

(Each pixel is around 28.7 sq mi) (The map is 20,000 miles width, 11,200 miles length)
 Continent, Nation and location names: (From Left > Right. Top > Bottom.)

[Bahamut's Head.](#)

[Shiva Hollow.](#)

[Tri-Confection Isles.](#)

[Gran Foresta.](#)

[Jifa Conenta.](#)

[Gargan.](#)

[Uana'Drei.](#)

[Ivanbreus.](#)

Table of Contents

The Great Expanse	8
Continents	9
Bahamut's Head - (ba-HAH-moots Head)	9
Shiva Hollow - (Shee-Vah Hoh-low)	10
Tri-Confection Isles - (Try Con-feck-shon Isles)	11
Gran Foresta - (Gran Four-Es-ta)	13
Iifa Conenta - (Ee-fah Con-nen-tah)(Two i's)	14
Gargan - (Gar-gan)	15
Uana'Drei - (You-anna-Drey)	16
Ivanbreus - (Eye-van-brey-os)	17
Continent notes and races	18
Bahamut's Head Cities:	19
Fláreon Heights - (Flah-ree-on Heights) - Capital City	19
Kreigerdam - (Kree-gah-dam) - Bahamut's Head to Gran Foresta, Iifa Conenta and Gargan Port	21
Okun Okun - (Oh-kun Oh-kun) - Bahamut's Head to Shiva Hollow and Gargan Port	23
Shiva Hollow Cities:	25
Heart of Alii - (Heart of Al-ee) - Capital City	25
Krysta's Parting - (Kri-stas Par-ting) - Shiva Hollow to Tri-Confection Isles and Gargan Port	27
Notus Cove - (No-tus Cove) - Shiva Hollow to Bahamut's Head, Iifa Tree, Gran Foresta and Gargan Port	29
Tri-Confection Isles Cities:	31
Haleén - (Hay-lee-en) - Northeastern Island Capital City	31
Panora - (Pah-noor-rah) - Southwestern Island Capital City	33
Lalella - (Lah-lel-laa) - Southeastern Island Capital City	35
Gran Foresta Cities:	37
Crystal Woods - (Cris-tal Woods) - Capital City	37
Emerald Expellit - (Em-a-rald Ex-pey-lit) - Gran Foresta to Iifa Conenta, Bahamut's Head, Shiva Hollow and Gargan Port	39
Ruby Profugus - (Roo-be Pro-foo-gus) - Gran Foresta to Ivanbreous, Iifa Conenta and Gargan Port	41
Iifa Conenta Cities:	43
Iifa Tree - (Eefa Tree) - Capital City	43
Claw Crann - (Klô Kran) - Iifa Conenta to Gran Foresta, Bahamut's head and Shiva Hollow Port	45
Lámh an Duine - (Laaf an doo-neh) - Iifa Conenta to Gargan and Ivanbreous Port	47

Shamrock Grove - (Sham-rock Grove)	49
Gargan Cities:	51
Niffél - (Niff-Ehl) - Capital City	51
Castras - (Cahs-stras)	54
Drachen Docks - (Drah-cken Docks) - Gargan to Gran Foresta, Iifa Conenta, Bahamut's Head and Shiva Hollow Port	56
Elfschwert Docks - (Elf-schwert Docks) - Gargan to Uana'Drei Port	58
Erdbeere Docks - (Erd-burr-eh Docks) - Gargan to Tri-Confection Isles Port	60
Erenna - (Eh-ra-na)	62
Kellena - (Kell-ah-na)	64
Melnoroka - (Mel-no-row-kah)	67
Rundra Docks - (Run-drah Docks) - Gargan to Ivanbreus Port	68
Stoneshore - (Stone-shore)	70
Notable Locations:	72
Rosutaan Lake (Ro-Sue-Tahn)	72
Valcross Heights (Val-cross Heights)	72
Uana'Drei Cities:	73
Marg'Arissa - (Marg-Ah-Risa) - Capital City	73
Claid's Stream - (Clayds Stream)	77
Cu'Sa'Ra - (Coo-sah-rah) - Uana'Drei to Gargan Port	78
Co'Veran - (Coh-Veh-ran) - Uana'Drei to Tri-Confection Isles Port	79
Folgard - (Fol-gard)	80
Ka'Va'Ka'Ta - (Kah-Vah-Kar-Tah)	82
Kaymen - (Kay-men)	84
Ko'Vas - (Ko-vas)	85
Lat'Vol - (Lat-Vol)	87
San d'Pass - (San d-pass)	89
Van Kra'To - (Van Kra-toe)	91
Zurrivan - (Zurr-ree-van)	93
Notable Locations:	95
Pa'Rula - (Par-rule-ah)	95
San Wall - (San Wall)	96
Ivanbreous Cities:	97
Go'La'Klink - (Go-Lah-Clink) - Eastern Capital City	97
Rikunla - (Ree-Kunn-Lah) - Western Capital City	99
Gok'Kai - (Gok-kai) - Ivanbreous to Gargan and Uana'Drei Port	101
Tarfaz - (Tar-faz) - Ivanbreous to Gran Foresta, Iifa Conenta and Gargan Port	102
Important People and Places	104
Quiche	104
Carlynn Tannyth	104

Ronso Clan - Eiswächter	104
Elvaan Noble Houses	105
House of the Head	105
House of the Horns	105
House of the Throat	105
House of the Claws	106
House of the Wings	106
House of the Tail	107
House of the Scales	107
Hunter Clans	108
Clan Arteus	109
Clan Centurio	110
Clan Gull	110
Clan Irr'Grasp	110
Clan Fair Meadow	111
Food and Cocktail Menu	112
Meals	112
Cocktails	114
World Timeline	116
Detailed History	118
Technology	125
Gods, Astrals and Eidolons	127
Gods	127
Greater Gods	128
Althena	128
Bahamut	130
Kefka	130
Minerva	132
Zomala	133
Lesser Gods - Old Gods	134
Alexander	134
Hades	135
Ifrit	136
Leviathan	137
Phoenix	138
Ramuh	139
Shiva	140
Titan	140
Lesser Gods - New Gods	142
Althyk the Keeper	142

Azeyma the Warden	143
Byregot the Builder	144
Halone the Fury	145
Llymlaen the Navigator	146
Menphina the Lover	147
Nald'thal the Trader	148
Nophica the Matron	149
Nymeia the Spinner	150
Oschon the Wanderer	151
Rhalgr the Destroyer	152
Thaliak the Scholar	153
Astrals	154
Ark	154
Asura	156
Carbuncle	157
Cerberus	158
Choco and Fat Chocobo	159
Diablos	160
Doomtrain	161
Fenrir	162
Golem	163
Good King Moogle Mog XII	164
Ixion	165
Odin	165
Quetzalcoatl	167
Siren	168
Valefor	169
Eidolons & Avatars	170
Mana, Magic and Souls	171
Age, Height & Weight	172
Age	172
Starting Ages	173
Aging Effects	175
Height and Weight	177
Races	181
Beastman Tribes	181
Moombas (15 RP)	181
Standard Racial Traits	183
Alternate Racial Traits	184
Favoured Class Options	185
Seto Lions (15 RP)	186

Standard Racial Traits	188
Alternate Racial Traits	190
Favoured Class Options	190
Shumi (15 rp)	192
Standard Racial Traits	194
Alternate Racial Traits	195
Favoured Class Options	195
Alternate Races	197
Sovani (14 RP)	197
Standard Racial Traits	199
Alternate Racial Traits	200
Variant Sovani Heritages	200
Favoured Class Options	201
Classes & Archetypes	202
Fenrir Rider	202
Mana Junky	215
Spells	217
Effects and Diseases	219
Mana Toxin	219
Feats, Traits and Drawbacks	220
Feats	220
Extra Upgrade	220
Heavy Mana Pot	220
Jecht Shot Mark III (Combat)	220
Ultimate Jecht Shot (Combat)	220
Traits	220
Faith Traits	220
Arm of Astrality	220
Huntress of Siren	221
Religion Traits	221
Fenrir's Drift	221
Gale of Valefor	221
Order of Alexander	221
Magic Traits	221
Mana Vision	221
Regional Traits	221
Bahamut's Legs	221
Beard Above Your Station	222
Scaley Ally	222
Downtown Living	222

On The Fence	222
High-Life Wanderer	222
Drawbacks	222
Racial Drawbacks	222
Mist Vulnerability (Viera)	222
Mana Echoes (Guado)	223
Items	223
Weapons	224
Wondrous Items	227

The Great Expanse

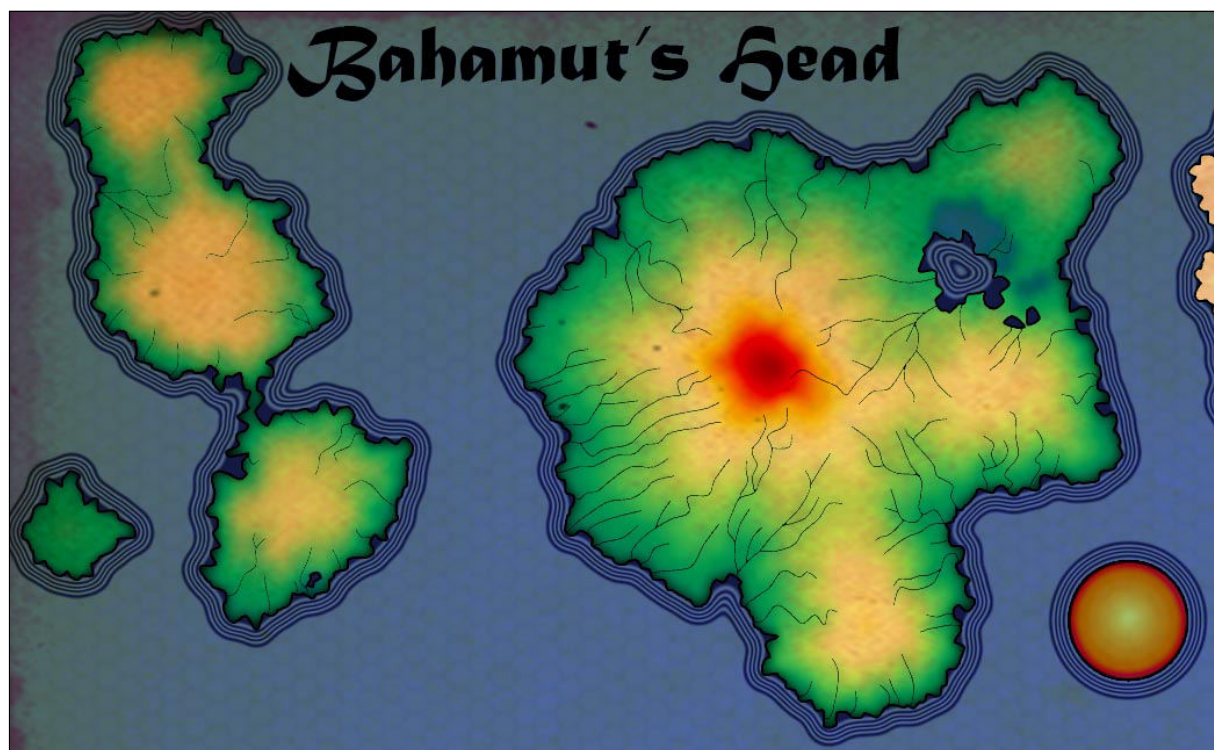
While the world map of Aeon Gaia is mostly complete it does not illustrate the oceans beyond its 4 sides. Looking at the map itself would make people assume the continents are rather close if you go off the map, however if you veer off the map in any direction there is The Great Expanse.

This is a large distance of immense ocean, covering over 1000 miles in each direction, going east from the eastern side to the western side would amount to 2000 miles of open waters until you reach the other side of the map.

With so much uncontested waters, traversal via ocean or air off the map is generally avoided, due to the high amount of monsters and tides. While not impassable, this mode of travel is almost impossible to ask of anyone.

Continents

[Bahamut's Head - \(ba-HAH-moots Head\)](#)



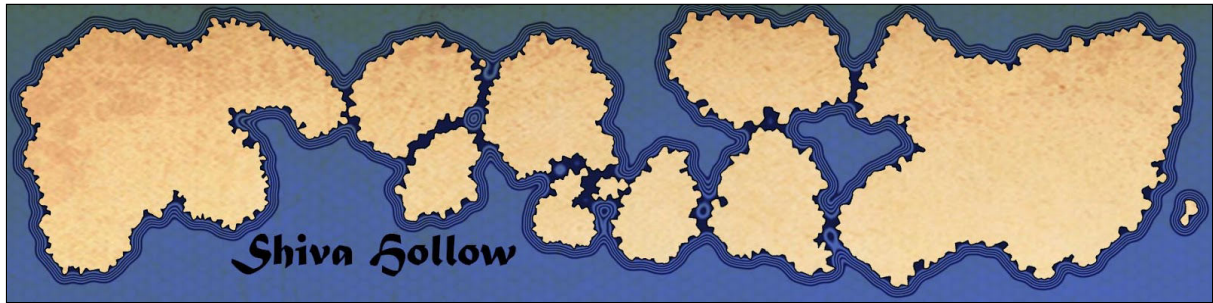
The continent that heralds itself upon the northwesternmost tip, aside from Shiva Hollow, with ranging hills, mountains and dragons alike. This continent broke off from Gargan several thousand years ago, with some devout worshipers saying it was the work of the gods on high and the Astrals within our plane. These thoughts were only emboldened when cartographers and magi were finally able to finalise maps of the world, showing the continent to be in the shape of Bahamut's head. People have long forgotten what the land used to be called now, but everyone knows it to be Bahamut's Head. It is also the location of one of the only active volcanoes on the world, Mt Efreeti, whose volcanic ash and lava creates land and materials for those brave enough to risk travel towards it.

Bahamut's Head is approximately 5.2 million square miles, with Mt Efreeti's landmass equaling around 246 thousand square miles. The larger island to the west is around 1.9 million square miles with its smaller island being around 150 thousand square miles.

Due to the environment, plenty of Dragoons come here for training or grow up within its cities, along with priests who follow the Draconic pantheon or Bahamut himself.

- Aegyl, Au Ra, Bangaa, Burmecians, Dwarf, Galka, Garif, Gria, Ixal, Kobold, Orc, Roegadyn (Hellsguard), Ronso (Red Furred¹), Vanu Vanu, Varg (Red Furred¹), Yagudo.

Shiva Hollow - (Shee-Vah Hoh-low)

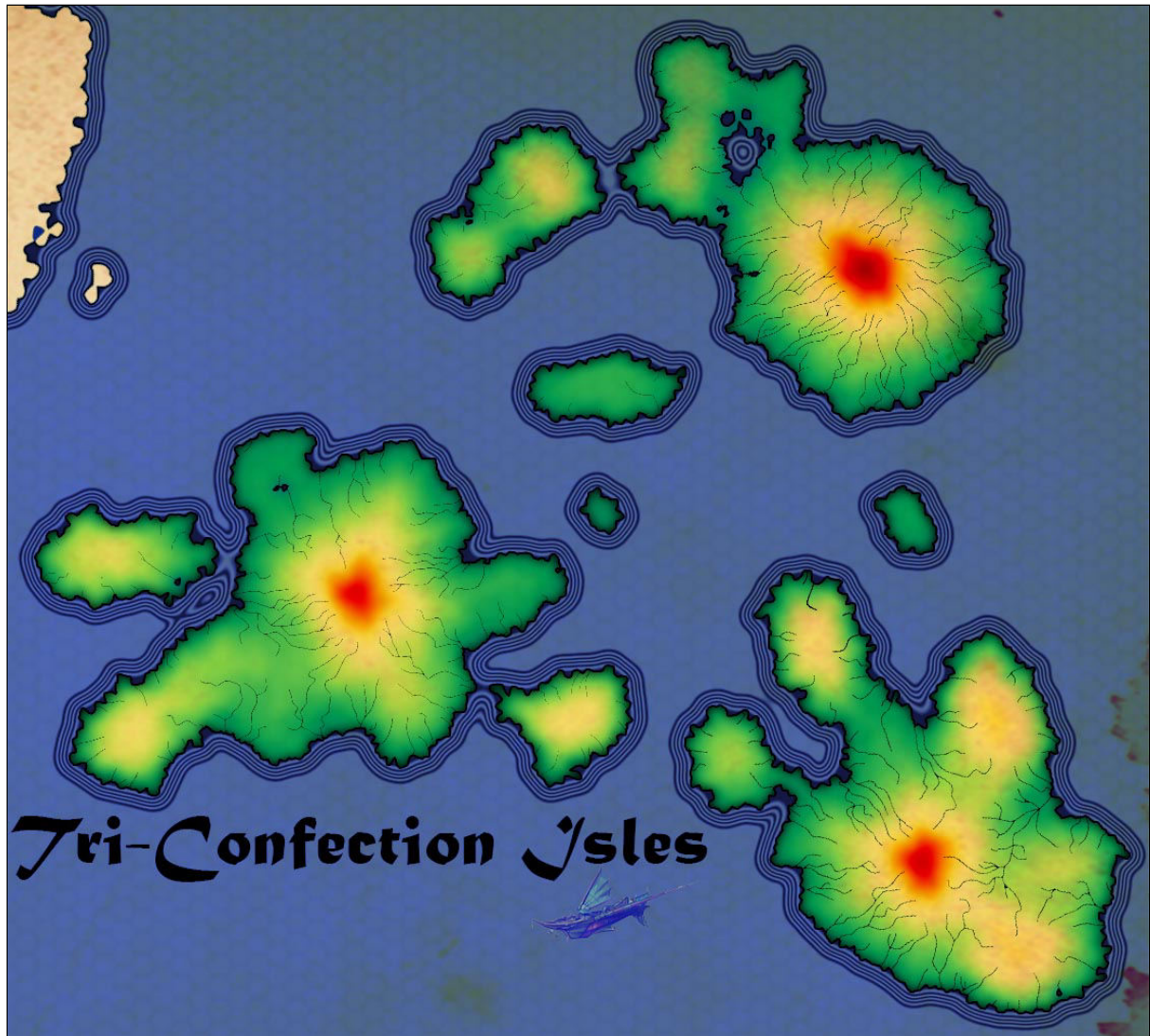


A collection of ice caps and glaciers, several hundred miles long and wide, stares down at the rest of the world, sitting at the north tip of Aeon Gaia. With unbearably low temperatures, these ice caps see little to no travel or civilization, with only the roughest or most adaptable races making their home here. Named for their cold climate, this place is also seen as the seat of the Astral Shiva, due to its connection to the cold, and as such many priests take pilgrimages here. Due to its harsh climate, a lot of natural resources can be found deep within the ice itself and below the waters, ripe for the picking by mortal hand, with some hoping to find the true Shiva resting among its ice.

The total size of the ice caps is approximately 12.6 million square miles.

- Au Ra, Hypello, Roegadyn, Ronso (Blue Furred¹), Sahagin, Varg (Blue Furred¹), Yagudo.

Tri-Confection Isles - (Try Con-feck-shon Isles)

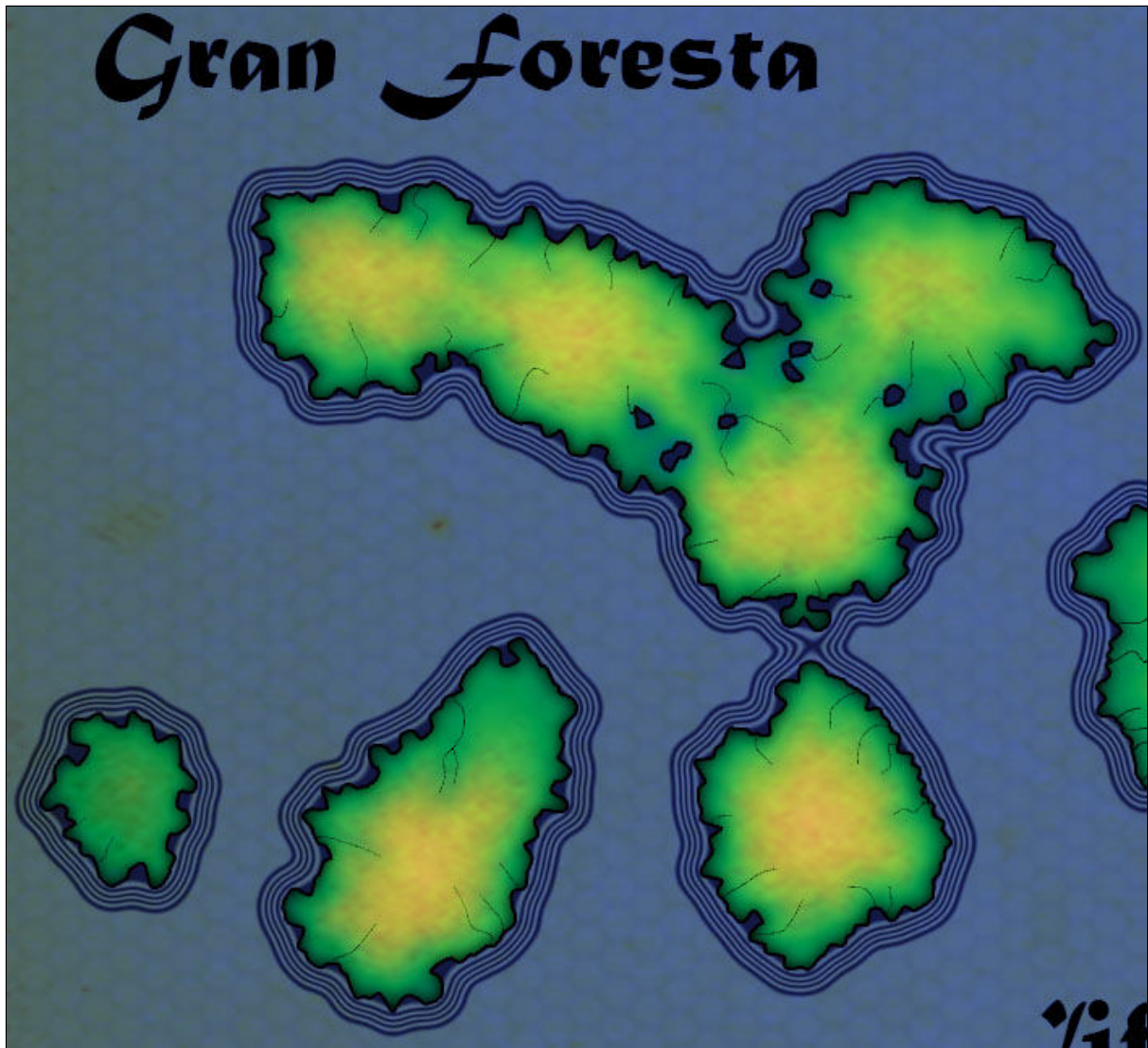


A collection of small and large islands situated in an almost circular fashion, similar to how the folk who live among the isles hold each other's hands in negotiations and life. Lush forests, vibrant waters, clear beaches and music fill these lands to the brim, causing some jealousy among those who do not live among the isles. Like its name, the separate islands and masses all share a peace treaty and share one another's wealth and aid, even going so far as to name themselves as 1 continent when it comes to war talks or war itself. Family is the most important thing to those who live here, with extended families sometimes reaching between the 3 islands.

The north islands (and the small island west and south) are approximately 2.9 million square miles, the south-west isles (with the small island to the west, east and north-east) are 3.3 million square miles and the south-east isles (and the small island north) are 2.9 square miles. All together they are around 9.1 square miles.

- Bangaa, Dwarf (FF9 style²), Elvaan, Garif, Gria, Goblin, Hume, Hypello, Kobold, Lamia, Mandragora, Mithra, Moogle, Nu Mou, Orc, Qu, Roegadyn, Sahagin, Seeq, Sylph (Green hue¹), Tarutaru, Tonkin, Varg (Green Furred¹).

Gran Foresta - (Gran Four-Es-ta)

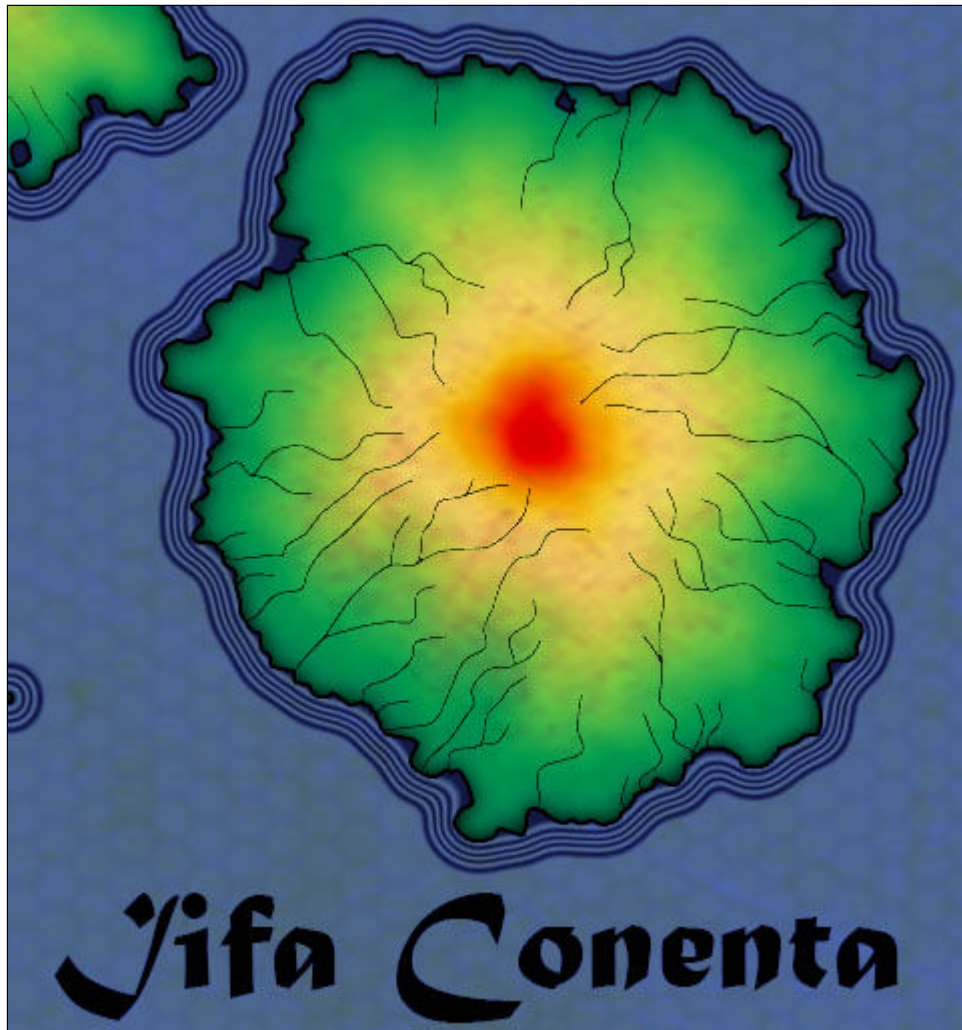


Dense jungles, rainforests and cities among the branches is what Gran Foresta is known for. The continent and surrounding islands have the most vegetation than any other on the world. This is also one of the reasons why many do not come here to live, as it takes incredible skill and tenacity to build a living out in its dense tree line. If you were to cut too much of it, the local residents would also kick you back, as the place is seen as sacred, second only to that of its neighbouring continent. Due to the protection of the land, Gran Foresta makes little to no metallic goods, only using renewable sources, replanting trees and cutting down a minimal amount of them.

The main island to the north is approximately 2.1 million square miles. The island to the south-west is 200 thousand square miles, the middle island is 672 thousand square miles, and the south-east island is 556 thousand square miles.

- Burmecian, Elvaan, Hypello, Mandragora, Mithra, Moogle, Nu Mou, Sylph (Green hue¹), Viera.

[lifa Conenta - \(Ee-fah Con-nen-tah\)\(Two i's\)](#)

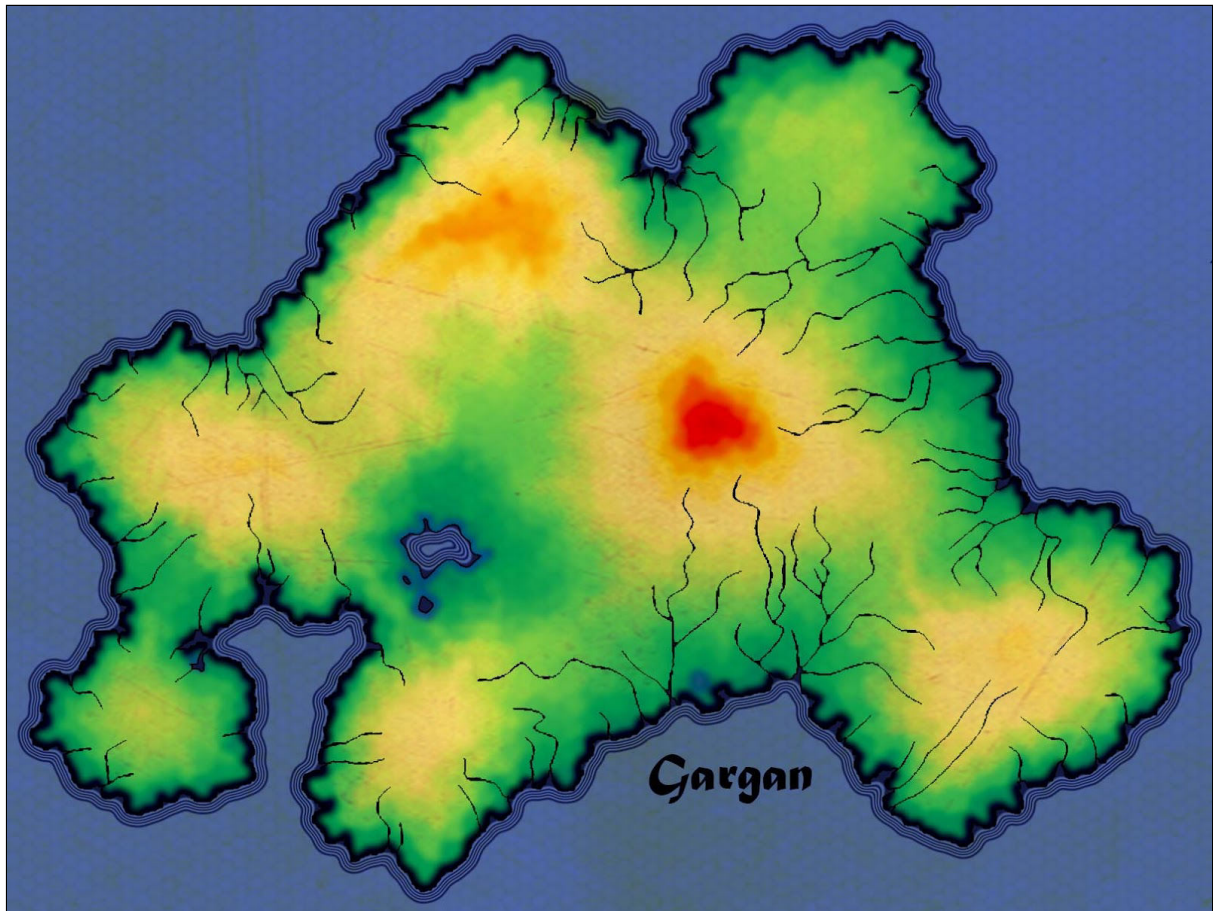


A singular large land mass, with roots digging deep into the ground itself and a colossal tree reaching far into the sky, taking up the majority of the land mass itself. There are many speculations and ideas about the tree itself, some say it provides life to all those on Aeon Gaia, others say the Tree is the world itself, while some just think it's a big oak. No matter your idea on the land, there are few who are allowed to step foot on it, those who live amongst the tree and its roots guard it fiercely. Several tribes makes their home here, but do not dare cut the tree itself, lest they garner the wrath of the gods.

This whole continent is approximately 3 million square miles.

- Guado, Tarutaru, Viera

Gargan - (Gar-gan)

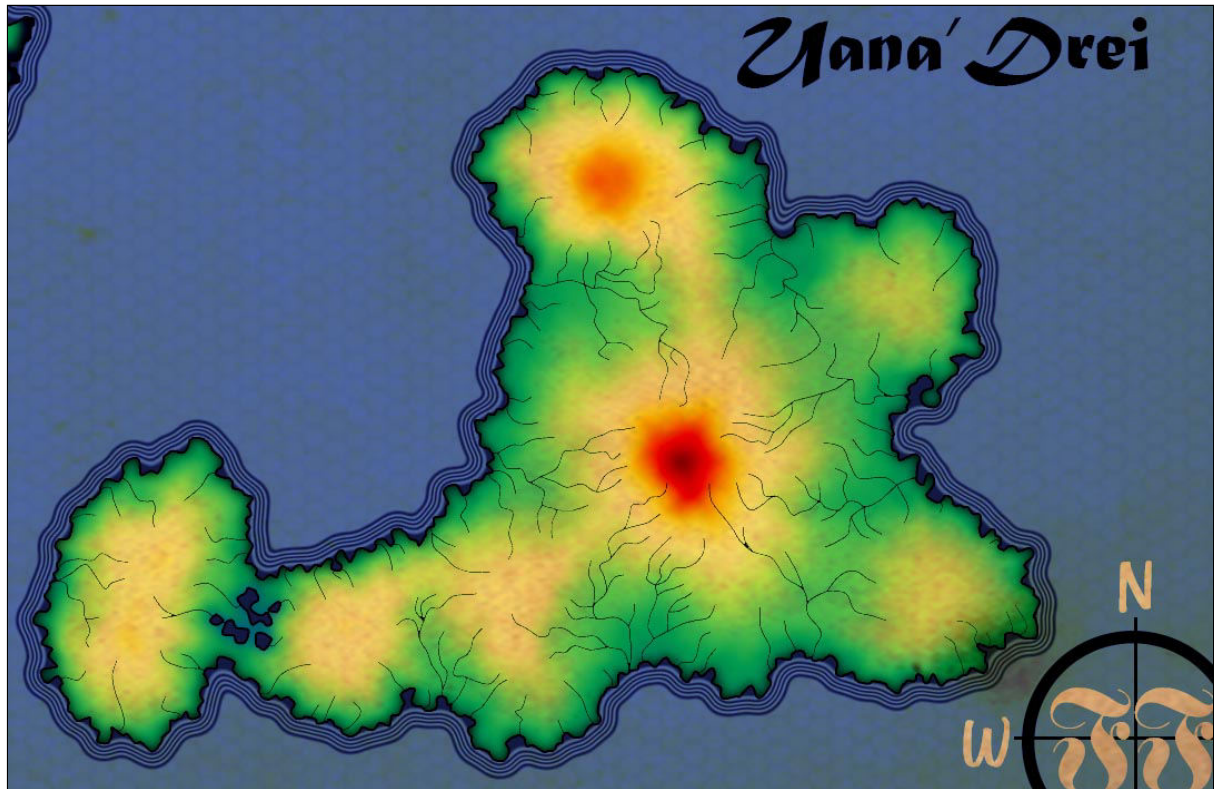


The largest land mass of Aeon Gaia and the most central on the equator, said to be the originator by those who believe that the world used to be a pangea continent. Being the central most continent, with able access to most other continents, Gargan is the economic and military stronghold of the world, combined with its size offering plenty of varied locales for races to live and thrive off of. It also features a mysteriously high coastline, with cliffs lining most of its shores and mountains diving off into the ocean, meaning docks require plenty of scaffolding and pulleys to move goods between vessels and towns.

Covering approximately 29.3 million square miles, it can be quite a journey from one side to the other.

- All races

Uana'Drei - (You-anna-Drey)

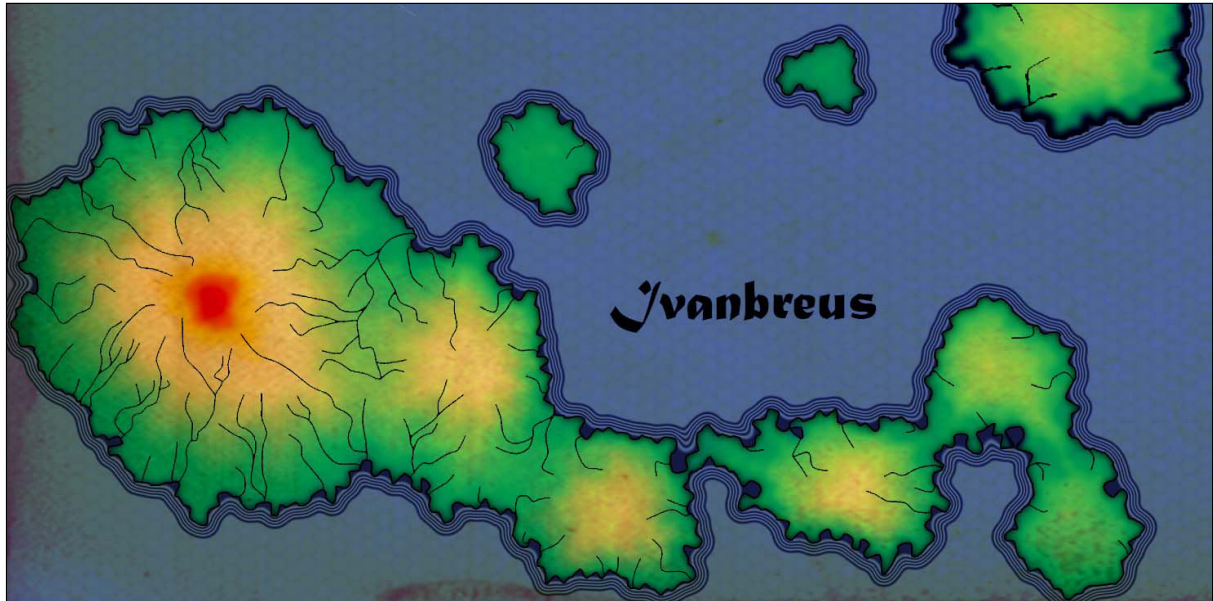


Seclusion is the main aspect of this continent, with its furthest distance from the other continents and the races who live on its lands who stick to themselves. This place was first settled by the Elvaan, due to their ever expanding conquest and knowledge of battle over magics. However, as more races started popping up and population numbers rose to breaking points they had no choice but to allow other races to stake their claim to portions of their land. The continent is still subjugated somewhat, as the Elvaan still impose their militaristic might over the other races and cities.

On its own, the land mass is approximately 5.6 million square miles.

- Antica, Au Ra, Elvaan, Galka, Genome, Gria, Goblin, Hume, Orc, Ronso (Brown or Grey/Steel furred¹)

Ivanbreus - (Eye-van-brey-os)



This biome-diverse continent is both rich in its resources and that of its inhabitants, from the Bangaa and Al Bhed who live on its eastern desert section to Dwarves and Qu who live on the mainland. Maintaining several cities above and below the surface, it is one of the more hospitable places for the races who prefer the dark depths but require trade with those above the ground.

The main land mass is approximately 10.2 million square miles. The closest island is 333 thousand square miles and the furthest island is 172 thousand square miles.

- Al Bhed (East³), Bangaa (East³), Dwarf, Galka, Garif (East³), Goblin, Hume, Kobold, Lamia (East³), Mithra (Male-West³, Female-East³), Moogle, Qu, Quadav, Seeq, Tonkin (West³), Varg (East-Yellow Furred¹).

Continent notes and races

1. Fur, scale and skin colour change depending on where people live, were born or their parents, examples are shown in brackets.
2. FF9 Dwarves are the opposite of the stereotype, they prefer living above ground and worship mother nature.
3. Races with directions in brackets are only found within these locations on these continents.

Races included:

Aegyl	Guado	Quadav
Al Bhed	Kobold	Roegadyn
Antica	Kojin	Ronso
Au Ra	Hume	Sahagin
Bangaa	Hypello	Seeq
Burmecian	Ixal	Shindroid
Dwarf	Lamia	Sylph
Elvaan	Mandragora	Tarutaru
Galka	Mithra	Tonkin
Garif	Moogles	Vanu Vanu
Genome	Nu Mou	Varg
Gria	Orc	Viera
Goblin	Qu	Yagudo

Bahamut's Head Cities:

[Fláreon Heights - \(Flah-ree-on Heights\) - Capital City](#)

Metropolis - 700 square miles~ Separated into 3 floating islands

Government - Theocracy (Chosen of Bahamut - 3 Religious Leaders)

Population - 7 Million (10% Aegyl, 5% Au Ra, 5% Bangaa, 20% Burmecians, 5% Dwarf, 5% Galka, 5% Gria, 5% Ixal, 5% Kobold, 2% Orc, 5% Roegadyn, 12% Ronso, 12% Varg, 1% Yagudo, 3% Other)

Notable NPCs

Chosen Ryuk Ishaeen (Ree-uhk Ish-ay-en) - 58 (N Male Burmecian Dragon Knight 10)

Chosen Makeen Makarra (Mah-keen Mah-car-rah) - 88 (CN Male Moogle Knight 10)

Chosen Durn Gladius (Durn Glah-dee-os) - 112 (LN Male Dwarf Paladin 10)

Marketplace

Base Value 50,000 gil; Purchase Limit 200,000 gil; Spellcasting 6th

Minor Items 6d4; Medium Items 3d4; Major Items 1d4

City Layout

As an attempt to become more in tune with Dragons and divinity, Fláreon Heights, previously known as Fláreon's Keep, was permanently lifted into the sky through magic and guidance by the gods. Set as 3 large masses of land, the capital is majorly airborne, with each mass of land floating around 2000 feet above the ground, having around 100 feet of distance in altitude between them and 50 feet gap between the floating isles. At the ground level, the city has several Sky-Stations to ferry people between the city and the floor.

Along with the floating main islands, there are several smaller pieces of land that are in orbit of the larger masses, containing smaller settlements. If someone was to fall from the islands, which is extremely rare due to the railings, they may call on passing birds and dragons to catch them. Most of the animal life around Fláreon are tamed, having their daily flight and generally being at the call of anyone in danger.

On the 3 land masses, called the Lowway, Midway and Skyway due to their height difference, are large cities made of skyscrapers and dragon holds. Lowway is mostly for visitors, training armies, academies and trade businesses, seen as mostly the tourist attraction isle. Midway is where most of the larger businesses and economy are stationed, with more knightly orders forming on the middle island. Skyway is reserved for the religious elite, churches and those who commune with the gods. Faithless beings are not allowed entrance into Skyway, unless under extreme conditions or by request.

Chosen and Government

Due to the heavy religious significance of the continent, Fláreon Heights holds the biggest church within the continent, or rather above it. The city is dictated by the will of the gods,

mainly of Bahamut and Ifrit who have visited them throughout the millennia. Either directly, or through prayer, the leaders of the city are Chosen through divine means, with 3 leaders at all times. These are referred to as Chosen of Bahamut, generally laying down new laws and being spokespeople for the deities.

As the city runs on a Theocracy, plenty of laws are given via their religion, meaning a good majority of the city are religious in one form or another, with Bahamut being the most pushed religion. The deities will give decrees, or the Chosen will handle the general ruling of the city, while the citizens accept these rules into their daily life.

Dragons and Sky Life

Fláreon Heights is full of Drakes, Dragons, Wyverns and Wyrms, any scalykind are welcome amongst the floating city. They are villagers themselves, guests and sometimes pets and companions to the citizens of the city. As such, there are plenty of huge buildings for Dragons only, as well as cut caves in the islands for other scaled beings. With this close relationship it is easier to become a Dragon Knight, as young are often offered by the elder dragons as training for their offspring.

It is common for residents to speak both Draconic and Common, regardless of race, within the city, as they will need to communicate amongst the dragons and other races. During wars these Dragons will also come to the aid of the city.

Travel, Airships and Teleportation

As the city to invent Airships, Fláreon is the forefront of airship technology, as such it holds 3 Sky-Stations on each island, totalling 9 on the islands, with more on the surface below. There is also a number of Air Cabs that run between and around the islands, ferrying citizens and visitors around the city. Training is often held between Dragoons to jump between Dragon, Air Cab and Airship around the city, daring further jumps as they train on.

Teleportation is held within the Midway, allowing for people to easily go to the Lowway or Skyway depending on their purpose within the city. Trade is mostly done through Airships, and so their teleportation hall is smaller than most.

Kreigerdam - (Kree-gah-dam) - Bahamut's Head to Gran Foresta, Iifa Conenta and Gargan Port

Large city

Government - Autocracy (Mayor - 5 year terms, 2 term maximum)

Population - 19,000 (15% Ronso, 10% Vanu Vanu, 10% Varg, 10% Yagudo, 5% Aegyl, 5% Au Ra, 5% Bangaa, 5% Burmecian, 5% Ixal, 5% Kobold, 5% Orc, 20% Other)

Notable NPCs

Mayor - Bashgob (Bash-gob) - 20 (LE female orc black belt 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 2d4; Major Items 1d4

Layout

Built atop a river feeding into the ocean, Kreigerdam is built almost entirely out of brick and stone, with metal being reserved for the tops of structures to avoid rusting. Boats make their way up the river to dock into the many wharfs of the city or drop goods directly into the market districts and attached warehouses. Since the city is built atop a river plenty of tall bridges connect both parts of the city, with some buildings even being built suspended above the river itself.

Towards the north section of the city is a massive Dam which uses the river current to power plenty of the city, fueling the many lights that dot the sides of buildings and the river itself. Within the northern-center part of the city is the mayoral building, suspended above the river in a grand display of architectural prowess.

Mayor and Government

Somewhat detached from the capital in terms of religious following or pious nature, Kreigerdam installs a Mayor as the head of their city. While they are not a direct vassal to the capital they are still within their reach and so do follow any commands given to them, though some believe this to be out of fear of the capital's power. As such several churches are present within the city, worshiping Bahamut and Ifrit, among others.

The mayor has almost complete say on the laws of the land, though these can be overruled by the next Mayor within a short amount of time as the amount of terms is the lowest throughout Aeon Gaia, sitting at a 2-term maximum. Due to their distance from the capital, both in terms of miles and friendship, the port city has little to rely on if their Mayor turns out to be corrupt.

Trade

Since the port city is built atop a river the city trades in plenty of fish, boating and seafaring goods. Along with the dam providing electricity almost freely they also deal heavily in electronic goods, batteries and the like. Importing rare metals and wood from the continents

to the south, Kreigerdam supplies the rest of Bahamut's Head with materials and items of unique design.

Travel, Airships and Teleportation

Unfortunately due to the separation the port city has with the capital they don't have the luxury of dragon flight like the other port city Okun Okun does, because of this they instead have more Chocobo drawn carriage services. Whilst not a major form of travel, the port city does have short gondola rides and boats that pass by the dam to the north. Kreigerdam features a more prominent boat travel service too, between the neighbouring continents.

