



Final Fantasy Classics

Nostalgia Fulfillment Modules

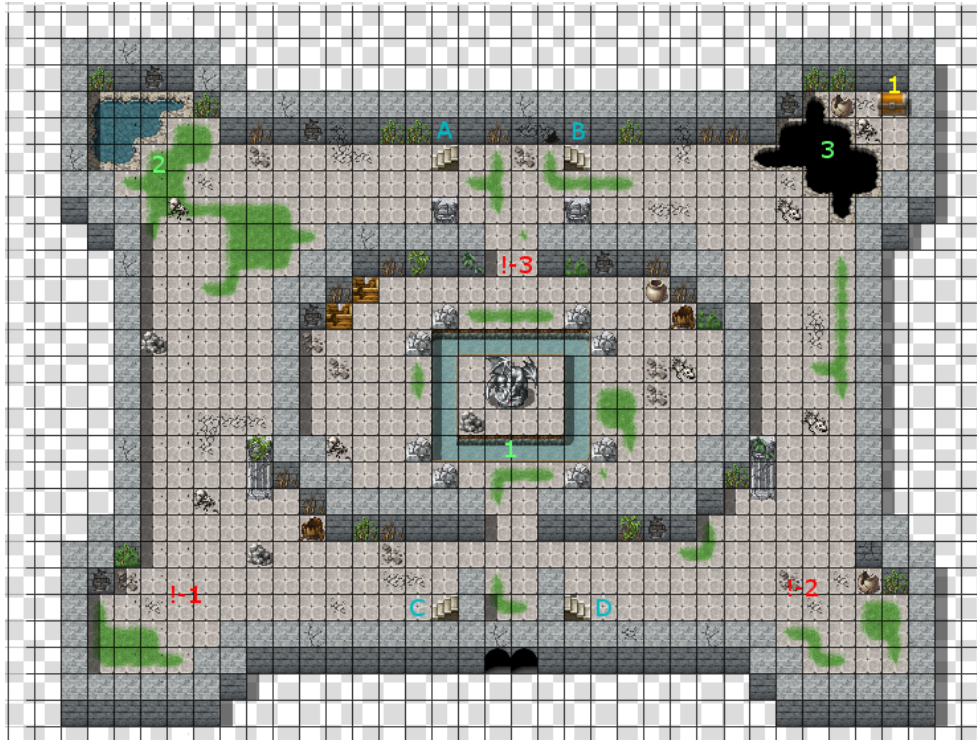
Levels 1-3

FINAL FANTASY 1 : CHAOS SHRINE

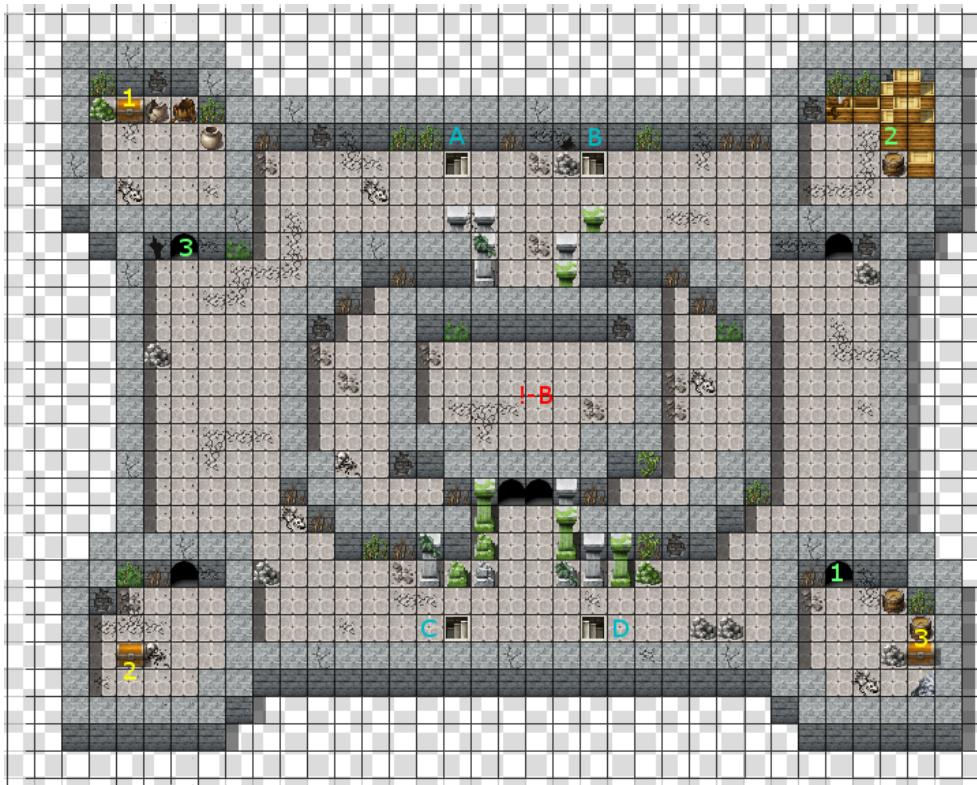


Hi, I'm Jesse, on the FFd20 forums, I go by Luphey. This is the first of (hopefully) many modules, in a series, I am going to call Final Fantasy Classics. I'm sure you could already guess that most of the modules in this series are going to focus on dungeons or short plot events from the Official Final Fantasy games. So all in all, there is much that can and will be done. I hope you all enjoy this module, and leave some comments in its thread on the FFd20 Forums, as well as suggestions on what I should do for upcoming modules.

Chaos Shrine 1st Floor



Chaos Shrine 2nd Floor



Map Key:

◆ Combat	◆ Treasure	◆ Skill Check	◆ Stairs
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Author's Note:

This module is designed for a party of 3 to 4 players, with characters between 1st and 3rd Level, with a 20-25 point-buy. The "Quest" in this module can effectively be dropped into most Final Fantasy (or any other high fantasy) settings either as a plot hook, or just as a side quest. The quest is intended to begin at 1st level and ending at about 3rd level. Of course, any of the encounters can be scaled up for use at higher levels.

A Lesson in History

The Chaos Shrine is a Dungeon originating in Final Fantasy 1. Players actually encounter this dungeon very early into the game, being the very first dungeon that players are sent to.

In the original plot, the Warriors of Light are asked to rescue Princess Sarah of Castle Cornelia, whom has been abducted by Garland, a former knight of Cornelia. The king offers direction in his assumption that Garland has taken the princess to the Chaos Shrine, northeast of Cornelia. The warriors travel toward the shrine passing through a small forest