Establish Free Company	Found your own Free Company, a place for adventurers to gather and work together. With this, you'll be officially recognized in Eorzea, and granted a temporary lodging for you and your Company members should you not have one.

	There are many factions within Eorzea alone, some of them with good intentions, some of them with selfish intentions. While you certainly can't declare which one is right and which one is wrong, it doesn't mean that you can't interact with them. <i>Diplomacy</i> Each time you take this option, you'll be deploying an agent into an organization of your choosing (minus a certain cult called the Ascians). Some organizations may be rather secular, and your agent will have to infiltrate covertly, but they'll work their way to establish a presence – from which you can begin acting. There are over 20 factions...so you probably won't want to try and establish relations with every single one – that would just take too much time.
Envoy	Send an envoy to one of the factions or tribes within Eorzea. This will send envoys to every faction that you've already established a diplomatic link with, unless you choose not to do so.
Infiltration	Deploy an agent to infiltrate a faction that you've established a connection with, whether to scope out information and mark individuals for observation.
Sabotage	Have your agents actively sabotage a faction, causing damage to them internally. While good for causing discord within a faction, you probably don't want to try assassinating somebody important with this – as it isn't likely to succeed. Some things are best left to be done personally.
Alliances	Have your diplomats arrange for an alliance with factions that you've already made contact with. Under normal circumstances once these alliances are established so long as you don't give them a reason to break it, they won't. It doesn't mean they'll work with each other however.
Mutual Bonds	Should you have an alliance between two different factions, you can have them form an alliance with each other. Though you don't necessarily need to take this option, some factions may be naturally prejudiced against each other – making it hard to facilitate any form of communication.
Coercion	With the help of your saboteurs, force one faction to move on another, perhaps accelerating their elimination from the land of Eorzea. You can undermine alliances with this, something which might be difficult to do otherwise. Yields strong effects against factions you've already sabotaged previously.
Establish	Establish your Free Company inside a city or locale, garnering

Presence	their support. In times of need, the local residents will pitch in to ensure that you never go without. It would be nice if you returned the favor, but you don't have to. The local organizations will also start to acknowledge and accept you so long as you're not openly against them.
Storehouses	Opens a storehouse for your Free Company, where your Adventurers, companions, and you can all drop off whatever treasures and trinkets you find on your adventures. This is no dimensional vault, for certain, but once you set it up, every now and then spare equipment and resources from all over Hydaelyn will pop up inside.
Rapid Restock	In times of urgent need, it's good to set up a reserve stock of supplies that you can use at will. Regardless of whether you're on the battlefield or inside a keep, if you keep a shard of Aetheryte on hand, you can always deploy materials from that reserve stock onto the field. The people managing your Company storehouse will take care of restocking.
<i>Estate Expansion</i>	Each time you take this option, the size of your estate will increase by a small amount. Every second time you take this option, you may choose one of the factions that you've established an Alliance with – and incorporate an element of their society into your estate. These will result in mostly minor aesthetic changes, from Beast Tribe Manservants to minor architectural style changes and anything in between.
Barracks	It'd be good if your Adventurers had a place to train and practice, and also to store the equipment they have in use. The barracks will give them a place to rest up and train after a fight. With this set up, your companions and the Adventurers alike will perform a little better in battle.
Mercenaries	Too many Adventurers, but not enough people to actually hold down the fort? Hire a group of mercenaries instead! The Mercenary company will deploy as many mercenaries as you have companions and Adventurers – and you can use these to reinforce your numbers.
Local Support	Getting the help of the local residents relieve some pressure that might fall onto your Company members otherwise. Not only can you request them to do the day to day tasks – but the locals will also be far more inclined to help you keep watch over the nearby region. You'll get alerts quicker should anything change dramatically.
A Measure of Fame	The local organizations may already be aware of your name, but with this, everybody will recognize your emblem. Be careful, fame might attract you plenty of good attention, and people will be eager to feed you information and help you out,

	but sometimes it's better to stay incognito. Nevertheless, your reputation precedes you, and as long as you make your presence known, there will be somebody willing to help you – just don't try this when you're neck deep in Garlean territory.
<i>Recruit Adventurers</i>	Recruit four Adventurers off the street, who will be your diplomats, agents, defenders, saboteurs and so forth effectively. While you don't need this to recruit individuals, this option gives you an assured quality and quantity. Taking this option after the first time will get you 2 more Adventurers each time.
Train Adventurers	Train your Adventurers to suit various tasks. Whether you train them to meet the professions that you don't have access to, or use them to fit roles of diplomats, agents, and such is up to you. Your companions will count to this, though this doesn't mean they will learn any perks – just basic skills related to their profession. You can only train them once.
Word of Mouth	Your Adventurers will spread word of your Free Company, and any time you recruit more Adventurers, you'll gain an extra one on top.
Linkshells	Set up a Wide Area Linkshell Communication Network between all members of your Free Company. Regardless of distance, this network will allow you to keep in touch with your members. If the Linkshell item was already taken, its operating range is further enhanced, and conversations over the Linkshell can no longer be tapped. Otherwise, all that you obtain from this is a basic Linkshell.
Company Crest	Create an emblem for your Free Company, those who wear your emblem, should they be a legitimate member of your Free Company, will benefit from a slight resistance against all status afflictions. You however, will be able to tell if any of your members are being otherwise controlled, or if a fake member has infiltrated your Free Company.
<i>Company Actions</i>	It's nice to arrange events for your Company members every once in a while – sort of like bonding activities, except most of these tasks happen to be of a slightly more serious nature. Each time you take this option, the effects of the tasks grow a little more.

Research Group



Option	Consequence
Join Research Efforts	Join a research group currently investigating into both reconstruction efforts as well as future necessities for Eorzea's continued survival. With this, your research group will provide you with the necessities for your stay here, just don't expect anything lavish.
Saboteurs	Hire a team of Saboteurs to infiltrate into facilities and organizations – after all, if they're not aware of what you're doing, they won't care too much if you take some things for yourself, right?
Industrial Espionage	Have your agents sabotage some of the operational facilities in the land of Hydaelyn – this may be useful should you ever need to fight them, but also immediately useful in some of the blueprints that they'll send back.
Seizing Assets	Take control of operational facilities, preferably through subtle means – though sometimes this is not a viable option. As the Garlean Empire employs the majority of facilities

	across Hydaelyn, much of the time you'll be seizing large caches of Ceruleum. While it isn't an ever regenerating supply, having extra Ceruleum on hand is nice, and you'll get some Magitek samples to play with too.
Scientists	Hire another team of scientists – the more the merrier – so that they can dedicate themselves to deciphering all of the technology that has been left behind in the wake of the war. It isn't much, but there's still quite a bit of historical data to crunch through, and who knows what they'll find?
Magitek	Research into the basics of Garlean Magitek. While it won't make you a leading expert, it will be enough for you to understand the basic workings, and any Magitek that you already use will be improved.
Materia	Research further into the concept of Materia, and the role that it plays in the deconstruction and synthesis of equipment. With the substantial amount of information still left unexplained regarding Materia, there'll be plenty of things for your scientists to work through.
Aether	To be honest, this is probably the first thing that anyone should have researched – and despite all the research that has already gone into this, much of Aether is still unexplained. Your researchers probably won't be the ones to come up with the final answer either, but with this many minds tackling the problem you'll find something. Your ability to manipulate Aether, and accordingly, magic, will increase as a benefit of their work.
Large Scale Magitek	Getting your hands on some Magitek samples has given the scientists something to work with – and slowly but surely, they've been working at increasing the scale of these Garlean war machines. At a slight cost to efficiency, the size of the Magitek that you work with can be increased by 1.5 times, with any natural benefits that a size increase might bring.
Creature Materia	Well, it's nice to know that the research time your scientists put in wasn't wasted. It only made sense that if equipment could have their memories passed along, bonded in spirit and aether, that living creatures could have the same. While the effects are only slightly improved over equipment material, the spiritbonding process is much quicker due to the creature being alive. You're still going to have to keep watch over the creature though – so better put them on a leash.

<i>Materia Extractor</i>	It took them quite some time to make this, but the results have been pretty effective thus far. This device extracts material out of equipment at a higher efficiency than before – though it isn't going to remove the necessity for spiritbonding. All of the Materia in your possession now have strengthened effect compared to their normal amounts.
Improved Aetheryte	Taking the knowledge they gleaned from their Aether research, the scientists set off to improve the various devices which do use Aether – and the Aetheryte was the first such application. Their successful upgrade of the technology has improved not only the range of transmission – but has also allowed a person to blind jump in a small area surrounding the Aetheryte, thereby removing the need to have the connection between Aetheryte stones at all times.
Scholars	You'd think that Scholars wouldn't have much to contribute, but this group excels at managing and processing the copious wealth of information available in Eorzea – so you might want to consider taking them in.
Creatures of Yore	Your scholars have plenty of records on creatures both thriving and extinct. Granted, you can't trust everything they have on the creatures that were long extinct, since most of that came from Allagan Tomestones. However, evolution hasn't changed creatures significantly since then with the exception of some species. After taking that research in hand and studying it, the abilities of you and your companions in fighting monsters of all varieties has improved slightly.
Ruins of the Last Age	Your scholars have been working on compiling the entire list of known ruins, and the list is at your disposal. Most of these old ruins probably won't have much inside them, but you never know what kind of information or relic you'll find. When you realize that the most prominent ancient civilization was old Allag, it'll explain why a substantial amount of the relics you obtain are related. It does help with your ability to interact with Allag technology though.
Races of Hydaelyn	There are enough known races in Hydaelyn to keep a scholar busy for years if he were tasked to document the traits of each and every one. Still, the process of research has been

	helpful – and with your help, they'll get even further. Your contribution to their research has helped them advance, but you've also discovered a bit about more about yourself as well. The effects of racial perks increases by a little bit.
Mythology	With the last age just having come to an end, the legends haven't started to come about yet, but there are plenty of tales from the ages further in the past. The vast store of Allagan Tomestones the Scholars are collecting is at your disposal, though they'd prefer if you didn't just take it. With all this expertise at your fingertips, your ability to handle Allagan technology is sure to improve – and you'll be able to recognize mythical creatures and objects as well.
<i>Ancient Pack Mentality</i>	In the past, due to the reduced presence of the immigrant races, Hydaelyn was much more dangerous, and monster packs were not only more common, but also more substantial. Each time you take this, any minions that you or your companions have purchased increases in unit count by 1. You can only take this up to 5 times.
<i>Sociology</i>	Diplomats are useful to understand factions, but when you study the races behind those factions, sometimes you'll see the story under a different light. For each time you take this option, you'll grow closer to one of the races in Hydaelyn, and you can expect that even among different factions, you'll find supporters from those races. Understanding a race isn't an end all be all solution naturally – for even among a race people have differences...and differences need to be settled.
<i>Cultural Influences</i>	Rather than trying to understand a faction, you'd rather understand the history behind the people in Hydaelyn. By understanding their backgrounds, it's easier for you to determine the best ways for different races to reconcile. Ideally, you'd want to be friendly with both of your target races, but sometimes that's not an option – so make do with what you have.

Behests (10 Fixed SP Points)

Each Behest, a request from an Adventurer, will cost 1 SP, but this is a onetime cost to establish a meeting and a relationship with them. In Phase 1 and 2, the Behests are the same.

You've undoubtedly started to establish relationships with different factions – especially if you took a diplomacy focused path. To prevent things from getting overcomplicated, you can imagine yourself on a line, with the two extremes being “Extremely Favored” and “Extremely Antagonistic” – and as you develop a relationship with a faction, you'll move along this line.

You'll see why we explained this, shortly.

The Agent, Lucia Goe Junius

Without joining some organization, whether it is a Company or a Research, it's very unlikely that Ms. Junius here will even attempt to contact you. Eventually however, you'll find a missive requesting your presence in the outskirts of Gridania. It's a rather strange place to meet an Ishgardian Temple Knight.

It's also quite obvious that this meeting does not sit well with Lucia – who seems rather paranoid about this whole affair – to the point that she won't tell you what this is about unless you agree to a vow of silence beforehand. If you had not known that she was involved with Ishgard, it would have been easy to brush her off entirely – but it's rare that anyone from Ishgard reaches out.

Lucia is not any ordinary knight. A Garlean by birth, a spy by trade, she's still rather uneasy with the implications of her past – and there are ties which must be broken. Lucia's involvement in this matter must be kept to a minimal, but she's willing to give you all of the information you'll need to get the job done.

The job is quite simple: remove all traces of Lucia's past so that her future as a Knight of Ishgard is not in jeopardy. But a simple statement belies a rather complicated task.

Lucia's only remaining family member – the only one aware of her past, is her sister. It just so happens that her sister is one Livia Sas Junius – a Tribunus Angusticalivus (Squad Leader) within the Fourteenth Imperial Legion. Lucia has everything that you'll need in order to infiltrate the Garlean Empire and reach Livia – but the act of eliminating her sister is up to you.

Infiltrating the Garlean Empire is one thing – infiltrating the Fourteenth Imperial Legion is something else altogether. Starting a fight inside Gaius Van Baelsar's personal legion is not something that you want to do, and assassinating one of his officers in public will be enough for the Legion to lock down security entirely.

Lucia never mentioned specifically that her sister had to die – just that she had to be taken out of the equation...perhaps if you could subdue and abduct her, her temporary absence won't cause so much of a fuss – and you could dispose of her at your leisure. Just be wary should you try to sway Livia away from the Garlean Empire – this woman is fiercely dedicated to Gaius, and it'll take quite a dramatic turn of events to make her realize that her affections are not reciprocated. Love makes one blind after all...

Regardless of how you pull off the task, after you report to Lucia and she confirms what has come to pass, she'll give you a minor reward – but more importantly, she'll arrange for your diplomatic acceptance into Ishgard, should you ever need it in the future.

- Your general relationship with **Heavens' Ward** improves, and you can gain entry to the fortified city.
- The Garlean Empire will start sending hit squads on you if you were caught, or killed Livia Sas Junius
- If you captured Livia Sas Junius, you'll have to keep an eye over her, but it is possible to make her understand the futility of the Garlean Empire's efforts, though difficult. Getting her to realize the problems with Gaius will be key.

The Amnesiac, "Marques"

In the aftermath of Dalamud falling from the sky, many refugees have been rescued and ferried to shelters in nearby cities. However, the substantial toll of the battle meant a heavy strain on these shelters – a price that is continuing to mount even now.

In Thanalan, the Church of Saint Adama Landama has taken in quite a number of refugees – and in need of aid, they've requested the help of nearby adventurers. In the event that you venture about Thanalan, it's likely that they'll ask you for your aid as well.

Your aid corresponds to odd tasks about the Church grounds, and some routine tasks to and from the city of Ul'Dah, but it is here that you'll meet a very strange man – an amnesiac by the name of "Marques". Marques, as his condition implies, has no recollection of his past, but around any form of Magitek, he'll spring to action as if a subroutine triggered inside him.

These moments will puzzle Marques greatly, but he's well aware that they have something to do with the past that he can't recall. Though he can ignore it at first by helping the church, you'll notice each time you visit that Marques seems to be growing more restless.

Depending on how frequently you visit the Church, you may well miss Marques' encounter with the young Alphinaud Leveilleur, but Father Iliud will inform you that Marques has departed in search of his memories – and the Father will also request that you seek the amnesiac out to watch over him.

Alphinaud may be an accomplished mage, but the two of them alone can't take on the world. You can track them down easily through conversing with Adventurers at taverns and inns, and it seems that they're out looking for an airship. Based on the aside talk, the two of them were apparently headed towards Ishgard. That may well be your next port of call.

If you catch up to them quickly enough, you'll find that Alphinaud and Marques have gotten themselves into quite a pinch. Marques' airship, the Enterprise, has been located, but in the process they've also managed to anger a dragon. Thankfully not a major dragon, but you'll still need to intervene if you want to get them out alive. It would be a shame if you had to tell Father Iliud to attend to Marques' corpse.

Thankfully as long as you stall for long enough, the Enterprise will facilitate your escape – and bits of Marques' memories will start to come back. Alphinaud at this point recognizes the merit of your aid – and suggests that before you proceed any further, you should help Marques' regain his memory by reuniting him with his two assistants.

Thankfully Alphinaud, a member of the Scions of the Seventh Dawn, has already kept tabs on Marques – he makes it clear to you that this man is Cid nan Garlond, a former subject of the Garlean Empire – and a Machinist virtuoso. His two assistants, Biggs and Wedge will be harder to find – but if the airship was here in Ishgard, they shouldn't be too far away either. Maybe you can request the help of Adventurers or your companions to spread out and search?

Marques, or Cid rather, seems a bit preoccupied with fixing the Enterprise, and will focus on doing so while you track down his old companions. Thankfully, though they're a bit worse for wear, they're still alive, and when you reunite them – more of Cid's memories will return.

Alphinaud will thank you for your aid, but at this point, advises that you should let Cid's recovery happen naturally. He does note that your aid will be greatly appreciated by the Scions in the days to come – and the Scions are not a society to forget those who help them. Cid also thanks you for your efforts, and looks forward to meeting with you again in the future, for now he needs to work to begin Garlond Ironworks anew.

- The Faction **Garlond Ironworks** is available, their initial disposition towards you is positive if you helped Cid.
- The **Scions of the Seventh Dawn** recognizes you, and your relationship with them improves.

The Wanderers, Yda & Papalymo

You'll first come across these two members of the Circle of Knowing inside the Black Shroud of Gridania, likely while you're wandering through the forest. "Odd" doesn't begin to describe this duo, the female Hyur sets a very sharp contrast with the male Lalafell, and you have to wonder what it is that keeps them together from your observations of them.

Well, it's only natural to be observing them, when they've inserted themselves into your party – "better to travel together than alone" says the female Hyur, as a horde of Treants burst out from behind them. It's quite obvious that these Treants aren't here to enjoy the scenery.

After dispatching the monsters assaulting you, the pair explains that they've been patrolling the Shroud, looking for any sign of a culprit behind the monster attacks which have been increasing as of late. With all the adventurers who come and go, it could have been anyone passing by that accidentally provoked the monsters – but as of late the attacks have gotten more coordinated.

It's a good sign that there's somebody out to cause trouble, and considering it would be much better for you if the roads to Gridania were actually safe, you might have a vested interest in helping them see to the bottom of this.

The woods are thick – but Papalymo, the Lalafell, has a much keener sense of direction in this neck of the woods and can act as your guide.

With how thick the forest is, it may be hard for you to find any clues – but just as Papalymo had stated, the attacks will harass you in a very methodical fashion. There must be somebody directing these attacks – and certainly they should be close by.

It's when you start seeing traces of Beastmen that the duo starts to get concerned. The Hyur, who introduced herself as Yda, seems rather eager for a fight, but Papalymo is keen to remind her that you're just a small party in comparison to a possible Beastmen war band. A fight isn't necessarily an option you want to choose right now.

Linger long enough in the woods, and Beastmen will indeed attack you – maybe it would have been better if you had pulled back when Papalymo warned you against a fight, but it's too late now. From the way the Beastmen are organized, Papalymo gets the feeling that they aren't the ones calling the shots either.

Sure enough, if you kill a large number of them, a masked man will come out to "congratulate" you for your efforts. A mage and a potent one at that, the monsters that he summons will serve to distract you as he blasts you apart. Quickly take him out, before he does the same for you. Thankfully, Yda is capable of physically overwhelming the mage if you provide an opening for her.

A quick encounter by necessity, when the masked mage is subdued, he will vanish into a black cloud, leaving behind nothing of worth. But that encounter was enough for Papalymo to recognize the presence of a "Paragon" – somebody that seems to concern him greatly.

He doesn't have much to explain about these Paragons, saying that even he knows very little about them. But he welcomes you to come to the Circle of Knowing – which will no doubt be able to provide you with a modicum of an answer. Their investigation apparently concluded, the pair will part ways with you.

For what seemed like a great mystery at the beginning, you get this odd sensation that it passed by at a ridiculous speed. At any rate the roads should be safer now, and true to Papalymo's words, should you head to Sharlayan, the Circle of Knowing will acknowledge your presence and permit your entry.

- Sharlayan will permit your entry into the city, and the **Circle of Knowing** will acknowledge your presence.

- You've gained knowledge of a faction known as the "**Paragons**", though the Circle of Knowing will identify them otherwise as Ascians. It seems there are some ancient records on their activity through the ages.
- The **Ixal Beast Tribe's** relationship with you grows slight negative should you have massacred their tribesmen.

The Refugee Leader, Yugiri Mistwalker

Eorzea isn't the only continent to have been affected by the Garlean Empire's aggressive expansionist policies. To the East of Eorzea, the Garlean Empire had long conquered the nation of Doma – but in the aftermath of Dalamud, signs of a revolution sprung up.

Unfortunately for the people of Doma, revolution would be short lived – and now their refugees have fled across the seas, landing on the shores of Thanalan. Rumors of their arrival have quickly spread as pub gossip, even drawing the attention of the Scions. It might be worth it to go and investigate. After all, foreigners often arrive bearing strange odds and ends – who knows what you might find or learn?

Word of their arrival seems to have sprung up in Ul'Dah, so that's naturally the first place you should head to. If you're quick enough, you may well catch the refugees even as Alphinaud meets up with them. As you might have expected, the refugees have a major problem – they have nowhere to stay, and Ul'Dah isn't keen on providing hospitality.

Maybe if you had connections within the Syndicate, you could help arrange a place for them to stay, but in the event you don't, the Syndicate will immediately turn down any such request. There's no room for freeloaders in the city of Ul'Dah.

The leader of the refugees, a woman by the name of Yugiri Mistwalker, insists that she and her people can be of use to the people of Eorzea: especially if you're threatened by the Garlean Empire. Perhaps if you have some pull elsewhere – you could make the appropriate arrangements. Otherwise, Alphinaud will request you to escort them to the Scions' headquarters in Revenant's Toll. Already a refugee camp of sorts, Revenant's Toll can always use new helping hands. All you need to do is escort them there.

If you're an Au Ra, Yugiri and her clansmen will be shocked at your presence but responds favorably to you almost immediately. She'll divulge that your ancestral homelands have been entirely crushed, and the entirety of her clan is all that remains as far as she knows.

Provided you help the refugees reach their destination, Yugiri will pledge to help you and the Scions – in recognition of your efforts in her time of need. After all, you all have a common enemy. She needs some help to get her people settled and organized, but if you're busy, she'll understand if you're not available for odd jobs here and there.

At least you made a new friend!

- The Faction **Mistwalkers** is available, their initial disposition towards you is positive if you helped the refugees. Their relationship with you improves further if you or a companion happens to be of the Au Ra race.
- Your relationship with the **Scions of the Seventh Dawn** improves.

The Diplomat, Skaetswys

The law has always been difficult to maintain in Limsa Lominsa, and though their intentions may be good the Grand Company Maelstrom has had to flex their muscles in many situations so to ensure that their authority is respected. To ensure that some sense of order is maintained, one must wield strength in this coastal city.

It's a tried and tested system – one that even the pirates which frequent the port will observe. But it doesn't work out so well when negotiating with other races – namely the Beast Tribes that frequent the city. With different cultures and different perspectives, the Beast Tribes aren't keen on conforming to Limsa Lominsa's strange system.

Thankfully, the Maelstrom isn't a stranger to diplomacy when necessary – and to this end, they've assigned officers to handle diplomatic affairs with the Beast Tribe folks who stay in the city.

One such officer, Skaetswys, has posted a request for aid in her part of the city. From the details of her request, she has been receiving petitions for aid from Beast Tribe folk regarding abductions of their fellow brethren. There have been a disturbing number of disappearances to match and Skaetswys' own

investigations have turned up with nothing so she has elected to request external aid. Hopefully you can get to the bottom of this.

When you meet the Roegadyn, Skaetswys has a good amount of information for you to work off of. Information about all of those reported missing, as well as traffic through the port for the duration. With all this paperwork, it might be better just to ask around town for yourself.

It's in the town that you'll understand why Skaetswys gave you all that information – the people in Limsa Lominsa don't care for the Beast Tribes, and you'll find that most people will simply shrug and move along. The Beast Tribe folk that you come across will have little information, leading you to wonder if the paperwork is your only recourse.

But ask around enough – and Skaetswys herself will have a lead for you. She's also rather keen on coming along with you, mostly because she hasn't been out of Limsa Lominsa for some time now, and all this work with the Beast Tribes is wearing down on her.

For one thing, the original Beast Tribe member who petitioned for her aid, a kobold by the name of 789th Order Pickman Gi Gu, is so spineless and lazy that Skaetswys feels she's just being manipulated. Before he petitioned for missing persons, Skaetswys had spent a week relaying messages between Gi Gu and his sweetheart Bi Bi. Moreso for Bi Bi's sake, Skaetswys has been trying to make a man out of Gi Gu.

Hopefully if that ever happens, Skaetswys won't find herself having to do these odd jobs. Her lead will take you out of Limsa Lominsa strangely enough – in the direction towards Ul'Dah. You'll find traces of struggle along the way – and dead beast men discarded along the side of the road. If the abducted have been taken by slave drivers, Skaetswys fears there won't be any trace of them left when you arrive at Ul'Dah. Frankly, she fears there won't be any trace left before you even get on a ship to Ul'Dah.

But if you investigate the corpses closely, you'll notice strange marks on the bodies of the deceased and some of the bodies look like they have been gutted. Certainly, this is strange, for a corpse to be lying on the side of the road is bad enough, but for it to be missing parts as well...

When the trail starts to veer away from the coastline of Vylbrand, and undead beastmen begin to appear, you and Skaetswys should realize what has

come to pass. The necromancer responsible appears to be hiding inside an old abandoned mine in Vylbrand – ensure that he's taken out, and put this nasty business to an end.

It's no comfort for those who have already lost family, but at the very least, you've done Limsa Lominsa a favor, and its streets should be safer than they were before. Skaetswys thanks you for your help – maybe if you still have time, you could stick around and help her out with Gi Gu?

- The **Maelstrom Grand Company** recognizes your help, and your relationship with them improves.
- Your relationship with the **Goblin & Sahagin Beast Tribes** improves as well – and they won't treat you with as much suspicion as before.

Lancebearer, Ser Alberic Bale

(Requires entry into Ishgard)

If you're going to meet with Ser Alberic Bale, you're going to need to find some way into Ishgard proper. As a Knight of Ishgard, finding Ser Bale outside of the fortified walls is a rarity in itself. A former Azure Dragoon, you'll definitely hear of his name – as well as the part he played in fending off the great wyrm Nidhogg. If there's anyone who is an expert on wyrms, it should be this man here.

But finding him isn't an easy feat even should you find your way in to Ishgard – as Ser Bale has retired, he's withdrawn into seclusion away from the public eye. There has been a troubling matter afoot in Ishgard – with the Dravanian Horde growing in size; the knights feel that they will soon be overwhelmed and the fall of Ishgard is only a matter of time.

For now, that kind of talk is still repressed, but the sentiment is spreading quickly. Should you ask for an audience with Ser Alberic Bale regarding the Dravanian Horde, you'll be informed that without any reputation, Ser Bale has no reason to see you. Essentially, the officials want you to do a job for them.

There are dragons which must be culled in the regions nearby, and unless you make a name for yourself and drive back the wicked wyrms, you don't even need to dream of seeing the former Azure Dragoon. If you're still up for pursuing this man for his knowledge, then there are plenty of mercenary camps hosting dragon hunting expeditions out in the Ishgard outskirts.

Eventually you will gain enough for an audience with Ser Bale, but it seems that the Knight had no awareness of the task you were given. Having fought with the great wyrm once, he strongly believes that continuing the war is not the answer – but he's not going to be able to sway the Church now.

Instead, he can only entrust things to the next generation – his pupil Estinien. Estinien is the new Azure Dragoon – and bearer of Nidhogg's Eye, a relic of massive power. Maybe if you could get to know him – he might let you take a peek at it? Such a powerful relic really should be studied...

Should you so wish it, Ser Bale will offer you to train you as a Dragoon as well – not as an Azure Dragoon; after all, Ishgard only has one eye of a great wyrm. If you accept his offer, you'll be able to travel in and out of Ishgard freely, and their aid should be quite helpful should you ever need to face down wyrms.

- Ishgard will accept you as a Knight if you accepted Ser Bale's offer, and your relationship with the **Heavens' Ward** faction improves.
- However, as you might have expected with your knightly duties, all the dragon killing that you're going to end up doing will mean the **Dravanian Horde** will have an increasingly negative relationship with you.
- Estinien, the current bearer of the Eye of Nidhogg, has made your acquaintance – it may do you well to keep an eye on somebody with a relic so powerful...

Adventuring Maiden, Y'shtola

If you already have a positive relationship with the Scions of the Seventh Dawn, you'll be aware that plenty of its members came from the Circle of Knowing. As they're often deployed on investigations, it's likely that you won't meet all of them unless you happen to be stalking the halls day and night.

A former member of the Circle of Knowing, now a Scion, Y'shtola is a Miqu'te Conjurer who happens to be currently investigating into the appearance of strange masked individuals. The records indicate that these individuals were once known as "Paragons", but little else is written about them. Should you be so inclined, Minfilia would be happy for you to help Y'shtola out with her research.

As a conjurer, Y'shtola is a seasoned combatant – but for her personally fighting isn't what she cares for. Much of the time, she'll actually be too engrossed in her field research to care too much about the monsters nearby. Of

course, provoked, she will bring her powerful magic to bear – but if you're coming along, she'll much prefer if you can take care of fending off the wildlife in her stead.

From what she can figure out, the "Paragons" have existed throughout each age. Exactly what their purpose is and why they don't seem to be mentioned more often is still unknown to her, but it won't be long before you begin to be attacked by weird invisible enemies.

If you happen to possess the Echo, you'll be able to see these masked strangers. Y'shtola doesn't have the Echo, but the Aetheric Disturbance Device on her neck allows her to see the stranger's shrouded form, and she'll alert you even if you have no other means of detecting your assailant.

Fighting blind is difficult, but when you successfully subdue or drive off your assailant, they'll simply vanish from the area. It becomes apparent to Y'shtola that you're going to need a device similar to hers if your partnership is to continue. Frankly, she doesn't want to be stuck alone facing one of those shrouded figures.

There's no sense in travelling alone – so Y'shtola has decided to come along with you, and she can continue to do her research while you attend to your business as well. There is still much to figure out in terms of these "Paragons", and evidently, somebody doesn't want you to find out anything else.

- You've uncovered some information regarding these "Paragons", and Y'shtola is convinced that they're the same as the **Ascians**, who may pose a substantial threat to Hydaelyn. That's assuming her theories are correct.
- With your new Aetheric Disturbance Monitor, you can see the forms of these Ascians – even if you do not possess the Echo.
- Your relationship with the **Scions of the Seventh Dawn** improves.
- **Y'shtola** becomes a travelling companion with you – take care not to let her get into too much trouble!

The Experimenter, Mutamix Bubblypots

(Requires either knowledge of the Illuminati)

While knowledge of the Illuminati's existence has been widespread among the other factions for some time, no one really knows exactly what it is that they're up to. Many plans, many schemes, and undoubtedly many conspiracies,

but like the Forum of Sharlayan, the Illuminati have chosen to take refuge in seclusion. Their only interaction with the rest of Eorzea is to steal knowledge – knowledge that they hoard for unknown ends.

Thankfully, despite their secrecy, Illuminati held territory is very clearly demarcated on most official maps – so it's very strange to see a goblin approach you for help – while publically announcing that he is no longer an Illuminati member. Judging by the team of goblins chasing after him, you figure he's shouting this at you so you can help him fend off what presumably are Illuminati members.

You may as well – if he really is Illuminati, then he would presumably have a wealth of information or else you can't think of why he's being headhunted. Besides, being told that “uplander having wideheart saving good gobbie” strikes a very strange chord with you. After all, you haven't saved this gobbie yet.

When you successfully fend off the goblin foot soldiers, the exhausted runaway goblin collapses and introduces himself as Mutamix Bubblypots. You were told goblins had strange names – but this one really is quite bizarre. As it were, Mutamix has recently fled from the Illuminati following a disagreement over how knowledge should be handled.

Mutamix is a master materia synthesizer, having dedicated much of his considerable intellectual capacity to understanding and working with what he calls *shinystone* – or materia. All of this knowledge is something he's willing to pass onto you – so long as you're a good and receptive student.

It really seems a bit fast – going from saving this goblin to suddenly learning from this goblin, until you realize that above all, Mutamix wants to propagate his knowledge far and wide. The more people who are brought to his level of understanding, the more who can work to develop that field further; this is a crafter who really wants to develop the field.

But before that – he needs someone to give him shelter away from the Illuminati. As he explained already, his philosophy runs counter to the Illuminati's philosophy, and his former employers aren't exactly the forgiving type.

You can choose whether you want to take Mutamix into your fold and look out for his wellbeing – or instead arrange for him to be safely delivered to a different faction. Certainly with his level of expertise there will be many factions who would be happy to keep watch over him.

Regardless, it'll do you well to keep Mutamix alive and well, certainly his research will be a great boon to all adventurers in Eorzea.

- Mutamix is happy to help you improve your shinystones, and all of your Materia improve in the potency of their effects. He also likes to tinker with experimental Materia on occasion, but the effects are rather...haphazard.
- The **Illuminati**'s relationship with you turns significantly negative. Really shouldn't be helping turncoats.
- If you chose to find another faction to protect Mutamix, their relationship with you improves – but you won't be able to get Mutamix's help on demand.

The Researcher, Surito Carito

In the pubs of Limsa Lominsa, there have been rumors of a strange creature prowling about Upper La Noscea. It would be easy to dismiss these rumors as simply that – but they are amazingly detailed, down to the path that this creature is rumored to follow. Apparently, its reputation of murdering travellers has been keeping adventurers from pursuing further.

Observing this creature in the wild is hardly a problem, but as adventurers have claimed, it is rampantly aggressive – even more so should any of your companions or yourself happen to be a scholar. Seems like this creature really holds a grudge, but if you have any knowledge of monsters at all, you'll recognize that this is a Tonberry.

These creatures are supposed to be a myth – but apparently this is not the case. In any case, the researchers would probably love to capture one for study, but this Tonberry will disappear before you can land a blow. Perhaps it isn't real after all?

Each time the Tonberry disappear, the rumors of its sighting appears to grow further and further away from Upper La Noscea, and eventually, it seems like it is headed towards the South. Eventually, the Tonberry will simply stand at the southernmost point along the coastline, staring out at the sea. At this point, you can seemingly approach it without it attempting to shiv you.

In fact, it even beckons you.

This is Surito Carito, a Tonberry with a rather miraculous story. He claims that he not only used to be a Lalafell – but long ago, he had been cursed to

become a Tonberry, and this was the fate that befell the city of Nym. If anything, this confirms some scholars' theories, but perhaps more miraculous is that this is the first time Tonberries have spoken to the outside world in a long time.

Surito Carito has spent much of his time in isolation trying to determine what it was that brought the curse down upon the nation of Nym to no avail. But his fellow Tonberry are getting in his way, and he needs a way to bring their sanity back to them.

The Tonberry Scholar indicates that all evidence seems to point at a certain Tonberry King which is causing the Tonberries to go violent. But now that he's been exiled from the Wanderer's Palace – he doesn't have a way back in. You would help him but frankly, you don't know where it is to begin with. In order to find it, you're going to need to do a bit of ruin delving.

Surito Carito wants you to find the ancient city of Nym – which he reckons should be somewhere close to Wanderer's Palace...but it's been so long that he can't remember the way. Maybe some of the scholars can actually help you with this one.

With a bit of research, you'll realize that Surito Carito was headed in the wrong direction the entire time. The Floating City of Nym happens to be North of where you initially found Surito – and the Tonberry will happily follow you back...save for the fact that as he gets closer towards the Floating City, he seems to turn aggressive. You don't really want to kill him, but you're going to have to lure him to the city. It's an awkward situation to say the least.

When you do manage to lure him there however, Surito Carito will start to regain his sanity again – and he surmises that Wanderer's Palace must be nearby. In fact, Surito Carito was likely just hovering around the Wanderer's Palace the entire time. He's not sure – but for now, he'll remain in the Floating City until he can confirm it.

Still, he thanks you for helping him return to Nym at least – but he warns you that you should quickly flee. Whatever cursed the Tonberries is likely to still be residing inside Nym, and while Surito Carito can flee to safety quickly, you may still be at risk of a transformation.

On a good note, at least now the rumors about the murderous Tonberry can stop. Well...you hope that Surito Carito doesn't accidentally fall off of Nym or

something similar, but now you'll know what to say when somebody brings up the rumor again!

- You've made a Tonberry friend! Just be careful when you go to visit him.
- Maybe if you could kill the King, something will happen!
- But...you probably need to wait for somebody to discover the Wanderer's Palace...maybe an expedition some time?
- That said, the **Forum of Sharlayan, Sons of Saint Coinach, and Students of Baldesion** will all react positively to your story, especially if you go into the details regarding what Surito said about the origin of Tonberries.

The Dreamer, Sezul Totoloc

For quite some time now, the Ixal have been a severe pain for the people of Gridania. These avian beastmen are driving to cutting down the Black Shroud forest, and their destructive raids have slowly encroached on Gridania's borders. Conflict is imminent – but there are some among the Padjal who believe that conflict is not necessarily a foregone conclusion. This opinion is probably the only thing which has stopped the Wood Wailers from taking the fight to the Ixal.

The Padjal have requested adventurers to go and seek out whether there are Ixal who still see an alternative to the destruction their kind is causing to the Black Shroud. Evidently, not many people share the Padjal's beliefs, because there haven't been too many volunteers. But this would be a good chance to get in the Padjal's good graces – and frankly, the Ixal can't be all bad right?

An encounter with the Ixal proper might make you take back that thought. The Ixal are savage, and any attempt to interfere with their harvest of trees is likely to incur their wrath – which they will act on without hesitation.

But the continuous harassment by the Ixal isn't all bad – at least not when some Ixal actually come to your aid. You don't know who your benefactors are – but they're clearly here to help you, and perhaps the Padjal's sentiments may have some merit after all.

When the attack ceases, your new acquaintances will quickly usher you back into the Black Shroud, where a group of Ixal have set up a camp. None of them are aggressive, so it seems that you haven't been led into a trap. The leader of this camp, an Ixal by the name of Sezul Totoloc, greets you quite

enthusiastically. Evidently he and the rest of the Ixal do not get along; because he's very happy you were stopping his brethren.

Sezul Totoloc, like most Ixal, yearns to fly – but the way that he wants to do it is rather peculiar in comparison to others of his race. Sezul has seen the power that airships have – and he wants to build one of his own, an airship to surpass the ones made by the Garlean Empire. He even has a name for it already: the *Dezul Qualan*.

Hearing out your side of the story, Sezul would love to cooperate with the other races – so long as you're willing to help him find people to make his dream airship. Sezul will even come along with you just so he can personally see who you might recommend.

In any case, you should report back to the Padjal first – they'll be happy to know that there is actually a tribe that does not believe in clear cutting the entire forest. Sezul explains that the Ixal believe wooden totems need to be offered to their Primal if they are to regain a blessing of flight – and so the clear cutting will continue if left unchecked. At least now the Padjal have a clearer sense of why they need to stop the Ixal.

While Gridania organizes a proper response towards the Ixal scourge, they've also made arrangements to ensure that Sezul's flock, the Ehcatl Nine, is properly defended. That should give Sezul enough time to travel with you and scout out skilled trades workers.

If you don't have an idea of where to go – Sezul does have an idea, his grandfather, Dezul Qualan (yes, that's where he got the name from) was the one who started thinking of this venture and used to have business contacts among the Lalafell. Perhaps if you travelled to Ul'Dah, you could track down their descendants and use that to start?

- Your relationship with the Beast Tribe, **the Ixal**, grows negative. Stopping their worship is expressly forbidden!
- Your relationship with the **Order of the Twin Adders** turns positive. Though, this does mean the Padjal might ask you for more bizarre tasks in the future.
- **Sezul Totoloc** will join you as a travelling companion – until you find him a suitable number of skilled trades and engineers.

Expeditions (5 Fixed SP Points)

Each Expedition costs 1 SP to open – though you don't necessarily have to go yourself, you may deploy somebody else to deal with the problem.

Brayflox's Longstop

In the quiet jungles of Raincatcher Gully, located in the eastern region of La Noscea, a goblin has posted a request for aide in fending off a marauding dragon. By the sounds of the request, it appears that she's already been driven out of her home by the dragon. Just to the northeast of Limsa Lominsa, reaching Brayflox's Longstop is hardly challenging, but you'll find that the wildlife inside the jungle is not very keen on more new visitors.

The Dragon Aitar isn't the type to really bargain or parley, but if you have anyone who can speak to it, after a bit of a fight you could possibly make it realize that fighting isn't necessarily the solution. Of course, you could also choose to solve the problem quite simply by eliminating the dragon, however, should you choose to spare it, it won't forget your charity – and you'll find yourself with an ally should you require him in the future.

Either way, the goblin who petitioned for your aid, Brayflox Alltalks, will hand you a copy of a recipe as a reward. At a glance, it just seems to be a recipe for cheese, but the cheese itself is magical, and will greatly enhance your magic temporarily when eaten. Better hide the fact that you have it from the Illuminati though, as they seem keen on getting their hands on it.

