

# The Crimson Materia



“They said Mana was the lifeblood of our society, we never expected this.”

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Hello and welcome to The Crimson Materia Adventure for Final Fantasy D20, this Adventure was created by NapazTrix with the system being created by Viladin. As my first Adventure released for the system, Crimson is meant as an introduction to FFD20, its system, mechanics and items. As such there will be Author Notes where rules come up that may not be prevalent, or to remind newer GameMasters.

Cover Image, MoonMarn, Investigator Biggs, and Dr Rickobod Althweist are drawn by <https://www.deviantart.com/jiibee>.

This Adventure was designed with both party types in mind, the murder-hobos and the roleplayers, as such the Adventure can be completed by fighting every encounter you come across or working your way around them. It is possible to complete the entire Adventure without ever fighting a single opponent, but that will take some good Diplomacy, planning, stealth and wit on the players part. A party face and/or rogue will do well in this setting.

Since this Adventure can be completed without combat it is highly advised that the GM award Experience for good roleplaying and successful checks made by the party. Perception checks, however, should not be awarded EXP. Diplomacy, intimidation or successfully avoiding combat should award exp and will be noted the advised amount when they come up. This EXP should be given/split amongst all party members, unless they are dead or otherwise absent from where the checks are made, merely being backup for failed checks or giving advice to the other players should warrant exp sharing.

EXP and rewards are based on medium progression.

If an instance where both diplomacy and combat exp would be given, give only the exp from the combat scenario so that players cannot "game" the system for the maximum amount of experience. Higher rolls should only award gil or information, not more experience. Gaining a discount should not reward exp.

This Adventure rewards Hero Points for certain actions or events, so it is advised the GM use that system in their run of the campaign. If not, there is no comparable reward to give, it is up to the GM to decide if a different reward would be suitable.

If at any point the players are lost, and the GameMaster is using the Hero Point system, they may allow a player to spend 1 Hero Point to gain the location or important information (As per Inspiration). For example, if the players never found the location of the Thieves guild, the fighter in the party spends 1 Hero Point and is told by a past employer the location, yet warns him of the danger.

Advised skills: Bluff<sup>1</sup>, Disable Device, Disguise, Diplomacy<sup>1</sup>, Intimidate<sup>1</sup>, Knowledge (All, Technology<sup>1</sup>, Local<sup>1</sup>), Perception<sup>1</sup>, Stealth, Sleight of Hand.

1. These skills are heavily advised due to the roleplaying aspect of the campaign.

If you have a Rogue, or lockpicker in the group, advise that they purchase an E-Pick, as without one they will incur a -5 penalty later in the adventure.

This adventure will take 10 (+/- 2) sessions to complete at 4 hour long sessions.

If you find any errors in the module please feel free to contact me via the FFD20 discord and I will do my best to update all locations of this PDF.

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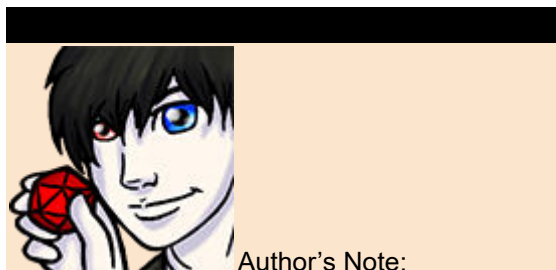
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# Overview



Author's Note:

This module is designed for a party of 4 players, with characters starting at level 1, alongside a point-buy of 20 points or "High Fantasy". You may alter the encounters and opponents to fit higher level parties. This module is highly geared towards the Aeon Gaia setting, so use that in tandem with this PDF.

## Adventure Background

Niffél, the Metropolis has always been known for its racial diversity and all-encompassing embrace to travellers. Allowing free reign of its streets, while also dividing the city by wealth through districts, Niffél is home to royalty and cut-purse alike. It isn't so shocking in this environment that missing people and murder cases come to the police's attention, but 1 such event has gone on unsolved for too long.

Gethwine Carver was neither popular, nor was she unknown to the inhabitants of Sector 1, but with her disappearance over 2 weeks ago it is seemingly out of the authorities hands to find her whereabouts. Her parents have put up a wanted poster for information and offer even greater rewards for finding their lost daughter. While it isn't the grandest of jobs, nor the most glamorous, it is the best job for would-be adventurers as well as a great startup opportunity for heroes.

Gethwine is a 19-year-old Hume female who lives within the 2nd district of sector 1.

## Adventure Summary

A woman has gone missing and it is up to the players to find information about her whereabouts and eventually either find her alive or remains to return to the parents.

Characters can either have known each other before this adventure or meet for

the first time on an incoming train to District 2 of Sector 1 where the parent's house is located. If the party are unknown to one another the GM should work up some sort of reason for them to work together. A good idea is to have them overhear one another on the incoming train about the upcoming mission and forming a group, as 4 heads are better than 1.

## Stealth

There will be several cases where the party will have the option to stealth past enemies. Sometimes they only need to send 1 person, to possibly loot an area, but generally, the whole party will require stealth checks.

This module will note when stealth checks can be made, or when they are impossible. Perception of the enemies will also be noted, however, if an enemy is asleep characters will gain a +10 to their stealth against that enemy.

## Conversation

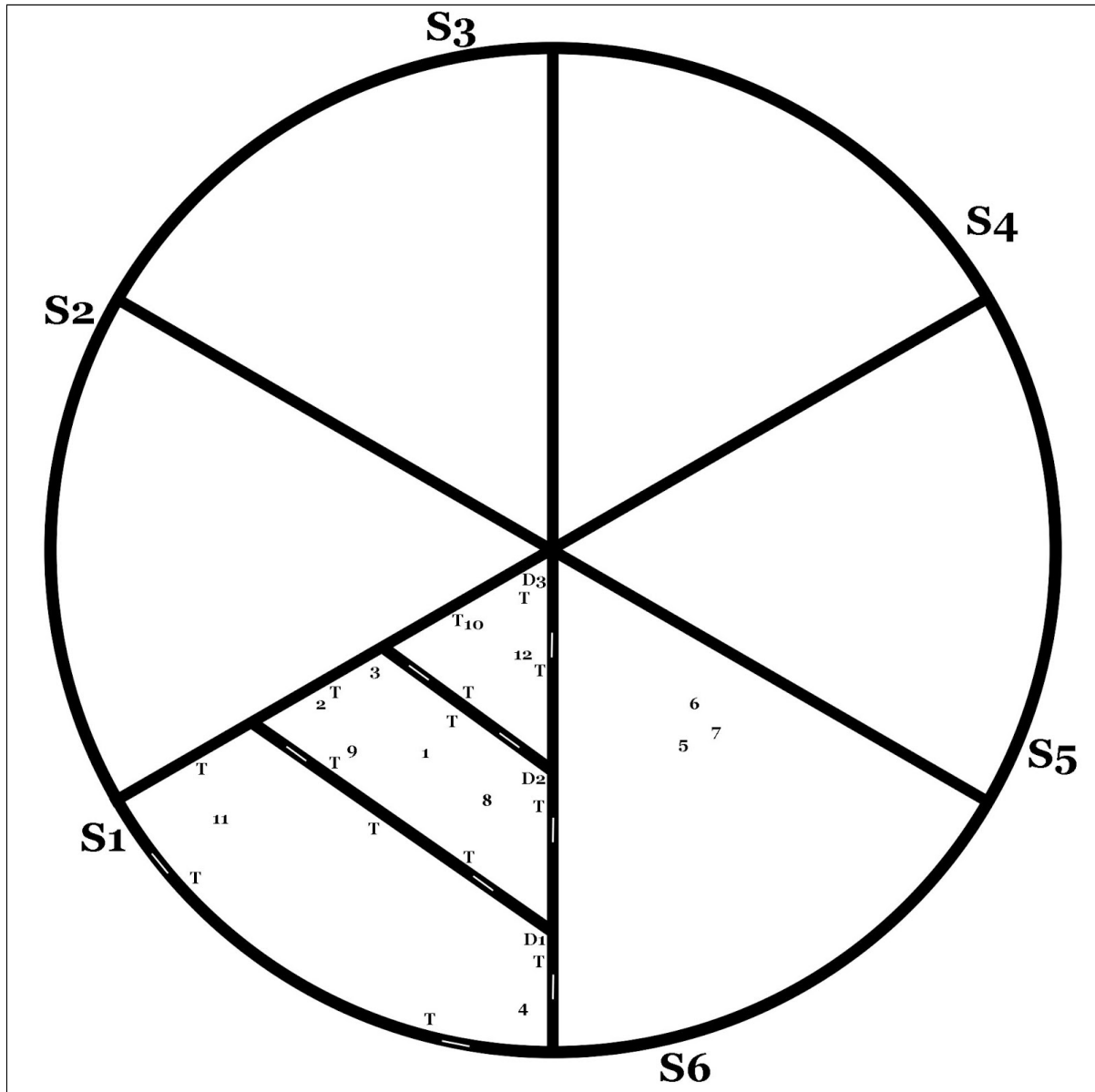
Since this module is heavily geared to Roleplaying, characters will need to make use of Bluffing, Diplomacy and Intimidation to work their way through the world. It is up to the GM to award bonuses or penalties to how they roleplay these scenarios, or what they say as characters.

All conversations will have DCs noted in brackets, with Diplomacy coming first and Intimidation next. If bluff comes up it will be noted also. Each character will also have a note regarding what checks can be made and if they can be bribed.

## Levels

Characters should start at level 1, they should be level 2 before entering the Dead Sector in Act 1, level 3 after leaving the Dead Sector at the end of Act 1, Level 4 at the end of Act 2, Level 5 at the end of Act 3.

# Act 1



1. Carver household
2. The Colourful Bard
3. The Reclaimer's Guild
4. Thieves Guild
5. Magic School
6. Bahamut Knight Chapter
7. Houghten Household
8. Gelg's palace, Megra's Rucksack
9. Darkwood Dragon, Smokey Attic
10. Research Centre
11. Failed Trial House
12. One'o Lab

T = Train Station

## Introduction

A dreary February day creates an overcast in the sky above Niffél, a chill in the air keeps most of its civilians inside next to the fire or wrapped up in wool as they move about the city. You find yourselves on the 1230 train bound for District 2 of Sector 1, one of the busier trains due to the lunchtime rush.

The train itself is very well kept, featuring a singular restroom, lights, heaters and communication devices. There are also 2 televisions, 1 on each side of the train, showing the daily news, featuring an article on Gethwine Carver's disappearance.

Thankfully, due to your more equipped aesthetic, the other passengers chose adjoining cars to sit within. You notice only a few civilians around, as well as an armed Sheath guard towards the front of the car, even more interestingly you notice "enter character descriptions here". Either through calls on the onboard phones, or chatter amongst themselves you know they are also heading towards the Carver residence in hopes of undertaking the quest of finding their daughter.

*\*Allow the party to discuss\**

After some time the train's comm system dings in your car.

---

"Good afternoon passengers, we will be arriving in District 2 of Sector 1 shortly. Please remember your bags and mind the gap".

---

Your train comes to a halt at the station in District 2, passengers make their way off as the workers look over the train before allowing the next lot of passengers on. Your group make their way into the district proper as you hear the horn of the train in the distance.

The second districts are commonly suited to the middle-class residence, featuring more amenities and higher class housing than the first districts. Several Burmecians and Moogles pass you by without much notice, while you notice Dwarves playing dice games on the streets. You continue onwards as you

approach the Carver household, looking fancier than the other buildings thus far. The entire house is surrounded by 5-foot walls and a steel gate, but with no sign of a bell you would assume anyone may enter towards the front door.

## Carver Household

The brown stonework on the house is unremarkable, alongside the smoke chimney puffing out black clouds every so often.

With a perception check (DC 15), the characters will also notice that the door frame has a slight carving on its top side, the carving represents that of a broken dagger.