until they happen upon the decrepit shrine. The warriors traverse the ruins and defeat Garland, rescuing the princess. Afterwards, events happen, unfolding the motivation for the rest of the plot of Final Fantasy 1. The Chaos Shrine has more than one iteration in Final Fantasy 1, so it can really be host to creatures of any level giving it a lot of flexibility for scaling difficulty. Overall the plot associated with this module is fairly "safe". In other words, you can use it as a hook for a larger story or as just a simple side quest.

Introduction

Given the nature of this module, there are numerous ways to attempt to hook your party. A few examples are as follows:

- ◆ The King/Queen of a nearby castle is searching for able-bodied adventurers to rescue their son/daughter that has been abducted.
- ◆ Rumors reach the party's ears of a shrine that holds great treasures, and/or objects of divinity.
- ◆ A sizable bounty has been placed on a fugitive that is hiding out in the shrine.
- ◆ An object of importance is stolen from the party, and the perpetrator escapes to the shrine.
- ◆ Someone of significance to the party (friend, family, etc.) has fallen ill and the herbs to treat their illness are heard to be found in the shrine.
- ◆ A hodgepodge band of kobolds, goblins, and imps, have declared war on a nearby town. The townsfolk aren't so much worried as they are annoyed, and they wish for the party to put them in their place.
- ◆ A researcher has hired the party to find a mystic artifact thought to be held in the farthest reaches of the shrine.
- ◆ The party has inherited some land and lookie there, it's a decrepit shrine. The party could clear it out and make it a base of operations.

Obviously these are just a few options to pick from, considering the open-ended nature of this module, you could use pretty much any hook you can think of.

Where Can I Put This?