The port city has both a Sky-Dock and Teleportation Hall, both residing within the west part of town, though due to a forced hand by the capital they do not allow these services to Shiva Hollow.

Okun Okun - (Oh-kun Oh-kun) - Bahamut's Head to Shiva Hollow and Gargan Port

Large city

Government - Theocracy (Champion - Elected by the Chosen of Fláreon Heights)

Population - 22,000 (20% Roegadyn, 20% Varg, 10% Aegyl, 5% Bangaa, 5% Dwarf, 5% Garif, 5% Gria, 5% Orc, 25% Other)

Notable NPCs

Champion - Serious Adamant (See-ree-us Ah-dah-mant) - 29 (N female roegadyn beastmaster 10)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 5th

Minor Items 3d4; Medium Items 2d4; Major Items 1d4

Layout

Built upon the nose of Bahamut's Head, Okun Okun is one of the many staging areas for war with Shiva's Hollow as it is the closest port city. Surrounded by tall walls made of metal this port city is segmented into 2 halves, the port and trade half to the south-east and the stronghold and militaristic segment to the north-west. The port itself has a checkpoint system where a giant gate allows ships into an enclosed area before being allowed into the port proper.

Since the design is mostly defensive the city can only be entered from the west and south-west via land.

Champion and Government

Okun Okun is lead by a singular person who is elected by the Chosen of Fláreon Heights due to either their service or deeds within the continent. Often these are winners of tournaments or slayers of evil dragons, given the title and power to lead the port city in both everyday events and that of defense. While the position comes with plenty of decisions and bureaucratic work not many turn it down, as it is an amazing honour to even be selected for such a position.

The Champion leads with an iron fist, mainly because they are chosen for their combat power, leading to many fearing the outcome of going against their laws. They answer mostly to the Chosen of the capital, often referring to them in times where the Champion cannot reach a decision of their own. Although they are chosen based on their martial prowess they still must contain more than a modicum of faith.

Trade

Trading heavily in arms and armour, both as imports or exports, Okun Okun is seen as a profitable location for warmongers as well as metalworkers. Aside from war goods, the port city also deals in religious artefacts and items, from holy focuses and books to healing

draughts blessed by the gods. It isn't uncommon for goods to deal with jumping or riding mounts are traded here, helping those off-continent to train as the Dragoons do or to aid those within the continent to perform better at their professions.

Travel, Airships and Teleportation

Taxi services flourish from this port, coming in forms of Chocobo lead carriages to full on dragon rides to nearby settlements. Dragon transport is held in high regard, and as such comes with an enormous price, being reserved only for the wealthiest. Ship travel is permitted, though there are very few businesses geared toward such which leaves people paying to hop aboard trade vessels.

Okun Okun has both a series of Sky-Docks towards the west and a Teleportation Hall to the north, though they are often off-limits to Shiva Hollow, commonly used as a means to even attack the continent in times of war.

Shiva Hollow Cities:

[Heart of Alii - \(Heart of Al-ee\) - Capital City](#)

Metropolis - 400 square miles~

Government - Theocracy (Sisters of Shiva)

Population - 4.5 Million (20% Ronso, 20% Varg, 10% Au Ra, 10% Hypello, 10% Roegadyn, 10% Sahagin, 10% Yagudo, 10% other)

Notable NPCs

Gentiana - Eldest Sister

Nix - Twin Sister

Shivan - Youngest Sister

Stiria - Twin Sister

Marketplace

Base Value 30,000 gil; Purchase Limit 50,000 gil; Spellcasting 9th

Minor Items 3d4; Medium Items 2d4; Major Items 1d4

City Layout

Cut deep within the ice, the Heart of Alii is a city of connected ice caverns and huts on the glacial surface of Shiva Hollow. With large tunnels going through, below and above the ice caps, the city is insulated against the harshest temperatures yet still face a below freezing climate due to the ice. Where room cannot be made within the caps, people make igloos outside or erect huts to live within.

Plenty of trade and food workers live outside due to the temperature helping keep their work preserved, along with being closer to the Sky-Station and visitors. A majority of the food within the city is fish, and so they have a vast dock system for ships and sailors to move through at their leisure.

As a wholly religious city, the city keeps its most devout close to the center of the ice cap, where the hall of the Shiva sisters lies. The hall is rather large and is a ideal location for the summoning of Eidolons and Avatars of Shiva, which the citizens use frequently.

Fashion and Life

As the city is so cold, races who have thick coats or resistance to the cold find it easier to live here. Those who lack such are often wrapped in several layers of leather, fur and wool. Living amongst all the ice and snow tends to change the coat colour of its residents, with Varg and Ronso often becoming blue in colour, helping them hide within the biome. If they allow it, Varg can make a good gil selling their fur on the market, as blue Varg fur is quite a rarity, as the normal is usually black.

To adorn themselves in beauty, the citizens of Alii wear crystal designed earrings and blue coloured gems. While visiting the city, people may even be blinded by the amount of blue and white that is on show all around in both the land and that of the people's outfits or fur. People often also have tattoos dedicated to Shiva or Leviathan.

Sisters of Shiva and Government

After a visit by the deity Shiva millenia ago, the Heart of Alii has been a mostly religious city, holding high regard for the goddess of ice. Since that time, several governments have passed through in office, from monarchy to aristocracy, they finally settled on Theocracy when 4 sister Eidolons of Shiva's image moved to the city, Gentiana, Nix, Shivan and Stiria. The sisters are said to be close warriors and advisors to the Astral, helping her in battle against Ifrit as well as aiding sentient beings in her worship.

The sisters speak on behalf of Shiva, with the city taking their word as gospel, though due to their somewhat differing personalities it can be hard to get solid laws. The twins Nix and Stiria often vote for war and battle, whereas Gentiana pushes towards peace and discussion, Shivan being the youngest often has a passive view on issues, pleading for the city to wait and see how things develop.

Travel, Airships and Teleportation

Due to their massive fishing industry, Alii has one of the largest docks in the world, along with the largest naval fleet to accompany it. They mostly trade via the waters, as well as trading items found or crafted from the ocean. They have a few Sky-Stations on different ends of the ice cap to allow faster movement to pertinent parts of the city. The teleportation hall is situated rather close to the Hall of the sisters.

Tensions with Bahamut's Head and Ifrit

The Heart of Alii is often worried about the possible war with their neighbouring continent of Bahamut's Head due to their close relation to the Astral Ifrit. As has been seen in the past, Ifrit has made moves to anger and destroy the works of Shiva, with little to no retaliation on the Ice Queen's behalf. However, Ifrit tends to escalate things until war is sparked, as seen with the war between Gargan.

Thankfully due to their partnership with the Tri-Confection Isles, the city is somewhat confident they could hold off an attack by Ifrit. Along with the trade between the tropical islands and the ice caps keeping them full of supplies.

Krysta's Parting - (Kri-stas Par-ting) - Shiva Hollow to Tri-Confection Isles and Gargan Port

Large city

Government - Autocracy (Mayor - 5 year terms, 5 term maximum)

Population - 21,500 (15% Yagudo, 15% Varg, 15% Hypello, 10% Au Ra, 10% Roegadyn, 5% Sahagin, 30% Other)

Notable NPCs

Mayor - Qoo Piljo the Diplomatic (Coo Pil-jo) - 26 (N male yagudo gambler 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 7th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

Layout

Built extremely far from the capital leaves this city more open to attack than most, though due to the Tri-Confection Isles docile nature no real form of protection is seemingly needed here. As such, the walls are mostly short with no secondary tiers to be seen, instead the port itself is mostly open to the sea, allowing ships easy entrance into the city. Almost all the walls are made of ice and snow composites with little to no metal in sight.

The buildings are also made of mostly ice and snow, with some buildings having some wood or metal in their design to aid in sturdiness or to protect more important structures. The mayoral building is found on the north side of town with most of the higher income residents residing nearby the northern edge.

Mayor and Government

The port city is lead by a Mayor, who is voted into office by the populace at the beginning of each year. Each mayor can have a total of 5 terms reaching a max of 25 years as Mayor, though uncommonly some have gone on longer if a suitable Mayor did not come forth or the residents did not like the candidates. Deciding the laws, prices and trade, the Mayor is contacted regarding most facets of operation within Krysta's Parting.

While the city follows a single mayor it also has a small council that aids in the minutiae of everyday life, who in turn also answer to the mayor who may overrule any such decisions. Whilst not deeply religious, the city is a vassal to the capital and so mostly follows in Shiva's worship.

Trade

Since the port city doesn't engage in all out war too often, or even has a need to, it does not trade in many arms or armour outside of Ice gear. Instead, the city trades in finer clothing, unique styles of accesories and delicacies that go straight to the neighbouring continents.

For imports they buy in similar items, though tend to request magical goods more than anything else, to aid in everyday life, which they also export their own brand of magical wares.

Travel, Airships and Teleportation

Following in the footsteps of the friendly neighbour, this port city has several caravan and seatravel businesses which are open to the public. Seen as a holiday destination plenty of ships take passengers to the Tri-Confection Isles regularly. Krysta's Parting also has both a Sky-Dock and Teleportation Hall on the north-western side which are open to the public, though the Teleportation Hall is off limits to Bahamut's Head.

Notus Cove - (No-tus Cove) - Shiva Hollow to Bahamut's Head, Iifa Tree, Gran Foresta and Gargan Port

Large city

Government - Military (Ruled by the Major General of the Shiva Hollow Army)

Population - 24,000 (20% Ronso, 20% Varg, 15% Sahagin, 15% Yagudo, 10% Au Ra, 10% Hypello, 5% Roegadyn, 5% Other)

Notable NPCs

Major General - Kahrin Eiswächter (Kah-rin Ice-vech-ter) - 34 (CN male ronso fighter 10)

2nd Guardian - Pryscen Uon (Pry-sen You-on) - 27 (N female varg archer 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 4th

Minor Items 2d4; Medium Items 1d4; Major Items -

Layout

Set as a metallic haven against the dragons and fire demons of the neighbouring continent, Notus Cove has a blinding sheen as sun rays rebound off both metal and ice alike. Almost every building is made of a patchwork of metal and ice, with the iron turning a slight blue or white tint from the environment. Towering walls cast a large shadow over the city, with a snakelike entrance to the port itself.

On the north-western side is the governmental building in which the Major General and 2nd guardian have their meetings as well as where they generally reside. Beside the MG's building are several training complexes, barracks and armories in which they use to train and gear up their troops.

Army and Government

Notus Cove is setup as the first staging point for any conflict with Bahamut's Head, as tensions between the two nations are quite tense at all times. While the capital is much heavier armed, with a much larger armada of ships, Notus Cove boasts a large armament of ships both in the sea and in the air. Due to the heavy army presence the city isn't visited often by tourists, though as a closer port to the other continents it does see plenty of trade.

The port city is lead by the Major General of the Shiva Hollow army, dictating and enforcing its rules as well as making sure training is going well amongst the army. Both helping, and replacing if need be, the MG is the 2nd Guardian, a member of the army more suited to writing, intellectual duties and diplomacy. On occasions where the MG is absent the 2nd Guardian will take control of the city.

Trade

Due to the environment and natural minerals, Notus Cove exports plenty of Ice, Cold Iron and Frost-Forged Steel arms and armour. These aren't often bought from the fiery neighbour but do find use within the other continents it trades with. When it comes to imports, Notus Cove buys raw materials that aren't otherwise found on the continent, medicinal components and food stuffs.

Travel, Airships and Teleportation

Since the climate of Shiva Hollow is harsh the Cove deals in plenty of caravan businesses, aiding new arrivals to reach the other settlements at a higher price than normal. Ship travel is also allowed between the continents, though there are very few ships that deal solely in passengers. The port city also has a few Sky-Docks, on the North and West sides, with the Teleportation Hall sitting closer to the southern docks.

Due to the lack of trust between Shiva Hollow and Bahamut's Head any teleportation between the rivaling continents is forbidden, to the point that they even block such transport where they can.

Tri-Confection Isles Cities:

[Haleén - \(Hay-lee-en\) - Northeastern Island Capital City](#)

Metropolis - 300 square miles~

Government - Autocracy (Chieftain, Chosen by previous Chief)

Population - 3 Million (20% Bangaa, 10% Garif, 10% Hume, 10% Hypello, 10% Moogle, 10% Roegadyn, 10% Seeq, 10% Varg, 10% Other.)

Notable NPCs

Chief Moní Vriss (Mo-Nee Vriss) - 57 (NG Female Bangaa Fighter 5)

Marketplace

Base Value 50,000 gil; Purchase Limit 100,000 gil; Spellcasting 6th

Minor Items 6d4; Medium Items 3d4; Major Items -

City Layout

Situated on the northeastern island, Haleén is the coastal capital of the island that lost its name millenia ago. Some people call the island itself Haleén, but only the city holds that name truly. Similarly to the other coastal towns of the isles, Haleén has a number of interconnected docks and beach houses, moving into the nearby jungles and clearings. The chieftain's hut is sat within the cusp of the jungle, getting a good amount of both shade and sunlight.

Many of the citizens spend their days out on the beach, or hunting within the jungles, with plenty of houses being made up of the wood from the trees nearby. Due to the wood design, the city is very bright, with an overuse of bright brown and reds. A lot of the trade within the city is that of fish and coastal food dishes, though they also deal with minor magical items and martial goods.

Chieftain and Government

Like its neighbouring islands and capitals, Haleén has a single chief who decides laws and outcomes to disputes. Being voted among the populace thousands of years ago, the chief position is a handed down seat of power, generally given to whomever is under the tutelage of the current chief. As a deep seated member of the community, the chief listens to the plights of all who come to them, deciding the best course of action.

If there are any issues that concern the isles as a whole, the Chief will meet with the other 2 within the hut on Haleén as the furthest from other continents.

Locale and Peace

Due to the location, biome and people, Haleén is a sanctuary of peace and happy times, from the constant parties to the beautiful beaches. It is common for warring races to settle here to get away from battle and soak up the sun's rays, with many races that would

normally be enemies sharing a drink on the sun beds. Petty thievery is the highest crime found among the island, with possible 1 murder a year, or at least counted by the authorities.

Due to the sun rays and the sandy beaches, plenty of races have their skin become tanned, whereas creatures with fur often find themselves having their coats turn green due to the jungle life as they take shade from the heat.

Travel, Airships and Teleportation

Most of the travel between islands and continents is done via boats and airships, with the large docks of the city being used to ferry boats and cargo around. The Sky-Station is situated further into the jungle with a clearing cut for it, as to not blow the sand everywhere on docking. The teleportation hall is also built similarly within the jungle, with roads connecting the 2 traversal options into the city proper.

Panora - (Pah-noor-rah) - Southwestern Island Capital City

Metropolis - 300 square miles~

Government - Autocracy (Chieftain, Chosen by previous Chief)

Population - 3 Million (20% Dwarf, 10% Gria, 15% Lamia, 15% Mandragora, 10% Mithra, 10% Tarutaru, 10% Sylph, 10% Other.)

Notable NPCs

Chief Kraneck Tropics (Kraa-neck Troh-pics) - 112 (NG Male Dwarf Blue Mage 5)

Marketplace

Base Value 80,000 gil; Purchase Limit 160,000 gil; Spellcasting 8th

Minor Items 8d4; Medium Items 4d4; Major Items 2d4

City Layout

Like the other two isles, Panora is built amongst beaches and jungle alike, though Panora has a vast majority of its city built within the jungle itself. Crafted along the treeline of the jungle, Panora is a wealth of natural beauty and earthly materials. Due to this closeness with nature, as well as living high among the trees, the Dwarfs of this land tend to focus more on nature than that of underground metals. The chef's hut is situated as the highest within the trees.

Panora does still have a large beach section to the city, with shops, houses and relaxation areas dedicated to the city itself. They have plenty of zip lines, ropes and pulleys to move between the beach and the jungle with ease. Panora is also one of the few places where you will find cable cars, large containers with glass windows to allow passengers and cargo to travel between high and low areas. It also handles more magical goods than the other 2 isles.

Chieftain and Government

Like its neighbouring islands and capitals, Panora has a single chief who decides laws and outcomes to disputes. Being voted among the populace thousands of years ago, the chief position is a handed down seat of power, generally given to whomever is under the tutelage of the current chief. As a deep seated member of the community, the chief listens to the plights of all who come to them, deciding the best course of action.

If there are any issues that concern the isles as a whole, the Chief will meet with the other 2 within the hut on Haleén as the furthest from other continents.

Locale and Peace

Due to the location, biome and people, Panora is a sanctuary of peace and happy times, from the constant parties to the beautiful jungle treeline. It is common for warring races to settle here to get away from battle and live among nature, with many races that would normally be enemies sharing a drink on the vine beds. Petty thievery is the highest crime found among the island, with possible 1 murder a year, or at least counted by the authorities.

Due to the sun rays and the tropical jungle, plenty of races have their skin become tanned, whereas Sylph also take on a green-hue due to the connection with nature.

Travel, Airships and Teleportation

Most of the travel between islands and continents is done via boats and airships, with the large docks of the city being used to ferry boats and cargo around. The Sky-Station is situated further into the jungle with a clearing cut for it, as to not blow the sand everywhere on docking. The teleportation hall is also built similarly within the jungle, with pulley and cable car stations connecting them to the city itself.

Lalella - (Lah-lel-iaa) - Southeastern Island Capital City

Metropolis - 300 square miles~

Government - Autocracy (Chieftain, Chosen by previous Chief)

Population - 3 Million (20% Goblin, 5% Elvaan, 15% Kobold, 10% Nu Mou, 10% Orc, 15% Qu, 10% Sahagin, 5% Tonkin, 10% Other.)

Notable NPCs

Chief Pelmea Fruittugs (Pehl-me-ah Fruit-tugs) - 32 (NG Female Goblin Time Mage 5)

Marketplace

Base Value 60,000 gil; Purchase Limit 120,000 gil; Spellcasting 7th

Minor Items 7d4; Medium Items 3d4; Major Items 1d4

City Layout

Like the other 2 isles, Lalella is a city built among beach and jungle alike, though Lalella has a majority of its city along the beach and ocean. Full to the brim with beachside houses, huts on the waters and wooden pathways, Lalella has a very aquatic theme going for it, with seashell adorned doors and colourful patterns painted onto the wood. The chiefs hut is built amongst the docks, around the centre point.

Due to the heavy focus on beach life, the jungle portion of the city is smaller than the other 2 isle capitals, though it does still take wood from the trees as well as having several buildings within the jungle. Plenty of shops are built around, or are held, amongst docked boats within the city, allowing citizens to walk around and through them easily.

Chieftain and Government

Like its neighbouring islands and capitals, Lalella has a single chief who decides laws and outcomes to disputes. Being voted among the populace thousands of years ago, the chief position is a handed down seat of power, generally given to whomever is under the tutelage of the current chief. As a deep seated member of the community, the chief listens to the plights of all who come to them, deciding the best course of action.

If there are any issues that concern the isles as a whole, the Chief will meet with the other 2 within the hut on Haleén as the furthest from other continents.

Locale and Peace

Due to the location, biome and people, Lalella is a sanctuary of peace and happy times, from the constant parties to the beautiful jungle treeline. It is common for warring races to settle here to get away from battle and live among nature, with many races that would normally be enemies sharing a drink on the vine beds. Crime is a bit more abundant within Lalella, though this could be due to the more criminally inclined races that live amongst its citizens.

Due to the sun rays and the tropical jungle, plenty of races have their skin become tanned, whereas Sahagin are more commonly found within this city due to the life above sea level.

Travel, Airships and Teleportation

Most of the travel between islands and continents is done via boats and airships, with the large docks of the city being used to ferry boats and cargo around. The Sky-Stations are situated amongst large wooden platforms on the docks, with another similar building designed for the teleportation hall.

Gran Foresta Cities:

Crystal Woods - (Cris-tal Woods) - Capital City

Metropolis - 600 square miles~

Government - Theocracy (A Blessed Blade who leads the main religion)

Population - 5 Million (20% Burmecian, 15% Mandragora, 10% Elvaan, 10% Hypello, 10% Mithra, 10% Nu Mou, 5% Moogle, 5% Sylph, 5% Viera, 5% Other.)

Notable NPCs

Blessed Blade Evkas Kleart (Ehv-Kas Klee-art) - 39 (CG Male Burmecian Holy Knight 10)

Marketplace

Base Value 50,000 gil; Purchase Limit 100,000 gil; Spellcasting 8th

Minor Items all available; Medium Items 6d4; Major Items 4d4

City Layout

Built from hides, bones, crystal and carefully farmed wood, the Crystal Woods are an interconnection of ground level huts and tree houses amongst a dense forest. The crystals are taken from the ground when they are pushed up via moving earth, or taken from the tops of trees. With a lack of electricity, many citizens have to either climb the trees, use ropes and pulleys, or make use of scarce staircases to climb around the higher parts of the city.

Using the forest as a natural barrier from the outside, the city lacks any real form of walls. Thankfully, the maze of trees means that outside attacks would find themselves choked constantly as they manoeuvre around the tree line. There is no major importance placed onto the Blessed Blade, and so they have a normal house nearer the center of the city.

Blessed Blade and Government

Following the way of nature, inhabitants of the Crystal Woods often share faiths among the pantheon, from Althena to Golem, as they tend to the forest itself and keep outsiders from cutting it down. Instead of forcing a single deity onto the citizens, the city runs on the law that nature must be protected and that in turn it will protect them. As such, the city runs on a Theocracy which is run by a Blessed Blade who is chosen by the local churches as the most pious amongst them.

The Blessed Blade oversees the religious segments of the city, handles major disputes as well as new laws. The main deity of the Blessed Blade is generally worshipping Althena, but it isn't uncommon to be Bahamut or Golem. It is not necessary to be religious to enter or live within the Woods, however it will help with gaining the trust of the citizens.

Materials and Crystals

Possibly due to how close the continent is to Iifa Conenta, Gran Foresta has an abnormally high amount of Mana Crystals within the earth and trees. It is permitted to pick up any

Crystal that has surfaced, or is seemingly unattached to the earth or trees. These crystals are then used in crafting for trade, or used as a building material for structures. As such, plenty of buildings are sturdier than normal ones due to their density.

Besides crystals, the city is also built out of the wood from the surrounding forest. Citizens often creating farming plots for specifically grown trees for construction, planting a tree for everyone they cut down, managing the overall amount of trees within the forest. Thankfully the trees within the forest are counted as Darkwood for crafting purposes, creating a light and sturdy material for the citizens to create equipment or buildings from.

Travel, Airships and Teleportation

As the Woods are considered sacred, there is no clearing near the city to allow for Airships to land, instead having a clearing cut out some miles to the south to allow for airships to land. The teleportation hall is also of a smaller design but is built within the city itself, meaning more people use the hall over airships.

To traverse the forest, guides are often on hire to help visitors and citizens through the Woods to other parts of the city, to the Sky-Station as well as to the outskirts of the city.

Emerald Expellit - (Em-a-raId Ex-pei-lit) - Gran Foresta to Iifa Conenta, Bahamut's Head, Shiva Hollow and Gargan Port

Large city

Government - Theocracy (A Blessed Shield who leads the main religion)

Population - 13,000 (15% Mandragora, 15% Sylph, 10% Elvaan, 10% Hypello, 10% Moogle, 10% Nu Mou, 5% Burmecian, 5% Mithra, 5% Viera, 25% Other)

Notable NPCs

Blessed Shield - Maxio Klem (Mah-shee-o Klem) - 43 (LG male sylph geomancer 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

Layout

Similar to the capital, Emerald Expellit has been built out of bone and carefully gathered wood, though unlike the capital there is more use of Emerald in construction. There are no real mines within the city, though the center most section is left clear as that is where the emeralds burst to the surface via tremors and the shifting of earth.

Harvesting more wood than the capital, and having access to other continents resources, this port city has an actual wall to surround it made of both wood and iron. The forest is still a maze on the southern edge, though since the city is setup as a port the northern end is mostly open to the sea.

Blessed Shield and Government

Worshipping the Astral Golem, Emerald Expellit differs slightly from the normal religious view of the capital. While accepting most other religions, Golem is the main form of worship with the port city, due to his connection to the earth and minerals, which the populace link to their wealth of emeralds within the center of the city. The leader of the Golem church is known as the Blessed Shield, who in turn follows the Blessed Sword of the capital.

The Blessed shield dictates the laws of the city, as well as oversee the enforcement of such rules via their own paladins or clerics. Whoever is chosen among the pious to lead they are always a follower of Golem as the Astral's significance is rather high within the city.

Trade

Akin to the capital, this port city deals in plenty of Darkwood materials, tools and items, alongside the rare occasion that emeralds are sold as exports either in their raw form or refined into other goods. Since the city lacks any real form of metals they often import either the raw minerals or the finished products of tools.

Travel, Airships and Teleportation

Due to the dense forest there are very few caravan companies operating within the port city, instead more focusing on mounted travel from Chocobos without carriages. Both the Sky-Dock and Teleportation Hall can be found within the city, with the former being closer to the water's edge whereas the latter is found deeper within the forested section of the city.

Ruby Profugus - (Roo-be Pro-foo-gus) - Gran Foresta to Ivanbreous, Iifa Conenta and Gargan Port

Large city

Government - Theocracy (A Blessed Shield who leads the main religion)

Population - 10,500 (25% Sylph, 15% Burmecian, 15% Elvaan, 15% Moogle, 10% Mithra, 5% Hypello, 5% Mandragora, 5% Nu Mou, 5% Viera)

Notable NPCs

Blessed Shield - Ceauaix Graenult (Show-po Gray-nult) - 198 (LG male elvaan fighter 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

Layout

Unlike the other cities of Gran Foresta, Ruby Profugus is wholly designed to worship and protect its innermost portion, where a grand ruby stands. Metallic walls and towers surround the ruby, with pews and benches circling the outside to allow for the residents to worship the grand gem. The port on the south-eastern side has several roads veering off towards the center of town, so that merchants can pray or bless their goods either for importing or exporting.

On the northern side of the ruby is the main church of the city where the Blessed Shield resides. Most people come here for blessings or to pay respect to the city's religion. The city still follows the same rules of the continent, with carefully collected wood, imported metals for construction and various buildings housing rubies in their makeup.

Blessed Shield and Government

Due to the massive ruby in the middle of the city, Ruby Profugus worships the Astral Carbuncle because of the resemblance to the ruby within the Astral's forehead. While the smaller rubies that appear around the city are allowed to be mined, the grand ruby in the center is off-limits to all but the highest members of the church. The leader of the Carbuncle church is known as the Blessed Shield, who in turn follows the Blessed Sword of the capital.

The Blessed shield dictates the laws of the city, as well as oversees the enforcement of such rules via their own paladins or clerics. Whoever is chosen among the pious to lead they are always a follower of Carbuncle as the Astral's significance is rather high within the city.

Trade

Akin to the capital, this port city deals in plenty of Darkwood materials, tools and items, alongside the rare occasion that rubies are sold as exports either in their raw form or refined into other goods. Since the city lacks any real form of metals they often import either the raw minerals or the finished products of tools.

Travel, Airships and Teleportation

Due to the dense forest there are very few caravan companies operating within the port city, instead more focusing on mounted travel from Chocobos without carriages. Both the Sky-Dock and Teleportation Hall can be found within the city, with the former being closer to the water's edge whereas the latter is found deeper within the forested section of the city.

lifa Conenta Cities:

[lifa Tree - \(Eefa Tree\) - Capital City](#)

Metropolis - 1000 square miles~

Government - Democracy (1 Representative per major race in negotiations, Laws dictated by the citizens)

Population - 5 Million (50% Viera, 24% Guado, 24% Tarutaru, 2% Other)

Notable NPCs

Blainea Crofté (Blay-nee-ah Croff-tey) - 39 (LN Female Viera Geomancer 10)

Taen Morré (Tayn More-rey) - 48 (LN Male Guado Tamer 10)

Purlina Ashenone (Purr-lee-na Ash-en-one) - 52 (LG Female Tarutaru Blue Mage 10)

Marketplace

Base Value 25,000 gil; Purchase Limit 50,000 gil; Spellcasting 9th

Minor Items all available; Medium Items 6d4; Major Items 4d4

City Layout

Sharing the same name as the tree it is built around, this city is built entirely around the base of the the lifa Tree, with houses hanging from the branches and tunnels going through natural holes in the trunk. While it can be seen as a massive city, most of its size is due to the lifa tree itself being humongous. A majority of the settlement is at the base, made of rock and mud, there are houses made of wood but this is often imported or taken from trees further from the settlement itself. When there was not enough room at the base, houses were built along branches, with supports off to the side or hanging below the branch, houses were also built atop bushes and leaves. Construction goes up around 3000ft, reaching not even 1/10th of the trees height.

Up the eastern side of the tree are checkpoints, each 100 ft apart, going up the trunk of the lifa tree. These are for pilgrimages, to allow those who would climb the tree a rest as they continue their insurmountable climb to the top. Noone has ever reached the top, with the highest checkpoint reaching 17,000ft. Flying up the tree is seen as cheat within the pilgrimage, and is looked down upon if it is noticed.

There is no real clear design to where houses are placed, nor any sort of caste, houses are merely built where they can be supported.

Mana and Mist

The lifa Tree is a form of Mana Husk, in the way that it absorbs all the reincarnating life force in the air and stores it within its trunk. Being so close to creatures, reincarnation is often quick within the settlement, with plenty of people born here having a close relation to magic and the afterlife. Within the trunk itself is a wealth of liquid Mana, with crystalised forms found within the roots and earth below. When these crystals break through and reach the

surface, the city as a whole decide what should be done with them, often being gifted to newborns or dedicated worshippers as rewards.

Due to the close connection with magic and the afterlife, both Viera and Guado find a kinship with the land, migrating here and residing until their death. It is a wholly respectful relationship they have with the lifa tree, studying it but not defiling it, though there are always those who go against this ideal.

The further up the tree you go, the denser the Mist becomes, which goes against its normal attitude of falling to the lowest point. Mist seemingly swirls around the tree itself, as if it is either protecting or generating from the tree. As such, Viera tend to stick to the lower platforms of the tree and wear protective gear when climbing in their pilgrimages.

Representatives and Government

The settlement doesn't see themselves as a government or army, more as caretakers for the lifa Tree and defenders against would-be defillers, as such they lack any real formal government. When issues need to be decided, or talks between the different continents, they make a general vote among the populace with the decision told by the 3 representatives, 1 for each of the prominent races within the city, Viera, Guado and Tarutaru. When it comes to war, the people try and sort things diplomatically, but will never concede to intrusion into the tree itself. During war, the neighbouring continent of Gran Foresta often come to their aid, with the newly formed defensive pact with Gargan also offering assistance.

When it comes to allowing new people to move in, the populace question and research the individuals for a few weeks to make sure they are worthy of entering into the city. It is common for people to not be allowed entrance, let alone living allowability within the city.

Travel, Airships and Teleportation

To protect the tree, the Sky-Station and teleportation hall are around 2 miles out from the settlement to the south, in hopes that any magic or wind currents are far enough away from the tree to avoid damage. Inhabitants often trade for metallic goods from other continents, due to their self-imposed lack of mining, while they sell wooden craft, jewelry and magical items. They also have 2 docks, one on the western and one on the eastern coasts, to trade with Gran Foresta and Gargan easily.

Life and Animals

Due to the ever-present force of Mana and Mist, the animals on this continent, and around the tree specifically, are fierce and powerful. Hunters are often sent out from the tree to quell the rising numbers, as well as guardsmen trained to patrol the tree itself incase of an incursion from beasts. Alongside the dangerous beasts, the lifa Tree is often home to new breeds of pets and animals, often seen around the settlement and outside. Due to long exposure to the tree and its power, inhabitants often find they have grown a resistance to both magic and Mana affects.

Claw Crann - (Klô Kran) - Iifa Conenta to Gran Foresta, Bahamut's head and Shiva Hollow Port

Large city

Government - Theocracy (Faith Leader - Chosen by the church until death or retirement)

Population - 12,000 (40% Tarutaru, 30% Viera, 25% Guado, 5% Other)

Notable NPCs

Faith Leader - Lucrae Guianna (Loo-cray Gwee-ah-na) - 43 (NG female guado cleric 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

Layout

Built on the north-western edge of the continent, Claw Crann has a much less haphazard design than the capital. Built from traded materials, the city is a patchwork of stone, metal and wood. From the south-eastern side to the north-western, where the port is located, the city has a sloping height design to the buildings, being the tallest on the south-eastern side. Turning into mostly bungalows near the port, Claw Crann doesn't exactly discriminate based on wealth or position, rather a first-come basis for purchase of buildings or land.

Faith and Government

Whilst not following a main deity, though Minerva does take the people as her followers, the port city mostly prays to the Iifa Tree at the center of the continent. Following the way of Iifa, the city looks to maintain the land's natural beauty as well as its protection. As such any destructive worship is banned, with almost all deific orders being made up of peaceful or healing deities.

The leader of the city is known as the Faith Leader, who is decided by the church as a whole, with power and reverence similar to a pope. Whilst wholly good, the Leader often has to be very strict with laws when it comes to worship and actions of the inhabitants, be they residents or travelers. The Leader stays in power until they pass on, or retire from the post.

Trade

Due to the laws of the continent, Claw Crann does not deal in many wooden goods, instead using what materials they import to craft religious symbols, artefacts and hunting gear. One of the few exports they do trade in are that of animal skins and furs, from hunted wildlife of the continent, since most goods aren't generally required in the warmer climate of the continent.

Travel, Airships and Teleportation

Due to the miniscule amount of travelling, or open path to travel, Claw Crann lacks any form of caravan business. As a sign of respect to the tree, both the Sky-Dock and Teleportation

Halls are situated rather close to the shore on the north-western edge, both of which are open to the public. Since the sky is mostly occupied with the tree, any travel via air circumvents the continent, rather than cutting across.

Lámh an Duine - (Laaf an doo-neh) - Iifa Conenta to Gargan and Ivanbreous Port

Large city

Government - Theocracy (Faith Leader - Chosen by the church until death or retirement)

Population - 10,200 (50% Viera, 25% Guado, 20% Tarutaru, 5% Other)

Notable NPCs

Faith Leader - Chada Duda (Cha-da Du-da) - 28 (CG male tarutaru white mage 5)

Marketplace

Base Value 6,800 gil; Purchase Limit 42,500 gil; Spellcasting 7th

Minor Items 5d4; Medium Items 3d4; Major Items 2d4

Layout

Situated on the south-eastern edge of the continent, this port city is built atop raised platforms, around 20 feet at minimum and 100 feet at maximum from the ground. Created from cautiously gathered wood and reclaimed materials this city has stood the test of time. With no real divide the city houses its religious buildings closer to the towns north-western exit, with roads and signs pointing towards the Iifa tree.

Faith and Government

Whilst not following a main deity, though Minerva does take the people as her followers, the port city mostly prays to the Iifa Tree at the center of the continent. Following the way of Iifa, the city looks to maintain the lands natural beauty as well as its protection. As such any destructive worship is banned, with almost all deific orders being made up of peaceful or healing deities.

The leader of the city is known as the Faith Leader, who is decided by the church as a whole, with power and reverence similar to a pope. Whilst wholly good, the Leader often has to be very strict with laws when it comes to worship and actions of the inhabitants, be they residents or travelers. The Leader stays in power until they pass on, or retire from the post.

Trade

While not much wood is taken from the Iifa Tree itself, Lámh an Duine does have access to some local darkwood trees in which they craft their buildings out of, alongside their arms and armour. Besides normal darkwood crafts they also deal in unique whipwood though there isn't as high a demand for those types of items. Construction materials are the main import of the port city, helping to reinforce their city.

Travel, Airships and Teleportation

With more readied resources this port city has very few caravan services, though they are mostly Chocobo rentals to ferry lighter goods around the continent, as the tree does not really allow for carriage travel. Lámh an Duine also has both a Sky-Dock and Teleportation

Hall, both on raised platforms above the shallows of the beach, though the water levels do change with the season, so there are times when the floor below is dry.

Shamrock Grove - (Sham-rock Grove)

Thorpe

Government - Democracy / Council (Decisions are made as a whole, important issues are referred to the Elders)

Population - 20 (30% Viera, 30% Guado, 30% Tarutaru, 10% Other)

Notable NPCs

Zehra (Zeh-ra) - 182 (LN Female Viera Druid 7)

Marketplace

Base Value 200 gil; Purchase Limit 1000 gil; Spellcasting 3rd

Minor Items 1d4; Medium Items -; Major Items -

Tribe - The Circle of the Clover

A tribe of people consisting of Viera, Tarutaru and Guado, who act as guardians and custodians of the southwestern part of the island. A fairly small people, of about 20-30 members, however, it is nigh impossible for an outsider to be sure with how much they move around to keep watch on the entire area. One of the smaller tribes on the continent, and one of the most secluded in their everyday lives, they have a hard time trusting strangers. They do help lost travellers and those in need and are well known in the other settlements in the area, where they guide those in need of shelter. They consider their own home very private and borderline sacred, and it is a great privilege for an outsider to be allowed access.

Entry & Location

Home for a tribe known as the Circle of the Clover, located in the southwestern part of the island. No one other than a member of the tribe knows the exact location of the settlement, as its inhabitants take great measures to keep it hidden from outsiders. While the tribe itself is friendly and helps those who are lost, they can be very suspicious of strangers, and while being allowed in or even joining the tribe isn't impossible, it's extremely difficult. Even if you do gain access to the Grove once, there's no guarantee you'll ever find it again, as it will not be in the same place. Or maybe you just don't know which left you took last time... The only way to get back is to get an invite from the tribe itself. Attempts to map the village have been made, however, they have all proven futile and fruitless.

Layout

Despite its shifting nature, the Grove's description stays the same by those who have had the pleasure to visit it. It's a peaceful place, surrounded and hidden by low hanging willow branches with the canopy above thin to let in plenty of sunlight. There is no mist present in the Grove, and the wild beasts of the forest seem to avoid it as well, providing safety for its inhabitants. It gives an air of calm from the moment you enter, and the first thing you see is a vast amount of clovers all around the Grove. The people are generally friendly and hospitable, but give a slight air of aloofness.

Customs

The tribe is very practical and pragmatic, and most of their everyday lives consist of fulfilling basic survival needs and tasks. A majority of them are followers of Minerva, which comes with a handful of rituals and prayers, but not everyone cares about the spiritual side of things and it is not required of the members of the tribe. The inhabitants change fairly often, as they send people out on patrols into the forest to keep up the peace.

Trade

Pelts, game, protection, magical services, survival needs, information and news. The Grove is almost fully self-sufficient, but every now and again they visit other settlements or Iifa Tree to do business and trade to know what is happening elsewhere in the continent and the rest of the world.

Gargan Cities:

[Niffél - \(Niff-Ehl\) - Capital City](#)

Metropolis - 600 square miles~ With an area of around 100 square miles for each sector. The city has a Radius of 13.82 miles, District 1's hold 50 square miles, District 2's hold 30 square miles, District 3's hold 20 square miles.

Government - Autocracy (President - 5 year terms, 5 term maximum)

Population - 5 Million (40% Hume, 60% other)

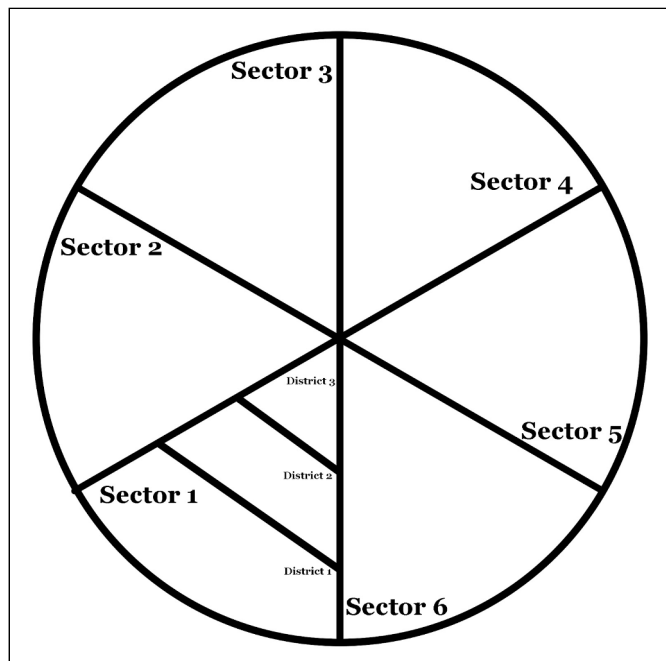
Notable NPCs

President Damien Waltz - 49 (CN male hume gambler 7/pen mage 3)

Marketplace

Base Value 50,000 gil; Purchase Limit 200,000 gil; Spellcasting 8th

Minor Items all available; Medium Items 4d4; Major Items 3d4



Sectors

Niffél is the enormous capital city on the Gargan continent and the home for many Humes who have made their stake in the world along with their dominance. The city itself is segregated into 6 sectors, each with their own districts. Each sector is numbered, from 1 to 6, with the first sector being the Southwestern and the 6th being the Southeastern, going up by 1 clockwise. The numbered sectors do not dictate their relevance or power, rather their date of origin, with 1 being first, and 2 coming after.

Districts

The different districts make up the class system of citizen, dictated by their wealth or power. The 1st district is closest to the exterior walls, housing the lower-class citizens, the midway portion being for the middle class and the closest district to the center being for upper-class. Each of the districts are separated by large stone walls, linking up with the walls that separate the sectors, those which link to the exterior walls to the city itself. Defence and fortification is key for the city of Niffél, with its several tiers of walls boasting an impenetrable fortress.

Segregation and Racism

Thankfully, this segregation takes no solid attitude towards race or gender, allowing anyone to fluidly move between the different sectors and districts, with little to no racism being held within the different parts of the city. There are still some hostile thoughts to lower villagers moving about the higher-class locales, but no law or force is seen keeping them out besides private security or the everyday bigot.

There are some tensions between all races and the Elvaan however, due to a war between Gargan and Uana'Drei some hundred years ago. Peace treaties have been signed, with the leaders of those wars long since dead, but grudges can still be held amongst descendants.

President

Niffél is run on an Autocracy, with president Damien Waltz leading the city for 19 years, coming close to the end of his fourth term, while it may be assumed his rule is kind, or favoured by that of the masses due to his long reign, the truth is far from it. Damien has done many deeds to keep his claim to power, through bribery, intimidation and befriending the right people. There have been many to run against him, while most opposers are clear winners in the races, Damien finds a way to come out on top. While his rule may not be the kindest, it is however effective and prominent, with many advances in arcane arts and technological advances occurring within his reign along with being at his behest.

Mana

As well as the city above the ground, Niffél has a maze of interconnected mines beneath the surface, as the city was built atop a vast store of naturally forming Mana, in both liquid and solid forms. To benefit fully from this resource, the inhabitants dug mine networks to cut mana from the rocks along with forming pipes to move the liquid forms around the city. These caves link to almost all parts of Niffél, with large and sturdy metal doors closing off movement between sectors and districts. Due to the toxic nature of pure Mana, there aren't many living quarters beneath the surface, merely mining outposts, research centres and foremen buildings. Movement within these mines are restricted to workers and the guards. Each entrance is normally guarded by 2 Sheath Security.

Travel, Airships and Teleportation

Situated within an almost center-point of the continent of Gargan, Niffél is without any proper docks, though it does keep within its walls a fair few sky-stations for airships, teleportation halls for magi teleporting within the walls and a deep trainway that moves between the sectors, districts and underground levels. As such, any Time Mage wanting to teleport to this location and has been to one of the teleportation halls, can obtain a runic stone that costs 500 gil, giving them a -1 on any D100 roll to teleport to the halls, as well as increasing their familiarity by at least 1 level (minimum Viewed Once), finding one of these stones and not having gone to the hall will still give the benefit.

Trains

Trains can take passengers to any other location, running at least every 30 minutes for each station, with varying times for every stop. It costs 2gil to travel between and within districts, to go from sectors you must be travelling from the high-class sector, costing as much gil to

travel to the high-class and an additional 5 gil per sector crossed. A full-day ticket for district travel costs only 5 gil, with a full-day all-district-sector ticket costing 25 gil. Customers of young age can travel for ½ the cost (rounded down).

Each train comes fully equipped with restrooms, lights, heaters, televisions and communication devices. The daily news is played on the televisions, with emergency broadcasts overriding these. The trains will have their conductor or premade messages play when they approach stations or for changes in times, along with talking to the passengers. Each car of the train also comes with 5 phones for passengers to use, charged at 1 gil per 15 minutes.

Niffél trains come in a standard 1 driving car and 5 passenger cars, travelling at 60 miles per hour or 530 ft per turn. It generally takes 30 minutes to travel from district to district, with sector travel taking closer to 15 minutes. Each train also employs a Sheath Guard for each passenger car, positioning them at the front of every car.

Trains do not go through Sector 6, forcing passengers to go from 1 all the way to 5, and vice versa if they wish to get to the Sectors.

Sheath

While the city is run by a president, the major power within Niffél is the company Sheath and Shield, a long standing business that has its roots in the beginning of Niffél when it started out with just 1 sector. Used as their army, arcane research, Mana mining, Mana refining, electricity, technological advancements and more for the entire city, they hold a lot of stock. As such, the president is almost always close with the company, dealing with laws and allowances to the company to keep them running as smoothly as possible. While this is a thorough partnership, citizens often see Sheath and Shield as the proper law and order of the city rather than the president.

Sector 6 - Dead Sector

Sector 6, or also known as the Dead Sector, is the most recent addition to the city, yet the most destitute. Some hundred years ago a war broke out between Gargan and Uana'Drei over a difference in law, opinion and land ownership. Gargan had won the war, but the scars can be seen prominently in Sector 6, as it was the part of Niffél that saw the brunt of the assault, due to their direction towards the continent of Uana'Drei.

Overrun by monsters from the outside, Sector 6 was considered a lost cause for the city, with others not wanting to return to the sight of war within their own city. Merely being closed off, by reinforced doors, Sector 6 is left alone, besides Reclaimers heading into it to obtain loot and lost heirlooms for the residents of Niffél.

Tensions are still high between Gargan races and the Elvaan due to this war, even after peace treaties have been written.

Castras - (Cahs-stras)

The city that lost its crowning jewel of innocence

Metropolis - 100 square miles

Government - Secret Syndicate (Merchant Overlord - Judd Lorn Phantom)

Population - 1.25 Million (40% Hume, 10% Mithra, 50% other)

Notable NPCs

Judd Lorn Phantom - 47 (CE male mithra merchant 5)

Mayor Jundace Merei - 32 (LN female al bhed Merchant 1)

Marketplace

Base Value 18,000 gil; Purchase Limit 115,000 gil; Spellcasting 6th

Minor Items all available; Medium Items 2d4; Major Items 1d4

Special Note: Prices are altered by 10% in favour of the city. 110% purchase, 40% selling.