If the characters spot the carving and succeed a Knowledge Local (DC 20) they will identify it as the symbol for the Broken Dagger thieves guild within Niffél who have been active since the very beginning of the cities existence.

Aside the doorframe is a rope that extends through a hole in the doorframe. After pulling the rope you hear the faint noise of a bell on the other side. After a minute or so the large oak doors swing open to reveal an average build man, possibly in his 40s.

Forwin Carver will tell the party they have arrived at his residence and ask their business, inviting them in at the mention of his daughter. Offering the party a drink of water, he will bring them through his entrance hall towards the dining room where a large wooden table has sat several notes, letters and empty cups. The room contains enough chairs for the party to sit.

Forwin calls in his wife, Maeva as they discuss the quest with the party.

---

"I thank you all for coming to meet with me, it has been some time since we've had willing investigators come to us to sort this whole mess out.

As noted on the poster, we are offering 1000 gil for any substantial information regarding our daughter and 5000 for her safe return, or if that is not possible, some sign of her passing.



As there are \*number of characters\* of you, I cannot offer anymore and you shall have to split this amongst yourselves.”

If the party wishes to push for more money or even an advance they can try a Diplomacy check (DC 20) and Forwin will offer 100 gil each to the party to get them started.

The couple will give several pieces of information to the party to help their investigation, with minor details up to the GM. All locations are within Sector 1 however.

Gethwine mostly travelled among District 1 and 2, visiting the Colourful Bard Inn occasionally and dating a Hume by the name of Tyler “Tick” Rick who lives in District 1.

If the players had found the symbol on the doorframe they may ask about it, but the Carvers will feign ignorance, mentioning the old age of the house meant that they had bought it from the previous owners who might have had something to do with it. The party may roll Sense Motive against the Carvers bluff of +5 to see through their lies (The party gains a +2 if they succeed in the knowledge). If found and called out on it, they will mention that Gethwine was going through her rebellious phase and had gotten in trouble with the law recently due to petty theft. They had caught her carving that on the doorframe and scolded her for doing so, but Gethwine did not say anything else about it.

If asked, the Carvers know nothing about the thieves guild, besides the fact they are a group of pickpockets and cut-purses.

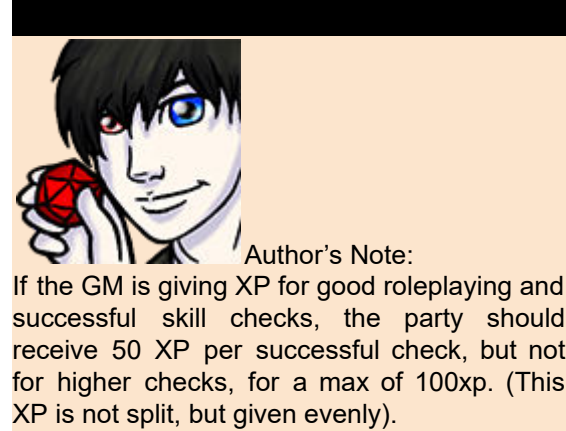
When asked about Gethwine’s occupation they will tell the party that they weren’t told about her workplace.

If the party wishes to investigate the papers on the table they will notice that the majority of newspaper clippings and police reports about Gethwine’s disappearance. With a perception check (DC 15) they will spot that one clipping has the time and date of her supposed disappearance “2nd of February, 1300” and pinpointing her disappearance to the 1st Sector, today’s date is the 16th.

If the party rolls exceptionally high on their perception (DC 20) they will also see a returned reward letter, detailing false information and 400 gil. If asked about it, the

party may try another diplomacy (DC 20) to take the 400 gil.

Once all business is done with the parents they have only the one option open to them on where to go, detailed below.



Author’s Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 XP per successful check, but not for higher checks, for a max of 100xp. (This XP is not split, but given evenly).

## The Colourful Bard



1. MoonMarn
2. Tyler "Tick" Rick
3. Burnecian - Mick
4. Hume - Nick

Towards the western side of District 2 in Sector 1 lies this inviting, if not dark looking, inn. Cobblestone walls and wooden frames keep their building upright as several glass windows peer into the interior.

Entering through the well-crafted wooden door you find yourself greeted by the cheers of the local drinkers and singing of midday drunkards. You notice several patrons of varying race, painting a colourful picture of the bar itself, while the counter at the far end returns a bit to darkness as you notice a black-furred Varg tending the counter itself. The flooring is of a dark-brown hardwood material, with most of the furniture being made of lighter coloured hardwood, the ceiling stands a good 15 foot high.

Approaching the bartender, you'll notice he wears a very well-made black suit and trilby hat, with a white undershirt, his suit is unbuttoned completely, showing his undershirt and ruffles of fur peeking out from the neckline.

## MoonMarn

Speaking with a gruff voice, the Varg will introduce himself as MoonMarn (MoonMarn "Moon" Vico).

---

"Welcome to the Colourful Bard, my name is MoonMarn the proprietor of the inn. You here for lodgings, eating or drinking?"

---

As the party talks with the Varg, they will notice a drinks menu aside a food menu stood up in folded cards.

Through talking with MoonMarn the party will be able to use Diplomacy or Intimidate to gain further details, these will be noted in (DC 15/17) in order of the 2 checks. MoonMarn counts as friendly, until intimidated, turning neutral and lower with every intimidate check made. If the party wants to bribe MoonMarn they can offer gil, equal to twice the check DC, 30 for easy, 40 for medium, 50 for hard, if they did not bribe enough they still may attempt a check or succeed one already made, with a reduction in DC up to the GM.



If asked about Gethwine the party may succeed a check (DC 15/17) to which MoonMarn will let the party know that she used to work for him as a waitress and cleaner from the hours of 1400 to 2200 with meals provided for her.

Getting an even higher roll (DC 20/22) he will reveal that she had worked for him for around a year without much issue, besides bringing some shady types around by word of mouth, giving them more food or drink than she was trained to do. However these people had only started appearing 1 week before she disappeared.

If asked about any relations that Gethwine had the party can pass a check (DC

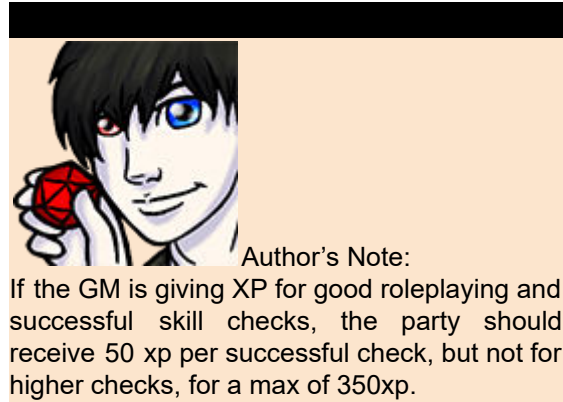
15/17) and MoonMarn will inform them that she took quite a fancy to Tick, who was a frequent visitor of the Inn, who always paid his tab, sometimes even paying for a group of 3 when he brought his friends around. Tick, like his name, did have a bit of a twitch to him and could be angered quite easily.

Exceeding at this check (DC 20/22) will have MoonMarn tell the party that Tick was actually at the Inn right now in its outside seating area in the back, though he came in rather angry, alongside his 2 mates.

If asked about the Thieves Guild and passing the appropriate check (DC 20/22) he will let the party know that they are very much real, even dealing or shaking down businesses for gil up front to guarantee their safety against theft. He will also let the party know that they should keep their voice down when talking about them.

In the rare chance the party can roll high enough (DC 25/27) MoonMarn will admit his is paying the thieves guild 5% every month, they come in a group who are "friends" of Gethwine, keeping it calm and even paying for their drinks out of their own pockets. Ending his talk about the Thieves Guild he will let the party know the name they go by "Broken Dagger".

If asked about any other locations that Gethwine visits (DC 15/17) MoonMarn will say that he didn't keep track of his workers outside of the inn much, though Gethwine was always keeping herself within Sector 1. She did frequent the west-side though, as he overheard her talking about some locations in that direction, but he doesn't remember which. If the party are more persuasive (DC 20/22) he will let them know that she often went to the Reclaimers office in District 2 on the west-side. A group of adventurers turned treasure hunters who head into Sector 6 to loot the dilapidated buildings and sell the gains. If enough charisma is applied, or money given (DC 25/27) MoonMarn will even give the party an entry permit that will help them get into the building and gain info easier (+4 to checks at the Reclaimers).



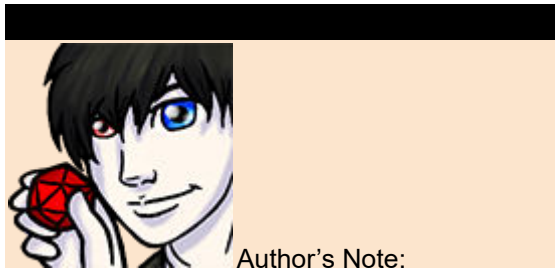
## Outside Seating Area

If the party were able to find out that Tick was within the outside seating area, or succeed a perception check (20), they may then proceed out the back door to find him, alongside 1 other Hume and 1 Burmecian. The door is in the southwestern most corner.

Tick is leaned up against the southern wall, which is the wall in which the party exited the Inn, around 10 ft to the east of the door. The Burmecian is leaning on a table on the east side, 20 ft to the east and 10 ft north. The Hume is sat at a chair 30 ft north and 10 ft east.

The outside seating area is a rather large 40 ft by 40 ft square surrounded by the backs of houses and 2 alleyways to the north and 2 to the east, which are blocked by 10 ft tall, 3in thick wooden walls. The reddish hue of the bricks accent the dark brown wood tables and chairs pleasingly, though giving the area a kinda dark or dreary feel to it. There is no canopy, allowing sun and a breeze from above to light up this area.

If the party look around the area closely with a perception check (DC 10) they notice the Burmecian has a longspear on his back, the Hume has a short sword and dagger whereas Tick has a mace. With a higher check (DC 15) they will notice they also have a Cure potion (Perception 16 to identify) each. An even higher check (DC 20) will reveal some hidden gil, or left behind by past patrons equalling 3d100+50 gil in total, which the trio are fine with you taking.



Author's Note:

You may find the stats for these characters within the [Characters and Enemies](#) page. They are named Tick, Mick and Nick.

As the party enters into this area, or finishes doing their perception checks, the Burmecian will look at the group and nod towards Tick as he speaks in a rather sour tone.

---

“Ay Tick, Marny boy sent out some fresh faces”

---

To which the other Hume will reply:

---

“Hey, Mick, just let em drink, it can get stuffy in that inn, specially with those louts from downtown en-”

---

Before the Hume can finish, Tick will cut into the conversation.

---

“Nick! Shut your mouth, your tongue will be the price to pay if you keep shouting about that”

---

The trio go silent as they all look over to the party, turning back to their own drinks. If any of the party are wearing heavy armour, or have any weapon larger than one-handed or medium sized the Trio will unsheath their weapons into their open hands, or lean them against their seating areas.

If approached, Tick will talk to the party with a rushed, harsh tone. A perception check (DC 10) will allow the players to notice his left shoulder jump up every now and then.

---

“Got beef with me? Or you here about that icky business from the other night? I told Marny it wasn't any o' us here”

## Tyler “Tick” Rick

From this point on the party may do checks to gain information from Tick, however any failure in an intimidation check will result in the trio arranging themselves into a fighting position, where the party must succeed a diplomacy check (DC 15) to diffuse the situation, if this happens again a fight will happen automatically. Tick will accept bribes, with an equal price to the DC, but not to every question, with others angering him into a fight.

If asked about the icky business (DC 15/15) Tick will tell the party that there was a row between some of the customers about a week ago about something of theirs going missing, but the trio was not around at that time. Being more persuasive (DC 20/20) Tick will let the party know it was some people from the Thieves Guild asking where Gethwine had disappeared to.