- Your relationship with the **Illuminati** becomes more negative.
- The Cheese Recipe is delicious! It also boasts strong magic enhancing effects!
- Should you spare the dragon **Aitar** – it will come to your aid in the time of need.

Exploring the Deepcroft

Word is that a cult has already formed in the aftermath of what happened at Carteneau, and some folks would rather that the dragon in the falling moon was released and destruction brought upon the land. You probably won't want to associate with these people anytime soon, but the information on the cult says that they've taken refuge inside a crypt, the Tam-Tara Deepcroft. Located at the heart of the Black Shroud, it would be wise to come prepared for a fight.

The cultists aren't the kind to simply drop their fight and run away. Worse yet, they've summoned demons into the Deepcroft – and you had best purge them all should you plan on leaving this crypt without further incident. There will also be plenty of undead here, due to the abundance of bodies in the crypt.

Clear the crypt of these invaders and the authorities will be more than happy to reward you with a monetary sum. The people of Gridania will also develop good rapport with you, and the factions operating in Gridania will be friendlier towards you. The cultists seem to have a bit of information leftover on another cult called the Ascians...

- You've gleaned some knowledge of a Faction known as the **Ascians**
- Your relationship with the Factions in Gridania (**Order of the Twin Adders**) has improved.

The Seagrot

Pirates have been sighted deep in Western Noscea, and their appearance has not only caused alarm for the civilians living nearby – but the fact that they've started pillaging the villages nearby indicates that they've set up a base of operations. It would be ideal if they were dealt with before they grow to become a more substantial threat.

The pirates have holed up inside Sastasha Seagrot, but take caution that it isn't just the pirates that you should be wary of. Strange monsters lurk inside the seagrot, and most of them are not friendly with humans – whether they are pirates or not.

Should you be able to clear out the cave, you'll stumble upon the pirate's store of treasure, but more importantly, there's a hidden shipyard here – and all of the ships here are free for the taking. Just don't linger long – the waters seem rather restless in the seagrot...

- Your relationship with the Factions in Limsa Lominsa (**The Maelstrom**) has improved.
- You can also sail a ship out of here – Finders Keepers!

Mine Giants

A little to the Northwest of Ul'Dah, the Copperbell Mines was established quite a long time ago. Strip mining left the mine desecrated, but the pressing

needs of Ul'Dah have to be met, and so the mine has been reopened once again with technicians deployed to seek out even deeper veins.

They've found something else instead. In their folly and greed, they freed the giants, hideous monsters from another age who have driven themselves mad in isolation. Belligerent, hateful, and possessed with a desire to reclaim the surface world for their own, you've been requested to take down the giants and defend the miners. It seems like the folks at Ul'Dah are insisting that the mining operation must continue.

The giants are a fierce race, and likely won't go down as easily as some of the other foes you've encountered. If you're to ensure that the mine is safe, you'll at least need to drive them back far enough for the miners to set up a camp. Whether they live afterwards shouldn't be your problem, right?

The authorities at Ul'Dah will reward you generously by spread word of your heroic deeds all throughout Thanalan. What, you were expecting a monetary reward? Ul'Dah can't afford that! Should you have saved the miners however, they'll gladly cut you a share of the ore they find – should be helpful if you ever need to build anything in the future.

- Your reputation with the **Syndicate** has improved slightly.
- If you saved the miners, you can expect a steady stream of ore resources at fixed intervals.
- If you chose to spare the Giants – the **Giant Beast Tribe's** relationship with you will improve.
- If any of your companions are Giants – their Beast Tribe abilities will improve with the discovery of these new Giants, presuming you did not kill them off.

Sunken Temple

In the distant reaches of southern Thanalan, there once was a temple used to worship the Sun Goddess Azeyma. By the end of Sixth Astral Era however, the temple had fallen to ruin – and nowadays expeditions are regularly held to raid the temple and discover its secrets. It doesn't help that most expeditions don't come back. You've been requested to rescue one such expedition which has not come back.

Joining another one of these expeditions, you'll realize very quickly why there is such a high mortality rate, as golems, mummies, and cactuars all seem

hell bent on killing all of you. All of the statues in this ruin are alive – driven by a magic that has no discernable source. You'll find tracks of the expedition as you delve deeper into the ruins – but if you aren't quick enough, by the time you reach the lost expedition – they'll have been decimated by hulking automatons.

Crush all of the automatons and the assault will cease for a time, long enough for you to take what you can – and escape with what remains of the lost expedition. Should none of the team have survived; the authorities will still repay you with a meager sum for your report. However, should the team have survived – they'll present you with an artifact: a control materia which appears to have been animating the golems. Perhaps with this, you can make some of your own...

- The control material you found allows you to animate ancient statues...but you need to feed it with your own Aether
- Your reputation with the Syndicate improves slightly.

Sins of the Past

Though Eorzean efforts at rebuilding the land have gone well, a threat has been steadily growing at the borders of Eorzea. The decimation of the Seventh Imperial Legion was a setback to the Garlean Empire – but it has prompted the mobilization of the other legions...beginning with the Fourteenth Imperial Legion, led by one Gaius Van Baelsar.

Even now, fringe battles are taking place on the borders of Gridania and Ala Mhigo. Gridania calls for aid – and should you be situated there, perhaps you should make the appropriate arrangements as well. It won't be long until the Fourteenth Legion makes a proper declaration of war – namely by pushing on every front.

You have precious little time to prepare before the Garlean Empire makes their advance – and the initial wave of ground troops will soon be ready to overwhelm what defenses the makeshift Eorzean Alliance has placed.

It is clear that another war lies on the horizon...

At this point, you may choose to stop altogether – but know that your choices here still carry consequences, and some events may have shifted significantly. You have whatever remains of the decade to see the history of Eorzea until it comes time to leave. Or alternatively, you may move on to Phase 2.

[SCEN02] Phase 2: Unbreakable Chains +200 CP

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Eorzea, now in the fifth year of the Seventh Umbral Era. The Fourteenth Imperial Legion has abruptly stopped its harassment attacks on the Gridanian border, and retreated behind the lines of Ala Mhigo once more. Reinforced by the Second and Third Imperial Legions, Ala Mhigo seems impenetrable for the time being.

Eorzea calls for an alliance among the tribes and factions of the land – but with the way things are progressing, this does not seem to be within the realm of possibility. Gridania sits in turmoil, faced with the possibility of another Imperial advance. Sharlayan has receded and chosen to isolate themselves in the face of what looms on the horizon. Ul'Dah appears to be content with hoarding resources as quickly as they can.

Efforts to rally the land seem to be concentrating out of Limsa Lominsa, and yet despite that, the numerous Beast Tribes in Eorzea appear to have ideas of their own. That is not to speak of Ishgard, who has chosen to remain isolated all this time.

The call for action from the Grand Companies has rallied Adventurers from all over the land, and you may be just another Adventurer answering the call. Now, more than ever, Eorzea needs a single united front. Perhaps with your expertise and your connections – you may have a contribution that you're willing to make? The time for action is now, Traveller – something is stirring in the Garlean Empire, and even in Eorzea, something sinister stirs...

Redemption is Beyond Us

Regardless of whether you've managed to unify Eorzea or not, the Garlean Empire is not going to wait – and this time they aren't about to make the same mistake of sending a single legion. As the Second and Third Imperial Legions continue to hold Ala Mhigo, the Fifth and Sixth Imperial Legions will begin to advance on Thanalan through the Sea of Jade.

A more substantial attack than when the Fourteenth Imperial Legion made a move, but still not as committed as you might expect. Imperial shock troopers will become very common all across Eastern Thanalan, and Ul'Dah requests aid before the two Legions can secure a solid foothold on the continent.

Facing a war on multiple fronts, you'll have to decide how you care to proceed. On one hand, if Ul'Dah falls, Gridania will be isolated. On the other hand, if Gridania comes under attack at any time, the path into Eorzea will be completely clear. Lastly, there is still the matter of the Beast Tribes.

The Beast Tribes have been spoken of in many rumors as of late. Their behavior has become erratic, and many seem to be stockpiling crystals for a yet unknown purpose. There's even word that the Beast Tribes are being guided towards an end by an unknown party.

The Grand Companies have formed ranks to handle these threats, but they can't do it alone. It's time for you to make some preparations of your own, should you wish to stay in a free Eorzea.

These Trials Persuade Us Not

Thankfully, amidst all of this, the efforts to rebuild and reinforce Eorzea have not stopped. Even now, Adventurers are banding together in their own Free Companies – and little by little, alliances are popping up all over Eorzea. The land may well be divided in terms of factions, but it seems that the Adventurers are willing to fill in the gaps. You too, will have the opportunity to create a Free Company of your own, if you have not done so already.

The reality of the Garlean threat is not lost on the numerous research teams all over Eorzea, as they now seek to join up with one another in a unified effort to develop the necessary countermeasures against the Garlean Empire. Nothing like a good crisis to help people bond...but some of the bigger factions aren't willing to cooperate. Perhaps you could also help with that.

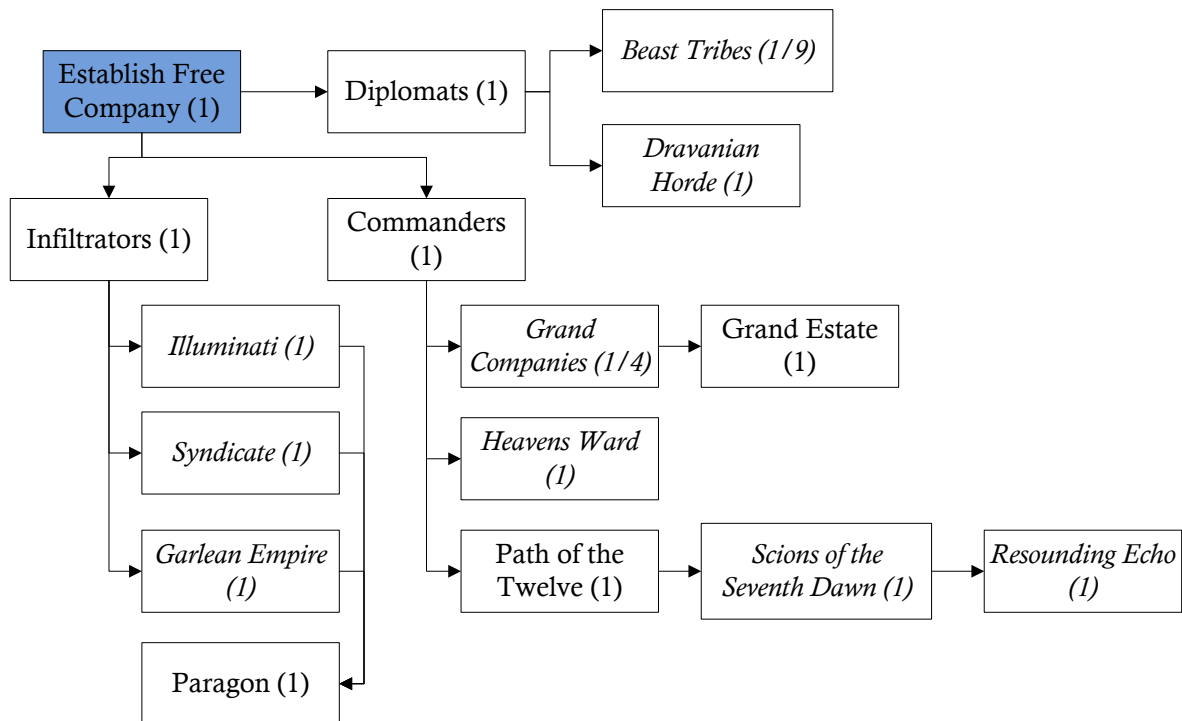
Then of course...there are plenty of adventurers who still need help – and besides the Garlean Empire, there are strange things starting to surface in Eorzea, as plots and plans start to move. It's probably time you decided your own path.

You now have 30 SP. You may choose how you wish to proceed.

Free Company

Each time an option that involves a Faction is taken, your relationship with them will improve slightly, save for the Garlean Empire. However, if you've already taken a drawback affecting that faction, their relationship with you will never turn positive, though they may harass you less often.

Some factions will directly improve the abilities of some classes – the improvement is small – but stacks with each purchase. Each stack would be no more than a quarter at most. Eventually though, you'll hit a threshold where the faction simply cannot improve you further than you already are. With a full increase – resulting in improvements doubling your current capabilities, you'll find that investing further doesn't result in many gains.



Option	Consequence
Establish Free Company	Should you already have taken this in Phase 1, you do not have to take this option again.
Infiltrators	Should you have taken Infiltration in Phase 1, you do not have to take this option again.
<i>Illuminati</i>	Thankfully, this option comes with a free goblin disguise, because otherwise you're going to have a hard time getting in to the Illuminati. This secretive goblin society isn't keen on having outsiders, and your agents should stay wary so they don't get exposed. Many of the Illuminati's plans are written cryptically in Goblin speech, but plenty of their designs can be stolen from. More

	importantly, taken more than once, your agents will be able to worm their way up Illuminati hierarchy, something otherwise very dangerous and very unlikely to work. As a result of their dedication however, the Illuminati has a more favorable relationship towards you – which is still rather peculiar in afterthought.
<i>Syndicate</i>	Unlike the Empire or the Illuminati, the Syndicate is neither as aggressive nor as secretive. However, what they lack in either field they make up for in sheer versatility and depth. Infiltrating the Syndicate society is easy, but an uninvested agent will only be able to dig at the surface. The Syndicate rules Ul'Dah by controlling both money and people. With many faction heads, the Syndicate is akin to a serpent, and if you are to reach a better relationship with them, you're going to need to prepare your agents properly, and invest in this several times. With a good enough relationship established, you might even be able to get the Syndicate to help you with monetary matters.
<i>Garlean Empire</i>	Having agents infiltrate the Garlean Empire is a dangerous venture, but not one without rewards. You may take this option thrice – and which each time you take it, your agents grow in skill and authority for their position within the Empire – gaining you access to more secrets. So as to not jeopardize their position within the Empire – your agents will only be able to send back small items at first, though with more points, they can start to plant false reports or misdirect troops, bettering their abilities to undermine this daunting foe. When this is taken thrice, just as with the other organizations you've infiltrated you may have your agents sow discord en masse and attempt to gain defectors. Use this sparingly however if you wish to keep your agents safe.
Paragon (Needs 1 point in any of the perquisite paths)	It has become obvious that there are stranger beings in this world than dragons and magitek creations, and among the Beast Tribes, there have been word of appearances of "Paragons". Deploying an agent to keep watch over the appearances of these "Paragons" would prove beneficial if you ever need to find them. That said, the Beast Tribes will inform your agents that the

	Paragons have been teaching them how to manipulate the ancient Primals. These strangers are dangers, to be sure, but the knowledge your scouts gleaned will help you as well. Should you ever conjure or manifest a Primal, the rate at which they consume the Aether within crystals is reduced by a small bit. More importantly, with your knowledge of what these “Paragon” folks are up to, maybe you can approach the other factions with this information to raise their awareness. Better that everyone knows what you’re dealing with.
Commanders	Appoint an Adventurer or one of your companions as a commander within your Free Company. It helps other factions recognize their presence – and your presence as well, and over time, the individual in the role will slowly learn what it takes to be a leader. Especially in battle, allies around them will benefit greatly from their expert coordination and perform with better coordination and efficiency. It just takes a little bit of time for your chosen commander to get there. You can designate as many commanders as you want with one purchase, but if everyone is a commander, who is actually doing the work?
<i>Grand Companies</i>	Three Grand Companies exist in Eorzea today, serving to unite and guide adventurers towards a common objective. The Maelstrom operates out of Limsa Lominsa, The Order of the Twin Adders focuses their efforts in Gridania, and the Immortal Flames safeguard a large part of Thanalan. Establishing contact with them will be very beneficial, not only because of the authority they wield or the numbers they possess, but also because the Grand Companies are the first line of defense for Eorzea. Establishing diplomatic relations with them is easy, and they’re more than happy to train you and your companies in preparation for the coming war. The Grand Companies see all sorts of adventurers come and go, so they have a wide assortment of trainers – but unlike many of the more “scholarly” factions in Eorzea, they have a decidedly more aggressive preference. For each time you take this, a single profession within the Disciplines of War can benefit from the training for you and your companions.
Grand Estate	If you still do not have a base of operations for your free

	company – well first you really should stop wandering about like vagrants – perhaps it is time to consider using your Estate for that purpose. But if that's the case, you're going to need to get a bigger place. In addition to increasing the size of your Estate and all its facilities by half, the presence of adventurers going about your house means you'll find a neat little stockpile of mundane items and equipment anywhere you go. Just take care to designate private zones in your Estate – maybe limit it to a meeting room or barracks. You don't want people wandering around everywhere. By setting your free company members to work, the effect of facilities in your Estate also increase by half.
<i>Heavens' Ward</i>	Establishing contact with the faction of Heavens' Ward is not difficult, but gaining their respect will be. This faction of Ishgard is made up of multiple smaller groups, with the Church, the Knights, and the Heavens' Ward proper. There's quite a bit of internal discord within this faction, but if you're going to deploy agents to this faction, be wary that it's likely you'll be dragged in to their war with the Dravanian Horde. On the other hand, it'll become easier to explore Ishgard the better your relationship with Heavens' Ward becomes – and there are certainly some well hidden treasures in this city. Any <i>Dragoons</i> you have in your party can benefit from an alliance with Heavens' Ward; with any perks they took receiving an increased boost in terms of effectiveness.
Path of the Twelve	Though now a defunct faction, the Path of the Twelve were a society that very recently became the Scions of the Seventh Dawn when they merged with the Circle of Knowing. Dedicated to protecting those with the Echo, and keen on determining why it exists, they have continued to follow that principle even now. In addition to improving your relationship with the Scions of the Seventh Dawn, should you or any of your companions have taken the Echo, its effects are amplified slightly.
<i>Scions of the Seventh Dawn</i>	No doubt you've heard of the Scions of the Seventh Dawn, likely even interacted with them. The easiest among the factions to garner favor with, the Scions have every reason to form close relations with you if your free company can hold

	its own and is dedicated to protecting Eorzea. Recognizing the threat of the Primals, the Scions have dedicated their resources to understanding and preparing for the inevitable battle with these mythical beasts. The Beast Tribes shows no sign of stopping their worship of Primals anytime soon, and with the Beast Tribes controlling the flow of Crystals, they're expecting to see Primals sooner rather than later. Their research on the Primals will help you out, should you ever come across a Primal or require the abilities of one. Even should you not bear the Echo, you become a bit more resistant to the effects of Tempering, and your usage of Aether becomes more efficient, allowing you to get more energy out of the same crystal.
<i>Resounding Echo</i>	Among the ranks in the Scions of the Seventh Dawn, there are plenty of folks who possess the blessing of the Echo. Though our current understanding of the Echo is quite limited to these individuals, understanding that it is a blessing of the Mothercrystal is enough for one to know that the gift is not exclusive. Should you or a companion possess the Echo, the effects of it can now be freely transferred to individuals within a short distance around them. To maintain the effects for a group of people however, would require the one bearing the Echo to expend energy. Each time you take this, the absolute range of the Echo sharing ability increases slightly.
Diplomats	Should you already have taken Diplomacy in Phase 1, you do not have to take this option again.
<i>Beast Tribes</i>	With twelve different tribes scattered all over Eorzea, the dream of uniting all of them in the defense of Eorzea has proven time and time again to be unfeasible. Even ignoring the cultural differences, each Beast Tribe is intensely focused on preserving their current way of life – and unfortunately, that way of life doesn't agree with the immigrant races that have arrived to Eorzea. Still, negotiating with the Beast Tribes is not impossible, and is certainly easier than negotiating with the Dravanian Horde. The large number of tribes present will mean that negotiating with all of them is not likely to have a good turnout, but a concentrated effort should see you good

	results. Taking the option for a tribe has increasing consequences for each time you take the option. To begin with, any of your companions who have are a member of the Beast Tribe race will have their racial abilities strengthened in terms of numbers. With a second investment, you'll gain a steady supply of crystals – the element dependent on the tribe. With a third investment, the Beast Tribe will divulge the secrets of their Primal worship with you. This allows you to understand the abilities of their Primal, a key factor should you ever have the opportunity to manipulate such powers.
<i>Dravanian Horde</i>	Though a rather dangerous choice at first, negotiating with the Dravanian Horde can be smoothed out, presuming your agents can survive the initial encounter. Dragons are quick to make presumptions, and even quicker to “test” intruders with their breath. Still, the Dravanian Horde isn't completely senseless – as long as you aren't trying to hunt down Nidhogg – and they'll be willing to form an alliance with you so long as you aren't actively destroying more of their kind, like those blasted Ishgardians. Needless to say, if you're going to negotiate with both parties, you'll want to tread carefully. Honesty might be a good policy, even if the chance of terrible failure exists. The Dravanian Horde has long fought against Ishgard, but the legacy of Ratatoskr, whose death started the war, remains hidden beneath a veneer of deceit spread by the Church. Even now, Ishgardians are transforming into dragons – an aftereffect of ingesting Ratatoskr's blood. Swear your loyalty to the Horde, and you too shall share this blessing with your allies. The duration of this is short – and increasingly large amounts of draconic blood is required should you wish to extend it.

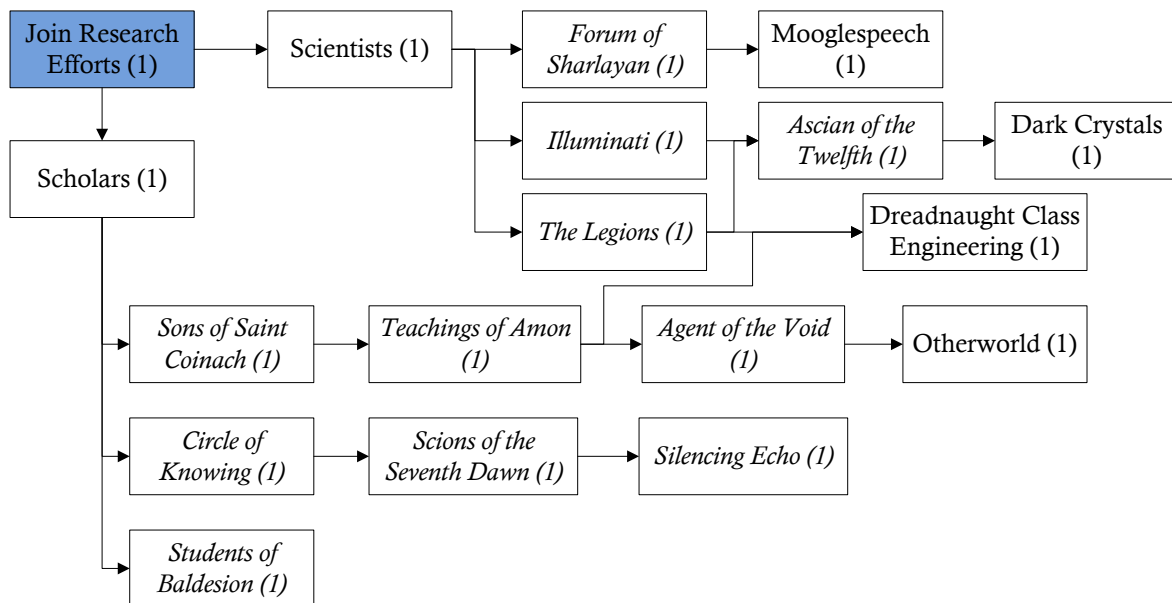
Research Group

As with the Free Company option, any Faction you interact with through research will develop the relationship between your two parties. However, the beneficial effects of interacting with select factions are slightly different. The Ascians of the Twelfth and the Imperial Legions are not factions which will respond to your

advances regardless of whether you choose to aid them. After all – both the Garlean Empire and the Ascians hold a staunch belief that you are below them.

Some Factions here will boost the effects of classes. As with the choices for the Free Company – the beneficial effects will be no more than a quarter at most – though this can stack if you pursue it multiple times.

As with the free company options, you'll hit a threshold where the faction simply cannot improve you further than you already are. With a full increase – resulting in improvements doubling your current capabilities, you'll find that investing further doesn't result in many gains.



Option	Consequence
Join Research Efforts	Should you already have taken this in Phase 1, you do not have to take this option again.
Scholars	Should you already have taken this in Phase 1, you do not have to take this option again.
<i>Sons of Saint Coinach</i>	An order of researchers, scholars, and naturalists – the Sons of Saint Coinach look to the past in order to move towards the future. With a firm belief that the history of ancient Allag holds the secrets to overcoming the challenges that Eorzea faces – the Sons of Saint Coinach investigate into ruins, looking for more aspects of this technology. A good faction to interact with if Allagan technology interests you; they hold many expeditions and retain many

samples of Allagan technology in their stores. The art of summoning and conjuration was also a focal element of Allag – what with the binding of Primals being attributed to their Emperors, and any companions who follow this profession will see that their conjuration techniques and summons grow in strength and experience.

Developing a good relationship with the Sons of Saint Coinach will affect your relationship (positively) with the other research groups as well, should you choose to interact with them.

Teachings of Amon

History's annals dictate that Amon was chief among the men of science in Allagan during the twilight of the Third Astral Era. But in his folly, in his desperation to revive Allag's golden age – he reached past the veil of death and brought back a forbidden entity.

His act was a foolish one that only stalled the downfall of Allag, but the knowledge was sound. Amon's knowledge is enough to empower any sort of machinery you can build, essentially giving their performance a massive boost in output. During this "overclocked" period, blue lines will glow all over the machine. You're not sure if they're moving faster, or if time is slightly slowed down around them.

Probably the former, likely the former. Allagan technology can't be that advanced right? Each time you pursue his teachings further, the limit of power on these machines is raised by a little further.

Agent of the Void

Legends say that Emperor Xande brought about the downfall of Allag with his foolish ambitions – and the Voidsent played no small role in that. But now in the Seventh Umbral Era, knowledge of the Voidsent has slowly crept back towards what Allag knew in its prime – albeit following a different route.

The others fear Voidsent, but you would rather work with the unknown to establish knowledge than fear it and shun it altogether. As a result of your familiarity with the Voidsent, you can control them to a slight degree when you see them – suggesting them to leave for instance. The strength of your control increases the more you choose to focus on this.

Should you already be a Voidsender, the monsters that come

	forth now have a very distinct shape – molded by you, and thankfully, as you're a recognized expert in the field, you don't get as much stigmatism from wielding such powers.
Otherworld	Are you following in the footsteps of Emperor Xande? Is history merely repeating itself? You have no intentions of proving the doubts of others correct – but the Void does interest you, and that interest has made you a leading expert in the field. Stabilizing a portal to the Void is simple, but not a feat you should perform freely. You only started using them for research purposes after all, and your ability to control them is still weak – but it helps you understand how to use portals and such more effectively. Any Voidsent you can control, be it through your abilities as an Agent or a Voidsender, can freely warp anywhere within eyeshot through these portals. Let your otherworldly friends wander Hydaelyn as you would.
Circle of Knowing	Similar to the Path of the Twelve, the Circle of Knowing is now considered defunct, the majority of their members having joined the Scions of the Seventh Dawn. Dedicated to the pursuit and distribution of knowledge, many of their field researchers have proven helpful since the formation of the Scions of the Seventh Dawn. While not necessarily a faction per se, developing your relationship with former members is equivalent to developing your relationship with the Scions of the Seventh Dawn. The more you interact with them, the more these folks will be willing to help you in your own investigations. Equivalent to a very strong team of researchers, focusing on this not only improves your magic powers – but also your general knowledge of Hydaelyn. Knowing leads you halfway to success.
Scions of the Seventh Dawn	Similar to the option available to the Free Company, but the side consequences of this are slightly different. The Circle of Knowledge members within the Scions of the Seventh Dawn share the same goals as the Path of the Twelfth members, but as they come to learn more about the Primals, it has also become apparent to them that the concept of Primals is not exclusive to the Beast Tribes. After

	all, Primals are but manifestations of substantially concentrated Aether – so the theory goes. If the case is such, then to fight a Primal, one must disrupt the spirits within. A theory, but it is one that you're willing to test out. The more you focus on this, the more ease you'll have when fighting magic based creatures such as Primals, wisps and beings that circulate large amounts of Aether. Naturally, your relationship with the Scions also improves. You may choose to swap the side benefits for the ones in the Free Company as you wish.
<i>Silencing Echo</i>	As more is understood about the Echo, it becomes apparent that these "Warriors of Light" that people speak of are not the only ones to bear the power of the Echo. Even the fabled Paragons possess this trait from accounts of Scion agents. From their accounts, it appears that the Echo can be used to obscure and hinder magic. The scholars would believe that this is a different application of Aether, similar to the Shadow Magic seen in use by the Paragons, but the effects are apparent. Against those who bear the Echo, this restrains their abilities, weakening them substantially. Against other forms of magic, it dampens their effects – and as you focus further on this, the dampening effect grows more prominent.
<i>Students of Baldesion</i>	Located on the Isle of Val, the Students of Baldesion are not too different from their neighbours of Sharlayan on the mainland – preferring isolation in the pursuit of knowledge over involving themselves with the rest of Eorzea's troubles. Though the Forum of Sharlayan is involved in the pursuit of many faculties, the Students of Baldesion seem to focus specifically on the innovation and development of spells. They'll always accept new Students of course, but you should prepare yourself to live and breathe magic if you associate yourself with these folks. That and a measure of self restraint would be wise. The more you choose to pursue this alley, the more developed your magic becomes. The power and effect of all your spells is enhanced slightly each time. However, you should expect that the other Students will be keen to study

	all of your magic. After all, that's why you're here on a learning exchange right?
Scientists	Should you already have taken this in Phase 1, you do not have to take this option again.
<i>Forum of Sharlayan</i>	The Forum of Sharlayan is easily the largest repository of knowledge accessible to your average adventurer. Though some would argue that the Illuminati may have accumulated more knowledge, or that the Circle of Knowing was more efficient in their research, neither of these points refute the fact that the Forum of Sharlayan is recognized across the land as a representative government for scholars. Establishing a strong rapport with the Forum of Sharlayan is good if you want to access records of any sort. Historical records, accounts of battles, magical tomes – the fact is the only expansion efforts that Sharlayan has undertaken has largely been into areas where further research was possible. Consequently as you focus on developing your relations with this faction, your awareness of local events in Eorzea increases substantially – and each time you take this a single profession within the Disciplines of Magic can benefit from the Forum's efforts for you and your companions.
Mooglespeech	The art of conversing with Moogles is a rare gift – and one that fewer can teach, but it's not wholly impossible, as proven by some notable individuals who are capable of such feats. Certainly, it'll make it easier for you to find Moogles in the first place – but even without the effect of the Echo, you can communicate with the Moogles. Now you just need to persuade them not to overreact when it comes to their own Primal...
<i>Illuminati</i>	You would think that with the Illuminati's pursuit of knowledge, they would be very willing to work alongside you, but that is not the case. The goblins are outright racist, enough that they'll spurn any requests for an exchange. However, this doesn't stop you from observing and researching them as a subject in itself. Investigating into the Illuminati, you'll realize that they have knowledge on all sorts of esoteric matters. Unlike the Garleans who seem to specialize in military applications of technology, the Illuminati collect everything – even cheese recipes.

	It won't improve your relationship with them, but the more you study the Illuminati, the more you'll find places where your own crafts can improve. Each time you take this, a single profession within the Disciples of the Hand is improved slightly for you and your companions.
<i>Ascians of the Twelfth</i>	There are still substantial debates ongoing as to whether the cult that goes by the name of The Ascians is friend or foe to Eorzea and her people. From interactions with the other factions, it is clear that the Ascians are widespread – and yet none of their members have been seen in public. Regardless of whether their intentions are altruistic or antagonistic, it's clear that they're involved with Eorzea's affairs, and for that you need to understand what it is they're after. The more you choose to focus on studying the Ascians, or Paragons, or whatever name people have assigned to them, the more you'll learn of their workings – and the agents that they have moving about. It would seem that they have a hierarchy of their own, but more importantly, they wield a very specific form of magic. With more research, your resistance towards their magic and other forms of controlling magic is increased.
Dark Crystals	With what little you can dig up on these "Paragons" that people exult, you've realized that they have a very dramatic effect on not only Eorzea, but all of Hydaelyn in general. There is talk among the scholars and the Scions of the Seventh Dawn of "Dark Crystals" – and to date, a prototype has been created. Crystals store magic, that much is true – but this wicked gem has a much more sinister purpose. The consensus is that the "Paragons" are capable of storing their souls within. You might not be able to manipulate it as the Ascians can, but you can use it to trap their souls – and perhaps in time, trap others as well. How you extract the soul though...is a different problem.
<i>The Legions</i>	It is crucial to know your enemy if you are to emerge victorious, and the sheer size of the Garlean Empire means there is a substantial amount to study and develop from. From those who have defected from the Garlean Empire, you and the other research groups have been able to glean a substantial amount of knowledge, but there's still more out

there. If you choose to pursue this, you would be best served if you personally knew some Garleans. Each time you take this, your understanding of Magitek improves, as well as how Garleans operate in general. Distribute this knowledge well – and you may be doing much more to prepare than Eorzea than you'd think. With your improved understanding, the ability and output of Magitek that you procure or produce also improves – as well as Eorzea's ability to fight off the Garlean Imperial Legions.	
Dreadnaught Class Engineering	Being dreadfully behind when it comes to Magitek, you won't see too many machines of substantial size among the nations founded in Eorzea. But against the Garlean Empire, it's painfully obvious that this current level is insufficient. The Garleans like to use Dreadnaughts in their fleets? Well, you need to scale up your engineering in return. Applicable to any machine, but only once per machine, you can increase its size and output without consequence by half of its current size. If the Garleans are going to play with technology – you'll show them what Magitek can really do.

Behests (10 Fixed SP)

Each Behest, a request from an Adventurer, will cost 1 SP, but this is a onetime cost to establish a meeting and a relationship with them. In Phase 1 and 2, the Behests are the same.

Expeditions (4 Fixed SP)

Each Expedition costs 1 SP to open – though you don't necessarily have to go yourself, you may deploy somebody else to deal with the problem.

Retaking Wanderer's Keep

Adventurers have been returning from Wanderer's Keep, with word that an ancient civilization residing inside is potentially a massive threat to the land of Eorzea and its people. Described as green monsters resembling slightly humanoid turtles, the scholars identify these creatures as Tonberries – and they are a link to a part of Eorzea's past history.

Are the Tonberries actually a threat? When, you'll have to venture into the Keep to find out for yourself. From initial forays, it's very clear that the Tonberries are violent – but they seem to react to all strangers in the same blind rage, something that only changes should you have a Tonberry already in your party. There's certainly something strange about their behavior and should you take the effort to investigate, you'll find that there's something very odd about the “representative” of the Tonberries, who will attempt to elude your attempts to make contact.

This Tonberry King seems content to continue running away from you for as long as he can, and everywhere he goes, the Tonberries seem to succumb to a violent madness. Perhaps if you were to take out the King, the Tonberries will cease their murderous rampages?

If you do take out the King before you massacre the other Tonberries, they'll be more than happy to leave you alone. Should you want to form any form of alliance with them however, you'll have to put in quite some effort in helping them out with their issues first – namely more intrusion from the outside world.

- So long as the Tonberries are not slaughtered, the Faction of the **Tonberry Kingdom** will be established, and their initial disposition towards you is positive.
- If you happen to have any Tonberry allies, their racial abilities have improved with more of their kin present.

Ragnarok Class Starship

In the wake of Dalamud's descent during the Battle of Carteneau, a fragment of the falling satellite fell far from Carteneau Flats, landing in Eastern La Noscea. Imperial forces have rushed to secure the location, and as the Maelstrom focuses on rebuilding, they have yet to contest the Garlean Empire's claim. As a result, Castrum Occidens stands today – reinforced by sea by Imperial forces. Strangely enough, the request to assault Castrum Occidens does not come from Admiral Bloefhiswyn, but rather a young woman by the name of Alisaie Leveilleur.

If you've read up on your history, you'll have heard of the name Leveilleur. Namely, Louisoix Leveilleur is the old man that tried to keep you safe when you first arrived here in Hydaelyn. Yeah, remember him? Alisaie is his granddaughter, and after investigating into what happened at Carteneau Flats, she's traced you down.

Alisaie has a simple request – the Imperial forces at Castrum Occidens need to be removed, if so that the memory of her grandfather won't be tarnished. Well, you can't really see how the two relate, but since she says she can get you past the Imperial defense line, there's no reason why you shouldn't raid the fortress. After all, who knows what treasure you might find – especially inside the fragment of Dalamud resting underneath Castrum Occidens?

True to her words, Alisaie can get you past the defense lines, but that's because the defense line is pulled away by the naval assault of a phantom fleet – undoubtedly the work of the Maelstrom. It seems that this girl has connections to high places, if she can call on the Maelstrom and coordinate on this level.

While the Maelstrom distracts the external guards, you'll need to work your way through the fortress, disabling the forces inside. Thankfully, there may be plenty of soldiers, but as with all Garleans, they have nothing to rely on besides their technology and magitek. Should you take out their communications – they'll be effectively blinded, allowing even a smaller force to take them out.

Without the coordinating support of the fortress, the external defense lines will crumble, and the Maelstrom can easily move in on the fortress to aid you. Should you clear the Castrum of Garlean forces; the Maelstrom will occupy the fortress, allowing you easy access to the wreckage below. Judging by her next request, this was Alisaie's intention all along.

Though she has no clue how far you'll be able to get – she wants to explore the wreckage of Dalamud. Perhaps inside, she'll be able to understand her grandfather's last moments based on what she might find. She wants you to come along with her, but you don't have to agree. Hell, you might have better things to do than follow this young teenager around.

Should you accept however, Alisaie has the means to get into the wreckage, and it becomes obvious that this place is much bigger than you might have expected. Thankfully, elevators still remain, allowing you to slowly work your way down.

Though there are few monsters that reside in this alien environment, the Allagans have left little presents for you in the form of security defense systems. Ensure that Alisaie, in her eagerness to find something about the battle of Carteneau, does not accidentally trip these off and get injured. Naturally the same goes for you.

Nearly 1400 meters into the ground – courtesy of the digital monitors present – Alisaie and you will realize something from the change in surroundings. Alisaie might not realize what you're looking at, but you have probably seen a dock before – and what lies before you is a dock, for what is definitely a space ship. Thinking about it, it would only make sense for Dalamud resting in space to have a dock – especially considering it's a man made structure.

If you're to go any further, it looks like the only way in is through the space ship – and the defense systems inside the space ship are far more tenacious than what was outside. Maybe if you had some way to take over the interface, you could shut down the defense system in the local zone as you progress forward.

Alisaie suggests that this is probably as good of a place as any to set up a foothold. For certain, this was what the Garleans were after – and if they get their hands on this, you can probably kiss any ideas of resistance goodbye. Just the size of one cannon alone looks like it can take out an entire section of a city – at least you assume that is a cannon turret.

If you're to secure the ship, you'll need a great deal of technological expertise – or just a lot of help. Getting to the main bridge will allow you to reprogram the defense matrix, but that's assuming you can decipher Allagan technology. If the folks at Castrum Occidens thought they had a chance, maybe they know something that you don't.

- While Alisaie is keen to keep pressing forward, and while she can tolerate you stalling for a little while, before long she's going to ask that you keep pressing forward. After all, you haven't even begun delving into Dalamud proper...
- Alisaie will join you as a travelling companion – keep her alive until the end, and she may join you as a full companion, with 600 CP to spend. That's only if you'll travel with her to the very bottom of Dalamud however.
- Your relationship with the **Maelstrom** improves, and they'll hold Castrum Occidens in your stead. So get a move on and figure out what else is inside Dalamud!
- In front of you is the Ragnarok Class Starship, a relic of Allagan technology. At the moment, you have neither the manpower to operate it, the knowledge to decipher its systems, or the required power to bring it alive after years of disuse. If you're going to try and restart this monstrosity, you'll need to retrofit the majority of the systems – and that's presuming that the Garlean Empire will give you the time to do so.

- Dalamud is Bahamut's prison; that much you'll remember. But the fragment which fell is over 8000 meters deep, and as you delve in deeper, you'll realize that there is much more than just defense systems awaiting you. The presence of dragons alone should tip you off that something is still alive – the fact that they're praying, as if to a Primal...
- Maybe you should Be Praying as well if you delve further.

Pharos Sirius

In Western La Noscea there stands an ancient lighthouse which has fallen into disuse since the collapse of Dalamud. Though the people of Limsa Lominsa labored and toiled to make the lighthouse an object of pride – as Dalamud fell, a fragment of the fallen satellite rendered the Lighthouse shattered and unusable.

The efforts to reclaim the Lighthouse have been met over and over again with failure – and the latest reports indicate that a malevolent force has taken hold of the Lighthouse. Fearing that it will be used against Limsa Lominsa, the people have petitioned for adventurers to address the growing problem before it becomes too late.

Should you accept this request, they'll warn you that you probably want to bring earplugs as well. It seems that strange beasts are lurking within Pharos Sirius...