Originally, the Chaos Shrine is located just on the other side of a small forest, northeast of Castle Cornelia. Boom that's the whole setting. So you can really put it anywhere and adjust encounters for the trek to the shrine. This module will assume that you are putting the shrine on the outskirts of a forest like the original.

Speaking of the trek to the temple, below is a table of possible encounters for the trek to the shrine. As mentioned in the beginning, this quest aims to take characters from 1st level to 3rd level by the end of the module. In my opinion, at 1st level, about 3 of these encounters would warrant the party becoming 2nd level, depending on how they handled it. And at the End of the shrine, the party would reach 3rd level. But experience distribution is, of course, left to DM discretion.

Trek to Shrine Encounters: (roll a d8 to determine encounter)

1	Band of Kobolds (1d4+1 Kobolds)
2	Goblin Trio (Goblin x3)
3	Pair of Wolves (Wolf x2)
4	Lone Imp (Imp x1)
5	Walking Dead (1d6+1 Zombies)
6	Giant Bees! (1d4 Giant Bees)
7	DC 10 Perception check to notice a 10ft wide, 10ft deep pit trap hidden under some leaves. PCs that fail to notice it fall in.
8	A dense fog settles over the forest. The party must make a DC12 Survival check to maintain the correct path. Roll for a new encounter if they fail.

When the Party Reaches the Shrine:

Ideally the party will be level 2 (or close to it) by the time they reach the shrine. Again, experience distribution is left to DM 's discretion.

From the outside, the shrine looks quite unsuspecting. Built from large stone blocks it has a modest design. Vines creep along the crumbling walls, occasionally breaching the cracks in the stone. The vines are so abundant, one could assume the shrine is being supported entirely by the vines. The entrance to the temple is unblocked, the massive stone doors pushed open just enough to allow passage. Upon entering the temple, either read or paraphrase the following passage:

“As you enter the temple, you can immediately feel a change in the atmosphere. The air here is moist, and stagnant. The smell of damp earth floods your nostrils. Torches line the walls of the corridors to the east and west, some still burning in their sconces. The walls within the temple are much less weathered, displaying an intricately-carved pattern flowing along the corridor. The floors appear to have been tiled at one point, but have since began to crumble, giving way to the earth. Despite all this, an air of sanctity lingers within the walls, perhaps an echo of the temple’s former glory.”

1st Floor Encounters

(Refer to Chaos Shrine 1st Floor Map)

(1) - A large weathered statue stands tall in the middle of a shallow fountain. The statue seems to resemble a dragon but its condition is so poor, it is unclear what it is actually depicting. A Spellcraft (DC 10) check will reveal that the water in the fountain contains healing properties. Any creature that drinks the water is healed for 1d6 HP. Creatures are only healed the first time they drink from the fountain.

(2) - PC's that approach the shallow pond may make a Perception (DC 13) check to notice a silver necklace laying under the clear water. The necklace is valued at 150 gil. This water is fresh spring water, but has no magical properties.

(3) - A chasm in the ground separates PCs from a solitary chest in plain sight on the other side. The chasm is 10ft wide. PCs that attempt to jump over the hole must make an Acrobatics (DC 10) check. PCs that fail the check suffer a 15ft fall.

(1-1) - Taking the west (left) path down the hall leads to room containing a flock of Vampire Bats. PCs can make a Perception (DC 10) check to notice the hanging bats on the ceiling. PCs that fail to notice the bats suffer a surprise attack from 1d6 Vampire Bats. PCs can attempt to pass through the room undisturbed with a Stealth (DC 11) check. Doing so will prevent the bats from attacking all together. If the bats are awoken with an extremely loud noise or a bright light, they will all flee the room. PCs in their path must make a Reflex save (DC 10). Failure results in 1d4 damage as the bats rip by.

(1-2) - Taking the east path leads PCs to a trio of hungry zombies huddled in the middle of the east hallway room. PCs that approach are immediately attacked by the zombies. Brandishing any sort of fire or bright light forces the zombies to make a Will save (DC 13). Zombies that fail the save are dazed for 1 round. A Survival (DC 11) check in the area where the zombies are huddled will reveal a clump of medicinal moss that acts as the Tier 1 Alchemical Item: Antidote.