If asked about his relation to Gethwine (DC 15/15, angered by bribe) he will let the party know they were dating for around 3 weeks prior to her disappearance. If more pressure is applied (DC 20/20) he will let the party know he is sad she is away for their 1 month anniversary, to which Mick will laugh under his breath, where Tick will shout at him to shut it.

If asked about Gethwine's connection to the Thieves guild (DC 15/18, not bribeable) he will say he knew she was trying to get close to them for the money, hoping to buy her way out of her parents' presence. With a higher check (DC 20/20) he will say that Gethwine was bringing more money to their drinks and meals after the 2nd week of dating her, 1 week before she went missing. He assumes it was through her dealings with the thieves.


If asked about Gethwine's connection to the Recalimer's guild or other locations she visited (DC 15/15) he will tell the party that he did remember Gethwine talking about another guild on the west-side of District 2, giving more precise details but nothing concrete (This gives a +2 to gather information). A higher check (DC 20/20) will have him reveal the address of the Reclaimers and say she had

joined up with them before they started dating, but was often too scared to take on their missions into Sector 6. If the players exceed their check (DC 25/25) he will let the party know that Gethwine had practised with both a rapier and red magic to help returning members or to enhance them before they left.

If asked if he knows anything about Gethwine's disappearance he will get visibly angry and deny he had anything to do with it, a sense motive (DC 15) will reveal he is being truthful. A diplomacy check (DC 20, not bribable) will have Tick inform the party that she had mentioned she was doing a longer job for the thieves guild, but she should have returned sooner. If an intimidation check is tried at this point, unless the party succeeds (DC 20, not bribeable) he will attack whoever is conversing with him in a surprise round, bringing in his friends to a combat encounter.

If the party loses a combat scenario with the trio, they will only be knocked out if possible, with 1d20+5 gil stolen from each of them.

If they win a combat scenario, they will obtain notes, letters and such that give them all base check information to the noted questions.



Author's Note:  
"Regardless if the party wins a battle, or are able to successfully get information from Tick with fighting, this scenario should reward for an encounter of 3 CR 1 enemies, XP 1200 (split as if through combat). If the GM uses the Hero Point system, they are advised to award 1 hero point to the character making the checks if they successfully get all basic information without a fight, if there are 2 or more characters making these checks, award 1 hero point each at your discretion"

## After Tick - Colourful Bard

After getting the info, winning a fight or waking up much later with gil out of your pockets, the players may leave back through the Colourful Bard.

As the players move through the inn once more they will be called over by MoonMarn where he can say 2 different phrases based on previous actions.

If his attitude is Friendly or higher:

---

"There were some rough looking types in hoods here earlier while you were out back. Think they mighta been from the Thieves Guild. Don't worry, I said nothing when they asked about you lot, but they heard you talking about them, or through the walls or some such. Keep an eye on your pockets and backs"

---

If his attitude is neutral:

---

"Some people came asking about you, I don't remember what or who they were, but they asked who you guys were, I just said you were some adventurers"

---

If his attitude is lower than neutral:

---

"Some guys came round asking for you, don't care who or what, but keep it out of my Inn"

---

Regardless of what MoonMarn says, the Inn will seemingly have emptied in your time outside, with no real trace of the people asking about you.

## Leaving The Colourful Bard

The party will now have the option of heading to the Reclaimers guild, gather information if they never found out about the Reclaimers, or gather information for information on the Thieves Guild.

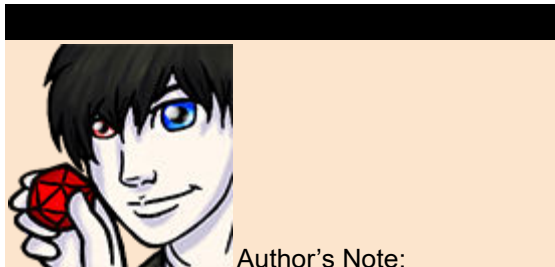
To gather information, using Diplomacy, the party can split up or stick together, if they stick together it will take longer but they may aid a primary character (+2 per

aider who rolls above 10 in Diplomacy, +1 hour).

If the party gained the general direction to the Reclaimer office from Tick they gain a +2 to their roll. This check is easier than the thieves guild (DC 10).

For finding out about the Thieves guild a low check (DC 10 or lower) won't reveal much, besides that people are mostly afraid of the Thieves guild, or have their business shaken down. A medium check (DC 15) will have some people say good things about the thieves, saying their businesses are much safer with their protection, they will also be pointed to the east-end of District 1. A high check (DC 20) will give previous information and a more precise location of where to look, to a building called Greight's Hook. Even higher checks (DC 25) will give the players a phrase "My dagger is missing some orichalcum lining" which should allow them access into the thieves guild.

Gathering information will take 1d6 hours, or 1d4 if they roll 15 or higher. Add in any bonuses from a group check, so 1d4+3 if they got above 15 and had 3 people helping them.



Author's Note:

If the players fail at finding any information about the Reclaimers or Thieves locations, the GM may allow them to bribe some local tipsters, at 50gil per location, or allow them to spend a Hero Point to gain a location and attached information.

## Reclaimer's Guild

Heading to the north-west-end of District 2, approximately 20 minutes from the Inn the players will notice the District keeping a very clean style, yet somewhat dark due to the colour scheme taken on by the red brick buildings and slate cobblestone path. Every so

often a moogle will come flying by with a hand tightly gripped on a letter and a messenger bag flapping by its side or Bangaa's having strength competitions with one another by the sides of the street.

Finally reaching the Guild the players may be shocked to see how large the building is, around 3 times that of a normal house within the district, just a bit bigger than the Carver household. The building itself is of a lighter grey brick, light brown framed windows and a large chimney letting out puffs of smoke. Looking over the building will allow yet another Moogle to come from the building itself with another letter in its hand.

If the players wish to stop this moogle they will hastily say in a high pitch voice:

---

"Sorry, Kupo. I have to deliver this letter right away! My tip depends on it, Kupo"

---

The players may offer to pay for information, with only 10 gil being required, or a check (DC 15/11).

The Moogle doesn't have much information to give, but can tell the party that the building is the Reclaimer's Office in Sector 1, headed by Ginmop Tul'r, a Seeq who loves the past and gil alike.

After the information is given the Moogle will continue on his way after saying:

---

"Thanks for the tip Kupo. I'll be eating Raptor stew with Kupo Nuts for dessert tonight, Kupo!"

---

Regardless if the party stops the Moogle, they may then proceed to the building, which lacks any form of wall or gate, allowing free movement to the large double door.

## Inside the Reclaimer's Office

As the party enters the building they will be met with a huge entrance hall, with red leather seats on the side walls, post boards on the walls, a redwood floor and light red wallpaper walls. Several races can be seen walking about, conversing and handing over

documents, though many do not seem the fighting type.

After glancing over the building they are stopped by a rather large Ronso with red fur and black circle painted horns. With a perception check (DC 10) the party may recognise his name tag as Turakg Nightlander. Perceptive eyes (DC 15) will notice he is quite built, even for a Ronso, and has a longsword on one hip, mace on the other, alongside a spear strapped onto his back and 3 potions of unknown contents on his belt, covered up to stop perception checks.

The Ronso will put out his hand in a stopping motion to the party and address them calmly yet harshly in a low voice.

---

“You are new here, geared up for fighting. Why do you come to the Reclaimers?”

---

With a rather easy diplomacy (DC 15) or a harder intimidate (DC 19) the party may talk their way into the building proper. If the party gained the permit from MoonMarn they gain a +4 on these checks, including any diplomacy or intimidation checks within this building or talking to its members.

If the party is successful the Ronso will respond in 1 of 2 ways.

If they used the entry permit:

---

“Very well, friends of the Moon. You are new, so you must go to leader Ginmop for rules, regulations and information. You are in luck, he is free. Go up the stairs and go to the 3rd room on the left”

---

If they did not use the permit:

---

“Very well, unknown to Turakg. Keep yourself friendly here. If you wish to join, talk to the leader upstairs within the 3rd room on the left.”

---

If the players are unable to skill check their way past Turakg they may bribe him with an exceptionally high gil amount of 50 gil, or roll a knowledge geography check (DC 10) to figure out a bit more about Red furred Ronso.

If the knowledge is successful they will learn that Red Furred Ronso originate from Bahamut's Head in the north-west and are

deeply religious about their home continent being separated due to divine intervention. Their fur is red due to the hot atmosphere and volcanic action of the nearby Volcano Mt Efreeti, allowing them to blend in easier on their home continent.

If any character follows Bahamut, Ifrit, or comes from Bahamut's Head or are able to succeed a diplomacy check (DC 10) they may be allowed entrance to the Reclaimers.

One way or another, the party will make their way into the office building. If not, you may allow a party member to spend a hero point.

Once the party have made their way past Turakg they will only really have 1 path open to them, to go up the stairs and toward the leaders room.

The building continues its decor up the stairs, though the boards are instead replaced with old paintings behind glass planes on the wall. Every 30 ft or so the party will notice a guard standing watch over the building and its contents, with 2 either side of the door to the leaders room.

Upon reaching the door, the guards will ask that you leave all weapons and magical reagents with them before anyone is allowed entrance.

If the party wishes to keep ahold of their gear they may attempt a bribe, but will need to succeed a Sleight of Hand check against 4 guards perceptions of +5, alongside 20 gil on offer.

If bribing is out of the question they may succeed a hard diplomacy (DC 24) or an even harder intimidate check (DC 28) to enter with their gear untouched.

After relinquishing their gear, or succeeding a check, the party can enter into the room.

## Ginmop Tul'r

Entering into a rather large room, the party will notice it containing even more required treasures from Sector 6. From books and tomes to weapons and materia, all these treasures are locked behind glass boxes and displays. The far end of the room also has a



built-in bookshelf, full to the brim with books both old and new, some looking like they were recently read.

Sat at a desk in front of the bookshelf is a large Seeq who is currently reading over some documents with reading glasses. In his left hand are two copper balls attached by string, to which he is clacking back and forth, wrapping and twirling around his fingers.

The fidgeting Seeq hears and sees you enter yet continues to read his documents. After being approached, or talked to he will put down the documents, but continue to fidget with his copper ball toy.

In an old, gruff voice the man will address the party.

---

“Welcome, welcome. I would ask you to sit, but it appears you’re here on urgent business, all that armour and such. I also lack enough chairs for you all” -Clears Throat- “So, yes, hello. I am Ginmop Tul’r, you may call me Gin if that suits your tongue better. Are you here to apply, requisition an expedition or make a purchase?”

---

Ginmop will answer most questions directly without much discretion.

Players may use diplomacy to get more information, or bribe at twice the DC of the check. If intimidated, Ginmop will tell the party that he has powerful friends and his guards are filled in the hall, telling them to tread carefully.

If asked about joining the Reclaimers he will inform the party that there are no current openings, though he may have some freelance work if they are interested. The party may accept this freelance work, which is to recover an orb from a destroyed Magic School in Sector 6, if it is returned, without being used or opened he will reward the party 1800 gil. He will not say what the orb is, unless a diplomacy check is passed (DC 20), in which he will say it contains the knowledge, exams and answers by the previous lecturers at the school. A higher roll (DC 25) will tell the players that the orb is actually an old relic when scrolls were not commonplace and spell knowledge were stored in weighty orbs, the orb in question

could contain over 10 spells within it, but Ginmop has no way of knowing.

After any information is given he will let the party know that if they take the orb for themselves that they will receive no more jobs from the guild, essentially becoming Imp-listed. Knowledge local (DC 10) will let the players know that people generally don’t deal with imps, and being Imp-Listed means you are not to be trusted.

If asked about making a purchase, Ginmop is willing to sell any spell or wand of 1st level to the party, or 12 expired Cure Potions at 50 gil a vial (1d8+1hp), a diplomacy check (DC 20) will drop the price to 40 gil, or scrolls/wands by 5%.