The problem becomes apparent long before you even venture into the lighthouse. A strange melody fills the air, threatening to relieve you of your senses unless you struggle against it. Strong earplugs are definitely a good thing to have here.

The Sahagin have occupied the Lighthouse, but these Sahagin have been corrupted by the influence of the crystal shards leftover from Dalamud's descent. Slightly crazed would be an understatement, the Sahagin here are battlethirsty and mad with bloodlust. You'll be facing swarms of them – seemingly out to kill you for no visible reason.

The crystals appear to have lured in plenty of bizarre creatures, including a host of pirates which have commandeered the lower floors. Be very careful where you tread, because the crystals have permeated throughout the structure, and some surfaces are not as solid as they seem.

As you progress through the fallen lighthouse, you'll come across fantastic creatures like rocs and dragons – all drawn here by the magic allure of Dalamud's crystal. But the singing remains a constant in the background, and the further up you climb, the more the tower seems to turn against you. Environmental hazards should be expected, and naturally, you don't want to breathe in the clouds of moving crystal dust. If the clouds are going to hurt you even when you run into them – you certainly do not want to inhale them.

In any case it's easy to see the effects of the strange magical cloud – just look at all the corrupted beings around you. Shambling lifelessly, they only seem to be gravitated towards you as you're not under the sway of the crystal. Already some of the corrupted have crystals growing out of their bodies. You don't want to stay here for too long.

Though the resistance will only increase in ferocity as you climb up higher, shortly before you reach the top, everything seems to fall tranquil. Perhaps it's the music, or perhaps it's the lack of crystals around you – but for whatever reason, the aggressive corrupted beings will back off.

That leaves you alone with the being that was the cause for the petition in the first place. A strange winged creature, possibly a Voidsent, possibly a mutated beast tribe member, most definitely the source of the music, is just floating in front of you, looking out towards the sea.

It – or perhaps she – is aware of your presence, and delighted that you haven't fallen thrall to her music. It's clear that she knows what her music can do, and it's clear that she's not about to stop singing. All you need to do is remove her head from her neck, and silence her voice permanently before you return to Limsa Lominsa.

- Silence the Siren, and in recognition for your efforts, the Maelstrom's relationship will improve. Clearing the lighthouse will not come easy, but that's an effort made easier once the Siren's voice is no longer bewitching workers.
- The liberation of the lighthouse is important for one thing – so long as you limit how much time you spend in there, it seems that mining the crystals is viable, and each shard holds quite a substantial amount of power.
- Should you have spared the Siren for any reason however, she will cease her song in grateful appreciation. It seems that she has rather misguided intentions – but if you can find a way to tone down the effects of her songs maybe she doesn't have to live the remainder of her life in silence.

- Your bards stand to learn a thing or two from her, and should you spare her, she can teach them how to double the duration of their songs.

Exploring Ampador

Ampador lies in ruins – but there are extensive records indicating that in the Fifth Astral Era, it was a flourishing city state that led advances in the field of White Magic. In the aftermath of the War of the Magi, Ampador lay shattered in ruins – and White Magic was temporarily lost from the world.

A very dangerous being resides within the ruins, and the Padjal fear that should it awake, its destructive grasp may reach out from beyond Ampador and threaten to engulf Gridania. For the sake of the people living in Gridania, before the seal binding the ancient ruins wears away, the Padjal would like for you to venture into the ruin and slay the beast.

Well, it's just a beast right? Surely you've slain tens of hundreds of monsters by now. Venturing past the barrier – you'll realize that whatever destroyed Ampador has long since made its mark on the ancient city. Strange pustules lay around Ampador, and a dangerous mold has crept in. If you have adequate gear for hazardous environments, you should probably wear it.

The decay of the city is widespread, and you'll come across its new citizens – the Voidspawn that continue to propagate as the barrier containing them continues to weaken. The toxic environment of the city doesn't affect the Voidspawn, and consequently they are allowed to amass unhindered. It would serve Gridania well for you to clear as many as you can – but be wary of how long your party can remain unaffected by the toxins in the air.

The further you go into the ruins, the more mold colonies you'll see. At some point you'll realize that the mold has reached a level of sentience – enough that it can infect and possess living creatures like a parasitic agent. As you delve further and further in, there will be large clouds of mold spores, and perhaps it would be wise to purge the environment with excessive amounts of fire before venturing further.

To think, that one creature could have reduced Ampador to this decayed state. As you delve deeper in to the ruins of the city, you'll eventually come across a boundary line where nothing beyond seems to be affected by spores. The air is choked with Aether beyond here, and while magic is greatly improved – you should be wary of the Voidspawn which will literally appear out of nowhere.

You have entered the sanctum of Diabolos – the creature which was summoned so to take the city state of Ampador out of the War of the Magi. It will fly through the ruins at high speed like a fighter jet, firing off volleys of magic projectiles and dropping Voidspawn to attack you. If you're to take it down, you need to find a way to ground it first – in a high speed fight, Diabolos has a definite advantage inside these halls as he has absolutely no concept of turning angles.

One good blow is probably all it takes to ground the Voidsent, but you'll have to quickly take it out for good before it can regenerate, and in such a magic rich environment that is something Diabolos will take little time to do. Smash the demon down quickly before it catches on to you and decides to flee. Diabolos did not live to this era just by winning every confrontation alone, and if fleeing is necessary – it has no qualms with doing so.

With Diabolos defeated for good, the corruption of the city halts. Though it'll take much more to reclaim Ampador, you've laid down the groundwork for the first step. More importantly, with this, Gridania doesn't have as much to fear as it did before.

- With Ampador cleared, the Order of the Twin Adders will respond to your efforts favorably and their relationship with you improves.
- Freeing Ampador will take quite a bit of work, but the spores will let up for a little bit, allowing you time to claw back some of the ruins and perhaps purify the place. There are still many secrets related to magic to be found here.
- Your White Mages will benefit largely from the records found in Ampador, and all of their magic and perks will improve from study of what is to be unearthed from the ancient records.
- Be wary not to let Diabolos escape – for should it flee, it may well begin its objective of corruption elsewhere though perhaps this may be turned to your advantage should you drive it in to Garlean lands. Best not to play with forces you don't understand.

Castrum Meridianum // Our Plight is Repeated

You knew they were plotting something, but there was no warning as to where and when they would strike. The Fourteenth Legion have proven previously that they do not rely on a large standing army, and their small shock troop units have managed to slip around the borders at Gridania – even as Imperial Legions remain stationed at Ala Mhigo.

It's quite obvious now that they remained as a diversion and the Fifth and Sixth Legions, should you not have taken care of them previously, will now move to reinforce the Fourteenth. Holding up in a corner of Thanalan, they've now amassed into a rather sizeable force. But the force itself isn't the problem, the fortress that they've taken shelter in is. Castrum Meridianum – quite literally a citadel with several others to reinforce it.

Castrum Marinum, in Western Thanalan, is maintaining an Aetheryte network which ensures that reinforcements can freely move between the several fortresses. To the North, in the Black Shroud, the Imperial Legions have set up Castrum Oriens – which acts as a resource relay point and works to choke Gridania and prevent them from reinforcing any attempts to assault Castrum Meridianum. A second relay point in Mor Dhona, Castrum Centri, stands to ensure that even should Oriens fall – the troops stationed there still have two paths of retreat.

It's very clear at this point that the Fourteenth Legion is preparing something inside Castrum Meridianum. But a brash assault on the fortress will yield you no results unless you're willing to perform some major terraforming to Thanalan. If you speak with any of the Company leaders, or even your companions, they'll likely have some ideas as to how you should tackle this.

For one thing, Castrum Marinum needs to fall if you want to stop the Imperial Legions from reinforcing each fortress. The Maelstrom, if you have a good relationship with them, will offer their assistance – which could be very helpful. The fortress appears to be lightly guarded by the Fourteenth legion, but if the Fifth and Sixth had not been taken care of, you can expect them to reinforce the location almost immediately. The defense of the fortress is led by an officer of the Fourteenth legion, Rhitahtyn sas Arvina – who will not be going down easy.

But as important as Marinum is, Oriens and Centri are both crucial if you want to attack Meridianum unhindered. While the Fourteenth Legion will not defend these points as heavily, if the Aetheryte network is still up, you can expect them to mobilize in order to secure their supply lines. Thankfully, if you have good relations with the Order of Twins Adders or the Immortal Flames, they'll be more than willing to lend you their aid.

Of course, nothing is there to prevent you from attacking all three key locations at once. But if you're going to do that, you'll likely need three bodies and a massive army. Having both would help and if you're fast enough, certainly

sweeping all of the fortresses will leave the Imperial Legions without much of a chance to respond.

Should you take too long, you can expect the forces stationed at Ala Mhigo to begin their assault – pushing forward to draw the heat away from Castrum Meridianum. You have only a limited amount of time before that happens – so quickly lay siege and break down the walls to Castrum Meridianum.

Should you have gleaned knowledge of the Fourteenth legion, perhaps through someone who used to be part of the legion or from reports of spies, you'll know that it is possible to sneak inside so long as the bulk of the force is sufficiently distracted. In their haste to put up the fortress, the Fourteenth legion has yet to fully lock down each potential entry point.

Brute force might gain you the exterior gates, but you may be better served bypassing them altogether and peeling the Castrum open from inside out. Use a main force to distract them, disable their defenses from the inside and open the doors for your main army to charge in.

When the gates fall, you'll come to realize what the Garleans have been up to all this time. In Ala Mhigo, the Garlean Empire came to find a wonder of Allagan technology, a biotechnological weapon which they termed the Ultima WEAPON. The Garlean Empire is not so foolish as to rely on simply one trump card – and in the time you have given them, the Fourteenth Legion has come to make a perfect replica, though at the current time it is still not fully empowered.

Had you tarried any longer in marching down on Castrum Meridianum, it's likely that you would have given the Fourteenth Legion enough time to set out from the fortress and raze Ul'Dah to the ground. The monstrosity that stands before you is the Ultima WEAPON – a testament to the magnificence of old Allag.

Do not engage this machine rashly, for it can and will raze entire armies with one sweep of its weapons. Designed to take on Primals, you'll need heavy firepower just to stop it in its tracks, and even more on top if you're to destroy it. Gaius van Baelsar sits at the controls, and it is quite obvious that his megalomaniacal streak has taken a turn for the worse. His two remaining lieutenants, Nero tol Scaeva and Livia sas Junius, stand beside him – unless you've already taken measures to prevent that.

But regardless of whether his allies stand with him, the sheer power of the Ultima WEAPON has inspired Gaius with endless confidence, and he has no

qualms with coming out to you and wiping you out personally. His confidence is not unfounded – a magical barrier protects the Ultima WEAPON from any sort of damage short of reducing the entirety of Eorzea to ruin, and unless you take out the generator sustaining it, you're not about to harm the WEAPON anytime soon.

You'll need to take out the generator, and that may mean your companions or your allies will need to buy some time against the terrible machine attempting to annihilate you all. Whether you decide to stall or leave it to your companions, ensure that the generator is quickly destroyed if you intend to minimize casualties.

Should you have slain or persuaded Livia to defect, all that remains to guard the generator is Nero – and the man is far easier to kill the Ultima WEAPON. At the end of the day, he's simply a man – one who is far weaker than Rhitahtyn. Strip him of his gun hammer, and smash him to bloody smithereens with it.

Should Livia be present, the two of them will work in tandem, and Livia will engage your entire party in close combat while Nero covers her perfectly with support fire. The two of them together is more than a match for an entire squadron of the Grand Company's soldiers, so be wary.

Given time, Nero will attempt to escape, but should he succeed in doing so, you will have gained a permanent foe. Nero is a vindictive man, eager to use the dead bodies of his foes to climb up higher – and you just made it to the top of his list. No method is too immoral, no tool too gruesome, and if it takes the rape and pillage of all that you hold dear to make you collapse – he will do it.

He will look forward to see you on your knees, before he makes you beg for death. Remove him from existence before he gets the chance.

The generator falling does not deter Gaius – who is so powermad that he no longer sees any sense or reason. The Ultima WEAPON will run rampant, attempting to destroy both ally and enemy alike. Ironically, it turns out that the will of this Garlean man can be bent by ancient Allagan malice after all.

There is something sinister corrupting the WEAPON, and it manifests in the form of a demonic aura lingering around it. You'll have to take the WEAPON down – for you're now well beyond the point of parley. There is nothing that will make Gaius think twice about his actions, if he even registers them at all. Curb

that destructive impulse of his by bringing his machine to the ground before he removes you from Hydaelyn completely.

Should you fail, you can rest assured that Hydaelyn will burn to the ground, both the Garlean Empire and Eorzea alike.

As the WEAPON falls, the otherworldly force that was corrupting the WEAPON will make his body visible for all to see. A Paragon – an Ascian, one of the ancestors, the progenitors, the chosen ones, no sooner after he appears does he launch into a grandiose speech about the futility of your efforts thus far. This man introduces himself as Lahabrea, and he has a master plan for Hydaelyn – one that you are far too unsophisticated to understand.

Though he does not expect an insect like you to understand the magnanimity of his great work, he is willing to let you make your contribution. He will bring this land to a great war – drive tribes against tribes, factions against factions, countries against countries, and when there is enough death...

He shall be rejoined with God. Clearly this man is a lunatic – and a major threat to Eorzea.

But attempting to kill this shadowy man is fruitless – he merely dissolves to shadow and becomes a disembodied voice. In the worse case scenario, should you disrupt his grandiose speech, he will nest himself within you, taking the form of dark crystals that will slowly infect your mind.

Those who bear the Echo or possess the capability to resist mind control may fight him off, but if you are to drive him away – you'll need more than that. You can test him, you can see the extent of his abilities, but killing him is impossible. He is simply not of this world.

Lahabrea doesn't care for a fight. Once his rambling finishes and he feels content with his display of might, he will bid you farewell, and invite you to front row seats for Hydaelyn's destruction. He still has more to arrange – more strings to pull, but he bids you to remember your part in all of this: By your hand a great many souls will be reaped and fed for the Rejoining.

Lahabrea disappears, draining all life out of Gaius as he does so, leaving you with a ruined WEAPON, and the remains of the Fourteenth Legion. What you choose to do with them is up to you, but at this point, it may be prudent to spare them. After all, they have bear witness to the Ascian's claim – and with their leader dead they certainly have no reason to fight you any longer.

The Grand Companies, should they have aided you, will also understand the severity of the situation. Each of them who participated will form an alliance with you – in anticipation of the things to come.

Should you have taken Castrum Meridianum before the Second and Third Legions could move out from Ala Mhigo, they will remain stationed there – and the Grand Companies will consider moving against them in a unified effort to retake Eorzea. They'll weigh in your opinion, but you should consider carefully whether this is a war that needs to be fought head on in such a manner.

There is still the matter of the original Ultima WEAPON to be considered, and the Beast Tribes are being stirred to rouse the Primals. A strange turn of events, one that you have no doubt the Ascian is behind. There will be no good end for Eorzea should they succeed in their plan – but if you are to halt it, you'll need to find a way to sway the other factions to your side.

It's the worst time for a war...but this time, it doesn't look like you have much of a choice in the matter.

Once again at this point, you may choose to stop altogether – but know that the consequences of Castrum Meridianum are severe, and even should you stop, the Ascians will continue to move Hydaelyn to war.

You may freely complete any of the IF Side Scenarios that follows before you choose to move on to Scenario 3, if that's what you so wish. Otherwise, you have what remains of a decade to put a halt to the Ascians' plan – because if they succeed, it's not likely that a Hydaelyn will exist for you to spend a decade in.

[BSCEN00] IF Side Scenario: Unidentified Golden Objects

(This Scenario is Accessible Anytime During Scenario 2 and Before Scenario 3)

Following the announcement of the Imperial Legion's movements at the edge of Hydaelyn, other strange events have been occurring further to the South. In the desert region of Northern Thanalan, a renowned goldsmith of the Manderville family has established an amusement park for those who seek a temporary refuge from the horrors of war.

That wasn't the strange event. A story has hit the news all over Eorzea of a pack of Voidsent that appeared and demolished the Gold Saucer before mysteriously disappearing. From key witness accounts, it seems that all of the Voidsent came from the same portal and were literally dumped onto the Gold Saucer before they each went their ways.

A public appeal has been put up by one Godbert Manderville, for any adventurers who would be willing to help him rebuild his haven for those seeking only refuge from war. Well, there's also a reward in it for anybody who happens to pitch in, so there's no sense in ignoring it completely. You might as well venture and see what type of help Mr. Manderville is looking for.

Godbert Manderville is...a rather intimidating man. From the way he undulates his hips, to his earthshaking poses, to the fact that his body seems to shine so brightly you can't see what he's wearing besides his boxer shorts – everything about this man is awe inspiring.

He'd almost be a nudist if it weren't for those boxer shorts.

He's very happy that you and your companions have come by the way – that dance appears to be his way of expressing his gratitude. As a member of the Syndicate, Godbert could have called upon some of the more shady folk in Ul'Dah for aid, but he preferred instead to find a reliable adventuring group like yours.

His request is simple and his reward is generous. Rebuild the Gold Saucer for him, find who was responsible for its destruction, and advertise the Gold Saucer all over Eorzea. In return, he'll teach you his legendary Goldsmithing technique that will turn anything into an object of extravagant brilliance. That's right, even your coffee mug can shine with golden flourish.

You'll agree to help him, right?

Once you accept, there are some things he'll arrange. First, he'll teach you the Manderville Dance, in case you ever need to contact him. It's his guarantee that if people see this dance on the streets, they'll instantly recognize who you're working for. Somehow, you don't doubt that.

Next, he points you towards his son, who has recently returned from the land of the dead, and may well be able to help you. A family photo that he hands you will be enough for you to recognize this one Hildibrand Helidor Maximilian Manderville.

It seems that Godbert doesn't necessarily approve of his son's choice of occupation – but if his son is going to become a private investigator, then this is a job he should take on. It would also be good if you can keep a watch on him.

From the way Godbert dashes off after that, you have a feeling that this reconstruction process isn't going to be as normal or simple as you hoped...

This IF Side Scenario follows three phases, all of which are to be taken in sequence if you choose to follow through with it. For each side, a choice is available at the end, with 20 SP available. If you don't use up all 20 SP in the current phase of the side scenario, up to 10 SP can carry over to the next, but you must spend your entire SP quota before the side scenario ends.

The choices you make in each scenario will carry over to the next – and finally onto Phase 3.

Your objective is to investigate the cause of the Gold Saucer's destruction, yes – but on top of that, you should keep an eye on what is necessary to rebuild the Gold Saucer from the places in Eorzea that you go to. Advertising it will likely help as well.

You may take 600 CP out of the Side Scenarios. You'll notice that a (200 CP/5 SP) marker appears in each Phase. You may choose instead of gaining more CP, to gain more SP instead. To summarize, the total theoretical maximum CP is 1000 (Standard) + 1000 (Drawbacks) + 600 (Main IF) + 600 (Side IF).

[\(Top\)](#)

[BSCEN01] Phase 2.1: Another Side, Another Story 200 CP // 5 SP

Agent of Enquiry – Necessary Preparations

The first and easiest task is to find Godbert's son, who is currently wandering around Eorzea looking for "somebody to help". Godbert has left you with some advice, should you leave a message for aid in the local taverns and taverns, it's likely that Hildibrand will catch wind of it and come to your aid.

Hildibrand and his assistant Nashu will come to your aid – only to promptly run away upon sight of the family photograph that you present as per Godbert's instructions. You have several choices at this point.

- a) Chase after him and suplex him into the ground.
- b) Perform the Manderville Dance and let Godbert perform a deed of fatherly love.
- c) Toss a skillet from nearby and knock Hildibrand out cold.
- d) Wait for Hildibrand to trip over his own feet, which is very likely to happen within the next several minutes.

Regardless of how you get him to stop running, Hildibrand will immediately be enamored with the idea of investigating into the destruction of the Gold Saucer, so long as you ensure that his father will not be coming along. Thankfully Godbert has more to do with actually rebuilding the Gold Saucer anyways.

Hildibrand and his assistant Nashu Mhakaracca are both terribly incompetent – and that's a compliment given their actual performance. Both of them are extremely funny to watch, but painful to work with, especially when you have to play second fiddle to them. For one thing, Hildibrand's attention span seems to reset every other second, and the Miqu'te's mind is generally stuck on the subject of pumpkins.

It would be good for you to consistently remind them of the task at hand.

If you're going to investigate anything at all, you should first seek out some information on the Voidsent. Thankfully, Hildibrand knows some friends that might be able to help: namely, a wandering swordsman going by the playful moniker of Greg.

You may have met "Greg" before on your travels, or perhaps a "Greg" of a different time. In his adventures as the Agent of Enquiry, he met Greg and his chicken Enkidu. Somehow it feels like Hildibrand lives in a different Eorzea than you.

"Greg" however, does have a clue as to what has come to pass, and suggests that you go to the library for more information, where you may read a book on Voidsent. As you might have realized by now, incompetence attracts

incompetence, and “Greg” knows absolutely nothing at all. He’ll tag along with you just because he’s interested in some loot however.

You can find old annals and research logs on the Voidsent, but there’s no one quite as good as the Scholars on this matter. The Voidsent are a lingering legacy of Old Allag, who made a contract with one of their strongest to ensure a legacy: Needless to say, they failed.

If you’re going to dig up information, the Scholars’ records indicate that there’s a biological database in the research facility of Azys Lla – something that might help explain the behavior and appearance of Voidspawn, which will at least give you a clue as to what happened in the Gold Saucer. Now you just need to figure out a way to get up there.

Hildibrand comes from an affluent family, but even he doesn’t have an airship just sitting around. That being said, “Greg” seems rather convinced that you can just commandeer an airship from a local dock – in fact unless you stop him, that’s exactly what he’s going to do. If this is the way they’re going to go about things...you might want to keep a low profile.

Regardless of how you make it to Azys Lla – Hildibrand will get you to the location indicated on the Scholar’s records. Rather, he’ll crash you into the location indicated on the records. It’s likely that nobody mentioned the fact that Hildibrand has no clue how to operate magitek of any sort, despite his insistence otherwise. If you had commandeered any standard airship...well, you’re not going back down the same way.

One amazing stroke of luck after another has led you all the way to the Fractal Continuum without injury. This gigantic airship seems to be permanently docked to Azys Lla, and has been transformed into a floating zoo and museum.

Agent of Enquiry – Lightning Strikes...a 14th Time

The transformation must have happened ages ago, because none of the creatures you find inside are anything that you recognize. There are all sorts of creatures stored inside vats here, and if you start wandering about, all sorts of mechanical monstrosities will hunt you down as intruders.

None of your new companions save for “Greg” is good at actual combat – but they are good at making problems even worse and the creatures they release while scrambling about will only add to the chaos. There isn’t anything inside the Fractal Continuum to suggest where the database room might be, but the more you stumble about, the more robots seem to appear to block you off.

Judging from that, you must be getting closer to something.

With all of the strange creatures about, perhaps there's a chance that the Voidsent which destroyed the Gold Saucer came from here? Hildibrand seems pretty convinced that there's a dastardly villain involved, but all the technology in here seems to suggest that Voidsent could have been transported from the ship accidentally. It might be worthwhile to use this technology to rebuild the Gold Saucer as well.

It's likely that you won't be able to distinguish the sounds of fighting with all the robots chasing after you, but eventually you'll realize that your group isn't the only one fighting inside the Fractal Continuum. There is somebody else here...and hopefully, they aren't antagonistic, because Hildibrand and Nashu are dead set on "helping" them out.

Have they helped anybody out yet?

Following this calamitous duo will lead you straight into another battle, where a pink haired maiden is fighting off even more robots – thankfully she seems to be rather competent, compared to everybody else you've met so far. After you put down the machines assaulting her, she'll thank you and introduces herself.

Claire Farron. You would have commented that the name sounds familiar, except Hildibrand has gotten it into his system that she's a key witness to everything. He's also showering her with sparkling smiles – and it doesn't seem like Claire is noticing any of it. You're not sure where he's getting any of it from, but Claire doesn't have time to answer, as a Minotaur comes out from around the corner.

It seems like the Fractal Continuum has recognized that you aren't guests to be toyed with...

Agent of Enquiry – Beasts of a Different Nature

The arrival of the Minotaur coincides with the room sealing shut all around you. Trapped with nowhere to go, you now get to see yet another side of Nashu, a dangerously absent minded pyromaniac side that will likely threaten you as likely as she is to help you.

Thankfully, all the explosives that she's pulling out of nowhere can be tossed at the Minotaur, but you really should stop her before long. All it takes is one stray explosive for you to realize all of the explosives that she has accidentally left all over the Fractal Continuum. Thankfully, the Allagan technology was more durable. Unfortunately, such an explosion is likely to leave all of you flat on the ground, and Hildibrand will likely be buried in the ground.

Regardless of how you drop the Minotaur, Claire finally has time to explain herself.

Despite your earlier suspicions, none of the creatures within the Fractal Continuum are Voidsent. She herself is a clone, brought to life by the system to act out the Curator's whims. She's well aware of this – but she's been designed specifically to fight for her life and will do so to the bitter end.

The name and face may have sounded familiar, but this is definitely a person you haven't met before. She wants you to help her face down the Curator – and in return she'll lead you to the data repository level of the Fractal Continuum. As though the Curator finds this challenge an interesting prospect, the robots will stop harassing you, leaving Claire to guide you freely.

It won't stop Hildibrand from flashing her more of his trademark winning smiles, though thankfully he's gotten used to the environment somewhat and stopped trying to dictate notes in the middle of a battle.

The Curator awaits you at the end of the floor – and judging by the looks of this biomechanical creature, it also happens to be a relic of Allagan technology. Hildibrand doesn't miss a beat and immediately begins to question the creature. He surmises that this creature must have eaten enough cat food to grow wings, and consequently air dropped the Voidsent onto the Gold Saucer.

...How does he even come to such conclusions?

Nashu's reached an even more ridiculous conclusion. It was the Great Pumpkin that the Curator dropped and crushed the Gold Saucer with. By now, between the two of them arguing, "Greg" and his chicken have already begun to fight the Curator, but a stray explosive falling from Nashu's pocket will send both "Greg" and Enkidu rocketing away.

The presence of explosives does not amuse the Curator. Now enraged, you're going to have quite a fight on your hands...hopefully you can keep Ms. Farron alive throughout it all. As usual, you can expect Nashu to be of some help, until she finally blows Hildibrand into the sky – and she herself falls asleep. Remind yourself to get a drug to treat her narcolepsy, and perhaps increase her attention span as well, it'll be productive for your continued survival.

Should you subdue the Curator, it will reform itself using the Fractal Continuum's systems. Claire, if she survived, has passed beyond the Curator's fancy, and it does not care what she does with herself from here on out. However, it does have some answers for you.

The Curator wasn't responsible for the Voidsent that demolished the Gold Saucer, but from that level of destruction – you're looking at either somebody terribly proficient at Black Magic or a very strong Aether phenomenon from the Void. It made this point very clear to you by repeating it seven times over. The first time it repeated was due to all the weird technical jargon it used – the next six times were because Hildibrand zoned out and Nashu kept forgetting what it had said.

A Black Mage...or a strong Aether phenomenon...it looks like if you're going to get any further with your investigation, you're going to need to find another source of information. The Curator is helpful enough to provide you with some tips: the Great Gubal Library could provide you with some answers.

It probably would have tried to give you more tips, except a stray explosive sends it blasting off into the sky. As it flies off, it manages to clip Hildibrand, and both of them vanish into the darkness with one last twinkle.

Nashu seems rather confident that Hildibrand survived, and Claire will help you commandeer an airship from the docks nearby in order to return to the surface.

Agent of Enquiry – Putting the Saucer Back Together

The journey back to the surface is uneventful, mainly because you successfully shackled Nashu to a bed once she fell asleep and Claire actually has some experience flying airships based off of the individual she was a clone of.

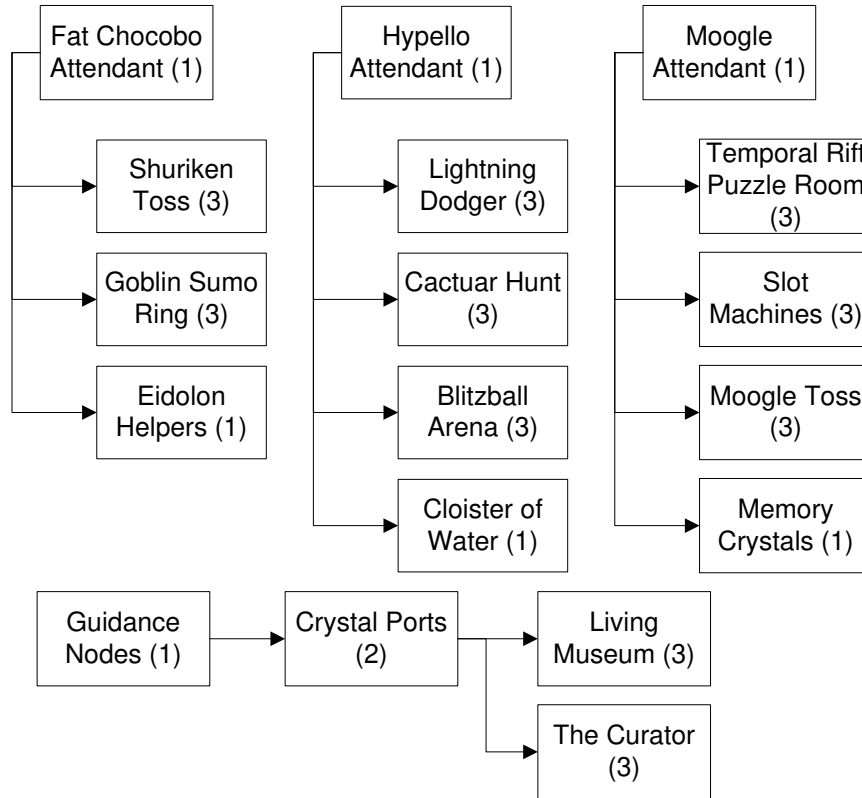
Back at the Gold Saucer, "Greg", Enkidu and Hildibrand miraculously show up just as Nashu expected...except all three of them are strung up to a long stick. The woman holding on to the stick is doing it with just one hand, while in her other hand she wields a skillet.

From the look on Godbert's face, and the fact that all three of your new colleagues are out cold, it seems that this woman is exceptionally dangerous. It doesn't help that she bows to you and your companions respectfully, all while keeping her three captives perfectly balanced on the stick.

Godbert introduces his wife, Julyan Manderville. Between the two of them, construction has begun on the Gold Saucer anew, and with you back, they'd like some input on how you want to see it done. You should decide quickly before Hildibrand has a chance to wake up and drag you on another adventure to figure out who caused the destruction of the Gold Saucer.

That is in despite of the fact that you probably have a better idea of where you're going next.

You now have a total of 20 SP to customize with.



<u>Name</u>	<u>Cost</u>	<u>Modifications</u>
Fat Chocobo Attendant	1	This fat chocobo will come looking for a job, as it is unable to fulfill its duties as a steed – though it argues that riders should not discriminate based on looks alone. As an attendant, it'll slowly walk around the park and does a good job of explaining attractions – thankfully it has a kind (if slow) personality and likes to share its popcorn bags with everyone.
Shuriken Toss	3	A favorite of children and ninja alike, this attraction sets up little stands all over the Saucer grounds where people can practice their shuriken tossing skills – ranging from normal throwing stars to windmill shurikens. You should figure out how you're going to replace broken targets though.
Goblin Sumo Ring	3	They're a bit puny, but if you give them plenty of food, these goblins might make an interesting attraction in their "trade" of sumo wrestling. Granted, you've never seen goblins just push one another out of a ring before – so for sure it's a

bit of a novelty.		
Eidolon Helpers	1	If the Fat Chocobo is a bit too lethargic for your tastes, perhaps you should consider hiring some of these little Eidolon helpers. They're more like fairies than anything else, but they'll conform to a shape you're familiar with and flitter about, lending aid to guests.
Hypello Attendant	1	It's a fact that good help is hard to come by but this Hypello can be at times very hard to understand for both you and guests alike – even though he is very well versed as a guide. Coming from the Void, no one quite knows his intentions, but he seems relatively benign if not outright docile. He has a quirky tendency to sing to himself – and if you had a band about...well he might get involved.
Lightning Dodger	3	A great boon for thrill seekers and sadistic guests alike! You can either automate machines to throw out weak thunder spells, or allow the guests to throw out weak thunder spells, while other guests inside the newly installed arena go about dodging them. You'll need to expend a little bit of magic to repair the arena afterwards.
Cactuar Hunt	3	A modification that encompasses the entire park, this touch up adds little cactuars that will run all over the place, At timed intervals of your choosing, they'll carry little toys around (usually dolls) and guests can chase them all over the park in a frenetic scavenger hunt.
Blitzball Arena	3	A major modification from the information gleaned out of the Fractal Continuum's databases. A sincere wonder of magitek that will be enough to hook Manderville's curiosity, this massive sphere of water is sustained by Aether – and guests can dive within to play a very bizarre variant of underwater polo, or just swim around. You'll probably want to give them breathing gear.
Cloister of Water	1	Water, water, and more water! A very substantial modification to the overall architecture of the Gold Saucer, you'll see little channels and rivers added everywhere – kept clean by the Aether scrubbing it.
Mooglee Attendant	1	Thankfully, this Mooglee can speak in the common

		tongue, as you highly doubt any of your guests will be able to speak in Moogle. A very proficient mage – he'll delight little children with spontaneous and perhaps slightly dangerous displays of magic. Likes to conjure pancakes out of nowhere.
Temporal Rift Puzzle Room	3	More accurately, this is a house – a house that runs on magic. Guests who venture inside can tease their brains over a series of bizarre puzzles related to clocks, timed movement sequences, and combination locks. Good to attract guests that are looking for a mental challenge rather than mental shock.
Slot Machines	3	Slot machines are a surefire way to attract guests in with fat wallets. With a guarantee of a prize on every pull (the default prize is ten gil), you can keep your guests rolling for hours on end! You'll have to supply the prizes though, or else it's going to be a bunch of restorative items.
Moogle Toss	3	You'll get a couple dead stares from your Moogle attendant with this one, especially if you're going to toss him around. But it's exactly as the name of the game says – your guests will be tossing Moogles about in games of basketball, rugby, and general basket shooting. Thankfully your choice of Moogles will have protective gear. Better give them blinders to wear though. If you feel this is a bit cruel, you can substitute it with Bombs instead. Better give your guests protective gear in this case.
Memory Crystals	1	Strange crystals will float about in the air following this modification – their presence charges the air with magic in the immediate vicinity, but that's not what they're there for. Instead, these crystals record high scores and events in the Gold Saucer for later replay.
Guidance Nodes	1	Copying the strange technology found inside the Fractal Continuum, these service droids will circulate about the facility, helping anyone in need. They're also helpful in the event that you happen to have a pest problem. Just don't label humes as pests.
Crystal Ports	2	More Crystals to set up all over the place, but

		these ones are efficient variants of Aetheryte – allowing for quick jumps from place to place and providing your guests with efficient transport between different amusements.
Living Museum	3	A major renovation that's going to change the look and feel of the Gold Saucer quite dramatically – some might doubt your choice of grabbing tanks with strange creatures inside and unknown mechanical suits from the Fractal Continuum, but they do liven up the place quite well, now that they've been tuned to fit a more festive mood.
The Curator	3	Hopefully you weren't expecting an old man or anything, because this biomechanical Sphinx is far more intimidating and quite a bit more advanced. Excellent at handling logistics, the Curator specializes in managing the day to day ongoings of the Gold Saucer.

Finished? You can still back out now...or dive deeper into ~~insanity~~ fabulousness.

Regardless of whether you back out now or not, the following options and consequences are available to/inflicted upon you:

- You can enlist the aid of the Manderville family in your future ventures with use of the Manderville Dance.
- **Claire Farron [Clone]** becomes a companion to follow you about. By the Grace of the Curator, she can be "tuned", with 600 CP to spend, and the same design mechanics as you and your companions.
- You can access Azys Lla – but you can also expect the Garlean Empire to send assassins after you due to your knowledge.
- The Ishgard Clergy will also not look too kindly upon your knowledge of Azys Lla.
- A new faction, **The Allag Remnants**, has formed. Their initial disposition towards you is neutral.

[BSCEN02] Phase 2.2: It's a Small World 200 CP // 5 SP

Agent of Enquiry – Father's Demands, Mother's Worries [\(Top\)](#)

Remembering the words of the Curator, it's probably best if you worm the idea of going to the Great Gubal Library into Hildibrand's head. For one thing, now that the two of you are endeared companions for the entirety of your companionship, he's very much inclined to go wherever you will go.

Somehow, you're worried that Nashu will manage to burn the library down entirely.

It doesn't help that Julyan has very kindly asked you to take care of her son, and Godbert simply nods at you furiously in the background to accept. You've seen the fate of those who decline – so acceptance was basically guaranteed. Now once again you've found yourself with Hildibrand, Nashu, "Greg" and Enkidu tagging along with you.

That's right; all of you are here to ensure Hildibrand doesn't launch himself across Eorzea again.

Before you set off though, Hildibrand does have one request – since you're going off to a library, you should bring along somebody fit for a library. He happens to know exactly the right person, apparently somebody really good at the whole investigation business too, somebody almost as good as he is.

Well, if he's almost as good as Hildibrand, you can only hope he has another job besides being an investigator. At least then he wouldn't be deadweight. But it looks like you're going to have to take a trip towards the outskirts of Ishgard first.

Thankfully it's not too far off the beaten path, because if you had to trek half way across the continent just to pick up another insane fellow, you probably would have been willing to risk Julyan's wrath. She can't run that fast...right?

Agent of Enquiry – A Very Talented Rival

Well, for perhaps the first time since you've met him, Hildibrand is right. Inspector Briardien is definitely more capable among the two, but he's also infinitely more sufferable as well. Something about the way he likes to prop up his glasses and pose every couple minutes after making a snarky remark makes you want to smack him with a skillet.

Maybe you should purchase one in the next town you arrive at.

Still, his appearance does seem to temper Hildibrand a bit – maybe if you could somehow fuse the two of them together and just keep their positive qualities, you could find somebody tolerable. But then again, Julyan would likely fuse you together with a wall using her skillet.

"Greg" and Nashu don't seem to really have much of an opinion towards Briardien that isn't outright feigned ignorance, but you suppose that the former finds the Elezen to not be a very satisfying opponent whereas the latter's attention span has still not improved past the two minute mark yet.

You really should sign her up for some magic lessons. That might help her a little.

Hildibrand seems to think of Briardien as his best friend however, and is quick to tell the Elezen all about your latest journey and newest case. The Elezen seems to be immediately interested – until he hears that you're headed to the Great Gubal Library, and an expression that you can only describe as "jaw dropping terror" hits his face.

It seems like he's torn between accepting the case (Never mind the fact that you never asked him to come along) and running away, and the only thing stopping him apparently is that he can't leave you in the "hands of the utterly incompetent and ridiculous Hildibrand Helidor Maximilian Manderville."

Should you...remind him that his participation is optional? Are either of these two men actually listening to you? They've been staring intensely at each other for the last two minutes now, both of them frozen in a pose.

A moment later, it seems like Briardien has come to the conclusion that he will be joining you after all – after you finally explain to him what happened. You know your actual, accurate account of the events. Not the one where you all flew off of Azys Lla on the legs of a green chicken.

Perhaps you should be thankful Briardien does have a very slight measure of respect for you, just enough that won't insult you or punch you like how he reacts to Hildibrand. Granted, every time a random comment comes out of Nashu's mouth, usually about pumpkin bombs, you have to wonder if something is slowly cracking inside Briardien's mind. Maybe it's just a nervous twitch of his...

Another reason why you might find Briardien a bit more tolerable is because he actually has something to contribute to your journey. He's definitely heard of the Great Gubal Library, but more importantly, he knows how to navigate it. Trust an Elezen to know bizarre details like this.

You just don't know why Briardien seems to insist that you should not head to the Great Gubal Library. Too bad the moment Hildibrand even suggests a hint of cowardice; Briardien's stance takes a complete reversal and suddenly he's become the party leader.

Perhaps t'was a simple matter or perhaps he's mad as a hatter...

But whatever it was that scared him so, soon it will be for you to know~

Agent of Enquiry – Where's Your Library Card?

The Great Gubal Library is massive – quite possibly the only library in Hydaelyn that can be called a natural habitat on top of being a repository of knowledge. You'll be hard pressed to find another place in Hydaelyn where books will jump about on their own accord as monsters prowls the halls.

Needless to say, this isn't a very safe place for your normal bibliophile. Hopefully you're packing some weapons, because you'll need them to beat these books away. Of course, the books aren't your biggest worry – not when you've got a pair of idiots in the form of Nashu and "Greg".

When Hildibrand isn't the idiot – you know you're in for trouble.

You've heard of books making people fall asleep before, but Nashu's the first person who has managed to fall asleep just by being in the vicinity of them. You should remember to bring her to see a doctor when you return; narcolepsy on this scale can't be healthy.