(1-3) - A single imp patrols the north exit to the statue room. If the imp catches sight of a PC, he will immediately run to his friends that are camped between the north set of stairs outside of the statue room. If the imp manages to alert his friends, 1d4+2 Imps will rush to the statue room, arriving within 2-3 rounds (10-15 seconds). If the PCs leave the area or escape before the imps arrive, the imps will

patrol the entire north corridor relentlessly. If the PCs fail to notice the imp before he alerts his friends, you can ambush them in the statue room any time you please.

(1) - This chest contains 2 Potions of Cure. (As the DM, you are more than welcome to make changes to any of the treasure that appears in this module.)

2nd Floor Encounters

(Refer to Chaos Shrine 2nd Floor Map)

(1) - The hinges on the steel door of the southeast room have rusted, jamming the door shut. A PC can make a Strength (DC 13) check to force the door open. A PC can also attempt to remove the door from the hinges with a successful Disable Device (DC 15) check. Once inside the room, PCs can make a Perception (DC 10) check to note the chest buried beneath some of the filth in the corner of the room. This room used to be a storage room at some point, as noted by the broken barrels and the wilted greenery strewn about the room.

(2) – The door to the northeast room has seemed to have gone missing as it is nowhere in sight. A Perception (DC 10) check will reveal that there was indeed a door there at one point, and rolling a 10 or higher will reveal that the door was torn from its hinges. Inside the room is its plain to see that this too is a storage room. Though this storage seems to have held up much better than the last. A PC that searches the pile of boxes in the corner can make a Perception (DC 10) check to find [2 Vials of Eye Drops]. If a PC rolls a 15 or higher on their Perception check, they will also find a single [Gold Needle].

(3) – The door to the northwest room is intact and locked. A PC can attempt to pick the lock. Picking the lock requires a Disable Device (DC 15) check. In the room, there are 3 urns full of ash and a banded chest. A Perception (DC 15) check will reveal that the chest has a trap

that is set to trigger when the lid is opened. The trap can be disabled with a successful Disable Device (DC 15) check. PCs that fail to notice the trap or choose to open the lid anyways are met with a spray of heavy black mist. This mist only hits PCs directly in front of the chest. PCs hit become Blinded for 1 hour unless they make a successful Fortitude save (DC 14). Regardless if the trap goes off, the treasure remains intact.

(1) – This chest contains a single masterwork weapon with the following enchantment:

“This weapon deals 2 additional damage to creatures with the animal sub-type.” Normally this weapon would be a short sword or a long sword, but again, I’ll leave that up to DM’s discretion.

(2) – This chest contains a small slip of paper taunting the PCs with the fact that the chest contains no real treasure. The room containing the chest is empty save the chest resting in the center of the room. The paper is not magical.

(3) – This Chest contains an [Antidote] and a [Healing Spring].

(!-B) – This is it. The big baddie of the Temple of Fiends. Upon entering the only entrance to the center room on the 2nd Floor, the PCs will see a rather imposing man clad in dark armor sitting in a throne in the center of the room. The throne is the only object in the room, and rather out of place considering its pristine condition. Depending on how you hooked your party into the quest will allow you to mess around with the dialogue as it fits your scenario. Generally, upon entering his room, the man will rise from his throne, hefting his large curved sword onto his shoulder as he does. He will introduce himself as Garland and deliver his dialogue (if the scenario warrants it) and then challenge the PCs. Personally, I would not allow PCs to Diplomacy or Bluff out of this fight, but that is really up to the DM. Notes for how to play Garland can be found on the next page.

Garland – 4th Level Hume Dark Knight

HP: 48 (4d10+8) Initiative: +2 (-1 Dex, +3 Cha)
 Str: 18 Dex: 8 Con: 14 Int: 10 Wis: 10 Cha: 16
 AC: 16 (10 + 7 Armor - 1 Dex) Touch: 9 Flat-footed: 16
 Fortitude: +11 Reflex: +3 Will: +7



Feats: Weapon Focus: Greatsword, Power Attack, Great Fortitude

Skills: Intimidate +8, Knowledge (Religion) +5, Sense Motive +7

Special: Sense Good, Smite Good, Harm Touch, Dark Blessing, Sneak Attack (+1d6), First Into Battle, Defile, Shared Offense, Nimbus of Darkness

Attacks	Attack Bonus	Damage
Greatsword	+9 (+7 When Power Attacking)	2d6+6 Damage (2d6+12 When Power attacking)

Supernatural Abilities

Harm Touch – Touch Attack (+8) – 5x Per Day – 2d6 Damage - Using this ability is a standard action that does not provoke attacks of opportunity.