If asked about Gethwine, Ginmop will be very upfront with this information, saying:

---

“Ah, the Carver girl. Quite eager, bit nimble on her feet, probably why she picked up the rapier. Yes she was working for us, promising Red Mage that one. I let her read my books, so she learnt some good spells ahead of the curve, helped out with some healing and improvements to my workers” -sigh- “Sadly, she has not returned from her first mission in Sector 6” -Looking at the party- “I would send a rescue squad, but this happens sometimes. Either she took the loot and ran, or the place she was sent was too dangerous. It cannot be confirmed. We have more leavers than most professions ya see, the loot can sometimes be too good”

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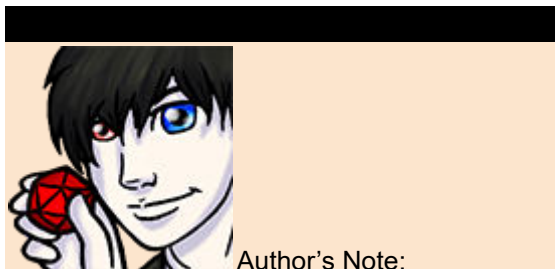
If asked if Ginmop told the authorities, he will say he has, as well as showing them her contract saying she did not want her parents to know and that she does not hold the guild accountable for her death if it would occur.

If asked where the location that Gethwine was sent the players must succeed a diplomacy check (DC 15) to gain the location. If they have asked about the job before he will reveal that the job he offered is close to her location, approximately 2 buildings or so away. He will also offer Gethwine’s job to obtain a holy relic from the building, offering another 1800 Gil for its safe return.

If asked when Gethwine joined he will tell the party she had joined 2 months ago. This information is truthful.

If asked about the Thieves Guild the party must succeed a hard check (DC 20) or have Ginmop become flustered and ask them to not talk about such things. If they succeed he will let them know that he pays 5% to them to keep his business safe from theft. If the party does not already have the location, he will reveal it to them. With a higher roll (DC 25) he will reveal that they became a lot nicer about 3 weeks ago (This coincides with Tick's information about Gethwine joining the Thieves).

After ending the conversation, Ginmop will wish the party well and remind, or inform, them about the job on offer. From leaving the room they will obtain their gear, untouched by any hands.



Author's Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 xp per successful check, but not for higher checks, for a max of 150xp.

After finishing business at the Reclaimers Office, the players may go to the Thieves guild if they found its location, and have not gone there yet, or go to Sector 6's locations if they found those.

## Thieves Guild - Broken Dagger

Either gaining the information through conversation or gather information, the players will find their way to the Thieves guild on the east-end of District 1, at Greight's Hook, a meatery and butcher.

The players can walk towards the meatery, but this will take 4 hours from the Inn. If they are still within the same day as meeting

the Carvers they may use their train tickets to shorten the trip to around 45 minutes to an hour. If this trip is made on another day, they must spend 2gil each to travel 1 district (More info in the Niffél section).

Moving between the 2 districts will show the players the vast difference in wealth, upkeep and law as they get further to the outermost wall. With the 1st district having less police, sheath guards and more lowlife looking citizens. Overall the colour of the district is more green, with grass peeking up from the slate cobblestone path and greenish wood framed windows or benches that line the streets. The buildings are also more wooden in nature, with very few houses having any stonework in them.

Moving closer to the Meatery they will notice the large window pane that looks inside, showing off the fresh meat on display, either in cases or hooks. As the party looks at the building, or through the window, a Kobold will come prancing out from the door with a string-tied box of a new purchase.

The players may stop him to ask questions, to which he will respond:

---

"Greetings longlegs, you come for the best eats this side of the wall?" -licking his lips- "I can't wait to dive into this choco thigh"

---

The Kobold doesn't have much to tell, besides the shop Greight's Hook, which is owned by the Greight brothers, a trio of Galka. At the mention of a Thieves guild he will sweat a little, say he has to be somewhere and run off with his meat package.

## Inside Greight's Hook

After talking, or ignoring, the Kobold the players may enter into the modest eatery, which is a bit of a squeeze if any of the characters are large races, or the party is sized bigger than 5.

The meatery is mostly of a light design, with cream wallpaper, shiny glass displays for their meat and a white stone slab floor. The person manning the counter is a

Bangaa wearing a mostly clean apron, with only a few dashes of blood.

The players may succeed at a perception check (DC 10) to notice the cutlery on his side of the counter, from normal chef's knives to cleavers and a seemingly large cleaver, possibly used as a weapon against thieves.

## Fraesk Ringla (Bangaa Butcher)

After the party has finished investigating the building, or have struck up a conversation with the Bangaa he shall respond in a raspy, if not friendly voice.

---

"Welcome, welcome. You smell new, so I shall greet you to Greightys, we sell meat, buy cattle and even give a few recipes with what to cook our produce with. What are ya in the market for?"

---

If asked about what is on offer he will show you the wares, which are on full display. He has several cuts of Bat, Chocobo, Garula, Garuda and even some Flan Jelly Roc Pies.

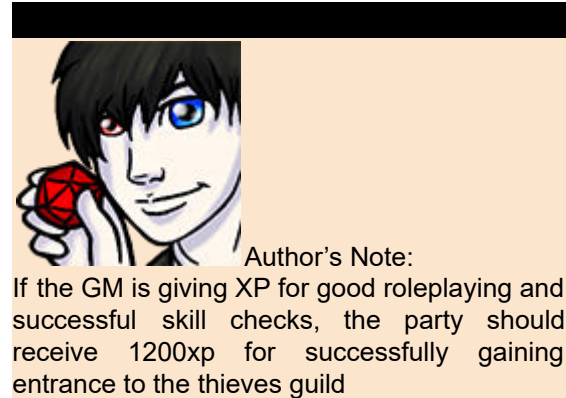
If asked about the Greight Brothers he will tell the party that they aren't actually related, but share a soul-bond of such amongst one another, due to their shared interests. They identify as being born together, and so call each other brother.

If asked where their meat comes from, Fraesk will say they have a range outside the city with Chocobos and Garula, with other meats sourced through hunters. This information is truthful.

If asked about the Thieves guild, the party may give the phrase from their gather information "My dagger is missing some orichalcum lining" to gain the best outcome, or succeed at checks (DC 15/12) to which Fraesk will say only those who pay or are in with the thieves can meet with them. To which the party can bribe him 50 gil or intimidate further (DC20). If their initial check was high (DC 20/17) he will say that he has heard about the party through the "walls" and will tell them that the thieves were expecting them, allowing

them to see them after their discussion is done.

When the conversation is over, and the party succeeds at gaining entrance to the thieves guild, Fraesk will open a side door and allow the party to walk down some stairs.

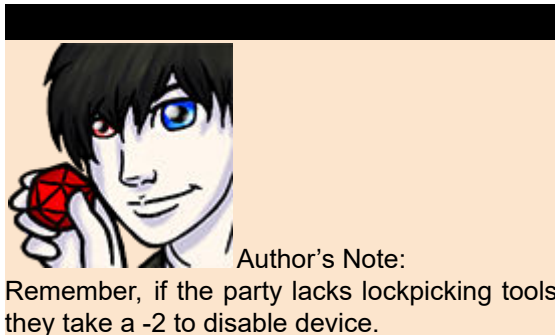


## Failing entrance to thieves guild

If the party fails at gaining entrance, they may attempt a nightly operation to sneak their way inside. They will need disable device for locks, stealth for moving silently and possibly a good rogue amongst the party to do such checks.

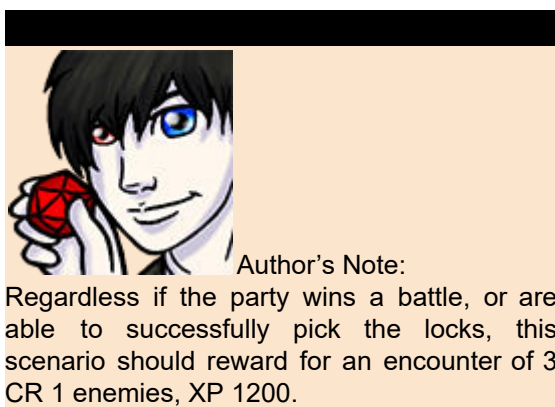
The meatery is mostly unguarded at night, but is locked. The party may succeed an easy stealth check (DC 5) to not wake any nearby neighbours, or draw any attention to themselves. If any fail this check, they will wake, or alert a nearby person to their actions, to which they may run and try another night, or succeed a Bluff, Diplomacy or Intimidate check (DC 11/15/11). If they fail both these checks, they will either need to knock the person out in a surprise round, or have them shout for the local guard, to which the party are advised to run, or fight 3 sheath guards (CR 1s).

If the party succeeds at stealthing to the meatery, they must succeed a disable device check (DC 20), they have around 5 minutes to succeed until someone will come by, requiring the checks made at the start.



When they eventually succeed at the check, the party may make their way inside the meatery and close the door behind them. Finding another locked door (DC 25) that leads to a staircase leading downwards.

If the party is without anyone with disable device, they can strength check the doors open (DC 13 and 18), though they may only fail the first check 5 times before a civilian will hear them, the inside door leaves no worry of attracting attention.



## Greight's Hook Cellar

After breaking in, or gaining entrance peacefully, the party will find themselves within a long straight staircase downwards, lit by a few [ioun torches](#) set within magical sconces, allowing them to cast light without being near a user.

The staircase leads down, making a light tap noise as the players walk on its slate stone surface. Heading down for around 50 ft will lead the characters into a long hallway, with brown bricked walls, slate cobblestone flooring and a long red carpet placed within its centre. The walls have a few [ioun torches](#) set

within sconces, lighting up both the hall and the paintings lining the walls, mostly depicting balls, dinner events and social gatherings.

Following the hallway, the players will find a large door on their right, whose grand oaken frame sits nicely within the wall. The door is unlocked, with no keyhole.

Opening the door will show the party a large office, with 3 bookshelves placed against both southern and northern walls, standing at around 15 ft tall and wide. Above those is seemingly another floor, as the players can see wooden bannisters and walkways, though they are too dark to make much note of. If any character has low-light vision they may make a perception check (DC 27), if they have darkvision they may make the same check (DC 23). Succeeding this check will reveal 6 hidden crossbowmen on the upper hallways.

Besides the bookshelves and upper floor, the room has a larger red and brown carpet in a more eloquent design, leading up to a grandiose desk. The desk has stacks of books, parchment and money pouches. Sat on the large chair is a Steel-Furred Varg, wearing some dark brown studded leather, with possibly a few too many belts attached to it. He has a cut on his left ear in an almost V shape towards the top, possible from a dagger wound. The desk is around 50 ft from the door.

The party may roll Knowledge geography (DC 10) to learn that Steel-furred Varg are a very rare breed of Varg, mostly as orphans, slaves or family bound within the Uana'Drei continent. To see one, let alone one outside the continent is unheard of, leading the party to believe that this Varg had escaped his homeland.

## Varnaen losk

The Varg will raise his voice to address the party due to the distance, in a gruff, gravely voice that is calm but pointed.

---

**"I have been expecting you" -lists character names, or team name if chosen- "You've been asking quite a few questions and travelled a fair part of Sector 1, please step closer, though**

no farther than the 1st bookcase so that we may speak”

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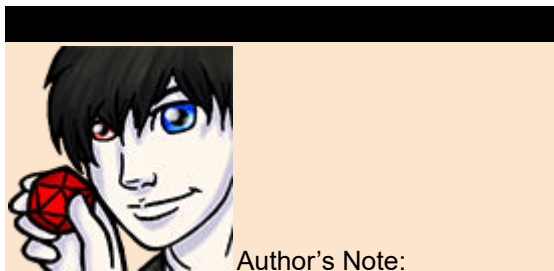
If the party accepts his invitation, they may walk 15 ft closer to the Varg in question. If not, then both parties must shout at one another due to the distance.

---

“I’ve heard through the walls, you asking about the young Red Mage Gethwine Carver. However, you have also been asking after us, and I would like to know. What is it you wish from us?”