But "Greg" manages to turn matters from bad to worse as he rushes off to challenge every book to a duel. It seems like he's doing this on a whim after a bookshelf collapsed on him and all the books subsequently ran away. At this point, you have to be thankful that Hildibrand and Briardien have both decided to apply themselves in their investigation.

...Save for the fact that they're nowhere in sight, and that goes for Enkidu as well.

When "Greg" finally stops challenging books to duels and Nashu manages to wake up, your little party will find themselves deep inside the Great Gubal Library – with three members of your group missing in action. The library is massive and wide open, so you had ignored the sensation of something watching you from afar ever since you came in.

Now you can't help but feel that there is somebody surveying your every move.

Not that you can ignore the laughter when it fills the room. It almost reminds you of Santa Claus, except...that can't be a thing here in Hydaelyn, and the voice is high pitched and feminine. There's definitely somebody here, and she's evidently been following you for quite some time. For your sake and Julyan's mental stability, hopefully your stalker did not do anything to Hildibrand.

"Curious to have trespassers so bold to venture on this sanctum of old. If it is this buffoon that brought you here, are you prepared to lose what you hold dear?"

Well, strange rhymes aside; you've confirmed that your shadowy stalker has Briardien, Enkidu and Hildibrand in her clutches. Indeed – she has them all tightly

restrained in the grasp of one hand. A giant steps out from the shadows – resembling a Lalafell, but not quite. You're certain that this is a Voidsent, but could she be responsible for what happened at the Gold Saucer?

Your group braces in anticipation of an attack – except then you notice a miniature version of the giant float down from her perch on top of the giant's head. The giant appears to be an automaton, as the smaller version approaches and addresses your party. Hildibrand is still squirming in the background, but you figure he's not in any immediate harm for now. Brairdien has simply lost consciousness completely – probably a blessing.

This stranger has a most peculiar habit of speaking in rhyme – you could comment on that but this isn't the right time. She introduces herself as an exemplary mage; but take care not to ask her age. When she realizes you're unaware of her magnificence, she'll deign to let you make her acquaintance. First she'll allow you to speak her name; by now you've certainly realized that rhyming is her game.

Shantotto is a Tarutaru from a world called Vana'diel, and as she says, is a bearer of Black Magic on a level that has never been seen before in Eorzea or for that matter, anywhere in Hydaelyn. Despite her youthful appearance – apparently a physical trait of all Tarutaru, she is extremely ~~old~~ wise and has winded up in Eorzea apparently to develop the field of magic further.

From the looks of it, she's really just here for a vacation, but don't press her to divulge more details than necessary, or her mood will change in a hurry. She's curious to know why you're here – and after you explain your situation, Shantotto will be interested enough to help you out. Having a black mage with so much wisdom certainly can't be bad right?

In any case, you might want to stay on her good side – if only so she'll finally release Briardien, who made the mistake of “leading” the expedition when she caught sight of your group. Or perhaps maybe that was a good thing – it could have been you in Giga-Shantotto's clutches right now.

Before she brings her magic to bear however, Shantotto provides you with a task to fetch some books from the library for her. It's probably for the best if you stop Hildibrand or Briardien from speaking up – Hildibrand's thoughtless comments will likely result in **incineration** just as Briardien's snarky comments will also likely result in **incineration**. Don't let “Greg” even think of challenging her either – Shantotto's temper is so mercurial that such a challenge can be taken as provocation.

Shantotto isn't the kind of person to tolerate idiocy. It just so happens that anything done by those less intelligent than her is likely to be idiocy. She's definitely far smarter than everyone else here, ~~in her opinion~~. When you set off on

your task, you'll notice that many of these books are related to interdimensional travel.

Perhaps Shantotto can explain part of the mystery after all...

Agent of Enquiry – A Reputation Demanding Urgent Consideration

As you might expect from what you've seen of the Great Gubal Library so far, finding a book here isn't as simple as looking up a decimal number and going down bookshelves. Thankfully, Shantotto has a tool for that, and so off you'll go walking through all the shelves, as the ~~tiny~~ Tarutaru scans the shelves for the books she wants.

Securing the book is a much more physically intensive process, granted that you need to wrestle it into submission and preferably beat the resistance out of the book as it struggles to get away. It seems like these books are very aware of how dangerous Shantotto is – as soon as her sensor sweeps over them they'll literally jump off the shelf and run away.

As you head deeper and deeper into the Library, you'll probably notice that the natural biology shifts quite extensively. For instance, instead of wyverns and harpies floating about, now there are massive living books that serve as walls as well as strange magical librarians floating about. They don't seem to disturb you unless you provoke them first, but if you're chasing after a book and disturbing the peace, you can expect them to aggressively tell you to cease.

Let's just put it this way: the Great Gubal Library stays quiet with good reason.

As the list of books you've successfully subdued continues to grow, Hildibrand, Briardien and the rest of the group will also start grabbing books off the shelves.

You'll find that just as expected – these folks have very bizarre tastes. From "How to Raise Your Pumpkin" to "Confessions of a Gentleman" to "Do It Yourself Treaty Blades", it seems that there is literally a book to suit anyone's whims here in the Great Gubal Library.

You might want to come back at a later time when Hildibrand and "Greg" aren't breathing down your shoulder to find if there's the fabled limited edition photo catalogue of Minfilia. Now certainly isn't the time to go looking for something so irrelevant – and if you did find it, it's not something you would be sharing with **these two**.

When you do eventually find all the books that Shantotto wants for her studies, it's time to go pay the Master Librarian a visit. It seems like everybody has gotten a good stack of books – so it looks like you're going to have quite a line.

As you may or may not have suspected, the Librarian also happens to be a book – the Everliving Bibliotaph is a massive walking book not unlike the book monsters that took up roles of walls you saw earlier. It's set up a very simple system of lending out books – you fight it and beat it up, and it lets you walk away with the books. When it comes time to return the books, you simply need to leave them lying about, and magic will recall the books back.

Now isn't that efficient?

Agent of Enquiry – Studying Pays Off

After what might have been a rather painful fight (Considering Nashu spent most of the fight asleep, Hildibrand spent most of the fight rooted in a pile of books, and Briardien had fainted when the Bibliotaph opened up its body) you managed to walk out of there with a good stack of reading material as well as a new library card. You should remember to add that to your collection of miscellaneous cards, even if it doesn't seem to serve any purpose besides keeping the creatures in the Great Gubal Library from attacking you.

The books that Shantotto wanted don't yield any substantial clues towards your investigation as to what caused the destruction of the Gold Saucer. On the other hand, Shantotto does seem rather interested to see how great the Gold Saucer can become after she pitches in. If she's interested in participating in the reconstruction, there's no reason for you to prevent her participation.

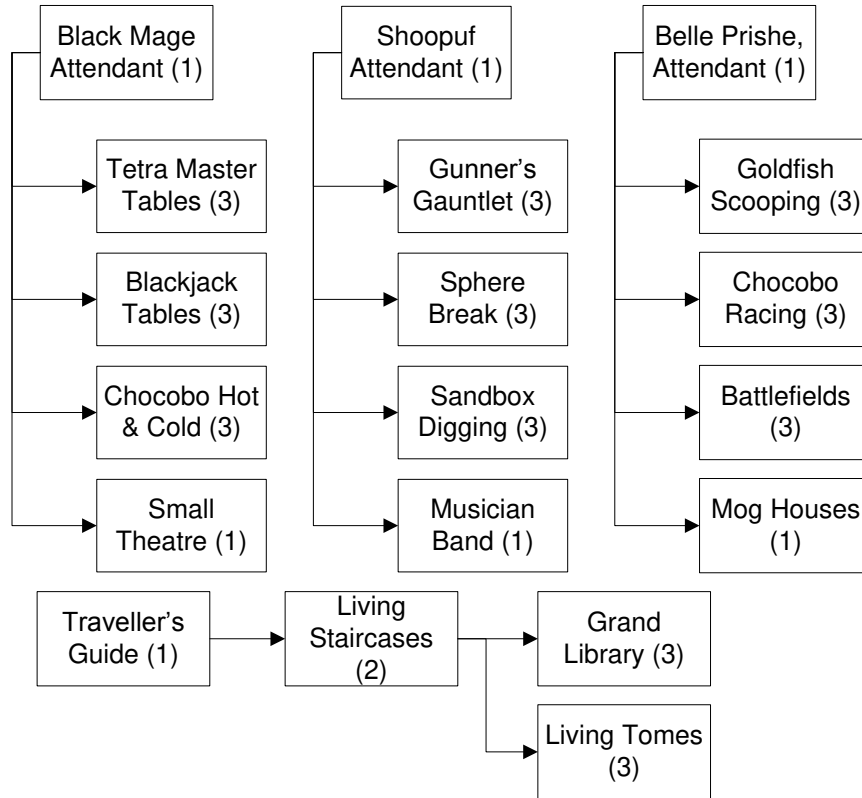
Not if you don't want to see the Gold Saucer get burnt down anyways.

Thankfully Julyan is happy to see that Hildibrand has made it back safe and sound – and even better still, Briardien has inspected the Gold Saucer and found some clues that may point you in the right direction. He's found strange crystal formations, likely to be part of a wall that had previously been tossed aside as debris. From the pile of debris that has accumulated, Briardien has enough to make an educated guess as to where this all came from.

If his reaction the Great Gubal Library was anything to judge by along with the "guest" you found inside, then you may well want to skip out on this next part entirely. He's literally collapsed on the ground unconscious. When he finally wakes up, he can barely stutter out the name of the location that comes to mind.

The Crystal Tower, deep in Mor Dhona. Why would a fragment of the Tower end up all the way here in North Thanalan? Well, it looks like you have your next location confirmed – but for the time being, you should take a look and see to further reconstruction of the Gold Saucer. Godbert will certainly appreciate your help.

You now have a total of 20 SP to customize with.



Name	Cost	Modifications
Black Mage Attendant	1	You're not really sure why he choose to apply as an attendant, considering he barely spoke during the interview, Still, he has a very long list of skills and proficiencies, so it can't hurt to take him on. Just so long as you take him how to deal with guests properly.
Tetra Master Tables	3	Well you could have gotten the tables from anywhere really, but Manderville seems to insist that each game should have its own space for people who don't care to share – so now you have tables for this game called Tetra Master. The Taru Taru that forced herself upon you seemed to think that this was a pretty sweet game, even though frankly, you still don't quite know the rules. Maybe if you went to this place called Gaia that the book detailing this had mentioned...
Blackjack Tables	3	Again, if it wasn't for Manderville insisting, you would not have made it a separate table, but it's a table for a classic game of blackjack. Hopefully

this doesn't mean that kids won't be allowed inside the Gold Saucer.		
Chocobo Hot & Cold	3	Hopefully you have a stable somewhere, because otherwise this flock of Chocobo is going to be stuck grazing on the medium patch of grass that comes with this expansion. Guests can ride these Chocobo, who have an odd knack for discovering hidden treasure in places you wouldn't have even realized. Thankfully, the Black Mage Attendant is quite proficient at taking care of these Chocobo, though he has no clue where the treasure is coming from either.
Small Theatre	1	Mostly to suit the guests that aren't here to gamble or would prefer something a little more relaxing, this small theatre generally shows films in the format of your preference – but you can also use it for small plays as well.
Shoopuf Attendant	1	Another person who wandered in through the Void, perhaps the word “person” isn't exactly right. Rather, this creature reminds you of a giant elephant – and while it doesn't seem to be capable of speaking in the common tongue, it is very intuitive, and the kids seem to love it. Maybe if you had a way to communicate with it mentally...
Gunner's Gauntlet	3	Who doesn't like shooting games? Granted, your guests may be a bit leery at the idea of actually going inside and shooting at monsters first hand, even if they're Aether constructs. Guests will enter into the simulation and proceed through different stages, shooting at monsters to survive. A surefire hit for anyone who loves a bit of danger but can't afford to go on an adventure of their own.
Sphere Break	3	A game that the Taru Taru you met insists is extremely popular in a land called Spira. Have you ever even heard of a land called Spira? Regardless, this game plays like a very strange number matching game with coins. Guests will be given a stack of coins with denominations from 1 to 9, and each round, they'll attempt to create the most multiples of a single “key” number.

		A two person game, both sides will have a limited number of turns to finish, as well as a limited amount of coins they can use. Sounds strange? Yeah, I thought it was rather peculiar too...
Sandbox Digging	3	This is going to take a pretty large sandbox... Taking up a section of its own, this Aether filled desert environment will form magic charged crystals, which your guests can dig up as prizes. You never thought you could convince people to pay you so that they could dig up sand, and unless you decide to insert some prizes in there yourself, the Aether can only generate more crystals. It's not like the crystals are especially potent either.
Musician Band	1	At some point, the Gold Saucer is going to be recognized as a hotspot for Voidsent. These musicians are most definitely from the Void, as even their instruments don't resemble anything in Hydaelyn. Thankfully they're rather benign, and they seem to be more focused on their craft than anything. Good if you need a band that just lives to play music.
Belle Prishe, Attendant	1	The Taru Taru knows this girl – but apparently she's not the same girl. Not the same girl in the sense that this appears to be a "variant" from a different world. From what you can tell, she survived a very traumatic affair – and so would like to stick around, if only to keep her mind off of what happened. Well, there's no harm in that. Hopefully this Shinryu that she mentioned won't be coming through the Void as well.
Goldfish Scooping	3	You're not quite sure that you can call these things goldfish, because while they do resemble goldfish – they're much bigger than what you're used to. Thankfully the pool is quite large too. These Aether constructs will maintain their form even should they leave the vicinity of their pool, and little kids seem to be very delighted with these...substantially sized pets.
Chocobo Racing	3	For those guests with a more competitive and more hands on personality, Chocobo racing might be the sort of thing for them. The track is

		something that you'll have to decide on, and depending on what modifications you make, it could very well envelop the entirety of the Gold Saucer. You can reuse the Chocobo that you may already have – or just capture some from the wild to train. Prishe seems to be pretty good at that.
Battlefields	3	Do you have rowdy guests that just don't know when to stop bickering? Well toss them in here instead! An Aether construct that changes depending on a pattern you decide on, your guests can settle their differences here. Be sure you get a medical team ready though! And have the guests sign waivers or something...
Mog Houses	1	Do your visitors need places to stay? Or perhaps, you need a place to stay? These Mog Houses are good accommodations for small groups of people, with all the basic necessities one might require for an overnight stay. Just don't be inside if any planar shifts are ongoing as the contents in the houses will reset.
Traveller's Guide	1	Instead of just handing out guide brochures, why don't you put some of those books from the Gubal Library to use? These floating books will automatically keep track of all the changes in the Gold Saucer, and alert guests to events which may be happening.
Living Staircases	2	A rather bizarre aesthetic shift that mimics the staircases found inside the Great Gubal Library. All of your stairways will conjure themselves into existence when a person walks by, and can freely change direction as needed – this can be set into a timed rotation naturally. Naturally, you may not need to have staircases if you only have a single floor...
Grand Library	3	But that's why this renovation option exists! To save space and use what you learned from the Great Gubal Library, the Taru Taru you met will offer to help you build up – rather than build out. It's up to you, but to have floors upon floors of bookshelves on top of all of your attractions can very well turn the Gold Saucer into the hottest place in the land. Hopefully you have plenty of

stairways for your guests.		
Living Tomes	3	But that isn't all that you could grab from the depths of Gubal – after all, there are more books that just docile traveller's guides. Animating all of the books inside the Gold Saucer, you can use them as staff – to serve whatever purpose you see fit.

Finished? You can still back out now...or dive deeper into insanity/fabulousness.

Regardless of whether you back out now or not, the following options and consequences are available to/inflicted upon you:

- After a very enlightening journey to the library, the party of "Greg", Enkidu, Nashu, Briardien, and Hildibrand will become your companion. The five of them count as one companion – an accurate reflection of their overall competence.
- **Shantotto** becomes a companion to follow you about. Because she's so magnificent, fabulous and amazing, she has 600 CP to spend, and follows the same design mechanics as you and your companions.
- You can access go back to the Great Gubal Library at any time – but you're still going to have to beat up the Bibliotaph every time you want to loan some books out. With the card in hand though, that photo catalogue section in the restricted section will open up.
- The Forum of Sharlayan will be very interested in working with you, now that you've opened up the Library again.

A new faction, **The Diminutive 12th Expeditionary Force of Shantotto the Magnificent**, has formed. Their initial disposition towards you is "~~you'll be a good foot soldier~~" positive.

[BSCEN03] Phase 2.3: Enter the Void 200 CP // 5 SP

Agent of Enquiry – A Fashionable Rumor [\(Top\)](#)

Sitting Briardien down properly, it seems that within Syrcus Tower lies a very dangerous Voidsent, one that was rumored to have brought down the Allagan Empire of old. This Voidsent was so strong, that she single handedly laid waste to the Empire and overnight brought about an Umbral Age.

Knowing Briardien's flair for the dramatic, there's probably a substantial amount of exaggeration in there – but there have been rumors among scholars of Voidsent going about from Syrcus Tower, venturing through Eorzea and apparently stealing items of apparel.

Why Voidsent would steal apparel is beyond them, but the scholars' attempts to enter Syrcus Tower have been continuously met with failure. The scholars have been met with a major roadblock in the form of a maze which they have taken to calling the Labyrinth of the Ancients.

Seeing as the debris from the Gold Saucer matches some of the samples that the scholars have brought back, it looks like you're going to have to do what the scholars could not, and break in to the Syrcus Tower. The scholars warn you that given the Tower's association with Old Allag, and the Allagan's association with the Voidsent, you can expect a great deal of resistance all along the way.

When the scholars catch wind of your expedition, courtesy of a Hyur who felt it was appropriate to publically announce his next heroic investigation, they do have something – or rather some *things* – that can help you.

Meet Typhon and Ultros, two Voidsent which were summoned exclusively by the Thaumaturge Guild for their experiments. Both of these Voidsent are very friendly, perhaps overly friendly, and after a meeting with Julian they'll suddenly become Hildibrand's new best friends.

Being Voidsent, they're naturally capable of communicating with other Voidsent, which may be rather helpful, until you realize they have personalities comparable to Nashu and a pumpkin. The word whimsical would not be sufficient to describe them.

At least they can guide you to the entrance of Syrcus Tower – it isn't until you reach Mor Dhona that you realize the path ahead is not going to be so simple.

Agent of Enquiry - Befitting a Manderville Man

Undead have been a common problem in Hydaelyn since the first Umbral Age, but thankfully, you're in the presence of the finest gentleman on this side of Eorzea. When the first horde of undead attacks you, they will mysteriously drop dead and disintegrate right then and there.

This continues to happen as you press on through the wasteland – until the trend becomes outright disturbing. As your eyes start to attune to the blindness inflicted whenever Hildibrand and Briardien start posing, you'll notice that there's actually a moving object that is killing the zombies.

So the undead were not falling to the sheer idiocy of the two men posing after all.

Eventually your eyes will adapt enough to realize that it's Julyan who has been destroying the zombies all along. The realization is horrific – to think that you had previously thought you could outrun her wrath, when she's been moving so fast that she becomes invisible even while your party is travelling. Was she around during your visit to the library?

You can only hope that she wasn't.

Confronting Julyan will involve catching her during one of her high speed murder passes. Thankfully, she isn't here to slap your head off with a skillet – instead she's here for a bit of adventure for herself. It seems like you'll finally get a helpful addition to your party for once.

Needless to say, the rest of your journey to the base of the Crystal Tower isn't going to be very dangerous. Just be very careful how you treat Hildibrand. Even a light tap from that frying pan can hurt.

Agent of Enquiry – Labyrinths are bad for Investigations

You should make a note to kill the next person that thinks putting in traps inside a labyrinth is ever a good idea. If the utter lack of directions was not bad enough, the presence of weird slippery slides, shallow pools of water, rolling pins and swinging walls has turned this maze into an obstacle course as well.

When even the monsters are tripping over their own feet trying to reach you, you know that there's something terribly wrong with the mind of this labyrinth's designer. Thankfully, this means that so long as you stand in a safe spot, you can literally wait for the monsters to exhaust themselves trying to catch up to you.

However, that also means your journey through the labyrinth is going to take an exceedingly long time, and Julyan isn't exactly the most patient person out there. Take too long, and she might just help you move faster with her skillet. Hildibrand is exceedingly durable when it comes to getting smacked by her skillet – but you make not like getting concussions as much as he seems to.

The deeper you go through this labyrinth, the more monsters will appear – all apparently with the intention to knock you backwards and prevent you from

getting to the base of the tower. Why would anyone even make such a ridiculous labyrinth? Why did the Voidsent take over such a bizarre place?

Typhon will be rather helpful – if you're willing to let his sneezing carry you past a large majority of the obstacles. On the other hand, Ultros will also be helpful whenever you need a partner to keep you rooted in place – which may be very often depending on the obstacle you come across. Slipping all the way down a staircase covered in gel is not very fun – at least not on the tenth time.

When you do finally reach the base of Syrcus Tower, you'll get to see the wonders of Allagan technology – in the form of a digital door lock just as annoying as the entire labyrinth you've faced thus far. The door lock takes on the form of a wall of light that projects out from the door leading in to the Tower proper. The moment you stand on a tile in the center facing the door – the key program will activate and the light walls will begin to project out towards you.

These walls of light are a bit peculiar in the fact that there are specific sections of the wall which are devoid of any light. Standing in front of the door, should your body touch the wall of light, the door to the Tower will seal shut. However, if you fit your body through the strange gaps in the wall, the door locks will begin to open up.

You'll have to squeeze through five of these weird light walls before the door will open – maybe if you had somebody flexible, they would be a better candidate to open the way?

Agent of Enquiry – The Emperor's New Clothes

Climbing Syrcus Tower is thankfully much less annoying than the labyrinth was. Despite the Tower having become a natural dragon habitat (Julyan brought a camera!) and "Greg" provoking literally every single one, the climb up is rather straightforward.

Though it isn't just dragons that populate the Tower, with your makeshift adventuring party, there won't be any major challenges – perhaps besides preventing Hildibrand and Nashu from accidentally destroying copious amounts of Allagan technology with their antics. To be fair, it's more of Nashu and Typhon rather than Hildibrand at fault, except the former seems to be too focused on her gentleman investigator to watch where she's going.

Ultros also has a bad habit along with Briardien to have rather sticky fingers – and neither seems to understand that you're here to figure out what brought about the Voidsent attacks rather than grabbing Allagan souvenirs. It doesn't help that the souvenirs they grab seem to be triggering robots to attack you.

Thankfully Julyan is there to pound some sense into their heads. Good thing she brought a good skillet.

With any luck, you'll have a relatively uneventful ascension to the top of the Tower...where a very strange duo awaits you. One of the two men is massive, his body very well toned and showing signs of extensive physical training. The other man is also massive, but whereas you could see the first man's facial features and white hair, this man is completely covered in flowery attire – and wears a skull mask to hide his face.

The masked man introduces himself and his partner as “Amon, and the Emperor Xande.” Ultros, Nashu, Hildibrand, and Typhon all immediately draw a blank at the names – and it's obvious that both of these men don't take that kindly.

Apparently they're here to open the door to the World of Darkness once again – and with your arrival, they now can prepare for the “Sacred Stage”, where they will once again “perform” for the favor of the “Queen of Darkness”.

Even Briardien has no clue as to what this is about, but he's aware that in front of you are two ancient Allagan Emperors – you shouldn't take them lightly. It seems that Ultros and Typhon recognize the “Queen of Darkness” mentioned however, and warns you that these two men can't be allowed to succeed.

Well that makes things simple – you just have to prevent them from defeating you. One stage, two parties, and only one may pass, which means you're going to be taking these two out. Between you, “Greg” and Julyan alone this shouldn't be a problem right?

Having been stuck inside Syrcus Tower for so long, these two relics haven't realized that despite their ridiculously advanced technology, they still don't necessarily hold all the cards. As long as you take them out in a hurry and prevent them from gathering power, you should have no problems moving on.

Granted, Nashu, Briardien and Hildibrand's posing does seem to have some effect here – it inspires the two Allagan Emperors to pose in response. You can choose to either wait for them to finish posing at one another, or just quickly kick them to the curb.

As he falls, Amon's has some last words that don't seem to make any sense.

“All those clothes...sacrificed for naught...you don't have the flourish...or the flair to suit her Majesty...”

You're not sure what he means, but when both he and Xande fall, a pitch black portal will open up on the stage. It's time to get to the bottom of this.

Agent of Enquiry – Questionable Dress Codes

As Hildibrand so helpfully points out, the World of Darkness is dark, and a perfect place for your dastardly criminal to hide. Ignoring Briardien's suggestion that you all may have simply taken a wrong turn after what happened with Xande, Hildibrand marches forward and promptly falls off the edge of the platform you're on.

Thankfully, for his sake, but mostly Julyan's sake, he doesn't actually fall very far until the shadows hold him still. As the shadows lift him back onto the platform, a disembodied voice addresses you from the shadows. Both Typhon and Ultros squirm at the sound of the voice – which definitely can't be a good thing.

"You're just in time for my latest creations, but I'm not ready for models just yet. In the meantime...let my darling pet entertain you a little." You may be very dismayed to know that her darling pet is a five headed dragon – a fact that is made apparent when a shining disco ball illuminates the stage that you're standing on along with the beast, not too far away.

Fighting this beast head on is going to be a challenge – granted even fighting a one headed dragon would be a challenge. The sudden disco rave music blasting in your ears doesn't help, and the fact that all five heads can attack simultaneously serves to make it quite a handful to handle.

If you aren't the first to notice, Julyan will – but the beast seems to be moving along with the beat, almost as though it were dancing. You can't be sure – but the fact is that it seems to be completely synchronized with Nashu (Actually sleep dancing) and Briardien along with Hildibrand. (Both posing)

Burning the Trash

Killing the five headed dragon takes quite a bit of time especially with the slimes that it summons to support it, but the main threat will appear as the five headed dragon weakens. A massive crimson crystal appears near the center of the stage, and giant Voidsent will appear – Voidsent that slightly resemble Typhon.

They will attempt to suck in you and your companions as the five headed dragon continues to attack you. Should any of you be sucked in, the giant Voidsent will temporarily gain that companion's abilities. You might think that it's ok for them to suck in Hildibrand or Briardien, but if "Greg" or Julyan get sucked up...

Well, it's not going to end well for you. It's best if you can quickly clean up. With each giant Voidsent that dies, the crimson crystal seems to crack and splinter. When the crimson crystal shatters completely, chains will burst out from the darkness, binding you to the stage. Well, at least now you don't need to worry about falling off!

The chains are also there to hold you in place as the Cloud of Darkness appears, and it seems that she's the one responsible for stealing clothing from Eorzea. She's made herself a rather hodgepodge suit, but at this point, she seems to be content to tear it apart as she starts firing laser beams at you in anger.

Who told you to go and hurt her pets?

The Cloud of Darkness will continually shower your group with laser beams – and it's no longer time for you to pay attention to Hildibrand and company's antics, not when you have to worry about your own survival. Surely, they'll make it out without too much of an issue either.

You'll have to take down the Cloud of Darkness if you want to get out of here, but with these chains pinning you down, that's going to be a bit hard. If you try to remove them, you'll realize what the other end is tied to...a massive triple headed dog. It's most likely a Voidsent as well.

If you choose to fight both at once, you can expect the dog and his mistress to team up on you, and unlike the other opponents in the Tower, they're literally out to kill you. Naturally, you don't want them to succeed. From time to time, Cerberus the dog will snatch and devour your companions, giving them very little time to react. The situation just gets worse with Cloud of Darkness performing an aerial bombardment.

If at any time you are about to be dealt a fatal blow, one of your new companions will get in the way, starting with the two Voidsent. Hopefully it doesn't have to come to that. But should you kill both the pet and the mistress; the World of Darkness will slowly recede – revealing Syrcus Tower once again. It looks like you've made it back to Eorzea proper.

Well, with that, you should have stopped the Voidsent attacks...it's probably time to go back to the Gold Saucer and report your efforts.

A Dance Off?...

It might be very counterintuitive, but if you don't actually attack the five headed dragon, it's content to just keep on shuffling about. Even if your entire party stops attacking it, it'll quickly heal by consuming the shadows about, before attempting what seems to be a very awkward dance maneuver.

Should you let it dance for long enough, the five headed dragon will conjure slimes, which will also begin dancing on the field. If you allow this to continue for long, various Voidsent will begin to gather around to form an audience, including a very large three headed dog. By now, you probably don't have much of an alternative besides to continue dancing. Julyan, Hildibrand, and the others seem to be enjoying the situation – as strange as it is.

You should remind Briardien to take dance lessons when you return to Eorzea, presuming you do find a way back.

The disembodied voice returns, and this time, a green skinned woman appears on the stage – wearing the strangest mishmash of clothes that you’ve ever seen.

Was this what Amon had meant by “sacrifice of clothing”? Was this why they went about stealing people’s clothes?

The Cloud of Darkness, having lived in the Void for eras, has grown rather tired of being consistently evil without any real purpose. Apparently, she’s decided since the beginning of the last Umbral Age that she wanted a makeover – resulting in what you see before you.

But she can tell by the looks of you and your companions that you don’t quite know what to make of it – not the awe inspired reaction she was looking for. So she asks for your help – she’ll arrange for you to return to Eorzea if you’re willing to find her some proper clothing. Better yet, she’ll even come along with you!

But she understands if you’re not willing to do that – so she’ll let you leave so long as you promise to return and give her a modern Eorzean makeover.

Even if you do simply give her a verbal promise, Cloud of Darkness will mark you – and if you take too long, she’ll recall you back to the World of Darkness. On the other hand, she does give you and your companions a new boon, just by grabbing on to piece of clothing that isn’t being worn; you can suck it into the World of Darkness, where it’ll contribute to an already growing pile.

When you’re ready, you and your group will become Cloud of Darkness’ personal stylists – hope you’re ready to give this royal Voidsent a makeover. When both your party and Cloud of Darkness are content, she’ll allow you to go free – but once again, she’ll request that you allow her to tag along with you for a bit.

Whether you permit that is up to you, but do keep in mind that you still haven’t actually figured out what actually caused the destruction of the Gold Saucer, and Cloud of Darkness doesn’t seem to know too much about it. She admits that she’s been rather stuck inside the World of Darkness, and just wants to go outside for once.

Do you trust her? She *is* still a Voidsent...

Agent of Enquiry – Otherworldly Investments

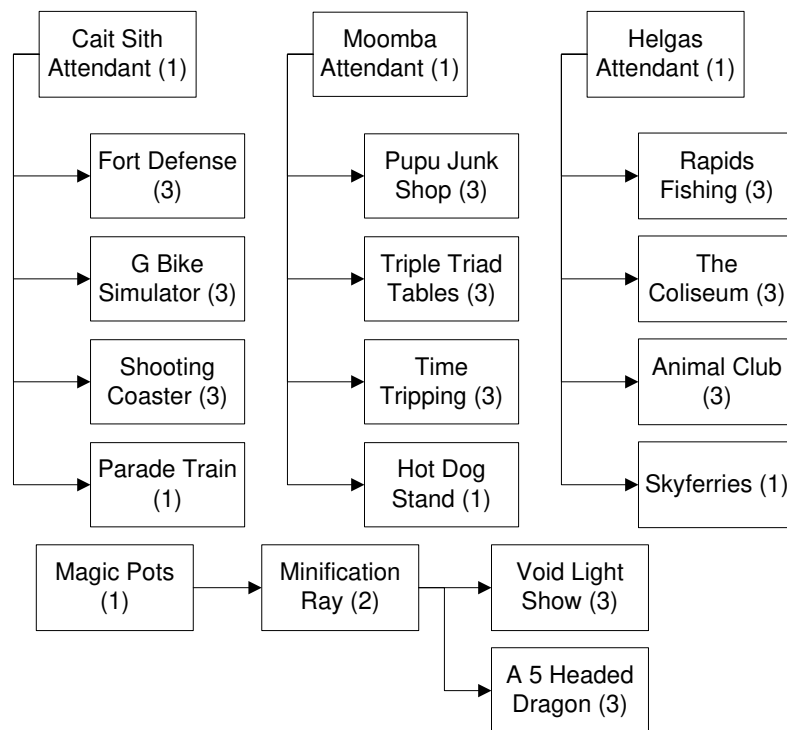
Regardless of whether you killed Cloud of Darkness or not, you’ll find your way back to the Gold Saucer with the group in tow. Hopefully, nobody fell along the way, because that would put a damper on an otherwise cheery moment. After all, you’ve presumably stopped the Voidsent attacks – so the Gold Saucer in the works shouldn’t end up getting destroyed again.

Godbert is thankful to hear that of course, but more thankful that his son has returned. (He never worried about Julyan for a moment, given that Julyan could likely demolish anything that got in her way) “Greg” and Enkidu just seem content to chill out, and even Briardien breaks out of his usual “cool man” attitude to admit that he didn’t quite expect to survive. Of course, your two friendly Voidsent are just up to their usual antics – now that they don’t need to be serious.

If you did let the Cloud of Darkness out, she seems...a bit excited at the prospect of an amusement park, and eagerly asks to help with the reconstruction process. Well – it can’t hurt right? Thankfully, she clarifies that she was not in charge of any part of Sycrus Tower’s construction.

That’s good, because you would have had reason to kill her if she had built the labyrinth. But with the threat of the Voidsent largely dispatched, it’s probably a good time now to focus on continuing the reconstruction of the Gold Saucer!

You now have a total of 20 SP to customize with.



Name	Cost	Modifications
Cait Sith Attendant	1	A Voidsent that you found wandering through the Sycrus Tower – this feline creature claims to be able to help your ventures in expanding the Gold Saucer to all new heights. Frankly, one can’t be quite certain that talking cats are trustworthy,

but you probably have nothing to lose by hiring a talking cat.		
Fort Defense	3	The Cait Sith does have a pretty interesting idea though – why not have your guests try their hand at playing a safe version of castle defense? Not only will you have a pretty exciting attraction, but you can also potentially scout out some good adventurers should you ever need their expertise. You can modify the creatures that will attack with the creatures that you've seen on your travels, but the crystal manifesting this will only go so far.
G Bike Simulator	3	Perhaps your guests have a need for speed. Granted, by now, you really should have more than enough attractions to satisfy that urge, but should they ever feel that racing on a Chocobo still isn't fast enough – they can try their hand at high speed highway chases on a motorcycle! The Cait Sith has probably realized by now that highways don't exist in Hydaelyn.
Shooting Coaster	3	No amusement park is complete without a rollercoaster, and a simple rollercoaster alone is hardly sufficient to stir up the blood of those hardened by adventure. So instead of just a simple rollercoaster, you've also attached a shooting game to it. Let's see how many targets your guests can hit while they're on the ride?
Parade Train	1	More of a parade, less of a train, but still a neat little way for your guests to get around. A set of floats will constantly move around the Gold Saucer, allowing people to catch a ride as it goes through its cycle. You can freely change what goes onto each float.
Moomba Attendant	1	At least your trip into Syrcus Tower proved one thing – not every Voidsent out there is bad by any means. This red furry creature is eager to help you, though he speaks in very broken

		sentences, which leaves his ability to serve as an attendant doubtful. He does however, have a strange knack for machinery that even the Moogles lack...which is quite bizarre.
Pupu Junk Shop	3	You're quite certain that this isn't really an attraction – and that the owner of this little shop who goes by the name of Pupu XIV is definitely a Voidsent. He has an odd knack of taking junk off of every Adventurer and giving them attraction tickets in return. Normally this would be a bit of a hassle, but it seems that the "junk" he gets can actually be...rather useful. Maybe you can keep him around a little longer or convince him to control how many tickets he hands out?
Triple Triad Tables	3	When you came back with the Moomba Attendant in tow, he was delighted to learn that Triple Triad is played in Hydaelyn as well – that said, he also set out to modify every Triple Triad table you have, and now it seems there isn't just a whole lot more cards than usual – all of the cards project into holograms as well. You would ask if that's necessary, but it seems like he doesn't really think about things like necessity.
Time Tripping	3	Thankfully, this isn't actually time travel. A little bit more interactive than a movie, this lets you take little snapshots of time and memory, before turning it into a mini adventure. Thankfully, to protect people's privacy, names and faces tend to get distorted a bit, but hey, you get to make your guests choose their own adventures! The Moomba...seems to be a bit wary about people with the "Echo" experiencing this though. Maybe it's something similar?
Hot Dog Stand	1	Your guests have to eat at some time! A hot dog stand on every corner is probably a bit excessive, but the Moomba insists that an expert in his world has determined hot dogs are vital to the

		success of any theme park. Whatever experts he knows, they really have too much time on their hands.
Helgas Attendant	1	He seems a bit too prim and proper to be an attendant, but out of everyone who has tried out for the job, he seems to actually know what he's doing – better than anyone else anyways. A helpful advisor in all matters, you'll find that he even catches on to political matters very quickly. Must be a necessary trait where he's from. This guy is always good for a chat to learn some information he picked up from adventurers.
Rapids Fishing	3	If goldfish scooping isn't exciting enough for some folks – well, there's this type of fishing, liable to be terribly dangerous and ridiculously entertaining (for the spectators). Guests are tossed onto boats and will have to catch fish with a tool of their choice – that's presuming they can get a steady grip with the river raging about them. Even the Helgas doesn't understand what's so fun about fishing.
The Coliseum	3	Yet another massive renovation was necessary in order to fit this coliseum in – but in the end it's all worth it. After all, now you can claim to have a full coliseum where your guests can risk their lives fighting against either your captive beasts or beasts conjured by the crystal! It's very important that you ensure people don't actually die when they're fighting in here – dead guests don't come back again.
Animal Club	3	It's not really a stable – more of a lab, where guests can go and experiment on fusing creatures together of their own in mock Aether experiments. Unless you choose to dedicate your own energy into it however, the created creatures never last for long. You can think of it as an Aetheric petting zoo. Naturally, whatever is created can't leave the Gold Saucer.
Skyferries	1	A nice, relaxing way to travel to, from and within the Gold Saucer – these skyferries coast about and can generally bring in guests from all over

		Hydaelyn. If you have a large Gold Saucer, they'll also provide guests with a scenic view.
Magic Pots	1	They're little imps in pots, but they have lots of uses outside of Syrcus Tower as well. Namely, they like to give away candy to little children (and others as well!) – Often in exchange for something more valuable. Being able to teleport from area to area in the Gold Saucer is also helpful.
Minification Ray	2	At some point you really have to wonder if this was made for aesthetic purposes alone. With this, you or your guests can freely shrink yourself down to 1/10 th of your original size. Well, at least now you can create...miniature exhibits and events as well. Exposure a second time results in your size returning to normal.
Void Light Show	3	In some ways you really have to be thankful that the Cloud of Darkness has mellowed out over the eras. For one thing, that's the only thing that would make this light show possible. At timed intervals, lasers and meteors will rain [harmlessly] across the Gold Saucer, with enough patterns that guests definitely won't see it all in one trip.
5 Headed Dragon	3	You really have to wonder why the Cloud of Darkness kept such strange creatures around – but at least with her preoccupied you can put them to good use! She still hasn't really responded to you referring to her as a female. Being as fantastic as it is, this 5 headed dragon will turn heads just by existing, and thankfully, your attendants will take care of its' needs. You should probably keep the freezers stocked with food. Should the Gold Saucer ever get attacked again, they'll probably get stopped dead in their tracks by this fellow.

Finished! But...well...Hildibrand and company may return?

Well, regardless of what happens, the following options and consequences are available to/inflicted upon you:

- So long as they survived Typhon and Ultros will join the companion group that Hildibrand had formed following your trip to the Library. As a collective group, they gain 600 CP to either split or focus for an individual member. Naturally, they're still completely incompetent as you'd expect them to be. But by now you get along with them better...hopefully.
- If you chose not to kill her **Cloud of Darkness** becomes a companion to follow you about. Because she's literally a Lady of the Void, she has 600 CP to spend, and follows the same design mechanics as you and your companions.
- Naturally, you can re-enter the World of Darkness and Syrcus Tower at anytime. Not sure why you would, but Cloud of Darkness does know of many Allagan caches inside the Tower, and presumably, she can use the power within the World of Darkness to your advantage. That's...presuming you did not kill her off of course.
- Should you not have killed the Cloud of Darkness, a new faction, **The Voidsent**, has formed. Their initial disposition towards you is positive.
- In appreciation for your efforts thus far, the Master Goldsmith Godbert Manderville has taught you a little technique of his:
 - Manderville Man Craftsmanship: A technique workable on any work of art, it instantly makes it a little bit more brilliant, a little bit more amazing, and a little bit more extravagant each time it's used – until it's literally shining with magnificence. Subsequent uses on the same object may fail however.
- Finally – in completing this scenario: In all future worlds, a replica of the Manderville Gold Saucer, as you've designed it, will follow you and appear in the world.

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[SCEN03] Phase 3: Vector to the Heavens 200 CP

The Ascian's words are troubling, to put it lightly. If the clear and present threat of the Garlean Empire wasn't enough to unite them, you can't see how an enemy that nobody has heard of or seen will make a difference. But there's no doubt that you need to try at the very least. It's apparent that they're going to bring a war down on your heads – and you need to anticipate it.