Short History

A city built along the northern side of Gargan, adjacent to the nearby Geld rivers, Castras was once a thriving fishing and trade village between the continents of Gargan and Shiva Hollow. However, some 20 years ago it was secretly overtaken by the power of gil, as shady organisations bought up land, business and lives through the black market and back-alley dealings.

Layout

While mostly square in design, Castras' layout follows the closest geld river closely, almost flowing alongside its bank. As such, the city has a curve on its eastern side with the river, where most businesses are suited to warehousing, storage and travel businesses to the river itself.

Mayor and Law

Through the hands of the secret syndicate, the Mayor passes laws and changes decrees in favour of the criminal underworld, while keeping the general populace unawares. Any who would say anything against the Mayor are generally dealt with by assassins hired by the underworld leaders. The top of the food chain in the underworld is Judd Lorn Phantom, a middle-aged Mithra with an eye for coin and a talent for work in the dark seeds of the city.

With the mayor in their control, the militia and general guard also turn a blind-eye to most petty crimes. There are some within the guard who are good souls, still bringing down cutpurses or assaulters and to keep the general peace this is allowed by the underworld to an extent. To all outside eyes the city seems peaceful and untainted, only those of older age know the real truth behind it all.

Trade

Castras deals mostly in trade between the neighbouring continent to the north, as such it also deals these goods out to neighbouring villages and the capital. While they do deal in fish or water goods they also send around crafts from up north and high-society luxuries. The city isn't too magically inclined, so goods of that nature are often of lower quality than the capital, but nearby villages will often pay the extortionate prices for items of revival or good harvest.

Rent and Extortion

Many businesses are either secretly owned, or outwardly owned by criminal factions within and without the city. They often sell good with stamps of the same owner or are forced to pay high-rent to the underworld to stay in active business. As such, crime and robbery is quite high for those who don't conform, and even still to those who do from rival factions. It is considered good practice to become owned by Phantom in the hopes you are not targeted by weaker factions.

In combination with this fact, plenty of businesses will charge extra for their goods and services, even to seasoned adventurers.

Travel, Airships and Teleportation

Most travel between cities is done via foot, mount or airship, with Castras housing a rather large stables at each entrance alongside a huge Sky-Station within the center of the city itself. However, since the city isn't entirely magically focused it does lack a Teleportation Hall, with most teleportation being restricted to royalty and army.

Drachen Docks - (Drah-cken Docks) - Gargan to Gran Foresta, Iifa Conenta, Bahamut's Head and Shiva Hollow Port

Large city

Government - Theocracy (Decisions are made by the 3 heads of the religions)

Population - 22,000 (10% Aegyl, 10% Burmecian, 10% Viera, 5% Au Ra, 5% Bangaa, 5% Galka, 5% Guado, 5% Hume, 5% Hypello, 5% Ronso, 5% Tartaru, 30% other)

Notable NPCs

Ifrit Leader - Zae Leptice (Zay Lep-tice) - 41 (CN female burmecian red mage 5)

Shiva Leader - Vorn Rynoi (Vorn Ry-noi) - 43 (CN male viera black mage 5)

Bahamut Leader - Priscilla Cain (Prih-sill-ah Cayne) - 17 (N female aegyl dragoon 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 7th

Minor Items 6d4; Medium Items 4d4; Major Items 2d4

Layout

Drachen Docks are setup with 3 separate ports for both Iifa Contenta and Gran Foresta, Bahamut's Head and Shiva Hollow, keeping the different continents majorly apart when it comes to imports and exports. As such there are ports situated on the western end, the north-west and north-east ends of the cliffs. Keeping in the same style of separation, there are 3 holy buildings dedicated to the worship of the deities Ifrit, Shiva and Bahamut towards the southern end of the city.

Holy Leaders

Following the world of the holy leaders, Drachen Docks is led by elected pious members of the 3 churches, to Ifrit, Shiva and Bahamut. They handle the laws, trade and general wellbeing of the city, utilizing Knights to keep the streets peaceful. When it comes to matters of the continents, each individual represents the 3 neighbouring continents, Ifrit for Bahamut's Head, Shiva for Shiva's Hollow and Bahamut for Iifa Conenta and Gran Foresta. Though, due to Bahamut's close relation to Bahamut's head, decisions and agreements often favour that continent over the others.

Trade

As the city trades with 3 other continents, Drachen Docks flourishes in sea economy, housing the most ships out of any other port. Due to the amount of ships coming in and out, plenty of civilians make their way onto boats to ferry them across the ocean as long as they pay the captain or businesses enough to warrant their stay.

Since the port deals with so many continents its commerce is full of various items, from deeply religious artefacts, exotic food and animals, unique clothing for several weather and temperatures, as well as arms.

Travel, Airships and Teleportation

Drachen Docks houses several ports for ships to go back and forth, allowing hundreds of passengers to hop aboard for a fee. Caravan businesses boom from this port, going to the local settlements or towards Rundra to the south.

Drachen Docks contains both a Sky-Dock and Teleportation Hall, both being open to the public, with plenty of halls for the trading continents.

Elfschwert Docks - (Elf-schwert Docks) - Gargan to Uana'Drei Port

Large city

Government - Autocracy (Mayor - Bleesh Nartepple)

Population - 20,000 (20% Hypello, 20% Sahagin, 20% Seeq, 10% Kojin, 10% Lamia, 10% Quadav, 10% other)

Notable NPCs

Mayor Bleesh Nartepple (Bleesh Nar-tepple) - 39 (N female hypello merchant 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 7th

Minor Items 6d4; Medium Items 4d4; Major Items 2d4

Layout

This port city is built precariously on the high cliffs of Gargan, as such it is built with most of its infrastructure towards the north-west, away from the cliffs. Separated about 5 miles from the cliff edge, the city is connected via a road to its vast array of pulleys, elevators and machines that transport goods to the sea-level portion. As such, many visitors from the land never see the dock, whereas those who come via boat have a long walk or ride into the city proper.

Mayor

Elfschwert Docks is led by a sayor, voted in by the populace of the city, once voted they stay in office until they retire, die, or a large enough outcry from the populace force her out of office. The mayor oversees the economics of the city alongside the relations with trading ports of other continents, being the main hub with Uana'Drei they often have to undergo diplomatic meetings with the Elvaan to make sure trade is fair.

The mayor is also the one who must recover any escaped servants from the Elvaan and send them back at her behest. For each returned escapee, the mayor is rewarded based on the servants in question.

Trade

These docks trade mainly with the continent of Uana'Drei, and so their ships head towards the south-east. While the main traffic is towards Uana'Drei, ships do come into port from along the coastline of Gargan and even up towards the Tri-Confection Isles, depending on the contents of the ships.

Travel, Airships and Teleportation

As a large dock city, Elfschwert has a huge stables and caravan section towards the north-west side for incoming as well as outgoing vehicles and chocobos. There is a Sky-Station on the western side that is mostly used to haul goods from the docks to other Gargan settlements but does allow for some taxi services.

Elfschwert also houses a Teleportation Hall, but it is under strict guard and is for use only by the army and moving critical goods. Stones for this Hall are never given out to anyone, unless they are high ranking officials or military officers.

Erdbeere Docks - (Erd-burr-eh Docks) - Gargan to Tri-Confection Isles Port

Large city

Government - Autocracy (Party Host - 1 year held terms)

Population - 21,000 (10% Bangaa, 10% Dwarf, 10% Galka, 10% Garif, 10% Gria, 10% Goblin, 5% Kobold, 5% Kojin, 5% Hume, 5% Mandragora, 20% Other)

Notable NPCs

Party Host Fushu Fufu (Foo-shoo Foo-foo) - 25 (N male mandragora fighter 2)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 4th

Minor Items 2d4; Medium Items 1d4; Major Items -

Layout

Built along the north-eastern cliffcoasts, Erdbeere Docks is created in such a way that the centre of the city is the gathering place for all inhabitants, set up as the party zone for the nighttime festivities. Most vehicles and movement moves around the centre as if to not disturb the party-goers nor preparations for the next event. Since the party host changes every year they don't have a solidified location, instead having their own home be the governmental building for the year of their leadership.

Party Host

While some non-natives may see the name as a political party leader, the Party Host is actually the head of the nightly parties that happen within the centre of town. Making sure everyone has a good time, no law breaking occurs, no pain is felt and that all have a groovy night while at Erdbeere. The Host sets the laws to follow for the year, and is enforced by the party bouncers, a more laidback form of both police and army for the city. Judgement as well as assigned punishment is also decided by the Host, with all following their word.

The Host is drawn from a lottery of all residents of over 10 years of living within the city. If the people have a problem with the winner they may call on the previous 5 Hosts to overrule the outcome, or to remove their power if they overuse their powers. This leadership is not contained to race or longevity, so even children can become the host though their parents often aid in this ruling alongside them, especially in decisions over financing.

Seen as another villager, the Party Host is loved by all as they welcome all into their home for drinks, talk and games. Hardly anyone wants to bring harm to the host, because without a host who will bring the alcohol.

Trade

Erdbeere Docks trades mostly with the eastern side of Shiva Hollow along with the entirety of the Tri-Confection Isles. Trade goods come in large varieties of cool foods, cold clothing and the opposite temperature from the Isles. Cocktail ingredients, exotic meats or fruits and unique inebriation substances. Since Gargan has differing rules on drugs plenty of goods are shipped back to the Isles, where the law is much less strict on those types of goods.

Erdbeere Docks itself trades in all types of berries, be it actual berries or processed into drinks. They are famously known for their hot Erdbeere tea that keeps you warm even within the coldest parts of Shiva Hollow.

Travel, Airships and Teleportation

Like most other docks, Erdbeere has several caravan businesses that ferry all from the city to other settlements. Situated on the western side are both the Teleportation Hall and Sky-Docks, though they only run from 8am to 8pm, due to the nightly parties they have time off to attend. Due to not having a 24 hour operation time, the Teleportation Hall and Sky-Docks are quite busy during the day with people even making appointments to reserve spots in the docks or a time to teleport into the hall.

Erenna - (Eh-ra-na)

Sky-Reach City

Small City

Government - Autocracy (Mayor - Voted in by townsfolk)

Population - 200 (14% Guado, 12% Hume, 12% Qu, 12% Seeq, 12% Tonkin, 10% Garif, 10% Lamia, 9% Aegyl, 8% Mithra, 2% Ixal.)

Notable NPCs

Mayor Pohvar (Poe-var) - 49 (N male guado merchant 5)

Marketplace

Base Value 4,000 gil; Purchase Limit 25,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 1d6

Layout

At the base of the nearby mountainside, Erenna is covered from the sunrise most of the year due to the nearby mountains. Made up of several skyscraper-like buildings, stacked housing and large businesses, Erenna is often referred to as the sky-reach city, though the tall structures are often placed to aid in the watching of sunsets and to peer over the local mountains.

Surrounded by large stone walls, taller than most due to the skyscraper-like interiors, Erenna gives off a good defence feel. Several stone towers cover up the corners of the wall, as well as spread out along the wall itself, each containing large bonfires that can be lit in case of attack, alerting those behind the larger buildings.

Plenty of businesses are built on the south-east side, taking advantage of fascination as well as the allure of the sunrise. The mayor's house is the most eastern structure, built within the tallest structure in the city, giving them the best view of the whole city as well as the mountains.

Mayor

The city of Erenna is run by a Mayor, voted in by the populace until they either retire or are forced out of office by popular demand. As Mayor, this elected official makes sure the city runs smoothly, laws are adhered to as well as ties to nearby settlements are kept solid and friendly. One of these relationships is to the village of Kellena to the west, which has had some terse relations in the past due to their more monstrous makeup, but has been steady for quite some time.

Trade

Erenna doesn't have much unique in the ways of trade, dealing with common goods found all across the continent. While they do not have any particular wares, they are often a major

pitstop for travellers going to or from the capital around the continent. With around a month worth of travel between Erenna and the capital, plenty of traders and passersby stop here for rest and recuperation.

Whilst not exactly a large trade, or being taken out of the city, Erenna has plenty of hot springs, open baths alongside relaxation businesses like massage parlors. Due to these businesses, Erenna also has plenty of people visit for vacation or even move here to have easy access to the services.

Travel, Airships and Teleportation

With such a large mountainside on its eastern flank, Erenna is almost required to have a Sky-Dock, situated on the western side to allow for ample space to reach the heights needed to ascend over the mountains or skirt around them. The Sky-Dock is open to the public and has several touring businesses attached to it, offering round trips of the mountainside.

There is also a Teleportation Hall on the southern side of the city, allowing for quicker travel between settlements and the capital.

Lastly, Erenna has several caravanning services, ferrying customers around the mountain or local settlements, even towards the capital.

Kellena - (Kell-ah-na)

Village

Government - Magical (Wondrous Mistress - Flor Alor)

Population - 200 (18% Sylph, 15% Moogle, 15% Varg, 12% Ixal, 10% Mandragora 9% Kojin, 7% Hume, 7% Kobold, 6% Quadav, 1% Orc)

Notable NPCs

Wondrous Mistress - Flor Alor (Flor-ah-lore) - 378 (NG female [sidhe](#))

Marketplace

Base Value 500 gil; Purchase Limit 2,500 gil; Spellcasting 3rd (6th if close to Flor Alor)

Minor Items 2d4; Medium Items 1d4; Major Items - (Always stocks Ethers, Hi-Potions and Hi-Ethers)

Layout

This village is setup with large wooden spikes surrounding it completely, gifted by the local forests, treants and fey at the command of Flor Alor. As such, the walls are of higher quality and defence, being just slightly weaker than stone. With a mainly wooden design, the village sees little use of stone or brick, mostly reserved for businesses that use fire or would otherwise be a fire hazard if they were made of flammable materials.

Shops are scattered about the village, though there are more magically inclined shops than most other settlements, with 2 wondrous item shops and 3 enchanter's. Almost every shop sells magical wares, though of a lesser power than bigger settlements.

History

Formed around 300 years ago, Kellena was at first a hume and core race village, led by a black mage named Kell. One day during the building process, the villagers cut too deep into the local woods and were attacked by treants and creatures of the woods. In an attempt to quell their attacks, Kell went into the woods to try and reason with the magical beasts within.

Holding a white flag and hands in the air, Kell was not attacked as he went deep into the woods. Near the centre he was approached by a tall and elegant Sidhe by the name of Flor Alor who understood his tongue, where they conversed about the recent attacks. Agreements were made between the hume and the fey, allowing them to cut trees in specific areas, as well as to plant new ones.

After a few years of peaceful cohabitation, Kell and the Flor Alor fell in love and married. Due to this union, plenty of the core races left in search of less bestial or magical lands, though this cohabitation attracted the eyes of base and beastman tribes, who were welcomed with open arms. Since plenty of magical beasts were allowed free entry, the beastmen felt more at ease than in other settlements where their kind were feared or prejudiced against.

After the death of Kell, at 98 years old, Flor Alor took over control of the village, vowing to keep it safe for her love. The village has ever since allowed any and all races inside, even the less civilised including those who could not understand common.

Wondrous Mistress

The village is led by a sidhe named Flor Alor, a wizened creature who married the previous leader of the village and took his place as ruler after his passing. She makes sure all rules are obeyed, keeping in mind all non-civilised races when conducting talks and trade. Due to her magical nature, Flor is often seen using magic to aid the citizens or even selling her magical services to traders and passersby alike if she deems them worthy.

Trade

With the major focus on magic, Kellena deals mostly in wondrous items and enchantments, with the leader offering revival services to those she is able to bring back. Since the village is close to the capital, the village often deals in carriages, mounts and caravan services to aid people to reach the metropolis, or to aid them in going farther afield.

Travel, Airships and Teleportation

As one of the few villages to have access, Kellena has a landing clearing just north of the village for airships to land. While not official, or high class, the landing comes with several ladders, staircases and platforms for people to load airships.

On the southern side, Kellena has a makeshift Teleportation Hall, of curved darkwood and hewed stone flooring. It is rarely used, though anyone is welcome to use its services.

Kellena offers caravan services in any direction, with no real limit on who may be taken aside from the size of the occupants.

Melnoroka - (Mel-no-row-kah)

Large city

Government - Colonial (City Master - Naegeayda)

Population - 25,000 (20% Hume, 20% Au Ra, 10% Gria, 10% Roegadyn, 40% other)

Notable NPCs

Master Naegwayda (Nayg-eeay-dah) - 32 (LN male roegadyn fighter 3)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

Layout

This military designed city is surrounded by large stone walls, with gates on the East, South and North sides, the West harbouring an even thicker wall as it guards the garrison keep. Due to the higher altitude, Melnoroka slopes slightly to the south, with houses following the decline, this creates a gorgeous view from the northern heights. Richer folk tend to stick towards the north and west sides, but the social and monetary divide is hard to spot.

City Master

Melnoroka is lead by a City Master, a figure head installed by the Capital of Niffél whose power is dictated by higher ups within the capital. The CM will pass down judgement on court cases where needed, allocate funding and give commands to the garrison, though he will take any order received by anyone of Lieutenant Colonel or higher ranking. Naegwayda is just and fair to all he meets, though his just nature is often overcome by that of allegiance to Niffél.

Training and Army

Set as a major military position for the continent of Gargan, Melnoroka houses a solid 2500 troops, with more in training or out on duty. After training is complete, the newly trained forces are evaluated and pushed towards other cities for guard duty, roads for patrol, to Niffél for enlisting in the main army or even being stationed at Melnoroka itself.

Travel, Airships and Teleportation

Melnoroka features several carriage companies that help move squads around, as well as the general populace. While there could have been room for Sky-Stations and a Teleportation Hall, the city officials and their leaders decided it best to not include these means of transport for both a security standpoint as well as to not distract new recruits.

Rundra Docks - (Run-drah Docks) - Gargan to Ivanbreus Port

Large city

Government - Monarchy (King - Enashi Ponashi)

Population - 23,000 (20% Bangaa, 20% Dwarf, 20% Hume, 20% Tarutaru, 5% Seeq, 15% other)

Notable NPCs

King Enashi Ponashi (Eh-nah-she Poh-nah-she) - 16 (LN male tarutaru scholar 5)

Queen Obobo Obo (Oh-bo-bo O-bo) - 16 (N female tarutaru chemist 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 7th

Minor Items 6d4; Medium Items 4d4; Major Items 2d4

Layout

Nestled atop the high cliffs of Gargan, this port city rests at the far south-western edge, within a relatively small li pf land. On the north and south sides of the city are massive slopes that go all the way to sea level, dug out via magic centuries ago. The city is built with these slopes in mind, with the walls wrapping around the highest points and following some ways down the slopes.

Due to the cliff-side nature, the monarchy is situated on the eastern side of the city, with the closer to the edge featuring lesser income families. Since being near the edge is both an amazing sight and a potential danger, prices fluctuate from business to business.

Monarchy

Rundra Docks is run by a monarchy, established when the city first formed, following the same family ever since the beginning. The family runs on the law that the eldest male controls the family, but if they are not of adult age it falls to the eldest female which has happened quite a few times in the cities history. Due to tarutaru not having a common family name or surname, it has been hard for non-Tarutaru to remember who is within the royal family. As such, each family member wears a royal seal on their ears, akin to earrings.

Since they lack a surname, many citizens refer to them as the Rundra family.

Trade

Situated within the south-western edge of Gargan, Rundra Docks majorly deals with trade between Gargan and Ivanbreus, to both sides of the continent. Trading in precious tools, food and gear for the miners or homemakers of the mining capital of Go'La'Klink and more luxury goods to the nobility of Rikunla.

Travel, Airships and Teleportation

Rundra is a large dock city but it also contains plenty of stables and caravan businesses to move the goods around to other settlements of Gargan. For those who wish to travel to Ivanbreous there are plenty of passenger ships, or transports that allow a few passengers.

There is a Teleportation Hall and Sky-Dock towards the cliff-side edge of Rundra, open to both the public and used as other means of transport for goods. As a sign of peace and cohability, the Teleportation Hall also has a special deal for every 5th day of the month, where group teleportations are half price for residents of Ivanbreous, or for people within Rundra who are heading to Ivanbreous.

Stoneshore - (Stone-shore)

Large town

Government - Autocracy (Chief Fisherman - Ba'Gelid)

Population - 5,000 (25% Hume, 10% Hypello, 10% Bangaa, 10% Burmecian, 35% other)

Notable NPCs

Chief Ba'Gelid - 58 (N male bangaa ranger 3)

Marketplace

Base Value 2,000 gil; Purchase Limit 10,000 gil; Spellcasting 4th

Minor Items 3d4; Medium Items 2d4; Major Items -

Layout

Built on the northern tip of the Rosutaan Lake, Stoneshore follows the lakeside in a long design. Plenty of the buildings are built atop stone platforms that are dug deep into the marsh and mud, aiding their stability within the weaker terrain. The large town has several towers and walls watching the lake to the south, with a few on the northern side to look out across the marshes and nearby woods.

Chief

Stoneshore is ruled by an elected Chief Fisherman, put into their position after the town calls a vote to decide who amongst the middle-aged fisherman are wise enough or have shown initiative towards the town itself. If a chief dies before a vote can be called the power falls to their next of kin until a vote can be called, though most instances of this happening normally keep the next of kin as chief until their passing or if a vote is called upon by the town.

Chiefs don't serve terms, merely leading until their death or retirement, if they die it passes to the next of kin, if they retire a vote is held within 3 months, allowing people to set themselves up as potential chiefs.

Duties of the Lake

Like plenty of the other towns and villages that follow the edge of Rosutaan Lake, Stoneshore make sure that the lake is left undefiled and treated with care. Fisherman are often charged with the duty of law enforcement on the lake itself, as they find themselves on the surface far more often than actual town guards. Punishment for littering of the lake is 50 gil for a first offence, 100 for a second and banishment for the third.

Town name and Stone

Stoneshore is named mostly for the proximity to the lake itself and that of the stone stores near the town. Both beneath the earth and formed on rocks above, Stoneshore is abundant in all manners of stone. Marble, salt stones and limestone are common resources within the town. Weapons from the town are mostly formed of the harder rocks, allowing hunters plentiful spears and arrows for hunting on the lake.

Trade

Due to the hunting on the lake, as well as the abundance of rock, Stoneshore deals in plenty of trade with the other villages. One of their most well-known trade goods is that of their high-quality salt, which is often sent to the capital, seasoning the wealthy' dishes. Salted food is also a local commodity, with plenty of villages having food stores of salted meat and fish.

Travel, Airships and Teleportation

Due to the smaller size, Stoneshore lacks any form of Sky-Station or Teleportation Hall, with most airships landing far to the north of the town as not to upset the lake it is attached to. The town trades with the other lake towns via boats that cross the lake itself. While not housing any large buildings or facilities for caravans, there are plenty that arrive on the north-eastern portion to stock up or unload.

Notable Locations:

Rosutaan Lake (Ro-Sue-Tahn)

A large land-locked lake that covers an area of around 124.586 square miles on its surface. It is accompanied by 2 smaller lakes, the south-western one is named Mitaan at around 2209 square miles, the south-eastern one is named Lartaan at around 9069 square miles.

Type: Large Lake.

Laws: No pollution, no tipping.

The Rosutaan lake was formed around 7800BC, around the same time that the pangea continent cracked. Some historians and geologists believe this to have occurred because of the cracking, failing to separate Gargan into more separate land masses. Instead this area of land seemingly sunk lower into the earth, creating a natural basin that collected water over time. Over the millennia, this lake became larger, with the surrounding area turning more marsh-like and watery.

More devout worshippers of Leviathan also see this as his “bed” or place of rest, an idea which plenty of inhabitants of the swamps follow. As such, the lake is protected and cared for by the local populace, allowing anyone to swim, fish and bathe in the lake itself, but do not allow any sort of pollution or rubbish to be left within the waters.

While the lake is visited by many, it is not wholly safe. Plenty of larger aquatic beasts make their home here, towards the centers and the depths. Tamers come here to find new water-inclined beasts or companions, whereas hunters seek rare trophies for their walls. Due to the visitors, the lake is beset by both lakeside villages and swamp huts.

Valcross Heights (Val-cross Heights)

At around 780 miles stretching from west-east and north-south on the widest parts, this large stretch of mountainside which is the tallest on the continent boasts a wide body to the world.

Type: Large Mountains.

Laws: No mining.

Seen as a holy site by many, Valcross Heights have not been touched by sentient kind for centuries. The main law of the mountains is that you cannot mine its surface, with clear signs around the base stating where this law begins. Several holy establishments can be found across the heights, giving worship to the deities Titan and Golem.

Monks and martial artists often take to the mountains to train their bodies and minds, either via pilgrimages to all the holy sites or to the peak. Many do not return from this trek however, those this is due to both the journey being long and arduous as well as the mountains being home to plenty of earthly monsters and that of avian varieties.

Uana'Drei Cities:

Marg'Arissa - (Marg-Ah-Risa) - Capital City

Metropolis - 877 square miles~

Government - Aristocracy/Oligarchy (House of the Silver Sword - 7 Noble houses of Elvaan)

Population - 9 Million (70% Elvaan, 10% Antica, 5% Hume, 5% Ronso, 2.5% Au Ra, 2.5% Galka, 2.5% Gria, 2.5% other)

Notable NPCs

Ristoff Rogan'Mail (Wrist-off Row-gun-mail) - 48 (male elvaan 5 knight) - Lord Leader of the house of the Head

Lutia Yollara (Loo-tee-ah Yoll-ah-ra) - 168 (female elvaan 12 cleric) - Lady Leader of the house of the Horns.

Krian Mayguille (Kree-an May-gill) - 44 (female elvaan 5 holy knight) - Lady Leader of the house of the Throat

Mainkur Dragain (Main-kur Drah-gain) - 53 (male elvaan 5 dragoon) - Lord Leader of the house of the Claws

Elpaux Grapard (El-Pax Grap-Ard) - 66 (male elvaan 5 black mage) - Lord Leader of the house of the Wings

Eziene Zauvanc (Eh-zayne Zow-Vahnc) - 58 (female elvaan 5 dark knight) - Lady Leader of the house of the Tail

Zexione Fouliere (Zex-ee-oni Fowl-ee-air) - 52 (female elvaan 5 chocobo knight) - Lady Leader of the house of the Scales

Marketplace

Base Value 50,000 gil; Purchase Limit 200,000 gil; Spellcasting 5th

Minor Items 4d4; Medium Items 2d4; Major Items 1d4

City Layout

The capital city of Uana'Drei and all Elvaan is Marg'Arissa, a colossal city that houses over 6 million Elvaan at once. Due to its size and somewhat diverse culture, in the eyes of the Elvaan, the city has seen plenty of changes to its architecture and class setup. The city is full of towering buildings, grand cathedrals and knight houses, with the largest buildings reserved for the wealthy, noble and powerful.

The highest class citizens find themselves closer to the centre, with the 7 Noble House leaders having their estates in a circle surrounding the central grand sword court of the city. There are no "low-class" areas of the city, as anyone who would bring in an income that would mean they would be classed as such is put under the service of the higher-class, this is enforced if not accepted, turning servant positions into slavery positions.

Surrounding the city are grand walls, reinforced with several layers of stone and metal, with several hundred Elvaan patrolling the walls and exterior. Close to the walls are farmers and tradesmen, with craftsmen being slight further in. After that “low-class” section, or at least low in the eyes of the Nobles, comes training halls, mage academies and the lesser noble houses. From the lesser nobles, the buildings become grander, with the people residing within them having higher status, all the way to the middle.

Within the middle of the city are 7 large complexes belonging to the Lord Leader’s residences, with their family residing within along with countless servants, slaves and close associates. These residences are sometimes seen as small villagers due to their size and the number of people within them. In the middle of these complexes is the Sword Court, a colossal sword planted in the ground, reaching the clouds above, some 10,000 feet tall. The sword itself is made of steel, with the handle being made of similar material to normal weaponry. Due to its massive size, it provides cover from the elements to its base, where the Lord Leaders have their meetings in a glass-roof circular building built around the base of the sword. No one knows the origin of the sword, with many believing it is a relic of the War of Gods several millennia ago. People refer to this sword as the Aeon Piercer.

Segregation and Slavery

Elvaan within the capital are highly prejudiced against all races that are not of elvaan blood, with a distinct hatred for half-bloods that is only slightly kinder than their hatred of any races that do not share their blood. New citizens are heavily scrutinized, with a rigorous background check, skill checks and cleansing before they are allowed into the city, with a hefty price to purchase property applied to them.

While there are a few nobles of non-elvaan heritage, they hold more mediary powers being geared to diplomatic positions between other cities. As long as someone holds elvaan blood within them, they are allowed entry and housing within the city, at around ½ the price of other races. Full elvaan are also invited to join one of the many academies or schools within the city, with the price of entering into a noble household who pay for their tuition.

If someone would earn less than a moderate wage, just above minimum wage in other cities, the person/s in question are confronted about their earnings and given 1 year to improve their standing. After this 1 year deadline, if the person/s have not improved their income a substantial amount, or have left the city, they are put under arrest to choose between 2 options, enter service under a noble house as a servant with their family being subjugated to the same treatment, or to enter slavery and being cut off from their family completely. However, due to the remote position of the continent, and somewhat dangerous roads out of the city, it can be impossible for people to even leave. Both options are practically seen as slavery to non-Elvaan, which even sparked wars and battles over the years, the 1-year deadline was a recent rule within the past 400 years to alleviate some of the tension. If a servant or slave were to ever leave the continent, they are not considered worth the effort and allowed to leave, if they are found within the continent after an escape attempt they are then chained to the house they work for, with less freedom.

House of Lords & Government

The House of the Silver Sword is the aristocracy government of Marg'Arissa containing 7 Noble houses of elvaan who have been within the city since its creation. The houses are full of blood-related elvaan who pass on positions to their offspring, alongside advisors and trusted allies to the families. Each house has around 30 or so nobles who may put in votes to local laws and rulings, equalling around 210 votes when it comes to decisions at the court. Each house is decorated and formed around a specific point of a dragon, with no one house being "stronger" than the other. No decision may be passed if a house is missing, or a representative from that house, as the Dragon cannot fight without all of its parts. Meetings are held on the 1st of every month, with smaller or emergency meetings taking place between those dates.

If a resident, or lesser noble, has an issue within the city they may call on a single Lord house to hold a court to decide what happens. Generally, lesser nobles call for Lords that they are affiliated with. Lesser nobles can also petition for an increase in their standing, and if their wealth, power or influence reaches a certain point they are allowed to move their family closer to the centre of the city. Wealth is decided based on the income and outgoings of their businesses or house holdings. Power is decided based on army might, through a duel of champions or any deeds done by the family. Influence is decided based on the size of the family, how many allies it has and the local opinion of the house.

The city was once ruled by both a Monarchy and Aristocracy, with the King having the final decision on the plans, but after the War of Rules, where the King died, it was decided by the Aristocracy and citizens of Marg'Arissa that a single man or woman should not decide the fate of 8 million elvaan. After the king's death, the Monarchy was dissolved, with the royal family given a noble house within the city to hold a fraction of power they used to, turning into the House of the Horns.

Knights

Marg'Arissa is a heavily martial style city, with over half of the armies and residents taking on the job of Knight. These men and women are tasked with training their bodies and minds to protect the walls, patrol the roads or prepare for future wars. Once someone has taken the job of Knight, they are given a small title along with a lesser noble status. This status extends to their family after 10 years of service, allowing them a nobleman's house within the city, the longer they or their family stay within the Knights position the stronger and more influential their family become.

When the continent is not at war, which is uncommon, the Knights can be hired out as bodyguards, trainers and hunters by any city, village or holding within Uana'Drei. A knight, or knights family, must receive a written contract by a Lord house if they wish to take work outside of the continent, these are often accepted by all the Lords, though if tensions are rising between continents they are disallowed. Servants and slaves that attend to the knight are also added to these contracts if asked, where it is up to the knight to keep control of them.

While it is not a heavily enforced rule, Knights may kill any servant or slave under their control when they move around the world, if they do so, any local laws are not applied to the killing. If a circumstance occurs where local law would try and apprehend the Knight after the killing, they may produce their written contract. It is up to the village, city or holding where they are currently travelling whether they accept the contract or not. Often, these disputes are handled by the Lords, if the Lord has a fondness or appreciation for the Knight these outcomes can be forced by threat of war with the city in question.

Travel, Airships and Teleportation

Due to being built on the eastern section of the continent, Marg'Arissa holds many forms of transportation, along with several docks that make their way along the coastline. Due to warring with the other continents, their docks are the biggest of all other countries. Within the city are 7 separate sky-stations, held by each of the Lord houses, with their insignias placed all over the buildings and ships. There is also only 1 teleportation hall, which is owned by the house of the Wings, where teleportations are strictly monitored. Any teleportation made into other parts of the city is illegal unless they are made by the 7 Lord houses. Crystones are only sold for the teleportation hall, with crystones being handed out by the Lords to the Lords or their trusted allies.

Claid's Stream - (Clayds Stream)

Large town

Government - Colonial (Town Master - Garukk)

Population - 4,320 (30% Antica, 20% Galka, 20% Hume, 20% Orc, 10% other)

Notable NPCs

Town Master Garukk (Gah-ruk) - 59 (N male galka fighter 5)

Marketplace

Base Value 2,000 gil; Purchase Limit 10,000 gil; Spellcasting 2nd

Minor Items 1d6; Medium Items -; Major Items -

City Layout

Built alongside a large river that flows across the western part of the continent, Claid's Stream is heavily water themed in its creation. Plenty of houses are built across smaller streams, or above artificial ponds that were dug to flow the water into the town. Surrounded by waxed wooden pillars, the town's defenses are both water and fire proof though lack the defensive capabilities of normal stone walls.

Utilising the river, the city is deep seated in fishing, water-based goods as well as leisure activities. Plenty of the shops are built towards the western part of town, with saunas, fishing establishments and boating services, whereas houses and more dry businesses make their home in the eastern segments.

Town Master

The large town is led by a single individual instated by the capital of Marg' Arissa. Whilst not overtly overseen by the nobles, this large fishing town does often receive reports or commands from the higher-ups. The Town Master makes sure these decrees are seen to, as well as general control over the town. Under them are 3 knights, though normally of lower ranking, sent here as one of their first duties to teach them the ropes in both defence and lower tier settlements.

Travel, Airships and Teleportation

Due to the lower importance of this town it lacks any form of Sky-dock or Teleportation hall, mostly staying close to ferry businesses or carriage rides. These services are open to any who can adequately pay for them, though aren't too widely open due to the sheer lack of them when compared to larger settlements.

Trade

Claid's Stream trades mostly in fish, fishing goods and water-base supplies, though a majority of these make their way to San d'Pass to feed the troops stationed there. With such close proximity to the San Wall the town is often shadowed by the large stone barrier, with some trade being conducted with the pulleys and crates that are attached at checkpoints along the wall.

Cu'Sa'Ra - (Coo-sah-rah) - Uana'Drei to Gargan Port

Large city

Government - Dynasty (Lord/Lady - Aulver Aster Argafand)

Population - 22,000 (40% Elvaan, 10% Hume, 10% Galka, 10% Orc, 5% Antica, 5% Ronso, 20% other)

Notable NPCs

Lord Aulver Aster Argafand (Ul-ver Ah-ster Ar-ga-vand) - 81 (LN male elvaan knight 5)

Lady Ilson Suiivant Argafand (Ill-so-ney Sool-vant Ar-ga-vand) - 79 (LN female elvaan knight 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 4th

Minor Items 3d4; Medium Items 1d6; Major Items -

City Layout

Set as a large port city, Cu'Sa'Ra is heavily fortified and protected from both its seafront and southern sides. The docks are just as defended, with 2 tiers of walls that section off the docks into checkpoints for passing boats. As one of the main ports for the continent of Uana'Drei this city is heavily guarded, pat down checks and background checks are extremely common.

Lords and Ladies

Ruled over by the long line of Argafand, this dock is in close relationship with the capital, the family hailing from the capital originally. The Argafand family brought forth the idea of ports several hundred years ago and have since ruled over the most powerful of all Elvaan docks. The city is ruled by the oldest living member of the house, regardless of gender or work put forth.

The current Lord is Aulver Aster, with his wife Ilson Suiivant being next in line for leadership if he were to perish.

Segregation and Slavery

As one of the main ways off the continent, Cu'Sa'Ra is heavily scrutinised for would be escapees. It doesn't feature many servants within the city itself, though there are still some maids, cleaners and butlers that help keep facilities proper for the nobles. When it comes to law, this port city takes on an extremely similar position to that of the capital.

Travel, Airships and Teleportation

This port city mostly focuses on sea travel, but features several carriage services that are used by the nobility. There are some smaller civilian businesses around for travel, though are often searched heavily in search of would be escapee-servants. Due to the amount of servants trying to flee the continent, this port lacks any form of Sky-Station or Teleportation Hall.

Co'Veran - (Coh-Veh-ran) - Uana'Drei to Tri-Confection Isles Port

Large city

Government - Dynasty (Lord/Lady - Cleirdane Provoux)

Population - 19,000 (30% Elvaan, 10% Au Ra, 10% Galka, 10% Genome, 5% Goblin, 5% Ronso, 30% other)

Notable NPCs

Lady Cleirdane Provoux (Claire-dane Pro-voo) - 87 (N female elvaan holy knight 6)

Lord Imrex Provoux (Im-rex Pro-voo) - 83 (CN male elvaan red mage 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 5th

Minor Items 5d4; Medium Items 2d4; Major Items 1d4

City Layout

Set as a large port city, Cu'Veran is not as fortified as the other ports on the continent, replacing militaristic might or stone walls with more constant use of magic. The port itself has a single wall, to keep ships in port for oversight as well as for defence against naval attacks, this wall continues around the entire city.

Lords and Ladies

Recently usurped, the city of Co'Veran is ruled by the Provoux family with Ladu Cleirdane holding the major power, for her Husband Imrex will take over if she passes. The previous noble house that held the port were the Neverones, who were caught dealing in shady business with other continents and the selling of slaves to other continents.

Having a shaky relationship with the capital, Co'Veran has a rather good standing with the Tri-Confection Isles, as they are the main port between the two continents for trade. The noble family is also not native to the capital, having originated from the northern coasts, which adds into the slight animosity with the capital.

Segregation and Slavery

Co'Veran, as it is closely tied to the capital due the presence of noble families, follows the same rules as the capital. However, due to the ruling family of Provoux's relation with the northern coast and Tri-Confection Isles, they have a much softer grasp of servants and the rules attached to them. With lesser security and scrutiny, servants often find passage off the continent through this port, though it is not often at the hand of the police.

Travel, Airships and Teleportation

Due to the tourists to and from the Tri-Confection Isles, Co'Veran features plenty of caravan businesses for both natives and visotos alike. It lacks any form of Sky-Dock or Teleportation Hall, with most of its trade and travel being done via the seas.

Folgard - (Fol-gard)

Large City

Government - Council (Guild Leaders)

Population - 20,000 (10% Au Ra, 10% Galka, 10% Genome, 10% Goblin, 10% Orc, 5% Antica, 5% Elvaan, 5% Hume, 5% Ronso, 30% other)

Notable NPCs

Crafter's Guild Master - Wood Hands (Wood Hands) - 64 (N galka merchant 6)

Culinarian's Guild Master - Qudesh (Coo-desh) - 122 (LN qu culinarian 5)

Hunter's Guild Master - Freekx (Freaks) - 35 (N male goblin archer 8)

Miner's Guild Master - Kristine Furor (Kris-teen Fu-ror) - 48 (N female hume fighter 5)

Marketplace

Base Value 8,000 gil; Purchase Limit 50,000 gil; Spellcasting 5th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

City Layout

Built with the guilds in mind, Folgard is separated into 4 segments, the north for Crafters, east for Culinarians, south for Hunters and west for the Miners. Most establishments and businesses geared towards those professions are found within the cardinal directions of the city. While professions are separated in such a fashion the city itself does not segregate the civilians at all.

Surrounded by thick stone walls, this guild city keeps its residents safe alongside the help that the hunters offer via their hunting services.

Guilds

Folgard is heavily focused on guilds and guild life, housing several main buildings for most of the guilds, even if they are not apart of the council that governs the city itself. As such any adventurers linked to guilds or associations may have visited this city in the past or had their initiation here. With all the guilds circulating the city they have a higher spellcasting value for items and crafting than other Uana'Drei cities of the same size.

Outside of the domain of Elvaan rule, Folgard is set up as a safe haven for other races as well as those who have come to the continent in the interest of finding work or coin. Folgard is governed by 4 major guilds, along with their guild masters within the city. While they are outside of Elvaan rule they are within their borders and must stick to general laws as well as pay taxes to the capital.

Trade and Commerce

Thankfully, since the city has so many guilds within its walls it trades in several commodities, be them merchandise or services. Trading between local settlements, Folgard's main items are food, arms and armour, clothing, hobby items and minerals. When it comes to services they also offer enchanting, crafting and hunting of nearby monsters. All of these are used by

nearby Elvaan settlements, passing tourists and anyone else who can make their way to this safe space.

Travel, Airships and Teleportation

With all the goods coming and going within Folgard it is quite fortuitous that they are allowed to make use of Airships and Teleportation. They have a single Sky-Dock on the northern side of town, with the Teleportation Hall being situated on the western side. Unless prohibited otherwise, these facilities allow travel to settlements north of the San Wall. Any transport over the wall is heavily scrutinized, and often declined. Several carriage businesses are also set up within the city, offering travel to settlements both north and south, though southern travel is often more rare due to the permits required to pass through San d'Pass.

Ka'Va'Ka'Ta - (Kah-Vah-Kar-Tah)

Large City

Government - Colonial (Magistrate - Placed by the Capital)

Population - 24,500 (50% Elvaan, 20% Hume, 10% Au Ra, 10% Roegadyn, 10% Other)

Notable NPCs

Magistrate - Usorie Phapand (You-sore-ee Fah-pand) - 71 (N female elvaan knight 5)

Marketplace

Base Value 8000 gil; Purchase Limit 50,000 gil; Spellcasting 5th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

Layout

The city of Ka'Va'Ka'Ta is surrounded by large stone walls, housing 4 separate metal portcullis gates on the cardinal directions of the wall. Created as a sort of checkpoint before reaching the capital, the city has plenty of visitors, tourists and traders come through the gates, causing quite a few queues to form for inspection. The southern gate is the most active, with people heading towards the capital, as such there are more guards on that end of the city.

With little regard to segregation, the city is a stew pot of activity, with shops around every corner and businesses in places that allow anyone to throw a stone and hit something exciting. While there are establishments all around, they tend to stay away from the gates, often in the hopes that shoplifters have longer to run, but also to avoid the queues of the gates themselves. The main square of the city is both for the marketplace as well as a parking area for caravans, often seeing plenty of carts and Chocobos.

Magistrate

Placed into the city by the House of the Silver Sword, the Magistrate's main duty is to follow the rule of the capital with an iron fist. While they are often not seen on the street, the Magistrate sees all of the going-ons of the city via a network of guardsmen and paid off merchants who tip-off authorities of any potential escaped servants or law breakers. Often paid per head, a merchant is bribed a sum of around 100 gil per report given, with tax layoffs on the table if the information is about highly sought after bandits.

The Magistrate Estate is situated on the western side of the city, with a large tower for them to overlook the city and any ensuing chaos from events within the city itself.

Trade and Commerce

Having so many visitors to the city, Ka'Va'Ka'Ta brings in plenty of Gil for itself and the capital, along with new wares for both. Trading mostly in adventuring gear, from rations and tents to arms and amour, the city has a steady flow of income regardless of who comes to barter. For almost all the merchants who set up shop in the city a trading tax is placed onto

their stalls or buildings, working out to be much higher than any other city partly due to the gree of the Magistrate and their aims to impress the capital.

Travel, Airships and Teleportation

Due to the high traffic of both people and goods, Ka'Va'Ka'Ta has both a Sky-Dock and Teleportation Hall. The Sky-Dock is housed on the eastern side of the city, though some visitors would swear that using it takes longer than trying to enter via the gates. All airships are required to have at least 3 people stay within the vehicle, even if the owners of said ship are to stay in the city for a prolonged period of time. The Teleportation Hall is found just south of the Sky-Dock, though like the capital the use of said Hall is restricted to the royal families, knights and anyone whose income is way above average. Ka'Va'Ka'Ta also houses a fair few caravan businesses around each wall gate, offering services to visitors and trades alike.

Kaymen - (Kay-men)

Village

Government - Autocracy (Chief - Chosen by the village until death or revolt)

Population - 200 (25% Hume, 25% Ronso, 20% Au Ra, 15% Roegadyn, 10% Elvaan, 5% Other)

Notable NPCs

Chief - Azel Carter (Ah-zel Car-ter) - 58 (CN male hume fighter 4)

Soraya (Sore-rye-ah) - 34 (NG male viera white mage 5)

Marketplace

Base Value 500 gil; Purchase Limit 2,500 gil; Spellcasting 3rd

Minor Items 2d4; Medium Items 1d4; Major Items -

Layout

Kaymen is a very haphazardly constructed village at the base of the highest landmass on Uana'Drei. Made mostly out of wood and brickwork, Kaymen looks as if it could easily be toppled by an earthquake or heavy wind. Houses are dotted around without much thought put into placement, with only a few buildings being close together. Without a defensive wall, the village is very unassuming and contains little of worth, aside from an inn and white mages hut on the southern outskirts.

Chief

The village is lead by a singular chief, often chosen as one of the oldest of the races whom they come from. This individual leads the village, making sure laws are upheld as well as diplomatic relations are held with neighbouring settlements. Whilst not incredibly strong or authoritative, the village do look to the chief in times of need, relying on the singular entity to lead them in times of duress.

White Mage's Hut

As one of their main sources for magic, the white mage's hut on the southern side gives out aid in the form of both healing magic and items. Owned by a Viera who goes by the name of Soraya, this rare male Viera is both ostracized and praised for his magical abilities. The village keeps a good face of following in suit with the local law of servitude, however, Soraya does his best to aid those who have escaped their masters, often offering his ability to dispel the magical effects of the slave brands.

Travel, Airships and Teleportation

Due to the small size of the village it lacks any form of Sky-Dock or Teleportation Hall, with most airships having to dock in the nearby plains. Kaymen is also too small to offer much in the way of taxi or caravan services, though it does house some stables to sell Chocobos and caravan supplies.

Ko'Vas - (Ko-vas)

The Adamantine Hold

Large City

Government - Autocracy (Feint Lord - A Noble related, not by blood, to an Elvaan house)

Population - 15,500 (28% Hume, 17% Au Ra, 16% Galka, 14% Elvaan, 8% Antica, 6% Ronso, 11% Other)

Notable NPCs

Feint Lord - Saeolt Tobian (Say-vol Toe-bye-an) - 38 (N male hume fighter 4)

True Lady - Altrane Suicoux (Al-trayne Swee-co) - 73 (NG female elvaan holy knight 5)

Marketplace

Base Value 8,000 gil*; Purchase Limit 50,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 2d4

*Adamantine does not affect the base value when calculating what items this settlement contains.