---

Through the talk, if asked he will give his name as Varnaen (Var-Nayn). His demeanour is very calm, and doesn’t show much anger at any question directed at him. He can be bribed at thrice the dc, which can be thrown in bags, to the foot of his table.



Author’s Note:

Due to his own power, and that of security given by his guards, Varnaen is very hard to intimidate, it is up to the GM to explain this to the party.

If asked about Gethwine’s dealings with the guild (DC 15/26) he will let the party know that Gethwine had joined the guild around 3 and ½ weeks ago, to which she had set up contacts with her place of employment. A higher check (DC 20/31) and Varnaen will say that Gethwine had also asked for some help in getting set up in the Reclaimers faster, to which they acquiesced, even pushing for a mission to include her.

If asked about Gethwine’s location he will plainly say he does not know the specifics, but the last time he dealt with her was 2 days before her disappearance. A check (DC 15/26) will reveal that Gethwine was on a job for the Broken Dagger to obtain some family records from Sector 6, to which they made sure her mission was close to, which he will offer to the

party. A higher check (DC20/31) will have Varnaen tell the party that she was to steal something from another mission from the Reclaimers before they sent out a team, to which she was offered a high price for, alongside the pay for the Reclaimer mission she was sent on.

If asked about Broken Dagger operations the party may try a check (DC 15/26) to which he will respond that they take 5% from any business that accepts their offer for protection, every month. This means the business will not be stolen from by the Broken Knife, and they will stop any other thieves. If the offer is not accepted, the business will have most of their capital stolen and put out of business. A higher check (DC 20/31) will reveal that they also steal from households in the 3rd districts, as well as sell or buy information amongst the people.

If asked how they avoid the law, he will simply say it is organised crime and everyone has a price. 5% goes a long way with the amount of hands under their table.

If asked about his ethnicity and origin he will say he is a Varg who is used to wearing steel and is glad to be rid of it.

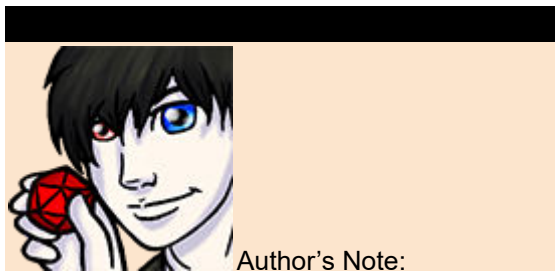
If asked about any jobs going, he will offer the same one last given to Gethwine, to steal some family documents in Sector 6. Though it isn’t as much stealing, as it is surviving the harsh locale. He wants 3 folders obtained from a house, detailing a Hume Woman, Man and Varg adopted son all going by the surname Houghten (Hoi-ten). He does not care if the party reads the documents, but will pay 1000 gil to the party for the return of each document, totalling 3000 gil.

If asked about the Reclaimers guild and succeeding a check (DC 15/26) he will say that they pay him the 5% a month, and have done since their creation. A higher check (DC 20/31) will have Varnaen reveal that the Reclaimers often step on the Knife’s feet when dealing with Sector 6, as clients often give similar missions, to either obtain the loot or steal it from the would be true owners. He will also talk about the 3 documents on the job if that is not also asked about.

If asked about their intentions with Gethwine he will simply say that she

approached them asking for high reward jobs, which came with the added risk attached to the gil. They trained her in the skills and gave her a few jobs, even treating her workplace nicer as a side-benefit. A check (DC 15/26) will reveal that Gethwine wasn't an amazing thief, but could use a little magic and was a bit more martial than his rouges, which allowed her a few opportunities his normal rouges could not obtain.

If asked if Varnaen is the leader of the Broken Dagger, he will reply with a simple maybe, but that the answer would not change their conversation. A sense motive versus a bluff of +12 will reveal that he is most likely not the leader.



Author's Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 xp per successful check, but not for higher checks, for a max of 250xp.

If the players wish to attack Varnaen they gain a passive perception check (DC 30) to notice a wind wall just in front of his desk, which deflects ranged attacks.

The 6 crossbowmen on the upper floor all have readied attacks with their bolts, which are dipped in sleeping poisons.

It is very highly likely the party will lose this fight, and if they do, they will have a knife carved into their hands, their gil stolen at 2d100+100 each, any Cure potions replaced with expired ones (reduce the bonus to +1) which can be examined with perception (DC 16) and waking up within the Colourful Bard. MoonMarn will just tell them they came to the inn drunk and put them in the cheapest room.

If they do attack and lose, they will lose the opportunity for the job and if they try to enter the door again, it just leads to a storage room.

## After all locations are visited

After investigating, talking or being a nuisance, the players should have exhausted all avenues within Sector 1, with only 1 path to take, to enter Sector 6.

Sector 6, or the Dead Sector, is a harsh climate of monsters, destroyed buildings and treasures. It is advised the players gear up for the journey. The location they are heading to, where all jobs converge, will take 2 days to reach on foot.

To reach the Sector 6 entrance the players must walk to the eastern wall, taking around 4 hours to get to, they may enter via any District.

The entrance is a grand metallic door, seemingly impassable via force unless you were a giant or as strong as one. On this side of the door are 2 sheath security (CR 3) on guard, who ask what the intentions of the party is.

With a check (15/19) the party are allowed entrance, or they may simply say they are on a mission from the Reclaimers guild. A bluff would require an opposed sense motive by the security.

After they are allowed entrance, the security will pull a rope dangling from the wall, which chimes a bell, to which they will shout up to an overlooking wall guard to check the other side. After shouting back that it was clear, they will open one side of the metallic doors.

Once the doors are open they will tell the party to knock in a code for the door to open, which is easy to remember. 3 knocks, stop, 2 knocks, stop, 3 knocks.

Experience tally:

*"To keep track of exp, your party should have a minimum of 2400 (600 xp to 4 players) from combat/story scenarios and 0 from skill checks. With a possible 1700 exp from skill checks if all are succeeded. If the characters are eligible to level up then it is advised they are allowed to do so before entering Sector 6."*

## Sector 6 - The Dead Sector

This is where the players will get a few more chances to fight monsters and make some more skill checks, some of these DC's should be told to the players so they can make educated decisions which will be noted.

Walking around Sector 6 will reveal its blood stained cobblestone path, rubble cluttered sides and destroyed wooden and stone houses. Every so often players will find a ballista bolt or trebuchet boulder, with corpses and skeletons underneath them, or demolished structures.

A cold wind blows in from the wrecked outside wall, holding barely 10% of the stone upright as it used to. Some characters may feel afraid that the remaining wall will collapse on them.

The sounds of monsters echoes in the distance, clashes of claw and punctures of flesh can also be heard deeper within. The whole sight and sound of Sector 6 make it the most unwelcoming location the characters have ever seen.

See the Niffél section for information on Sector 6.

For the 2 days there, and the 2 days back, If the party wishes to change up their movement, they may make individual survival checks to find better routes. This is called orienteering.

If the party wishes to traverse the Sector more safely the DC is 15, wherein as a GM you can decide if they may encounter a weaker enemy makeup by 1 row, or go down 1 row to one of the rewards and safe areas.

To speed up their traversal to cover 2 days worth of distance in 1 day requires a DC of 20.

If the party wants to move both safely and quickly the DC increases to 25.

Party members may aid with a dc of 10, to give a +2 to the main survivalist, but only 1 person can aid 1 survivalist.

If 1 person succeeds the check, then the party succeeds. If no-one succeeds the check they only travel ½ a day worth of

distance. Different members can attempt different routes.

All these DC's and outcomes should be told to the party so that they can make an educated decision on which route to take.

If the GM wishes to add weather to the travel, which will affect some skills, rolls and attitudes of races, they may use the following table from rolling a D4.

This is a much shorter table than that used in normal Pathfinder and is used as an introduction to weather systems, you may also use the full range of tables from the gamemastering environment page of the Pathfinder System.

Roll	Weather	Details
1	Overcast	No sunlight effects on weak enemies.
2	Clear	Sunlight effects on weak enemies.
3	Rain	Visibility range cut in half. -4 Perception and ranged attacks. Unprotected flames are put out (torches). Moogles suffer from Hydrophobia racial trait.
4	Wind	Moderate winds from the south-east, 20 Mph. May affect some spells.

For every day the party is travelling the GM will make a hidden d% roll to determine what they encounter. The GM may hide these rolls to choose the encounter themselves or ease up on less battle orientated parties, but as always it is up to the GM how they run their games.

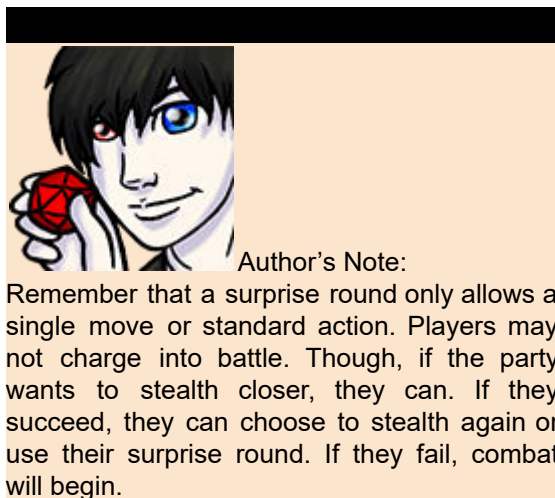
Roll	Encounter	Details (CR)
1-10	Combat	1d6+1 <a href="#">Bats</a> (1/6)
11-20	Combat	1d4+1 <a href="#">Kobolds</a> (1/3)
21-30	Combat	1d4+1 <a href="#">Skeletons</a> (1/3)

31-40	Combat	1d4-1 <a href="#">Floating Eyes</a> (1/2)
41-50	Combat	1d4-1 <a href="#">Centipedes</a> (1/2)
51-60	Combat	1d4-1 Goblins (1/2)
61-70	Combat	1d2 <a href="#">Cave Bats</a> (1)
71-82	Treasure	2d4 Cure Potions
83-94	Treasure	1d4 Ethers.
95-100	Camp	Unused tent, 4x rations and 4d50 gil.

If the party comes across a combat encounter they have the chance of noticing it if anyone succeeds a perception check (DC 15).

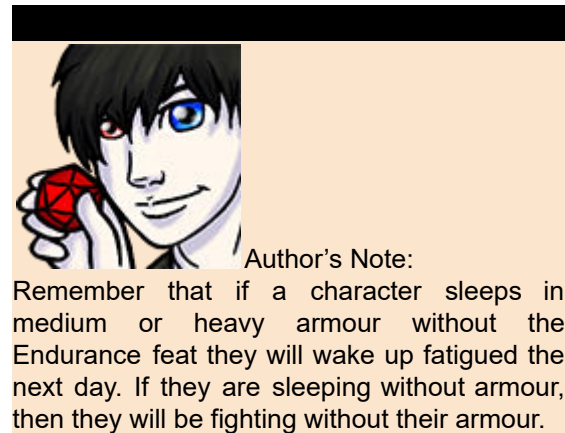
If the party spots a combat, they may start a surprise round or stealth around the encounter. If they choose stealth, each party member must make a stealth roll against the perception of the enemies, if everyone succeeds they avoid the combat and should be awarded as if they defeated the encounter, if they fail combat will begin.

If the party does not feel too stealthy, 1 member can attempt a ranged attack with a nearby rock to draw the attention of the monsters away, this requires a ranged attack roll of 19, which is told to the party. If this is successful, the party gains a +5 on all their stealth checks. If this fails, this alerts the enemies and combat will begin.



After any combat encounter, or end of the day, the party may set up camp within Sector 6, either outside or inside a building. There is a 50% chance of a combat scenario, unless the party succeeds at a survival check (DC 15) to which this decreases the chance to 20%.