If the Ascians are to be stopped, the preparations will have to be made personally. Before you even make any preparations – you're going to need to learn more about this enemy. As it stands, you don't even have a starting point to work off of. The Grand Companies may help you perhaps, but very few know anything substantial about these wraith-like spirits.

Certainly now would probably be a good time to start visiting the scholars and scientists if you haven't already done so before.

As you've probably suspected, while there might not be substantial amounts of scientific information on this phantom menace, there is a substantial amount of both folklore and urban legend surrounding the Ascians. In local circles they're more commonly known as Paragons, and there are mixed opinions as to whether they are saviors or harbingers. The fact that very few alive have ever seen them lends credence that they are but a myth.

Of course, you know that they are hardly a myth. The legends do state that the Ascians are intimately tied to the Echo – something that you may have noticed yourself in your last encounter with them. The Scions of the Seventh Dawn have plenty of members who bear the Echo...perhaps they can lend you aid?

Should you set off to the Scions, they'll inform you that the best place to search would probably be in the Allagan ruins. If the legends about the Paragons do date back as far as the previous Ages, then there should be some trace of them in Allagan records. Even if there isn't any trace, with the level of technology that the Allagans possessed, it is very likely that they had countermeasures for creatures of a spectral nature such as the Ascians.

The Scions do have bad news: there is certainly more than one Ascian, but you probably already expected that. With luck, you might find an Allagan ruin close by...but if you approach the scholars, they'll point you in the direction of something a bit more substantial – the ancient ship docking yard, Azys Lla. You just need to figure out a way to get there.

Azys Lla // Thy Life is a Riddle

Azys Lla is an old Allagan construct, an entire continent floating high above the mountain range referred to as Abalathia's spine. Inhabited by the Vanu Vanu, very few civilizations have bothered to settle here, and as a result the mountain range has largely gone unexplored.

You'll need an airship in order to venture up to the height where Azys Lla rests – and in order to do that, you're going to need to either make an airship yourself, or find an airship to borrow for the time being. It would probably be best if you could tag along with a group as well.

It's rather difficult to miss the floating continent – but you'll quickly realize that you aren't the only one present, considering the fleets that have docked. All of the ships are foreign, and if you know anything about the other factions you'll recognize the emblems of the Garlean Empire. Looks like your investigation trip won't be so quiet after all.

On a side note, Azys Lla also looks more like a massive research facility rather than a shipyard, but you'll have to keep that in mind to remind the scholars later. First things first, you'll need to get a handle on where you are and where you can find information on the Ascians.

At this time, interfering with whatever the Garlean Empire is up to might not be the best idea. Their forces are deployed extensively throughout Azys Lla, and even if you've been here previously, that won't be much of an advantage to use when facing the numbers you're seeing here.

A testament to Allag's might, Azys Lla is massive, and if you wander about blindly you might find yourself lost before long. However, parts of the ancient terminals still seem to function, and if you have any way of rigging up machinery, you might be able to glean a bit of knowledge from them.

Indeed, all of Azys Lla is a massive research facility, but the main repository lies within a facility called the Flagship. It seems from the personnel monitors present in any of the terminal rooms that the Imperial Legion forces are also headed in that direction.

Perhaps a fight will be unavoidable after all. But before you are to venture towards the flagship, you're going to need an access card. The quickest way is likely to tail the Imperial Legion and try to sneak in with them – but if you don't

have the means to do that, the terminal does indicate that an administrative facility across the floating island can issue a card.

Whether you decide to follow the Imperial Legion inside or find a different point of entry, it won't be long until you clash with the Imperial Legion. This detachment seems very preoccupied with finding something inside the Flagship, and the soldiers you fight seem to be here only to stall your progress. Regardless of what it is that the Imperial Legion is after, it will serve you well to stop them here and now.

Entering the Flagship will cut you off from any pursuing forces from the Imperial Legion, leaving you alone with the troops inside. But this place is massive...and you'll realize that you've been cut off, because the way in has been sealed shut.

If it smells like a trap and acts like a trap...it probably is a trap.

Aetherochemical Research Facility // To Bear Rapture and Sorrow

Sealed inside the Aetherochemical Research Facility, the commanders who have already taken control of the Facility will turn its internal defenses against you. The Imperial soldiers that have made it through have fortified chokepoints, and will attempt to ambush you at every turn.

Enforcement droids and clockwork golems will bolster the Imperial forces, and if you underestimate them, you may find a literal rain of steel and magic dealing far more damage than you might have expected. The droids are far tougher than the soldiers, but they also hit harder as well, it may do you well to prioritize them.

As you push further into the Research Facility, you'll soon realize that "Aetherochemical" really should have just been "Biotechnological". On top of more droids, soldiers and golems, large vats will release strange monsters – which the Commanders have selected based on the tactics and skills that you've demonstrated thus far.

This type of response continues to escalate, and should you stop to rest, you'll find that the Commanders have adapted hounds to harass you. Soldiers will also look to snipe you down – so letting your guard down may prove fatal. Eventually, should you press close enough; the Commanders will release toxic gas into the facility. Though it was originally meant in the event a breach occurred – now it pits you in a race against time to get into the control room, unless you happen to be immune to toxins.

Thankfully, the control room is only blocked by four sets of electronic doors, and a large group of soldiers supported by monsters. Considering you've been fighting your entire way here, you may as well just blow through the doors as well – bypassing the electronic locks entirely.

The Commanders inside appear to have been waiting for you...except all of them except two are dead. Just as you come in, both of them will order the remaining troops to hold Azys Lla at all costs. You can only presume that they're addressing the troops outside the facility, because the few troops still alive in the control room can't run away fast enough.

The two Commanders still alive release their disguises, and before you stand two cloaked figures – one of them you recognize as the Ascian from back in Castrum Meridianum. At least, his figure resembles the same shape anyways – and his grandiose style of speech is definitely the same, or perhaps all Ascians are like this. His partner however, is definitely a female, judging by the sound of her voice.

They welcome you to the Allagan Research Facility...within which you'll find the secrets behind the Primals. Judging from the way they're speaking, it would seem that they wanted you here all along. As the Ascians tell you, the secrets to mastering the Primals lies within these halls, from conjuring them to binding them to your will. You didn't come here for that, but you figure these two aren't about to tell you how to kill them. Maybe they'll let something slip as they're busy explaining how Primals will factor in to their plan...

That's when the explanation of their plan finally clicks – the Ascians have taught all the Beast Tribes how to conjure Primals, and with every Primal that walks the land, Hydaelyn is further strained from the immense consumption of Aether. The Ascians provoke a war, which in turn provokes the Tribes to conjure Primals, and in the mass destruction that ensues, they can bring forth their god. Essentially they're performing an unholy sacrifice of the continent to their god.

The Ascians remain entirely confident that you can't stop their plans. In fact, they wanted you here so that you too, could learn the art of summoning a Primal so that you could take part. When it comes time for the Ascians to bring all the pieces for the war together, you can also bring forth a Primal and join in the desecration of Hydaelyn!

Before the pair vanishes they leave you with a tip. Seek out the Warring Triad, further down in the Research Facility, sealed behind a gate within a different

segment of the facility. They'll also unlock the facility for you...just in time for the Legion forces outside to storm inside.

It would not be wise to open the gate, but what you're after isn't the Warring Triad themselves, but rather the containment procedures that the Allagan have detailed extensively in terminals nearby. The containment procedure requires extensive use of a special type of crystal – but if it works on a trio of Primals, you can't see why it won't work on an Ascian. One last sample of this crystal remains – the White Materia – a crystal crafted with all the energies of ancient Allag to bind the Primals.

You probably should take hold of it.

It isn't just the containment information that catches your eye however. The Allagan have a way to detect things that are made purely of Aether – and all things in Hydaelyn are made of Aether. Surely with this type of information...you could peer past that invisible veil the Ascians like to rely on so much.

Now you just need to get the information in a format you can access it in, or note it down, and find your way off of Azys Lla before the Imperial Legions grind you down and capture you...or worse. Either you find a way to sneak back to your airship...or perhaps you're going to have to procure an airship from a dock somewhere here on Azys Lla.

Whatever you do, make sure you do it fast, because the Ascians are escalating in terms of their plan...and judging from the movements all across the land, this plan of theirs is proceeding forward in full force.

A Memory of Scorn (The Factions)

All these factions are now coming together, many just revealing their hands, many of them responding to the threats nearby. You've probably formed alliances here and there – now is the time to call on them. There will be those who you've come to form...less positive relations with over time, be wary that the Ascians will likely turn them against you.

For each faction below that you've established strong relations with, they will take to the field to aid you fend off the Ascian and Garlean threat. You can decide what the **unit composition** of their contribution looks like, and all of them will have a **skill** related to their faction. Some of these units are exclusive, such that you won't have two of the same Primal running amok at the same time.

Be wary though, for the factions that you've made enemies of, the Ascians will likely turn them against you, and you should take heed to note what it is that they might field against you.

Feel that you don't need allies and can take to the field alone? Not a problem!

Just move along...

For the Standard Factions, see below, or perhaps you'd rather **jump** to the more esoteric Factions that you may have encountered in your journeys?

The Standard Factions are as follows.

The Amalj'aa Tribe

One of the original Beast Tribes that thrived in Eorzea prior to the age of migration, the Amalj'aa are largely nomadic and are commonly found in the region of Thanalan. Like most Beast Tribes, the Amalj'aa people follow a natural, subsistence based lifestyle focused on hunting what prey is available in the grasslands.

Unfortunately, with the expansion of Ul'Dah and the Syndicate's efforts to exploit Thanalan, the Amalj'aa people have seen their sacred homeland desecrated and pillaged. Their racial elemental focus appears to be fire, as their culture is deeply ingrained with activities related to this element such as smithing, metalworking, and taming fire drakes.

There are those among the Amalj'aa who believe that their peoples' current system of worshipping Ifrit is wrong. However, should you establish relations with them, know that the two parties are largely at odds with one another. This movement, known among the Amalj'aa as the Brotherhood of Ash, would rather ally with other races to prevent what they consider an inevitable fall should they continue to rely on the power of the Primal.

Amalj'aa Spearmaster

Amalj'aa grown up learning different ways of hunting, and hunting is only one step away from fighting in a live battle – at least in theory. These Amalj'aa warriors are martial experts trained in the use of spears and other weapons which can be thrown. They don't like to fight up close if they don't have to, but with their substantial bulk they can hold their own.

Amalj'aa Drakerider

The Amalj'aa people have tamed fire drakes for use in their day to day lives, and some of these drakes are large enough to be used as mounts. Though they might not as quick as a Chocobo, these mounts have a distinct advantage in the form of a fire breath that they can use from time to time. Good for fighting off small crowds, naturally the Amalj'aa on top can also take part in the fight.

Ifrit

Their worship taken form, their devotion given shape, Ifrit is the Primal which the Amalj'aa worship, and a veritable threat to Eorzea should he be used excessively. Known as the Lord of the Inferno, this Primal resembles a demon, and freely wields the element of fire. His breath ignites the air, his claws melt through steel as butter, and with his legendary temper – one should take care when dealing with this Primal.

His power equivalent to how many crystals were used to summon him, watch out for this should you encounter the Amalj'aa as an enemy, and be sure to teach the Amalj'aa restraint should you be their ally. Be wary, as with all Primals, should you not be able to resist their attempts to temper you, you may fall under their thrall.

Blessing of the Flames

The Amalj'aa people are so entwined with the element of fire that they can bestow that element upon others as well. For a short period of time, the

weapons and skills of allies nearby are additionally imbued with the property of fire.

The Ixal Tribe

Aptly described as bird men, this Beast Tribe has largely come into conflict with Gridania due to activities related to the worship of their Primal, Garuda. An aggressive tribe living in the mountains, while they cannot fly, they have adapted to such changes with the use of airships.

Their purposes for harassing Gridania seems to largely stem from their use of timber for purposes of creating ritual idols – and an intolerance for races outside of their own has led to a general failure of communication between the Ixal and other races in the region.

However, splinter groups do exist among the Ixali, and while these groups are frowned on and even persecuted, it has not stopped them from interacting with the other races in Eorzea – providing the external world a unique perspective on this Beast Tribe and their motivations.

Ixal Woodcutter

The standard Ixali shock troopers, these woodcutters conduct raids on the Black Shroud, and are generally excellent at hit and run tactics. Though they're used to operating under the benefit of thick undergrowth and camouflage, if deprived of such things the Woodcutters still have a substantial amount of speed they can depend on.

Ixal Balloon Technician

Ixali might not be able to fly anymore with their wings, but that hasn't stopped them from developing an analogue to take to the sky. Unlike the airships fashioned by the Garlean Empire, the Ixali use dirigibles, which are slower than magitek airships, but steadier to handle. When in flight, the technicians will often guide the airship, while other Ixali on board will toss bombs onto enemies. Be wary of friendly fire!

Garuda

Guardian spirit of the Ixali, the Garuda is a whimsical four winged spirit, whose destructive impulses often leave her surroundings windswept and scarred.

Communication with this creature is tentative at best, for while she can understand the speech of Eorzeans, there is little to guarantee that she actually cares for conversation.

Freely capable of flight with not only her wings but the manipulation of the very winds, Garuda specializes in sweeping across the battlefield, carrying a veritable hurricane along with her. Thankfully, her allies don't get torn to bits by this hurricane it seems.

Blessing of the Wind

Everything about the Ixali is related to the wind, from their abode, to their form of transportation to their choice of Primal. It seems only fitting that their blessing bestowed upon others extends this element towards them. For a short period of time, an aura of wind surrounds all allies nearby, acting both offensively and defensively.

The Kobold Tribe

A Beast Tribe that resembles moles, despite being far larger than your every day mole – the Kobold people are wholly immersed in mining and development of their underground warrens. Though much of their development has been isolated in the Vylbrand region, as they continue to expand underground, they have slowly come into conflict with the other races of Eorzea.

Their culture is rather bizarre, as individuals are seemingly tiered and ranked in terms of how productive they are and how well they can extract and manipulate resources at hand. Unfortunately, as Vylbrand happens to be an island, the Kobolds are seemingly doomed to a contest of resources with Limsa Lominsa – one that might very well turn bloody should a compromise not be found.

Kobold Miner

Miners are undoubtedly the pillars of Kobold society. Without these resource extractors the Kobolds would not be where they are today. While they aren't very experienced at fighting, these Miners definitely aren't useless by any means. In addition to helping you gather resources from deep underground, they can also effectively tunnel under your enemies. Such a tactical advantage should not be overlooked.

Kobold Bomb Technician

There are some Kobolds who prefer to innovate rather than excavate, and the Kobolds have harnessed the ability to cultivate Bombs – living Voidsent which, as their name implies, explodes in spectacular fashion. While Kobolds generally use these to open up new paths in mines, there's no reason why they can't use these to steadily decimate your foes.

Titan

Lumbering Titan, Lord of Crag, the will of the earth made manifest and Primal of the Kobolds. In stark contrast to other Primals, Titan is patient and benevolent, altogether not very inclined to start a war with anyone – but guided by the will of the Kobold, should he feel that his people are under threat, he will respond with all the force the land can muster.

Despite being slow, Titan is extremely durable and when roused to anger, extremely strong as well. Take care should you anger him, for his control of the earth is so great that he need not move to strike you should be rooted to the ground.

Blessing of the Earth

Extending their mastery over the land to their allies, the Kobolds can bestow upon their allies the earth's protection. You might think this helps them dig faster or something similar, but in reality it serves to increase the effect of armor and overall resilience of allies.

The Sahagin Tribe

There are many doubts that the Sahagin originated in Eorzea, but without extensive research, this theory has been mostly relegated to ale tap rumors. There is however, no question that many of the Sahagin take offence to the expansion and growth of Limsa Lominsa, as well as the general influx of pirates since the formation of the city.

A seafaring Beast Tribe, the Sahagin are at one with the water, generally content to live out their entire lives in the waters of La Noscea. However, due to the nature of their spawning cycles, and the fixed locations of their spawning

grounds, the people of Limsa Lominsa have managed to exploit and severely harm the future outlooks of this tribe.

There are still Sahagin who hope to coexist with the people of Limsa Lominsa, but nowadays, many Sahagin are distrustful of outsiders, and would much rather the waves swallow Limsa Lominsa whole.

Sahagin Fisherman

Sahagin have always been a race belonging to the sea, and fishing is a profession that comes naturally to them. Skilled at using nets and spears, and other such tools – these fishermen can hold their own. After all, not every fish in the sea can be subdued with a simple toss of the spear. As with all Sahagin, they benefit significantly from being in the presence of water.

Sahagin Reaver

In any other race, these would be pirates, marauders that prowl the seas looking to hijack and ransack the belongings of others. But the Sahagin have adapted to this lifestyle that it is now merely an accepted fact of life – not so much a crime as it is a necessity. Reavers are strong physical fighters, but benefit largely from fighting in bodies of water, where their strength grows significantly as does their speed. Good at immobilizing groups of enemies and picking the foe apart like sharks.

Leviathan

Lord of the Whorl, conquerer of the waves, mighty Leviathan reigns supreme over the waters, and his will is akin to a maelstrom, turbulent and terrible. A giant serpent whose control over water is without equal, Leviathan is the Primal of the Sahagin tribe and powerful enough to wipe out entire fleets.

Though a bit disadvantaged out of water, Leviathan's ability to conjure water in an emergency alleviates this somewhat. In water however, his mobility is without equal, and his ability to manipulate bodies of water leave him a foe to be reckoned with.

Blessing of the Waters

At one with the waters, the Sahagin can bestow their innate blessings upon allies. On top of imbuing their allies with the ability to manipulate water for a

short time, it also helps in the event that Leviathan decides to swamp the entire local area in water and one does not have the ability to breathe under water.

The Sylph Tribe

A Beast Tribe that people will likely mistake for pixies, these plantfolk have settled extensively within the Black Shroud. While they have a very well established relationship with most of city states and Gridania above all, their geographical location puts them at odds with some of the other Beast Tribes who would utilize the Black Shroud.

While they generally resemble plants, it's not uncommon to see the Sylph take up a more recognizable form in either the shape of an Elezen or a Hyur. Be wary should you make their acquaintance that not all Sylph are female despite their appearances. You would be wise to figure out how to differentiate between male and female Sylphs in lest of offending them.

The majority of Sylphs are rather peaceful – but there are those within the Sylph society who believe strongly that manifestation of their Primal is necessary to secure their place in Eorzea. Negotiating with these Sylphfolk may prove...harder than expected.

Eggplant Knight

A mandragora with a distinctively purple hue and a head that reminds you of the top of an eggplant, these little soldiers make up the majority of the Sylph's troops. While you might think their diminutive size makes them rather useless, the fact that they're so small makes them easy to miss by enemies and allies alike, and you might find that their little blades will prove useful when you least expect it.

Sylphlands Sentinel

A massive treant that acts as the guardian for the much smaller Sylph, these lumbering giants make for great siege engines due to their size. They might be slow, but that doesn't stop them from uprooting boulders or logs and tossing them at an enemy out of reach. Unfortunately, being plants, they happen to be quite susceptible to fire, so you should be wary of that.

Ramuh

The Lord of Levin, Ramuh holds control over the element of lightning, manifesting such powers in the form of powerful bolts that incinerate his foes. As the guardian of the Sylph race and the Black Shroud, Ramuh has a surprising amount of restraint for a Primal. He may not be as patient as Titan, but Ramuh's wisdom is enough for him to give him more perspective than that of the Sylphfolk alone.

Preferring to support allies from afar, Ramuh can conjure storms at will – and while he doesn't usually move very quickly, if necessary, he can instantly shift from one place to another like a bolt of lightning. A good magic wielding ally to have at your side, if that's what you're looking for.

Blessing of the Thunder

A blessing originating directly from the Lord of Levin himself, the Sylph may not manipulate the element of lightning so often, but with this, they can bless their allies in the vicinity with that element, which will also passively fire a bolt at enemies nearby.

The Goblin Tribe

A Beast Tribe that refers to themselves as Gobbies, these little creatures are very flexible and proficient at adapting to their circumstances. This tenacity has given them an edge in Eorzea, where they have managed to coexist with the major city states to some extent unlike some of the other Beast Tribes. Their peculiar form of speech does make them somewhat hard to understand.

Able to quickly adapt to different things, the Goblin Tribe has developed heavily into trades such as Smithing and Alchemy, but their affinity for learning and developing has also led to some Goblins feeling a sense of superiority over the other races of Eorzea. Unfortunately, they have formed a splinter group of their own – the Illuminati, who seeks to procure all forms of magitek and knowledge.

Goblin Ambusher

Being so small, Goblin Ambushers work well in packs, and it's not uncommon to be ambushed by an entire group of them at once. It may be unsavory work, but these Goblins have no qualms of doing it if it means that

further development can be achieved. Very good for infiltrating units, and adept at fighting wherever there is cover, these make very good advanced scouts.

Goblin Savant

Even among the Goblins, there are some who are naturally more proficient at adapting and innovating than others. While surely they can't perform miracles on the spot, these Savants are proficient at adapting any technology they see into a Goblin usable form. Just keep them safe, because they don't fight well.

Goblin Gliders

An upgrade to all your existing goblin units, a testament to their ingenuity, it seems that the goblins have adapted to the magitek armor used by the Garleans, and made a strange flight suit for their own use. Now instead of simply scurrying around, your goblins can take to the air and zip around like ballistic missiles. Thankfully it comes with landing gear.

Diminutive Appearances

With a strange elixir, Goblins can shrink down their companions to goblin size – good for fitting into tight spaces and avoiding attacks, on top of moving a little faster. The effects of the elixir will last for quite some time, so you don't have to worry about growing back when you're stuck inside a tunnel. However, the Goblins warn you that you should probably bring some tools with you just in case you do get stuck. Well, you'll probably find a use for this some time or another!

The Gnath Tribe

Quite possibly the most difficult Beast Tribe to negotiate with, the Gnath have a single minded fixation on expansion of their existing territory which makes diplomacy a tough option to pursue. Most of Eorzea would rather pay no heed to these bugs – judging from their physical appearance, and so far their aggressive policies have only interfered with the Dravanian Horde.

It's widely believed that the Gnath operate on a hive mind, directed by a single individual creature that no one has seen. In fact, information about the Gnath has largely been provided by individual Gnath which were cast out from the existing network.

Enemies with the Dravanian Horde due to their expansionist policies and natural territorial conflict, the Gnath have adapted quickly to their enemies and developed strange technologies to maintain their grasp on the land. Most of the Gnath can be found in the Northern reaches of Eorzea.

Gnath Cultivator

The majority of Gnath follow a core directive, but it doesn't mean that they can't innovate themselves. Experimental alchemists, these Gnath are proficient at making strange scent based mixtures resembling incenses. Targetting the sense of smell in other creatures, they seem to work well in deterring even massive beasts like dragons. This could be useful to incapacitate foes...

Gnath Firedrone

A pyromaniac if you ever saw one, these firedrones have a natural propensity for lighting things on fire. It doesn't help that as Machinists, they all have the ability to create drones that help them light even more things on fire. Be wary that if you fight alongside these beast tribe members, sometimes they can get a bit...excessive with their mission to light everything on fire. Maybe you should make your allies fireproof.

Ravana

The Primal to the Gnath, Lord of the Hive, Ravana is a fourfold master of the blade – self proclaimed – that lives only to fight apparently. Fighting is not only its meaning of life, but also the value that it attempts to force upon Eorzea. Ravana leads the Gnath in a bloody crusade in the name of expansion.

It is unknown how much of Ravana is affected by the Gnath's own expansionist tendencies and unknown how much Ravana affects the hivemind's mentality, but it is known that this Primal is a very seasoned warrior. Be wary should you ever have to fight him, for his four swords are enough to overwhelm entire squads. His tenacity matches a cockroach's, but...that's not something you should tell him.

Spiritual Link

Bestowing upon others the same mental link that all Gnath share, for a short period of time, everybody can act as one without any form of mental interference. The effects of mental concentration and mental resistance stack up

upon one another, though should one individual draw upon too much mental energy from the network, they will be ejected from the connection.

The Vanu Vanu Tribe

The ignorant may think that the Vanu Vanu and the Ixal are one and the same, but the difference in both physical features and cultural trends is actually quite extreme. While the Ixal are wholly dedicated to worship of their Primal Garuda, the Vanu Vanu have lived for quite some time without needing to depend on their own Primal, Bismarck.

Like the Ixal, the Vanu Vanu are not capable of sustained flight by any means – and as a consequence of living in the Sea of Clouds without long term flight technology the Vanu Vanu have not taken part in Eorzea's affairs. Indeed, many Vanu Vanu have started seeing outsiders for the first time in their lives.

Split into two tribes, one sect of the Vanu Vanu is distinctively more aggressive than the other. If you're not up for confrontation, you should look to stay away from any blue feathered Vanu Vanu. The red feathered Vanu Vanu are distinctively more approachable.

Vanu Vanu Totemist

The Vanu Vanu people are spiritual folks, not unlike the Ixal. Thankfully, they aren't as obsessively dedicated to worship as the Ixal are. Many elements of their culture seem intertwined with nature, and it isn't uncommon to see their priests wield the very elements. Using totems to channel their magic, the Vanu Vanu can bestow many boons upon their allies – making them a good choice for those in need of aid.

Zu

It shouldn't really be strange to see that the Vanu Vanu, avians themselves, have befriended and tamed these massive birds. Their mighty wings allow them to traverse the Sea of Clouds; some would draw a parallel between the Zu and giant eagles or Rocs. Though they attack with their claws and beaks, their strength is tremendous, and it isn't uncommon to see Zu which can carry payloads.

Bismarck

If you thought the Zu was big, then the Bismarck will be enough to leave you speechless. It's hard to describe the Lord of the Mists as anything besides "terribly massive" or "mind-blowingly humungous." A massive whale like creature that flies freely through the air despite its massive size, Bismarck doesn't usually attack – but that's because the air currents he can whip up are enough to banish enemies away from the battlefield in dozens.

Be wary should you ever have to fight Bismarck, for this Primal can easily fly straight out of reach of any weapon, and even the Garlean Empire's airships will have a hard time keeping up with this deceptively swift air whale.

Wind Walker

Garuda may control the winds, but Bismarck controls the sky, and for a short time, you too may walk in his domain. All allies in the surrounding can temporarily fly through the sky – and as the effect of this wears out, they will gently fall back to the ground, cradled in Bismarck's ethereal embrace.

The Gigants

There is more than enough proof that the Gigants have existed in Eorzea long before even the dawning of the Sixth Astral Era, but the Gigants have never been a race to readily mingle with any of the city-states. The Gigants themselves are split up into three separate factions, though some scholars would be inclined to believe that they are different races entirely.

Gigas, Giants, and Hecatonchires form the three main groups – though the latter has not been seen in Eorzea for some time. It would seem that they have a caste system in their society, and appear to worship the Crystal as the Kobolds worship the Earth. There are some doubts as to whether the Gigants actually possess intelligence, but should you venture into their territory in Northern Coerthas, you may be surprised to find that their society is more developed than you might suspect from such an insular race.

Be wary that Gigants of different groups should never mix – as bloody results are the inevitable conclusion to such a meeting.

Hecatoncheir Stonebreaker

Hecatoncheirs are the lowest class within Gigant society, but being thrust into the role of physical labour has made them also some of the strongest giants that the Gigants are willing to send to your aid. Be wary should you face them in battle that despite their gargantuan size, Hecatoncheirs are extremely fast. That hammer will close the distance much quicker than you'd expect.

Gogmagolem

It's not actually a giant at all, which is rather puzzling – but it seems that the giants have enslaved these Spriggans, who operate massive golems. Like all of the units the giants will field, these are ridiculous durable, and the Spriggans can even reform their golems should it be destroyed.

Ouranos, Sandworm Tamer

Should you really be surprised that a giant managed to tame a sandworm? Thankfully, there aren't too many of them, but these sandworms are massive – and they happen to devour the ground as they move along. Very durable, and naturally Ouranos is very durable as well, you can count on him and his sandworms to open a path for you.

Size is Strength

You'd be hard pressed to find a small giant anywhere, and truth be told it seems that even their most diminutive representative towers over your standard Hyur. As you may have suspected, their strength is massive as well – and by fighting alongside them and learning from their methods, all those around you will gain boosts to their strength relative to their size. You also benefit from this naturally.

The Qiqirn

Qiqirn are, for a lack of better description, rats. Indeed, scholars have questioned whether the Qiqirn are native to Eorzea at all, for their voracious appetites and tendency to consume whatever is in reach would suggest that they should be at odds with the entirety of Hydaelyn. However, they seem to have stuck to their own devices, and unlike the other Beast Tribes, they don't even seem to have a Primal that they worship.

Some Qiqirn in fact, have found roles to play within the city-states, and there are some scholars who would believe that when all the dust has settled, perhaps it is the reserved Qiqirn who will survive through it all.

Qiqirn Trafficker

Like Goblins, many Qiqirn have fallen into the mold of thieves, and given their appetite, perhaps it was inevitable from the beginning. But whereas the Goblins tend to steal for innovation, Qiqirns steal for sustenance. You'll find that this desperation tends to make the Qiqirn better thieves, and they are very well practiced at slipping through enemy defenses.

Qiqirn Book Magus

It's strange to find that Qiqirn could become mages of any sort, but for those Qiqirn who have taken to the city-states, many mages find that the Qiqirn's natural propensity for numbers actually makes them mages with significant talent – though perhaps very little development. Should you take the time to train them, these Qiqirn will match any experienced mage in the land – and far exceed them in terms of appetite.

The World Eater

A very peculiar Qiqirn, whose appetite makes his fellow brethren look normal, the World Eater would likely eat all of Hydaelyn if he was so permitted. His voracious appetite has given him a strange ability to adopt the elements of whatever he eats for a limited span of time. Considering he can digest almost everything, you should be wary of what he is fed.

Fleet Feet for Flight

All Qiqirn have a natural ability to run away regardless of the situation. Running away, not due to cowardice, but a natural instinct to survive that they follow above all else. Spreading this to your allies, should you ever need to retreat, this ensures that losses are kept to a minimal.

The Mamool Ja

The Mamool Ja are a Beast Tribe that most would probably refer to as lizardmen. One of the Beast Tribes that are distinctively not native to Eorzea, the

Mamool Ja have found work in the city-states largely as mercenaries and developed a reputation for being good soldiers.

Hardy and skilled in the art of combat, the Mamool Ja apparently hail from lands to the West of Eorzea, though very few details have ever been told by the Mamool Ja regarding their homeland. Unfortunately, the prospect of a pleasant life in Eorzea has drawn many Mamool Ja to less savory activities, especially in Ul'Dah, where they have taken odd jobs as slavers.

Mamool Ja Infiltrator

Despite their reputation as mercenary fighters, some Mamool Ja have adapted to Eorzea well enough that they pass as spies as well – despite their foreign background and distinctive appearance. Preferring to infiltrate the enemy by manipulating relationships and key points of information, the Mamool Ja Infiltrator is a good fall back should you need scouts to infiltrate factions directly.

Mamool Ja Executioner

Fitting the mold of a hard hitting Mamool Ja warrior much more, the executioners carry heavy axes, and it is these weapons which actually give them their title. As you'd expect from mercenaries, they fight better in their own groups, and you should probably leave them to it – but these Mamool Ja warriors are dependable if you ever need a location taken and held.

The Expert Duo

A strange Mamool Ja with two heads rather than one, you'd think that the two heads would argue, but they're surprisingly cooperative with one another. Having two heads seems to have nothing but benefits for this Mamool Ja – as he can simultaneously perform two actions at once, something that doesn't seem to be normally plausible for other Mamool Ja. With such cooperation, it's no surprise that he is not only proficient in all forms of martial combat – but also magical crafts as well.

Two Heads Are Better than One

Mamool Ja with two heads are actually rather uncommon, and many of those who bear two heads serve as the leaders among their society. They aren't going to teach you how to grow a second head, but these natural leaders can teach you how to become a better leader – and also how to keep an eye on your troops better, making it easier to relay information.

The Dravanian Horde

The Dravanian Horde formed out of necessity to face a formidable foe. Long ago in a time when dragons lived in peace with the city-states, an ancient king sought to steal the power of the dragons. His efforts resulted in the death of a member of the First Brood – and from that point on, conflict and strife broke out between man and wyrm.

Today, very few know the truth behind the Dragonsong War. The official stance of Ishgard is that the Wyrms attacked innocent settlements first. The Dravanian Horde cares not about explanations – only results. This collective of dragons may be open to an alliance with you, but to force them to make peace with Ishgard will take many feats of diplomacy.

Wyvern

There are copious amounts of wyverns in the Horde, and more are hatching by the day – amassing for the day when Ishgard's barriers fall, and the time to take down the betrayers comes. Capable of flight and wielding a nasty fire breath, you can definitely use some of these to bolster your front line troops.

Dragonblood Knight

Surprisingly, there actually are a number of humans who have joined the Dravanian Horde, and even more surprisingly, most of these folks were originally from Ishgard. Whether they found out the truth, or were simply cast out from Ishgard, these knights have drank the blood of wyrms, and gained the power to transform into wyrm-man hybrids for a limited amount of time. There is worry that they may never return to a state of normality, but for now, you can use the sheer strength that these knights bring to the field.

Hydra

Even among the Horde, there are oddities, and the Hydra is one of them. A multi-headed dragon, the heads each function autonomously, but no one is quite sure who controls the main body. Still, with so many heads, most people will be too busy fending off its breath attacks to really care which head is controlling the body. The Hydra is a very good dragon to depend on for throwing the enemy into disarray.

Blessing of the Primordial Father

The Primordial Father Midgardsormr gave life to the First Brood, and in their blood flows a power so potent that Ishgard today still feels the aftershocks. When Thordan the First drank his fill of dragon's blood with his knights, he cursed his progeny with the ability to transform into a dragon. In a time where dragons are seen as demons, this can be nothing but a curse to any Ishgardian, but to you, it's a power that you can use. For a short period of time, even should you not have dragon blood within you, you can transform into a dragon – the same applies to your allies.

The Illuminati

Trying to track down this secretive organization is an exhausting effort, and trying to get them to accept an outsider is even more tiresome. The Illuminati have spent an inordinate amount of time hoarding information and their greed for information and knowledge has reached the point where they are willing to take any unsavory means necessary.

Having the Illuminati's aid could be very beneficial – but changing their mindset towards the other factions will take a substantial amount of work if you aren't willing to make some initial investments. You would be wise to be wary of what it is that the Illuminati is after – because their obsession towards procuring mechanical technology suggests a more sinister motive at work.

Goblin Sniper

Should you have ever fought against the Illuminati, you'll be familiar with their preference for getting things done without getting their hands dirty. So it's easy to see why they prefer to use snipers rather than have soldiers deployed to the front lines. These snipers have a rather respectable range with their magitek weapons, and they're most effective when the enemy is occupied with allies.

Gobwalker

But when they do need to get in close and personal, the Goblins recognize that their size can leave them at quite a disadvantage. The Gobwalkers were intended to counter that, being substantially larger than the Goblins themselves and packing much more firepower. Good for a front line assault, though it's not uncommon to see these armed with rockets for ranged bombardments as well.

Alexander

A Primal that should never have been called into Eorzea, Alexander stands as testament to the insanity behind the Illuminati's leadership. Intended to create a moving fortress for the Illuminati, even should you allow this Primal to enter the world, you should make sure that the Illuminati brains controlling it are replaced with something more stable.

Alexander is protected by layers upon layers of physical armor, basically making it a walking fortress. Massive enough that it can house entire communities and have the necessary facilities to support them, destroying this Primal requires one to disassemble it from inside out. The core of Alexander resides inside, and one would be wise to target this before anything else.

Blessing of the Metal

FIRST YOU HOLD THE METAL. THEN YOU FORGE THE METAL. THEN YOU KISS THE METAL. You should probably disregard the last part – the Gobbies are pretty fanatical about metal. With their collective intellect, they've managed to make it such that all magitek will naturally regenerate over time. Of course, this only works for a limited period of time, but while it's working, you can really see them EMBRACE THE METAL.

The Syndicate

The Syndicate of Ul'Dah has long controlled the city with the force of money and resources. With a collective group of heads rather than a single leader, their clandestine operations are often covered by surface events and transactions that befit any normal commercial operation.

Despite their shady businesses and the iron grip which they are still trying to tighten around Ul'Dah, it can't be said that the Syndicate is outright evil. Immoral, unjust perhaps, but the Syndicate at the end of the day simply wants full control over Ul'Dah and Thanalan. Compared with the other core pillars of Eorzean society such as Ishgard and Limsa Lominsa, perhaps the order that they bring with their oligarchy is preferable to some.

Syndicate Slave

The Syndicate is no stranger to slavery. More accurately, Ul'Dah is no stranger to slavery, and in its long history, it has amassed a substantial amount of slaves, all controlled with the force of gil. These slaves are no stranger to combat, and many of them are gladiators as well – so this fight won't be much different for them...just putting their lives on the line once more.

Syndicate Enforcer

When slaves aren't enough to cut it, the Syndicate has plenty of hired hands that are more than willing to lay down the law. Better equipped than the slaves, you can expect these enforcers to be able to hold the line – and they have no qualms about using things like grenades and spells if that's what it takes to get paid.

Syndicate Special Operations

When a frontal approach doesn't suit the circumstances, the Syndicate still has means to get the job done. These special operations agents are trained for more covert measures, including assassination, information corruption and retrieval, tomato stealing, and planting high yield explosives. Use them wisely – and ensure that your enemy doesn't capture them.

The Gil Must Flow

Ul'Dah runs on gil. With enough gil, one can buy a seat into the Syndicate, with enough gil, one can buy the lives of others. There is nothing that gil cannot accomplish in this city – but in order to make the cogs turn, you need to first have a supply of gil. For a short period of time, every time an enemy falls, they'll leave behind a small sum of gil. Sweep through a chain of monsters, and you'll get a neat little pile.

Scions of the Seventh Dawn

An amalgamation of the Circle of Knowing and the Path of the Twelve, the Scions of the Seventh Dawn formed in the aftermath of Dalamud, after its former leader and renowned champion of Eorzea, Louisoix Leveilleur fell in battle. Its mandate has largely remained the same since conception: ensuring Eorzea remains safe and preventing the resurgence of Primals and other threats which loom on the horizon.

Most notable for the amount of people who bear the Echo in its fold, the Scions have a substantial wealth of information from the former members of the Circle of Knowing, backed by the strength of members from the prior Path of the Twelve, making it a formidable combination. Currently, as it happens to be the only place where they can operate free from influence, the Scions are stationed in Revenant's Toll.

Scholar Adventurer

Many Adventurers have joined the Scions, preferring its relative freedom in comparison to the Grand Companies. It probably helps that while each Grand Company is tied to a city-state, the Scions operate autonomously for Eorzea. Though they call themselves scholars, you'll find a mixed bag of mages here, all following a magic oriented discipline.

Paladin Adventurer

The physical counterparts to the Scholars, these Adventurers are more in tune with the Path of the Twelve side of the Scions, preferring action over research and development. Taking disciplines that are martially oriented, these soldiers make very reliable front line combatants.

Companions on the Path

Even within the Scions, there aren't many who possess the blessing of the Echo. Certainly more than a large part of Eorzea combined, but they don't make up all of the Scions. This elite unit is a group of Adventurers who have awakened to the Echo – some would call them the warriors of light, others would call them the land's saviors.

Regardless of what they're called, they are the cream of the crop – resilient, resourceful, and reliable until the end. They might not be immortal, but they'll be a good force to have should you ever have to face down a Primal.

Reverberation

At the heart of the Scions, there lies the Echo – the mothercrystal's gift to her children, almost akin to the pulse of Hydaelyn. Perhaps you don't bear the Echo – perhaps half your army does not bear the Echo, but with the Scions here, the effects of the Echo will sound throughout your forces. Those closest to the Scions will receive a much greater benefit – so it would be to your benefit to

spread them out in order to cover more ground. This will be important should you have to fight off Primals. Can't have your troops get tempered now can you?

Heavens' Ward

To be accurate, the Heavens' Ward is the faction directly responsible for guarding the Church of Ishgard. Acting as the personal guard unit to the Archbishop Thordan the Seventh, the Heavens' Ward answers only to the Archbishop, a fact that many knights in the city do not appreciate. The knights compromising the Heavens' Ward have very peculiar powers, leading some to wonder if they are drawing upon a forbidden power. They have no hesitation in exercising their authority however.

The Ishgardian Orthodox Church has decreed that all dragons are to be slain, and despite the futility of this task, the Heavens' Ward knights are committed to executing the Archbishop's orders. Consequently, since the dawn of the Seventh Astral Age, Ishgard has been locked in a state of perpetual war.

Heavens' Ward Recruit

These recruits aren't actually a member of Heavens' Ward, though they are effectively used as cannon fodder to be sacrificed to dragons. Some of them may survive, but the Church expects sacrifices – and that's what these soldiers are here for. It is a sad, but inevitable fate for the youth of Ishgard.

Heavens' Ward Knight

You would think that Ishgard would be willing to send you some competent knights. Not to say that these knights are incompetent, for they are dragoons with quite a sum of experience among them, but it's obvious that these knights were ones that Ishgard had marked as expendable regardless. Keep them alive, and they'll serve you loyally to the very end. Better you than an Ishgard that finds them expendable, right?