Layout

Situated directly north of Zurrivan, Ko'Vas pays homage to their elvaan roots with a grand Adamantine draconic gate on the southern edge, pointing towards the smaller city. The north-western gate isn't as extravagant, but still installs a feeling of a wholly defensive city. Due to their local resources, mainly an adamantine mine, Ko'Vas's design leans heavily on the materials dug from the earth, with shop signs either being painted the same colour or even containing some of the materials in their structure.

The Adamantine mines are situated on the western edge, going deep into the underground with some passages being said to go on for several miles before reaching dead ends. Since the mines are so diverse and long, several have been closed up due to infestations of underground monsters, or lack of useful materials. Due to some corridors being full of monsters there is usually a quest or 3 to go into the mines to clear out caverns for reopenings.

Feint Lord and True Lady

Since the main export of Ko'Vas is adamantine, the elvaan houses wanted direct control of the flow of the precious minerals. As such they dictated that while the city was far from the capital, and set up as one of the cities for non-elvaan, it was decreed that the leader must have some tie to the noble houses. As such, a Feint Lord is elected by the populace, one who has either been knighted or brought into a noble house.

The current Feint Lord was knighted and brought into the family of Suicoux, though kept his own family name of Tobian. Saeolt Tobian, as the Feint Lord, dictates a lot of the laws of the city, alongside dealing with nearby settlements. Altrane Suicoux stays within the city, and noble house, as the True Lady, who can hold the final say over her adopted family member, though she tends to let Saeolt do as he pleases. Many citizens see Altrane as the true leader due to her elvaan ties and blood relation to the noble house, though follow Saeolt regardless of their opinions.

Trade

Adamantine is the main export of Ko'Vas, due to the bountiful mines that produce the highly-prized material. Transforming the mineral into weapons, armour and household objects, Ko'Vas sells several select goods within the city to visitors, the army as well as sending deliveries to nearby settlements and even to the capital. As the city isn't entirely under elvaan control they are allowed to sell to non-elvaan relatively easily.

Travel, Airships and Teleportation

As part of the agreements with the capital, Ko'Vas houses both a Sky-Dock and Teleportation Hall, though use it only allowed towards the North for non-permitted customers. Most nobles use these facilities to travel south, or for businesses to ferry goods into elvaan controlled lands. The Sky-Dock is housed on the eastern edge, with the Teleportation Hall being on the southern side.

Lat'Vol - (Lat-Vol)

Small City

Government - Dynasty (Lord/Lady - Lady Beiranna Gauver)

Population - 7,300 (45% Elvaan, 25% Hume, 10% Galka, 20% Other)

Notable NPCs

Lady - Beiranna Gauver (Beh-rah-na Gau-ver) - 142 (CN female elvaan dark knight 5)

Marketplace

Base Value 4000 gil; Purchase Limit 25,000 gil; Spellcasting 3rd

Minor Items 4d4; Medium Items 3d4; Major Items 1d6

Layout

Nestled against a western river, Lat'Vol has a great defensive position against any would be attackers. Surrounded by tall stone walls, with a singular metal portcullis gate on the eastern side, the small city boasts quite a chokehold against invading monsters, be they man or beast. Designed to accommodate several races outside of normal Elvaan rule, Lat'Vol has varying sizes of houses as well as aesthetics. The middle of the city is where the wealthiest and strongest live, with plenty of residences being offered to champions of the local Hunter Grounds. On the western side of the city, stretching towards the north-west, is the long Hunter grounds which both pour into the river as well as a large mine complex beneath the ground.

Lords and Ladies

Ruled over by a singular family, Lat'Vol is lead by the strongest member of the Gauver family. A long line of Elvaan whose attitude towards other races is much more lenient and accepting, the Gauver family runs the Hunter Grounds with the intent of letting people vent out their anger, as well as find potential warriors for hire into their service.

While their view on laws are quite different, they still do hand over escaped servants when it is not beneficial to house them. Though the Gauver's do sometimes purchase servants in the aim that they could give them better housing outside of an oppressive rule that other Elvaan would force upon them.

Hunter Grounds

A culmination in both training and entertainment, the Hunter Grounds are a widespread compilation of rivers, marshes, plains and cave systems on the western end of Lat'Vol. Similar in design to some other such entertainment businesses, the Hunter Grounds feature several "biomes" in which beasts are kept for challengers to fight, for the enjoyment of onlooking crowds.

With enclosed seating areas, small airships and magical platforms, people can feel safe whilst enjoying the dazzling show of the civilized races versus the monstrous. Betting is encouraged, with up to 100 gil per "match" being the limit. If your bet is in your favour you

gain 90% in profit, 10% going to the house. If your bet happens within the “first round” you can win up to 180% profit.

Matches are created with a single biome in mind, with several monsters spread around the arena. The hunters have 10 minutes to clear the field of foes, if they do so they are awarded based on their performance. For clearing the arena the hunters are awarded 100% of the [Treasure Value for the Encounter](#), for every minute they spend in the arena the reward is reduced by 5%. This reward is split into Gil and Items, 50/50, depending on the event or monsters faced (CR 5 in 30 seconds would award 775 gil and 775 gil worth of items).

Whilst mostly geared towards hunting beasts, the Hunter Grounds also allow person on person matches similar to a tournament or coliseum. These are almost always forced to be non-lethal matches, though deaths have occurred in the past.

Adventurers

Being so open to the public, Lat'Vol has plenty of visitors to its fair city, often looking for gear at reasonable prices or to engage in the Hunter Grounds. No permits are required, so people come and go as they please, to the praise of all. Due to the setup of the city, Lat'Vol has almost all guild associations within its walls, regardless of its size or location. Since the city has such a wide choice of guild, many people on the continent of Uana'Drei come here for correspondence with the guilds, seeing it as the “capital” of guilds on the Elvaan owned land.

Trade

Whilst engaging in entertainment is the main income for Lat'Vol it does deal in various adventuring gear and alchemical items. Exporting arms, armour and potions, the city sees heavy dealings with nearby settlements who could otherwise not defend themselves, as well as passing caravans who need to stock up on supplies for their journeys.

Travel, Airships and Teleportation

While it is uncommon for small cities to house them, Lat'Vol has both a Sky-Dock and Teleportation Hall. To make nice with the capital, use of both of these facilities is heavily recorded and restricted, allowing only travel to the capital with nearby settlements within a 900 mile radius, coastal cities being banned for locations they are allowed to transport to.

San d'Pass - (San d-pass)

The Dragon's Walled Bastion

Small City

Government - Military (Wall Guardian - Chosen by the capital to keep control)

Population - 10,275 (80% Elvaan, 5% Antica, 5% Genome, 10% other)

Notable NPCs

Wall Guardian - Isette Dragonois (Ih-set Drah-go-noy) - 108 (LN female elvaan dragon knight 10)

Marketplace

Base Value 4,000 gil; Purchase Limit 25,000 gil; Spellcasting 6th

Minor Items 4d4; Medium Items 3d4; Major Items 1d6

City Layout

Built within the massive San Wall, San d'Pass is a majorly militaristic settlement, surrounded by huge thick stone walls in a Diamond shape within the center of the San Wall. Featuring mostly military buildings, from training grounds and track fields to weaponsmiths and quartermasters, the city lacks much in the way of normal adventuring gear. Most noble buildings, which there are few, are towards the southern edge of the city, with the military buildings more towards the north.

There are 4 gates, 1 on each side of the diamond, which are tall, thick portcullis gates with secondary reinforced wooden and metallic gates that can fall on either side of the portcullis. Each entrance features several boiling pots to drop onto attackers, crossbow slits for archers to fire from and hidden walls for elementals to charge out of.

Wall Guardian

Chosen by the House of the Head, the Wall Guardian is one of the most trusted soldiers within the army. Often a noble within the same house, this individual is given specific training towards their strengths along with a higher budget for both their own gear and that of their garrison. Their main job is to lead the troops in both attack and defence from the walls themselves, often sending regiments to attack nearby camps of intruders, deal with neighbouring settlement issues or defending against attacks from insurgents both humanoid and monster.

The current Guardian, Isette, is a highly proficient Dragon Knight, whose drake is seen as a disastrous weapon used against would be attackers.

Entry Permits

Due to the militaristic design of San d'Pass, many civilians are not allowed to pass through, with vigorous searches being conducted on any who approach the city. Almost everyone requires a military pass to enter the city itself, and aren't allowed to stay around for more

than 3 days. Traders are mostly allowed to trade outside of the city itself, with plenty of market stalls being placed near the gates, though trade is heavily overseen by the guards.

Army

San d'Pass is mostly made up of soldiers and guards, totalling around 9000 in total, the rest of the population is made up of nobles, craftsmen and the occasional civilian who was allowed to make their residence here. With the low amount of non-military the facilities within the city don't suit tourists much, with around 1 or 2 taverns/inns for travellers.

Made up of Knights from all areas, the army is heavily martial based, though they do utilize plenty of magical soldiers to bombard from the city walls. Archers are also prevalent within the towers and battlements.

Travel, Airships and Teleportation

While most settlements within the continent stay away from these types of facilities due to weaknesses in defense San d'Pass does make use of both Sky-Docks and Teleportation Halls. There are 2 of each on the east and western segments of the city, although similar to other locations they are heavily restricted to the military and nobles. Since the city doesn't see much in the way of civilian travel it lacks many carriage services, though some do operate here, ferrying goods between local settlements or allowing travellers faster travel.

Van Kra'To - (Van Kra-toe)

The birthplace of servants

Small Town

Government - Military (Ward Master - Chosen by the capital to keep control)

Population - 1,500 (80% Elvaan, 10% Genome, 10% other)

Notable NPCs

Ward Master - Feihaux Ficert (Fey-ha Fee-cer) - 87 (LN male elvaan knight 3)

Marketplace

Base Value 1,000 gil; Purchase Limit 5,000 gil; Spellcasting 4th

Minor Items 3d4; Medium Items 1d6; Major Items -

Layout

Comprised of metal and stone, Van Kra'To is a huge cage for prisoners as well as protection for the residents of the attached town. Towards the north is the large prison complex known as Kra'To, the town sharing its name as Van Kra'To towards the south. Due to the prison structure plenty of garrison and barrack buildings are found towards the north, alongside some training facilities.

A long road connects the prison to the town, a good 100 feet of distance between the two entities. The town itself is rather modest, housing over 1000 villagers, the majority of which are either in the employ of the prison or work as ferriers for prisoners between settlements. Dealing in some farming and metalwork, the town is set up to maintain the prison on its own, with a small mine close by and quarry for rock towards the east.

There are 2 exits out of town, 1 on the west and 1 on the east, large gates open up into the nearby plains. Surrounding the prison and town are tall walls, the prison having a double layer to protect the town if a breakout were to ever arise.

Government and Laws

Following extremely close to the laws of the capital, Van Kra'To is the main settlement that handles the imprisonment and processing of both lawbreakers and new servants. The major difference in their laws is that income does not dictate if one becomes a Servant, due to the town being mostly a farming settlement or for arms and armour crafters.

The prison, and by association the town, are regulated by the Ward Master, a governmental employee who is installed by the Capital. The Ward Master oversees the enforcement of laws, the protection of both the prison and town, and the processing of new inmates. Due to the proximity of the town a curfew is in place, stating that between 11pm and 3am all inhabitants must stay inside their homes.

Prison and Processing

At any one time, the prison has at least 200 inmates within its walls, to a maximum of 500 inmates. The maximum isn't reached often as the prisoners are often processed into servants of noble houses or to the government. People generally only stay for a year or less until they are assigned as servants, though those with severe crimes or low chance of staying as a servant are kept until death or their punishment has concluded.

Kra'To is viewed as a medium to max security prison, having several checkpoints and pat downs across the whole facility. There is an attached sewer system to dispose of waste, though they are guarded by [Minor Water Elementals](#) who are bound to patrol the watery underground.

Each prisoner is put into manacles whenever they are moved around the facility, being brought in or out. Prisoners with an affinity for magic, which they test with their own mages, are put in [Slave Caster-Cuffs](#) to make it incredibly difficult for them to escape, these cuffs are never taken off the spellcasters.

Entry Permits

People are not allowed into the town without an entry permit, either issued by the capital or the town's law enforcement. Permits are often given to travelling merchants, crafters and military personnel. These permits are also sometimes required to leave the town, as plenty of prisoners in the past have been able to sneak out the gates.

Residents may commission a permit for up to 1 month if they are visiting family or require leave of the town for a valid reason. Temporary permits cost 5 gil as a processing fee, and if someone comes back outside of the allotted time they must pay a penalty fee of up to 50 gil or have a valid enough reason and the guards are feeling generous that day to wave the fee.

Permits generally have the name, occupation and some background information on the user, a farmer or craftsman would detail their home and wares for instance whereas a guard would have noted their length of service and employer. Permits given to law enforcement almost always have a drawing of the user on them, making it harder to deceive the guards.

Travel, Airships and Teleportation

Since the city houses a large prison complex it lacks any form of Sky-Dock or Teleportation Hall, to make sure any escapees have no easy access to such means of fleeing. The city does however house several caravan businesses, who are almost entirely dedicated to the prison for ferrying or prisoners.

Zurrivan - (Zurr-ree-van)

Seeker's Fury

Small City

Government - Dynasty (Tail Noble - A high position amongst the Tail House, often given to 1st - 3rd descendants.)

Population - 9,960 (20% Elvaan, 20% Galka, 20% Gria, 15% Antica, 10% Genome, 5% Au Ra, 10% Other)

Notable NPCs

Tail Ruler - Olsonne Clucie (Ol-sonn Clue-see) - 94 (LE female elvaan dark knight 5)

Marketplace

Base Value 4,000 gil; Purchase Limit 25,000 gil; Spellcasting 5th

Minor Items 4d4; Medium Items 3d4; Major Items 1d6

Layout

Zurrivan is seen as the last bastion of Elvaan power until either heading south to San d'Pass or north to the docks, as such both north-west and south-east exits have an ornately designed draconic tail carved from stone protruding and hanging down somewhat over the city gates. These lavishly designed exits and entrances show off the sheer loyalty to the house of the Tail alongside showing that they own this city closely to their chests.

Aside from the extravagant gates, Zurrivan houses several watchtowers that both look out towards the plains as well as that of the skies and stars. Seeing power in sight, the city holds Astrology in high regard, with plenty of citizens taking on that pursuit to aid in the houses' view of the world, including any threats to the continent.

Containing several businesses suited towards outfitting adventurers, nobles and knights alike, Zurrivan seems especially welcoming but with a clear tone of rule due to the high presence of guards or hunters.

House of the Tail and the Tail Ruler

Sending one of their most recent offspring, the house of the tail instill a trustworthy blood relative to watch over this small city of over 9000 inhabitants. Putting them almost on the frontlines when it comes to war, the duty of the Tail Ruler is to hunt down would-be escaped servants and bring them back under control, or kill those who cause too much trouble. Another main duty of the Tail Ruler is to send out constant patrols of the northern lands to make sure there are no intruders in Uana'Drei lands

Often held by a female family member, the Tail Ruler is never spoken of in a bad way or down to, as plenty of previous occurrence ended in immediate servitude or execution. Using a no-warning approach to disobedience, the Ruler is often seen as vicious, deadly and unforgiving, with plenty of those under their command taking on a similar disposition.

Trade

Whilst not an overly trade centric city, Zurrivan does pride itself on combat gear and supplies. Due to hunting down escaped prisoners and servants, the city shops house plenty of goods related to such pursuits, gaining a 50% chance of stocking anything that would involve searching for someone or apprehending them regardless if they are above the base value of the city.

Tail Hunters

Due to one of the main objectives of the city being that of apprehending escaped servants, they employ the service of specialised hunters. Tail Hunters generally come in the form of Beastmasters and Archers, whose abilities are focused on the capture of said fleeing humanoids. Outside of their normal training being focused on apprehension, their gear also suits this aim with trapping, incapacitating and similar items.

Tail Hunters are often also sent on patrols with normal guards, if the event ever arises that they come across said people. Normally employing a pair of Tail Hunters for every 5 or so patrols.

Travel, Airships and Teleportation

With the constant influx of captured servants, Zurrivan houses both a pair of Sky-Docks and a Teleportation Hall, though all services are reserved for nobility. There are occasions where other citizens may use these services, though their price is often increased by 20 times that of normal use. There is a Sky-Dock on both western and eastern ends of the city, with the Teleportation Hall situated on the southern end, close to the gate.

As the city is not closed off to newcomers it has several flourishing caravan businesses operating both within and outside of the walls. Taking explorers and traders alike to nearby settlements though stopping around the northern mountain.

Notable Locations:

Pa'Rula - (Par-rule-ah)

Mansion

Owners - Rula Family

Population - 40 royals and 20 servants (90% Elvaan, 10% Other)

Notable NPCs

Elder - Onolix Rula (Oh-no-lix Rule-ah) - 188 (CN male elvaan knight 10)

Layout

The Pa'Rula mansion is a grandiose structure with 8 foot tall stone walls all around it, with metallic gates on the southern and eastern sides. At the front of the mansion is a front garden, with several topiary creations and patrolling guards. The mansion itself is 3 stories tall, with various windows of painted design. At the back of the mansion is an attached stables that follows the mansion around to the front garden.

Outside of the mansion grounds, towards the north edge which is hidden behind the mansion itself, is a small mining network. Inside the mines are the servants to the house as well as several [Minor Earth Elementals](#) who guard the servants. The mine serves as an additional source of income for the royal family, producing both iron and clay.

Royal Family

Whilst not extremely high among the families of the capital, the Rula family owns this entire estate and several acres of land around it. Set up as a house of Knights, like many other royals, the Rula family uses this mansion as both a home and training grounds for their family, producing high quality knights that have years of training alongside expensive equipment.

From the mansion they are often sent into the nearby forests, plains and marshes to hunt monsters to prove their worth. After that, they have the choice of serving the family directly or enlisting into the army at higher positions, due to their royal name allowing them to skip formal training.

Travel, Airships and Teleportation

This mansion does not have any Sky-Dock, nor does it have the space of a Teleportation Hall within the mansion proper. All travel is done via their own Chocobo's or personal carriages.

San Wall - (San Wall)

Large Northern Wall

Population - 7500 Guards (90% Elvaan, 10% Other)

Layout

The San Wall covers around 450 miles on the northern section of the continent, connecting up with San d'Pass which is a small diamond shaped city that regulates the army. With around 8 guards for every mile, the wall is patrolled 24/7 with separate guards to change shifts for nighttime work. Every 50 miles along the wall is a checkpoint that has large pulleys and elevators on the southern side that transport goods to the heights of the battlements.

Featuring several towers and interior levels the wall is heavily geared to defending the southern parts of the continent from possible attack from the north. Thanks to San d'Pass the walls can also have an influx of guards via teleportation or airship to fully man them in case of larger attacks.

San Wall reaches between 2 rivers, the western river linking to Claid's Stream, essentially creating a barrier for the mainland to the rest of the continent. As the rest of the mainland is separated by rivers the San Wall makes it incredibly hard for people to pass through, be them invading armies or simple civilians.

Materials and Dimensions

The wall is created majorly of stone, with some magically treated sections near the city and towers to increase the defensive properties. The wall is around 30 feet thick and 40 feet tall, the interior levels around 10 feet each for 4 levels.

Travel, Airships and Teleportation

The wall itself has no real areas for traversal facilities, those are kept for the city itself and transported via the walls. Carriages often travel to the checkpoints to drop off goods, but cannot otherwise pass through the wall.

Ivanbreous Cities:

[Go'La'Klink - \(Go-Lah-Clink\) - Eastern Capital City](#)

Metropolis - 465 square miles~

Government - Autocracy (Head Miner - Voted into office due to skill until death or decay)

Population - 4.5 Million (20% Al Bhed, 20% Bangaa, 10% Garif, 5% Lamia, 15% Mithra, 15% Varg. 15% Other.)

Notable NPCs

Head Miner Mura'Mura Heatseeker - 35 (N male Al Bhed Engineer 10)

Marketplace

Base Value 50,000 gil; Purchase Limit 200,000 gil; Spellcasting 6th

Minor Items 6d4; Medium Items 3d4; Major Items 1d4

City Layout

The eastern capital city of Ivanbreous is a wholly underground one, with several ruin like structures on the desert above that serve as entrance ways as well as vents for fumes from the mining. Go'La'Klink is a vast cavern beneath the desert, man made and natural due to the large open spaces that naturally formed, allowing them to build homes in the dark depths alongside countless interconnecting mine shafts dug out by the inhabitants. Lit almost entirely by magical stones, the city is always within dim or no lightning, having its inhabitants develop low-light and darkvision alike. The central area is mostly a storage and intersection for the city, allowing people who are leaving or entering the city to easily take with them what they need, as they head down the several hallways.

While living underground can see somewhat devoid of food, the citizens have found a way to grow plenty of plants without sunlight, alongside mushrooms and moss. For what they cannot grow beneath the surface they enlist the aid of elementals to assist in proper soil management, or even building farms above ground. For everything else, they trade with other cities.

There is no real hierarchy or class system within the city, and so people are free to build homes where there is space, either in large caverns or mine shafts. As such it is common to see people with fancier clothing talk with the lower-income families. With such a disregard for class, there is less of a focus on theft, as everyone in the mine is seen as a work colleague.

Elementals and Religion

Due to the closeness with the earth, plenty of inhabitants of the city specialise in summoning Earth and Air elementals to aid in their mining or movement of materials. Over the years, the mines have absorbed the magic, allowing for summoning to occur easier and for longer durations. Astrals Titan and Golem are often worshipped within the mines as well, due to their time spent within the earth, with Summoners focusing on Eidolons in their visage.

Elementals are summoned quite often, while others are bound to certain objects and locations, from Air elementals being bound to carts to move them around to Earth elementals being used to dig out new hallways or support ceilings.

Head Miner & Government

The major political buildings are abnormally mobile, moving along the mines as they expand, further and further from the main entrance. The Ore House is the main building for the Head Miner, where they oversee new shafts being mined, the income of materials and outgoings of trade. They assign new tasks to workers and handle any diplomatic operations. While the position is for a singular person, they often have several miners with high intellect giving advice and reports to aid in their work. The Head Miner is voted by the entire populace based on skill, age, intellect and work done, to which they hold office until they have passed away or have a drastic change in their intellect, either due to disease or age.

When selecting a new Head Miner, the current one has 5 votes to cast, whereas his advisors have 2 votes each. The general populace has 1 vote each, which is given by signing a letter and placing it within a huge glass ball. Wind elementals are summoned into the glass ball to shuffle and sort the letters, after which it takes 3 days for earth elementals to count the votes up. In the rare case of a tie, the winners will have a duel of mining and intellect, in which the person who mines the most within 8 hours and brings in the best quality ore will be announced as the new Head Miner.

Travel, Airships and Transport

It can take quite a bit of time to traverse the shafts and caverns, thankfully there are services to alleviate the time spent in travel. One such service is wind carts, where Air Elementals are summoned, or bound, to carts that they carry across the mines at high speeds, sometimes carrying people and materials in the process. These carts move at around 100 ft per 6 seconds or 60,000 feet an hour, though unlike the trains of Niffél these carts can go and stop anywhere the passengers ask. The wind carts cost 2gil per 15 minutes of use.

To the side of the main entrance is the teleportation hall, which is sometimes used to teleport goods to the surface, its western capital, or to client across the world. Aside the teleportation hall is the “sky station” that is built wholly underground, though closed off entirely as it allows ships to fly in straight from the surface, with the rock shifting apart to allow them to fly into the earth. This does bring in a lot of sand however, requiring plenty of cleanup. When the entrance is opened, mages and elementals shift the rock to create a checkpoint of rock, collecting the sand from the surface. Once the airships have descended to the checkpoint, the surface is closed off once more, with the sand being taken through the walls by burrowing creatures to spit it back into the desert. In times of attack, the sky station’s ceiling is closed off entirely in rock, solidifying its defence.

Rikunla - (Ree-Kunn-Lah) - Western Capital City

Metropolis - 490 square miles~

Government - Monarchy (Royal family with females taking main leadership)

Population - 5 Million (20% Dwarf, 10% Galka, 10% Goblin, 10% Hume, 10% Moogle, 10% Qu, 5% Quadav, 5% Seeq, 5% Tonkin, 5% Kobold, 10% other)

Notable NPCs

Queen Tuuni Longcoat (Too-ni Long-coat) - 98 (NG Female Dwarf Knight 5)

King Mundon Longcoat (Mun-don Long-coat) - 95 (N Male Dwarf Knight 5)

Marketplace

Base Value 50,000 gil; Purchase Limit 200,000 gil; Spellcasting 7th

Minor Items 8d4; Medium Items 4d4; Major Items 2d4

City Layout

Unlike its twin capital on the eastern border, Rikunla takes on a more segregated approach to city design. It has 2 segments to its construction, the above ground city and the below ground mining network. The mining network is nowhere as big as their eastern counterpart, but it does cover a large expanse of land, with the miners often building their homes close to where they work in the mines. Above ground, the city is separated in the 4 cardinal directions with lower-class citizens being segregated to the southern part, middle-class on the east, foreigners and guests in the west, with upper-class living within the northern districts. In the center of the city is the castle as well as the local courts.

Monarchy and Government

In a contrast to normal Monarchies, Rikunla have the females of the family as the leaders and next of kin rather than the males. The Monarchy has been in seat since the creation of the city, with the Longcoat family holding power over the capital. Besides the decrees of the Queen, she also has several advisors beneath her who bring forward bills and personal squabbles among the citizens. Anything that is not worthy of her time is dealt by local law and her advisors, or given to her family members to deal with. When it comes to decisions for the continent, Rikunla and Go'La'Klink have meetings with one another to decide a joint response.

Fashion

Due to the monarchy being present, many citizens dress in fine clothing and aspire to go with the trends of royalty. One such trend is the length and adornment of facial hair. Regardless of race, besides those that are hairless, everyone within Rikunla follow the rule that the longer your beard, the higher your position within the city is, with lower-class citizens often being clean shaven and the royal houses having facial hair down to their stomach. The Queen has the longest beard of all, all the way down to her shins. If someone was to have a longer beard than their station would warrant, they are often looked down upon or told to shave. Besides the length, many citizens buy jewelry to attach to their facial hair, from golden bands to long golden bars that pierce one side and come out the other. For races

without facial hair, they tend to adorn their other facial features with golden jewelry or grow/stretch out any extremities they would normally have.

Foreigners are normally exempt from this rule, though citizens still tend to look down on anyone with a beard who lives within the foreigner district. Guests are often told of this rule on arrival, with plenty of people offering trims to shave away any facial hair they do not think is acceptable. It is seen as an offence to have a beard longer than the Queen's, if anyone is found to have such a length they are arrested under punishment of a clean shave or death.

Travel, Airships and Teleportation

Rikunla has a series of minecarts and tracks that lead into the mines below, bringing and taking materials to and fro. Besides the minecrafts, there is no real form of automated travel, with citizens often using Chocobos or their own feet. There are a few Sky-Stations within the city, where anyone may land their craft. The teleportation hall is also situated within the foreigner district. There is a private teleportation hall between Rikunla and Go'La'Klink within their mines, only permitted for use by the miners and traders.

Gok'Kai - (Gok-kai) - Ivanbreous to Gargan and Uana'Drei Port

Large city

Government - Plutocracy (Richess - The wealthiest family controls the city)

Population - 23,000 (25% Dwarf, 20% Al Bhed, 10% Bangaa, 10% Garif, 5% Lamia, 5% Mithra, 5% Qu, 5% Varg, 15% Other)

Notable NPCs

Richess Zysac (Zae-seeah-ku) - 37 (CN male al bhed merchant 5)

Marketplace

Base Value 11,600 gil; Purchase Limit 58,000 gil; Spellcasting 5th

Minor Items 4d4; Medium Items 2d4; Major Items 1d4

Layout

Built along the north-eastern part of Go'La'Klink lands, Gok'Kai has several tunnels leading from the seaside into the earth which connects the port to the underground segments of the city. Divided into 3 parts, sea-side, above ground and below ground, Gok'Kai has several varied locales for people to settle down or for visitors to explore. The wealthier residents live among the above ground part of the city, with lower income residents residing below ground, the port being a place for the middle class.

Richess

The wealthiest family within Gok'Kai is setup as the leader for the whole city, taking commands from the capital every so often. While power is sought after, by means of gil, a combination of land ownership and coin is what dictates who is the wealthiest. Given the title of Richess, this family decides the laws, customs and everyday life of the city, taking in taxes to maintain their wealth like any other city.

Due to the amount of gil the Richess has they often employ several guard companies and mercenaries to supplement their armies.

Trade

Trading in fine clothing, jewelry and expensive wares, Gok'Kai sends most of its goods to Gargan, though soem ships do find their way over to Uana'Drei. Selling higher quality material weapons, made of gold, silver, mithral and adamantite, Gok'Kai is a highly favoured trading partner for more military or aggressive inclined clients. Buying in return new tools, magical items and sometimes servants and workforce from the Elvaan.

Travel, Airships and Teleportation

Gok'Kai does not have many caravan businesses, due to people preferring to live within a singular location, though there are some rare traders that specialise in transportation between the settlements. The port city has both a Sky-Dock and Teleportation Hall, though the Sky-Dock is built within the earth, leading to the lower portion of the city, with the Teleportation Hall having been constructed later and above ground.

Tarfaz - (Tar-faz) - Ivanbreous to Gran Foresta, Iifa Conenta and Gargan Port

Large city

Government - Colonial (Lady - 3rd Daughter of the Royal Family)

Population - 24,000 (15% Dwarf, 10% Garif, 10% Kobold, 10% Quadav, 10% Seeq, 10% Galka, 5% Moogle, 5% Mithra, 5% Qu, 5% Tonkin, 15% Other)

Notable NPCs

Lady Gemvian Longcoat (Gem-vee-an Long-coat) - 42 (NG female dwarf knight 5)

Marketplace

Base Value 10,000 gil; Purchase Limit 50,000 gil; Spellcasting 4th

Minor Items 3d4; Medium Items 1d4; Major Items -

Layout

Following in suit with the Capital, Tarfaz is separated into 3 segments for the class divided, with the nobles and royal family holding the southern $\frac{1}{3}$ of the city, the middle segment for upper to middle-class citizens and the northern segment for lower-class and traders alongside the port itself. Though unlike the capital, Tarfaz is wholly above ground, with no real mining network to speak of it does however dig into the seaside areas for clay or the local cliffs and mountains for ore.

The city does contain some ruins underground, though they are from past failed attempts at creating an underground portion to the city. The floor is not made of stable enough material, along with the tides flooding what mines they had made in the past. Named the Flooded Depths, this part of the city is mostly off limits to the normal populace, as it is often full of sea monsters.

Monarchy and Government

While not a solid law passed by the royal family, it is a sort of tradition that the 3rd daughter of the royal family takes over control of the largest Port of Rikunla owned lands. This ownership is given on their 40th birthday as their adulthood gift, though it has been declined in the past. If a 3rd daughter is not available, or the position is declined, the city is then offered to the 4th daughter or lower. It is often seen as a consolation prize for being born too late, or an offense to be given to the 2nd or 1st daughters as they are much closer to inherit the throne proper.

The 3rd daughter is treated as if they were the queen within the city, with laws decreed by her with advice given by loyal friends and family. While they are not lacking in guards, the capital does often send regiments of armed troops to the port city to aid with the daughter's laws and command. If any issues do arise, which they have done so in the past, the queen of Rikunla can overrule the 3rd daughter's decisions and even remove her from command.

Trade

Due to the heavy need for tools of lifa Conenta, Tarfaz produces and ships a good deal of tools that will suit the priestly needs of the tree residents. Plenty of Ivanbreous inhabitants also have some worship towards the lifa tree and send over care packages or offerings. Since a large portion of their exports are tools they also send such things to Gran Foresta and Gargan, though they tend to send those 2 continents materials that lifa Conenta would not otherwise accept.

Since Tarfaz cannot mine under their city, they often trade in raw materials to refine into tools or weapons. As such they mostly send out clay goods like pottery, to then purchase raw materials, process them into tools and send those back out.

Travel, Airships and Teleportation

From the reliance on incoming raw materials, Tarfaz has several caravan businesses that ferry both goods and people between nearby settlements as well as the capital itself. Plenty of the carriage businesses are owned by traders who don't bring passengers, though there are a few dedicated to travelers. Tarfaz has both a Sky-Dock and Teleportation Hall, situated within the middle section of the city.

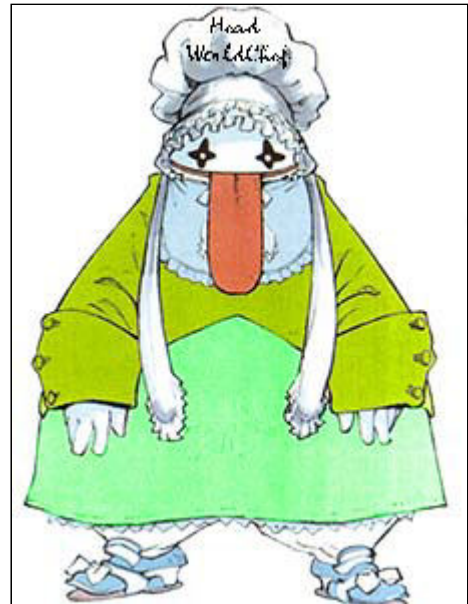
Important People and Places

Quiche

Head World Chef - 148 year old Qu

Travelling the world at a young age, Quiche discovered many tastes, ingredients and recipes from all around. Designing new dishes, or forcing strange meals on their customers, Quiche has become a staple name across the world, with their recipes are copied or sold to all chains of eatery. Being granted the title of “Head World Chef” at the age of 97, Quiche is the number 1 cook of Aeon Gaia with plenty of chefs begging to be their students.

As their meals are so widely known, plenty of eateries will have quite a few, if not all, of their available menu options be from Quiche’s cookbook.



Carlynn Tannyth

World Renowned Food Critic - 43 year old Hume

Making her mark on the world via her book “Godlike Food and Where To Find It”, Carlynn is the defacto food critic. Following along with the success of Quiche, Carlynn has released several books, brochures as well as reviews for almost every major food chain and business within Aeon Gaia. Starting at the age of 17 within a hunter’s guild as a secretary, this woman made enough money to purchase a licensing agreement and 3-book deal, from there her fame as skyrocketed.

Combined with “Quiche’s Deeshes” Carlynn often has her reviews and words accompanying the Qu’s meals within restaurants.

Ronso Clan - Eiswächter

The tribe of Ronso who reside within Shiva Hollow

Giving an oath of loyalty and protection to that of the Deity Shiva, the Ronso who live amongst the ice caps have taken on the name of Ice Guardian for their tribe. Whilst they are not deeply pious or preachy they do hold a great respect for the Lady of the Ice, alongside her sister Eidolons. Aside from their chiefs, shamans or leaders they almost always take on tasks given to them from Shiva or any higher beings who show allegiance to her.

Like any other Ronso Clan, Ronso who are born, live or take on the allegiance change their last name to Eiswächter and are deemed an Ice Guardian. Ronso who are born or have a blood tie to this tribe have blue fur.

Elvaan Noble Houses

House of the Head

Led by Ristoff Rogan'Mail (Wrist-off Row-gun-mail) - 48 (Male Elvaan 5 Knight).

Elvaan rule, oversight and servant laws.

While it is not a true position the populace often views this house as the leaders of all others, the House of the Head dealings are suited more towards nobles as a whole, servants, prisoners and transport. Cities often come towards the Heads when requesting permission on the construction of Sky-Docks and Teleportation Halls, as well as who is allowed to use such services. They also dictate who should get what servant when it comes to the use of the servants and the contributions of the noble houses.

The Heads are not seen often, residing mostly within the capital or visiting prisons, as such the populace as a slightly skewed view of them, often seeing them as stronger than they are. This effect has bled into the other houses somewhat, as the Heads are more than not considered the leaders. Their votes mostly go towards restoring the old ways of elvaan, strict oversight of settlements and servant laws.

House of the Horns

Lutia Yollara (Loo-tee-ah Yoll-ah-ra) - 168 (female elvaan 12 cleric).

Nobles, royals and continent diplomacy.

A relic of the past, the house of the Horns is the last remaining evidence of a monarchy within the capital. Comprised of several members of the last royal family from over 400 years ago, the Horns are often viewed as nobles who continually claw at power as well as position. Due to the age of the family, being seated much longer than the other houses, the Horns are often much stronger in physical and mental power than the others but are outnumbered by the sheer amount of other nobles.

The main duties of the Horns are the peaceful ties to other races and continents, their previous dealings with Gargan forcing several restrictive laws on Uana'Drei is what gave them this job, though mostly out of spite. Their votes go mainly towards any decisions regarding noble houses, royal members and dealings with other continents.

House of the Throat

Led by Krian Mayguille (Kree-an May-gill) - 44 (Female Elvaan 5 Holy Knight).

Elvaan first, citizens second.

As the voice of the nobles and the community, the House of the Throat is mostly comprised of judges, officers of the law and philosophers. Sometimes referred to as the throat of the people, the Throats often reside within the capital and never go more than a few miles outside of such. While there are combatants within the house, as many nobles train to become knights, their main goals are more towards written works as well as making sure elvaans as a whole are heard.

Due to their heavy ties with local law, they have a much higher voting pool than the other houses, while the average is normally 30 votes per house, the Throats command 41 of the votes. With their higher command over voting powers, plenty of the other houses play nicer with them in hopes of their backing. Their votes mostly stick to laws that aid all elvaan, sometimes even accommodating non-elvaan to appease other continents.

House of the Claws

*Mainkur Dragain (Main-kur Drah-gain) - 53 (Male Elvaan 5 Dragoon).
Attack, war, reclamation.*

Somewhat commonly referred to as the bloody claws, the House of the Claws are combatants of high strength and prowess. Often approached for military might or domination, the Claws are the main force behind the houses' power with around 35% of the military behind under their control. Their subsidiary houses are mostly found around checkpoints, military settlements and the capital itself.

Taking a hands-on approach, the Claws are often the last ones to meetings as they are almost always busy with other endeavours. They work closely with the Wings as money and troops go hand-in-hand, as well as supplying secondary aid to the Tails when necessary. Their main votes go towards conflict and regaining any land that may have been lost, in the past they were incredibly against the land laws that allowed non-elvaan to settle on the continent.

House of the Wings

*Led by Elpaux Grapard (El-Pax Grap-Ard) - 66 (Male Elvaan 5 Black Mage).
Merchants, trade and wealth.*

With golden plated doors and gil coins filling their coffers, the House of the Wings is set up almost like the taxman of the houses. Their main objective is that of keeping gil flowing throughout the nation, even more so towards the hands of the noble houses. Either through trickery or actual demand, the Wings make sure that enough gil shifts towards the more important parts of elvaan civilisation.

As an esteemed member of their house, the elvaan Lieutenant Elvaris Covain (El-var-is Co-vane) is one of the most powerful tools under their control. Sticking close to the Claws,

Elvaris makes sure that any combat is profitable, no matter the cost. As such, the houses main votes go towards profitable war or events that they calculate to be easily achievable, alongside any other ventures that bring in gil like trade.

House of the Tail

*Led by Eziene Zauvanc (Eh-zayne Zow-Vahnc) - 58 (Female Elvaan 5 Dark Knight).
Hunters and reigning in servants.*

While the other houses are deep-seated within the capital, keeping their business strictly within elvaan controlled lands as much as possible, the House of the Tail are the outliers. Tasked with keeping order within all walls of the continent, the Tail's main objective is to hunt down wanted criminals and either subjugating them or erasing them. It is often a feared fate for would be escaped servants that the Tail would hunt them down and subject them to a worse fate than eternal servitude.

Due to their work, Tail subsidiary houses are often found within nearby settlements to the coastline as well as settlements around checkpoints on the continent of Uana'Drei. While the main house is held within the capital, their votes skew towards harsher laws on servants and towards any bills that surround financing of hunters.

House of the Scales

*Led by Zexione Fouliere (Zex-ee-oni Fowl-ee-air) - 52 (Female Elvaan 5 Chocobo Knight).
Defence and protection.*

Just like the hardened scales of a dragon, the House of the Scales focuses mostly on the defensive lines of Uana'Drei as well as most of the settlements on the continent. Similarly to most of the other houses, the Scales mainly reside within the capital, though plenty of their subsidiary houses remain amongst the castles, keeps and walls further away. Set up as a training partner for the Claws, the Scales heavily invest in both defensive structures as well as soldiers.

Since their work relies heavily on defence, the Scales comprise heavily of soldiers suited to strong armour, strong skin and strong hearts. As many of the Scales are implanted within defensive positions they cannot make as many meetings, creating a deficit when it comes to votes, their voting power reduced to 24 votes in total. Their votes mostly go towards bills of building walls, securing defensive lines and protecting elvaan interests.

Hunter Clans

Elite clans of hunters who take on requests to track, subjugate and kill targets given to them by both original civilians and governmental figures alike.

With a huge disregard for background or race, Hunter Clans are essentially guilds that allow anyone of adult age and above to sign up to. Members of a clan can take on any request that is within their rank range, which is their rank x 2.5 in CR (rounded up), while most deal with monsters outside the walls there are some select situations or clans that deal with humanoid targets. There are several clans to choose from who specialise in training to hunt as well as a focus on hunting specific types of foe. Characters who are of the Clan Hunter prestige class gain additional benefits for being in a Hunter Clan, as well as it being a prerequisite.

Once you have chosen a Clan you will gain Clan Points based on the hunts you undertake from that specific Clan. If you decide to take on quests from other clans you instead gain half the normal points for any clan aside from your chosen one. If you leave a clan for any reason you lose any bonuses associated with that clan and cannot return unless you had a good enough reason for leaving.

Clan Hunter Rank Table

No.	Rank	Marks	Clan Points	Unlocks
1	Moppet	None	None	1st tier items.
2	Hedge Knight	2	800	
3	Rear Guard	4	2,000	
4	Vanguard	8	5,200	2nd tier items
5	Headhunter	10	7,600	
6	Ward of Justice	12	10,800	
7	Brace Companion	14	15,600	
8	Riskbreaker	22	41,200	3rd tier items
9	Paragon of Justice	24	50,800	
10	High Guardian	26	63,600	
11	Knight of the Round	28	82,800	
12	Order of Ambrosia	44	287,600	4th tier items

From gaining Clan Points you will be given a new rank, along with reaching the required amount of separate hunts. For each rank after 1 you need to complete 2 Marks, this increases by 2x for each time a new tier is unlocked (4 for 2nd, 8 for 3rd, 16 for 4th). You gain an amount of Clan Points equal to the experience of the monster (400 for CR 1, 600 for CR 2).

At Clan rank 1 you gain access to the 1st tier of item available from that Clan, this increases for every 4th rank thereafter to a max of tier 4 at rank 12. Clan Hunters get their special Clan Discount with these items only, however if they end up selling these items the Clan may be less likely to sell to them afterwards. If an item category lacks a tier system the clan will note what they unlock at which tier. The stock of the Clan Halls overrides any normal limit that would be found in the settlement.

Clan Hunter characters should make a note somewhere how many points they have with which Clan. Points are non-transferable and cannot be used as any form of currency.

To pick up Hunts/Marks you must visit one of the many Clan Halls in the world, you need not go to the main buildings. Clan Halls can be found in all Large cities or bigger, though smaller settlements may contain them, refer to the individual smaller settlement entries to see if they house them. You can only take on a number of Marks equal to your rank + 2 at a time. To confirm you have defeated the mark you must bring their head to a Clan Hall, or if a head cannot be acquired some large portion of the beast.

Confirmation between Halls is made via post moogles and burmecians, who travel between the different Halls, carrying correspondence and sometimes rewards due.

Clan Arteus

A colourful bunch of hunters who aim to make the world a more peaceful, fun-loving place from their base on the Gargan continent. Their main building is housed within the capital city Niffél and is led by the hume Derran Leradine, a 52 year old ex-general of the army. Arteus specialises in hunting monsters of the Dead Sector as well as outside the walls.

Speciality Types: Fey and Outsider.

Item Stock: Weapons and firearms.

Rank Unlocks:

At tier 1, members of this clan can purchase any Simple or Martial weapons, including those made of Steel, Bone or Stone.

At tier 2, members of this clan can purchase any type of weapon including those made of Alchemical Silver, Mithral and Cold Iron.

At tier 3, members of this clan can purchase weapons made of Adamantine, Fire-Forged and Frost-Forged Steel.

At tier 4, members of this clan can purchase weapons made of any material.

Clan Centurio

An elite clan hailing from the deserts of Ivanbreous, their main building being housed within the capital city Go'La'Klink. Led by the moogler Montblanc, Centurio specialises in hunting monsters of the desert as well as the magical beasts who ignore the normal restraints of animals.

Specialty Types: Magical Beast and Plants.

Item Stock: Alchemical Items.

Rank Unlocks:

At tier 1, members of this clan can purchase any Alchemical Item of tier 1.

At tier 2, members of this clan can purchase any Alchemical Item of tier 2.

At tier 3, members of this clan can purchase any Alchemical Item of tier 3.

At tier 4, members of this clan can purchase any Alchemical Item of tier 4, though the Clan Hunter class discount only brings down the price of Inherent bonus items to 26,250 gil.

Clan Gull

A weird culmination of hunters who sometimes are too drunk or bloated to actually get down to hunting within Bahamut's Head. Their main building is housed within the capital city Fláreon Heights. Led by a seeq named Jovy, who said he made the clan after his hero showed him what it meant to help others. Since their home is made around dragons and creatures of flight, their speciality lays with those foes.

Specialty Types: Animal, Dragon and Vermin.

Item Stock: Armour and shields

Rank Unlocks:

At tier 1, members of this clan can purchase any light or medium armour and shields except tower, including those made of Steel, Bone or Stone.

At tier 2, members of this clan can purchase any type of armour and shield including those made of Alchemical Silver, Mithral and Cold Iron.

At tier 3, members of this clan can purchase armour and shields made of Adamantine, Fire-Forged and Frost-Forged Steel.

At tier 4, members of this clan can purchase armour and shields made of any material.

Clan Irm'Grasp

A dedicated and focused group of hunters who make sure the law is upheld, be it with the capture of criminals or putting them down, finding plenty of work on the continent of Uana'Drei. Their main building is housed within the capital city of Marg'Arissa. Led by an elvaan named Urlic Cimosond whose tireless work paints her in a darker light due to the marks she hands out. Often hired as bounty hunters, this clan focused mostly on humanoids.