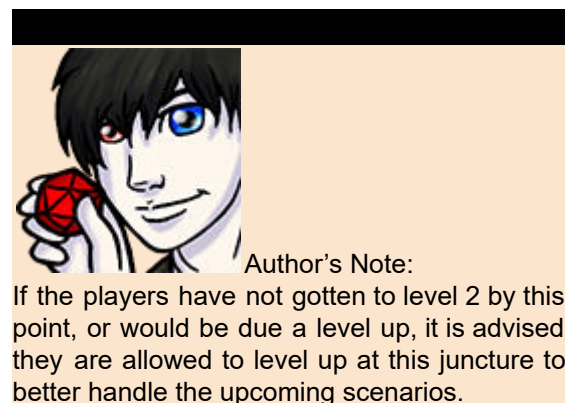
If combat does ensue, it will be One of the first 4 encounters from the previous table (roll 1d4 to decide which encounter).



## After Travel

After the required amount of days of travel, the party will arrive in the correct location for all the jobs they have picked up, and the last location of Gethwine.

The closest location is the Reclaimer's job, followed by Gethwine's location and that of the Thieve's job. It is up to the players in which order they undertake the quests, or if they only have 1 location to go towards.





# Magic School - Apocalypse Never



## Ground Floor

The pillar room, where the Fire Elementals are, acts as an elevator between the ground floor and 1st floor.

The Flans are hiding on the ceiling.



1 - 2: [Small Flan](#)

3: [Minor Air Elemental](#)

4 - 5: [Minor Fire Elemental](#)



## 1st Floor

The Ice Elemental is not currently in the room, and the summon circle trap is hidden, refer to the building text for DCs.

The Failed Mimic can be found in the characters and enemies section, all other enemies are found on the FFD20 bestiary.



1: Failed Mimic

2: [Ice Elemental](#) (Summoned)

O: Summon Circle Trap

Approaching this half-collapsed building will reveal its aquamarine design, with a blue slate-tiled roof, half-fallen into the building itself, torn away blue wallpaper and snapped in half dark-blue wooden door.

The party can easily tear off the door remains to enter the building. Doing so will allow them to listen into the building easier, hearing the roar of monsters from within. Anyone who succeeds a perception check (DC 18) may identify the creature type with a knowledge check. A knowledge Arcana (DC 12) will identify the roars as elementals. A knowledge Dungeoneering (DC 12) will also reveal the sound of flans.

### Ground Floor

After identifying the monsters, the party may make their way into the building, though the west side is closed off due to debris, there is also a collapsed room in front of them, leading them to the east hallway.

All locations in this building have a ceiling 8 ft tall unless otherwise stated.

The east hallway, which is 10 ft wide and 80 ft long, stretches out, with its eastern load-bearing wall still intact, keeping a good third of the roof and ceiling up, the walls have had their paintings and parchment pulled down, showing the blue wallpaper beneath. The floor is made of dark-brown wood.

There is a door into the collapsed room to the west, which is blocked by debris on the other side, a corridor leading to the west 40 ft up and another door on the west around 70 ft up the hall.

Players can make a perception check versus the stealth of 2 Small Dark [Flans](#) (+0) which are stuck to the dark ceiling. If spotted, the characters who spot them gain a surprise round. If not, they will ambush the characters as they move 35t into the hallway. 1 flan is at the corridor intersection, 40 ft away and the other is 10 ft from the start of the hallway.

The players may also stealth around these flans against their perception (+2).

If this battle is won, or avoided, the party obtains exp for an encounter against two CR 1 enemies.

The door at 70 ft leads into a storage room which contains several boxes, shelves and desk, atop which are documents, wands and potions. There is also a single [Minor Air Elemental](#), who is seemingly sweeping the crates and floor with its wind. The room is 15 ft by 35 ft.

The party are allowed a Knowledge Planes to identify the elemental and gain statistics about the creature (DC 12, with 1 piece of info for every 5 above), if they roll high enough (DC 21) they will also find out that they prefer their own language rather than the ones taught or given to them (Auran for Air).

If attacked, the party will fight just the elemental.

If talked to, the elemental will get surprised and demand to know who the party are while speaking in Common. The elemental can be calmed down with a check (20/17) or bluffed versus its sense motive (+0). If spoken to in Auran the character gains a +4 circumstantial bonus.

If spoken to, the Elemental has no name, but was called Air Steve by his creator. He is a simple janitor who is bound to clean this building. He isn't too attached to the building, but cannot leave until his master releases him. A spellcraft (20) will reveal the means to release the elemental back to its own plane, which costs 1 MP, if done so the character who releases him should receive a hero point, if this character has max points, give it to whomever suggested releasing the elemental.

If the party defeats, or can talk the elemental out of a fight they gain exp for an encounter with one CR 1 enemy.

Regardless of the outcome, the party may loot the room, a perception check will determine their treasure. (15) will reveal 2 Cure Potions (Perception 16). (20) reveals a wand of CL1 Fire I with 1d20+30 charges. (25) reveals a silver key with a burnt note saying "Spare Arc-" with the rest of the text having been destroyed. If the party have an applicable repairing spell, they can have it read "Spare Arcanus Receptor Key"

After finishing with the end room, or going to it first, the hallway at 40 ft down the first will lead off to the west. This hallway is 20 ft long and ends at a wooden door.

A perception check (DC 16) will allow the characters to hear a crackling of fire behind the door. There is a keyhole to peer through, which reveals 2 [Minor Fire Elementals](#).

The party are allowed a Knowledge Planes to identify the elementals (DC 12), and (DC 17) for their language (Ignan for Fire).

If attacked, the party will fight the elementals. No surprise round is given.

If talked to, the elementals will get surprised and demand to know who the party are while speaking in Common. The elemental can be calmed down with a check (20/17) or bluffed versus its sense motive (+0). If spoken to in Ignan the character gains a +4 circumstantial bonus.

If the party defeats, or can talk the elementals out of a fight they gain exp for an encounter with two CR 1 enemies.

This room will look quite peculiar, as it has a tall pillar in the middle, going through the ceiling. The floor is of a lighter colour in a square shape. There are 2 holes cut into the pillar itself. The room is 25 ft by 25 ft with a ceiling of 50 ft tall.

If asked, the elementals will confirm that this is an elevator that reacts to heat. They will gladly activate it for the party if asked to.

These elementals are content with this world, and do not wish to return to their plane.

An Engineering check (DC 15) will reveal that this is a thermal elevator, taking heat energy to lift or raise it, able to carry up to 1000 lbs. It can be activated with any fire spell or effect, or an engineering check (DC 20).

## 1st Floor

After activating the elevator it will rise up to the 1st floor of the building, which only has a 5ft path leading back to the east, where a door still stands. There is no noise from up ahead.

The door leads into a large room, 25 ft wide and 50 ft long, it has an altar on the southern side around 5ft wide with an orb sat in a golden claw. The northern part of the room has a half-open chest.

Heading to the northern part shows that the chest has some gil inside. A perception check (DC 16) will reveal that this chest is actually a [Failed Mimic](#), which is sleeping. A knowledge Arcana (DC 17) will further reveal that this is a chest merged with the soul of a [Minor Earth Elemental](#) in an extremely failed experiment, causing a weird chimera object to form.

If the party mistakes this for a mimic and attack, they will fight a [Minor Earth Elemental](#) with the Adhesive special ability. Or they can try a Sleight of Hand check (against perception of +4) to pull the bag of gil out from the open chest.

If they recognise it is an Earth Elemental they are allowed a Knowledge Planes to identify the elemental (DC 12), and (DC 17) for their language (Terran for Earth).

They may wake the failed mimic and ask it questions, though it speaks in a broken Common tongue. A check (DC 15/12) is required to calm it however, If spoken to in Terran the character gains a +4 circumstantial bonus.

The failed mimic will ask for its death as every moment is anguish for the creature. Allowing a coup de grace against itself.

A spellcraft check (DC 20) will reveal a way to separate the Elemental from the chest and release it back to its own plane, which costs 1 MP, if done so the character who releases him should receive a hero point, if this character has max points, give it to whoever suggested releasing the elemental.

If the party defeats, or can talk the elemental out of a fight they gain exp for an encounter with one CR 1 enemy.

Inside the chest, which is left behind if the elemental is released, is a sack of 100 gil.

The southern part of the building leads to the altar, with a perception check (DC 25) the

party will notice a summoning circle trap on the floor right in front of the altar.

If spotted, a spellcraft (DC 21) will show that the circle will summon an [Ice Elemental](#) (CR 3) if stepped on, or if the altar is altered.

If the party fails to spot the circle and disturb it or the altar, the Elemental will be summoned.

Upon seeing the elemental the party are allowed a Knowledge Planes to identify the elemental (DC 14), and (DC 19) for their language (Aquan for Ice).

The elemental will be enraged and shout at the party in Common, telling them that they do not have permission to touch the Arcanus Receptor.

The party may be able to talk their way to the Orb (DC 20/19) or bluff versus the sense motive of +0 (+8 if no one is a Black Mage or Summoner), If spoken to in Aquan the character gains a +4 circumstantial bonus.

If they succeed, the elemental will allow them to take the Orb, he will then return to his plane.

If the party fails any of those checks, the Elemental will attack immediately.

However, if the party wishes to not disturb the circle, they may attempt a sleight of hand (DC 20) to replace the orb with a sack of gil equalling 200 or an object weighing 4lbs. (Indiana Jones style)

Regardless if they defeat, talk down the elemental or replace the orb, the party should receive exp for an encounter with one CR 3 enemy.

Beside the orb, there are some documents on the table that are still eligible, reading over such reveal this school used to be called Apocalypse Never. It taught students from the ages of 16 to 30, with older mages sticking around to experiment with spells.

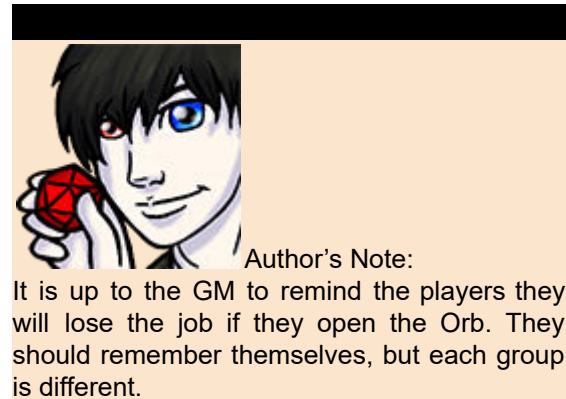
The main aim of the experiments was to better understand the elemental plane and possibly build relations with the elemental beings that reside among the separate planes.

There are also notes from a professor who theorised that elementals could be used

as a defence against the invading Elvaan and that he was experimenting with stronger, more permanent elementals, even forming them into objects to increase their strength.

After obtaining the orb, they may use Detect Magic and an appropriate Spellcraft check (DC 20). A success will tell the party that this is a very old and obsolete form of scroll, containing 13 spells within it, if the orb is opened the knowledge is seeped into the closest being who does not already know the spells, as well as having the spells in their class spell list, moving between subjects until it finds one to impart the knowledge. Once this is done, the knowledge is lost, or soaked up once and becomes obsolete.

The orb can be opened with a disable device check (DC 25) but if it fails by 5 or more the device is broken (tell the players this will happen before the check is made). Or the key from earlier can be used to unlock it.



If the orb is opened it imparts these spells to the player closest who can learn them:

Aerospark, Blizzard, Blood Drain, Chill, Cure, Fire, Photosynthesis, Protect, Shell, Summon Monster I, Thunder.

Regardless if they obtain the orb, use it or not, they are done with the Magic school remains. Leaving is simple, unless they had stealthed around any opponent, in which they will need to make more stealth checks to bypass.