Knights of the Round

Something that shouldn't exist – something that shouldn't be brought in Eorzea, but Thordan VII has no regard for anyone else in Eorzea save himself. The Primal Knights of the Round, an entity comprised of Thordan and the foremost Heavens' Ward Knights, is a Primal with thirteen individual bodies. Mimicking the

form of Ishgard's first king and his stalwart knights, this Primal is a warrior without equal.

Be wary should you ever have to fight them that despite fighting with normal physical weapons, each of their blows will pierce through defenses equal to those of dragons. Their weapons may look normal, but they exist to shear apart Aether in any form – weapons that even Ascians should fear. Should this Primal ever appear against you, make sure you prioritize eliminating them – every single last one of them.

To Fight a Dragon...

The Church has done well to make the people believe that they are fighting a holy war, and you'll find few in Ishgard who sympathize with the Horde. Inspiring a fanaticism in others that borders on insanity, you can give others the resolve to fight even dragons with their bare hands. Some need to die for your sake, as the Archbishop is keen to remind you.

Grand Companies – The Maelstrom

A Grand Company situated on the continent of Vylbrand, operating out of Limsa Lominsa, the Maelstrom found its basis in the Lominsan Armada – and as such out of the three major Grand Companies it has the most substantial military influence. Many people join the Foreign Levy, considered to be the Maelstrom's "external department".

As part of the Lominsan Armada's first squadron, the Maelstrom holds jurisdiction over all of Eorzea's waters, though the degree to which its authority is recognized wanes the further you go away from Vylbrand. Currently led by the Roegadyn Admiral Merlwyb Bloefhiswyn, the Maelstrom has made many sweeping changes that affect even the day to day life in Limsa Lominsa – and not all of these changes have been taken with equal enthusiasm.

Foreign Levy Cadet

New recruits into the Maelstrom, these stock soldiers have the benefit of discipline, but lack the advantage of experience. Thankfully, should they survive the upcoming war; it's likely that many of them will become veterans. Unfortunately, they have nothing save their wits and their skills with weapons to keep them alive.

Wielding all sorts of firearms, it's best to keep these Cadets at range, for your sake and theirs.

Shipwright

The Maelstrom is an armada after all, and armadas need their ships. These shipwrights are the lifeblood of the Maelstrom, and with the oncoming calamity, they've turned their abilities from simply making ships into crafts that can be used on land. Whether it be airships or tanks, these shipwrights will help you build them – an extra helping hand is always useful.

Galadion Officer

A veteran with both experience and discipline, the commanding officers of the 1st Armada Squadron would rather prefer to be fighting on the sea, but they are no strangers to combat on dry land. They might not stand out very much compared to the soldiers of other races, but they are all natural leaders, and are very good at coordinating in places where you can't afford your presence. It seems that Merlwyb herself would have come – but she's at work controlling the Armada to ensure that reinforcements by sea won't occur.

A Tide of Cannonballs

You would think that without their ships, the Maelstrom's effective force is cut in half. But nothing prevents them from bringing the cannons off the ship into the field. Nothing mows down an enemy line better than a line of cannons ready to fire. Able to provide medium range bombardment possibilities, you should keep this in mind should you encounter heavy pockets of resistance.

Grand Companies – The Order of the Twin Adders

Though Gridania has its own defenders in the form of Gods' Quiver and the Wood Wailers, the Order of the Twin Adders was formed by the Padjal – the Seedseers – as an overarching judicial branch which would oversee the activities of the local guard and their dealings with the common folk of Gridania.

Acting as both overseer and organizer for the people of Gridania, the Order of the Twin Adders has seen some hard times moving away from its more traditional background of being spiritual leaders to the now necessary position of a political leader in Eorzea.

Still, with the wisdom of the Padjal the Order of the Twin Adders is perhaps the most farsighted of the Grand Companies, and many Adventurers join them in hopes of learning a little from these revered elders.

Yellow Serpent Recruit

The Twin Adders isn't keen on sending recruits out, but with Gridania so close to Ala Mhigo, at this point the Twin Adders have had to make a choice to put everything on the line. After all, should you fail there will likely be nothing left to stop the advance of the Garlean Empire. Their recruits are thankfully, magically competent, so at least you can use them in that fashion.

Black Shroud Conjurer

But if you're looking for a proficient mage to join your ranks – the Twin Adders still has more to give. Conjurers are very common in Gridania, and with the motivational words of the Padjal, plenty of conjurers will come to your aid. Kan-E-Senna only asks that you would try to make sure that as many of these conjurers and white mages return home to Gridania alive, and not in a coffin.

Ranger of the Entwined Serpent

You're not sure if she's insane, naïve, or simply far too optimistic for her own good, but Kan-E-Senna herself will arrive to fight alongside you. Thankfully, she didn't come alone, as her personal guard, the Rangers of the Entwined Serpent have come along as well. As their name implies, they excel at fighting from a distance, and you should definitely keep Kan-E-Senna as far away from the rest of the fighting as possible.

Blessing of the Elementals

At this point, even the Elementals are looking to provide you with any necessary aid. With their formidable prowess over the very elements themselves, these spirits can lift the limitations on any magic placed on you and your allies, albeit only for a short time. Be wary, this may free your limitations, but it doesn't mean you can't burn yourself out entirely by expending too much magic for your body to handle.

The Immortal Flames, like the Maelstrom, are a special unit formed by the city-state of Ul'Dah to oversee the massive mercenary army that the city currently employs. As many Adventurers became mercenaries in the aftermath of Dalamud's fall, the Immortal Flames have had their work cut out for them. Effectively the commanding unit of Ul'Dah's army, the Immortal Flames is led by the Flame General Raubahn Aldynn.

Still, there is quite a bit of friction between this Grand Company and the Syndicate; the two factions are locked in an invisible power struggle – one that the Syndicate believes it cannot afford to lose. But with the majority of Ul'Dah's veterans having joined the Immortal Flames, the Syndicate recognizes a more aggressive approach is not optimal here.

Free Brigade Trooper

New recruits and adventurers join the Free Brigade, and as a result you'll find a large amount of varied professions from this band. Thankfully, with the Legionnaires guidance, arranging them into proper units isn't a problem, and you'll find that while discipline might be lacking, variety definitely isn't, and you can always work a bit on the former yourself.

Flames Legionnaires

The Legionnaires are veterans from Ul'Dah, many of which fought through the previous battle at Carteneau, and many others have fought for all their lives as either gladiators or mercenaries. Disciplined, well structured, and self guided, you'd be best served by having these folks watch over and whip the Free Brigade into shape. They certainly can fight by themselves, but the strength of these veterans largely lies in their ability to direct others and optimize their strengths.

Bloodsworn Paladin

The Flame General recognizes fully that this is not a battle to be hedging his bets on, and has committed himself as well as his personal unit, the Bloodsworn, to the fray. With each and every man a seasoned veteran, they excel at fighting within their own unit, and while they'll appreciate whatever help you give them – they can hold their own without any problem. The Bloodsworn are a perfect unit to act as the pivot point, or fit a role that you are missing manpower for.

Desert's Sirocco

The Twin Adders and the Maelstrom may have the luxury of training under mild weather, but the Flames have always trained within Thanalan's harsh desert. It's what makes them hardy, and it's what keeps them going regardless of the circumstances. Train with them, and your troops will also be able to suffer less from the harsh effects of weather and terrain.

Forum of Sharlayan

The Forum of Sharlayan acts not only as a central form of government for the scholars of Sharlayan, but also as a central management authority for all of the research and information that goes on in the city. While they would much prefer not to have to deal with the city-states, unfortunately, despite their stance of neutrality they still often find themselves embroiled in the politics of Eorzea.

Guided by a principle to research, develop, and innovate in any and all fields of academia, the Forum of Sharlayan is seen by some as a very dedicated research group, and seen by others as a slightly more amicable form of the Goblin Illuminati. The truth behind their attitude and modus operandi is something that only the Forum can tell you.

Forum Scholar

At a glance, these folks really look as though they should stick to the safe confines of Sharlayan – but as Scholars, each and every one of them can hold their own on the battlefield if need be. That being said though, they're really just here to help coordinate and fix the magical constructs that they've brought along with them...

Mirrorknight

Mirrorknights seem like massive bipedal bird men, and should you have ever been to Ivalice, you may well recognize their design from the monsters of the same name. How the people of Eorzea ever came to make these constructs is beyond you but the resemblance is uncanny. The Mirrorknight fights with its razor sharp wings, but the nature of its construction grants it one very special trait: it actively reflects magic back at the caster. You could probably use this effectively...

Number 666

For resisting heavier physical assaults, these golems here will be enough to do the trick. At least, that's what the scholar insists when you ask him why waves of golems are marching in sequence. Certainly, these look durable enough to act as shields for the front lines. The scholar seems very keen to see them in action, and judging by how well they respond to his commands...these should make pretty good soldiers.

Arcane Wisdom

Book smarts isn't everything, but the scholars would have you believe that it's a majority of what you need. Still, if book smarts are what have made the scholars so proficient at magic, maybe there's something you can learn from them after all. For a short period of time, your ability to understand the workings of spells by sight improves. It's not enough for you to decipher Ultima, but most basic spells should be easy enough to interpret in the brief span.

Sons of Saint Coinach

You'd think that a society dedicated to the research and excavation of ancient ruins wouldn't be of much help in a war, but these folks have a wealth of ancient technology to share – some of which are still functional. Being experts in their field of ancient civilizations, the Sons of Saint Coinach are likely your best bet if you have technology from before the Sixth Astral Age that you want cracked open and adapted for use.

Explorers

Explorers really should be on the battlefield, and yet these guys are equipped with so many bizarre Allagan magitek weapons that you feel they'll stand a better chance than that group of cadets over beside them. Judging by how they act in a group, it's probably best that you leave them to their devices and just swoop in when it seems that they're likely to die – because the way they're holding some of those weapons is a little shifty...

ADS

An Allagan Defense System, comprised of multiple nodes that float around each Explorer – in fact there is enough here to give every soldier in your forces two nodes each. The main defense system will continue to constantly produce more nodes as long as energy is fed into its systems. Each node acts

almost like a point defense system, ensuring that the majority of projectiles is eradicated before they can threaten the target.

Clockwork Dreadnaught

A massive mechanical giant that the Explorer uses like a siege engine, it's true that these dreadnaughts are very effective at that task. With a couple swings, due to its sheer size, it can easily sweep aside several Magitek Armor suits at once. Be wary that it is rather susceptible to magic, so perhaps you should work to alleviate that weakness while you have the time.

Ancient Legacies

The Sons of Saint Coinach have a very good depth of expertise on Allagan technology – and it makes studying captured pieces of magitek far easier – since the Allagans already had the same technology quite some time ago. So long as they're around, your proficiency with handling ancient technology seems to improve – it won't guarantee that these devices will perform better, but you'll be able to use them effectively regardless of historical understanding.

Students of Baldesion

The Students of Baldesion are dedicated mages, and focus very specifically on the improvement of magecraft in all of its different forms. In comparison to the Forum which more readily handles any academic matters, one could say that the Students of Baldesion are far more focused on magic alone. For the spell that even the Forum can't readily explain, you may want to seek out this faction.

Apprentice Mage

You're happy that they're eager to help, but for them to bring their students along with them to battle seems quite a bit excessive. Completely green to even the idea of fighting in a war, the most combat experience these apprentices will have had are magic duels for fun back on the Isle of Val. Don't ever let a group of these apprentices bunch together – they might be able to make a contribution if they stick to some veterans who actually know what they're doing, but all group together they're basically just kids amplifying each other's fears.

Unholy Grimoire

It's strange that a floating book is actually more effective than an apprentice, but the fact that these animated books can flit around the battlefield while casting spells means they actually make very effective complements for units that favor guerilla tactics. Furthermore, it's practically guaranteed that no one will be prepared for a floating book cruising around the battlefield.

Black Mage of Baldesion

Thankfully, there are plenty of Black Mages on the Isle of Val as well who actually have combat experience – and a sum of confidence as well. Being far more proficient at their craft than apprentices, these black mages will readily decimate the Magitek armies should the Garleans field them against you. Under no circumstances however, should you put them on the front line – as they will certainly be prioritized for elimination by the Legion forces.

Aetheric Chain Reaction

At times, you have to wonder if one day, the mages of Baldesion will accidentally experiment with a spell that leads to the utter destruction of the Isle of Val. Hopefully that won't happen while you're here, but you've witnessed the growth of their magic as it gets more and more substantial. Just by having the Mages around, the strength of your army's spells increase slightly – are they really producing...that much Aether with each cast?

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The Special Factions are as follows.

Garlond Ironworks

(Available should you have assisted Cid nan Garlond in his time following the calamity)

Since their formation in Eorzea, Garlond Ironworks has been promoting efforts to increase both the visibility of Magitek in Eorzea as well as an awareness of the Empire's threat. With the Legions looming on the horizon, their efforts have contributed largely to the current state of readiness throughout Eorzea at this moment.

Brave men and women, mostly of a technical background – but many experienced fighters, Garlond Ironworks takes on anyone who is willing to work and contribute to the cause. From the moment you need them, they'll be willing to stand by your side – putting everything on the line. One thing's for certain...

If the Garlean Empire is victorious, there won't be an Eorzea left to defend.

Engineer

Engineers, technicians and millwrights make up the majority of Garlond Ironworks, and while you normally wouldn't expect to see them on the front lines, the importance of this war is enough that everybody is willing to pitch in. They might not be very competent fighters, but they're very good at repairing machines on the fly, especially Magitek.

Magitek Reaper

Appropriated technology from the Imperial Legion, these Magitek Reapers are commonly found supporting stock infantry, and can be outfitted with a wide variety of weapons. The equivalent of a Chocobo mounted knight, they bear a distinct advantage in being extremely resilient. (Relative to the Chocobo)

Manacutters

A single rider airship, that all of your troops can use now for their own flight purposes, the manacutter is fast – and with a single cannon that can be placed on its prow, you can challenge the Garlean Empire from the skies. Be wary that despite the generous output from the crystal within, the manacutter

won't fly forever – though your troops can provide their own energy, if they have a method to transfer magical energy.

Aerial Bombardments

The work on the Enterprise has proven its worth, and while Cid doesn't have a full fleet to lock down the skies with, the Enterprise alone can provide you with necessary assistance from afar in the form of a full shower of its cannon batteries. Just don't call on him too often – or it'll make him a very noticeable target.

The Mistwalkers

(Unlocked should you have helped out the Doman Refugees and their leader, Yugiri Mistwalker.)

The clan of refugees who fled from Doma, led by Yugiri Mistwalker, has pledged their steel to help you put an end to the chaos. They're not the kind that likes to tackle problems head on, but in situations like this, sometimes it can't be helped. Their expertise lies with information gathering, and subtly nudging other factions into your fold. Make good use of that.

It's not to say that they can't fight – the Ninjas from Doma have their own techniques which are quite formidable. But to use them effectively, you should look to use all of their strengths to the utmost.

Unsuspecting Mammet

In the hands of anyone else, these dolls would simply be dolls, but the Mistwalker Ninjas use these Mamnets to relay messages, and coordinate attacks on the enemy. You'll find that these dolls tend to show up in the wilderness whenever an ambush is likely to occur, to act as a warning for you. So take heed when they appear!

Mistwalker Agent

With this many factions operating in Eorzea, you need to have trustworthy agents watching over the movements of others for you. Yugiri's agents are experts in this field, able to keep close tabs on all the factions in vicinity. While they tend to operate in the same region you are, it isn't outside the realm of

possibility to request that they keep tabs on a specific faction even when you aren't near.

Mistwalker Ninja

These folks are probably who you were expecting from the get-go, but they aren't here to handle the matters that normal agents can attend to. The Ninja band is here to ensure that you stay safe and will fight alongside you. With their ninjutsu skills, they are very good at handling troops of soldiers, though anything substantially larger will likely strain their capabilities. Let them focus on what they do best – and you can sweep up the rest without worry.

Sightless Raid

You probably think that Ninjas traditionally operate at night under cover, but the Mistwalkers aren't the kind to let the time of day dictate when they go about their work. When necessary, they can turn invisible, and for a brief period, so can the allies around them. Naturally, it becomes less effective if everyone disappears all at once, so try to be tactical as to when you use this.

The Tonberry Kingdom

(Available should you have assisted the Tonberries in lifting the Rancour, as well as helping Surito Carito investigate into the source for the initial curse)

The Tonberry Kingdom, situated in the floating city of Nym, will make good on their promise to send you aid. With their roots as a scholarly nation, they are well aware that Eorzea is woefully unprepared to face the Garlean Empire – and if you have to fight Ascians on top of that...

Well, they're not about to stand idly by.

The Tonberry Kingdom is focused on small group tactics, Nym never had a substantial army to speak of. As you might have expected, the soldiers that they will send to your command are Tonberries. Little green creatures wielding wickedly sharp knives, you've fought them before – so you know what they can do.

Tonberry

Your run of the mill cursed Nymian who likes to carry around a very sharp knife, plays with fire haphazardly in a flimsy lantern, and generally skitters about

so quickly that even a Miqu'te would be hard pressed to outrun it. With neat little stabbing attacks that curse whatever they strike, these make good shock troops.

Tonberry Scholar

With their rancor dispersed, many of the Tonberries have come to their senses, and regain some of their higher faculties. You'll find that while these Tonberry look like your normal variety – they wield all the spells you'd expect a Scholar to possess. One thing for sure, a Tonberry with a fairy companion definitely looks rather strange – just don't tell them that.

Tonberry Stalker

If you were in Wanderer's Palace, you'll remember these gargantuan Tonberries. Easily twice the size of a normal man, everything about them is jumbo sized, and when they get serious – dying from a curse is the last thing you need to worry about with that oversized cooking utensil plunging into you. They're slower than your average Tonberry, but much more resilient.

Grudging Knife

The Tonberry's knife is a marvel of enchantment – after all, even after centuries of use it remains sharp, keen, and serves as an excellent bloodletting tool. Working off of their magic, the weapons of your forces will not lose their edges in the heat of battle – and can cleave through armor with greater ease than before.

Garlemard Remnant Expeditionary Force

(Available should you have spared the Garleans during the Expedition to retake the Gamma Quadrant of Azys Lla, which is itself available later in this scenario.)

You're likely not the only one who finds it odd that the remnants of an Imperial Legion are fighting alongside you. But they're not going to betray you at this stage of the game, not when their homeland sees them as traitors already.

The former soldiers of the Azys Lla deployment are well trained specialists, and you can expect that they'll be able to hold their own regardless of whether you aid them or not. It might be a good idea to mix and match some of these

soldiers in with your regular troops – with their knowledge of Garlean combat strategies, they could be a pretty big help to your forces.

Remnant Cohort Medicus

It turns out that being Medics in an Imperial Legion unit doesn't mean that they are defenseless. These Medics might not be able to use healing magic, but that only means their technique at physically treating wounds with medicine and technology is far greater than you'd expect from a White Mage. The Medicus can certainly hold their own – each one of them is trained on how to use magitek guns, so you don't need to worry about assigning the medics any escorts.

Remnant Cohort Primi Ordines

The effective commander of the Remnant forces, the Primi Ordines is one of the few members on the force who have a magitek mech for use. The Vanguard is a very effective piece of machinery, especially against other Garlean war machines. While it can't fly very well – it's at least very mobile, and even has a nice escape pod in the event that it takes too much damage. As with all the other Remnant forces, the Primi Ordines holds his own very well.

Magitek Colossus

Fully automated, these Magitek Colossi are hulking steel giants – powered by a magitek core inside. The engineers have figured out a way to recharge them with Aether, but the process is rather intensive, and thus not many of these were made. Far more resilient than a reaper, the sheer strength of the Colossus makes them a formidable foe.

Rebelling Against the Empire

With all this time you've spent fighting against this legion and now beside this legion, you've realized that at their prime, the Remnant forces excel at fighting against ridiculous numbers. Prior to this, you might have thought the that Imperial Legions relied on numbers alone, but when it comes down to it – they're actually very advanced in terms of tactics. Perhaps the lack of magic has forced their hand? By having the Remnants educate your forces in how the Legion operates, your squads all benefit from that same tactical expertise – and resisting the sheer numbers of the Garlean Empire seems a little more plausible now.

Ishgard Remnants

(Available should you have spared the Heretics during the Expedition into Snowcloak, which is itself available later in this scenario.)

The Ishgard Remnants – or as the Heavens' Ward would have you know them, the Heretics – have found themselves largely cornered between the Dravanian Horde and the Heavens' Ward. While the Horde can still tolerate the existence of the Heretics, the Heavens' Ward are actively out to destroy them.

So it isn't too much of a surprise that they look to your alliance with great enthusiasm – after all, it gives them some relief from the tenuous situation at hand. A ragtag band of mages and knights, it's the appearance of their leader Ysayle and her relationship with the Primal Shiva which you might find rather peculiar...

Hexing Harrier

The Harriers are a special class of mages, who focus on debilitating their foes to aid their allies. Such tactics help out immensely when used against the Ishgardian Knights, who rely on relatively straightforward assaults – and they'll help against the Imperial Legion forces too, who don't have a very substantial magic resistance to begin with. Naturally, you should have some allies to cover them as they cast their spells.

Dragonknight

Half man, half dragon, these former Knights of Ishgard combine the teachings of a Dragoon with the sheer power behind the Horde, making them excellent front line units, and partners to the Harriers. The Dragonknights, when pushed into a corner, can transform into wyverns – but this is not a process that should be forced...because they may very well never change back.

Shiva

Ysayle's devotion to Lady Shiva is almost fanatical, and in her devotion to the Saint she has offered her own body to act as conduit for the Primal to enter this world with. Though Hraesvelgr warns you that the Primal is not the Shiva of old, it doesn't deter the Elezen from acting in Lady Shiva's name in order to stop the impending war.

Thankfully, Ysayle has more control over Shiva's form than you might expect from most Primals. Her control over the element of ice is very formidable, and as if that weren't enough, Hraesvelgr will lend you the aid of some of his wyrms and drakes. The First Brood Dragon might say that this isn't Shiva, but he stills to hold a bit of nostalgia apparently...

A Devotion to Love

The story of Shiva and Hraesvelgr is touching, but you get a feeling that it is a tale that will not repeat itself again. As it stands, man and wyrm seem to be divided by an uncrossable crevasse. Ysayle seems to think differently. The Elezen is confident that people can change, be they man or wyrm, and frankly, her optimism is a little encouraging. Perhaps it is just your presence has given her hope – but she in turn inspires everybody in the army a little – making morale an easier thing to manage and reducing the likelihood that the Ascians can manipulate the minds of your troops.

Allag Remnants

(Available should you have ventured into Azys Lla along with a certain intrepid investigator, and returned later to Azys Lla and helped tidy up the place.)

The Curator has made it apparent that the remnants of the Fractal Continuum are at your disposal. After all, there's no sense in leaving perfectly functional subjects in the Fractal Continuum if Hydaelyn is going to be destroyed by the Ascians anyways. The Curator might have no clue what the Ascians are up to, but it does know that now is the time to cooperate if the Fractal Continuum is to survive.

Clone Trooper

The Fractal Continuum has a large amount of clones, and they come in all shapes and sizes. You're not sure how the Allagan managed to procure all of these clones, but without a doubt many of them are not native to Hydaelyn. Should you have ever visited some other worlds such as Spira or Pulse...you may recognize some familiar faces.

Make no mistake, these are clues, without the powers of the original – but that doesn't mean they can't have a profession installed into their brains. You can have these clone troopers fit whatever role necessary for your forces.

Harmarchis

A very strange creature that seems to morph in response to those around it, the Harmarchis is an example of the strength behind the Allagan's biotechnology. The Harmarchis actively analyzes its surroundings, before changing its shape into a form suitable to counter the enemy. You'll have to program in the desired shifts using forms of creatures that you can access, but there are databases here in Azys Lla that can help you find templates of creatures in Hydaelyn. The mimicry might not be perfect, but the Harmarchis is a very good all purpose combatant.

Proto-Ultima

Rest assured that this not the actual Ultima weapon, but merely a prototype without the vast majority of its weapons. A very effective countermeasure against robotic units due to its primary electromagnetic weapons, you'll find that while this Ultima doesn't handle Primals very well, it is very good when fighting against magitek weapons. Trust the Allagans to have prepared for every scenario...

Prowess of a Bygone Age

As the Curator explains, the use of Magitek was just a fact of life in the days of old Allag. As such, many of the workshops and tools you'll find in Azys Lla are capable of tuning your Magitek and other elements of technology to an all new level. You'll find that any technological element you use has all of their parameters increased slightly. Maybe when the war is over, it would be a good idea to come back and take another look around.

The Diminutive 12th Expeditionary Force of Shantotto the Magnificent

(Available should you have visited the Great Gubal Library and accepted the gracious aid of a certain Taru Taru after she took an interest in your trivial pursuits)

Surely it's your lucky day, for the Master has come out to play.

Her magic is for you to use, now let's go find some Ascians to abuse!

If spells alone are not enough, then things will really get rough...

A Fervant Fan

A fan of the lady without question, these come in no specific profession.

Willing to die for their lady at any time, now if only I could stop speaking in rhyme...

Swords and magic they can readily use, with them around you can't lose!

But don't take that as a guarantee, the outcome will be for you to see...

Shantotto Clone

Not just one Shantotto but in fact dozens, before you ask they aren't her cousins.

Clones they are but every one potent, how many do you count at this moment?

With a sea of Shantottos at your request, surely this war is but a jest?

Let Shantotto show you the power of a sage, for this war is but child's play for this black mage!

Monstrous Sorceress

Were you satisfied with a pint sized clone? Surely you weren't satisfied with that pitiful drone!

Why not take to the field with this giant instead, and upon all the Garleans shall this titan tread!

Her spells magnified and her body too, with but a comet spell she'll turn her enemies to glue!

Yes I was speaking in literal terms, now go out and squash those Garlean worms!

Bow to Your Superior

Should this power not be enough, then clearly the enemy is far too tough.

But Shantotto tells you to have no fear, for a solution is readily near.

Doubling your spells with but a wave, surely this will kill that Garlean knave.

The Voidsent

(Available should you have investigated the Crystal Tower of Syrcus, and allowed the Cloud of Darkness to live.)

It's a bit dubious to be traveling with this merry band of Voidsent, and certainly a substantial amount of people will literally run away from you at the sight of them, but at the same time, they honestly don't mean any harm. Thankfully, they haven't even hurt a single person yet (that you know of), and hopefully it stays that way until the time comes to actually fight.

Anubys Footsoldier

Men with the heads of jackals and bizarre cobra like tails; you can see easily why people might be intimidated by their appearance. The Anubys foot soldiers are pretty normal as far as a denizen of the Void goes, and thankfully they can even speak in the common tongue. Granted, they seem to have a very bizarre sense of humor, so you should probably let your troops know that an Anubys is more likely to lick them all over the face than bite their head off. Let them know that it's in jest rather... Good soldiers to have at the front lines, not only for the intimidation factor, but also because the majority of these foot soldiers prefer to fight up and close.

The Dominator

Perhaps the ranged counterpart to the Anubys, these mindflayers...well, don't comment on the fact that their head looks like an octopus. They already know. Thankfully, in spite of their bizarre appearance, the Dominators are rather patient folk, and so long as you keep them busy, they'll be content to take on whatever challenge you give them. Everything, in fact, is a challenge to them – and currently, they're rather fixated on sucking an Ascian's brain out to examine. Maybe that would be a pretty good idea if you can find some of the lesser cultists...

Death By Pudding

Cloud of Darkness wasn't lying – it literally is a giant pudding sitting in front of you. This Pudding is alive, like the slimes that you may have seen in the wild, and as it is attacked, it divides itself into multiple identical parts. The Pudding itself doesn't seem to have any real means of attack, but it's so

humungous and resilient that it excels at the role of soaking up attacks. It appears...in the worst case scenario, it can literally eat up a Hyur sized man and digest him to create another Pudding. Just what have you unleashed into Hydaelyn?

Ambassador of the Void

Lingering around Voidsent for this long is a bit unsettling – but day by day you'll find that these folks aren't too bad after all. You can only presume that the Void has its own denizens good and bad. If Cloud of Darkness just wants to start her own boutique line, maybe it's a good step towards bridging relationships. But for now, you've become the de facto diplomat, and as Cloud of Darkness cheerily explains, it's not without benefits. The Void is a dangerous place, and its denizens naturally build up a strong resistance over time – you, your companions, and any Voidsent along with you, will see a slight improvement to all of resistances.

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Deaf to Our Cries (Last Deterrence Measure)

With the land mobilizing once again in anticipation of a war to rival the battle of Carteneau on top of the Ascian's confident declaration of their plans, now is definitely a good time to solidify your foundations. With word that the Beast Tribes are stockpiling crystals once again – it's evident that they are once again preparing to summon Primals.

If you're going to continue living in Hydaelyn, you need to find a way to stop the Primals from inevitably tearing the land apart. But on top of that, the Garlean Imperial Legions are bearing down on you – and already, the skirmishes at the borders are intensifying. Undoubtedly the Empire is testing the waters in anticipation for another attack.

Before they sweep you flat, you need to help Eorzea prepare as much as possible. A general consensus has been reached between your allies – you need to have a measure of deterrence similar to what the Beast Tribes have with their Primals. It's not like you're limited to gathering Crystals and using the knowledge of the Triad to manifest as a Primal however.

As the Ascian back in Azys Lla said – the Primal conjured is just a reflection of the image within the collective. There's no reason why you can't use the deep religious aspect of Eorzea to this and become a spiritual Avatar in lieu of a Primal.

As Louisoix had once done in the past, calling forth the power of the Twelve, this path is open to you.

But remembering back to your battle in Thanalan against Gaius van Baelsar, perhaps there's still a third option for you to choose. The WEAPON that he used – the Ultima WEAPON – was designed specifically to counter Primals. Surely with your expertise, and perhaps some elements of Allagan technology, you could put together a WEAPON of your own. That can surely prove useful should the Beast Tribes lose control.

But you don't have much time left – and regardless of which path you pick, you're going to need to focus on it – dedicate your resources into one pool, so to ensure that you won't end up with multiple ineffectual options.

You now have 30 SP. You may choose one of four paths to proceed.

Will you use the boon of the Triad to forge your own Primal?

Or will you turn it and weave it in with the beliefs of the Eorzean people to become an Avatar of the Twelve?

Or will you instead choose to investigate into the WEAPON of Allag, to be used in the event that Primals run amok?

A last option remains – should you care not for a deterrence measure, you may make choices based on the options available to you previously for research or diplomacy. Option 4 can be taken freely alongside 1 to 3, but you can only choose 1 out of the first three choices.

Primal

<u>Primal Form</u>		
<u>Modification</u>	<u>Cost</u>	<u>Effect</u>
Tempering (Mandatory)	0	An unfortunate side effect of adopting the Primal Form, the effects are not immediately apparent, but with any grand display of power, the effects will make themselves apparent in the aftermath. You'll notice that some of the people around you seem...changed. As a Primal, the more Aether you consume, the more you'll affect those around you. This phenomenon, called the Tempering, manifests itself

		in the form of a subtle mental control that grows with repeated exposure. Those strong in body or mind can resist this, as can those who bear the Echo or possess strong mental resistance – but like a creeping vine, it will try to slowly entwine around the weak minded. Thankfully, due to your otherworldly nature, the act of Tempering does not occur just by entering a Primal state alone – you must be actively exerting a great amount of magic. Over time, victims of the Tempering may recover, by rehabilitation is a long process which can only be sped up by manipulating the Aether inside the affected, a magic therapy, if you will.
Aether Starved (Mandatory)	0	In order to sustain themselves, Primals must be constantly fed magical energy, typically in the form of Crystals. Manifested by the Crystal, it takes them an equivalent amount of energy in order to maintain their presence in Hydaelyn, and frankly, anywhere else they go. Most Primals will fade should they run out of magic, thankfully you'll just revert to your base form until your magic replenishes sufficiently. How strongly your hunger affects you depends on how extensively you use your abilities. The more you push yourself, the greater the hunger will become. You started off with the knowledge that the Primals are slowly consuming Hydaelyn – will you become the very thing that you fought to prevent? The Twelve, also manifested from Crystals, suffer from the same flaw. Perhaps with time and other methods, you could create a method that would not eat away at the world around you? So long as you have sufficient magic, you can maintain your form.
-Aetheric Will- Coalescence	2	The basic concept of manifesting as a Primal requires a substantial amount of concentration – primarily to focus yourself into a single image, which is adopted as the foundation for your Primal body. The more deviations there are between your Primal form and your normal form, the more costly it is to manifest into the form. Similarly, the more bizarre

		the form is, the harder it will be to control. A substantial amount of Primals seen have a form which is relatable to something in Hydaelyn, though with this, you'll be able to deviate from it and adopt a form of your own desire. Regardless of your form, Primals can communicate with other Primals and beings created through the power of the Crystal.
<i>Elemental Mastery</i>	2	When a Primal is created with the power of the Crystals, they are strongly driven by the magic offered and each Primal molds that magic into the element of their natural domain. Depending on how you came to assume a Primal form, the influence of the Crystal may not be as significant, but should you possess a key element, that will be the element of your domain. Though normally you assume the most prominent element in your possession, by taking this option you can adopt a second element as well. The first time you take this, your egi servants and enthralled minions will be aligned to the element of your choice. Should you take multiple elements the elements they possess will be hybridized. The magical elements present in Hydaelyn (Fire, Ice, Wind, Earth, Lightning, and Water) all manifest to their full potential, but the more esoteric your chosen element becomes, the weaker your focus, and the harder it becomes to manifest properly. Choose wisely.
<i>Egi Servants</i>	2	Elementals born out of your own magic, the process to create Egi Servants is a permanent one – such that even if they fall, they will reform after some time. However, they are only active for as long as you remain in Primal form to act as their conduit. Egi Servants tend to take a form not too dissimilar to yours, though they may not possess all of your physical features. They do however have the ability to manipulate the same element as you to a lesser degree.

If you've taken the Elemental Mastery option, you get 2 Servants for free. Each time you take this option again, you get 1 more on top of that.		
<i>Enthralled Minions</i>	2	Though you may be adverse to the idea of enslaving living beings to your spirit, there's no denying that having the helping hands present solves quite a number of problems. Though far less durable and magically inclined as the Egi Servants, they are still enthralled, and benefit slightly from your elemental mastery. Being enthralled helps, as they will not deviate from your directives. Taking this option doesn't provide you with Servants like the Egi, but rather allows you to control more people within an area around you with complete coordination. The first time you take this, you can coordinate between 6 people. Each subsequent purchase adds 3 people each.
Crystal Sustenance	2	In Primal form you consume magic from Crystals in order to sustain your power – but now even when you're outside of your Primal form, you can continue to drain magic out of Crystals to heal yourself. This also boosts how well you can resist the Hunger when in Primal form.
Channeling	2	Though this may seem counterproductive, you can release the magic you possess within you, filtered through your Primal form, and blanket the surrounding area with a massive cloud of your elemental domain. To maintain this drains your magic much quicker, meaning that if you do this too often, you mean just find yourself destroying the world even quicker.
<i>-Aetheric Will-Substantiality</i>	5	Primals come in all shapes and sizes, but your default form is generally not going to be very big, as it is based off of your normal form. For each time you purchase this, your size is increased by 1.5 times. Be careful about taking this too much, as it does increase the rate at which you burn your stock of magic.
Temporal Shift	5	With a great amount of magic, you can freely shift yourself to a place that you've been to before

		instantly. The transmission process renders you invincible, but its substantial cost means you won't be repeating this many times. You cannot leave your current world with this, unless your target dimension is naturally accessible through your current world.
Seductive Radiance	5	It isn't just the enthralled who look upon Primals in awe. Granted, when you see something so extreme, it's hard not to stand in awe of it. Whenever you enter into your Primal form, everybody in the surrounding area will immediately notice your presence – and they'll be frozen in awe for a couple seconds, regardless of your size and appearance. Awe doesn't have to be respectful.
Mortus Command	5	The lives of the enthralled are in your hands. Command to live, and live they shall. Command them to die, and they will rush to their deaths. You'll want to be careful about commanding them like this, for while it may be necessary at times, throwing lives away would be terribly wasteful. For each one you sacrifice though, the Aether they release will sustain you for longer than normal. Those of sufficient strength, whether it is mental or physical, may be capable of resisting such a grave command.
-Aetheric Will- Astral Flow	10	The flow of Aether runs wild, and those who are not strong enough will be swept away in the ensuing storm. Each Primal has a method by which they condense all of the Aether in their possession and turn it into a weapon. The results are catastrophic - enough that possessing such a method alone warrants a Primal becoming a major threat which cannot be ignored. Should two Primals with such powers clash, there is little doubt that Hydaelyn would be traumatically scarred.
-Aetheric Will- Hybridization	10	The flow of Aether runs wild and only those with sufficient control will retain their form. Through your interactions with the other races that worship Primals, you've come to learn the forms of other Primals.

For any of the tribes where you have established full diplomatic relations, you can temporarily mimic their powers to a weakened extent – or imbue one of your Egi with their powers. Almost an Egi trade if you will. The powers will grow stronger relative to how strong of a relationship you have with that Primal and their tribe.

Once you've left Hydaelyn, you can manifest their Primal forms entirely, but note that as you're still mimicking their appearance and identity, the magic cost will be even more significant than it would be in just your own Primal form.

WEAPON

<u>WEAPON</u>		
<u>Modification</u>	<u>Cost</u>	<u>Effect</u>
Operator (Mandatory)	0	A WEAPON needs a core, as well as an anchor – and unfortunately, you're going to have to serve as both if you want to maintain control over the WEAPON. Being the operator of the WEAPON is rather straightforward. The WEAPON moves according to your thoughts and actions. Unfortunately, you can't filter what thoughts it receives and what it doesn't acknowledge – so should you use this, take great caution in controlling your own mind. The backlash from damage as an operator isn't very substantial, but the damage does take a bit of time out of the cockpit in order to heal. You can alternatively reduce the extent of this problem by recruiting others to serve as copilots with you and share the load.
Heart of Chaos (Mandatory)	0	Be wary of Allagan technology, traveller, for it has roots that are dark and sinister, and then there are the roots that are simply inexplicable and unfathomable. The Heart of Sabik fueled the original Ultima WEAPON, but the true purpose of the Heart

was to drive its annihilating spell – Ultima. Thankfully you don't have such a spell on hand – or I would hope that you don't. But it does not change the fact that in order to run the WEAPON, you require a substantial amount of Aether. The Garleans used Ceruleum, but you'll have to make do with your own magic should you not have an infinite amount of Ceruleum. You likely do not want an infinite amount of Ceruleum anyways. The WEAPON remains active so long as you can feed the heart with energy. Should this flow of energy stop, the WEAPON will cease to function. You can freely restrain the flow, but the performance of the WEAPON is mildly relative to how much energy you push inside.		
<i>Aether Cannon</i>	1	20mm Aether Charged Repeater Cannons – fires in limited 15 round bursts, targets struck by this suffer damage to their magic pools and spiritual energy, on top of physical damage. Energy charge is provided by the Core, and provides very little strain on the operator and the internal core. Damage is relatively insignificant in comparison to other weapon options, but reliable in close range to medium range for multiple enemies. Initial purchase is for 2, and each purchase adds 2 extra cannons.
<i>Magitek Ray</i>	2	Medium Yield Aether Beam Cannons – fires a beam of concentrated Aether capable of arcing to target enemies. Has a rather slow firing rate, but internal targeting systems are strong enough that even fast moving targets can be locked and showered with lasers. Damage is mediocre, but tracking abilities are extremely high and it's reliable up to long range. Initial purchase is for 3, and each purchase adds 1 additional cannon.
<i>Particle Shield</i>	2	Aether Aegis System – by reinforcing the WEAPON with a barrier magic network, damage is mitigated substantially, but the area that this can protect is rather limited. Combined with the high energy demand of maintaining the barrier, this is best used

		to block substantial blows. Additional purchases will increase the overall effectiveness and surface coverage.
Ceruleum Purge	5	Ceruleum heat sink purge system, used for intentionally saturating an area with Ceruleum, which is concentrated enough to disrupt mages and other creatures reliant on the power of the Crystal temporarily. It is advised that you do not attempt to ignite the Ceruleum, as the reaction will most likely decimate the enemy and leave you severely damaged – if not nearly dead.
Shimmering Rain	5	Full Automatic Firing Configuration, allows for temporary overcharge of all weapons, resulting in fully continuous firing of all weapons for a period of ten seconds. Substantial energy demand, resulting in a brief downtime after operation on top of the cool down for this system itself.
<i>Magic Buster</i>	5	90mm Heavy Aether Cannon – most suitable when used for medium to long range targets, the “Magic Buster” is a weapon intended to fire at large groups, or slow moving targets. Capable of firing several shots at once, the fact that there is very little rotation permitted by the cannon means that usually one shot is enough. As a weapon made to chew through magical barriers, thus earning its name, it does its intended job without any problem. Initial purchase is for 2, and each subsequent purchase adds one.
Accelerator	5	Aethercharged boosters are attached to a wide angle of hard points on the WEAPON, allowing it to quickly move about at the cost of a large amount of energy. The boost speed, along with the massive frame of the WEAPON, means that each boost is easily a charge maneuver.
<i>Magitek Bits</i>	10	Magitek Drone units, with each unit possessing its own standalone power and flight unit. The standard payload for these bits is a 30mm Aether Cannon, but this can be customized, though anything larger tends to reduce their operational speed. A small Aether barrier on the drones improves their durability, and with the initial purchase you will have eight of these, with four more for each additional

		purchase.
Reactivation Protocol	10	A special black box program that is only intended to activate if the WEAPON experiences damage so substantial that it reaches a point of collapse. Magitek constructs will quickly activate to repair the WEAPON, though this expends all of their energy permanently. Generally used for purposes of escape, it ensures that the pilot will have sufficient time to escape if necessary.
Crystal Absorption	10	The WEAPON was made to stop Primals, whose habit of consuming Crystals was proving to be detrimental to Hydaelyn's continued prosperity. Unfortunately, with this, your WEAPON has pretty much become just as bad. Still, depriving the Primals you'll have to face of their Crystals is always a valid tactic. In any area with abundant magic or the presence of Crystals, your WEAPON can drain the magic out of them to recover energy. A small bit of damage is instantly repaired as well.
Core Ultima	15	Running off the direct power provided by the Core, the WEAPON fires off a small Aether sphere into the airspace above the target area. The magic contained within the sphere will quickly envelop the area and decimate everything inside. Made specifically to target Primals and other creatures of substantial threat, this can only be fired in widely spaced intervals, as the power draws directly from the acting Core's mental power. How much you're willing to sacrifice will dictate how much damage this will do – and also how much feedback you receive.
Atma Program	15	Another black box program, but this one doesn't seem to come from any Hydaelyn technology, at least not that of modern day Hydaelyn. When activated, all of the weapons active on the WEAPON will shut down and all energy is diverted into four magitek enhanced combat arms. In this physical combat configuration, all of the WEAPON's energy output is dedicated and focused into pinpoint punches. While this mode is active, it

also moves as quickly as it might were it to have accelerators – and quicker still if it already has accelerators.		
Wave Cannon	15	333mm SEALED ORDINANCE: [ROLLING WAVE CANNON] A piece of Allagan weaponry that doesn't seem to be exactly native to Hydaelyn. The massive torrent of energy released through the Wave Cannon doesn't actually damage the environment significantly, but it does erode the magic present – and any being with magic will suffer equally. Sustained fire can be held for up to a minute, though the longer the beam is sustained, the more extensive the cool down afterwards.