Smite Good – One Target within sight – 2x Per Day - +3 (Cha Mod) to Attack Rolls, and +4 (Dark Knight Levels) to damage rolls against the target if they are of “Good” alignment. While smite good is in effect, Garland gains a +3 (Cha Mod) deflection bonus to his AC against attacks made by the target of the smite.

Sneak Attack – Garland’s attack deals 1d6 extra damage (called "precision damage") anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Garland flanks his target.

Shared Offense - Garland can spend one use of his harm touch ability as a standard action to grant all adjacent allies a +1 profane bonus to their Attack and Damage rolls, for 3 (Cha Mod) rounds.

Defile – Blind – When Garland makes a successful Harm touch to deal damage, his target must pass a Fortitude save (DC 15) or become blinded for 4 (Dark Knight Levels) rounds.

Nimbus of Darkness – 30ft Radius around Garland – 8x Per Day - As a standard action Garland calls upon his dark power to cause a nimbus of darkness to emanate from him. For 1 Minute, all enemies in this area take a -1 penalty to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of darkness.

Endark – Spell - Garland infuses his weapon with +4 (Dark Knight Levels) shadow damage on his next attack. (Garland has 3 MP)

Garland is a Dark Knight and all of his abilities are listed on the FFd20 Dark Knight Class page. If you have any confusion about the mechanics or to read the effect of one of his abilities that I did not list the entire description of, please refer to the official class page for the Dark Knight.

Garland's Tactics

Before the fight, 3 Vampire bats will drop down from the ceiling to assist Garland. (As per the original Fight)

If Garland has his first round before any of the PCs, he will attempt a charge attack at the closest flat-footed PC. (Don't forget to apply sneak attack if he hits).

Garland might begin the fight by activating his nimbus of darkness ability, and attempting to intimidate the closest enemy, if he falls low on the initiative order.

If Garland does not activate Dark Nimbus on his first round, then he will activate it as soon as possible afterwards.

Garland will attempt to power attack every time he makes an attack with his Greatsword. If he misses 2 attacks in a row, he will stop power attacking for the rest of the fight.

Garland is smart enough to target the squishier PCs if they cause him issues.

If Garland has at least 2 Vampire Bats adjacent to him, he might use shared offense ability.

Garland will attempt to blind enemies wielding melee weapons with his harm touch occasionally.

Garland will Smite good if he drops below 50% HP.

The vampire bats that accompany Garland will attack the closest enemy to them.

After the Fight

Depending on how you got your party into the dungeon, you can wrap up the module in a few different ways. You can have Garland give a long winded speech as he fades into obscurity, only to come back later like in the original Final Fantasy, or you can remove him altogether if you only intended to use this as a side quest.

Rewarding the Party

If the party isn't already 3rd level, do that if it feels right. A decent purse of coin can go a long way early in an adventure for many parties. Or you could even give them a magical weapon or two. Don't go overboard though, its easy to give out too many rewards and throw balance out the window.

Just remember: Everything in Moderation, even Moderation.

The pages follow this contain the stat blocks for all of the creatures used in this module. Most of them come from the Official FFd20 website, but some of them are altered Pathfinder creatures. Feel free to modify them as you see fit for your party.



Monster Stat Blocks

Wolf

XP 400

N Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSES

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

HP 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2 [+4]; **CMD** 14 [16] (18 [20] vs trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking)

Imp

XP 400

NE Small Outsider

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +8

DEFENSES

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 Size)

HP 7 (1d8+2)

Fort +2, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4-1)

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 8, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 13

Feats Weapon Focus (Claws)

Skills Perception +5, Stealth +7, Sleight of Hand +4

SPECIAL ABILITIES

Dancehall Daze (Su) - As a standard action, once per day, the imp may do a jaunty jig enticing others nearby to dance uncontrollably. Enemies within 20ft of the imp must pass a DC 14 Will save, or they become dazed for 1 round.