Specialty Types: Construct, Humanoid and Monstrous Humanoid

Item Stock: Materia

Rank Unlocks:

At tier 1, members of this clan can purchase any Common Materia.

At tier 2, members of this clan can purchase any Uncommon Materia.

At tier 3, members of this clan can purchase any Rare Materia.

At tier 4, members of this clan can purchase any Legendary Materia.

Clan Fair Meadow

A less aggressive and active guild who mostly hunt to regulate populations or in defence within the Tri-Confection Isles. Their main building is housed within the capital city Panora. Led by a mandragora named Sheln Peta, a purple flowered woman who often has to sit on desks to be seen. The clan mostly hunts the local wildlife, but has been known to venture out to the other continents.

Specialty Types: Aberration, Animal, Ooze and Undead

Item Stock: Wondrous Items, Scrolls and Wands

Rank Unlocks: (*Discount does not include material components*)

At tier 1, members of this clan can purchase any Wondrous Items, Scroll or Wand up to Caster Level 5.

At tier 2, members of this clan can purchase any Wondrous Items, Scroll or Wand up to Caster Level 10.

At tier 3, members of this clan can purchase any Wondrous Items, Scroll or Wand up to Caster Level 15.

At tier 4, members of this clan can purchase any Wondrous Items, Scroll or Wand of any Caster Level.

Hunter Clan Specialty

As Clan Hunters continue working for their clan they gain specified training and experience against their clan's targets. For their clan's speciality types the Clan Hunter gains a bonus to their Attack rolls equal to their Hunter Rank, this bonus cannot exceed their Clan Hunter level. They also gain a bonus to their damage rolls and ac equal to $\frac{1}{2}$ their Hunter Rank, this bonus cannot exceed $\frac{1}{2}$ their Clan Hunter level.

Food and Cocktail Menu

Meals

--- Each meal is 3 gil. You may swap vegetables for Fat Fries or ask that spicy meals be babied down ---

Apkallu Omelette - 3 times tastier than penguin omelettes, this dish is filled with locally sourced meat n' greens to create one hardy and fast meal. (DO NOT FEED TO CHOCOBOS - Carlynn).

Are you Batty? - While bats are an acquired taste Quiche makes it the norm, this dish tastes a whole lot better than it looks and it clears out your system rather thoroughly.

Arteus House Special - A collaboration of everyone's favourite spices, herbs, meats and vegetables forming into one massive plate of food. Normally reserved for Birthdays and celebrations this is something to cherish whilst eating and is often shared. (costs quadruple).

Balamb Hot Dog - The famous Hot Dogs of Balamb, top quality pork in a sesame seed roll. Comes with strips of bacon, mince pork, Bahamut beans and melted Buffalo cheese. Order while stocks last.

Bitter Bite Rainbow - An assortment of Rainbow Grape sauces and spreads accompanied by bread, biscuits and slices of cheese. Served with Rainbow Brew this is a meal for any lover of bitter tastes. (Quiche says it's bitter but I love its dark taste - Carlynn).

Blood Currant Tart - Sweet and full of flavour, this pie will overflow with a reddish liquid as you cut or bite into it, a true fighter isn't afraid of a little blood.

Cherry Cluster - Cherries of several varieties forming together to make a bushel of a flavour. If you're lucky enough you might find a blackberry in the cluster.

Disguised Spiked Choco - Chocobo meat with spicy seasoning, giving quite a sharpness to it, wrapped in pork then wrapped in bread with a continued filling of lettuce. With a side of Fat Fries and complimentary Bannock Sauce.

Fat Fries and Circus Corn - Gourd Potatoes cut into fries and cooked under hot temperatures alongside rounded corn for that "fun with your food" effect.

Frog Surprise - Surprise it's a frog! (Sorry in advance if you order this).

Malboro Tomorro - Lettuce, Cabbage and Malboro tendrils styled together to make a statue of a Malboro out of green coloured food. It's sad to destroy a masterpiece but the taste is worth it.

Marshland Mystery - Bomb core cooked pork mixed together with Mini Karniyarik, Mushrooms, Frost Turnips and potatoes in a Kupo Nut Stew. This dish becomes unavailable rather quick so it's always best to ask for this when you walk in. (What are you reading this for? Order it already! - Carlynn).

Pickled Devils - Some of the smelliest Gysahl Greens ever, some people can hardly believe the smell or even that they taste nice, Quiche finds a way to hide the smell a bit with highly seasoned pork and Fat Fries on the side.

Quiche Quiche - Cheese, pork and Chocobo egg mashed and cooked within a pastry pie topped with melted cheese. Quiche's own dish named after him, served with Fat Fries or Vegetables.

Raptor Stew - So long as these fellas are around Quiche will continue to slice them up and boil them with only the tastiest of hardy vegetables. Seasoned to bring a kick to your step.

Ratatouille - Requested by the Army, this is an array of stewed vegetables which are chilled before serving, including Bay Leaves, Eggplant, Garlic, Tomato, Olive Oil, Paprika, Onion and Zucchini.

Rise from the Ashes - Phoenix Pinion flavoured meat tray; Pork, Beef, Chocobo and Bat meat aplenty with Fat Fries and sauce. Arranged in a circle and rising to the top where the Fries are decorated to symbolise the rise of the Eidolon Phoenix.

Roc and Hop - Boiled Roc meat with a side of hard to catch Oglop seasoned to perfection to compliment the Roc. Along with fried lindbeans this dishes main anguish is the pumpkin seasoned bomb shard, if you're lucky it's still active and explodes flavour into your mouth. (If you order this please keep the bucket I hand you at the ready - Carlynn).

Steamed Catfish - Hard to catch as it is to eat, this food keeps its warmth even when it has been eaten, served with a side of vegetables this dish is great for those cold rainy days up in Burmecia.

Striped Apple Surprise - A set of freshly picked apples from the local farm, spiced to perfection and striped with sauces that Quiche has chosen. For the "Vedges" that come to eat this is one to keep an eye out for.

Witch Kabob - Apparently learning from an old woman up north Quiche has made these mushrooms taste almost like meat, using Rock Salt on Sleep, Dance or Woozy shrooms along with other herbs and spices. Comes with 3 Kabobs and an assortment of dips.

Cocktails

Each cocktail is 5 gil, pitchers are 20 gil.

Besaid Island - White rum, watermelon liqueur, 1 Sun lime (for lime juice and garnish)

Filled with dreams of growing up to be a Blitzball, this cloudy red drink will rush through your system with the taste of sports and energy. Pick up a seat by the beach and drink with a long straw while you soak up the sun.

Blue & Red Materia - Ivanbreus Gin and lime juice, with either frozen Blue Confecta Liqueur or frozen Blood Currant Liqueur.

Mixing up the drinks with something hard, really hard, as these two separate drinks come with some normal liquids and dropped in with a solid ball of alcohol. Let it melt, chew it or suck it with the pouring of more juice as the drink lasts longer than your MP.

Chocobo - Lime Juice Cordial, Pineapple liqueur and 1 Honey Lemon wheel floating atop.

Fluorescent yellow, sweet and fat, just like any good Chocobo ought to be, as it is a drink. A bit of a lighter drink on alcohol percent, but still a lovely drink to have aside a steak.

Gae Bolg – Blue Confecta Liqueur, Strawberry Vodka, Limeaid and a Noble Grind.

A cold blue drink served with ice and a Noble Grind soft candy stick. Cool off amidst the skies, for those with a sweet tooth and a taste for candy, yet still a lover for strong alcohol hidden amongst the clouds.

Gin Gin Me - Ivanbreus Gin, Orange Gargan Liqueur, Grapefruit juice, and salt served in a capsicum rimmed glass.

Cloudy with a hint of honour to a musical savant, sometimes served with a small pepper floating atop its surface. Alcohol and spice, all in 1, mind your lips on the edge.

Haste - Orange juice, Pineapple juice, Speed Drink and Grenadine

Some like it fast, others need a push to get to that speed and that is where this orange drink comes in handy. Hitting you quick as it kicks you into gear to party or run a couple yards, just watch how many you take.

Loveless - Confecta Pomegranate Liqueur, Red Uana Berry Liqueur, Simply Lemonade with Raspberry, Soda Water, Grenadine and 1 Heavens Lemon wheel on the side.

With the fruit hanging on the side, this drink isn't exactly the gift of the goddess but it sure enough reaches for it. Rainbow in flavour yet red in colour this drink will tantalise any taste bud.

Shiva - White rum, White Confecta Liqueur, lychee, and Frost Lemon juice

Blue, strong and slender just like the feminine Eidolon it is named and based off of. This drink kicks well and cools you down during any festivity.

Slow – Blue Raspberry Vodka, Silver Sand Cocktail Mix and soda water

Like the name, this drink is a slow one, sip it over conversation as the juice, flavour and alcohol does its work to your body. A sparkly blue drink that allows you to enjoy the night longer.

The Cleyran – Tequila, Ivanbreus Gin, Grenadine, Sun Lemon juice and soda water.

With a dark glow at the bottom, becoming lighter yet cloudier near the top, this drink serves as a memento to the earth roots of the Cleyran tree and the clouds at its top. Served with a stirring fork shaped like a trident.

World Timeline

The world of Aeon Gaia has a long and turmoil filled history, though it is not all recorded as would be with any world. If you are curious about a specific event you can look them up within the different City or Continent entries, there is also a detailed telling of history below the timeline. A lot of these dates are from what people can remember, was recorded, or were told by the Gods, Deities and Astrals that rarely visit the world.

BC: Before Recent Calendar

AC: After Recent Calendar

Bold are wars

Italics are inventions

3,000,000BC - Aeon Gaia is formed through divine power.

1,000,000 - Aeon Gaia is filled with life

80,000 - The first creature magic is cast.

50,000 - Races gain first sentience

30,000 - The first spell is cast.

28,000 - **War of the first races.**

27,000 - First races are mostly extinct.

20,000 - Modern races have evolved.

15,000 - Interspecies diseases ravage population.

14,000 - Interspecies disease wipes out most dinosaur life.

10,000 - Divine contact is made.

8,000 - **War of the Gods**

7,950 - Aeon Gaia Pangea Continent cracks

7,800 - War of the Gods ends

7,500 - Revival magic is created

7,300 - Undead life is created.

7,000 - **War of the Undead**

6,950 - War of the Undead ends.

6,500 - First summon is made.

6,000 - Eidolons make themselves known.

5,000 - Planes open to the Material plane

4,580 - Continents shift away from one another

4,000 - Invasion of demons.

3,900 - Divine intervention causes walls between planes.

3,500 - Planar travel is devised.

3,000 - Teleportation magic is devised.

2,800 - *Boatshish are invented by a Hypello*

2,777 - First time loop is created, stopped after 3 loops.

2,000 - Kingdoms start forming.

1,000 - Mana is discovered.

800 - Mana Toxin devastates population

600 - Populace is segregated from Mana sources.

300 - **War of the Astrals**

250 - War of the Astrals ends

200 - Capital cities are formed.

100 - Trade is formed.

50 - Painted picture and written word blossom

0BC - Iifa Tree is found.

1AC - New calendar is created

56 - Half-races become more prevalent

78 - Mana is discovered to be a powerful energy source by Sheath

112 - Bahamut's Head becomes a religious continent

142 - Global map is finalised

145 - Bahamut's Head is seen as sacred by most countries

167 - *Mogmet is invented by a Tri-Confection Moogle*

204 - Shiva Hollow is settled.

212 - *Trains are invented by a Niffél Al Bhed*

239 - Tri-Confection Isles form a unified government and treaty

241 - **War against Isles - Uana'Drei versus Tri-Confection Isles.**

248 - War against Isles ends - Uana'Drei wins.

267 - *Airships are invented by a Bahamut's Head Dwarf named Cid*

295 - Leviathan goes berserk, stopping sea travel.

390 - Leviathan calms down.

392 - *Teleportation halls and Crystones are invented by an Ivanbreous Hume*

444 - Shiva visits the residents of Shiva Hollow

527 - Ifrit erupts Mt Efreeti

548 - **War against Ifrit - Gargan versus Bahamut's Head**

556 - War against Ifrit ends - Bahamut's Head wins

603 - Niffél finishes construction of the final Sector.

648 - Network of trains is completed.

736 - **War of Rules - Uana'Drei versus Gargan**

744 - Sector 6 is decimated

748 - King of Marg'Arissa dies.

749 - President of Niffél dies.

765 - War of Rules ends - Gargan Wins

767 - Rules for servants and slavery are refined in Uana'Drei

768 - Marg'Arissa dissolves the Monarchy and shifts to Aristocracy

777 - **Invasion of the Iifa Tree - Ivanbreous versus Iifa Conenta and Gran Foresta**

780 - Disease breaks out on Ivanbreous

784 - Invasion of the Iifa Tree ends - Iifa Conenta and Gran Foresta win

820 - Global peace treaties are signed between the 8 continents

887 - *Picture technology is invented in Niffél*

926 - *First video camera is developed in Niffél*

948 - *Coloured pictures are invented in Ivanbreous*

954 - *First telephone is developed in Niffél*

961 - *Sound Transmission is invented in Marg'Arissa*

977 - *First sentient robot is created*

989 - *Lines and towers are finished in Niffél, localised news is created*

992 - Shindroid race is created

998 - **War of the Synthetics - Shindroids versus Niffél**

1004 - War of the Synthetics end - Ceasefire, Shindroids given citizenship

1017 - *Video news is created and broadcasted over Niffél*

1098 - *Coloured video is invented*

1140 - First Mana Monster is created

1146 - Current Year

Detailed History

3,000,000 BC - 1,000,000 BC

At this time, the higher gods decided to create a new world in their image, as their previous world of Terra was a failure, ending in destruction. Althyk the Keeper found a suitable spot within space and time, moving planets further away with Azeyma the Warden maintaining its star for the other gods. Menphina the Lover went about creating the Moon of the world, where Nymeia the Spinner wove a tapestry of fate for the system and its inhabitants. Althena and Bahamut formed their powers together to form Aeon Gaia, filling it with the life and general shape it needed to survive, while Llymlaen the Navigator filled the world with seas, Nophica the Matron planted trees and plants, Oschon the Wanderer carved hills and mountains. For the next 2 million years they would craft this world, its inner workings and the surrounding space.

1,000,000 BC

After the world was complete, life was added to the planet, mostly formed by Althena. Minerva the Planet Goddess was created by all the Gods, with her body being placed within the core of the planet. Minerva was filled with the life force that would reincarnate and regulate Aeon Gaia as well as its denizens.

50,000 BC - 30,000 BC

While the races evolve, the gods intervened with gifts and curses. Bahamut instilled Law, Althena instilled Neutrality, Kefka instilled Chaos with spectrums being formed between the 3 almighties. The lesser gods gave gifts of inquiry, arts, war, navigation, love, commerce and trade, harvesting, travel, destruction, wisdom and knowledge. This allowed the races to gain sentience, work together or against one another.

30,000 BC - 27,000 BC

With knowledge of the gods, the sentient races warred with one another over the knowledge and how it would be used. Due to their nubile state, their magic was unrefined, their craft sloppy. It ended with many dying, with very few to continue on the cycle. Minerva would reincarnate the deceased, forming them with her experience of the world to shape them into something better.

27,000 BC - 20,000 BC

Minerva reincarnates all the dead into new beings of higher intelligence, though left in all traits given by the other Gods. This would in turn create all the races that live to this day besides the Shindroid.

20,000 BC - 10,000 BC

The new races would meld together and work as one, though as they grew closer, unexpected errors in their making would bring about disease, killing many of their number, including that of animal life. Dinosaur type creatures become fewer in number, with Minerva having to change their form once more to live out future problems. Towards 10,000 BC

divine contact is made by the greater gods to cure the world they created, giving guidance to both its denizens and Minerva.

8,000 BC - 7,800 BC

Kefka breaks free of the constraints of godhood to reign hell on Aeon Gaia, all the other gods follow suit to stop his destruction, yet Halone and Rhalgr also join in the chaos to incite more war among the divine beings. The war raged onto the planet itself, tearing apart at the world they all built together, fracturing the pangea continent and even dropping some of their celestial weapons in the progress, of note is the Aeon Piercer within what would later become Marg'Arissa. While this war rages, Hades implants the evil knowledge of Mana and machines onto the sentient beings, along with a sickness that would be dormant within Mana until used in such a way. The war is finally ended after Kefka had reigned enough chaos, holding up his hands against his divine brethren, they accept him back into the pantheon under warning.

7,500 BC - 7,300 BC

Sentient creatures on Aeon Gaia figure out how to cast revival magic, bringing back the recently dead, stopping them from being reincarnated by Minerva.

7,300 - 6,950 BC

Along with reviving recently fallen friends, the revival magic brought on the unexpected side-effect, or forced effect, of raising the dead into brainless monsters that attack on sight. Sparking a war between living and non-living beings, eventually ending with the re-death of the undead, for only a few to remain or casters continuing to bring them back.

6,500 BC - 5,000 BC

As an extension to the revival magic age, beings continue to experiment with the magic given to them by the gods. Eventually they are able to invent summoning magic, calling animals, beasts and elementals from other areas, but no one knows where they come from. Through trying to communicate with the elementals, they eventually stumble onto Avatars and Eidolons who are much smarter and inclined to discussion. The Eidolons explain about the Gods, Astrals and Eidolons to the beings, to which a boon in summoning magic is started.

5,000 BC - 3,900 BC

As summoning becomes more and more common the otherside catch onto the summoning and break from their planes into the Material plane, attacking their would be masters, or living amongst the beings peacefully. People moving from the material plane to the others planes often fail to return.

4,580 BC - 4,000 BC

The pangea continent splits apart from the War of the Gods wounds from millennia ago

4,000 BC - 3,900 BC

With the open planes, demons start to invade Aeon Gaia, under the influence of Kefka and Hades. Plundering, killing and making Aeon Gaia an inhospitable place. Seeing the planes

meld into one, the Gods erect walls between the planes, forcing the natives to stay within their own planes.

3,500 BC

Trying to rekindle their relationship with the other planes, summoning magic allows for planar travel to become available again, yet in a different manner.

3,000 BC

As an extension from Planar travel magic, the sentient beings develop teleportation magic to easily move about Aeon Gaia at high speeds.

2,800 BC

A Hypello who is without magic develops a wooden craft that will float people across bodies of water, to which grander boats are derived from. The first boat was named "Boatshish"

2,777 BC

After a particular Dark Knight grew angry at the world, and its inhabitants, he created a Time Loop in which he could torment the world forever and ever, without ever perishing himself. This continues for 3 loops until 4 Warriors of Light appear to defeat the Dark Knight. This is the only time loop recorded, though no one knows if it is the only one, or even the first.

2,000 BC - 1,000 BC

With sea travel now sufficiently developed, and dangers avoided from outside forces, the sentient races decide to settle parts of the land to protect them from further turmoil. Some stay close to their own races, while others become a mix-match group of races, the kingdoms migrate and form on the now separated continents. The original names of the continents are formed, only to be forgotten and changed millennia later.

1,000 BC - 600 BC

As the kingdoms are formed, with villages and cities being built, the races come under the discovery of Mana, the life force of the planet. Though no one truly knows what the substance is, besides its power and later its devastating effect of the Mana Toxin disease that ravages the lands, killing countless people. The populace places laws against people going near Mana and close off the areas.

300 BC - 250 BC

The Astral beings bicker over their control or ownerships of the elements and differing parts of the world, as several Astrals held power of similar forces. This argument sparks a war among the Astrals, as the immortal beings would die over and over to gain complete control over their own element. This seemingly endless war stops as Bahamut and Asura lord their dominion over the Astrals, placing down more accurate parts of the Astrals ownership to stop the bickering.

200 BC - 0 BC

The construction of the kingdoms near their completion as capital cities are constructed and named, with laws solidly written, along with trade routes set up between their own kind and

neighbouring continents. Along with trade, both the painted picture and written word blossom, with art becoming a staple of life and translation guides designed to allow interspecies relations to grow.

0 BC

The Iifa Tree is found on the continent east of Gran Foresta, with communion among the animals and spirits around the tree it was decided that it was a sacred place that should not be tampered by outside forces. The Tarutaru and Viera settle this continent and name it Iifa Conenta, with strict rules for visitors.

0 BC - 1 AC

A new calendar is designed with the help of new Astrologists and deity worshippers who can clearly mark out seasons along the passing of time.

1 AC - 56 AC

With trade, travel and communication, races start to mingle more among each other, creating half-races between several different sentient beings. For those who cannot produce offspring from a union, they adopt children instead, passing on their knowledge to their non-related young.

78 AC

Sheath discover uses for Mana as a powerful energy source, to power their own magic, craft Materia that can cast magic as well as powering machines.

112 AC

Bahamut's Head leans more and more towards a religious mindset, as the Dragoons worship Bahamut further, residents closer to the south-eastern tip following Ifrit due to the heat of the volcano.

142 AC - 145 AC

A global map is created through the help of sailors, Astrologists and mathematicians, showing the entire world and the directions people take to reach the continents. This map is then replicated and distributed among the continents, with Bahamut's Head being seen as even more sacred due to its shape resembling the head of the Greater God Bahamut.

167 AC

Through divine guidance, Mognet is designed by a Moogle living within the Tri-Confection Isles. Mognet would collect letters and packages from sentient beings who could not travel the world freely, delivering them in return for money.

204 AC

Through the use of Maps and magic, people head to the north to settle the ice caps, named Shiva Hollow by the settlers due to its cold climate. Rumours begin spreading that the Old God/Astral Shiva resides within the ice itself.

212 AC

With the knowledge of trains imparted to sentient kind by Doomtrain, a Niffél Al Bhed designs the first train and goes about crafting it, alongside the rails they would use in the city.

239 AC

Treatiers and a common name are formed within the Tri-Confection Isles as they unify under one banner and name against would be attackers. This is somewhat sped up due to rumours of war between their islands and the Elvaan to the south.

241 AC - 248 AC

As the Isles suspected, Uana'Drei attacks the Tri-Confection Isles, wanted to overtake the islands and use the bountiful resources for their own needs. Uana'Drei wins, enforcing trade laws between the Isles and the Elvaan, forcing delivery of food stuffs every year to the capital of Marg'Arissa. These laws are still in place to this date, but their origins are mostly forgotten by both parties.

267 AC

With the knowledge gifted by Ark, airships are invented by a Dwarf named Cid within the continent of Bahamut's Head, allowing all races there to get closer towards the skies where they can worship Bahamut. This is of particular interest to the native Dragoons, for both training purposes and religious ones. This technology is sold and distributed among the continents, making Cid very rich. Many airships carry his name on them to this day.

295 AC - 390 AC

Leviathan enters the seas of Aeon Gaia and goes on a torrent of destruction and horror to any that touch the waters. This goes on for 95 years before the Old God/Astral calms down and allows sea travel once more. Some see this as divine punishment for people harsh treatment of the waters, or lack of worship to the deity, henceforth sailors and the general populace treat the ocean with greater respect.

392 AC

As an extension to teleportation magic, a Hume that lives on the Ivanbreous continent develops a hall designed to allow casters and travellers to teleport to without as much issue as before. Alongwith the halls, he designs a stone that allows teleporters a higher chance of success, even allowing them to teleport to areas they had never visited before. This technology is sold and distributed between the continents, improving relations and hastening travel between the kingdoms.

444 AC

Either due to the devout worship, or careful mind by the inhabitants of Shiva Hollow, the Old God/Astral shows herself to the natives of the ice caps. She applauds their attitude, even going as far as bestowing gifts of knowledge and magic onto the most devout of the natives.

527 AC

Angered by the interference of Shiva, the Old God/Astral Ifrit places himself with Mt Efreeti and erupts it, melting some of Shiva Hollow in the process. Natives to Bahamut's Head notice this and worship the mountain as a symbol of Ifrit.

548 AC - 556 AC

As word travels around about Shiva and Ifrit, Gargan mount a war against Bahamut's Head to hopefully kill Ifrit in hopes he will not attack any other continent in the same way. Natives of Bahamut's Head do not easily allow this, as the War against Ifrit is begun between the neighbouring continents. With the aid of their airship technology as well as backup from Ifrit, Gargan are easily pushed back and call a withdrawal. Bahamut's Head call for their surrender, which Gargan accepts, ending the war.

603 AC - 648 AC

Niffél finishes its final Sector, completing the oddly shaped circular capital city, following on designs from the weird ancestors of a triple wall structure. Along with the completion of Sector 6 the train systems are finally completed within Niffél, allowing travel that would have taken hours mere minutes in comparison. Niffél grows faster due to the speed, along with businesses booming.

736 AC - 768 AC

War breaks out between Gargan and Uana'Drei over news of their slavery laws infuriating all non-Elvaan, named the War of Rules. Through this war, the newly finished Sector 6 is decimated by the attacks. The leaders who started this war are killed either in action, or by assassins as the King of Marg'Arissa is killed on the battlefield, while the President of Niffél is poisoned at one of his dinners. A few years later, the war is ended, with Gargan taking several victories over Uana'Drei, as terms to the surrender of the Elvaan they alter rules surrounding servants and slavery. These rules continue to this day. 1 year after the rules are placed, Marg'Arissa dissolve their Monarchy due to the idea that 1 person should not dictate the end of their civilisation, moving all control over to their House of the Silver Sword, shifting to an Aristocracy.

777 AC - 784 AC

Ivanbreous researchers ask for permission to investigate and research the lifa Tree, but are denied by the natives. Seeing this as if the residents were hiding a great power within, Ivanbreous invade, named the Invasion of the lifa Tree. Seeing the warring ships, Gran Foresta come to the aid of lifa Conenta. During this war a deadly disease breaks out on Ivanbreous, where the citizens would become ill due to inhaled spores and fungal infections, some theorise this was intervention by the Tree itself. With so many losses, Ivanbreous call of their attack.

820 AC

All the separate continents come together on Gargan to discuss global treaties to be formed, as too many wars had plagued the land in the last millennia. All major parties are present, agreeing to several new laws, terms and agreements. A global peace treaty is signed, with several continents banding together in alliances to aid one another in times of war. Shiva Hollow and Tri-Confection Isles are partnered, Bahamut's Head and Ivanbreous are allied, Gran Foresta, lifa Conenta and Gargan form a defensive pact, whereas Uana'Drei form no alliance. These contracts are held to this day, though there are growing tensions between the continents, especially the Elvaan who seek to break out of the enforced treaties.

887 AC - 989 AC

Seen as the hundred year boon, several technologies and inventions are created. Picture technology is created within Niffél, allowing the residents to capture the sight of scenery and people to save for life, in black and white. Video camera and recordings are also invented, allowing moving pictures to replicate events, though only in black and white. Both these inventions are improved upon as coloured versions come out within the next 22 years by Ivanbreous who had bought the technology. Telephones are subsequently invented, with them being distributed between the military and higher class of Niffél. Telephone technology lead into the discovery of Sound Transmission, allowing speakers, and longer non-connected devices to transmit audio with Marg'Arissa.

With all the new technology, Robotic life is also created though many argue where this was first started. Constructs with minimal intelligence are developed and put into construction by the nations, but mostly within Niffél. With the aid of the constructs, and previous inventions, Niffél finish lines and towers, allowing them to transmit audio across the city, and to connect up phones without the need of direct wires.

992 AC - 1004 AC

The first intelligent and independent Robot is formed, creating the first Shindroid. These are still seen as basic robots and put to work without rights, angering the growing population of sentient androids. This anger would bring about a war between Shindroids and Niffél, named War of the Synthetics. Surprised at the attack, the inhabitants saw this as a malfunction and fought back for 6 years, though bit by bit they realised the Shindroids were sentient, with plenty of groups forming of pro-robot ideals. The war is ceased, with Niffél granting the Shindroids animosity and the same rights normal living beings were granted.

1017 AC - 1098 AC

Video news is created as an expansion from previous technologies, creating a boon in televisions and using the previous towers to broadcast both audio and video across the city of Niffél. This technology is kept within the capital, seen extremely rarely outside of Gargan settlements. As this invention progresses, moving to more locations over the city, a coloured format is devised and all broadcasts are updated to show coloured news and shows.

1140 AC

· Module Specific date -

The first Mana Monster is created as part of Materia infusion techniques, the general public do not know of these creatures, though they are found within the Mana mines and certain locations of Iifa Conenta.

1446 AC

The current year where most games begin with no immediate events to speak of besides module specific ones.

Technology

Alongside the history, here is a list of prevalent technology that does or does not exist within Aeon Gaia.

Phones

Phones are hardlined devices, either in houses, trains or businesses. It costs 1 gil per 15 minutes of using them if they are not privately owned. Phones are rather big, resembling the large brick phones. They use rotational dials to ring numbers. No mobile version has currently been designed.

Computers

These devices can store data and can produce both videos and audio. Due to a lack of internet these devices must be linked to one another or have data transmitted via large storage banks. Computers and the attached technology are reserved to Sheath facilities, hospitals and the government, with no commercial unit released as of yet. There are some units distributed among businesses, or shown off at expositions, but no home will have these.

Trains

Trains are heavily used within Niffél, but are not seen outside of the city. They run 24/7 and require a conductor to run, none are automated besides audio over the comms.

Airships

Flying aircraft is common amongst all continents, being a main form of travel for good and people. They can be landed within Air Stations within the capitals, or on large plains. They are often too expensive for private ownership, but large businesses tend to have 1 or 2 to deliver goods.

Medical

With the use of lesser computers, medicine has improved somewhat, with hospitals and clinics haven been constructed. Medical facilities within Niffél are powered and offer a much better success rate of treatment.

Cameras

Picture cameras are weighty devices, around the size of a medium creatures torso. It is rare for someone to own one privately, but there are businesses designed to taking family pictures or scenery.

Video cameras are even bigger, standing at around 5 feet tall, it is almost impossible to hide these devices due to their size. There are commercial units, though most people cannot afford to own one. Businesses hardly ever own a video camera, though larger businesses or Sheath use one at the door to monitor who enters the building.

Televisions

These thick screens have a low quality to their display, but most people are adjusted to the resolution. They allow for the repeat of audio and visual media, with picking up the signals of towers within Niffél. Outside of Niffél these are mostly used to play pre-recorded media on storage devices. Middle to upper-class citizens often have 1 television within their household, with trains having 1 per car.

Music Players

The boom of music has not quite hit the world, but some Bards have started recording their songs onto storage devices to sell to the general public. These can be played on Deck Players, large 3ft tall machines that play audio at a higher quality than televisions. Deck Players are common within businesses, with middle to upper-class citizens having 1 within the household. While they may contain the notes and sounds, they do not carry the magical/supernatural affect of Bard Songs, though most people say that it calms or soothes them.

Guns

Weapons of gunpowder, fire and explosions are within general circulation, along with Gunblades seeing use by trained mercenaries. Any weapon within the FFD20 system is available.

Air conditioning and Heating

In this horrible world there is no way to control the temperature of a room besides fanning yourself or putting on extra layers. There are some versions of fans in production, but are rather noisy.

Detectors

Currently there are no machines that can test for metal or magic. However, casters may know spells that can have these affects, slowing down any sort of investment into the technology.

Games

Currently there is no gaming technology, as televisions and computers have not reached a point to allow for interactive entertainment. They may use audio cues from devices to play games in real life, but no consoles for such.

Gods, Astrals and Eidolons

The world of Aeon Gaia holds all Greater Gods, Old Gods and New Gods of the FFD20 system but also adds a few into the mix along with other naming conventions given by residents.

Divine beings come in 3 variations, Greater, Old and New.

Greater gods have been around for almost all of creation, with only Kefka being the newest addition to the fold due to his power. Minerva counts as a greater god due to her creation by the greater ones, along with the power instilled within her, though her station is much lower than that of the other greater gods.

Old gods are deities that have moved between different planets along with the greater gods to aid in their creation and management of such. They are some of the more well known gods due to being around for so long, with larger religions surrounding them than newer gods.

New gods are deities that have been recently created within the current planet, or planets. They take over very specific fields, with tasks assigned to them based on their expertise. New gods tend to have help from other gods as well as Astrals. New gods are also attached to the calendar of the planet, often giving this knowledge to the sentient beings that live there.

Old and New gods share a similarity in the fact they they are all of lesser power, answering to the greater gods as well as asking them for help when the lesser beings cannot handle issues.

Gods

Gods are the divine beings that bring life, reason and purpose to all of creation. They come together to build new planets and systems, but are vastly dissimilar from one another. While they may have opposing thoughts, they know they are all needed to make a working pantheon. Gods are referred to as both Gods and Deities as the term is interchangeable for most sentient beings.

Greater Gods

Althena

Neutral Good goddess of song, serenity and protection.

As the main counterpart to Bahamut, Althena helps in the creation of new life as well as the oversight of anything within her or Bahamut's domain. Along with life, Althena gifted onto all sentient beings the innate ability to use magic, along with magic being passed onto animals. She aims to have everyone use magic to better their life and to heal the sick, though due to the influence of other deities this is a fruitless endeavour. With a power on par with Bahamut, Althena doesn't believe in war or fighting, instead leading any waylaid subjects through conflict to prosperity.

She is depicted as a woman with flowing blue hair, sometimes wavy in shape, while wearing a white, red and purple dress. She is often shown in a non-intimidating pose, normally giving aid to the wounded.



Althena's churches mostly follow her teachings of healing and correct control of magical powers, generally trying to tame the crazier Black Mages within the world who use their magic for destruction rather than helping others.

Titles: Goddess of Love and Beauty, Goddess of Creation, Goddess of Light, Luna Noa, Lucia Collins

Home Plane: Astral

Power Level: Greater

Alignment: Neutral Good

Portfolio: Beauty, Creation, Healing, Light, Love, Magic, Wisdom.

Domains: Charm, Community, Good, Healing, Knowledge, Magic, Protection.

Favoured Weapon: Longsword

Relic: Athena's Sword

Bahamut

Lawful Good god of justice, protection, nobility and honour.

The most well known dragon in all of existence, as well as the most prominent of deities, Bahamut is known by all either in fear or admiration. Many dragons worship Bahamut as the first dragon, or as their creator, while most Astrals, Eidolons and Avatars refer to him as their Father and/or King. Royalty who are within the religion of Bahamut are normally crowned in his name, with Kings and Queens holding his name within theirs. Bahamut's power is so great that his visage is even within planes that are not under his domain, alongside alternate universes, taking on variations of his name and design.



In the form of a massive Platinum Dragon, Bahamut is the fiercest and strongest Dragon. Besides his normal Dragon form, he has been known to take on the forms of Red, Black and Blue Dragons as well as smaller variations. Less commonly seen is his humanoid form, in that of a massive metallic being of intimidating physical might, formed in Knights Armour and Sword.

Bahamut has several religions under his name, with differing Clerical duties. The main form of worshippers are Lawful Good Knights who spread the good word of Bahamut and protect the weaker beings on any planet within Bahamut's domain.

Titles: The Dragon King, Leader of the Astrals, The Hallowed Father, The First Sire, Bahamutt, Gun Dragon, The Draconian,

Home Plane: Astral

Power Level: Greater

Alignment: Lawful Good

Portfolio: Creation, Destruction, Dragons, Kings, Planets, Power, Space.

Domains: Air, Community, Destruction, Glory, Good, Knowledge, Law, Magic, Nobility, Protection, Scalykind.

Favoured Weapon: Knights Sword

Kefka

Chaotic Evil god of magic, destruction and madness

A relatively new Greater God among the pantheon, with his first creation happening within the previous planet of Terra, where he had gained so much power from the Astrals of that world that Kefka himself gained godhood. He was finally killed by Warriors of Light, but he had completed his goal of ascending, with the amount of power he had accumulated his death meant he transcended his mortal coil and



survived the eventual destruction of his world. Entering into the pantheon, Kefka's overwhelming power gave him a seat among the greater gods, who gave him the position of the Chaotic side for humanity. Seeking to one day overthrow the gods, he accepted the role, gaining new power as time went on, influencing the new planet of Aeon Gaia to be even more chaotic than the last.

Kefka's form is that of a huge Jester, whose form can shift between comedic and angelic. Wearing garish colour combinations of red, blue and yellow, Kefka can transform himself into a huge angel like creation, almost depicting the old paintings of god and his creation.

While his followers are mostly insane, Kefka holds plenty of religions under him, or individuals he influences with powerful knowledge.

Titles: The Jester, The Mad God, Magitek Knight Lord, Warrior of Chaos

Home Plane: Astral

Power Level: Greater

Alignment: Chaotic Evil

Portfolio: Chaos, Destruction, Insanity, Knights, Magic, Magitek.

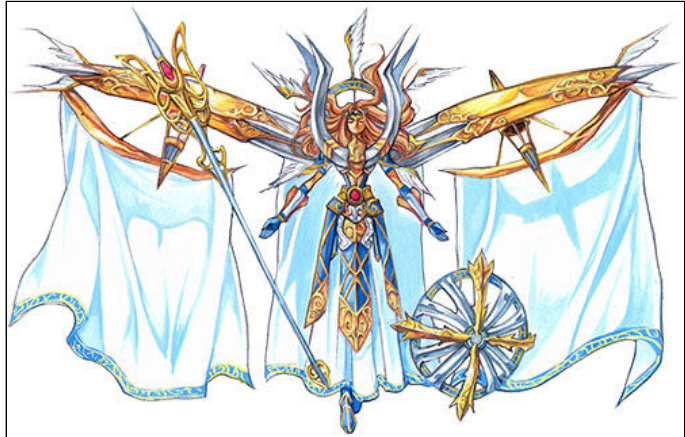
Domains: Air, Chaos, Destruction, Earth, Evil, Fire, Luck, Madness, Magic, Trickery, Water.

Favoured Weapon: Power Rod or Power Staff

Minerva

True Neutral goddess of life, rebirth and Mana.

Minerva is what some may refer to as a lesser god, being created by all the other gods to look after and essentially represent a planet. This Goddess was created in 1,000,000 BC and planted within the core of Aeon Gaia. She has within her all the life force of the planet's beings, both plant and animal, which she moves



around the planet to give birth to new life, take life from those that are dead and reincarnate the life force into new beings. Minerva keeps the balance of life force and beings on the planet, making sure no Mana leaves the surface.

In the form of a colossal woman, Minerva is crafted after all the other gods, hence she takes some design from each of them. She is a woman with golden hair, blue eyes and coated within golden and silver armour. She is typically depicted holding a chalice or container with flowing blue liquid. She is both guardian of the planet and recycler of life.

Minerva is mostly an unknown God, as she is the one closest to the material plane, but one that is wholly detached due to her rest within the core. She does not communicate with beings. It is rare for someone to worship Minerva, but those who do are generally not questioned or looked down upon.

Titles: The Mother, Aeon's Guardian, Mana Goddess

Home Plane: Material (Core of the planet)

Power Level: Greater

Alignment: True Neutral

Portfolio: Death, Healing, Life, Mana, Rebirth

Domains: Animal, Earth, Healing, Knowledge, Magic, Plant, Protection, Repose.

Favoured Weapon: Quarterstaff

Zomala

Lawful Neutral God of time, space and dimensions.

Zomala is the one who controls Time, determines how long a creation will last, be it sentient or planet. Zomala is hardly ever apart of 1 timeline, shifting between all dimensions and times to monitor them all. If there is a discrepancy or error within the timeline he works to correct it, or to annihilate those who are creating the disturbance. He answers to no other deities, and sometimes even works against them to settle the balance of time. Zomala is the being who Time Mages must deal with if they time travel irresponsibly, or fail to kill their other self.



In the form of a huge man, Zomala wears a black robe that swirls around his body, with his upper half often on full show, showing arcane time symbols grafted into his body. He is always barefoot, has red glowing eyes and flowing blonde hair, some depictions even show him with angelic wings. He is often depicted with several clocks around him, chains flying from his robe, 2 bronze gloves and a deadly scythe.

Titles: God of Time, Bane of Time Mages

Home Plane: Layered - Time (Shifting between all material planes)

Power Level: Greater

Alignment: Lawful Neutral

Portfolio: Balance, Planes, Teleportation, Time.

Domains: Death, Destruction, Time, Void.

Favoured Weapon: Scythe or Spiked Gauntlets

Lesser Gods - Old Gods

Alexander

Lawful Good god of healing and law.

Setting solid rules and protection over creation, Alexander is the least living looking god of all, mostly seen as a construct or weapon by most sentient beings. Alexander enters into the material plane more often than the other



gods due to his position, often finding it upon himself to protect and uphold the laws of the world. He has often implanted himself within the worlds he has a hand in creating, forming his body into that of castles or entire cities for his subjects to live around and for him to ultimately protect from evil.

Alexander takes on the visage of a giant machine for most of his appearances, with 2 large limb-like structures in the front he uses to tilt himself to aim his weapons at enemies. Using both magic and machine to destroy any who would threaten whomever summons him, or any beings he feels deserve his protection.

Those who follow Alexander often worship him for protection, and to uphold the laws of whatever kingdom they reside within. Often knocking out any wrongdoers to have them undergo proper trial procedure.

Titles: Alexandar, The Iron Colossus, Divine Judge, Kingdom Protector

Home Plane: Astral

Power Level: Lesser

Alignment: Lawful Good

Portfolio: Cities, Divinity, Judgement, Law, Protection, Trials.

Domains: Artifice, Earth, Good, Healing, Law, Protection.

Favoured Weapon: Tower Shield or Sap

Hades

Neutral Evil god of death and sickness.

While plenty of the pantheon are suited to healing and protecting their creations, Hades' aim is much different in the fact that he spreads sickness, decay and death to any plane he has control over. With a direct domain over the underworld, or where souls go to when they are particularly evil without proper entrance into their preferred planes on death, Hades can both kill a creature and continue to torment it within hell. This sickness and death helps to turn the cycle of life on any planet, and is sometimes seen as a necessary evil by the other gods.



Hades is often seen as a huge skeletal man, wearing black robes and mixing several ingredients within a large cauldron. He takes on several colours, of either a sickly-yellow skeleton, or cloaked entirely in darkness. In rare occurrences he may hide his visage under his cloak to go onto the material plane to push his influence on to intelligent beings, to spread disease to places he could not normally reach.

Being a god of death and sickness, worshipping Hades is often thought as taboo or illegal, with those who do follow him spreading disease wherever they go.

Titles: The Pantheon's Disease, Lord of Hell, Satan.

Home Plane: Outer - Underworld

Power Level: Lesser

Alignment: Neutral Evil

Portfolio: Corrupt Souls, Death, Decay, Disease, Illness, Sickness.

Domains: Artifice, Chaos, Darkness, Death, Erosion, Evil, Repose, Vermin.

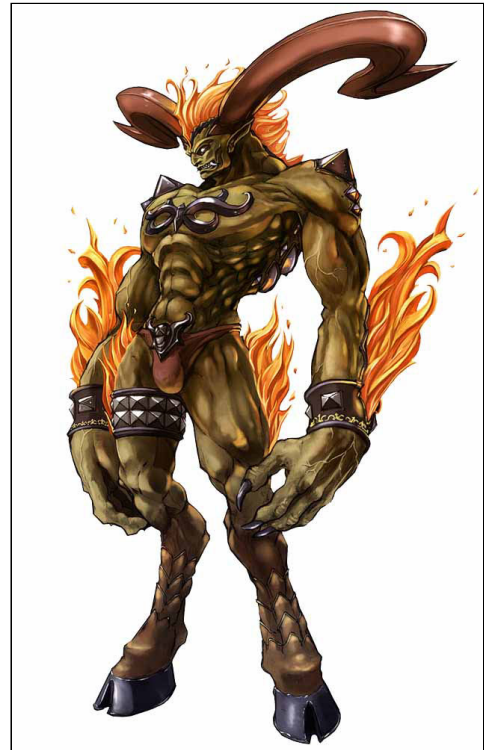
Favoured Weapon: Two-Bladed Sword or Ranseur

Ifrit

Neutral god of fire and war.

The infernal being of fire and war is often seen as an evil god due to his aesthetic and disposition to war, though Ifrit holds a mostly neutral stance within his duties. Controlling the creation and use of fire, Ifrit is the god who creates as well as activates volcanoes within worlds in his domain, alongside fire he also oversees war, even inciting war when worlds have grown too peaceful to allow for proper evolution or progress. He has a distinct dislike for Shiva, often fighting her whenever he is close or even destroying her works.

Shown as a huge hulking humanoid, Ifrit takes on many forms that show him to be similar to that of a Demon, with large horns, elongated arms and fangs. Able to change his form like many other gods, Ifrit has been both man and beast in his visits to sentient kind, often showing an intimidating display of power and ferocity.



Followers of Ifrit generally follow him in hopes that he does not punish them for a lack of faith, or to utilize his mastery of fire to aid in their life.

Titles: Efreet, The Infernal, Lord of Flames, Jinn, Iflyte, Fire Djinn, The Infernian, God of Fire

Home Plane: Fire

Power Level: Lesser

Alignment: True Neutral

Portfolio: Fire, Heat, War, Volcanoes

Domains: Destruction, Earth, Fire, Strength, War.

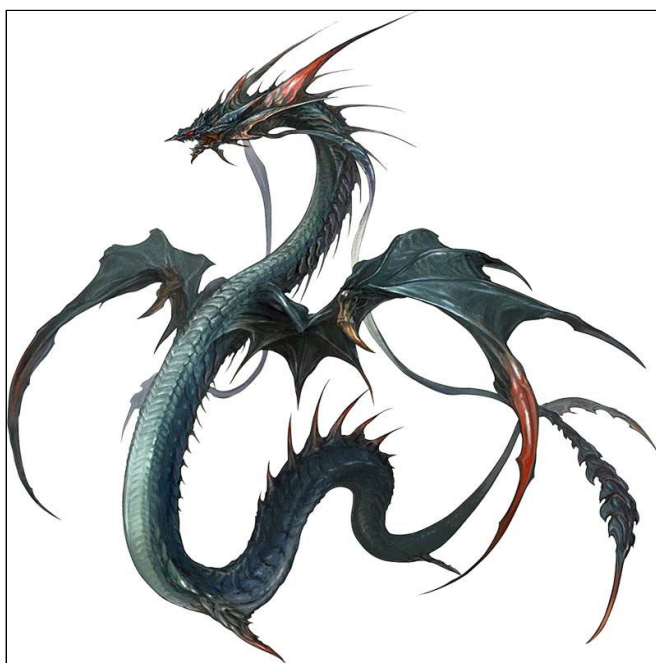
Favoured Weapon: Rapier or Scimitar

Relic: Ifrit's Blade

Leviathan

Neutral god of water and serpents.