Avatar

Avatar of The Twelve		
Modification	Cost	Effect
Aether Starved (Mandatory)	0	In order to sustain themselves, Avatars must be constantly fed magical energy, typically in the form of Crystals. Manifested by the Crystal, it takes them an equivalent amount of energy in order to maintain their presence in Hydaelyn, and frankly, anywhere else they go. Most Avatars will fade should they run out of magic, thankfully you'll just revert to your base form until your magic replenishes sufficiently. How strongly your hunger affects you depends on how extensively you use your abilities. The more you push yourself, the greater the hunger will become. You started off with the knowledge that the Primals are slowly consuming Hydaelyn – yet as an Avatar, you are little different, no? The Primals, also manifested from Crystals, suffer from the same flaw. Perhaps with time and other methods, you could create a method that would not eat away at the world around you? So long as you have sufficient magic, you can maintain your form.

Blind Devotion (Mandatory)	0	The prayers of those devoted to you empower you, and so long as there are those who believe in you within your vicinity, your strength overflows while you're in your Avatar form. However, how fast that strength slips away is dependent on how many people are around you. If you had a method to stave off the Hunger, you could probably maintain your Avatar form indefinitely, even with just a very small group of devotees. Just don't expect to be extremely strong. While the base form of your Avatar is up to your vision, know this: whatever Blessing you choose will affect your appearance, and the more recognizable you are – the easier it is for people to devote themselves to you.
Providence	5	The Providence of the Twelve brings unto the land of Hydaelyn the miracles of life. The Blessing that you possess will be bestowed upon all those around you, and for a time, they too all transcend the limitations of their physical shells and join you as a chosen Avatar. The bodies they possess are weaker, but they'll remain in their new forms for as long as you will.
Benediction	5	Salvation comes to the devotees who wish for it, and you are the vessel through which salvation is delivered. Burning through your magic at an accelerated rate, you'll rapidly heal every ally within your line of sight.
Absolute Virtue	5	The heathens shall learn their sins as they are cleansed by Virtue. Converting the Aether within you into a form that can be released onto others, you can forcibly purge your enemies – though this shifts somewhat depending on what Blessing is active.
Hallowed Body, Hallowed Mind	5	The Avatar is an embodiment of prayers, wishes and dreams – but these things shift significantly depending on the person, and you need some level of consistency in order to ensure the Avatar remains stable. A single emotion defines you – enough to affect your physical appearance and affect your devotees slightly. This also is affected by the Blessing that you choose to take.
Blessing of the Fury	10	The blessing of the Goddess Halone, whose control

		over the element of Ice is unmatched. As the Goddess of War, her blessing incites others to action and spurs on conflicts to their natural ends. People are more inclined to fight, and negotiations between parties will fail. Virtue: The Blessing erupts as a massive wave of ice that quickly travels out in all directions, carrying those in the way until it stops moving – dependent on how long Virtue is channeled for. Hallowed: An aura of frost lingers around the Avatar, manifesting in the shape of glacial spears that can be used as weapons at will.
Blessing of the Lover	10	The blessing of the Goddess Menphina, who also bears control over the element of ice – but is additionally worshipped as a Moon Goddess. A Goddess of Love, whereas Halone inspires war, Menphina's blessing makes the hearts of others grow fonder for each other. Virtue: The Blessing erupts as a sudden snowstorm that will slow down all those caught inside, but a numbing warmth will spread from inside their bodies, and the longer they remain in the storm, the less inclined they are to struggle. Hallowed: The entire Avatar is surrounded in garbs fashioned in ice, and they gain a new weapon in the form of a massive frozen skillet.
Blessing of the Scholar	10	The blessing of the God Thaliak, a God of Knowledge who is worshipped primarily in Sharlayan. His domain also includes control over water, and shares this with the Goddess Nymeia. His blessing boosts the abilities and potential of those who would aspire to be scholars and other learned folks. Virtue: The Blessing bursts forth in a rampant stream of paper that threatens to overwhelm and drown all those who are caught in its flow. Multiple streams can be conjured at once in any direction. Hallowed: The Avatar's form seems to be composed of paper, and is as flexible as a sheet of paper as

well.		
Blessing of the Spinner	10	The blessing of the Goddess Nymeia, worshipped primarily by tailors and some other craftsmen, she shares the domain of water with Thaliak, though she is more primarily known for her role as a Goddess of Fate. Her blessing is that of limited prescience, allowing others to look ahead for a very brief moment into the future ahead – not theirs specifically, just that of the world. However, this consumes energy to maintain. Virtue: Taking the form of a literal rain of needles, this attack shoots out in a large circle around the Avatar, invisible threads join those are struck together and all subsequent magic will strike those chained together all at once. Hallowed: The Avatar's form seems to be composed of threads, and can freely unwind and reform in a slightly different form.
Blessing of the Navigator	10	The blessing of the Goddess Llynmlaen, who is worshipped by all those who take to the sea. Her control over the element of wind has also played a large part in her role as a Watcher of the Sea. Her blessing is rather circumstantial, calming the great seas around the Avatar and allies alike, and otherwise pointing out necessary directions. However, this consumes energy to maintain. Virtue: Waves of water surge away from the Avatar, flattening all those that are struck by them. In any body of water, the waves can be turned into a vortex. Hallowed: The Avatar's form becomes entirely constructed out of wind, and any water nearby is sucked into the resulting vortex.
Blessing of the Wanderer	10	The blessing of the God Oschon, who is ironically worshipped by miners, despite his elemental profile related to the wind. A Ruler of the Mountains, his blessing provides those who would be fatigued with newfound stamina, and provides energy to those who have none. This can only be used once per activation of your Avatar form.

Virtue: Weapons of all varieties are fired at enemies nearby when this blessing is activated, though it can only take weapons from nearby and needs to be “recollected” to be used again. Hallowed: The Avatar’s form becomes solid rock, but despite the external appearance, the Avatar remains unhindered physically.		
Blessing of the Builder	10	The blessing of the God Byregot, worshipped as the purveyor of architecture and industry – promoting growth where there was none. Holding reign over the element of lightning, he wields it for different purposes than his counterpart, the God of Destruction. His blessing accelerates the rate at which things are built, and increases productivity of all those around the Avatar. However, this consumes energy to maintain. Virtue: The slowest blessing to move by the most elaborate, a wave of building materials will start assembling buildings, slowly forcing enemies away or trapping them inside constructed cages. Hallowed: Layers upon layers of material seems to be constantly forging itself around the Avatar’s form, and while these can shatter when struck, they will shortly reform so long as the Avatar’s form persists.
Blessing of the Destroyer	10	The blessing of the God Rhalgar, who some will only worship in acts of desperate revenge, given his profile as the God of Destruction. The lightning in his elemental domain is used for such purposes. His blessing causes widespread destruction to the immediate vicinity, and increases the consequences of collateral damage by all those around. However, this consumes energy to maintain. Virtue: A massive thunderstorm rains down on the field for so long as the blessing is maintained. Each thunderbolt will cause a small explosion – intended to shear the very earth. Hallowed: The Avatar’s form seems to be cracked

		and broken, but a destructive aura surrounds them, and even the ground seems to soften as they pass.
Blessing of the Warden	10	The blessing of the Goddess Azeyma, who is also worshipped as the Goddess of the Sun, fitting, given her elemental profile of fire. As the Goddess of Inquiry, her blessing divulges the truth for all those present, and exposes lies when they are told. However, this consumes energy to maintain. Virtue: A wave of fire is released from the Avatar's body, engulfing all those nearby until they are reduced to ashes, or until the Avatar runs out of magic to sustain it. Hallowed: The Avatar's body bursts forth with the flames and light of the midday sun. For so long as they remain in Avatar form, they can mimic the effect of the sun for those nearby.
Blessing of the Traders	10	The blessing of the God Nald'thal, which is a bit peculiar, considering he is the single manifestation of what is actually a pair of twin Gods. His control over the element of fire does little to suggest his actual profile, as a God of the Underworld. His blessing is that of balance – and while it is active, all the powers of those around are equalized save for the Avatar. However, this consumes energy to maintain. Virtue: A wave of deathly force radiates away from the Avatar, but those who have strong enough willpower can resist the pull to drag them down into the netherworld. Hallowed: The Avatar's body seems to be formed of coins, which move about in a fluid, coherent manner. The coins will split apart should they encounter sufficient force, but quickly reforms.
Blessing of the Matron	10	The blessing of the Goddess Nophica, who is worshipped by those who would harvest resources, as she is a Goddess of fertility. Her control over the element of earth is fitting and her blessing makes all living beings grow vibrantly while active. However, this consumes energy to maintain.

	Virtue: The blessing results in a large wave of plant growth which races out to entangle those nearby. The plants will remain until either the Avatar form is released, or runs out of magic. Hallowed: The Avatar's appearance becomes akin to a living plant, and at the peak of their power, plant life seems to actually grow on them.
Blessing of the Keeper 10	The blessing of the God Althyk, a God of Time who also lords over the element of earth. Historians and diviners alike seek his favor, but it is a thing rarely given. His blessing, while active, stills the effects of time on those nearby – so that they too may act as surveyors of time and space. For as long as there is energy provided, those affected will not suffer from anything that relies on time – such as poisons or aging. Virtue: The blessing quickly blankets the surrounding area in a time freezing wave. This only lasts so long as the blessing is maintained, and will quickly consume your magic, though allies can be exempted from its effects. Hallowed: The Avatar's body seems to remain unchanged, but regardless of what happens – none of their features change, no injuries, no scars, just a profile of timelessness.

Behests (SPECIAL)

Only Behests which were already opened in either phase 1, 2, or in between phase 2 and 3 will have a conclusion. As conclusions to already opened Behests – these do not cost anything, but can only be taken if you're already taken the perquisite.

The Radiant Knight, Lucia Goe Junius

With the turn of events as they have come to pass, Lucia has another mission for you, this time coming directly from the Ishgard Temple Knights. There has been quite a bit of conflict internally within Ishgard – though as usual, security and secrecy has been maintained to a level that outsiders are largely unaware as to what is going on.

The Heavens' Ward and the Temple Knights are two separate factions, with the Ward acting as the Archbishop's personal guard and the Temple Knights serving and protecting the general populace. Recent political turmoil however has left the majority of the Temple Knights under the Ward's close watch.

Lucia seeks to undermine that – and there's something in it for you as well.

For it to happen, she needs somebody to venture inside the Vault, the most guarded chamber within Ishgard proper and assassinate several key figures of the Ward. If there are people who see all problems as nails to be hammered out, it seems that Lucia sees every problem as something to be assassinated.

Your mark this time is a Ward Knight known as Ser Charibert – who happens to be coordinating the defense of the Vault. Unfortunately, he won't be alone in his defensive efforts. Two other Ward's Knights as well as plenty of regular knights will stand in your way should you try to enter by brute force.

Should Livia have survived thus far, likely because you spared her, she does have a potential solution for you. Ceruleum caches are something she knows how to readily access – and a well-placed ceruleum charge will easily reduce the Vault to ashes. That's if such a method would work for you – she could even arrange for a magitek reaper to deliver the payload.

While Livia has mellowed out a bit since her departure from the Imperial Army, this type of bombing assassination may not be the best choice altogether even if you no longer doubt her sanity and capacity for obsession as much as before.

If you do decide to bomb the Vault, taking out your marks is a very simple matter – and in doing so you'll have substantially weakened the Ishgard Heavens' Ward forces. Hopefully you weren't their allies to begin with. On the other hand however, the collapse of the Vault will also mean the death of a Ser Aymeric, and all hopes of a peaceful resolution between the Dravanian Horde and Ishgard may well be lost.

Thankfully Livia has a fine expertise in such bombings – and only the Vault (and everything below it) will be demolished. Unfortunately, that still means a large part of Ishgard will suffer.

If you instead chose to fight your way through the vault, the efforts of the Heavens' Ward will still be weakened, but Lucia will successfully rescue Ser Aymeric to lead the Temple Knights. Your relations with the Ishgard faction will

not suffer for this, and Ser Aymeric will recognize your efforts to restore balance to Ishgard.

At this point you can also opt to target somebody else in the Vault: Thordan VII. The venerated head of Ishgard, knowing that he intends to summon forth a Primal, if you can successfully kill him here before he gains more strength, you may well prevent a large part of any Ascian plot lurking in the shadows.

It seems Lucia's paranoia really has a way of rubbing off.

Lucia will not join you in any case, but if you've kept Livia alive up until now, she'll become your companion. Just be wary that this woman can be quite obsessive, very obstinate, and those gun baghnaks that she's got bolted to her gauntlets really pack a punch.

Alternatively, if you chose instead of turn Lucia in, Thordan VII will reward you by providing you with the boon of magic – once he successfully becomes a Primal. His attempts to temper you will make you greatly resistant to holy magic, and if you accept his attempts to temper you for some reason, you'll become an immortal egi knight spirit with enough time.

Needless to say, you won't be leaving Hydaelyn in that case. Thordan VII isn't about to let his subject run off.

- If still alive, **Livia Sas Junius** joins you as a companion, with 600 CP to spend. If she is alive, key locations to Ceruleum stockhouses near Eorzea are revealed – and Livia plays a role in unlocking the **Garlean Remnant Expeditionary Force**.
- Heavens' Ward faction is weakened, so long as you went along with the plan.
- As long as Ser Aymeric survived or you turned Lucia in to Thordan VII, your relationship with Ishgard remains unaffected.

Representing Garlond Ironworks, Cid nan Garlond

In the face of yet another imminent war, Cid has contacted you once again, this time to ensure that you're ready for the assault of the Garlean Imperial Legions. He's seen it happen once – and though he has no clue you were there as well, he's insistent that you need his help.

You very well might, given the circumstances.

Garlond Ironworks is back up at full pace, and while Cid would love to take time to investigate the Crystal Tower that was recently opened up, preparation for the war comes first and foremost. A Garlean himself, he only knows too well that the Imperial Legion won't stop unless they are dealt a grievous blow.

Being a Machinist, being a *genius* Machinist, he has all sorts of ways to deliver that grievous blow – but it's not his intention to make a weapon of mass destruction. Rather, in the face of the terrible numerical superiority that the Garlean Empire possesses, Cid wants you to recognize that your army needs mobility more than anything.

A small and nimble army can easily whittle down a lumbering giant. But in order to do that, you're going to need to help the folks at Ironworks with a little project of theirs. The Enterprise is a massive ship – and one that isn't very fit for fights that demand the level of finesse Cid is envisioning.

His ideal design would be something that a small group of individuals could pilot and operate – even down to one man if possible, but the logistics and resources remain to be an issue. Though Garlond Ironworks is in no short supply of either, a venture like this would drain them dry just on prototypes alone.

If you were to help them out however, they could dedicate themselves to the task while you attend to the necessary details. If you agree, with Cid's genius, it won't be long until the first prototypes are ready – in which case, you have another part to play – you have to test the prototypes.

They *were* made for you, so it's fitting that you go through the test runs. Ultra light airships – designed such that several pilots can take to the skies and face down the Imperial Legion's fleet. Faster than Magitek Armor with a greater operational range, you can modify these along with Cid until you're satisfied.

On the other hand, Jessie, Biggs and Wedge have all been working on projects of their own in the time where you've been taking care of the logistics. Their work on captured Magitek Armor has given them some insight on how to counter the suits used so commonly by the Garlean Empire.

If you take the time to sit down with them, you may just be able to start working on even more advanced applications – surpassing the idea of simply “disabling enemy suits” to “combining Airships and Magitek Armor together as one” and similar ideas.

Cid is thankful for your support even if it's intended to be mutual. In times like these he knows that it's easy to get tunnel vision, so he advises you to work on developing other avenues as well. Just like what you did with Garlond Ironworks, if you're willing to focus on the bigger picture, you can let the specialist develop individual fronts for you – an exercise of trust as it were. He can't stress enough that the important thing is to unite Eorzea – as many factions as possible. It's sound advice, especially considering Cid's position.

Between you and the Ironworks crew, clawing your way in to this war is starting to look like a possibility...

- Your relationship with the Faction **Garlond Ironworks** improves significantly.
- Cid's expertise has provided your group with both Airships and Magitek Armor – yours to customize of course.
- Your forces can counter Garlean technology more efficiently thanks to Biggs, Wedge and Jessie's research.
- Your existing Magitek creations are improved vastly in performance – and for Machinists, Cid has tinkered with your creations, showing you techniques to improve them to some degree.

The Vigilant, Yda & Papalymo

The last time you met this duo in the Black Shroud, you had come across an Ascian – now that you know of the Ascians' plot, you can only wonder what might have been different if you had interrogated the masked mage back then. Quite frankly, you don't expect too much to have changed – the Ascians have managed to blindside Eorzea for quite some time now.

You may have met with Yda and Papalymo several times since they joined the Scions of the Seventh Dawn, and the duo is as quirky as ever. Yda seems more outspoken, Papalymo seems more exasperated, and all in all neither of them have changed too much despite the switch of allegiances – just an aesthetic change apparently.

In that time between your first meeting and now however, the Scions of the Seventh Dawn have found the support of a Grand Company called the Crystal Braves. Papalymo is wary of this new force, who has grown substantially in size and power very quickly – offering “neutrality and independence” to any who wish to join its ranks.

Despite Alphinaud's official position as the "leader" of the Crystal Braves, Papalymo remains wary, and would like you to investigate into the Grand Company, a task best left for an outsider.

He says this, though if you happened to join with the Scions, Papalymo will still prefer you to investigate it – as a person who has seen the Ascians alongside him, he would trust no other and Yda happens to be a bit too brash for such a delicate matter.

Papalymo does have a suggestion however – start with the second in command of the Immortal Flames, Eline Roaille. The Elezen woman, imprisoned in Ul'Dah, was personally captured by Ilberd in a fashion that was far too convenient. As a known spy herself, if there's anyone to know secrets it would be this woman.

But Eline isn't going to cooperate so easily – she doesn't believe in a free meal anywhere, and even behind bars she's not just going to give up any information for free. She has one request – get her out of the cell, and she'll gladly work for you.

Papalymo was prepared for this and has already made appropriate arrangements for the prisoner to be "escorted for interrogation". Eline's played the game before, and knows very well what might happen if she runs out of information to give – so she's not going to let it all slip easy.

There are a couple ways you could go about it. Wrench it out of her by force, ply her with physical temptations, drug her perhaps, but Papalymo has a more prudent solution. He's not keen on spies himself – but unlike Yda's previous suggestion of bashing her head in, he'd rather put that head to good use.

Papalymo knows from Eline's sob story when she was captured for a second time that she's a social climber, or at least someone desperate for some measure of security. If you target that directly, you may well get somewhere. Make her realize how bleak her situation is with either the Garlean Empire or rotting in a cell in Ul'Dah – and maybe the carrot that you're willing to offer her might seem that much more appealing.

Regardless of whether you get Eline to actually work for you – you'll eventually get the information out of her in one form or another. The information that you need, that Ilberd isn't as clean as he seems. She would have you investigate the chairman of the East Aldenard Trading Company, Lolorito, if you

want proof yourself. After all, not all jailside gossip is to be trusted – but apparently quite a number of the Crystal Braves are in Lolorito's employ...

If you've found a way to ensure she's trustworthy, she's even willing to infiltrate into Lolorito's sanctuary and retrieve the information herself – if that means you'll let her live. But alternatively, you could just arrange for it yourself. Some things are best seen with your own eyes.

You'll need some method of infiltration to get anything on Lolorito, and the Lalafell is a shrewd, scheming man who you'll realize, has Ul'Dah strung up with his plots. The other members of the Monetarist Syndicate also reveal some clues of further conspiracies should you investigate them as well. Conspiracies are a common thing in Ul'Dah, but it's likely that no one has dared to investigate the heads to the extent as you have now.

The proof exists, and if you reveal it to Papalymo, it'll be time to notch the arrow against the Crystal Braves. But Ilberd is not a stupid man – and from the moment Papalymo started to move, he's already suspected something afoot. In a game of espionage and conspiracy, the man who idles, dies, and evidently Ilberd isn't dead.

The Crystal Braves will escape – and now they have a new target to aim for. On the other hand, you've thankfully removed one of the potential pitfalls waiting for the Scions – for which Papalymo thanks you. You can count on the Scions to return the favor when it comes time.

- Your relationship with the **Scions of the Seventh Dawn** solidifies substantially.
- If you chose to trust **Eline** and prove sufficiently that you can give her the security she yearns for, she will return your trust in kind. Just don't betray her. Acting as an agent (likely a quadruple agent by now), she's an expert at infiltration and sabotage, and will feed you information from every single faction you deploy her to. Just remember not to leave her out to dry.
- If you really trust her that much – she can become a Companion. After all, criminals have no fate except the chopping block otherwise. As your Companion she gains 600 CP.
- You may also take **Yda and Papalymo** as Companions when all is settled and over – with the threat of the Ascians cleared – provided they're still alive. They have 600 CP, and the duo counts as one companion.

In Search of Kindred Spirits, Yugiri Mistwalker

It's been a while since you last met with the refugees in Revenant's Toll, and by now they've settled in comfortably in this new land with new neighbors. Yugiri leads a team of Ninjas to aid the Scions of the Seventh Dawn, but she has some matters that she would like to investigate personally – and while she does not want to implicate you in anything, she doesn't have too many people to turn to. You can always choose to reject her request.

In her travels, Yugiri has come across other ninja, and she wants to investigate whether more of her clansmen escaped without her knowledge. In order to track them down however, she's going to need to sneak around Limsa Lominsa – where she has heard of folks practicing techniques very similar to hers. Perhaps they learned off of her people?

It seems like a simple enough venture anyhow – if you're not aware of how the Limsa Lominsa underworld works. Finding information here isn't just a matter of talking to the right people, you're going to need to find the right price as well. Showing too much interest and providing too much incentive can be just as bad as putting too little on the table.

Yugiri is used to reconnaissance missions – but this is more of a barter exchange than anything, and in the city of Limsa Lominsa where pirates reign supreme this ninja is hopelessly outside her comfort zone. Looks like you're going to have to take charge. This will proceed far more smoothly if you have contacts within the Maelstrom Grand Company.

Otherwise, you're going to have to find a way to worm bits and pieces of information from anyone you can get a hold off – first to find a way to get at the underground societies, then to figure out how you're going to pin a member down and get some information out of them. It's best if you keep things subtle, because the Pirate Code around here can be rather dangerous to nosy outsiders.

But your search isn't going to be one with many yields. The pirates all have conflicting stories, but thankfully the Scions have caught wind of Yugiri's efforts, and Minfilia can point you in the right direction: a guild whose existence is hardly even spoken of. But when you get there – it seems like this is a clan of thieves, and not the clansman Yugiri was hoping for.

Minfilia does have a different job for you two, namely a return trip to Thanalan, where the movements of the Syndicate have continued to worry the

Scions. There's something afoot in the political circles of the Syndicate (not that it ever stops) and Minfilia wants to be aware of what it is.

Infiltrating the Syndicate is never fun even if you happen to have connections, but this will be a good distraction for Yugiri – and having more information is always helpful. Thankfully, it's not too hard of a task, and though Yugiri doesn't have the cipher on hand to figure out what's afoot – she knows somebody else for the task. A much easier job compared to your trek through Limsa Lominsa earlier.

At the end of the day, thankfully Yugiri wasn't expecting any other survivors – so she isn't too disappointed. She is keen on passing down her technique however, and you would be her ideal first candidate – if you're up for it. She's keen on establishing her presence in Limsa Lominsa, perhaps due to her voyage at sea, so if you wouldn't mind staying with her there for a while to help her settle down, she'll try to make it up to you.

- Your relationship with the **Mistwalkers** faction and the **Scions of the Seventh Dawn** improves slightly.
- If you, or a companion happens to be a Ninja, your skills as such improve greatly under Yugiri's tutelage – if not, you can still learn the basics from her anyways.
- If you've helped **Yugiri** out so far and can keep her alive – at the end of your journey, she can become a companion.

The Diplomat, Skaetswys

The last time you helped out Skaetswys, you ended up hunting a Necromancer halfway to Ul'Dah, so it's probably natural to be a little bit wary when Skaetswys sends a letter asking for your help again. Especially when she informs you beforehand that this has to do with Gi Gu. You remember Gi Gu, 789th Order Pickman Gi Gu, absolutely spineless Gi Gu, laziness incarnate Gi Gu...remembering that, this is probably going to be just some silly errand.

So when Skaetswys tells you that Gi Gu has promised Bi Bi that he'll "make it big" by finding the legendary Moogles, you're not sure whether to laugh or cry, since as silly as the idea of a Kobold finding the Moogles is, you also know that this request basically is asking you to go find the Moogles. It's no secret that the Moogles are notoriously hard for a person to find.

But you might have a different incentive to find them. The Scions have heard rumors that the Moogles have been visited by the Ascians – and are in the process of gathering crystals to summon a Primal of their own. Indeed, with crystals mysteriously disappearing from caravans and mines, it would seem that there is something up after all.

To think of Moogles...those fat little floating buggers...summoning a Primal. If it wasn't coming from Minfillia and the tone of her voice, you wouldn't have taken it seriously.

Minfillia tells you that a large amount of thefts have been concentrated in the distant region of Sohm Al. Unfortunately, Sohm Al happens to be neck deep inside the territory of the Dravanian Horde. Unless you've made your peace with these dragons, you may find yourself forced to fight your way through to the top of the peak.

It doesn't help that Tioman, the consort of the First Brood Dragon Nidhogg, is dedicated to the task of stopping any humans from setting foot on Sohm Al. If you're allied with the Dravanian Horde by now, she might listen to reason – but don't let Nidhogg catch you.

Whether you had to fight your way through or not, it isn't until you get to the top of Sohm Al that the way to find the Moogles becomes clear. At the peak of Sohm Al – a pathway lies to the fabled Churning Mists, the homeland of choice for the Moogles.

Indeed, as some Moogles will tell you, strange cloaked figures visited them, teaching them a means of protection from the threat of war that the Dravanian Horde brings upon the residents of Sohm Al. You're not sure what stories the Ascians spun, but considering they have seemingly convinced the Moogles that war is imminent – you figure this is just another part of their plan.

You need to convince the Moogles to stop – or at least put their Kupo plans on hold. That's going to be quite difficult – consider the Moogles have been told that you are but another harbinger to the oncoming war, and if you're killed, it may stall the war yet.

If you can't convince the Moogles of your intentions, you will witness the rebirth of King Moogle Mog XII. Hopefully that doesn't mean he's been summoned eleven times previously. The arrival of King Moogle Mog forces your

hand – he's not willing to simply back down and his followers' fear of war with outsiders has given him a single directive: Eliminate all outsiders.

Unfortunately, that includes you.

Regardless of whether you drive back King Moggle Mog with sheer force, or manage to convince the Moogles not to fall sway to the Ascian's plan, when it all comes to an end, the Moogles will fall on their buttocks and collectively agree that fighting simply isn't their cup of tea. Thankfully, that seems to be the end of that, and even Skaetswys has come to the conclusion that she can't afford to help Gi Gu again if things keep escalating like this.

Still, at least Gi Gu is somewhat appreciative – even if he's now boasting to Bi Bi about being the first Kobold to discover that Moogles are residing at the top of Sohm Al. Well...you suppose you can at least give him that.

- The **Maelstrom**, and Skaetswys in particular are very appreciative of your help, and your relations with them improve.
- The **Scions of the Seventh Dawn** are also glad that you've stopped another Primal before the Ascians could use it in their plan, and your relations with them improve.
- The Moogles will recognize that they've been used – and in gratitude, will aid you from time to time – they're a good form of secure transport and communication given how they seem to just magically zip about.
- Should push come to shove, they might even help you face the Ascians – but they much prefer not to do that, Kupo!
- The **Kobolds** recognize that it isn't Gi Gu who took the efforts, and impressed with your initiative, will make you an honorary member in their strange caste system...you're at 300th rank right now. Strange, you thought if you had done all this you would be up a bit higher.
- If you fought your way through Sohm Al, your relationship with the **Dravanian Horde** will likely fall and Nidhogg may mark you for destruction, especially if you killed his mate.

Atoner, Ser Alberic Bale

Ser Bale is more than just “mildly disturbed” when news of Estinien's departure from Ishgard comes to light. The Azure Dragoon has deserted the city apparently, and Ser Bale feels that it is his obligation to go and hunt down his former pupil. To add to his distress, apparently cloaked figures have been advising

the Archbishop – and now the Archbishop feels it is time to lead an attack on the Dravanian Horde, something to remind the troops what they are fighting for.

If it seems senseless to you, you probably don't want to take part in it. Not if the cloaked figures involved are who you think they are. Ser Bale has been ordered to the front lines once again, and given a special mission – to take down and execute the heretic Estinien.

Somehow the quick reversal of attitude from the Archbishop just seems slightly...disgusting. Just yesterday he had been lauding praise on the young dragoon for his ascension to Azure Dragoon.

The Scions of the Seventh Dawn would advise you not to get involved, but they've contacted you to warn you that a dangerous being has been sighted near Ishgard, though why he's there is beyond them. This being is Odin – an Elder Primal who now seems to have found an equal balance with the land and wanders about in search of worthy opponents.

Estinien couldn't have gotten too far, and Ser Bale wants to set off in pursuit as soon as possible, so the envoy from the Scions warns you that Odin may well have been drawn by the power of the Azure Dragoon. If you're going along with Ser Bale, be wary if you come across an armored figure on an obsidian stallion.

Finding Estinien wouldn't be a problem if somebody had not tipped off the Dravanian Horde – causing them to attack you at every turn. Even if you happen to be on close relations with the Dravanian Horde for some reason, they'll turn on Ser Bale, and you should be wary that the former Azure Dragoon will retaliate. You might be able to get them to stop, but don't expect the Heavens' Ward to look kindly upon you if you don't slay the dragons.

Estinien, when you find him, seems to have come to a realization over something important – something important enough that he's willing to bring his spear to bear against you and Ser Bale both. He's not about to explain the reason behind this sudden change in attitude – not like Odin will give you a chance. The Elder Primal will turn this from a two way battle into a three way battle.

Whatever Estinien learned, it's enough to make him focus on Ser Bale exclusively, and Ser Bale is determined to stop his former disciple. Odin is more than happy to attack everybody at once, and that obsidian sword in his hand, the Zantetsuken, has a wicked magic which allows it to attack everybody in the area.

Be careful not to let Ser Bale fall – or Estinien, if you want to figure out what it was that drove him to this point.

You should probably prioritize driving Odin back as soon as possible – the Primal will only grow stronger the longer the battle drags out. Unlike Estinien or Ser Bale, the Primal has no concept of fatigue, so the only way you're going to drive him back is with an excessive amount of damage.

Thankfully, Odin will retreat if the battle turns unfavorable, allowing you to focus on Estinien, who you'll have to subdue by force. The Azure Dragoon has certainly improved significantly since the last time you fought – and Ser Bale suspects that the Dravanian Horde was involved somehow.

You'll need to subdue Estinien in order to get his side of the story – and it's an unsettling one. Estinien came into contact with Nidhogg – and the First Brood dragon provided him with a terrible revelation. The story provided by the Church is a blatant lie; the Dragonsong War was instigated and promoted by the Church for the purpose of stealing the eyes of the First Brood.

If what he says is right, this turns the whole stance of the Heavens' Ward upside down. Estinien is willing to give you and Ser Bale a chance – help him end this pointless war. It'll give Ser Bale a chance to redeem himself following all of the atrocities he committed as an Azure Dragoon, and a chance for you to find out the truth.

You could point out that you can find out the truth without picking a side, but Estinien seems rather passionate for you to at least declare your allegiance, and he sees things in a rather black and white fashion. There's the chance that Nidhogg lied to manipulate him – but to find out the truth behind all of this, you may have to follow the path a little further.

The choice now falls onto you – will you doubt the story that the Church has offered as Estinien has, or will you hold to your faith in the Church?

- Should you choose to follow the path Estinien has set out on, you too, will be made an enemy of the **Heavens' Ward** and can expect their knights to attack you on sight.
- However, the **Dravanian Horde** will come to your aid.
- Matters come to an end with Ser Bale and Estinien – if you can't get them to properly resolve their differences, they will negotiate with their spears, and only one party can leave this confrontation alive.

- Estinien, regardless of how you choose to proceed, leaves you with one disturbing piece of information – another Dragon eye lies in the Vault within Ishgard. If it truly exists, perhaps his story isn't false after all...and if it happens to be lying there – perhaps it's time someone put that to use.

Lifebound Y'shtola

It's been some time since Y'shtola had a chance to seriously investigate into the Ascians, with all of the conflicts and problems that have been springing up to bother the Scions of the Seventh Dawn. But since the events of Castrum Meridianum, the severity of the Ascian threat has left a deep impression on the Migo'te. She's now more determined than ever to discover the secrets behind the Ascians, if it makes the difference to bringing them down.

The Scions of the Seventh Dawn are now fully aware that the Ascians have left their mark all throughout Hydaelyn's history – meaning that if there was anyone to ask about the Ascians, it should be the Allagans. Granted, all of the Allagans happen to be dead...but another idea comes to mind, albeit not intentionally.

Word of the Ascians going about teaching the art of conjuring Primals has spread throughout the land, and the Scions of the Seventh Dawn have found another lead through rumors of a summoner worshipping an Elder Primal. Wandering about the desolate wasteland of Mor Dhona, this summoner has been causing trouble with his wanton display of power.

Tracking down this man, you'll find that his Egi is remarkably different from any that you've seen in Hydaelyn. His only comment is that by the Ascian's blessing, he now has bound the power to Belias to him. Belias, an Elder Primal whose presence predates the Seventh Astral Era – that's when it hits you, perhaps you could just ask a Primal as to what the Ascians are?

The summoner, Tristan Nightflicker, reveals that he's already accumulated a substantial amount of crystals stealing from travellers and caravans coming through the Mor Dhona wastelands – so it turns out that you won't have to go around hunting for where Belias might be, not when he'll come straight to you.

You probably never asked for this. Certainly Y'shtola never did.

Belias however, will make his triumphant return to the world of Hydaelyn in blazing fashion. Quite literally, you'll find your entire group surrounded inside a

dome of fire, as though Belias intends to cook you alive. He doesn't seem to be up for answering questions – and as he attempts to temper you, Y'shtola manages to block it with a barrier. You can tell this isn't natural magic; for one thing Y'shtola's eyes have turned milky white.

Y'shtola will continue to resist Belias, but it's up to you to subdue the Primal. Hopefully you don't try to fight fire with fire, because that isn't likely to end well, not with an Elder Primal fresh from his realm. Belias, not very satisfied with being unable to temper you, will opt to incinerate you instead. Subdue him quickly, before Y'shtola is burnt to ashes and you end up next on the grill.

When his flames are finally extinguished, Belias will reveal to you the nature of the Primals. With each summoning, with each Primal that walks the land, Hydaelyn loses another substantial portion of Aether. Each time the Ascians prepare themselves for a summoning of their God, the land weakens permanently.

If you want to save Hydaelyn, you need to deter any more Primals from being summoned. No doubt, the Ascians plan to make the Garlean Empire such a massive threat that the Eorzeans will have no alternative but to summon more Primals. But the Garlean Empire had been stopped prior to this – without the use of Primals...if it can be done once, there's no reason it can't be done again.

Y'shtola agrees, and while the exertion of using her magic has left her completely exhausted, she looks forward to bringing the land together as one to fend off the Ascian and Garlean threat.

Hopefully you aren't too late.

- If you spared Tristan Nightflicker even after his show of idiocy, he'll smarten up after Belias explains the Ascians' plot and enlists to help the Scions and you stop the Ascians plot. Revenge for his brother is one thing, but destroying Hydaelyn isn't something he's out to do.
- With his learnings from the Ascians, he can help out your summoners as well, boosting the power of their conjured Egi and other summons slightly.
- Belias returns to his own realm – though he mentions that there are Elder Primals who have managed to stabilize their consumption of Aether. Is that supposed to be a hint at something?
- Your relationship with the **Scions of the Seventh Dawn** improves drastically, and Y'shtola becomes a permanent companion should she survive the upcoming struggle with the Ascians. You may want to keep her for exerting her magic too much.

The Expert, Mutamix Bubblypots

Regardless of who you chose to protect Mutamix Bubblypots, the Illuminati still hasn't forgotten that this genius still exists, and they are not happy with his defection. They've made many attempts to eliminate him entirely, seeing as he still has not returned to the Illuminati fold. Mutamix's understanding of material makes him too valuable to simply ignore for both sides.

You need to put things to an end with the Illuminati, even if it means rooting out this shadowy organization and purging them completely from the face of Eorzea. Mutamix however, would prefer that you don't have to take a violent option if it isn't absolutely necessary. Unfortunately, with the information that he has on the Illuminati's plans, his hopes may simply be wishful thinking.

The Illuminati have been gathering resources – in the form of crystals – in the Dravanian Hinterlands. Such a large scale operation clearly comes with the intention of using the crystals to conjure a Primal, and Mutamix has an inkling that they plan on using the discarded magitek nearby.

In the Dravanian Hinterlands lie many discarded pieces of magitek in the form of defense mechanisms, research tools, and prototype weapons. The Illuminati have undoubtedly been hoarding such things in addition to the crystals – hence their choice of location. Mutamix even has a location name for you, the Arkitechton – and that name alone doesn't give you any good vibes at all.

Mutamix sincerely believes that they need to be stopped, and judging from the Aether readings that the Scions have been getting from the local environment – there may be a solid foundation beneath his claim. Should you get to the Dravanian Hinterlands soon enough, you might be able to stop the Illuminati before they can rouse an ancient automaton from the earth.

The ancient fortress Alexander isn't this towering monstrosity that you see before you. Rather, the Primal serves as the core to this mobile fortress that currently threatens to crush you underfoot. You can see several points of access – but perhaps the easiest way is simply to blast a hole in the exterior yourself.

From his own work with Materia, Mutamix has also managed to scrap together an Aether detector that you can use to track down the core once you're inside. But as you might have expected already, the Illuminati aren't about

to let you run amok and will stack up to eliminate you. Alexander as well, will manipulate the environment in order to purge you from the main body.

If you're to get out of this alive, you should attempt to destroy as much of the environment as possible to keep Alexander occupied – and quite possibly, you'll have to slaughter quite a number of goblins along the way. Mutamix seems to have already resigned himself to this conclusion, as he has no qualms about fighting the goblins that come up against you.

At the very center of the massive lumbering structure – which will only halt to repair its damages – the mastermind of the Illuminati will face you. Quickthinx Allthoughts is rightfully displeased with his minions' handiwork. He'll attempt to have his snipers gun you down from the shadows, but that has been the goblins' standard tactic all along, so you should have expected something similar from the head of operations.