Shadow Meld (Ex) - Imps are just plain dark creatures, and they tend to blend into dark surroundings easier. In Darkness and Low-Light, Imps gain a +4 circumstance bonus to stealth.

Bee, Giant

XP 400

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (2d6+3)

Fort +4, **Ref** +3, **Will** +2

Immune mind-affecting effects

Weaknesses vulnerable to smoke

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee sting +2 (1d4)

STATISTICS

Str 11, **Dex** 14, **Con** 13, **Int** --, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +2; **CMD** 14 (22 vs. trip)

Skills Fly +6

SPECIAL ABILITIES

Final Sting (Su) - If the giant bee is below half of its max HP, it may perform an all out sting, throwing its life away in an attempt to destroy its enemies. If the bee hits, the attack deals the Giant Bee's max HP as damage, Fortitude Save DC 13 to halve damage.

Vulnerable to Smoke (Ex) - Smoke from particularly smoky fires or effects causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

Goblin

CR 1/2

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

XP 200

NE Small Humanoid (Goblinoid)

Init: +6; **Senses** Darkvision 60 ft., Perception -1

DEFENSE

AC 16, touch 13; flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee Short sword +2 (1d4/19-20)

Ranged Short bow +4 (1d4/x3)

Special Attacks Goblin Punch

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4

Ride, +4 Stealth

Languages Goblin

Gear Shortsword, shortbow, quiver (10 arrows), leather armor

SPECIAL ABILITIES

Goblin Punch (Su)

Once per day, a goblin can launch a wind blast (+3 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a DC 12 Reflex save or fall prone. Blue mages may learn this ability as a 1st level spell (DC 17).

Kobold**CR 1/3**

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

XP 135

LE Small Humanoid (Reptilian)

Init: +1; **Senses** Darkvision 60 ft.; Perception +5**DEFENSE**

AC 15, touch 12; flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)**Fort** +2, **Ref** +1, **Will** -1**Weaknesses** Light sensitivity**OFFENSE****Speed** 30 ft.**Melee** Spear +1 (1d6-1/x3)**Ranged** Sling +3 (1d3-1)**Special Attacks** Magic Hammer**STATISTICS****Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +1; **CMB** -1; **CMD** 10**Feats** Skill Focus (Perception)**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)**Languages** Draconic**Gear** Spear, sling (10 bullets), leather armor**SPECIAL ABILITIES****Magic Hammer (Su)**

Once per day, a kobold can summon a magical hammer and launches (+4 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (DC 17).

Bat, Vampire**CR 1/6**

This type of bat feeds on the blood of others.

XP 65

N Diminutive Magical Beast

Init: +2; **Senses** Blindsight 20 ft., low-light vision; Perception +6**DEFENSE**

AC 16, touch 16; flat-footed 14 (+2 Dex, +4 size)

hp 3 (1d10-2)**Fort** +0, **Ref** +4, **Will** +2**OFFENSE****Speed** 5 ft., Fly 40 ft. (good)**Melee** Bite +6 (1d3-4)**Space** 1 ft.; **Reach** 0 ft.**Special Attacks** Blood Drain**STATISTICS****Str** 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5**Base Atk** +0; **CMB** -2; **CMD** 3**Feats** Weapon Finesse**Skills** Fly +16, Perception +6; **Racial Modifiers** Perception +4**SPECIAL ABILITIES****Blood Drain (Su)**

Once per day, a vampire bat can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 11) or take 1d8 points of shadow damage and the vampire bat is healed for that much. Blue mages may learn this ability as a 1st level spell (DC 17).

Zombie**CR 1/2**

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

XP 200

NE Medium Undead

Init: +0; **Senses** Darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10; flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** Undead Traits

OFFENSE

Speed 30 ft.

Melee Slam +4 (1d6+4)

Special Attacks Sickening Breath

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

SQ Staggered

SPECIAL ABILITIES

Sickening Breath (Su)

A zombie can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 11) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (DC 17).

Staggered (Ex)

Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.