*"This dungeon should reward around 800xp each from combat scenarios"*

## Chapter of Bahamut's Knights

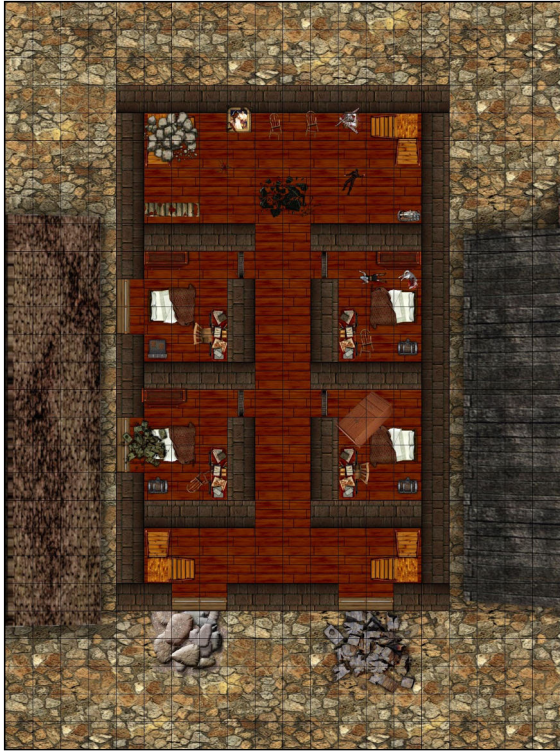


### Ground Floor

All enemies are either in hiding or inactive until disturbed. Check the descriptive text for specifics



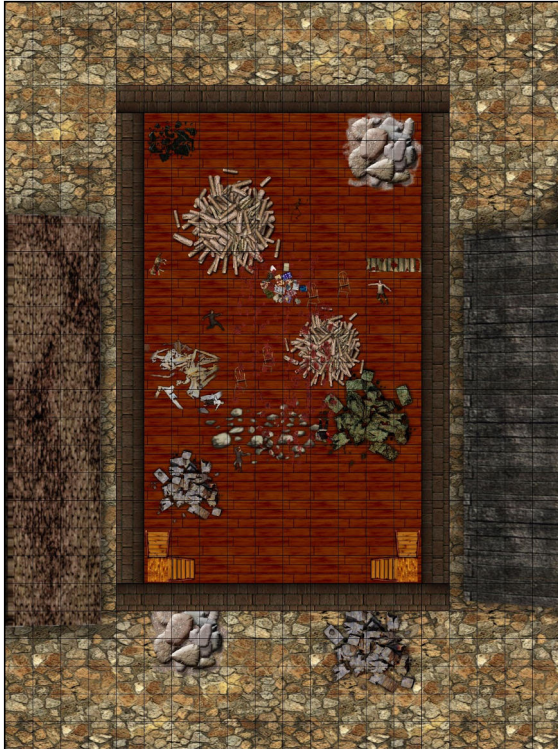
- 1 - 3: [Skeletons](#)
- 4: [Skull Warrior](#)
- 5 - 9: [Zombies](#)



1st Floor  
The lizard is hiding on the ceiling while the imps are in plain sight playing games.



1: [Lizard](#)  
2 - 4: [Imps](#)



## 2nd Floor

The only enemy on this floor is an Ogre who attacks on sight, though only if light approaches it or characters fail stealth checks. The entire floor is difficult terrain due to debris.



1: [Ogre](#)

The building between the 2 quests is Gethwine's last known location, yet another dilapidated building, though the one that is in the best repair due to being further north. The building is mostly made of light brown stone, some places seem to have been updated to marble stone though it is hard to tell. The windows are all smashed in, or covered in boulders, making it impossible to look inside.

The door is made of a study brown hardwood with a white painted Bahamut head on the middle.

Due to the good state of the building the party is allowed a Knowledge History or Religion (DC 15) to identify the building. If successful they will learn that this is an old chapter building for Bahamut's Knights, an order of Paladins, Clerics and followers alike of the Greater God Bahamut. There are still chapters throughout Niffél and the world, with the order still being a strong presence.

## Ground Floor

Trying the front door, the party will find that it is unlocked, if a bit stiff to open. Leading them into a grand entrance hall 50 ft wide and 30 ft long, the ceiling only 10 ft from the ground.

The room has benches on both sides, alongside some destroyed tables. Some corpses and skeletons litter the floor, both humanoid and monster. Towards the front of the room is a long 20 ft desk, with more corpses laid across its darkwood material, leaving 5ft behind it to the wall. It is correct to assume this must have been an entrance hall and place for visitors.

To either side of the desk are doors leading further into the building.

With a perception check (DC 17), players will notice that 3 of the [Skeletons](#) (CR 1/3) are actual monsters that are hidden amongst the debris. They are then allowed a Knowledge Religion (DC 6) to identify them and any traits they have.

The party may stealth past them versus their perception of +0 or utilise a surprise round.

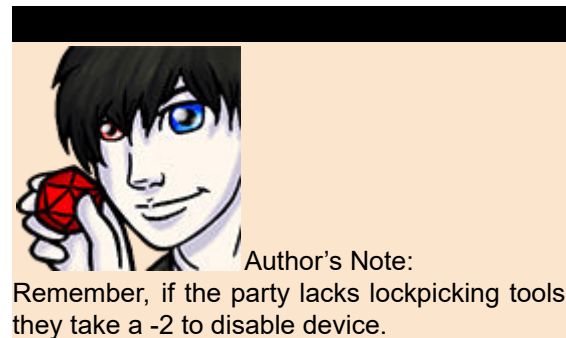
The [Skeletons](#) are placed 10 ft forward, 5 ft west of the door, 10 ft forward, 5 ft

east of the door and 20 ft forward directly in front of the door.

Searching the desk will reveal 40 gil in the drawers.

Regardless if the party defeats the skeletons, or are able to avoid them, they should be awarded exp for an encounter with three CR 1/3 enemies.

The door on the west of the desk is locked (DC 20), to which a failure of 5 or more will alert the [Skeletons](#). The door on the east is unlocked.



Author's Note:

Remember, if the party lacks lockpicking tools they take a -2 to disable device.

## West Door - Office

After unlocking the door to the west it will lead the party into a room 15 ft wide and 20 ft long, with the door being the bottom east part, another door on the north-east part that is closed.

This room seems to be an office, with an old bookcase, whose books are strewn across the floor, an oaken desk with a skeleton laid across it from its chair. There is also a well-kept sword next to the skeleton.

Entering the room will have the door slowly squeak shut as the auto-close on the frame is badly damaged, yet still yearns to pull the door closed. This does not alert any enemies.

The party may search the room with a perception check (DC 15) to find a book detailing that this place as if they succeeded in their knowledge checks. (DC 20) will reveal 2d20 gil atop a counter. (DC 25) will show that the skeleton is actually a [Skull Warrior](#) (CR 1), which allows a knowledge Religion (DC 11).

If a member goes to inspect the Skeleton, or does not roll 25 on their



perception, the skeleton will come to “life” and attack the party.

If the party notices the [Skull Warrior](#), the party only needs to stealth if they wish to loot the skeleton, or to approach it. They may also have a surprise round against the skeleton.

If the party succeeds a stealth against its perception of +5 they can approach and take the Masterwork Longsword next to its desk.

Regardless if they defeat or avoid the Skull Warrior they should be awarded exp for an encounter with one CR 1 enemy.

After the room has been dealt with they may continue onto the north-east door, which is also locked. This can be unlocked with disable device (DC 20), to which a failure of 5 or more will alert the [Skull Warrior](#).

After unlocking this door the players will enter a much larger room, though oddly shaped. It is 50 ft wide and 30 ft long, but also loops around the office you were just in, going back another 20 ft to the door that would have been the east door in the entrance hall.

### East door - Training Hall

Opening and heading through the eastern door will have players enter in a much larger room, though oddly shaped. It is 30 ft wide and 50 ft long, but also loops around the room on the west, going west another 20 ft to create a wider area.

No matter which door the player uses to enter this room, they will slowly creak shut behind them due to the auto-close mechanisms in the frame. This noise does not alert any enemies.

The room contains plenty of training dummies, lining the side walls with 5 on the east, 3 on the west. In the middle are martial poles. All these training utensils have seen quite a bit of use, though have degraded to time and are covered in dust. There is also a weapon rack on the far north wall.

Besides the contents of the room there are two staircases at the far end that lead up and to the west or east.

The floor is littered with the same sight as in the front entrance hall, corpses and skeletons.

With a perception check (DC 15), players will notice that 5 of the bodies on the floor are Zombies (CR 1/3) that are hidden amongst the debris. They are then allowed a Knowledge Religion (DC 6) to identify them and any traits they have.

The party may stealth past them versus their perception of +0 or utilise a surprise round.

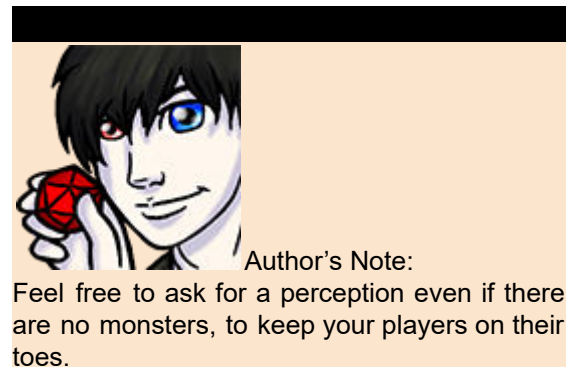
The Zombies are positioned 10 ft apart from one another in almost a circle, just 20 ft east and 10 ft north from the door of the office.

Regardless if the party defeats the Zombies, or are able to avoid them they should be awarded exp for an encounter with five CR 1/2 enemies.

After dealing with this room, the party may proceed to the far end with the two stairs, the west one is blocked due to debris, but the east is clear. The stairs lead up 10 ft to the 1st floor.

### 1st Floor

Climbing the stairs will lead the party to a large room, connecting to a hallway that leads further into this floor. This area is around 50 ft wide and 20 ft long and contains some broken furniture and wall hangings. More corpses are laid on the floor, though none are monsters.



The hallway, which is 20 ft from this area is 55 ft long and 10 ft wide, with 2 doors

on the west and on the east to other rooms, each of which seem to be around 15 ft wide by 20 ft long. All of the doors are unlocked.

Each room contains a double bed, armoire, chest and desk with either a destroyed chair or tucked in one.

### East Room 1

The closest room on the eastern side has 2 corpses laid on the floor, one humanoid and one monster, both dead. With a perception check (DC 15) the party will find 2d20 gil, (DC 20) a Cure Potion (1d6+5 HP). If they bother to search the room, they will find notes saying that this used to be accommodations for a Knight, but are too damaged to find the name or race.

### West Room 1

The closest room on the western side has an opened chest with several sacks inside and an undamaged window, peering out on the street. With a perception check versus a stealth of +10 the party will notice a [Lizard](#) (CR 1) that is clinging to the ceiling, if not, and if they move at least 5ft into the room it will ambush them.

If they spot the [Lizard](#), they are then allowed a Knowledge Nature (DC 12) to identify them and any traits they have. They may attack in a surprise round, or stealth to the chest against its perception of +8.

If the party looks out the window they will notice passing bandersnatches, heading north. Probably making them anxious as those monsters are way out of their league at this point in their careers.

The chest itself contains no loot worthwhile, but does have 2 empty sacks they could use for storing items in. Beside the sacks, there are documents that confirm this was another Knight's quarters, as well as a pilgrimage letter to traverse the seas to the northwest, towards Bahamut's Head.

Regardless if the party defeats the Lizard, or are able to avoid it, they should be awarded exp for an encounter with one CR 1 enemy.

### East Room 2

The furthest room on the eastern side has its armoire knocked over and blocking most of the room itself. However with a perception check (DC 15) they will spot a spellbook, though it is rather tattered and old, containing only 4 scroll parchments inside containing the following spells:

Enlight, Cure, Magic Weapon and Restore, all of which are CL1 (Spellcraft DC 21).

A higher roll (DC 20) will reveal a wand of CL 1 Cure with 1d20+30 charges (Spellcraft DC 16).



Author's Note:

Remember that scrolls and wands are unidentified at first. To identify a Scroll the user may use Read Magic or Spellcraft (DC 20 + Spell Level).