Seen as the guardian of the sea and destroyer of those who would defile his plane, Leviathan has a shaky stance within his neutral disposition. When planets are being created, Leviathan will fly across the surface, carving out paths for seas, oceans, rivers and lakes to form until he finally fills them with the water necessary to create such bodies. If beings get close to overfishing, or pollute his waters enough Leviathan will start a fit of rage, making it nigh impossible to travel the open sea. Leviathan will sometimes also work alongside the Astral Siren, with her waylaying, helping keep his waters clear of belligerent sailors.



A colossal serpent, Leviathan can cover huge distances of water with his incredible swimming speed that is almost as if he is flying through the waters. Leviathan is depicted as a long blue serpent, with no limbs but several fins, wings and tails that aid him in both swimming and flight. Leviathan will also very rarely take on the visage of a elderly man in a blue robe to speak with the most devout worshipers, or chosen warriors of light.

Travellers on the sea follow Leviathan in the hopes the god does not overturn their ships, or work to clean up his creations of pollution.

Titles: The World Serpent, Levia, Leviatan, Leviathn, The Sea King, Lord of All Waters, Hydraean, God of the Sea

Home Plane: Water

Power Level: Lesser

Alignment: True Neutral

Portfolio: Environment, Oceans, Sea-Life, Water.

Domains: Glory, Protection, Scalykind, Water, Weather.

Favoured Weapon: Trident

Phoenix

Neutral Good god of fire and rebirth

As guardian over rebirth, Phoenix is the one who instilled knowledge of revival magic into all beings, giving them the ability to bring back those most dear. Besides gifting the ability of magic, Phoenix will also rarely bring back those who have passed if their quest was just enough and the world under his domain needed their help. Due to the harvesting of Phoenix Downs and Pinions on previous worlds, the deity does not travel to the material plane often, instead allowing the races to craft these items through magical means rather than from his own self or that of his kin. Phoenix also caters to the power of the sun and the fire it has within the sky, sharing duties with Azeyma to keep the star healthy and proper.



Depicted as a giant fiery bird, Phoenix has several pinions and feathers covering his body, which contain the power of flame and revival. Early conceptions of the bird were also that it was made entirely of fire.

Worshippers of Phoenix are devout casters of revival magic, bringing back the recently dead if their souls are deemed to be pure. Cleansing fire is also sought after when following this deity.

Titles: Phenix, Rebirthing Flame

Home Plane: Ethereal

Power Level: Lesser

Alignment: Neutral Good

Portfolio: Birds, Fire, Rebirth, Sky, Sun.

Domains: Air, Animal, Fire, Glory, Good, Healing, Liberation, Magic, Sun, Weather.

Favoured Weapon: Katana

Relic: Tenzen's Great Katana

Ramuh

Chaotic Good god of lightning and knowledge.

One of the most in tune with sentient beings is Ramuh, the god of lightning and bestower of arcane knowledge. Gifting several magics to the world, Ramuh is seen as the top of the chain for magical teaching from divine beings. Ramuh often feels a tight connection with his creation, so much so that he even breaks divine law to aid sentient beings in times of need, or destroying potentially dangerous creations. Alongside Shiva, Ramuh makes trips to his followers to give them divine guidance, as well as finding troublesome beings to deal with them personally.



Ramuh takes on forms from a medium sized creature, to a gargantuan one, almost always being seen as an elderly man with pointed features. His moustache and beard are severely long, even carrying the current of electricity within it. His long white robe and gnarled staff are very distinctive, along with his purple lightning. He is sometimes shown with a black or purple robe in replacement of his white attire.

Followers of Ramuh are often very magically inclined, with Dwarves and residents of Rikunla holding high faith within the bearded god.

Titles: God of Storms, Father of Magic, Indra, The Elder Justicar, The Fulgurian.

Home Plane: Lightning

Power Level: Lesser

Alignment: Chaotic Good

Portfolio: Elderly, Knowledge, Lightning, Magic, Storms.

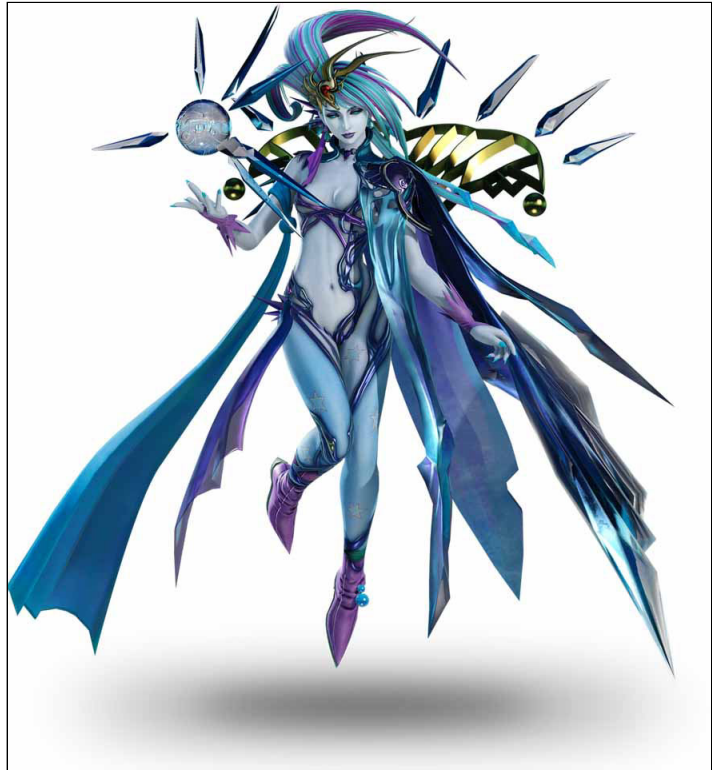
Domains: Community, Good, Knowledge, Lightning, Magic, Ruins, Weather.

Favoured Weapon: Power Staff

Shiva

Neutral goddess of ice and beauty.

Caretaker of sentient beings and created in their image, Shiva is the closest to a Hume that gods get, besides Althena, as Shiva's design is mostly of a blue-skinned woman. She often makes trips to her followers, giving them guidance and assistance, even aiding within needless wars against her worshippers. Alongside Ifrit and Ramuh, Shiva is one of the first to intervene when great threats approach their creations, holding a sort of truce among the deities to sort out the issues plaguing their lands. As a being of ice, she is directly opposed to Ifrit, if a bit more lenient than her fiery brother.



Showing herself within a medium to huge woman of blue skin, Shiva is mostly covered in, or created by, ice. She normally forms out of nearby ice, or freezes nearby bodies of water in which she emerges. She also has the ability to shapeshift into a hume form to converse with sentient beings in secret.

Followers of Shiva are normally residents of colder locales, like Shiva Hollow, she is also followed by creatures who wish to attain higher beauty.

Titles: The Empress of Ice, Ice Queen, Nix and Stiria, Child of Man and God, The Glacian, Goddess of Ice.

Home Plane: Ice

Power Level: Lesser

Alignment: True Neutral

Portfolio: Beauty, Children, Cold, Compassion, Ice, Love, Protection.

Domains: Charm, Community, Good, Ice, Protection, Weather.

Favoured Weapon: Weighted Hand/Footwraps or Spiked Gauntlets

Titan

Lawful Neutral god of earth and magma.

Being born of the earth, Titan rose from a planet that was created long ago as a by-product of the planets creation, unbeknownst to the higher deities. His savage power kept people from cutting into the natural earth, as he overturned landscapes to cover settlements and force all to not touch his planet. Seeing the destruction and halt to progress that Titan was creating, the deities called



on him to talk. After a long discussion, Titan's rage was quelled, with a new station given to him, to look after the earth in times of dire need, but to allow for the natural progression of the inhabitants and planet. Several planets, and eons taught Titan quiet resolve and peace, taking to his role more and more, alongside Golem who had station over rock and minerals.

Titan is a hulking man in the guise of a Hume, standing at a large stature with muscles bigger than most creatures heads. He is slightly tribal and archaic in design, with a bone necklace and loincloth.

Followers of Titan are often close to the earth and natural forces, along with tribes following him in hopes he protects their kin.

Titles: Lord of the Land, The Archaean, God of Earth.

Home Plane: Earth

Power Level: Lesser

Alignment: Lawful Neutral

Portfolio: Earth, Natural Land, Strength

Domains: Destruction, Earth, Plant, Protection, Strength.

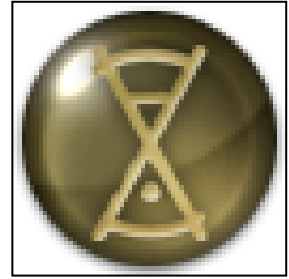
Favoured Weapon: Weighted Hand/Footwraps.

Lesser Gods - New Gods

Althyk the Keeper

Neutral god of space and time.

As the surveyor of change and space, Althyk commands the general element of Earth and is set at the end of the calendar as the twelfth month. He is the father of Zeyma and Menphina, as well as the older brother of Nymeia. As his role is over time, he has a smaller station than that of Zomala, working on a lesser amount of timelines with the same planet.



Althyk takes on the image of an austere emperor wielding a mythril greataxe, with his symbol being that of an hourglass.

Followers of Althyk are historians and diviners, as well as people who have a closer connection to earth magic.

Titles: The Keeper, Surveyor of change and space

Home Plane: Astral

Power Level: Lesser

Alignment: True Neutral

Portfolio: 12th Month, Earth, Future, History, Space, Surveying, Time.

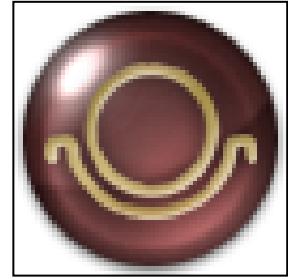
Domains: Earth, Glory, Nobility, Time.

Favoured Weapon: Greataxe

Azeyma the Warden

Neutral god of the sun and inquiry.

As keeper of the sun and goddess of inquiry, Azeyma works closely with Phoenix, with command over the general element of Fire and is set as the 9th month on the calendar. She is the daughter of Althyk and the elder sister of Menphina.



Azeyma takes on the image of a noble lady holding a golden fan, with her symbol being that of a radiant sun. She is often regarded as the truth in beings, being cited when courts ask for the whole truth and to confess to crimes.

Judges and noble ladies often follow Azeyma due to her domain, along with those who feel close connection with the sun and fire magic.

Titles: The Warden, Keeper of the Sun

Home Plane: Astral

Power Level: Lesser

Alignment: True Neutral

Portfolio: 9th Month, Fire, Inquiry, Judges, Sun, Truth.

Domains: Fire, Glory, Knowledge, Law, Nobility, Sun.

Favoured Weapon: Shurikens

Byregot the Builder

Neutral Good god of architecture and the arts.

As the purveyor of architecture and the arts Byregot has a somewhat distant relation with other deities and Astrals in that regard of his role. He commands the general element of Lightning, aiding in the work of Ramuh and the animallistic Astrals of electricity and is set as the 7th month on the calendar. He is the elder brother of Halone and pupil of Thaliak.



Byregot takes on the image of an ardent smith with a two-headed hammer, with his symbol being a hand.

Due to his closeness to building, worshippers are often craftsmen and builders themselves, those with close relation to lighting and lightning based magic also follow him.

Titles: The Builder, Purveyor of architecture and industry

Home Plane: Astral

Power Level: Lesser

Alignment: Neutral Good

Portfolio: 7th Month, Architecture, Arts, Industry, Lightning, Smiths, Study.

Domains: Artifice, Earth, Lightning.

Favoured Weapon: Light Hammer or Warhammer

Halone the Fury

Chaotic Neutral goddess of war and ice.

As move of glaciers and goddess of war, Halone has close relation to both Shiva and Asura. She commands the general element of Ice and is set at the 1st month on the calendar. She is the daughter of Rhalgr and rival to Nophica.



Halone takes on the image of a relentless warriorress armed with a bronze greatshield with her symbol being that of three spears.

Followers of Halone are often warriors and those who wish to fight, along with anyone with an affinity for cold areas and ice magic.

Titles: The Fury, Mover of glaciers.

Home Plane: Astral

Power Level: Lesser

Alignment: Chaotic Neutral

Portfolio: 1st Month, Fury, Ice, War, Warriors,

Domains: Death, Glory, Ice, War.

Favoured Weapon: Heavy Shield or Shortspear

Llymlaen the Navigator

Neutral goddess of the seas and navigation.

As watcher of the seas and goddess of navigation, Llymlaen has a close relation to Leviathan and Siren. She commands the general element of Wind and is set as the 5th month of the Calendar. She is the daughter of Thaliak and elder sister to Nophica.



Llymlaen takes on the image of a strong fisherwoman wielding a long bladed harpoon with her symbol being that of a wave.

Sailors and fishermen often follow Llymlaen, as well as those with a relation to the wind and air magic.

Titles: The Navigator, Watcher of the Seas.

Home Plane: Astral

Power Level: Lesser

Alignment: True Neutral

Portfolio: 5th Month, Fishing, Navigation, Seas, Waves, Wind.

Domains: Air, Knowledge, Travel, Water.

Favoured Weapon: Shortspear or Javelin

Menphina the Lover

Chaotic Good goddess of love and the twin moons.

As keeper of the twin moons and the goddess of love, Menphina doesn't work with many other deities in that regard. She commands the general element of Ice, aiding with Shiva's duties and is set as the 2nd month on the calendar. She is the sister of Azeyma and lover of Oschon.



Menphina takes on the image of a maid carrying a round skillet with her symbol being that of a full moon.

Housewives and romantics often follow Menphina, along with those with relation to cold areas and ice magic. Varg and were-kin also sometimes follow Menphina due to her relation to the moon.

Titles: The Lover, Keeper of the Twin Moons

Home Plane: Astral

Power Level: Lesser

Alignment: Chaotic Good

Portfolio: 2nd Month, Ice, Love, Romance, Moons, Night.

Domains: Charm, Community, Darkness, Water.

Favoured Weapon: Light Mace or Heavy Mace.

Nald'thal the Trader

Neutral god of commerce and transactions.

As overseer of transactions and the underworld, Nald'thal has a close relationship with Hades. He commands the general element of Fire and is set as the 10th month of the calendar. He is the single manifestation of the deific twins Nald and Thai.



Nald'thal takes on the image of a discerning merchant holding a balance with his symbol being that of the cowry, an ancient shell currency.

With such a close relation to money and bartering, merchants often follow Nald'thal, along with beings close to hot climates and fire magic.

Titles: The Trader, Overseer of transactions and the underworld.

Home Plane: Astral

Power Level: Lesser

Alignment: True Neutral

Portfolio: 10th Month, Commerce, Fire, Merchants, Trade, Underworld.

Domains: Artifice, Fire, Travel, Trickery.

Favoured Weapon: Sling or Two-Bladed Sword

Nophica the Matron

Neutral Good goddess of abundance and harvests.

As tender of soils and harvests, as well as the god of abundance, Nophica has only some minor work with Titan. She commands the general element of Earth and is set as the 11th month on the calendar. She is the daughter of Azeyma and the younger sister of Llymlaen.



Nophica takes on the image of a jubilant farmer holding a scythe made of steel, with her symbol being that of a spring leaf.

Followers of Nophica are typically farmers and landowners, with those close to the earth and earth magic also follow her.

Titles: The Matron, Tender of souls and harvests.

Home Plane: Astral

Power Level: Lesser

Alignment: Neutral Good

Portfolio: 11th Month, Earth, Farmers, Farming, Harvests.

Domains: Earth, Good, Plant, Weather.

Favoured Weapon: Scythe

Nymeia the Spinner

Neutral goddess of fate and celestial bodies.

As the watcher of celestial bodies and goddess of fate, Nymeia works closely with Althena and Zomala. She commands the general element of Water and is set as the 4th month on the Calendar. She is the younger sister of Althyk and master of Rhalgr.



Nymeia takes on the image of a weaver donning a white, silken veil, with her symbol being that of a spinning wheel.

Followers of Nymeia are often soothsayers, diviners and weavers, along with those who use gravity and space magic.

Titles: The Spinner, Watcher of celestial bodies.

Home Plane: Astral

Power Level: Lesser

Alignment: True Neutral

Portfolio: 4th Month, Divination, Fate, Planets, Space, Water.

Domains: Knowledge, Law, Luck, Magic, Time, Void, Water.

Favoured Weapon: Punching Dagger or Rapier

Oschon the Wanderer

Neutral god of vagrants and mountains.

As ruler of the mountains and god of vagrants, Oschon has some dealings with Titan and Golem. He commands the general element of Wind and is set as the 6th month on the calendar. He is the brother of Nald'thal and close companion of Halone, withy being the lover of Menphina. He has a common kinship with Odin, though their relation is of question.



Oschon takes on the image of a carefree ranger wielding a bow of yew, with his symbol being that of a walking stick.

Followers of Oschon are often wanderers of the world, as well as hunters and those closely connected to the winds and air magic.

Titles: The Wanderer, Ruler of the mountains

Home Plane: Astral

Power Level: Lesser

Alignment: True Neutral

Portfolio: 6th Month, Archery, Travellers, Vagrants, Wanderers, Wind.

Domains: Air, Earth, Liberation, Travel.

Favoured Weapon: Longbow

Rhalgr the Destroyer

Lawful Evil god of destruction.

As breaker of worlds and god of destruction, Rhalgr has a close relation to Kefka in the joy of destruction. He commands the general element of Lightning and is set as the 8th month on the calendar. He is the father of Byregot and Halone and is an attendant to Nymeria. Ramuh is often at odds with Rhalgr over his use of lightning to destroy.



Rhalgr takes on the image of a magi carrying a staff of bronze, with his symbol being that of a streaking meteor.

Black mages and destructive mages often follow Rhalgr, along with other fierce fighters who flourish within destruction. Those close to lightning and similar magics also follow Rhalgr.

Titles: The Destroyer, Breaker of Worlds.

Home Plane: Astral

Power Level: Lesser

Alignment: Lawful Evil

Portfolio: 8th Month, Destruction, Lightning, Magic, War.

Domains: Death, Destruction, Lightning, Magic, War.

Favoured Weapon: Power Staff

Thaliak the Scholar

Lawful Neutral god of wisdom and knowledge.

As ruler of rivers and wisdom, god of knowledge, Thaliak normally deals with Leviathan. He commands the general element of Water and is set as the 3rd month on the calendar. He is the father of Llymlaen and teacher of Byregot.



Thaliak takes on the image of a reserved scholar holding an ashen staff, with his symbol being that of a scroll.

Followers of Thaliak are often scholars, teachers of magic and those close to rivers and water magic.

Titles: The Scholar, Ruler of rivers and wisdom

Home Plane: Astral

Power Level: Lesser

Alignment: Lawful Neutral

Portfolio: 3rd Month, Libraries, Magic, Research, Rivers, Scholars, Teachers, Water, Wisdom.

Domains: Community, Knowledge, Magic, Water.

Favoured Weapon: Quarterstaff

Astrals

While Eidolons and Astrals are commonly mixed in conversation there is a distinct difference between the two. Astrals are the progenitor of the two, with Astrals being immortal beings. Created by the Gods, Astrals harness, control and create the natural energies of the planet, from elements of water or fire to disease and phenomena. While they are immortal, Astrals can be killed, once they are killed another Astral shall materialise to take the dead beings place. Astrals hold leagues more power than that of normal Eidolons, as well as wisdom due to their long existence. They are also sometimes referred to as Primals or Aeons, though those names are less common.

Astrals can be followed like any other deity, bestowing their power onto their devout followers.

The old Gods Alexander, Hades, Ifrit, Leviathan, Phoenix, Ramuh, Shiva and Titan are both of godly power and Astral profession.

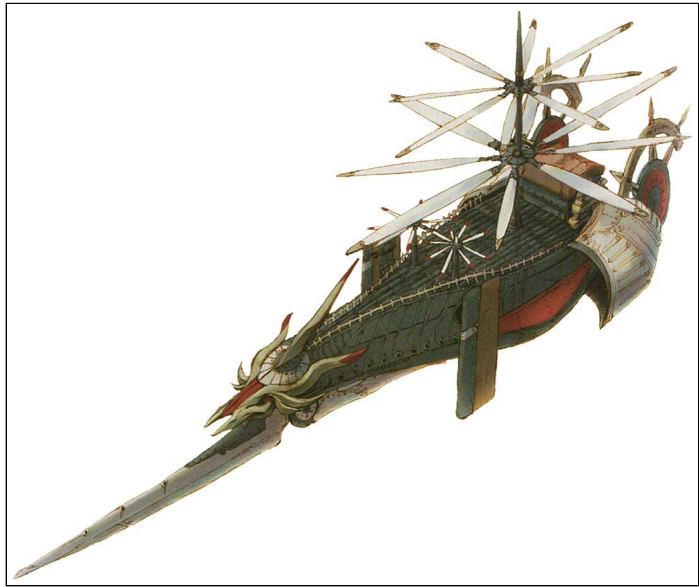
Bahamut the Greater God is also seen as an Astral by many sentient beings, normally as the King of all Astrals, Eidolons and Avatars.

Notable astrals outside of the normal Pantheon are:

Ark

Lawful Neutral Astral of the skies and preservation.

The first of all Airship kind, Ark instills the knowledge of air travel onto any creation he has a hand in. Be it through magic, combustion, or some other means, Airships will soar the skies in the name and design of Ark. Ark is also known to have allowed several planets to migrate to close ones in times of dire need, summoned by the inhabitants to ferry across breed-able participants of all races and species.



Ark takes on the visage of a colossal ship that can fly through the sky with ease. Often using magic to fly, Ark can remain airborne almost indefinitely. Many airships are designed after Ark, with worshippers inscribing his name and symbols onto any aircraft they build. When Ark wishes to attack, or defend, it can morph and rotate its body into that of a giant Mech, with appropriate weapons to fire at enemies.

Engineers, Sky pirates and anyone who dreams of reaching the clouds worship Ark in the hopes their dreams come true and without error.

Titles: Lord of Airships, Saviour of Races, The Cruise Chaser

Home Plane: Astral

Power Level: Lesser

Alignment: Lawful Neutral

Portfolio: Air, Airships, Preservation, Transport.

Domains: Air, Artifice, Liberation, Protection, Travel.

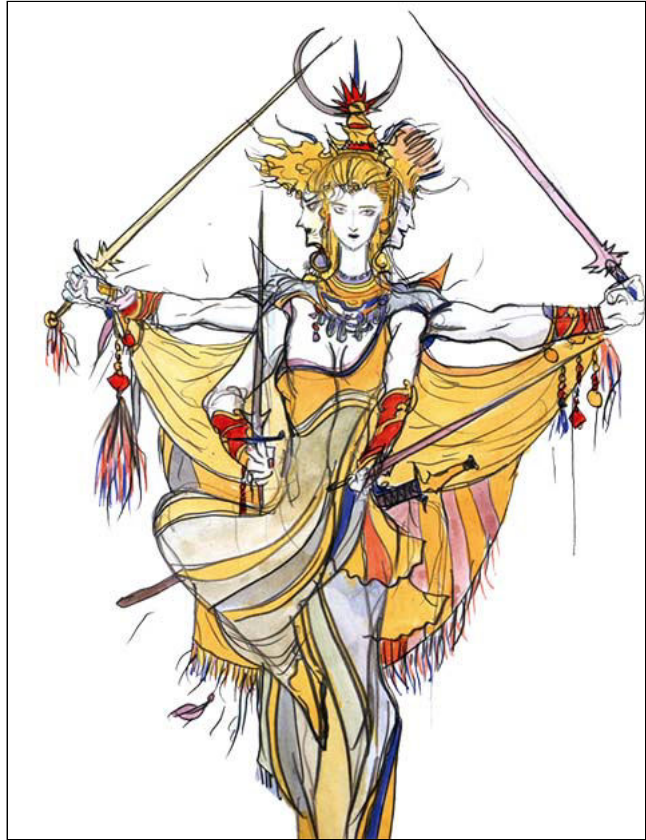
Favoured Weapon: Longspear

Asura

Lawful Neutral Astral of physical might.

As Queen of the Astrals, Asura is consulted by many of her kind on matters of dispute, guiding them along the right path as dictated by their role. Bahamut and Asura were once married within the positions of power over divine beings, but with Bahamut's rise in power and influence they had a giant gap of power, though feelings are still felt on both sides. Bahamut is too busy to spend time with Asura, where Asura keeps herself busy aiding the lower deities. While her position is over physical might, Titan would challenge this role on several occasions, where an arm wrestle would solidly dictate Asura as the stronger of the two.

Asura looks like a very strong female dressed within a yellow robe with stylish blonde hair and golden crown, often depicted with up to 6 arms and 3 faces.



Queens often worship Asura due to her position, as well as martial warriors following her in hopes that their own physical skills could match hers.

Titles: Queen of Astrals, Eidolons and Avatars.

Home Plane: Astral

Power Level: Lesser

Alignment: Lawful Neutral

Portfolio: Astrals, Benevolence, Fists, Joy, Queen, Sire.

Domains: Community, Glory, Law, Magic, Strength, War.

Favoured Weapon: Spiked Gauntlet or Katana

Carbuncle

Neutral Good Astral of protection.

The smallest of all divine beings, Carbuncle is one of the few that helps the sentient beings in such a direct manner, visiting them constantly to make sure they are safe and sound. Instilling magics of protection, Carbuncle wants only to protect those that he has helped create, as well as those he has no domain over. He offers even more aid to those who spend their lives helping others. His Eidolon and Avatar forms tend to set themselves up as pets in households of particularly good families to watch over them.



He is often seen as a medium to tiny creature of emerald fur, along with a gem encrusted on his forehead, which he concentrates his spells through. While he does not speak, he can communicate through magic, telepathy and technology in all languages.

Children and protectors follow Carbuncle, both due to his docile and friendly nature as well as the protection he brings. Moogles also sometimes find familiarity with the small creature, noting similarities between the two.

Titles: Protector of sentient kind.

Home Plane: Astral

Power Level: Lesser

Alignment: Neutral Good

Portfolio: Animals, Humanity, Protection. Shield.

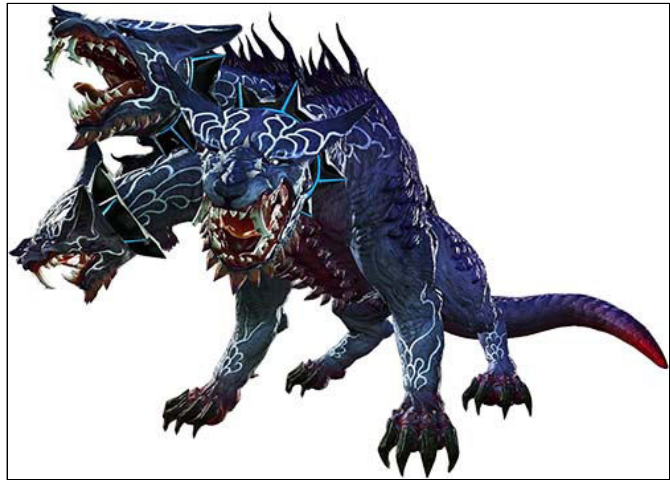
Domains: Animal, Charm, Community, Good, Healing, Protection.

Favoured Weapon: Shortsword

Cerberus

Lawful Evil Astral of gatekeeping.

Placed in front of the gate to the Underworld, Cerberus is the first bastion of defence from would be invaders into the dark realm. Created by Hades, Cerberus serves his master without questions, killing all who would oppose the god. Cerberus does not have many duties besides keeping the gates of hell safe, but is sometimes requested to guard other areas of importance.



Cerberus is a gargantuan 3-headed dog with a spiked collar and chain. It is often depicted with fire emanating from this three heads and shadow energy radiating from its black fur.

Not many people follow Cerberus, besides guards and those who feel a connection to animals guarding areas.

Titles: Hound of Hades.

Home Plane: Outer - Underworld

Power Level: Lesser

Alignment: Lawful Evil

Portfolio: Animals, Dogs, Flame, Gates, Hell.

Domains: Animal, Darkness, Destruction, Evil, Fire, Law, Protection, Strength.

Favoured Weapon: Spiked Chain

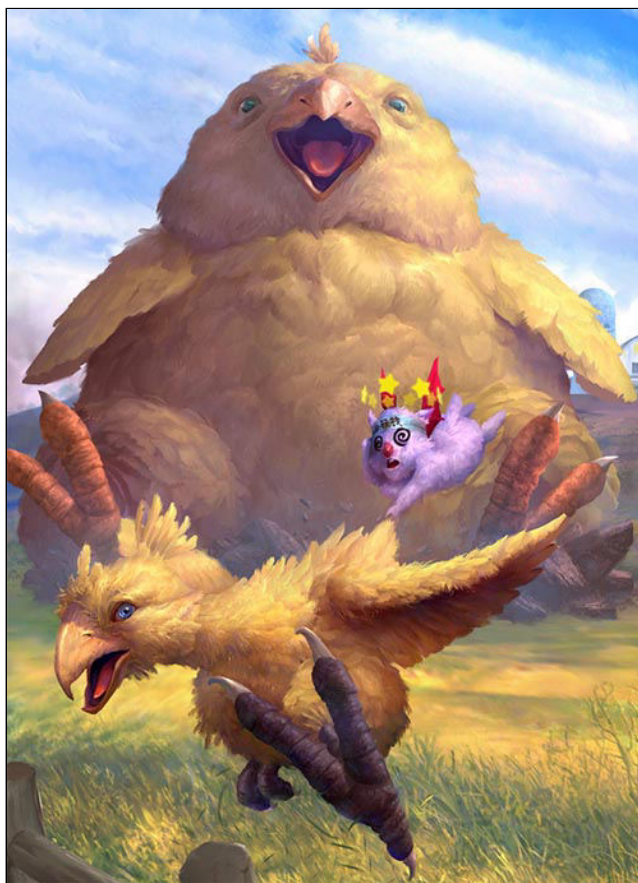
Choco and Fat Chocobo

Neutral Good Astral of Chocobos.

Holding an office together, Choco and Fat Chocobo are the astrals of all chocobo kind. Due to the weight of the Fat Chocobo he is often stuck within the material world, either within a deep forest or a sanctuary to Chocobos in the sky. These two Astrals instill knowledge of Chocobos, proper treatment and care into sentient beings. While Choco cannot speak, the Fat Chocobo can speak a few languages, even aiding beings when they come to him with questions.

Choco takes on the visage of a normal Chocobo, whereas Fat Chocobo is a Huge and overweight Chocobo that sits at all times. Both are of the Yellow variety.

Chocobo's generally follow these 2 Astrals, with Chocobo Knights doing the same due to their close work with the animals.



Titles: Guide of Humanity, Carrier of Sentient Beings

Home Plane: Material

Power Level: Lesser

Alignment: Neutral Good

Portfolio: Chocobos, Gysahl Greens, Transportation

Domains: Animal, Community, Good, Travel.

Favoured Weapon: Dagger or Punching Dagger

Diablos

Chaotic Evil Astral of gravity and planar travel.

As almost a twin Astral to Hades, Diablos controls travel between the planes, insuring the walls are secure to stop any invasion as well as keep away power from those he doesn't have a liking towards. Diablos will often open up portals for Demons to invade other planes at his whimsy, or even attack material beings himself. He instills gravitational knowledge and gravity based magic onto sentient beings, along with planar travel spells. He was once trapped by a material being into a lamp, accusing Diablos of



being an escaped Djinn. Diablos spent 100 years within the lamp until he was set free, as such he has a distaste for anyone who trades in containers.

Diablos looks like a black devil, with red underlining, with a forked tail and demonic wings, his thin body tricks onlookers into thinking he is weaker than he really is. Diablos is often depicted with smaller imps around him in a dark abyss.

Dark casters generally follow Diablos in the hopes they might be able to recreate his powerful magic, whereas tricksters hope that they can deal out evil deeds under his name.

Titles: Diabolos, Lord of Planes, The Devil, Plane Gatekeeper

Home Plane: Shadow

Power Level: Lesser

Alignment: Chaotic Evil

Portfolio: Demons, Devils, Gravity, Planes, Shadows, Void.

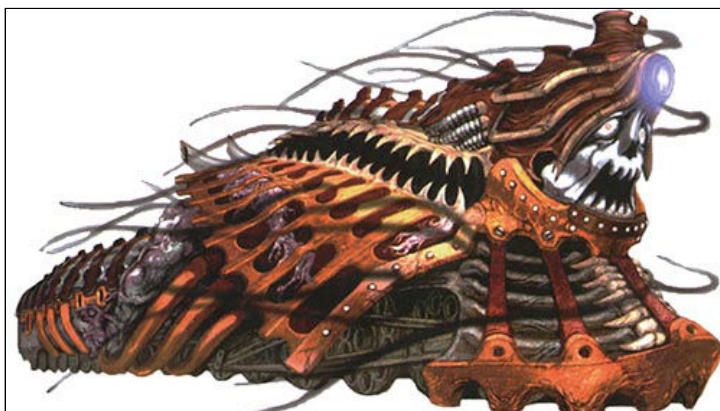
Domains: Artifice, Chaos, Darkness, Death, Destruction, Evil, Knowledge, Madness, Magic, Time, Travel, Trickery, Void.

Favoured Weapon: Feral Claw Gauntlets.

Doomtrain

Chaotic Neutral Astral of trains and ferrier of the dead.

Another Astral who takes on a form unlike any creature, Doomtrain is one who follows in Alexander's footsteps of being made of metal. Doomtrain ferries the recently deceased to their next location, be it their plane of faith or the underworld. He does not



generally take bodies or possessions, only souls, but unlucky passerbys may find themselves on the Ghost Train to the underworld with little to no hope of getting off. Doomtrain makes no stops, except when to pick up souls, so when you're on his cars you either have to jump and risk death, or allow him to take you to the great beyond. He is also the one to instill the knowledge of trains into sentient beings in his image. Doomtrain also has a huge dislike for monks due to being suplexed on a previous world.

Doomtrain is a gargantuan connection of train cars, going on for an uncountable amount of cars. His skull-like face is often demonic, with a devilish mouth and flesh, its eyes are often white with red pupils.

It is rare for someone to follow Doomtrain, as his worship does not help with much in the real world besides trains. Though there are people who appreciate his service in helping souls pass on.

Titles: The One Who Never Stops, The Ghost Train

Home Plane: Ethereal

Power Level: Lesser

Alignment: Chaotic Neutral

Portfolio: Ascendance, Ghosts, Traversal, Undead.

Domains: Artifice, Chaos, Death, Travel.

Favoured Weapon: Glaive

Fenrir

Neutral Astral of electricity and travel.

Fenrir was once a normal wolf who howled at the moon, protecting his canine brethren. However, as his power and intelligence grew, so did his ability to transcend into a higher being, working his way from a material being to an Astral. He is often an Ally of Titan, Ramuh and Bomb type creatures, as well as inhabiting a motorcycle in a previous life cycle, Fenrir bridges the gap between Astrals much more frequently than others. Fenrir gives the gift of electrical current and motorcycle technology onto his creations.

Looking like a esteemed wolf, Fenrir can be mistaken for a monster, or rarely a pet, by some material beings. His forms change between a silver wolf and a multitude of colours in other canine visages, sometimes with spikes or horns. His control over electrical current means his horns are often used as an anchor for his electric spells.

Engineers, canine lovers and fans of electricity often follow Fenrir. Motorcycle enthusiasts are also attuned with Fenrir due to most motorcycles resembling his previous form.

Titles: Lightning Steed.

Home Plane: Lightning

Power Level: Lesser

Alignment: True Neutral

Portfolio: Canines, Electrical Current, Motorcycles, Speed.

Domains: Artifice, Lightning, Travel.

Favoured Weapon: Buster Sword



Golem

Lawful Neutral Astral of minerals and rock.

Similar to Fenrir, Golem was once a normal creature within the material plane as a Construct made of rock. Through diligent defense and evolution, Golem evolved to the point where he ascended to Astral status. Though due to its lower intellect and drive, Golem merely acts as a guardian for rock and minerals on the land, aside from Titan who protects the natural world and earth. Golem instills knowledge of constructs of both Rock and Metal onto sentient beings.



Golem looks like a medium to huge humanoid made of rock, though he can take on forms of sand and metal depending on the area and timeline. Generally he holds a precious gem within his frame that holds his true self, rather than that of the materials he is formed of.

Golem is worshipped by constructor and environmentalists due to his close connection with minerals. Construct creators also follow him for his wisdom in their creation.

Titles: Shifter of Rock, Father of Constructs

Home Plane: Earth

Power Level: Lesser

Alignment: Lawful Neutral

Portfolio: Minerals, Natural Formations, Rock, Stone.

Domains: Artifice, Earth, Law, Protection, Ruins.

Favoured Weapon: Warhammer

Good King Moogle Mog XII

Lawful Good Lord of All the Land

Moogles were once loyal servants of divinity, but due to countless wars between the pantheon and from their creation, the Moogle race escaped and sought sanctuary among their planets. However, due to the distance between the divine plane and that of the material one was too far for the moogles to fly to, as such Moogles would hold onto a rope to allow them to climb into the material plane. Moogle Mog helped countless to the surface, but lost the strength to follow them. He was left behind, until his power returned, though it was too late as the planet the moogles had escaped to had been destroyed.

Moogle Mog continues to reincarnate his race of moogles on every planet he has a hand in creation, as well as leading them to a brighter future. However, due to the taint of divinity and war, Moogle Mog can no longer travel to the Material plane, lest he goes on a berserking rampage to soak up all the Mana, whereas some claim he would turn all life into Moogles.



Moogle Mog XII, the only of his name, is a large Moogle with a royal crown and scepter, with the uncommon trait of a moustache.

Followers of Moogle are majorly Moogles who wish to follow in the divinity of the Moogle God who gave his life for theirs.

Titles: The Benevolent Moogle, King Mog, The Twelfth Miracle

Home Plane: Astral

Power Level: Lesser

Alignment: Lawful Good

Portfolio: Courage, Knights, Moogles, Peace, Royalty

Domains: Animal, Community, Good, Liberation, Nobility,

Favoured Weapon: Light Mace or Heavy Mace.

Ixion

Neutral Astral of lightning and horse kind.

While not transcending like Fenrir or Golem, Ixion earned his place amongst Astrals when Ramuh required aid in his work. Ramuh found the dominant and eager Unicorn, granting him power over lightning and storms, akin to Ramuh's own powers. Ixion accepted the power and role



with gratitude, going to work almost immediately. When Ramuh requires aid in combat, Ixion will transform himself into a colossal staff that flies towards Ramuh's hand, increasing his power in battle. Not forgetting his race, Ixion often protects horse and unicorn alike.

Ixion is a large horse with grey skin, a white mane and a curved horn on his head. There are a few depictions where his hooves have claws and his mane is more purple in hue.

If people do not follow Ramuh, they often follow Ixion in his stead. Praises and dances are done in offering to Ixion to ask for storms or clearer weather.

Titles: Stormcaller, Lightning Unicorn, Ramuh's Staff

Home Plane: Astral

Power Level: Lesser

Alignment: True Neutral

Portfolio: Horses, Lightning, Storms.

Domains: Animal, Lightning, Weather.

Favoured Weapon: Sickle or Lance

Relic: Spirit Lance

Odin

Lawful Evil Astral of life's end.

Finding glory in battle, Odin was once a man, though none remember that time. He transcended the material plane into his new position as an Astral, taking his weapon and faithful horse with him. Odin has known defeat but twice, once to a lightning strike hitting his blade, another to a SeeD who was empowered by a mighty sorceress. Odin lends his power to those he finds worthy, often from their deeds or through a duel. His purpose among the deities is to instil glory in sentient kind and have them challenge one another to grow. Odin has but 1 equal he acknowledges, aside from the deities above him, gilgamesh, who struck down the SeeD who defeated him eons ago.



Odin is a demonic-looking knight with curved horns, often depicted with a masterwork Scythe, Bastard Sword or Scimitar which he uses to cleave his enemies in two. He also wears a dark cape. While he will appear on foot, Odin is generally found astride his faithful horse Sleipnir, a 6-legged horse with a red mane and white skin.

Duelists, Samurai and beings who wish to challenge others to prove their strength follow Odin, in the hopes they may duel and possibly match the Astral.

Titles: Zantetsuken Lord, Rider of Sleipnir, The Reaver

Home Plane: Astral

Power Level: Lesser

Alignment: Lawful Evil

Portfolio: Darkness, Duels, Horses, Scythes, Swords, Teleportation

Domains: Darkness, Death, Erosion, Evil, Glory, Law, Strength.

Favoured Weapon: Scythe, Bastard Sword or Scimitar

Relic: Gungnir

Quetzalcoatl

Lawful Neutral Astral of static and pulse.

As the gods moved from world to world, creating new life, they came across another creature whose aptitude for becoming an Astral was high enough to add them into the fold. A soaring bird who flew so fast, creating static among the clouds within its own coat, Quetzalcoatl had a natural connection to static electricity. Upon being gifted the power of an Astral, Quetzalcoatl continued his experimentation into static and pulse energies. With his knowledge, he bestowed static and pulse onto his creations, allowing for explosive devices and those that could counter mechanical beings. He shares duties with Ixion and Ramuh, while having a much more focused field, similar to Fenrir.



Quetzalcoatl is a gargantuan yellow bird with blue swirling designs across his smooth coat of fur. His head is smooth and sloped up to his beak, where he channels the static electricity through his body to shoot it at enemies.

Followers of Quetzalcoatl often follow him for his insight into explosive devices and static electricity, where Robots often fear his power.

Titles: Lightning Incarnate.

Home Plane: Lightning

Power Level: Lesser

Alignment: Lawful Neutral

Portfolio: Birds, Explosions, Pulse, Squalls, Static Electricity.

Domains: Destruction, Lightning, Strength.

Favoured Weapon: SeeD Gunblade

Siren

Chaotic Neutral Astral of song and deception.

Starting off as a normal woman, Siren was once a lover of a sailor turned pirate, travelling with him on his ship across the world. Through their travels, Siren saw the decrepitness of man, but was blinded to it for too long as a lover of a pirate. When her lover died, the blind was pulled from her eyes and she saw the men for what they really were. Using her music and



allure she shipwrecked the men, continuing to do so for any passing pirate. Seeing the work the woman had done without any request for payment, Leviathan saw a use for Siren who kept pirates from polluting his ocean. Leviathan bestowed power onto Siren, who continued to shipwreck would-be defilers, but now under Leviathan's name.

Siren is a fishlike Hume woman, with scales and fins. She can change between a legged female and that of a mermaid depending on the situation. She has flowing blonde hair, often with blue fins intertwined with her hair. She is often depicted using a harp, with Leviathan in the background. Some people also romanticise Siren and Leviathan, though there is no concrete evidence they share any feelings.

Sailors follow Siren in the hopes that she blesses their craft, Wives follow her to give safe passage to their husbands on the ocean, along with bards who wish to be as captivating as her.

Titles: Waylayer of Sailors, Leviathan's Songstress.

Home Plane: Water

Power Level: Lesser

Alignment: Chaotic Neutral

Portfolio: Drowning, Rain, Sailors, Sea, Sleep.

Domains: Chaos, Charm, Luck, Trickery, Water, Weather.

Favoured Weapon: Shortbow or Harp-Bow

Valefor

Lawful Neutral Astral of the wind and flight.

As a companion to Ark, Valefor took to the skies to aid in their creation and management, filling them with clouds, natural drafts and flight paths, which allow Ark easier flight along with other flying creatures. Seeing the creatures down below without a means to reach the skies, Valefor bestowed the gift of natural flight to a select few races, giving them wings or strengthening their bodies to allow



flight. Besides the knowledge she bestows, Valefor continues to dictate wind speeds and flying conditions for the planets she helps create. Due to her similarity, she is often close with the Astral Quetzalcoatl.

Valefor is a very unique bird, with some aspects of harpy and parrot within her design. She has two large wings which are also her two arms, along with red plumes of fur over her chest that barely gives her modesty.

Due to the gift of flight, Valefor is often followed by winged races in the hopes that their flight might compare to the Astral, or as thanks for the ability to fly.

Titles: Sky Soarer.

Home Plane: Air

Power Level: Lesser

Alignment: Lawful Neutral

Portfolio: Flying, Freedom, Wind.

Domains: Air, Animal, Glory, Liberation.

Favoured Weapon: Whip

Eidolons & Avatars

The lesser versions of Astrals, Eidolons take on the visage of the almighty beings, copying their aesthetic, personality and powers. Eidolons traverse the material plane more freely and even attach themselves to certain objects or people or note. While there is only 1 Astral of each type, Eidolons have a sort of racial structure. For the 1 Astral Ifrit, there could be 100 Eidolons in his image who call themselves Ifrit. Eidolons do carry a smaller duty to their elements, but often aid in lesser beings who wish to control said elements.

An offshoot of the Eidolons are Avatars who are more closely tied to Summoners on Aeon Gaia. Yet again, Avatars take on the look, personality and powers of the Astral they choose but to a much weaker extent. Avatars grow alongside their summoner, with a possibility of even growing to the power of an Eidolon.

Mana, Magic and Souls

Mana is an entirely magical force, being used to fuel machines, automatons and in the creation of Materia. Unknown to the general population, Mana is the physical manifestation of people's "life force" and material form. When people die, their life force is released, to wander for 600 minutes, or 10 hours, before it forms back into the planet, absorbing into Mana husks, to condense and turn into a liquid form. Their body does a similar process, but takes much longer if it is buried. The Mana from the husks will seep out into the surrounding area. After 100 years, this Mana will then solidify into a crystal like form, sometimes becoming natural Materia.

Since it takes up to 10 hours to turn into Mana, someone who dies can still be revived through magic, with many spells not even allowing revival past 200 minutes, giving ample time for whatever spells people can cast to take effect.

After Mana is used, it takes from 10 to 100 years to return back to the planet, as when it is used, it turns into a mist like state, repeating a similar process for if someone had died. However, since this Mana was forcibly taken and abused to power machines it takes on an almost evil disposition. This Mana will force its torment and anguish onto any who come into contact with it, turning some races feral, angry and depraved. These effects are only seen in dense Mist, so the general populace is safe. The mist is also somewhat heavy, falling to lower places, but has been known to go as high as the clouds in some rare cases.

Since it takes so long for Mana to return to the planet after it has been used, using Mana as a power source has a chance to cause a detriment to the planet, causing its natural stores to run low and stop new life from being created.

When someone is born, they will absorb the passive Mana in the atmosphere, from recently departed beings or used up Mana. This will allow that life to repeat this process and have a full life. All beings are made of Mana, even if they are secluded.

Natural forming mana is a jumble of different life forces, sometimes creating odd effects without a clear objective. Whereas the Mana within a single being is fixated on that one person and one purpose. Regardless, Mana takes on a blue colour that is distinctive against normal water or similarly coloured liquids due to its glow.

While a person's life force is absorbed and transformed back into Mana, their consciousness or "True soul" is taken to their godly plane of existence, for whichever religion they follow, or are applicable to enter.