Quickthinx is understandably furious that you, inferior lifeforms, have even dared to wreck his plans, and his frustration blinds him to the fact that he happens to be weaker than you – especially if those snipers of his do not make any impact on your party.

But even though he's weaker – the core of Alexander isn't, and the Primal will move out to take you down. Be wary that as the battle grows longer, Alexander will create more and more mechanical minions, eventually creating enough to suffocate you with sheer numbers. You may well want to prioritize taking Alexander out before you focus on the weaker Quickthinx, but if the Primal falls, you can expect Quickthinx to run as quickly as he can.

Regardless of how you stop the Illuminati threat, the important thing is that you do it thoroughly. Don't give Quickthinx too much room to rebuild, because this goblin is quick to capitalize on any opportunity he gets, and if you give him too much breathing room...

Well, you can expect something worse than Alexander next time around.

At least at the end of the day, you can rest in peace knowing that one sinister shadow organization has been disassembled. Now if only the Ascians would go down as easily...

- The **Goblins**, grateful that you've removed the stain on their reputation that was the **Illuminati**, will be eager to fall in your good graces.

- The **Illuminati**, even should you not have destroyed them entirely, will be quickly rooted out and destroyed by other factions. They've made a lot of enemies going about stealing secrets...
- The **Scions**, grateful that you've stopped a Primal from running amok, will gladly share what secrets they've found from the Illuminati with you. Naturally, your relationship with them improves.
- No longer threatened, Mutamix will offer to improve your Materia for you, since him not having to hide is largely due to your efforts. The effect of all your material is improved slightly.

The Professor, Surito Carito

It would be easy to just say that Surito Carito has discovered the method to reverse the Tonberry affliction – except that it would also be a major overstatement. The Nymian Scholar has managed to find a way to subdue the terrible rancor that affects the Tonberry folk as a whole, though getting back to his original form seems to be a pipe dream in the making.

He does have something that he'd like your help with however – the floating city of Nym is infested to the brim with Voidsent, and he's now very confident that a Voidsent happened to be the cause of all the Tonberry people's problems. Why is he so confident? Well – it seems that with the Tonberries he has managed to "recover", their collective memory points to a strange creature at fault.

As Surito explains, in the age when Nym was prosperous, it was also heavily involved in the War of the Magi. However, until the day that a mysterious parcel arrived and the Tonberry affliction spread through the city, the Nymians had fended off assault after assault. In part due to their floating city, in part due to the ingenuity of their scholars.

Surito seems quite proud of the latter fact.

But soon after the Tonberry appeared, Voidsent also began appearing, leading Surito to conclude that should you start purging the city of Voidsent, you may come across a clue as to the source of the affliction. Surito warns you that the city is not only occupied by Voidsent, as some Mamool Ja have chosen to take advantage of the Tonberries who have lost their rancor.

Mamool Ja and Voidsent seem to be fighting over the city, and you'll need to sweep them both out if you're going to find the source of the affliction.

Thankfully, Surito and a band of Tonberry Knights – you weren't even aware Tonberries could be knights – are more than happy to help you out.

Still, you're rather outnumbered and Nym is a rather large place for a floating ruin – so Surito advises that you approach this tactically. The Tonberries will, true to Nymian fashion, follow guerilla tactics and Surito suggests that you should take advantage of that.

Work together with the Tonberries, and split your enemies apart as much as possible. Strike where they least expect, open their backs to the Tonberries' subtle knives, and soon you'll work your way through the city until everything is cleared away. All cleared away except the Voidsent...who are still present in far reduced amounts. Surito surmises quickly that there must be a portal nearby – perhaps created by whatever created the affliction.

If you're going to solve this dilemma, you're going to need some sort of method to determine the concentration of Voidsent. Being non native to Hydaelyn, if you have any way of detecting Aether or similar magical energies at all, you should be fine. In the event that you have no such thing, Surito advises you to delve into Nym's scholar halls. Perhaps something inside the ancient repositories will help you.

Though perhaps that isn't necessary – Surito can detect the presence of a Voidsent here, though it is seemingly invisible to the naked eye. With his powers as a Scholar, he can wander about with a fairy light to reveal its presence. Naturally, should your party have any scholars, they could do the same.

If only they had done so when they were still Nymians... Surito finally realizes that the Voidsent was likely sent by one of their enemies, the Void Mages of Mhach. Only they had the insanity to wield such powers.

The Voidsent Bitoso will attempt to flee upon being revealed – it seems that had you left it alone, it would have attempted to inflict the Tonberry disease upon you and your companions, rancor and all. With its plot revealed it would sooner flee than be banished back to the Void. Should you let it flee, it will only spread the disease elsewhere.

Defeating the monster isn't going to be easy, not when it's actively trying to run away from you, and it happens to turn invisible whenever it gets out of the light. You might be better served torching the ancient repository, but you get the

feeling that Surito will not look kindly on that. Find a way to restrain and banish this beast back to the Void.

But defeating the monster, unfortunately, doesn't have the effect that Surito had hoped for. Green he remains, and his form unchanged – it would seem that the life of a Tonberry is one that he must resign to. You can cheer him up with the fact that he has finally reclaimed Nym. If anything, Nym can now be a safe haven for all Tonberries alike.

But Bitoso wasn't the only one of its kind...and who knows how long it will be before somebody else errantly summons another such Voidsent once again?

You should just hope that if they do so, they aren't going to send it after you.

- Appreciative of your efforts to give them a home, the **Tonberry Kingdom's** relationship with you improves substantially. Finding the cause of all their pain helps a bit too.
- Surito Carito looks forward to restoring the prowess of Nym's scholars, and as such, is more than happy to teach your Scholars, improving their abilities and perks slightly.
- As you might have expected, the **Sons of Saint Coinach**, the **Forum of Sharlayan**, and **Students of Baldesion** are overjoyed that you've found out this much about the ancient Nymians – and their relations with you improves.

The Pilot, Sezul Totoloc

His efforts finally coming to fruition, Sezul Totoloc has invited you to come to a first test of his airship, the Dezul Qualan. By first test, he means he'd like you to fly the airship up as high as possible. You can only trust that the engineer, a Lalafell by the name of Tatamaru, knows what he's doing.

Somehow you're not so sure about trusting a Lalafell with airship design. Still, Sezul has put the Lalafell in the limelight by vouching for the Lalafell's genius with all of his confidence. Considering he followed you around until he found the engineers and technicians that he wanted, this Lalafell can't be that bad right?

The Dezul Qualan is fast – much faster than any balloon that you've ever rode on. You can't help but wonder if Sezul was put to the task of designing a full Magitek battleship, he might find a way to create the fastest one yet – though it

may well be Tatamaru who deserves the credit. Certainly Tatamaru proves he can be a pilot at least.

Sure enough, achieving the altitude that Sezul was hoping for is just a matter of time – though frankly, with all the clouds below you, you're slightly disappointed that there isn't much of a view except blue skies. Your record achieved, you'd think that Sezul would be happy – but it seems that the Ixal has just lifted the bar up a bit higher.

Unfortunately, the Dezul Qualan's first flight has drawn some unwanted attention from the other Ixal. It won't be long until the first waves of assaults come, and Sezul is certain that more will follow unless you do something about it. To think that you'd find yourself getting bombed by blimps – that's certainly something new in Eorzea. Sezul Totoloc has a very good idea where these attacks are coming from, and he's hoping that you're willing to put an end to this.

Natalan, the ancestral home of the Ixali, has always been out of reach for many Eorzeans. Not only is it so high up that adventurers would rarely want to venture there, it also happens to be defended by the fiercely territorial Ixali. Sezul has an answer to this however – the Dezul Qualan.

With a bit of navigation from Tatamaru, he could air drop you down into Natalan, and all you'd need to do is ensure that they can't launch another assault. Firebombing all of their dirigibles will probably do the trick, though Sezul advises that you steal one to get away with if you're going to go ahead with that plan.

But Sezul warns you that leaving the Ixal alone with no airships may be enough to push them into a corner – and a cornered Ixal is one that's likely to turn to their Primal for aid. If Garuda gets summoned, it is very likely that you'll be sent crashing down to the rocky canyon below.

For the sake of a proper escape, you should find some way to deprive the Ixal of their crystals before you make your getaway. Considering Ceruleum extraction drains the Aether straight out of a crystal...perhaps that could be a plausible solution? Of course, you could just opt to steal it all – but good luck carrying all of those crystals in a dirigible!

Regardless of what option you choose to fend off the Ixal, make sure you do it fast – otherwise soon there might not be a shipyard left for Sezul to build from.

- Should you succeed in fending off the Ixal, Tatamaru will find aid from his father, Tatabaru, and the **Highwind Skyways** Faction opens up to assist you

in your efforts. Though they can't assist you with troops, this faction will provide you with a steady flow of airships – any design that you can provide them materials for. Barring that – giving your faction access to airships across the Eorzean continent is very helpful too.

- Should you have raided Natalan in the process of fending them off, or even simply weathered all the waves of their assault, your relationship with the **Ixal Beast Tribe** will fall dramatically.
- However, saving Sezul Totoloc ensures that this visionary can help you with your own airships – and he'll set to work at building a fleet of his hybrid airships. Considering how high up they can get, you have to wonder if you could repurpose these into continental rockets...Sezul might not be too keen on the idea however.

Expeditions (3 Fixed SP)

Each Expedition costs 1 SP to open – though you don't necessarily have to go yourself, you may deploy somebody else to deal with the problem. By this point however, hopefully whoever you send is rather proficient, because they're going to be going up against a substantial amount of resistance anywhere they go.

Gamma Quadrant

In your haste to depart from the Aetherochemical Research facility, the Garlean Imperial Legion has taken advantage and seized Azys Lla. Much of the ancient Allagan research facility still remains unexplored – but if you allow the Imperial Legion to continue their efforts, much like what happened at Castrum Meridianum, they may uncover something to make them even more of a threat than they are now. Not a good prospect.

This will no doubt mean a return trip to Azys Lla, though thankfully it isn't like the floating continent will simply move away on a whim. All you need to return to Azys Lla is another airship, which shouldn't be a problem now that you've confirmed its existence.

Getting up to Azys Lla is easy – approaching it is not. The Imperial Legion's fleet stationed around Azys Lla will immediately respond to your presence and engage you. Hopefully your airship has weapons, but if it doesn't you should probably find solid ground to land on as soon as possible.

The Garlean Imperial Legions are stationed in the Gamma Quadrant, with two perimeter defense lines established, and a substantial force backing the shipyard that they have currently taken control of. While these are definitely normal troops that you're facing, it would not be wise to underestimate them. They have the advantage of numbers, while you still possess some element of surprise.

If you scout around their perimeter line a bit, you might notice that some of the troops don't seem particularly organized. Perhaps it's a feint, or perhaps they've been deprived of a commander – come to think of it, you're not even sure which Legion this is.

You have at least two choices. You can lead a frontal assault on what appear to be vulnerabilities in their defense line, or you can probe around and try to figure out what trap they have lying in wait for you. Either way, you're going to have to get past both of the lines if you are to disrupt the Garlemard presence here on Azys Lla.

Strangely enough, many of the troops will flee on sight of you – perhaps they don't want to get caught in friendly fire from their fleet? It would make sense...if the fleet was actually firing on you. Piercing the first two defense lines isn't too difficult after all.

When you make it in to the Legion's main camp at the shipyard, the internal discord in their forces becomes very apparent. Some of the Legion troops are already dead – executed by their superior officers apparently, and there are firefights ongoing. You can either pick a side to help, or just massacre them both. It's quickly apparent which side is still antagonistic towards you – considering that they're firing at you and their allies both.

It'll be a long and arduous fight to seize control of the shipyard, but if you can manage it without exposing yourself to cannon fire, you might be able to seize a warship. The Legion troops that have seemingly revolted will assist you – in the event that you didn't kill them off as well. As you clear the shipyard, more and more of the lower ranking soldiers will attempt to surrender to you. What you choose to do with them is your own choice.

Once the shipyard is completely under your control, there is the matter of encouraging the Garlemard fleet to vacate the airspace. Thankfully the shipyards have their own defense systems – perhaps you could use that in conjunction with

boarding the systems and evicting the crew. Should there still be defectors alive among your ranks, infighting will break out within the fleet as well.

As a soldier explains – following what happened at the Aetherochemical Research Facility, the troops stationed at Azys Lla were left with no commander and a single executive order: hold Azys Lla. But among many of the troops there was a consensus that this order was senseless – and would certainly mean that these troops would never be able to return home. Seeing the Ascians butcher their commanders was also a chilling wake up call, inspiring some doubt as to whether they were fighting for the right reasons to begin with.

If you let them go, the troops won't return to Garlemard immediately. Not looking forward to the prospect of being enlisted under yet another legion, these defectors will remain in Eorzea for the time being, effectively forming a resistance group on their own.

Regardless, your own objective is complete – and Azys Lla is once again free from Garlemard control. Now, maybe you can get to some of that research you were looking forward to...

- For your efforts in driving back the presence of the Imperial Legions, your relationship with all three of the Grand Companies will improve.
- If you allowed the Garlemard defectors to survive, they will form a new faction, the **Garlemard Remnant Expeditionary Force**. Their initial disposition towards you is positive and moreso if you happen to know any other Garleans.
- Hopefully you managed to snag an airship – but if you didn't, the Allagan docks probably still has a couple ships lying around in addition to all the other goodies that are now yours to delve through.

Imperial Dreadnaught Agrius

In the year 1557 of the Sixth Astral Era, prior to your arrival, the Garlean Empire set out to conquer Eorzea – with a fleet so large that it laid waste to any form of resistance the Eorzeans could muster on short notice. Ala Mhigo fell, and the Garleans established their presence beyond the border.

But as the Garlean fleet moved on from Ala Mhigo, Eorzea answered this unprovoked aggression with a card of her own – the Dravanian Horde united as one and took to the sky to bring the fleet down. This battle came to be known in

the historic annals as the battle of Silvertear Skies. A pyrrhic victory for the Garlean Imperial Legions, as their flagship, the Imperial Dreadnaught Agrius, would end up sinking into the depths of Lake Silvertear. The Dravanian Horde paid a massive price – the death of their leader, Midgardsormr. Such was the price for saving Eorzea from certain occupation.

In the aftermath of the battle, Mor Dhona has been changed significantly – both from the massive amounts of Ceruleum that was released and also with the fall of Dalamud. No longer is Silvertear a lake, rather a vast glacial field of crystals. Lake Silvertear today is a place that researchers venture to only with heavily armed escorts.

You've been asked to be that heavily armed escort for a band of researchers from the Scions of the Seventh Dawn. Some of their notable names, perhaps travelling companions of yours, are coming along as well – and they'll be very frank with the reason why they asked you: something is stirring in Lake Silvertear, and the Scions fear that the Imperial Legion is up to something.

Arriving at the lake, you'll realize why the Scions would presume that the Imperial Legion was involved. Magitek and monsters have found a form of bizarre balance, and you'll be harassed by monsters and machines – some monsters have adapted to using turrets and explosives against you.

The Imperial Legion isn't present, but the remnants of the invading army that fought with the Dravanian Horde remains on guard. You'll be assaulted by Colossi, gunships, and mechanical troopers – all of which are still being sustained by all the Ceruleum that permeates the area.

There are dragons here – but strangely enough, they seem to be guarding the fallen dreadnaught rather closely. They won't harass you until you approach, but should you venture close to the dreadnaught, you can expect them to start hurling magic at you in an attempt to deter you. There is something at work here – something involving the Dravanian Horde.

If you're on good terms with the Dravanian Horde, it may be possible to simply negotiate your passage inside, or even just ask them what it is that they're up to here at the ruins of the dreadnaught. They might not give you a straight answer right away, but you'll be able to gather that whatever it is – it has to do with Midgardsormr.

If you're not on good terms with the Dravanian Horde, it's very likely that you're going to need to slay your way through the massive dreadnaught, until you come face to face with the ancient wyrm himself at the tip of the dreadnaught. Your presence seems to be the last push he needs to awaken – and despite the tales of his death, it appears that this wyrm is not going to stay dead.

The leader of the Dravanian Horde, the father of dragons, Midgardsormr clings to life yet – and forces a choice upon you. To join him or to face him – an encounter with this wyrmking will not be ended by simply walking away. But before you have a chance to make that choice, the Keeper of the Lake will be assaulted by a Cohort of the Imperial Legion. They've been observing Lake Silvertear for some time now – and they understand the importance of stopping you from reaching Midgardsormr.

Well, it's a bit too late now, but they can rectify their mistake by killing both of you while Midgardsormr is still relatively weakened. You'll have to fend them off if you're to survive, and if they should manage to strike down the Wyrming again, this will be the time they finally lay down the primordial dragon.

Fend off the dispatched troops – and you'll have to contend with the Wyrming's question. On one hand, he could potentially be a great ally, one to aid you in the battle against the Garlean Empire. If he could stop an invasion force alone, there's no reason why it can't be done again.

But to side with the dragon means you will receive scrutiny from Ishgard. Not only that, but it will be likely that Ishgard will deviate away entirely from any idea of alliance with the rest of Eorzea. Midgardsormr indicates that Nidhogg, his son leading the war against Ishgard, may still listen to his requests yet – and he has a daughter in an ancient Allagan research facility called Azys Lla who may help – perhaps you have been there?

What will you do with the Wyrming in front of you?

- Should you ally with Midgardsormr, your relationship with **Heavens' Ward** falls dramatically as the Church will instantly declare you as their enemy. However, the entirety of the **Dravanian Horde** will rally to your aid – or well, their King's aid.
- Should you fight Midgardsormr, prepare for a difficult battle – he's more of a spectral wyrm at this point, and can revive other dragons at will. Should you kill him, your relationship with the **Heavens' Ward** improves

dramatically, but the **Dravanian Horde** will mark you as a priority to exterminate.

- Midgardsormr, should you allow him to join you, will become a travelling companion until it comes time for you to leave this world.
Unfortunately...he's shrunk down quite a bit in size in order to regain a physical form, and now he looks like a wyrmling.
- If they haven't already, the **Garlean Empire** will mark you for assassination. Expect troop companies in the area to move against you should Garlemard ever invade.
- Your relationship with the **Scions of the Seventh Dawn** improves.

Lifting the Snowcloak

The region surrounding Ishgard, Coerthas, has suffered extensively from the fall of Dalamud. As environmental changes took hold, Coerthas transformed from a lush highland region into a frozen expanse. This dramatic shift has resulted in Ishgard being isolated – but has quite possibly also saved them from the Dravanian Horde's immediate wrath.

But the weather which has unintentionally protected Ishgard has also given some of its dissidents a safe haven. The Heavens' Ward has requested that outsiders are to hunt down these dissidents, and if you approach the Scions or any other Grand Company for advice, they'll advise that if you're to breach Ishgard's self enforced isolation – you might as well go along with this.

A region known as Snowcloak in the central highlands of Coerthas, icy tunnels have been dug into the mountain, and the Church of Ishgard believes that a group of heretics are hiding out within the Snowcloak region. To garner favor with the Heavens' Ward and the Church, you're going to have to hunt them down and execute them.

The tunnels are expansive, and it doesn't help that you end up having to fend off the countless monsters which have adapted to the environment. Yetis will run about, attempting to collapse a tunnel on you should you happen to not be watching your surroundings.

But as expansive as the tunnels are, they are finite, and sooner or later, you'll come across the leader of the heretics, who apparently also serves as their chosen idol. The Heretics have pledged their alliance to the dragons, working distantly with the Dravanian Horde.

The leader of the heretics, an Elezen woman by the name of Ysayle, is very determined to stop what she calls the Dragonsong War. If you've done some background research on the Heavens' Ward or the Dravanian Horde, you'll have likely heard of this longstanding conflict between the two parties. Ysayle is convinced that the Heavens' Ward is directly responsible for the Dragonsong War – but that would directly contradict the Church's official stance.

The Heavens' Ward knights are keen to remind you of this – and it seems that whether they don't trust you, or they were here to finish the job themselves, these knights have followed you all the way to the Heretic's hideout. They'll give you a simple ultimatum. Kill the heretics or be branded as one, these knights aren't going to beat around the bush.

It seems another troublesome choice lies in front of you, and neither the knights nor Ysayle are about to give you much time to choose.

- Assist the Knights in eliminating Ysayle, and you'll earn the favor of the **Heavens' Ward** faction.
- Assist Ysayle in eliminating the Knights, and a new faction, the **Ishgard Remnants** will form. Their initial disposition towards you is positive, and they seek to stop the Church of Ishgard. If none of the knights escape alive, your reputation with the **Heavens' Ward** faction will not change for a while.
- Is the Church blindsiding the people? Are the dragons truly in the right? Is Ysayle misleading you, or is the Church manipulating you? It seems you'll have to figure out the answers to these questions yourself.
- When you ally with Ysayle the **Dravanian Horde** will also look upon you favorably. Be wary, because Ysayle looks to summon Shiva unless you can persuade her otherwise and while she can teach you the secrets to conjuring a Primal and controlling it – such an act should not be done so callously.

Carteneau Flats // The Land, She Mourns

It seems fitting that the end should arrive where it all began. The Imperial Legions have struck inland, coming from the Sea of Jade, and now they amass in the devastated Carteneau Flats again – perhaps looking for a trump card within the old Allagan ruins. At this point, with such a sizeable invasion force – a battle is inevitable.

So the attacks on the borders were just a diversion after all – but that's alright, you can still mobilize to respond. By now, it's almost second nature to think that this too must be part of some Ascian plot.

All of your preparations have led up to this. All of your efforts, your plots, your alliances – everything was done just so you can survive the Ascian's plot. The final outcome remains uncertain, but you can clearly see what's in front of you. The factions that have allied with you stand at your side. The Garlean Empire stands against you.

If it was only the Imperial Legions, you wouldn't feel this much discomfort, but a third party stands watching, and behind them is an army that you can't ignore. A number of factions that you have not been able to convince to your side, a sum of factions that scorn you for one reason or another – there can't be more than **seven** of these factions by your reckoning, but the army they've brought with them is massive.

Your foray to Azys Lla gave you a gift of perception – a gift that allows you to see the “head” of the third party – the Ascian Lahabrea. With him is another Ascian, perhaps the mysterious woman that you saw on Azys Lla. The presence of these two alone is enough to draw your focus away from the Imperial Legions arrayed against you. The Ascians need to be stopped first.

Thankfully, though you figure the Imperial Legion likely cannot see the Ascians, the Legion forces does not ignore the sizeable third army that seems to be standing against them. Eorzea is Eorzea after all, and regardless of whether its factions are divided – all of Eorzea's factions stand to be the Imperial Legion's enemies. The battle will likely start by whoever takes the first step forward.

You know that you're still playing into the Ascians' hands, but at this point, if you were to back down, the ensuing fight between the Garlean Empire and the third party alone would be catastrophic. If you were to back down at this point...you won't ever know if another chance to eliminate the Ascians will come so close ever again. Should this war be all that they need to resurrect their God, you might just be sealing your fate by walking away.

No, this moment was what you made all the preparations for.

Should you stall to survey the battlefield; the Ascians will make it very clear that they do not care for casualties, as the Ascian guided army will immediately surge forward to commence hostilities. Hostilities will commence

between the Ascian army, the Imperial Legion, and your forces – but for any of you who can read into the flow of Aether, you'll know that it is but a feint. Something massive is happening in the back lines of the Ascian army, and all of the Aether flow is surging towards that point. If you've fought them once, you'll remember this feeling.

The feeling...the rush...the surge that is certainly the sign that you're going to start seeing Primals...and there's no doubt that the Ascians want to summon as many as possible. Should none of the Ascian led forces be members of the Beast Tribe...you may come to witness the coming of the Twelve, in perverted fashion.

Who said that Crystals could not call forth the Twelve as it does Primals?

On the one hand, fighting Primals is not what you want to be doing right now – but on the other hand, your theoretical method of killing Ascians is going to require a substantial amount of Aether. It just so happens that the Primals are massive walking Aether containers as well...Surely, there are pros and cons to letting the Ascian forces call forth their Primals.

Be very careful, should you choose to use the deterrence measure that you had developed regardless of what it is. The Ascians are out to see Hydaelyn covered in blood, and where multiple super-weapons clash there is bound to be enough blood to fill an ocean.

Your priority should remain focused on removing the Ascians from the equation. The Ascians die rather easily in comparison to Primals – but death alone is not enough to stop them. Just as the ancient Allag caged Primals within massive Aether cages, you'll need to either harness a large amount of Aether to bind the Ascians...or perhaps you can use the white Materia you found in Azys Lla.

Know that once you bind the Ascians, you'll require a substantial amount of Aether to shatter the cage and kill them once and for all – the White Materia, should it be shattered, is not something that you'll be able to reform instantly.

Should you kill them over and over again without binding them and shattering their soul, they will simply hop from body to body, eating the original souls to survive. Should they eat enough souls and gain sufficient strength, even your companions will not be safe from this.

The Ascians' definition of victory is synonymous with a massacre. If a majority of the combatants perish here – they will begin their ritual to bring about

the eighth Rejoining. Do not let them succeed – should they succeed...the God Zodiark may well be an enemy that you cannot resist. No one alive has seen Zodiark for eras, and certainly you have not fought anything coming close to a God in Hydaelyn yet.

Thankfully, with the death of an Ascian, the released Aether will surge back into Hydaelyn – stalling their ritual for some time.

Another blessing on top of this is the fact that the Ascians are so confident their plan will succeed. Their hubris is what will give you the opportunity to cage them – at least for the first time. Kill their physical bodies and entrap their souls with your chosen cage – before using pure Aether to destroy them permanently.

Ensuring that both of them fall at once will be paramount. The Ascians may underestimate you to begin with – but seeing the death of a compatriot will be enough to sober whoever survives.

So if you're to end this, then do it properly and ensure both of the Ascians die at once. Should you fail, the remaining Ascian will attempt to flee and will start leaping from body to body in a mad effort to gather enough power. The Ascian that died will have released a substantial amount of Aether – nearly enough to seal the remainder...if you can catch them.

When you succeed in destroying the two Ascians, the army that came with them will falter – perhaps enough for the Imperial Legions to steamroll right over them. You're going to need to pick your battles carefully from this point onwards – without the Ascians, the third party really is in no place to fight you. Perhaps it is time for a united Eorzean front...

The Garlean Empire won't just sit idly by as you chase after the Ascians. They have the strength of numbers, and they also have a fleet that's approaching. They might be content to sit and wait for now, to see whether you and the Ascian army will butcher each other. That changes from the moment a single Primal shows up, as the Legions will roll out their new weapons...the mass produced WEAPONS.

They might be smaller, less efficient, and less destructive, but they're still far more of a threat than a full unit combined. And they can afford to be less of a threat than the Ultima WEAPON: after all, there's a full fleet of them ready to engage the enemy: namely you and the other people of Eorzea. The WEAPONS will

move on you, assisted by the firepower of the aerial fleet. Hopefully you have a plan in mind to ground those ships.

Should you allow the Garlean Empire to run amok, you may well give their scientists enough time to dig up more horrors from the Allagan ruins. It just adds another monstrosity on top of their substantial fleet. Omega still lies asleep, deep within the ruins...

You'll notice that the Imperial Legions also seem to be pressing forward with utter disregard for their losses. Entire ships may fall on their lines, entire squads may be obliterated from existence, and in spite of all that they will continue to fight.

Their fervor alludes to a shade of madness, and you'd be right to presume that it isn't just the prospect of trampling Eorzea under their heels which drives them. A third Ascian has been carefully observing the battle – and has no doubt witnessed the deaths of his fellow cultists. He's smarter than his brethren and will be content to hide behind the ranks until the moment arrives to begin the ritual.

The Imperial Legions under his thrall are charging with reckless abandon – and if you're going to stop this Ascian, you need to stop the Garlean tide first. At the very least, you'll need to ensure that their assault breaks at the point where you draw the line before focusing on breaking through to reach the Ascian.

There is no chance that this Ascian will underestimate you – even as you approach he will draw on his dark powers to unleash a cataclysm. Carteneau Flats has now been devastated thrice over, enough to warrant a change in name on the maps most likely. You've seen a moon fall once before – so a meteor shower can't be that bad, right? ...You should probably make haste to take down the Ascian.

With luck, you won't have used the White Auracite yet – with which you should be able to surprise and restrain the Ascian – after you destroy his physical form of course. If not, you're going to need to do this in a more traditional fashion – do you possess the sheer magical might to cage the Ascian in?

When all three of the Ascians die, a great silence falls across the battlefield – and as though a moment of realization has struck them, soldiers let their weapons fall to the ground. The Primals and WEAPONs still present on the battlefield hesitate for a moment as the armies supporting them waver before stopping dead in their tracks.

And just like that – silence falls across the battlefield.

If you capitalize on this moment of doubt, you might be able to put an end to this arduous battle. It seems that plenty are willing to give up the fight – though the Primals active may need further persuasion. But more importantly, the hesitation in the armies seems to be a confirmation that the Ascians are no more. At least nowhere close.

You've put an end to their plan...for now.

To Entrust Unto Tomorrow

All trace of the Ascians has disappeared. With their departure, the conflict winds down to a close. The survivors from the decimated armies are beginning their retreat, and for a short time, there is no concept of sides or factions – the reality of Hydaelyn's destruction acts as a common link to join everyone together.

A hard fought war, a needless and senseless war, but you can only hope that this was the war to end all wars – at least here in Hydaelyn. You can't tell right now if the countries will learn from their mistakes, but regardless, every faction has suffered too many casualties. There will be no further fighting, not for the time being.

The light of day breaks and upon the devastated battlefield, it seems like something has changed among the survivors. Perhaps it's simply hope for a better tomorrow, or just relief and gratitude from those who survived. There are no words exchanged, no blows thrown as the survivors leave Carteneau – just a silent acknowledgement of what has come to pass.

Knowledge of the Ascians is no longer something to be hidden in books and annals. This terrible enemy, who sought to string up the people of Hydaelyn like puppets, has been revealed to the masses – and though there's still no way for the commoners to perceive them properly, your efforts in understanding them have led to many breakthroughs, and likely more latchkey discoveries to come.

It's often said that when the day breaks following the end of a storm, the next golden age is nigh. Perhaps this is that moment – the true dawning of the Seventh Astral Age.

Regardless of the name, a new age is about to unfold – and you'll be here to watch over it. Will the Ascians return, or are there perhaps more Ascians? You're not sure – but if they do return...you'll be ready for them.

All that you've seen and learn naturally will come along with you when you leave this world. You may choose, when the time for departure comes, whether the friends you've made will come with you or not; perhaps for some of them remaining in Hydaelyn would be more preferable.

Your efforts have not gone unnoticed by the Mothercrystal. So long as Hydaelyn and her people have survived – and the threat of the Ascians controlled, at the end of your decade, she will have one last boon for you. This will be your last choice to make before you prepare to depart from Hydaelyn. But don't hurry yourself – you still have a decade left, time paid for by your efforts, time granted by the will of the Mothercrystal.

For Anew It Doth Grow

As your last moments in Hydaelyn arrive, the moment comes for you to make your choice. The Mothercrystal's boon comes in a fixed form – you'll have to choose which you one you prefer.

Company of Heroes

This is a tribute to your struggle against the Ascians – a set of wind up dolls, one to represent each of the factions that stood alongside you in the final battle. You may decide which unit will serve as the representative for which faction – and together, the collective group acts as one companion like a minion. Functionally similar to minions, even should you choose a Primal to represent a faction, they won't have the Primal's abilities. They might act like a Primal and look like a Primal, but they aren't one.

Like a minion however, they have 300 CP to spend, and while you can only use these in minion skills as usual – each one of the individual dolls will possess a skill from their faction. We can only pray that the memory of your struggle never fade from this world or any that you venture into, as they live on in the form of these sentient dolls. Just as minions – should you instead wish to give them to a companion, this is a valid option as well.

Sigil of Warring Triads

A relic of magic split into three fragments, each one charged with the lingering power of a Primal. It won't make you a Primal, it won't infuse you with new abilities, but each fragment of the shard will allow you to divide up a portion of your Primal/Avatar, or WEAPON's ability and store it inside. Whoever bears this shard can wield its power.

Should one person hold all three shards, the full power that you can bring to bear shall be temporarily transferred to them for as long as they can withstand the sheer strain. Those who bear the sigil for an extensive amount of time will find that bit by bit, the elements of your deterrence will start to manifest on them: a dubiously *safe* corruption by the Crystal, as it were.

Primal and Avatar elements will start to exhibit themselves on the bearer, and biotechnological components will start to form over the bearer's body. If you wish to avoid this – never let the three shards merge as one. The Triads warred with good reason. Should they cooperate...the entire world will change.

The 14th Crystal's Lingering Echo

Whether you choose to stay or go, the Mothercrystal's protection will continue to watch over you throughout your travels. Nesting itself inside you, the Mothercrystal's protection takes the form of your Echo – manifesting an Echo should you not have taken it – and enhancing its powers should you possess it.

The Mothercrystal's protection extends Aether even into the worlds you go into. A slow, gradual permeation into the surrounding environment, Aether will slowly fill the world around you in waves. Should you expend any magical energy at all, Aether will gush into the affected area – and should enough Aether concentrate, crystals will begin to form that only serve to promote further growth.

As Aether continues to flow in abundance, eventually others will begin to exhibit the effects of the Echo as well to minor degrees. Bring magic into worlds where there was none, and let the will of the Crystal spread.

[The Crystal Grows Quiet =XIV_FINALE=]

Hydaelyn is fading, slowly fading, and bit by bit the world seems to fall apart around you – but fear not traveller, for this is just your time here coming to an end. Hydaelyn will survive on, as she always has.

But your role in Hydaelyn is finished whether you lived a life to your satisfaction or not. You always knew that time was not a finite thing – not in this cosmic journey of yours. So here we at at yet another temporary ending...and the last choice remains, being yours to make.

Three doors, three fates – what will you choose?

1) A Distant Memory – A wish to be home again? Consider it done. All that you have on you will be sent with you, and you shall return to your own Mother crystal. You called it...Earth, right?

2) The Echo – A wish to return...to Hydaelyn? Certainly this is an unorthodox wish. But I suppose there is still much to be explored and many people that you have not met. Very well traveller, but know that your choice is permanent – you will keep all that you have, and spend the remainder of your days in Hydaelyn.

Do be wary of the Void – for it calls out to those like you.

3) Breaking the Barrier – To continue travelling onwards? Well, that's why we call you by that moniker after all. So be it...then may your journey be safe. Take what you have with you, and perhaps in time, you'll return to see us again.

Notes

[\[Return Home\]](#)



Technical Notes:

As you've probably noticed – this jump is long. A guide follows, for those who want to confirm overall details.

1000 CP is the initial amount you are allotted. 1000 CP is the cap for drawbacks. 1200 CP is the total amount you'll find in scenarios. This brings you up to 3200 CP.

Yes, you may pick up to **3** backgrounds to get discounts for. 22 Choose 3.

Yes, your companions may also do the same. However, only the first 16 will receive CP. Everybody else can receive one of the free races (and 3 backgrounds – therefore, free 100 abilities). The maximum Companion cap is 500 people. If you pay for CP – all of your companions/minions who have CP will gain more.

Minions however, do not get classes – instead, they have their own chain abilities. That and they come in groups. As stated, if your companions buy minions, they function as summon spells rather than companions of companions.

It's intentional that Minion groups cannot naturally take [Autonomy], you'll have to pay CP to boost their CP in order to do it.

The design choice for having so many companions is intentional. As I said in Ragnarok Online's follow up notes, MMOs are, in my opinion, not a solitary experience. Certainly it can be – but at its heart it's meant to be enjoyed with companions.

The Estate follows you around – in world, rather than in warehouse. You could choose to put your warehouse in your Estate, naturally. It was indeed intended that you could run a full build with 0 perks, 0 companions, and items only. Similarly, it was intended that Companions could become a full build as well by themselves.

The Down & Dirty – Quick Build Making

Perks are separate from the skills that classes get. The classes in XIV get a set of skills – the jobs and professions themselves are very similar to those in other Final Fantasy games and due to the nature of having to balance a MMO, the skills don't stand out too much. Crafting in particular is rather rudimentary as the system is the same regardless of class – though the output naturally changes somewhat.

You'll get to choose 3 professions to focus on. (unless you want to spec more) After you pick a race, check the appropriate racials – grab your three professions, and see what perks appeal to you.

If you're the kind of build that favors companions, naturally you'll want to look at companions first. The companions in XIV are nothing new – meta wise, though minions may throw you off a little since they're "multiple companions slotted into one" – but that's just a quirky variation. Companions have their own list of skills – so take heed because you may not just want to give them standard perks.

Items wise, there are standard items – and the Estate – which is an item group in itself. Drawbacks are very run of the mill – but some of the drawbacks can be taken multiple times to increasing levels of difficulty.

That being said, you'll be done the standard leg of the jump by this alone. You can then look at the scenario...if you're so inclined. Generally a person who has a very good idea of what they want to do in Hydaelyn shouldn't need to do the scenario, but the scenario does give somebody who doesn't have a clue what to do – something to do.

The Scenario

The choice of using a scenario follows the same philosophy that I've always had approaching other jumps. XIV is certainly less obscure than my other works – but it is my opinion that for those unaware of the setting and needing an entry point – the scenario is there to serve that purpose.

Over time, scenarios have changed. I've experimented with different forms of meta, in response to concerns that scenarios were "too linear" and did not offer "sufficient choice". XIV's scenario is a culmination of many different experiments – and different tones/styles.

The scenario is "linear". In the sense that 2 follows 1, and 3 follows 2.

The IF Perspective (read: deviation) is simple – instead of being temporally sucked in like the Warrior of Light, you live through the reclamation of Hydaelyn in the aftermath, and events escalate after that. Is there still a Warrior of Light? Well – you would count as one wouldn't you? I'll let you decide that.

Choices were the main theme going in to XIV. Whereas Ragnarok Online (similar length) was a jump designed like a gallery of stories to reflect the major characters, XIV is designed like a shop – with all sorts of wares for you to choose. From the moment you start in scenario 1, it's likely that some things will start to deviate.

Major plot events like the Warrior of Light fighting the Primals – they may still happen in the background, but Eorzea is a large place, and you may not necessarily see all of it. For those who are unaware of the Primal activity, they will end up culminating in the end scenario anyways. For those who are aware of Primal activity – they can determine just where along the timeline it'll happen and how it affects their story.

This scenario demands a bit of common sense. If you destroyed a faction in scenario 2, or they hate you due to a drawback – it's not likely that reality will warp to reflect that. You'll need to put in work if you're to expect change. It might be unfair to demand common sense like that, but for the sake of narrative it's there.

The scenario's systems. This scenario possibly has the weirdest systems – because much of it is obscured through narration. So what follows is an attempt to "simplify" things.

Top level, you can see this as 2 "scenarios" – a main chain (Scenarios 1, 2, 3) and a side chain (2.1, 2.2, 2.3). The moods of both are very different, and the "choices" are different as well. They don't interact with each other, except for the consequences of your choices.

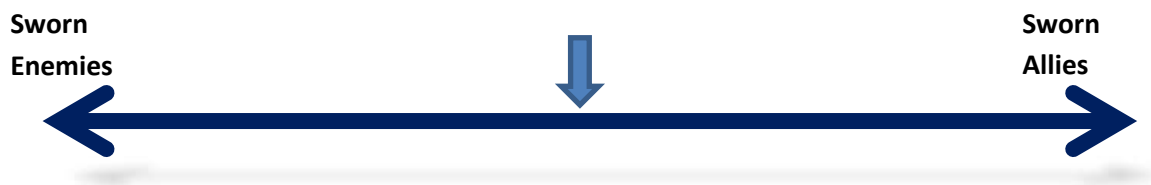
Scenario 1 allows you to choose whether you want to focus on Research or Diplomacy – and that's the obvious meta. Build up a foundation with your choices – it doesn't preclude you from doing things manually. But, the narration hides one thing – the factions. It mentions it, but won't go in depth until scenario 3.

Scenario 2 expands on the choices before. Same ideas of research and diplomacy, more interaction with your build choices – and more flexibility in terms

of choices such as exploration quests, the addition of both exploration quests and individual quests were to give people an “opening” – let them see bits of the world. (That was a terrible run on sentence.)

Scenario 3 deviates entirely – it runs on the premise that by now, you're set up, and ready to go ahead with confronting your destiny. The only thing left is to make a means of deterrence, a back up plan before the final battle. This is the most rigid of choices – just keep in mind that you can apply points retroactively, and forego this deterrence measure entirely.

With that said, if you're having trouble envisioning factions. Think of it like this. Let's say your relationship with the Scions of the Seventh Dawn is represented in a line.



You'd begin scenario 1 with no relationship to them, thus, dead flat in the middle. Taking a diplomacy option with them could go either way – but if you subvert them, then naturally you'll move towards the left. As you do more quests and interact with them favorably in the world, you'll move more to the right. You can also see it like this.

*[Hated --- Antagonistic --- Disliked --- **Neutral** --- Favorable --- Positive --- Allied]*

Your relationship with the factions will come into play all throughout the world, but most prominently at the end of scenario 3, when any faction that has not interacted with you favorably will be used against you. You should, of course, rely on those that you've formed alliances with.

Hopefully this clarifies things a little.