Misted Aurora

A yearly event that occurs sometime within spring, where Mana and Mist flow around the world. It looks akin to the Northern Lights but is made up of Blue and Purple colours. It is often a sign of death and rebirth in some Mana centred cultures.

Age, Height & Weight

Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see the Random Starting Ages tables). Alternatively, roll the dice indicated for your class on the appropriate table and add the result to the minimum age of adulthood for your race to determine your character's age.

With age, a character's physical ability scores decrease and his mental ability scores increase (see the Aging Effects tables). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his maximum age (on the appropriate Aging Effects table) and record the result, which the player does not know. A character who reaches his maximum age dies of old age sometime during the following year.

Starting Ages

Core Race Starting Ages

Race	Adulthood	Intuitive ¹	Self-taught ²	Trained ³
Dwarf	40	+3d6	+5d6	+7d6
Elvaan	25	+2d6	+4d6	+6d6
Galka	20	+1d12	+2d12	+3d12
Hume	15	+1d4	+1d6	+2d6
Mithra	15	+1d4	+1d6	+2d6
Moogles	25	+1d6	+2d6	+3d6
Tarutaru	7	+1d2	+1d4	+1d6

Base Race Starting Ages

Race	Adulthood	Intuitive ¹	Self-taught ²	Trained ³
Aegyl	12	+1d4	+1d6	+2d4
Al Bhed	15	+1d4	+1d6	+2d6
Au Ra	12	+1d4	+1d6	+2d6
Bangaa	18	+1d6	+2d6	+3d6
Burmecian	15	+1d4	+1d6	+2d6
Garif	20	+1d8	+2d8	+3d8
Gria	14	+1d3	+1d6	+1d10
Guado	16	+1d4	+1d6	+2d6
Hypello	13	+1d4	+1d6	+1d8
Mandragora	8	+1d3	+2d3	+3d3
Nu Mou	19	+1d8	+2d8	+3d8
Qu	9	+1d3	+2d3	+3d3
Roegadyn	15	+1d4	+1d6	+2d6

Ronso	11	+1d4	+2d4	+3d4
Seeq	15	+1d4	+1d6	+2d6
Shindroid	0	+1d2	+1d3	+1d4
Tonkin	10	+1d4	+2d4	+3d4
Varg	11	+1d3	+1d4	+1d6
Viera	16	+1d6	+2d6	+3d6

Beastmen Tribe Race Starting Ages

Race	Adulthood	Intuitive ¹	Self-taught ²	Trained ³
Antica	5	+1d4	+2d4	+3d4
Goblin	12	+1d4	+1d6	+2d6
Ixal	8	+1d4	+1d6	+2d6
Kojin	15	+1d4	+1d6	+2d6
Lamia	16	+2d6	+4d6	+8d6
Orc	12	+1d4	+1d6	+2d6
Quadav	15	+1d4	+2d4	+3d4
Sahagin	15	+1d4	+1d6	+2d6
Sylph	60	+4d6	+6d6	+8d6
Yagudo	13	+1d6	+2d6	+3d6

1. This category includes Astrologians, Beastmasters, Gamblers, Geomancers, Illusionists, Thieves.
2. This category includes Archers, Bards, Black Mages, Dragoons, Fighters, Gunners, Necromancers, Summoners, White Mages.
3. This category includes Blue Mages, Chemists, Clerics, Engineers, Knights, Medics, Monks, Red Mages, Time Mages.

Aging Effects

Core Race Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Dwarf	125	188	250	+2d100
Elvaan	100	175	200	+2d20
Galka	55	90	120	+6d20
Hume	35	53	70	+2d20
Mithra	35	53	70	+2d20
Moogles	56	84	112	+3d20
Tarutaru	13	30	35	+1d10

Base Race Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Aegyl	20	27	35	+2d4
Al Bhed	35	53	70	+2d20
Au Ra	30	45	60	+2d10
Bangaa	52	79	105	+6d20
Burmecian	37	58	80	+2d20
Garif	50	70	110	+2d20
Gria	40	55	70	+2d20
Guado	32	47	60	+2d20
Hypello	35	50	70	+2d20
Mandragora	30	60	90	+4d10
Nu Mou	50	125	210	+3d20
Qu	120	150	200	+2d20
Roegadyn	35	65	90	+2d20
Ronso	21	32	45	+3d10

Seeq	35	53	70	+2d20
Shindroid	-	-	-	Immortal
Tonkin	70	106	140	+4d20
Varg	20	35	45	+2d20
Viera	70	150	180	+4d20

Beastmen Tribe Race Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Antica	30	33	35	+1d10
Goblin	20	30	40	+1d20
Ixal	35	45	55	+2d10
Kojin	60	80	110	+5d10
Lamia	60	110	150	+5d20
Orc	20	30	40	+1d20
Quadav	70	80	100	+3d20
Sahagin	35	53	70	+2d20
Sylph	150	200	250	+6d100
Yagudo	30	40	50	+2d8

1. At middle age, -1 Str, Dex and Con and +1 to Int, Wis and Cha.
2. At old age, -2 Str, Dex and Con and +1 to Int, Wis and Cha.
3. At venerable age, -3 Str, Dex and Con and +1 to Int, Wis and Cha.

Height and Weight

To determine a character's height, roll the modifier dice indicated on the appropriate Random Height & Weight table and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Core Race Random Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Dwarf, Male	3' 9"	150 lbs.	2d4	X 7 lbs.
Dwarf, Female	3' 7"	120 lbs.	2d4	X 7 lbs.
Elvaan, Male	6' 3"	130 lbs.	1d10	X 3 lbs.
Elvaan, Female	6' 0"	100 lbs.	1d10	X 3 lbs.
Galka	7' 0	350 lbs.	1d12	X 12 lbs.
Hume, Male	4' 10"	120 lbs.	2d10	X 5 lbs.
Hume, Female	4' 5"	85 lbs.	2d10	X 5 lbs.
Mithra, Male	4' 9"	110 lbs.	2d6	X 2 lbs.
Mithra, Female	4' 4"	75 lbs.	2d4	X 2 lbs.
Moogles, Male	2' 6"	45 lbs.	1d10	X 1 lb.
Moogles, Female	2' 4"	40 lbs.	1d8	X 1 lb.
Tarutaru, Male	2' 7"	75 lbs.	1d10	X 1 lb.
Tarutaru, Female	2' 7"	70 lbs.	1d10	X 1 lb.

Base Race Random Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Aegyl, Male	4' 10"	120 lbs.	2d10	X 4 lbs.
Aegyl, Female	4' 5"	85 lbs.	2d10	X 4 lbs.
Al Bhed, Male	4' 10"	120 lbs.	2d10	X 5 lbs.
Al Bhed, Female	4' 5"	85 lbs.	2d10	X 5 lbs.

Au Ra, Male	6' 3"	185 lbs.	1d6	X 8 lbs.
Au Ra, Female	4' 9"	115 lbs.	1d8	X 4 lbs.
Bangaa, Male	5' 2"	200 lbs.	2d6	X 4 lbs.
Bangaa, Female	5' 2"	200 lbs.	2d6	X 4 lbs.
Burmecian, Male	4' 10"	100 lbs.	2d12	X 5 lbs.
Burmecian, Female	4' 5"	80 lbs.	2d12	X 5 lbs.
Garif, Male	4' 8"	130 lbs.	2d8	X 3 lbs.
Garfi, Female	4' 3"	90 lbs.	2d6	X 3 lbs.
Gria, Male	3' 5"	80 lbs.	2d12	X 5 lbs.
Gria, Female	3' 8"	70 lbs.	3d8	X 4 lbs.
Guado, Male	4' 11"	100 lbs.	2d12	X 3 lbs.
Guado, Female	4' 8"	80 lbs.	2d12	X 2 lbs.
Hypello, Male	4' 10"	80 lbs.	2d10	X 3 lbs.
Hypello, Female	4' 10"	70 lbs.	2d10	X 3 lbs.
Mandragora, Male	3' 8"	45 lbs.	2d4	X 1 lb.
Mandragora, Female	3' 6"	40 lbs.	2d4	X 1 lb.
Nu Mou, Male	2' 7"	175 lbs.	2d10	X 1 lb.
Nu Mou, Female	2' 7"	170 lbs.	2d10	X 1 lb.
Qu	5' 0"	350 lbs.	2d12	X 10 lbs.
Roegadyn, Male	6' 7"	250 lbs.	2d8	X 10 lbs.
Roegadyn, Female	6' 5"	175 lbs.	2d6	X 5 lbs.
Ronso, Male	6' 5"	280 lbs.	3d6	X 2 lbs.
Ronso, Female	6' 0"	225 lbs.	3d6	X 2 lbs.
Seeq, Male	4' 10"	200 lbs.	2d12	X 10 lbs.
Seeq, Female	4' 10"	200 lbs.	2d12	X 10 lbs.
Shindroid	4' 9"	110 lbs.	2d10	X 5 lbs.

Tonkin, Male	2' 8"	30 lbs.	2d6	X 2 lbs.
Tonkin, Female	2' 6"	25 lbs.	2d6	X 2 lbs.
Varg, Male	5' 6"	185 lbs.	2d10	X 4 lbs.
Varg, Female	4' 11"	130 lbs.	2d10	X 4 lbs.
Viera, Male	5' 2"	150 lbs.	2d6	X 3 lbs.
Viera, Female	5' 2"	150 lbs.	2d6	X 3 lbs.

Beastmen Tribe Race Random Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Antica, Male	4' 8"	140 lbs.	1d10	X 2 lbs.
Antica, Female	4' 6"	130 lbs.	1d8	X 2 lbs.
Goblin, Male	2' 8"	30 lbs.	2d4	X 1 lbs.
Goblin, Female	2' 6"	25 lbs.	2d4	X 1 lbs.
Ixal, Male	4' 10"	110 lbs.	2d12	X 3 lbs.
Ixal, Female	4' 9"	100 lbs.	2d10	X 3 lbs.
Kojin, Male	4' 6"	150 lbs.	2d10	X 6 lbs.
Kojin, Female	4' 4"	140 lbs.	2d10	X 5 lbs.
Lamia ¹	8' 2"	250 lbs.	2d12	X 8 lbs.
Orc, Male	5' 1"	160 lbs.	2d12	X 7 lbs.
Orc, Female	4' 9"	120 lbs.	2d12	X 7 lbs.
Quadav, Male	4' 3"	160 lbs.	4d6	X 6 lbs.
Quadav, Female	4' 0"	140 lbs.	3d6	X 5 lbs.
Sahagin, Male	5' 10"	145 lbs.	2d10	X 5 lbs.
Sahagin, Female	5' 8"	135 lbs.	2d10	X 5 lbs.
Sylph, Male	2' 4"	6 lbs.	2d8	X 1 lbs.
Sylph, Female	2' 1"	4 lbs.	1d8	X 1 lbs.
Yagudo, Male	5' 3"	120 lbs.	3d6	X 4 lbs.

Yagudo, Female	4' 10"	100 lbs.	3d6	X 4 lbs.
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1. Lamia's length are due to their long tails, often having a good portion of their tail trail behind them, meaning their visible height is often shorter.

Races

Beastman Tribes

Moombas (15 RP)

As one of the many final stages in the evolving life cycle of a Shumi, moombas are treated highly within their own settlements, especially by their shumi relatives. While revered by shumi, moombas are often treated as slaves or laborers by non-shumi, this is possibly due to their lack of normal speech or outward intelligence.



Physical Description: Moombas are cute bipedal/quadrupedal lion-like creatures with fur that spikes at the ends of their heads, tails and elbows. Their fur colours range from light browns and oranges to deep reds. They stand at around 3 feet and 3 inches tall on average though are often seen on all fours when in movement. Their paws are of a larger size than normal, which lends to them being capable predators if not for their soft nature.

Society: As the final stage of a shumi, the moombas are generally benign, good-natured and hard-working, this is solidified even more when non-shumi “force” them into work beyond their understanding. Within shumi settlements, moombas are regarded as the best of their kind, with plenty of non-vocal communication being had amongst all moomba and shumi.

Relations: Moombas are the closest to their brethren shumi, often staying within the same settlements as one another. Shumis tend to try and keep the moombas away from other races, due to the outsiders mistreating moombas. As they lack any major communication skills they often defer yto shumi to enact diplomatic relations with others, but will use exaggerated movements to get their point across if needed. Moombas are close friends of both moogles and chocobos.

Alignment and Religion: Due to their docile nature moombas veer towards lawful and good alignments, hitting the neutral spectrum on the occasion. It is exceedingly rare to find an evil moomba, as if they lack a bad bone.

Adventurers: With evolved paws, moombas often stick to more martial professions when it comes to combat. Their lack of proper vocals impedes their ability to go down many spellcasting routes but is not impossible. They mainly train as Beastmasters, Black Belt, Chocobo Knight, Dancer, Engineer, Fighter, Monks and Thieves.

Names: Moomba, Munba, Mumba.

Random Starting Ages

Adulthood	Intuitive ¹	Self-taught ²	Trained ³
0 ⁴	+1d4	+2d4	+3d4

1. This category includes Astrologians, Beastmasters, Gamblers, Geomancers, Illusionists, Thieves.
2. This category includes Archers, Bards, Black Mages, Dragoons, Fighters, Gunners, Necromancers, Summoners, White Mages.
3. This category includes Blue Mages, Chemists, Clerics, Engineers, Knights, Medics, Monks, Red Mages, Time Mages.
4. Moombas transform from shumi, and thus are fully-grown adults at 0 years old of being a moomba. For overall age combine this with their shumi age.

Race Aging effect

Middle Age ¹	Old ²	Venerable ³	Maximum Age
40	80	100	+2d20

1. At middle age, -1 Str, Dex and Con and +1 to Int, Wis and Cha.
2. At old age, -2 Str, Dex and Con and +1 to Int, Wis and Cha.
3. At venerable age, -3 Str, Dex and Con and +1 to Int, Wis and Cha.

Random Moomba Height and Weight

Gender	Base Height	Base Weight	Modifier	Weight Modifier
Male	2' 7"	30 lbs.	4d4	X 2 lbs.
Female	2' 7"	25 lbs.	4d4	X 2 lbs.

Table: Race Point Costs

Racial Traits		Race Point Cost
Type	Monstrous Humanoid (Moomba)	3
Size	Small	0
Base Speed	Normal	0
Ability Score Modifiers	Standard (+2 Con, +2 Cha, -2 Int)	0
Languages	Animal Language	-1
Defense	Desert Runner	2

Defense	Stability	1
Feat and Skill	Prehensile Tail	2
Feat and Skill	Choco / Mog buddies	2
Advanced Traits (Movement)	Fast x2 (+20 feet)	3
Offense	Bite x2	2
Offense	Claws	2
Offense	Slapping Tail	3
Senses	Darkvision 60 ft.	-
Weakness	Broken Language	-2
Weakness	Vocal Failure	-2
Advanced Traits (Movement)	Fast x2 (+20 feet)	3
Total		15

Standard Racial Traits

- **Ability Score Racial Traits:** Moombas are used to working long hours and other people have trouble hating them, though their intelligence is somewhat lacking. They gain +2 Constitution, +2 Charisma and -2 Intelligence.
- **Size:** Moombas are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Type:** Moombas are Monstrous Humanoid creatures with a moomba subtype.
- **Base Speed:** Moombas have a base speed of 50 feet.
- **Languages:** Moombas cannot fully speak any language, only being able to converse through body language and specific words. Moombas can communicate flawlessly with other moomba or shumi. Moombas must spend double the ranks to learn a new language, but they may never speak it fully. Moombas begin play understanding common. Moombas with high intelligence scores can choose from the following: Undercommon, lionese, moogle. See the [Linguistics](#) skill page for more information about these languages.

Defense Racial Traits

- **Desert Runner:** Moombas receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.
- **Stability:** Moombas receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Feat and Skill Racial Traits

- **Choco / Mog buddies:** Moombas are incredibly close with moogles and chocobos, gaining a +4 bonus on any diplomacy, bluff, wild empathy and ride checks with them.
- **Prehensile Tail:** Members of this race have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action.

Offense Racial Traits

- **Bite:** Moombas have a dangerous natural bite attack, dealing 1d4 points of damage. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.
- **Claws:** Moombas have claws both on their hands and receive two claw attacks that deal 1d4 points of damage. These are primary natural attacks that use their upper arms.
- **Slapping Tail:** Moombas have a tail they can use to make attacks of opportunity with a reach of 5 feet. The tail is a natural attack that deals 1d6 points of damage plus the user's Strength modifier.

Senses Racial Traits

- **Darkvision:** Moombas have darkvision with a range of 60 feet.

Weakness Racial Traits

- **Broken Language:** Moombas cannot speak any language fully and so take a -4 when using diplomacy, except against moombas, shumi, moogles and chocobos.
- **Vocal Failure:** When casting spells with vocal components moombas have to overcome their lack of words, they must succeed a linguistics check (DC 15 + double Spell Level) or lose the spell.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Climb:** Having worked within a more mountainous environment the moombas can become adept climbers. Moombas with this trait gain a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants. This reduces their base land speed to 40 feet.
- **Nimble Attacks:** Focusing on weapons over their natural weapons, moombas change their combat style to better combat higher geared opponents. Moombas with this trait receive [Weapon Finesse](#) as a bonus feat. This racial trait replaces bite.
- **Scent:** Following their ability to distinguish between people by their scent or blood, moombas with this trait gain the [scent](#) ability. This racial trait replaces darkvision and prehensile tail.
- **Silent Spellcasting:** Harmonising the magic within them, moombas learn the ability to cast spells without vocal components. Moombas with this trait gain the [Silent Spell](#) metamagic feat. This racial trait replaces desert runner and stability.
- **Vocal Adept:** Spending time on learning languages as well as the ability to broadcast a wider vocabulary the moombas can overcome their lack of proper vocals. Moombas with this trait no longer require linguistics checks to cast vocal spells. This trait replaces broken language, vocal failure, bite, claws and slapping tail.

Favoured Class Options

The following favoured class options are available to all characters of this race who have the listed favoured class, and unless otherwise stated, the bonus applies each time you select the favoured class reward.

Beastmasters: Add +1 hit point or +1 skill rank to the beastmaster's animal companion. If the beastmaster ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

Black Belt: Reduce the hardness of any object made from clay, stone, or metal by 1 whenever the object is struck by the black belt's unarmed strike (minimum 0).

Chocobo Knight: Add +1 hit point to the chocobo knight's mount. If the chocobo knight ever replaces his mount, the new mount gains these bonus hit points.

Dancer: Add +1 to the dancer's base speed. In combat this option has no effect unless the dancer has selected it five times (or another increment of five). This bonus stacks with the dancer's fleet class feature and applies under the same conditions as that feature.

Engineer: Add +1/2 bonus to Craft skill checks.

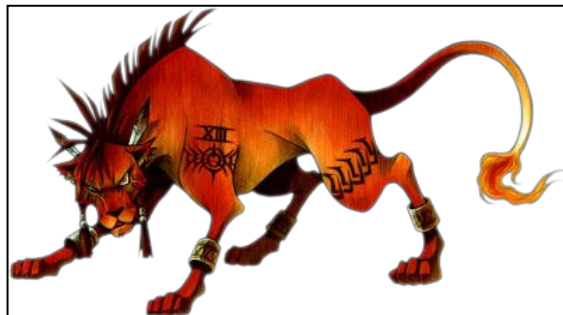
Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.

Monks: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).

Thieves: Add a +1/2 bonus on stealth checks and perception checks made in dim light or darkness.

Seto Lions (15 RP)

Seto Lions are red lion or wolf-like beasts that walk on all fours, though their sentience and sapience are on par with tribal-like races. They are a long-lived race who value honour and courage amongst all else. Many of the race form close-knit tribes of warriors to defend their homes and families.



Physical Description: Seto Lions are thin quadrupeds that stay close to the ground, often having hunches similar to prowling lions. Their height, or length, averages around 4' with little variation in their fur pigments from reds, oranges and yellows. The most dominating feature of the Seto Lions is that of their flaming tail tip, providing small amounts of both heat and light, however, these flames do not appear until puberty as a possible defence mechanism for newborns, before hitting their teenage years they have normal lion tails.

Society: As a proud race, the Seto Lions tend to keep to themselves, often keeping outsiders away from their camps and settlements. The strongest and wisest are set up as pseudo leaders for their tribes, with a deep connection to the planet as well as the powers that keep it alive.

Relations: Seto Lions only trade with others of similar mindsets, often staying far from warmongers and those who would damage the planet. Once forming a friendship with either individuals or groups they treasure that connection closely, allowing those creatures access to their homes. As their society revolves around life they have an aversion to undead creatures.

Alignment and Religion: A good portion of the tribes lean towards that of Lawful or Good alignments, though there have been members who loved the thrill of war too much and went as far as chaotic. They often follow deities surrounding the planet, peace, strength and honour, as such Minerva, Athena, Alexander and Titan are the most common.

Adventurers: Due to their bodies, Seto Lions are often constrained in their choice of adventurer vocations. Where possible they become martial fighters, though plenty move towards more magical inclinations and shaman-like powers. They mainly train as Astrologians, Beastmasters, Black Mages, Blue Mages, Dragoons, Fighters, Monks, Ninjas, Red Mages and Thieves.

Male Names: Nanaki, Seto.

Female Names: Deneh.

Random Starting Ages

Adulthood	Intuitive ¹	Self-taught ²	Trained ³
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40	+2d4	+4d4	+6d4
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1. This category includes Astrologians, Beastmasters, Gamblers, Geomancers, Illusionists, Thieves.
2. This category includes Archers, Bards, Black Mages, Dragons, Fighters, Gunners, Necromancers, Summoners, White Mages.
3. This category includes Blue Mages, Chemists, Clerics, Engineers, Knights, Medics, Monks, Red Mages, Time Mages.

Race Aging effect

Middle Age ¹	Old ²	Venerable ³	Maximum Age
500	800	1000	+2d100

1. At middle age, -1 Str, Dex and Con and +1 to Int, Wis and Cha.
2. At old age, -2 Str, Dex and Con and +1 to Int, Wis and Cha.
3. At venerable age, -3 Str, Dex and Con and +1 to Int, Wis and Cha.

Random Seto Lion Height and Weight

Gender	Base Height	Base Weight	Modifier	Weight Modifier
Male	3' 2"	70 lbs.	3d6	X 7 lbs.
Female	3' 0"	65 lbs.	3d6	X 7 lbs.

Table: Race Point Costs

Racial Traits		Race Point Cost
Type	Magical Beast (Seto Lion)	0
Size	Medium	0
Base Speed	Normal	0
Ability Score Modifiers	Standard (+2 Dex, +2 Wis, -2 Cha)	0
Languages	Standard	0
Senses	Darkvision 60 ft.	2
Senses	Low-Light Vision	1
Defence	Cat's Luck	1
Feat and Skill	Skill Bonus (Acrobatics)	2
Feat and Skill	Static Bonus Feat (Throw Anything)	2

Feat and Skill	Altered Slots	0
Magical Racial Traits	Everburning Tail	1
Offence	Bite	1
Offence	Jaw Weapons	0
Advanced Traits (Offense)	Claws	2
Advanced Traits (Movement)	Fast (+10 feet)	1
Other Racial Traits	Quadruped	2
Total		15

Standard Racial Traits

- **Ability Score Racial Traits:** Seto Lions are nimble and wise but their solitude often leaves them being brasher. They gain +2 Dexterity, +2 Wisdom and -2 Charisma.
- **Size:** Seto Lions are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Seto Lions are Magical Beast creatures with a seto lion subtype.
- **Base Speed:** Seto Lions have a base speed of 50 feet.
- **Languages:** Seto Lions begin play speaking Common and Lionese. Seto Lions with high Intelligence scores can choose from the following: Aegyllan, Goblin, Kojin, Lupin, Moogle, Orcish, Yagudo. See the [Linguistics](#) skill page for more information about these languages.

Senses Racial Traits

- **Darkvision:** Seto Lions can see perfectly in the dark up to 60 feet.
- **Low-Light Vision:** Seto Lions have low-light vision allowing them to see twice as far as humes in dim light.

Defence Racial Traits

- **Cat's Luck:** Once per day, when seto lions make a Reflex saving throw, they can roll the saving throw twice and take the better result. They must decide to use this ability before attempting the saving throw.

Feat and Skill Racial Traits

- **Skill Bonus:** Seto Lions gain a +2 racial bonus on Acrobatic checks made with this skill.
- **Throw Anything:** Seto Lions are used to throwing their weapons with their jaws in combat. Seto Lions gain the Throw Anything feat.
- **Altered Slots:** As seto lions lack proper hands their slots are shifted around. Instead of 2 ring slots they have 2 jewellery slots on their headdress. Instead of a hand slot they have 1 arm wrapping slot. Items that would normally use these slots must be made specifically for their race, but do not cost any extra.

Magical Racial Traits

- **Everburning Tail:** Seto Lions of 30 years and older have a tail tip of fire. This fire produces 10ft of bright light and 10ft of dim light, as well as can deal 1 point of fire damage per round if touching an object as well as being able to set flammable objects on fire. This tail cannot be extinguished by the seto lion, but they can reactivate it at will as long as their tail is not wet.

Offence Racial Traits

- **Bite:** Seto Lions are used to using their fangs as weapons. Seto Lions gain a natural bite attack, dealing 1d3 points of damage. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.
- **Claws:** Seto Lions make use of their claws in combat where weapons or magic are not at their disposal. Seto Lions receive two claw attacks that deal 1d4 damage. These are primary natural attacks.
- **Jaw Weapons:** Seto Lions cannot handle weapons normally with their claws, instead they train heavily to use weapons with their jaws. Seto Lions may wield any light or one-handed weapons in their jaw, however, they are unable to wield any with their other appendages.

Other Racial Traits

- **Quadruped:** Seto Lions possess 4 legs, ending in claws, granting them a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed. As quadrupeds, seto lions are counted as long for size categories and have an increased carrying capacity, refer to the below table for changes.

Table: Seto Lion Space/Reach and Carry Capacity

Size	Space/Reach	Carry Capacity Multiplier
Fine	1/2 ft./—	0.25x
Diminutive	1 ft./—	0.5x
Tiny	2-1/2 ft./—	0.75x

Small	5 ft./5 ft.	1x
Medium	5 ft./5ft.	1.5x
Large	10 ft./5 ft.	3x
Huge	15 ft./10 ft.	6x
Gargantuan	20 ft./15 ft.	12x
Colossal	30 ft./20 ft.	24x

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Jumper:** Some seto lions trade out their reflexes for the ability to jump more accurately. Seto Lions with this trait are always considered to have a running start when making Acrobatics checks to jump. This racial trait replaces cat's luck.
- **Fast:** Training to be the fastest land-based creatures, seto lions increase their speed even further. Seto Lions increase their speed to 60ft. This racial trait replaces claws.
- **Scent:** Focusing more on their sense of smell out in the wild, seto lions can heighten one sense while dulling another. Seto Lions with this trait gain the [scent](#) ability. This racial trait replaces darkvision and low-light vision.
- **Nimble Attacks:** Adapting to the use of weapons more in their combat style, seto lions can become more accurate with their nimble style. Seto Lions with this trait receive [Weapon Finesse](#) as a bonus feat. This racial trait replaces bite and claws.
- **Climb:** Due to the environment they grow up in seto lions can sometimes be adept climbers. Seto Lions with this trait gain a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants. This racial trait replaces Skill bonus (acrobatics).

Favoured Class Options

The following favoured class options are available to all characters of this race who have the listed favoured class, and unless otherwise stated, the bonus applies each time you select the favoured class reward.

Astrologians: Add +1/4 to the astrologian's Reflex saving throws versus area effects.

Beastmasters: Add +2.5 feet to the distance the beastmaster can charge or run through rough terrain. This option has no effect unless the beastmaster has selected it twice (possesses increments evenly divisible by 5); a distance of 12.5 feet is effectively the same as a distance of 10 feet, for example.

Black Mages: Add +1/2 point of fire damage to spells that deal fire damage cast by the black mage.

Blue Mages: Add +1/6 bonus to Knowledge (all) skill checks.

Dragoons: The dragoon gains +1/6 of an additional 1d6 points of deadly lancer damage.

Fighters: Add +1 to the fighter's CMD when resisting two combat manoeuvres of the character's choice.

Monks: Add +1 feet to the speed the monk can move while making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.

Ninjas: Add a +1 bonus to attack rolls when attacking on or charging from higher ground.

Red Mages: Add a +1/6 bonus to melee weapon attack rolls when using spell combat and fighting with unarmed strikes or natural weapons.

Thief: Add a +1/2 bonus on stealth checks and perception checks made in dim light or darkness.

Shumi (15 rp)

The first stage of many, Shumi are an evolving race of humanoid creatures who live in isolation. Seemingly simple and artistic in nature, they possess a unique technology that makes use of both man-made and bio-natural products.

Physical Description: Shumi are covered in yellow fur, with floppy dog-like ears and jowls that grow longer with age. Their fingers are overly large, reaching to almost 2 feet long, with sharp ends they are used for mostly digging and craftsmanship. The Shumis' appearance depends on their inner nature, and at an undisclosed period in their lives, a Shumi will evolve into a form most reflecting their personality. This fact greatly affects their cultural attitude towards themselves and other beings.

Shumi do not reproduce, instead they become cocoons on death, reincarnating into a new form with no memory of their past life.



Society: Shumi work on a hierarchical society, with the eldest normally leading their tribes or villages. While they revere the moomba, they often do not follow their final stage neighbours as moomba often don't take leadership roles. Shumi often hide their hands from outsiders, seeing their hands as their greatest tools, for a Shumi to flaunt their hands is seen as poor taste, while if a Shumi who normally does not show their hands, offers them to someone, it is seen as a mark of respect; the higher in rank and humility that the Shumi is, the higher the respect paid becomes. They do not often refer to each other via their given names, rather as their profession like miner, woodcrafter or trader.

Relations: Shumi tend to stick to themselves in their own villages, however they are often seen traversing to other villages to trade their goods with outsiders. Shumi often give several tasks to visitors before they are accepted amongst the population but can be quite kind to those they deem to be worth their kindness.

Alignment and Religion: As isolated creatures, shumi tend to be quite welcoming and non-violent. Shumi lean towards lawful and good alignments, though black sheep amongst their kind can veer towards chaotic.

Adventurers: With a focus on crafting and civil life, shumi don't make overly-competent adventures unless they use more assistance based tactics. Shumi are often astrologians, black mages, blue mages, chemists, engineers, gamblers and white mages.

Names: Wood-cutter, Blacksmith, NORG.

Random Starting Ages

Adulthood	Intuitive¹	Self-taught²	Trained³
16	+1d4	+2d4	+3d4

1. This category includes Astrologians, Beastmasters, Gamblers, Geomancers, Illusionists, Thieves.
2. This category includes Archers, Bards, Black Mages, Dragoons, Fighters, Gunners, Necromancers, Summoners, White Mages.
3. This category includes Blue Mages, Chemists, Clerics, Engineers, Knights, Medics, Monks, Red Mages, Time Mages.

Race Aging effect

Middle Age¹	Old²	Venerable³	Maximum Age
50	90	120	+6d10

1. At middle age, -1 Str, Dex and Con and +1 to Int, Wis and Cha.
2. At old age, -2 Str, Dex and Con and +1 to Int, Wis and Cha.
3. At venerable age, -3 Str, Dex and Con and +1 to Int, Wis and Cha.

Random Moomba Height and Weight

Gender	Base Height	Base Weight	Modifier	Weight Modifier
Male	4' 11"	150 lbs.	4d8	X 3 lbs.

Table: Race Point Costs

Racial Traits		Race Point Cost
Type	Humanoid (Shumi)	0
Size	Medium	0
Base Speed	Normal	0
Ability Score Modifiers	Standard (+2 Dex, +2 Int, -2 Con)	0
Languages	Linguist	1
Defense	Deathless Spirit	3
Defense	Resistant	2
Feat and Skill	Craftsman	1
Feat and Skill	Master Tinker:	2

Feat and Skill	Static Bonus Feat (Scribe Scroll or Craft Wondrous Item)	2
Feat and Skill	Skill Bonus (use magic device)	2
Feat and Skill	Skill Training x2 (Knowledge engineering, use magic device and choose 1 craft)	2
Total		15

Standard Racial Traits

- **Ability Score Racial Traits:** Shumi are adept at creating and leading independent lives, though they aren't as physically able as other races. They gain +2 Dexterity, +2 intelligence and -2 Constitution.
- **Size:** Shumi are Medium creatures and thus have no bonuses or penalties due to their size.
- **Type:** Shumi are Humanoid creatures with a shumi subtype.
- **Base Speed:** Shumi have a base speed of 30 feet.
- **Languages:** Shumi begin play speaking Common, and may converse normally with moomba regardless of language. Shumi with high intelligence scores can choose any language they want. See the [Linguistics](#) skill page for more information about these languages.

Defense Racial Traits

- **Deathless Spirit:** Shumi gain [resistance](#) 5 against negative energy damage. They do not lose [hit points](#) when they gain a [negative level](#), and they gain a +2 [racial bonus](#) on saving throws against death effects, [energy drain](#), negative energy, and spells or [spell-like abilities](#) of the necromancy school.
- **Resistant:** Shumi gain a +2 [racial bonus](#) on saving throws against mind-affecting effects and [poison](#).

Feat and Skill Racial Traits

- **Master Tinker:** Shumi gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Shumi are also treated as proficient with any weapon they have personally crafted.
- **Skill Training:** Shumi treat knowledge (engineering), use magic device and 1 craft of their choice as class skills.
- **Skill Bonus:** Shumi gain a +2 [racial bonus](#) on use magic device skill checks.
- **Craftsman:** Shumi gain a +2 [racial bonus](#) on all [Craft](#) or [Profession](#) checks to create objects from metal or stone.

- **Magical Crafters:** Shumi gain [Scribe Scroll](#) or [Craft Wondrous Item](#) as a bonus feat, without meeting the prerequisites. This choice is made at character creation and cannot be changed later.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Elder Evolution:** Shumi sometimes take on an evolution into an elder of their tribe, growing a foot in height and jowls. This trait changes the starting ability scores to +2 Wis, +2 Int, -2 Con. Shumi must be at least middle-age to take this racial trait. This racial trait replaces Craftsman.
- **Large Evolution:** Shumi often fail at evolving to an elder or moomba, becoming a grotesquely large form of their base form. Shumi with this trait become large creatures, increasing their height by 2x and weight by 4x, and gain a +2 [size bonus](#) to [Strength](#) and a -2 [size penalty](#) to [Dexterity](#). Large races take a -1 [size penalty](#) to their AC, a -1 [size penalty](#) on [attack rolls](#), a +1 bonus on [combat maneuver](#) checks and to their [CMD](#), and a -4 [size penalty](#) on [Stealth](#) checks. Large Shumi also take a -4 penalty to diplomacy checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet. Shumi must be at least middle-age to take this racial trait. This racial trait replaces Craftsman, Deathless Spirit, Magical Crafters, Master Tinker and Resistant.
- **Magic Inclined:** Shumi can easily identify the properties of magical items rather than create them. Shumi with this racial trait gains skill focus (spellcraft) as a bonus feat. This racial trait replaces Magical Crafters.
- **Mercantile:** While some shumi specialise in knowledge, others are better at trading. Shumi with this racial trait gain a +2 [racial bonus](#) on bluff and sense motive checks when trading. This racial trait replaces skill training.

Favoured Class Options

The following favoured class options are available to all characters of this race who have the listed favoured class, and unless otherwise stated, the bonus applies each time you select the favoured class reward.

Astrologians: Select one item creation feat known by the astrologian. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gil (50 gil if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Black Mages: Select one item creation feat known by the black mage. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gil (50 gil if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Blue Mage: Add +1/6 bonus to all Knowledge skill checks.

Chemist: The chemist gains +1/6 of a new discovery.

Engineer: Add +1/4 to the number of times the engineer can use the Repair ability.

Gambler: Add +1/6 for a new gambler gambit.

White Mage: Add one spell known from the White Mage spell list. This spell must be at least one level below the highest spell level the White Mage can cast.

Alternate Races

While balanced via the RP system, Alternate Races often do not fit within the world and setting of Final Fantasy. However, there is enough call for them from fans and players that they could warrant an entry in your game. It is up to the GM if they allow any or all of these races into your game, or even this setting, so get their approval before choosing them.

Sovani (14 RP)

Sovani are anthropomorphic felines, famously known for their additional pair of arms that form at the hips. They are a long-lived race who tend to shy away from large cities or populations, living a secluded life within their own clans or under the command of a leader. As a proud race, they tend to only serve those with noble goals or come from noble lineages, like kings, shamans or chiefs.

Physical Description: Sovani are rather tall, with most standing at 6 foot tall, though they are not the most muscular of the races due to their smaller, more toned frames. Looking even closer to felines than Mithra, Sovani are covered in fur of varying colours, often depicted by the region they grew up in or their breed.

They all have long ears that start around their temple height, reaching several inches into the sky. Their sclera are often colours of yellow, blue or green, with irises similar to humans though more vertical like felines. All Sovani also have 4 arms, 2 which are common for humanoids and 2 that grow around hip height, which they can move independently of one another.

Society: Sovani are very close-knit and cautious, staying away from large packs or other races, though those they do form bonds with are often bonded for life. Sovani live among small secluded villages with chiefs leading their actions and laws. Due to their secluded nature, and caution around others, the Sovani are not a widespread race. While their lifespan is long, Sovani are one of the rarest species in existence

Relations: Sovani almost exclusively talk with other members of their race, though they do have relations with almost all other races, either due to diplomatic treaties of peace or for trade. It is extremely hard to earn the trust of Sovani as a whole, or even as individuals, being very independent and thoughtful for their own survival. Royalty is often seen as a tier above other people in the eyes of the Sovani, though they still stay wary as corrupt kings are far too common.



Alignment and Religion: Sovani can be as devout worshippers as they are warriors, often following in the words of Bahamut, Alexander, Ifrit, Asura, Odin, and Titan. They commonly follow Asura due to their familiarity with the multi-armed goddess. Sovani come from all walks of life, from Lawful to Chaotic, Good to Evil, though this is mostly moulded by those they encounter.

Adventurers: Sovani are one of the most adaptable adventurers, often seeking glory on the battlefield or in service to a member of royalty. Either retiring as bodyguards or serving their long-lives as adventures on the road. They majorly train as Fighters, Knights, Red Mages and Samurai. It is rare to ever see a Beastmaster Sovani, as their training and lifestyle go against rage or outbursts of emotion.

Male Names: Allan, Caedmon, Leucetius, Snievan, Torgal, Wyngale.

Random Starting Ages

Adulthood	Intuitive ¹	Self-taught ²	Trained ³
50	+2d6	+4d6	+6d6

1. This category includes Astrologians, Beastmasters, Gamblers, Geomancers, Illusionists, Thieves.
2. This category includes Archers, Bards, Black Mages, Dragoons, Fighters, Gunners, Necromancers, Summoners, White Mages.
3. This category includes Blue Mages, Chemists, Clerics, Engineers, Knights, Medics, Monks, Red Mages, Time Mages.

Race Aging effect

Middle Age ¹	Old ²	Venerable ³	Maximum Age
300	500	800	+2d100

1. At middle age, -1 Str, Dex and Con and +1 to Int, Wis and Cha.
2. At old age, -2 Str, Dex and Con and +1 to Int, Wis and Cha.
3. At venerable age, -3 Str, Dex and Con and +1 to Int, Wis and Cha.

Random Sovani Height and Weight

Gender	Base Height	Base Weight	Modifier	Weight Modifier
Male	5' 10"	130 lbs.	2d8	X 4 lbs.
Female	5' 8"	110 lbs.	2d8	X 4 lbs.

Table: Race Point Costs

Racial Traits		Race Point Cost
Type	Humanoid (Sovani)	0

Size	Medium	0
Base Speed	Normal	0
Ability Score Modifiers	Weakness (+2 Dex, -2 Wis, -4 Cha)	-1
Languages	Standard	0
Senses	Darkvision 60 ft.	2
Senses	Low-Light Vision	1
Defence	Cat's Luck	1
Defence	Fearless	1
Feat and Skill	Nimble Faller	2
Monstrous Traits	Multi-Armed	8
Total		14

Standard Racial Traits

- **Ability Score Racial Traits:** Sovani are fast and dexterous, however, their secluded nature makes them weaker in departments of diplomacy and wisdom. They gain +2 Dexterity, -2 Wisdom and -4 Charisma.
- **Type:** Sovani are humanoids with the Sovani subtype.
- **Size:** Sovani are medium creatures and thus have no bonuses or penalties due to their size.
- **Speed:** Sovani have a base speed of 30 feet.
- **Languages:** Sovani begin play speaking Common and Sovani. Sovani with high Intelligence scores can choose from the following: Draconic, Elvaan, Galan, Goblin, Mithran, Orcish, Sahagin. See the [Linguistics](#) skill page for more information about these languages.

Defence Racial Traits

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- **Cat's Luck:** Once per day, when Sovani make a Reflex saving throw, they can roll the saving throw twice and take the better result. They must decide to use this ability before attempting the saving throw.
 - **Fearless:** Sovani are uniquely fearless in battle and gain a +2 racial bonus on all saving throws against fear effects.

Feat and Skill Racial Traits

- **Nimble Faller:** Sovani land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts.

Sense Racial Traits

- **Darkvision:** Sovani have darkvision 60 ft. (they can see perfectly in the dark up to 60 feet.)
- **Low-Light Vision:** Sovani can see twice as far as humes in conditions of dim light.

Other Racial Traits

- **Multi-Armed:** A Sovani has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Quad Wield:** Spending years learning the way of multi-weapon combat, sovani are able to utilize their arms to their full extent, though many of their other senses dull due to this focus. Sovani with this trait increase their hands of effort to allow them to use two sets of simple or martial 2-handed weapons with their 4-arms. While wielding two 2-handed weapons the sovani takes an additional -2 on all attack rolls and treats the “off-hand” weapon as dealing 1x STR. This racial trait replaces cat’s luck, fearless, nimble faller, low-light vision and darkvision.
- **Jumper:** Some Sovani trade out their falling training for the ability to jump more accurately. Sovani with this trait are always considered to have a running start when making Acrobatics checks to jump. This racial trait replaces nimble faller.

Variant Sovani Heritages

While the Sovani are not wide-spread or numerous, they do have several breeds that grow in different ways or are trained in other forms of combat. If you choose to use a specific bloodline instead of the general rules for creating a Sovani, you should work with your GM to ensure that your character’s appearance reflects that bloodline.

D4	Heritage	Ability Modifiers	Description
1	White	+2 STR, -2 WIS, -4 CHA	With a glistening white coat, these Sovani have a larger muscle mass.

2	Black and White	+2 DEX, -2 WIS, -4 INT	A weird mix of two breeds, these Sovani keep their dexterity, though they trade in their intellect for diplomatic abilities.
3	Tabby	+2 CON, -2 INT, -4 WIS	With a mixed coat of stripes, dots and swirling patterns, these Sovani are more hearty and somewhat more trusting.
4	Calico	+2 CON, -2 CHA, -4 INT	Consisting of several colours, these Sovani are hearty and the wisest, if a bit lacking of academic qualifications.

Favoured Class Options

The following favoured class options are available to all characters of this race who have the listed favoured class, and unless otherwise stated, the bonus applies each time you select the favoured class reward.

- **Chocobo Knight:** Add +1/6 to the chocobo knight's mount's natural armour. If the chocobo knight ever replaces his mount, the new mount gains this bonus natural armour
- **Dark Knight:** Add +1/3 on a number of uses for Darkside.
- **Fighters:** Add +1 to the fighter's CMD when resisting a trip or grapple attempt.
- **Holy Knight:** Add +1/4 deflection bonus to AC while in Shield Oath or +1/4 bonus to attack rolls while in Sword Oath.
- **Knight:** Add +1/4 to the dodge bonus to AC while in a defensive stance.
- **Red Mages:** Add +1/4 point to the red mage's arcane pool.
- **Samurai:** Add +1/6 to the samurai's initiative rolls.

Classes & Archetypes

Fenrir Rider

With the protection of Fenrir bestowed upon them due to their dutiful worship, the Fenrir Rider is the ultimate motorcyclist. Each with their own living Motorbike, infused with an aspect of Fenrir, these riders patrol the lands with both speed and style.



Hit Die: d10

Requirements

To qualify to become a Fenrir Rider, a character must fulfil all the following criteria.

Base Attack Bonus: +3.

Deity: Must worship Fenrir.

Skills: Drive 5 ranks, Repair 5 ranks.

Class Skills

The Fenrir rider's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Mechanical) (Int), Disable Device (Dex), Drive (Dex), Knowledge (Geography) (Int), Knowledge (Technology) (Int), Navigate (Int), Repair (Int), Use Magic Device (Cha).

Skill Points Per Level: 4 + int modifier.

Table: Fenrir Rider

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Limit Break, Fenrircycle, Rider Bond.
2nd	+2	+1	+1	+1	Ride-by Attack
3rd	+3	+2	+2	+1	Quick Sheath
4th	+4	+2	+2	+1	Spirited Charge
5th	+5	+3	+3	+2	Side-Drop Dodge
6th	+6	+3	+3	+2	Wheeling Charge
7th	+7	+4	+4	+2	Mega Drop
8th	+8	+4	+4	+3	Rider's Trample
9th	+9	+5	+5	+3	Bike familiarity

10th	+10	+5	+5	+3	Synchronised Assault
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Class Features

All of the following are class features of the Fenrir rider prestige class.

Weapon and Armor Proficiency

The Fenrir rider is proficient with all simple and martial weapons. They are also proficient with light armour, medium armour, and shields (except tower shields).

Limit Break (Su)

At 1st level, the Fenrir rider receives the Limit Break (Roar of the Wolf).

Roar of the Wolf (Su): This Limit Break allows the Fenrir rider to rev up his engine to imitate the roar of the Astral Fenrir. All enemies within 60 foot of the Fenrir rider take 1d6 points of damage per Fenrir rider level and are stunned for 1 round for every 2 levels (minimum 1). A successful Reflex save (DC 10 + the rider's level + his Dexterity modifier) reduces the damage by half and avoids being stunned.

Fenrircycle (Su)

When they commit to following Fenrir, the Rider's current cycle is infused with a Fenrir Avatar, if they currently don't own a Motorbike the first one they buy and/or craft will be infused. The bike must be worth at least 2000 gil to qualify. This bike replaces any mount gained by previous classes.

Once a bike has been infused, that will be the only vehicle that the Fenrir rider owns to have an Avatar, if it is destroyed the rider must repair what is left or wait 30 days for a new Avatar to infuse into his next bike. Any rider has the knowledge needed to repair his Fenrircycle and will always repair at least 5hp, even if they fail the skill check.

Fenrircycles are sentient creatures, altering the type of bike they inhabit to both Construct and Magical Beast. Fenrircycles can move on their own, or at the control of a rider. Every Fenrircycle can communicate telepathically with their own rider, but no one else. They cannot make any skill check, aside from knowledge checks. They have storage boxes all across the body, but only 2 weapon spaces, 1 on each side, storing any weapon that isn't light.

The type of Avatar and abilities bestowed are defined by the Fenrir rider themselves, once chosen this cannot be changed. A Fenrircycle gains bonus HP from a high CON, however, they cannot carry any extra cargo due to a high STR score. Fenrircycles have no magical item slots. Each Fenrircycle has fuel to run for 48 hours of constant propulsion regardless of speed. A Fenrircycle can carry 1 medium and 1 small sized creatures, or 3 small sized creatures.

Wolf Cycle

STARTING STATISTICS

Size: Large; **Type:** Construct/Magical Beast;

Crew: 1; **Passenger:** 0; **Cargo:** 50 lbs.; **Speed:** 30 ft.; **AC** +1 natural armor; **Attack** Slam (1d6) **Good Save:** Ref; **Ability Scores** Str 20, Dex 12, Con 12, Int 10, Wis 10, Cha 12; **Acceleration:** 30; **Special Abilities:** Hardness 5, Lightning immunity.

Lion Cycle

STARTING STATISTICS

Size: Large; **Type:** Construct/Magical Beast;

Crew: 1; **Passenger:** 0; **Cargo:** 70 lbs.; **Speed:** 20 ft.; **AC** +2 natural armor; **Attack** Slam (1d6) **Good Save:** Wis; **Ability Scores** Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10; **Acceleration:** 20; **Special Abilities:** Hardness 7, Wind immunity.

Bear Cycle

STARTING STATISTICS

Size: Large; **Type:** Construct/Magical Beast;

Crew: 1; **Passenger:** 0; **Cargo:** 90 lbs.; **Speed:** 10 ft.; **AC** +3 natural armor; **Attack** Slam (1d6) **Good Save:** Fort; **Ability Scores** Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 10; **Acceleration:** 10; **Special Abilities:** Hardness 9, Earth immunity.

Table: Fenrircycle Base Statistics

Class Level	HD	BAB	Good Save	Normal Save	Armour Bonus	Str / Dex Bonus	Upgrade Pool	Speed Increase	Special
1st	6	+4	+5	+3	+0	+0	1	90	Link
2nd	6	+4	+5	+3	+2	+1	3	180	Evasion
3rd	7	+5	+5	+3	+2	+1	4	270	Major Upgrade slot 1
4th	8	+6	+6	+4	+2	+1	6	360	Double Aspect
5th	9	+6	+6	+4	+4	+2	7	450	Ability score increase
6th	9	+6	+6	+4	+4	+2	9	540	Major Upgrade slot 2
7th	10	+7	+7	+5	+6	+3	10	630	Auto-Repair
8th	11	+8	+7	+5	+6	+3	12	720	Triple Aspect
9th	12	+9	+8	+5	+6	+3	13	810	Major Upgrade slot 3

10th	12	+9	+8	+5	+8	+4	15	900	Ability score increase
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Class Level: The character's Fenrir rider level.

HD: This is the total number of eight-sided (d8) Hit Dice the Fenrircycle possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the Fenrircycle's base attack bonus. Fenrircycles do not gain additional attacks using their natural weapons for a high base attack bonus.

Good Save: This is the Fenrircycle's bonus to their good save, chosen by their type.

Normal Save: This is the Fenrircycle's bonus to their other saves, chosen by their type.

Armour Bonus: The number noted here is the Fenrircycle's base total armour bonus. This bonus may be split between an armour bonus and a natural armour bonus, as decided by the Fenrir rider. This number is modified by the Fenrircycle's base form and some options available through its upgrades. A Fenrircycle's cannot wear armour of any kind.

Str/Dex Bonus: Add this modifier to the Fenrircycle's Strength and Dexterity scores, as determined by its base form. Some options available through the Fenrircycle's upgrades might modify these scores.

Upgrade Pool: The value given in this column is the total number of points that may be spent on upgrades for the Fenrircycle. Whenever the Fenrir rider gains a level, the number of upgrade points increases and the Fenrir rider can spend these points to change the abilities of the Fenrircycle. The Fenrir rider may change the upgrades when he gains a level.

Speed Increase: Add this value to the base speed of the Fenrircycle to find its maximum speed.

Special: This includes a number of abilities gained by all Fenrircycles as they increase in power. Each of these bonuses is described below.

Link (Ex)

A Fenrir rider and his Fenrircycle share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the Fenrir rider to give orders to his Fenrircycle at any time.

Evasion (Ex)

If a Fenrircycle is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Major Upgrade slot (Ex)

At 3rd level, and every 3 thereafter, the Fenrircycle may have a Major Upgrade applied to it, allowing for 3 in total. These may be changed whenever the Fenrir rider would level, similar to other upgrades.

Double Aspect (Su)

The Avatar that resides within the Fenrircycle gains a new aspect of the Astral, granting it a new elemental immunity. It may choose from Lightning, Wind or Earth.

Ability Score Increase (Ex)

The Fenrircycle adds +1 to one of its ability scores.

Auto-Repair (Su)

While under 50% of max HP, the Fenrircycle will begin auto repairing itself to 50%, regaining 1 HP per round.

Triple Aspect (Su)

The Avatar that resides within the Fenrircycle gains another aspect of the Astral, granting it a new elemental immunity. It may choose from Lightning, Wind or Earth.

Upgrades (Ex)

On creation, and every level, the Fenrircycle can undergo upgrades to add new features or improve already existing ones. Each upgrade has a cost, that is taken from the total that is given from the Fenrir rider's level. It takes 1 hour to add new upgrades, as well as appropriate tools to do so.

Unless otherwise noted, each upgrade can only be selected once.

1-Point Upgrades

The following upgrades cost 1 point from the Fenrircycle's upgrade pool.

Cargo Bay (Ex)

The Fenrircycle gains another compartment to store items, gaining an extra 100lbs of room for stashed equipment. This compartment cannot contain any armour or non-light weapons. Each time this upgrade is chosen the Fenrircycle gains another 100lbs of space.

Charging Station (Ex)

Using its internal power systems, a Fenrircycle that selects this upgrade has a charging station installed within an enclosed compartment. Upon opening, users may attach any electrical device to charge it, charging 6 devices at a time. Charging time will depend on the device and at GM discretion.

Craft Station (Ex)

A Fenrircycle that selects this upgrade will have a compartment designed with a single craft skill or skill that benefits from stations like Heal. While using this station, the character gains a +2 circumstantial bonus of their skill check. Each time a Fenrircycle selects this upgrade, a new station may be installed.

Equipment Station (Ex)

A Fenrircycle that chooses this upgrade will have a large compartment designed in the upkeep of arms and armour. When used to repair, or craft, weapons and armour the user gains a +2 circumstantial bonus. By spending the required amount, the user may also have the station enhance a piece of equipment to Masterwork quality, this procedure takes 1 hour for weapons, 2 hours for armour. This station can also be used to sharpen weapons as if using a whetstone, giving the weapon a +1 to damage until the next hit, this process takes 15 minutes.

Eternal Camp (Ex)

The Fenrircycle gains the ability to produce flames at will, having a small compartment that can be pulled out to form a small barbeque and flame. This allows for a mobile campfire with no threat of burning local wildlife and is quick to put away. Any cooking checks gain a +2 when used with the eternal camp and can store food within the compartment, allowing them to degrade 4x slower than normal. The Fenrircycle can also light up any flammable objects at will within 10ft.

Extra Slam (Ex)

A Fenrircycle can deliver another devastating slam attack.

Improved Damage (Ex)

One of the Fenrircycle's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This upgrade can be selected more than once. Its effects do not stack. Each time a Fenrircycle selects this upgrade, it applies to a different natural attack.

Improved Natural Armor (Ex)

A Fenrircycle's chassis is hardened, giving it a +2 bonus to its natural armour. This upgrade can be taken once for every three levels the Fenrir rider possesses.

Pounce (Ex)

A Fenrircycle gains quick reflexes, allowing it to make a full attack after a charge. This upgrade is only available to Fenrircycles who have gained more than 1 attack via upgrades.

Push (Ex)

The Fenrircycle gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the Fenrircycle makes a successful attack of the selected type, it can attempt a free combat manoeuvre check. If successful, the target of the attack is pushed 5 feet directly away from the Fenrircycle. This ability only works on creatures of a size equal to or smaller than the Fenrircycle. Creatures pushed in this way do not provoke attacks of opportunity. This upgrade can be selected more than once. Its effects do not stack. Each time a Fenrircycle selects this upgrade, it applies to a different natural attack.

Rest and Repair (Sp)

The Fenrircycle unlocks some magical potential of the Astral it bases itself on, gaining limited magical abilities. 3/day the Fenrircycle can cast Cure, using the Fenrir rider's level as its Caster Level and the Fenrircycle's WIS modifier. The Fenrircycle can also repair itself in the same manner 3/day. Each time this upgrade is chosen the Fenrircycle can use Cure and Repair an additional 3 times a day.

Treads (Ex)

A Fenrircycle's tire is hardened to the point it can deal damage similar to its slam attack. This attack is a primary attack. The tread deals 1d8 damage.

Weapon Storage (Ex)

Selecting this upgrade will add an extra 8 slots for non-light weaponry on the bike, 4 slots on each side. Each time a Fenrircycle selects this upgrade another 8 slots will be added.

1-Point Major Upgrades

The following upgrades cost 1 point from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Alternative Aspect (Su)

Updating the core of the Fenrircycle allows the Avatar to harness more raw power of the Astral, making it immune to more elements. The Fenrircycle may choose to become immune to either Fire, Ice, Water, Holy or Shadow. Each time a Fenrircycle selects this upgrade, it applies to a different element.

Side-Car (Ex)

Attaching a seat to the side, the Fenrircycle gains a passenger seat for another medium sized creature. Depending on which side this seat is situated, the passenger will only be able to attack from 1 side of the Fenrircycle. The passenger gains a +5 on checks to stay seated. Each time this upgrade is selected the Fenrircycle gains 1 extra seat.

2-Point Upgrades

The following upgrades cost 2 points from the Fenrircycle's upgrade pool.

Ability Increase (Ex)

A Fenrircycle increases its weight, updates the tires, gains greater intelligence, or acquires another increase to one of its abilities. Increase one of the Fenrircycle's ability scores by +2. This upgrade can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 5 levels the Fenrir rider possesses.

Energy Attacks (Su)

A Fenrircycle's attacks become charged with energy.

Pick one energy type: Earth, Lightning or Wind. All of the Fenrircycle's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The Fenrircycle can suppress this ability with a free action. Each time this upgrade is chosen, the Fenrircycle may choose another element.

Enhancing Magic (Sp)

The Fenrircycle unlocks more magical potential to aid both its rider and allies. 3/day the Fenrircycle may cast any lesser ability score increasing spell, using the Fenrir rider's level as its Caster Level. Each time this upgrade is selected it gains another 3 uses.

Extra Feat (Ex)

The Fenrircycle gains an extra feat. It must meet the prerequisites of the feat.

Food Compressor (Ex)

The Fenrircycle has a food compressor built within its frame, which produces both solid food and drinkable water. At the beginning and end of the day, it produces enough food to sate a single medium creature. For an additional 2 upgrade points, this compressor can produce food for 4 medium creatures.

Flight Mode (Ex or Su)

The Fenrircycle has a secondary mode where it rotates out wings, shooting out higher power from its exhausts to soar through the skies. The Fenrircycle gains a fly speed equal to half its base speed, and an acceleration equal to half its normal acceleration with average manoeuvrability. If this upgrade is taken a second time the flight becomes magical increasing the speed and acceleration to match the base mode, manoeuvrability also becomes perfect. The Fenrir rider must be at least 5th level before selecting this upgrade.

Shadowed Paint (Su)*

In any condition of illumination other than bright light, the Fenrircycle disappears into the shadows, giving it concealment (20% miss chance). If it has the shadow shimmer upgrade, it instead gains total concealment (50% miss chance). The Fenrircycle can suspend or resume this ability as a free action.

Shadow Shimmer (Su)*

The Fenrircycle's body becomes shadowy and more indistinct. This shadow shimmer grants the Fenrircycle constant concealment (20% miss chance), and its natural attacks affect incorporeal creatures as if it had the ghost touch weapon property. The Fenrircycle's natural attacks deal only half damage to corporeal creatures.

Trample (Ex)

A Fenrircycle gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the Fenrircycle can overrun any creature that is at least one size smaller than itself. This works like the overrun combat manoeuvre, but the Fenrircycle does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d8 points of damage, plus 1-1/2 times the Fenrircycle's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the Fenrircycle's HD + the Fenrircycle's Strength modifier. A trampling Fenrircycle can only deal trampling damage to a creature once per round.

Moonlight headlights (Ex)

The Fenrircycle internalises the power of the moon to power its lights, when turned on these lights will produce bright light within 160 feet and dim light for 160 feet afterwards, in a 90-degree cone. This effect can even pierce through magical darkness.

Nitrous Boosters (Ex)

The Fenrircycle gains nitrous that can be used to increase how fast it accelerates. When using a move action to accelerate, the Fenrircycle can increase its speed by a further 20 feet. Each time this upgrade is taken, the Fenrircycle gains an additional 20 feet acceleration.

Wondrous Item Slot (Su)

A Fenrircycle that chooses this upgrade is granted a slot to place a wondrous item, except for armour, body or chest items. When placed within the compartment, the wondrous item's effects are given to the Fenrircycle, if it is an activated item the Fenrircycle may also operate them while it is within the compartment, as a free action they may also stop benefitting or turn off the wondrous item. These slots do not affect the Fenrir Rider in anyway. Each time this upgrade is taken the Fenrircycle gains another slot to a max of 10 slots.

2-Point Major Upgrades

The following upgrades cost 2 points from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Ranged Armaments (Ex)

The Fenrircycle has new compartments made specifically for ranged weaponry, be it guns or power rods/staffs. You may place a single gun or power rod/staff within the compartment, the Fenrircycle is automatically proficient with either. Using the Fenrircycle's attack modifiers it may use these weapons in place of normal attacks, reloading is done internally by the Fenrircycle. For guns, the Fenrircycle may make BAB attacks with a single weapon. Each time this upgrade is taken the Fenrircycle gains another slot for a ranged weapon, but cannot fire more than 1 power rod/staff as they require a standard action to activate. If the Fenrircycle has more than 1 gun they may fire 1 time with the additional firearm at a -5 and -10 if they have a third.

3-Point Upgrades

The following upgrades cost 3 points from the Fenrircycle's upgrade pool.

Burrow Mode (Ex)

A Fenrircycle gains an enclosed dome that it may surround the rider with along with a clawed front, allowing it to move through the earth. The Fenrircycle gains a burrow speed and acceleration equal to 1/2 its base speed and acceleration. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The Fenrir rider must be at least 4th level before selecting this upgrade.

Enhanced Durability (Ex)

The Fenrircycle gains 5 extra hardness that stacks with the base model through armour plating and denser materials. At 7th level, this protection can be increased to a total of 10 extra hardness by spending 2 additional upgrade points. The Fenrir rider must be at least 4th level before selecting this upgrade.

Greater Rest and Repair (Sp)

The Fenrircycle unlocks some magical potential of the Astral it bases itself on, gaining limited magical abilities. 3/day the Fenrircycle can cast Cure II, using the Fenrir rider's level as its Caster Level and the Fenrircycle's WIS modifier. The Fenrircycle can also repair itself in the same manner 3/day. Each time this upgrade is chosen the Fenrircycle can use Cure and Repair an additional 3 times a day.

Lifeform Radar (Ex)

Using motion or heat readings, the Fenrircycle can detect creatures within 60ft, showing their exact location on a display within the dashboard. The Fenrircycle knows these readings and may act upon them without any miss-chance, but the rider will still be affected by miss-chance. This radar is always on, alerting the Fenrircycle to any presence nearby. Each time this upgrade is taken, the range increases by another 60ft.

3-Point Major Upgrades

The following upgrades cost 3 points from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Mana Absorber (Su)

A Fenrircycle that has this upgrade installed with has a small hardened glass container within its core, which over time absorbs the mist and Mana of the world. Every 7 days it will produce an Ether which can be placed within an external container to be used like the Alchemical item.

4-Point Upgrades

The following upgrades cost 4 points from the Fenrircycle's upgrade pool.

All-Seeing Radar (Su)

A Fenrircycle's radar is able to sense pretty much any creature, improving the radar to sense them regardless of how they are hiding. The Fenrircycle must possess the Lifeform Radar upgrade to take this upgrade. The Fenrir rider must be at least 6th level before selecting this upgrade.

Breath Weapon (Su)

A Fenrircycle learns to shoot a cone or line of magical energy, gaining a breath weapon. Select either earth, lightning, or wind. The Fenrircycle can shoot a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to $10 + \frac{1}{2} \text{ the Fenrircycle's HD} + \text{ the Fenrircycle's Constitution modifier}$. The Fenrircycle can use this ability once per day. The Fenrircycle can use this ability 1 additional time per day by

spending an additional 1 upgrade point (maximum 3/day). The Fenrir rider must be at least 4th level before selecting this upgrade.

Fast Repair (Su)

A Fenrircycle's auto-repair functions become more sophisticated and adaptable, increasing the auto-repair rate by 1. This healing can be increased by 1 per round for every 2 additional upgrade points spent (maximum 5). The Fenrir rider must be at least 6th level before selecting this upgrade.

Fully Functioning Repair (Su)

The Fenrircycle's auto-repair now heals the Fenrircycle to max HP instead of 50%.

Gigawatt Jump (Sp)

A Fenrircycle is able to emulate the teleporting powers of a Time Mage via traversing at high speeds. As a spell-like ability once per day the Fenrircycle may cast Dimension Door. The caster level for this upgrade is equal to the Fenrircycle's Hit Dice. The save DC for this spell is $10 + 1/2$ the Fenrircycle's HD + the Fenrircycle's Charisma modifier. The Fenrir rider must be at least 8th level before selecting this upgrade.

Spell Resistance (Ex)

A Fenrircycle is protected against magic, gaining spell resistance. The Fenrircycle's spell resistance is equal to $11 +$ the Fenrir rider's level. This spell resistance does not apply to spells cast by the Fenrir rider. The Fenrir rider must be at least 4th level before selecting this upgrade.

Ultimate Rest and Repair (Sp)

The Fenrircycle unlocks the height of magical potential of the Astral it bases itself on, gaining limited magical abilities. 1/day the Fenrircycle can cast Cure III, using the Fenrir rider's level as its Caster Level and the Fenrircycle's WIS modifier. The Fenrircycle can also repair itself in the same manner 1/day. The Fenrir rider must be at least 6th level before selecting this upgrade.

4-Point Major Upgrades

The following upgrades cost 4 points from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Henshin Mode (Su)

The Fenrircycle gains the ultimate mode in which it morphs into a humanoid, steam and fumes shooting from its exhausts with lights all over. 1/day for 1 round + 1 round per 2 Fenrir rider levels, the Fenrircycle gains the ability to wield weapons within 2 hands and has access to any skills or manoeuvres a humanoid would. While fighting adjacent the rider, or flanking opponents, both the Fenrircycle and Fenrir rider gain a bonus +2 to attack and damage rolls as well as a +2 bonus to AC. Entering this mode requires a standard action, and the Fenrircycle can draw any weapon/s as a free action, the rider is placed adjacent to the Fenrircycle. This form can be ended prematurely but doing so uses up the rest of the rounds.

Each time this upgrade is taken, the Fenrircycle can enter the mode an additional time per day. The Fenrir rider must be 8th level to select this upgrade.

Rider Bond (Ex)

You and your Fenrircycle share an empathic connection while you ride it. You gain a bonus on Ride checks equal to one-half your Fenrir rider level and you also gain Mounted Combat as a bonus feat when mounted on your Fenrircycle.

Ride-By Attack (Ex)

The Fenrir rider becomes used to attacking whilst aboard his Fenrircycle. He gains Ride-by Attack as a bonus feat at 2nd level.

Quick Sheath (Ex)

At 3rd level, the Fenrir rider may stow weapons into his Fenrircycle as a free action. If the Fenrir rider also has the Quick Draw feat they may sheath and draw within the same free action.

Spirited Charge (Ex)

Revvng up to max speed, the Fenrir rider is especially proficient in charge attacks. He gains Spirited Charge as a bonus feat at 4th level.

Side-Drop Dodge (Ex)

At 5th level, the Fenrir rider has the ability to dodge attacks with blinding speed and precision by hanging off the side of his bike. Once per round, the Fenrir rider may dodge a single target attack aimed at him.

Wheeling Charge (Ex)

Learning the way of drifting, the Fenrir rider can chase his foe no matter what. He gains Wheeling Charge as a bonus feat at 6th level.

Mega Drop (Ex)

At 7th level, whenever the Fenrir rider and the Fenrircycle fall a distance of 100 feet or less they take no damage from the fall. On landing, they will do 4d6 falling object damage to opponents, as well as creating a shockwave dealing an additional 2d6 to enemies within 10 feet. The distance is increased to 200 feet at level 10.

Rider's Trample (Ex)

At 8th level, through mowing down any target in their way the Fenrir rider learns to trample foes. When you attempt to overrun an opponent while driving your Fenrircycle, your target may not choose to avoid you. The Fenrircycle is allowed a free tread attack against any foe you knocked prone, gaining the standard +4 bonus on attack rolls against prone targets. This does not stack with the Trample feat.

Bike familiarity (Ex)

At 9th level, the Fenrir rider has grown accustomed to his Fenrircycle so much that they are almost the same entity. The Fenrir rider may always take 10 on checks to do with his Fenrircycle and gains +5 to his CMD while riding.

Synchronised Assault (Ex)

At 10th level, the Fenrir rider and Fenrircycle are in perfect sync. Once per day you may full-attack alongside your Fenrircycle on a charge, or when you are adjacent or flanking an opponent. Each attack deals an additional 5d6 of the element your bike's base is immune to.

Mana Junky

Mana Junkies are not always lowlives, but they are generally viewed as such. These lovers of anything Mana or Magical have dedicated their life to studying Mana, as well as its uses within everyday life and combat. As such, their bodies often have a blue glow about them, with their eyes taking on a blue hue, as well as their hair often being altered to blue spectrum colours with redheads having their hair turn Magenta.

The Mana Junky is an archetype of the red mage class, available only to characters within worlds that contain Mana.

Limit Breaks (Su)

Mana Theft Surge (Su)

Exchanging the Mana Toxin disease from himself, or any ally within 60 ft, the Junky may affect a single spell to have its damage increased by 50% as if by the empower metamagic feat, stacking with any other bonus it receives as well as empower. This will remove 1 stage of the disease. If there is a nearby source of Mana he may use that instead, or 1 charge of his pot. If he uses a charge of his pot, he may still apply other abilities of the pot to this spell. This limit break requires only a swift action.

This replaces the Flexibility limit break.

Mana Resistance (Su)

After so much time spent around Mana, the Junky has acquired a higher resistance to the harmful effects. At 1st level, and every 4th level (4, 8, 12, 16), the Junky no longer feels the Constitution negative effects of the Mana Toxin disease by 1 stage per improvement. They still gain the effect on magic and spellcasting however, increasing the cost of spells and the damage they inflict.

To gain the Toxin they must interact with Mana, or use their Pot Of Mana Greed when they obtain it. If they advance a stage further than they are resistant too, they take the earliest stage of the negative effects (-1 con at stage 2 etc).

At 16th level, he is no longer affected by any negatives from Mana Toxin, when hitting Stage 5 his spells costs are increased by 200% (1st level requires 3mp) while dealing 150% more damage (2 dmg would become 5 dmg).

This ability replaces Quick Cast.

Pot Of Mana Greed (Su)

At 5th level, the Junky will have crafted an ornate, lead lined, pot which he carries at his hip. This pot can carry liquid Mana within it, allowing the Junky to not be too far from his favourite substance. Weighing 5lbs, this pot contains 5 charges of Mana, which the Junky may utilize as a move action to substitute the cost for metamagic effects. Using the ability allows the

use of more metamagic on single spells past the normal limit of Caster level or Spell level (Level 10 could cast a metamagic spell of 9th level), however spells cannot ever go above 9th level when this ability is used. He may also substitute the Mana for MP in normal spellcasting, but not in tandem with metamagic.

The pot will refill at the beginning of everyday and cannot be refilled at Mana streams, you don't want to mix substances. If the Junky were to ever lose this pot, or have it destroyed (1 hardness and 5 hp per lb) he must spend 1 day and 100 gil per level to rebuild it. He is not allowed to have more than 1 pot at a time.

At every other level this pot will become 1 lb heavier but contain 1 more charge, for a max of 12 lbs with 12 charges at level 19 (12 hardness, 60hp).

At 10th level this ability becomes a swift action. At 15th it becomes a free action.

This ability replaces Convert and 1 MP Spell.

Bad Mana Influence (Su)

At 10th level, the Junky has gone past the stage of normal recreation, he becomes sloppy in his handling of Mana or merely has too much of it in his system. At the beginning of every day, the Junkies party members must succeed a fortitude save (DC 12 + $\frac{1}{2}$ Red Mage level + Mana Toxin stage) or have them develop the Mana Toxin disease. If they succeed this save in the morning, they may make another save to cure 1 stage as normal.

Due to this dangerous radiation, the Junky is no longer allowed within Inns of any stature unless they buy-out every room, they are also generally given their own cells at the far end of prisons. There is no way the party can stop this effect, as they are gaining this disease throughout the day.

This ability replaces Counterstrike.

Cleanse The World With Mana (Sp)

At 20th level, the Junky has acquired enough Mana, knowledge and possible insanity that they can now create a huge explosion that utilizes his pot. Pouring 10 charges into his hand, the Junky uses magic to fuse the Mana into a crystal that detonates on contact. He may then make a ranged attack against a tile intersection, detonating his Mana Bomb. The explosion has a radius of 20 ft and deals 20d8 damage to all targets in the area, reflex for half (DC 15 + $\frac{1}{2}$ Red Mage level + Wisdom modifier). For 1 hour this area is irradiated, forcing anyone inside to make fortitude saves against Mana Toxin (DC 12 + $\frac{1}{2}$ Red Mage level + Wisdom modifier). This has no spell resistance and overcomes any resistance to magic but may be dispelled (DC 30).

The Junky may spend 5 Arcane Points to maximise the damage of the Mana Bomb as if affected by the Maximise Spell metamagic feat (160 damage). He may also spend 3 Arcane Points to enlarge the spell as if affected by the Enlarge Spell metamagic feat (40 ft radius).

This is a full-round action that provokes an attack of opportunity.

This replaces Red Wizard.

Spells

Osmose

Enfeebling

Level: Blue Mage 2

Casting Time: Standard Action.

Range: 30 ft

Target: Single Target

Duration: Instantaneous

Saving Throw: Fortitude Negates

Spell Resistance: Yes

Learned From: Magic Mover

The caster emulates the construct ability to absorb the MP of an enemy, stealing 2d4 MP that restores his own MP. A fortitude save negates this effect.

Osmosis

Enfeebling

Level: Blue Mage 3

Casting Time: Standard Action.

Range: 30 ft

Target: Single Target

Duration: Instantaneous

Saving Throw: Fortitude Negates

Spell Resistance: Yes

Learned From: Magic Mover MK II

The caster emulates the construct ability to absorb the MP of an enemy, stealing 3d4+1 MP that restores his own MP. A fortitude save negates this effect.

Shrink

Enhancing

Level: Black Mage 1, Red Mage 1

Casting Time: 1 Minute

Range: Close

Target: Single Target

Duration: 1 minute/level (D)

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: Yes

This spell allows the caster to shrink a creature over time to half their original height, length and width and divides their weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A small humanoid creature whose size decreases to Tiny has a space of 2.5 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A large humanoid creature whose size decreases the medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell, but not any new equipment picked up.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fire them).

Multiple magical effects that reduce size do not stack. Shrink counters and dispels Enlarge.

Shrink may be made permanent with a Permanency spell.

Effects and Diseases

Mana Toxin

Type disease, Contact, Ingested, or Inhaled; **Save** Fortitude DC 15 for contact, DC 17 for ingested, DC 12 for inhaled;

Track Mana Toxin; **Frequency** 1/round in contact, 1/round for 6 rounds if ingested, 1/day if inhaled.

Effect: From touching Materia without protective gear, or inhaling too much Mana Mist, characters will start to become violently ill. The Mana Toxin will slowly deplete your Constitution and affect your spellcasting. Undead creatures are also adversely affected, in the fact that the Mana forces life back into their corpses. Constructs are unaffected.

The increase to spell cost does not affect the effective level of the spell, for example, a 2nd level spell may cost 3mp at stage 3 but still counts as a 2nd level spell. This allows spells to cost above the normal casters ability and 9th level. Any reduction to the MP cost of a spell affects this Toxin before it affects the spell level.

Cure: 1 save outside of area will reduce the stage by 1, this check is made every morning.

Type	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
Non Undead	-1 to Con.	-3 to Con. Spells take 0.5x more MP to cast.	-5 to Con. Spells take 1x more MP to cast, but deal 0.5x more damage.	-7 to Con. Spells take 1.5x more MP to cast, but deal 1x more damage.	Transforms into a Mana Monster.
Undead	Loses any poison or disease.	No longer heals from shadow damage.	Reduce speed by 1/2 and any HP bonuses.	Lose access to any feats, skills or special abilities.	Melts into liquid Mana.

Feats, Traits and Drawbacks

Feats

Extra Upgrade

Your Fenrircycle has more upgrade points.

Prerequisites: Fenrircycle class feature.

Benefit: Your Fenrircycle's upgrade pool increases by 1.

Special: This feat can be taken once at 1st level, and again at 3rd, 5th, 7th and 9th.

Heavy Mana Pot

What does this pot even do?

Prerequisites: Mana Junky 5

Effect: The Mana Junky may increase the weight of his pot by 5lbs, subsequently increasing the charges it can hold by 5. However, this will increase the DC of his Bad Mana Influence by 2.

Special: The Mana Junky may take this feat at levels 9, 15, 19, gaining 5 lbs and 5 charges every time. This will increase the DC of Bad Mana Influence by 2 each time.

Jecht Shot Mark III (Combat)

You can't do it, kid. But don't worry, my boy. You're not the only one. No one else can do it. I'm the best!

Prerequisites: Str 13, Deadly Aim, base attack bonus +1.

Benefit: As a standard action, you can make a single ranged attack at your full base attack bonus against a foe within 5 increments of your Blitzball. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is within 1 range increment of the first target as the

Blitzball bounces between them. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Ultimate Jecht Shot (Combat)

You can call this one the infinite Jecht Shot

Prerequisites: Str 13, Jecht Shot Mark III, Deadly Aim, base attack bonus +4.

Benefit: As a standard action, you can make a single ranged attack at your full base attack bonus against a foe within 5 increments of your Blitzball. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is within 1 range increment of the first target as the Blitzball bounces between them. If you hit, you can continue to make attacks against foes within 1 range increment of the previous foe. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Traits

Faith Traits

Arm of Astrality

Through dedication and faith you are able to imbue your weapon with the power of the higher beings.

Effect: When using your deities favoured weapon you may count it as the alignment of your deity for 1 minute per day.

Huntress of Siren

Your dedication to the Astral Siren has bestowed upon you her gift for her Harp-Bow, as both an instrument of your power and as a weapon to fire against those who would resist your charms

Effect: You are proficient with the Harp-Bow and no longer take the penalty to performance and attack rolls made with such.

Religion Traits

Fenrir's Drift

As if your motorcycle was possessed you seem to avoid the dangers of the road, some call it luck, but you know it to be the will of the astral Fenrir.

Requirement: worship of Fenrir.

Effect: You may always take 10 on Drive checks using any type of Motorcycle, you may also use your Wis instead of Dex for the Drive Skill using any vehicle.

Gale of Valefor

Your astute worship to the astral Valefor has allowed your natural wings to mature and strengthen to a higher state than others of your race.

Requirement: worship of Valefor, natural form of flight.

Effect: Your fly maneuverability is increased by 1 stage, to a maximum of average, as well as counting your Constitution modifier as 2 higher for length of flight.

Order of Alexander

Following in the worship of the City God, you make sure to have your opponents go through proper procedure, upholding court and law.

Requirement: worship of Alexander.

Effect: When striking to inflict non-lethal damage with bludgeoning weapons, you do not take the normal -4 penalty on your attack rolls. This does not extend to any damage from special abilities of the weapon or wielder like sneak attack.

Magic Traits

Mana Vision

Being in such close proximity to Mana for a majority of your life has allowed you to passively absorb its power. This power however was mostly focused in your vision, enhancing the light of Mana and showing where it is located within certain distances.

Effect: Dim light cast by Mana now counts as Bright light of the same radius, with half as much as Dim light afterwards (20 dim becomes 20 bright, 20 dim). You also gain the ability to see Mana within objects and through walls up to 30 ft from you. This ability extends to any magical light that would give only dim lighting. Mana is not present enough in normal beings to show up, though is with Mana Monsters and similar creatures. This effect does not show if an item is magical or not, though works when viewing Materia even if it is attached. This effect stacks with low-light vision.

Regional Traits

Bahamut's Legs

You spent plenty of your youth jumping between the different platforms of Fláreon Heights, as such your legs are quite built along with your ability to adequately judge distance.

Effect: Gain a +4 trait bonus to acrobatics checks made for jumping. You can also

fail by 5 more before taking any adverse effects with acrobatic checks (9 or less allows reflex to catch ledge).

Beard Above Your Station

Your facial hair is longer than it should be for someone in your position, as such you may disguise as a member of higher society easier, with those people treating you better.

Effect: Gain a +2 trait bonus to Bluff, Diplomacy, Disguise and Intimidation rolls against anyone of high class on the continent of Ivanbreous.

Scaley Ally

Living amongst dragon-kin in Bahamut's Head has marked you with their smell and mannerisms, any scaled beast knows of you and that you are a friend until they are given a reason otherwise. You might not smell the best to those who are preyed upon by dragons however

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation rolls against any Dragon type creature, or creatures who identify as such. These creatures are also counted as 1 level higher in terms of attitude, to a minimum of neutral.

Downtown Living

After living for so long, or merely spending most of your time, in District 1 of Niffél you have acquired both the accent and mannerisms for lower-class citizens. People who live within these Districts seem to acknowledge you, listen to and admire you, all the while understanding you're not to be messed with.

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation rolls against any person who lives in District 1, beggars or bandits. This effect also extends to any Thieves guild member.

On The Fence

From your time in District 2 of Niffél, you've seen a variation of people. Rich, poor, they're all the same when they come to the middle district. Your middle ground allows you insightful knowledge into those who live within the in-between, as well as those who have not quite hit the dumpster or the limelight.

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation rolls against any person who lives in District 2, craftsmen or adventurers. This effect also extends to any Reclaimer's guild member.

High-Life Wanderer

Not everyone has the chances you've had, either through a stroke of luck or that of rich parents, you've lived the high life in District 3 of Niffél. As such, those of higher-birth or richer income identify with you more than the other riff-raff they may meet.

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation rolls against any person who lives in District 3, noble or tradesmen. This effect also extends to any law enforcement.

Drawbacks

Racial Drawbacks

Mist Vulnerability (Viera)

Despite their affinity for Mist, Viera are susceptible to concentrations of Mist beyond that of other races. When a Viera becomes lost in Mist, she enters a rage-and fear-filled state, as though under the effects of a confusion spell.

Effect: Once per minute, the Viera can attempt a Will saving throw (DC 10 +

character level), or gain the confusion status, if they succeed they ignore this effect for one hour.

Mana Echoes (Guado)

Due to their close connection with life, death and the in-between, Guado are adversely affected whenever they enter locations that are heavy in Mana or Mist. They can hear the voices, or screams, of the surrounding area, making it so they cannot focus entirely on their task.

Effect: Once per minute, the Guado can attempt a Will saving throw (DC 10 + character level), or suffer a -4 on Perception, Craft and Attack rolls, if they succeed they ignore this effect for one hour.

Items

Weapons

(Martial) Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Feral Claw Gauntlets	50 gil	1d3	1d4	x2	-	2 lb.	B and S	See text
(Exotic) Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Blitzball	5 gil	1d4	1d6	x2	20 ft.	2 lb.	B	Performance, See Text
Blitzball, Spiked	50 gil	1d6	1d8	x2	10 ft.	5 lb.	B and P	Performance, See Text
(Exotic) One-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
SeeD Gunblade	1050 gil	1d6	1d8	19-20/x2	-	8 lb.	S	See text
(Exotic) Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Harp-Bow	345 gil	1d4	1d6	x3	70 ft.	8 lb	P	See text
(Exotic) Ammunition	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
SeeD Gunblade Rounds (5)	10 gil	-	-	-	-	1 lb.	-	See text

Blitzball:

Often seen as a toy or tool for sport, the Blitzball can be quite the unordinary weapon for adventurers. However, either from an attachment to the sport, or some innate childlike wonder, some people use the Blitzball to deadly means. These weapons can be used in melee or thrown/kicked at a target dealing the same amount of damage, throwing/kicking the blitzball provokes an attack of opportunity. If the user misses an attack against an enemy it will continue up until 5 range increments are met, or will rebound against a surface. If the blitzball hits a target at range it will rebound to the user, to use in another iterative attack or for the next turn.

Blitzball, Spiked:

Acting almost identical to the unspiked version, this Blitzball has spikes wrapped around it, with the user narrowly avoiding the spikes on attack.

Feral Claw Gauntlets:

This set of metallic gauntlets can easily be equipped on races that lack natural weapons. Whilst worn, they change the creatures unarmed attacks into natural attacks, gaining all benefits and penalties of such. This attack counts as a primary, dealing 1x STR damage on attacks and allows 1 attack per hand. Creatures with more limbs must buy another pair, enchanting them separately. The user can still use manufactured weapons while wearing these gauntlets, but take a -2 penalty to attack rolls, -4 if the weapon is ranged. While wearing these gauntlets you are unable to make unarmed strikes or make use of flurry of blows, including any similar ability. Any feats that note Natural Weapons apply for the gauntlets.

SeeD Gunblade:

This standard Gunblade, employed by students of Balamb and Galbadia Garden, uses a shotgun-like firing mechanism in its barrel. Once the trigger is pulled it creates a short contained blast that vibrates the blade. Requiring intense training and coordination, this weapon is normally only suitable for SEED students and graduates. The barrel allows for 5 rounds to be stored and used within combat, with reloading taking 1-minute. If the user has the Rapid Reload feat this is shortened to 1-Full Round Action. On hit, this vibrated strike adds 1/2 STR to the damage roll of the attack, making a one-handed strike deal 1.5x and a two-handed strike deal 2x, this multiplier stacks on any other effect that increases STR damage. The user can decide to pull the trigger after they have rolled their attack dice, but must be before the result is told. This is a Melee-only weapon, and cannot have ranged weapon enchantments applied, Endless Ammunition type effects do not give any benefit to the weapon as it does not use normal ammunition.

SeeD Gunblade Rounds (5):

These packets of gunpowder, magic and other reagents allows for a small spark to be applied, or force, to create an explosion. Normally contained within the barrel of a Gunblade, these packets must be mixed within the barrel of the Gunblade, as if they are mixed outside they are prone to premature detonation. They are not subject to becoming drenched in water, allowing for travel between ravines and such, however if they are exposed to fire and lighting outside of their packets they can be detonated within the users inventory. This explosion deals 1d4 per premixed packet. They do not explode whilst in the barrel unless the trigger is pulled.

Harp-Bow

This combination of an instrument and shortbow is hard to use by most musicians and hunters, but in the hands of a Bard it can be dangerous as both. While the weapon is called a Harp-Bow some people may change the instrument for a similar string one, like a Violin. While using the Harp-Bow the wielder may choose to play a song, or fire an arrow as if by a shortbow. However, due to the combination of tools you take a -2 to

performance and attack rolls with this instrument weapon. A masterwork version will reduce both of these to -1, while magical enchantments made to the bow increase that to a bonus, with a +5 enchantment this would give +3 to performance rolls made with the Harp-Bow.

Wondrous Items

Item Name	Description	Cost	Aura	CL	Spell(s) Needed
Crystone	Decrease d% by 1 and increase familiarity by 1 step for teleportation	500 gil	Faint chronomancy	5	Bend space and time
Curing Belt	User can cast Cure 3/day.	900 gil	Faint Healing	3	Cure
Dispel Stone	Dispels 1 magical effect on contact	1,500 gil	Moderate enfeebling	10	Dispel
Ring of the Attuned	Increases 1 ability score chosen by the wearer	7,000 / 28,000 / 63,000 gil	Moderate enhancing	10	Dwarf's Endurance, Lesser Galka's Strength, Lesser Elvaan's Splendor, Lesser Mithra's Grace, Lesser Moogles' Wisdom, Lesser Tarutaru's Cunning, Lesser
Slave Caster-Cuffs	Makes it difficult for the wearer to use spells or spell-like abilities	1900 gil	Faint Enfeebling	1	Detect Magic, Ghost Sound, Ruin
Stone Man's Hand	Allows you to wear 3 rings on 1 hand	24,000 gil	Strong enhancing	12	Meld Into Stone, Stone Fist, Stone Shape

Curing Belt

Aura faint healing; **CL** 3rd; **Slot** Belt; **Price** 900 gil; **Weight** 1lbs

Description

This white-lined brown belt has 3 symbols studded onto the front, symbolising Althena, Alexander and Phoenix.

3 times per day, the belt allows the wearer to cast Cure of CL2, affecting a single target within 30ft to heal them for 1d6+3, or dealing damage to undead, Will (DC 12) for half.

Construction Requirements

[Craft Wondrous Item](#), [Cure](#); **Cost** 450 gil

Crystone

Aura faint chronomancy; **CL** 5th; **Slot** -; **Price** 500 gil; **Weight** 2lbs

Description

Fitting into the palm, this magical stone has a singular rune carved into its face and then filled with a purple liquid that crystallizes inside. Infused with the geographical energies of its "home" this stone allows any teleporting mage a better chance at arriving at the desired location. When rolling a d100 for deciding the proximity of a teleport spell, casters take a -1 to this roll. Casters also increase their familiarity of their target by 1 step while using this stone to go to the linked destination to a minimum of "Viewed Once". These bonuses apply even if the

caster has never been to or seen the location.

These stones can only be linked to larger cities or Teleportation Halls, and such have no effect for small villages, caves or smaller areas. Casters cannot benefit from more than 1 stone per teleport.

Construction Requirements

[Craft Wondrous Item](#), [Bend Space and Time](#); **Cost** 250 gil

Dispel Stone

Aura moderate enfeebling; **CL** 10th; **Slot** -; **Price** 1,500 gil; **Weight** 2lbs

Description

A small stone, around 2 inches in diameter, that has a pulsing energy to it. There is a single magical rune on its surface, glowing very faintly. There is a protective spell surrounding the rock, making sure it does not activate prematurely and dispel the users' items.

Effects

As a standard action, this stone can be activated with a command word and thrown as a ranged touch attack. If successful, the creature or object struck by the stone is subject to the targeted version of [dispel](#) (1d20+10) against a random magical effect on the target. If the target has several magical effects, this dispel will continue to cycle through until it dispels 1 effect. If it dispels an effect, fails to do so, or misses the target, it will become inert.

Construction Requirements

[Craft Wondrous Item](#), [Dispel](#), 3 MP; **Cost** 750

Ring of the Attuned

Aura Moderate enhancing; **CL** 10th; **Slot** Ring; **Price** 7,000 gil (+2), 28,000 gil (+4),

63,000 gil (+6); **Weight** -

Description

A ring of woven metal, intricately designed to be either a linking chain or interlocking 8s. Extremely light and warm to the touch, this ring allows its wearer to expand a facet of their being. Every morning, and/or on first wearing, the wearer can choose a single ability score to gain an [enhancement bonus](#) of +2, +4 or +6. This bonus counts as permanent if the wearer keeps the same choice for a full day. If the ring is ever removed the bonus is lost, becoming temporary again on retrieval until they wear it for another full day.

Construction Requirements

[Forge Ring](#), Dwarf's Endurance, Lesser, Galka's Strength, Lesser, Elvaan's Splendor, Lesser, Mithra's Grace, Lesser, Moogle's Wisdom, Lesser, Tarutaru's Cunning, Lesser; **Cost** 3,500 gil (+2), 14,000 gil (+4), 31,500 gil (+6)

Slave Caster-Cuffs

Aura faint enfeebling; **CL** 1st; **Slot** wrist; **Price** 1,900 gil; **Weight** 1lbs

Description

These red-rune, tight cuffs make it hard for the wielder to make use of cantrips, spells and spell-like abilities.

The cuffs automatically detect the use of magic and deal immense internal and external damage to the user, dealing 1d4 + 1d4 per level of spell cast of non-elemental damage.

Regardless of what the user is attempting to do it rings off an alarm that can easily be heard within 500 feet.

Damage dealt by the cuffs never kill the target, instead only taking them to 0 hit points and rendering them unconscious.

These cuffs has a hardness of 11, 15 hitpoints and a break DC of 29. An escape artist check can be made to escape (DC 36). The cuffs can be unlocked with disable device (DC 40).

Construction Requirements

[Craft Wondrous Item](#), [Detect Magic](#), [Ghost Sound](#), [Ruin](#); **Cost** 1,150 gil

Stone Man's Hand

Aura strong enhancing; **CL** 12th; **Slot** hand; **Price** 24,000 gil; **Weight** 5lbs

Description

This solid looking hand made of stone has 3 indentations on the Ring, Middle and Index fingers, circling around to resemble a space where rings used to be worn. The glove can open up its wrist section to show that the hand is hollow, like a gauntlet, allowing any humanoid to wear it on their left or right hand, with it changing shape based on its wearer and that of which hand it is placed.

Whilst wearing this glove, the wearer may wear up to 3 rings on the gauntlet, but not underneath it, benefiting from all 3 at once, alongside the 1 on their other hand, however their effects still do not stack with similar bonuses. While this glove is worn, the hand it is equipped to is useless, as the gauntlet cannot move, disallowing two-handing weapons or activating items. It takes 1 full-round action to unlock the glove and a move action to take it off, with the same actions required for equipping it. A character may only benefit from 1 Hand at a time, regardless of how many limbs they have, if a two-armed creature is wearing 2 of these items, they would have to destroy the glove to remove it or gain outside assistance. If the rings are unaffected by Dispel, but the glove is, then the rings are turned off.

This hand has a hardness of 10 and a HP of 35.

Construction Requirements

[Craft Wondrous Item](#), [Meld Into Stone](#), [Stone Fist](#), [Stone Shape](#); **Cost** 12,000 gil