Wands require Detect Magic and Spellcraft (DC 15 + Item Caster Level).

### West Room 2

The furthest room on the western side will have a window that has been smashed into the room, with 3 [Imps](#) (CR 1) in plain view playing with dice and cards on the floor.

If the players spot these creatures through the keyhole they are then allowed a Knowledge Planes (DC 16) to identify them and any traits they have, a higher check (DC 18) will let the players know that the [Imps](#) may be willing to gamble to allow the party entrance to the room. They may have a surprise round against the creatures, or try to converse with them.

Upon opening the door, the 3 [Imps](#) inside will jump up, with the closest Imp pointing at the one who opened the door, shouting in a demonic high pitch voice.

“Ey! Ever heard of knockin? Rude Gaiian walker! This is a private game, beat it! Or are you wanting to put up ya gillies against ours?”

---

The party may attack, without a surprise at this point, or accept the gamble. Offered a single game of Blackjack (if cards are available) or Gamblers Brigade. The gamble is 100 gil from the party, and the ability to sack the room from the [Imps](#). The games are 3 v 3, but a check (17/17) will allow the players to play with their full party.

If the party loses, they must give up the 100 gil and are asked to leave with no second game.

If the party wins they are allowed to ransack the room while the [Imps](#) play amongst themselves. A perception (DC 15) will reveal 3d20+10 gil, (DC 20) a longsword of recent age, (DC 25) [loun torch](#).

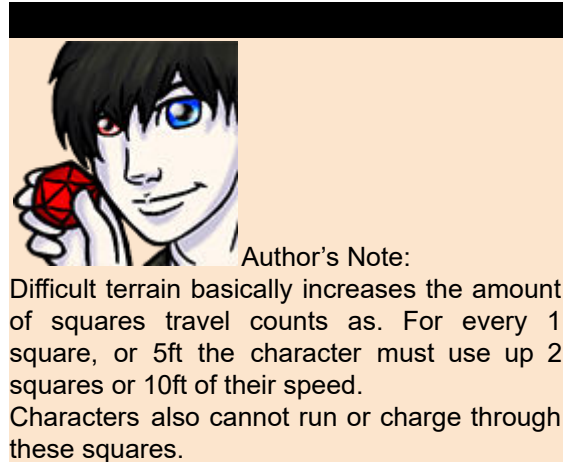
Regardless if the party defeats the Imps, or wins a game against them, they should be awarded exp for an encounter with three CR 1 enemies. This is not given if they ignored the room or failed at the gamble.

After searching all the rooms, or ignoring them. The party may climb either the western or eastern set of stairs, leading to the 2nd floor of the building.

## 2nd Floor

Reaching the 2nd floor will reveal that the entire floor is covered in darkness, with no windows or lights, though the party can make out rubble all across the floor, making this room difficult terrain. Those with darkvision, or if the party are making use of torches, can see that the room, which was once several rooms, has been completely destroyed.

Walls are crushed down, along with the supports for the ceiling. There are several corpses here, both old and new alike. The room is now 50 ft wide and 85 ft long.



If any character has low-light vision, alongside a light source, they may spot a dominating creature at the far end of the room that has yet to notice them. The characters that can see it are allowed a Knowledge Local (DC 13) to identify them and any traits they have. This is an [Ogre](#) (CR 3).

The [Ogre](#) has not noticed the party yet, but getting any closer with the light will attract its attention. The party may stealth forward, without light, to check the corpses against a perception of +5 or have a surprise round against the [Ogre](#).

If the party fails a stealth, the [Ogre](#) will roar and hurl a javelin at them, engaging combat.

After it is defeated, or they successfully stealth to the corpses they may make a heal check (DC 15) to confirm that 3 of the bodies were killed within the past month, with a higher check (DC 20) they will note they have been dead closer to 2 weeks, around the same time that Gethwine was sent here.

None of the corpses belong to Gethwine, though the party can find her diary, which they may read later, and the Relic they were on the mission to find. The corpses are of 1 Male Elvaan, 1 Female Ronso and 1 Female Hume.

The Relic is of a Silver Dragon, with a grip near the base to hold and possibly used as an old-time Focus for Paladins. It weighs 3 lbs.

Stealthily retreating, or leaving after a fight will leave the party with only exiting the building, with all appropriate stealth if necessary.

Regardless if the party defeats the Ogre, or stealth around him, they should be awarded exp for an encounter against one CR 3 enemy.

When the party is within a safe location they may read the diary, which is written in Common. Some of it is destroyed beyond repair. The entries have no dates, but are given in order from which they can be read.

Entry 1:

---

"I have gamed the local Guilds and tipsters to get the most out of my next trip into Sector 6, a whopping 5800 gil on the table if I complete both missions. Split between 4, I will still get 1450, if they all survive, which I hope they do, good lot these are, enough to buy my way outta this stone cage"

---

Entry 2:

---

"I paid a local rogue to steal some scrolls for me, nice to have these things for half the price. I will be better prepared for the trip"

---

Along with this entry are 2 scrolls, for Aero and Disappear (Spellcraft 21), both of which are CL 1. The disappear scroll has a note on the bottom of "use this in a pinch, learn the other".

Entry 3:

---

"Tomorrow is the trip, the guys are all ready, the Elvaan seems trustworthy, though he may want to go to Sect 6 for some other reason. After this job is done I have another appointment with Dr Rickobod Altwheist, this trial is gonna pay 200 gil, a good top off to the missions."

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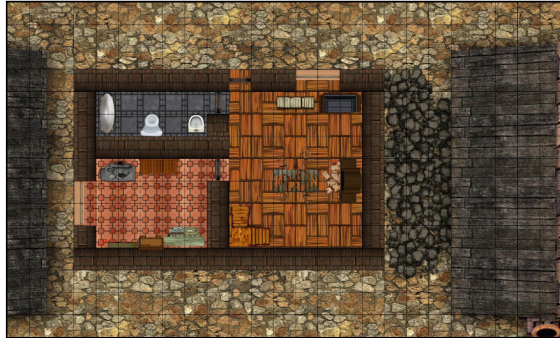
While none of the entries note a location or next place to search for Gethwine it does mention a Dr Rickobod, which the players may roll a Knowledge Local (DC 20) to find out that he is a researcher for Sheath, working mostly in the Materia department, sometimes offering trial Materias to test on people in return for compensation, similar to drug trials. This is a common practice within the world.

Since the entries and scrolls note the spell Disappear, it can be assumed that Gethwine escaped death via vanishing.

With the building complete, the diary read, the party may explore the other locations they know of, or return back to Sector 1.

*"This dungeon should reward around 1051 xp each from combat scenarios"*

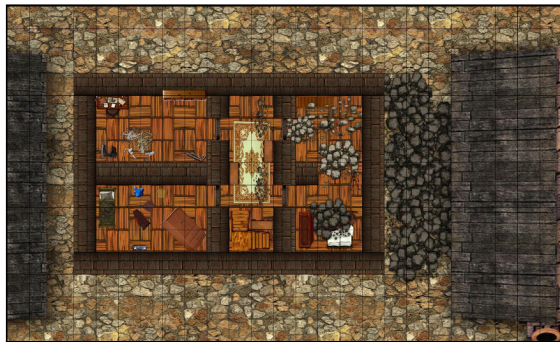
## Houghten Household



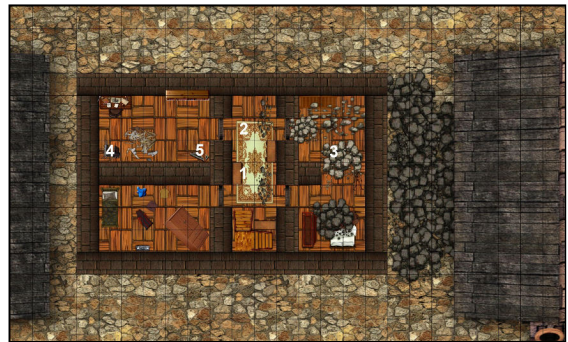
Ground Floor  
All enemies are hiding on the ceiling.



1 - 4: [Centipedes](#)  
5: [Small Fire Flan](#)



1st Floor  
The small fire flans are hiding on what remains of the ceiling.  
The faceless is eating a corpse on top of rubble in plain view.  
The funguars are hiding in the corners.  
The eastern half of the ceiling has collapsed, to the midpoint of the hallway, this will allow the weather and light to bleed into the upper floor.



1 - 2: [Small Fire Flans](#)  
3: [Faceless](#)  
4 - 5: [Funguars](#)

The furthest east location, around 1 hour from the 2 other buildings is sat within a more civilian living part of the sector. The lack of shop signs, large doors, or rubble of which alludes that this area was mostly for housing.

The sight of destruction continues, with boulders creating craters in the path, or houses having toppled due to siege weapon fire. Approaching the house in question for the quest brings the party to a building in better repair, though still scarred from the war since past.

Similar to other buildings, this house is made of a light brown stone and black slate roof, half of which has fallen to the floor beside the house, letting in the elements.

The darkwood door, which has been painted into a cream colour, has several claw marks dug into its surface, squeaking and creaking as it swings in the wind. The party may easily push it open to move into the household.

With a perception check (DC 15), the characters will also notice that the door frame has a slight carving on its top side, the carving represents that of a broken dagger.

If the characters spot the carving and succeed a Knowledge Local (DC 20) they will identify it as the symbol for the Broken Dagger thieves guild within Niffél.

## Ground Floor

The front door leads into what seems to have been the living room of the house, 30 ft wide and 35 ft long, a height of 8ft, with stairs directly ahead, against the front wall and spiraling back on itself. On the west are 2 doors, 1 just 5 ft away from the entrance, and the other 20 ft away. The front door leads into the northwestern section of the living room.

The living room itself has a broken table, with smashed plates and cutlery within its middle portion. A wardrobe is sat around 20 ft into the room against the eastern wall, though it is slashed several times and has its contents bleeding onto the floor. The floor itself is of a dark cream coloured wood.

At 5ft south, 5ft to the east, and then 15 ft/5 ft, 15 ft/15 ft and 5 ft/15 ft are 4 [Centipedes](#) (CR 1/2) who are hiding on the

ceiling, with stealth checks of +10. If any character spots a single one with a perception check, they may stop and attempt to stealth themselves, against the [centipede's](#) perception of +4, or gain a surprise round against the ones they can see.

If the party fails to spot these monsters and move more than 15 ft into the house, they will attack, using their climb speed to flank the party.

Regardless if the party defeats or avoids these Centipedes, they should be awarded exp for an encounter with four CR 1/2 enemies.

The party may search the room with a perception check (DC 15) to find 100 gil within the remains of the wardrobe, (DC 20) a masterwork dagger within the wreckage of the table alongside a skeleton.

After searching the room, or not bothering to do so, the party may go through the 2 doors or up the stairs.

Through the closest door to the front door, the party will find a bathroom, with nothing of importance inside. It is 30 ft wide and 10 ft long.

Through the furthest door from the front door, the party will find themselves within a kitchen. At 30 ft wide and 20 ft long, the kitchen is rather modest. It contains a stove, pantry and several cupboards, all of which are either barely hanging off the wall or smashed in.

With a perception check (DC 14), the party will notice a Small Fire [Flan](#) (CR 1) compressed against the ceiling. If they have not encountered one up to this point they may make a knowledge dungeoneering (DC 12) to identify them and any traits they have.

If the Flan is spotted, the party may sneak around it against the Flan's perception of +2 to loot the room, or have a surprise round against it. If the Flan is not spotted and the party moves 5ft into the kitchen, it will cast Fire at the closest character and begin combat.

After a perception is made to loot the room the party will find (DC 15) Eye Drops in

one of the cupboards, (DC 20) Dream Powder and Smelling Salts in another cupboard.

When the party is done with this room they may leave, as there are no other exits from the kitchen.

Regardless if the party defeats or avoids the Flan, they should be awarded exp for an encounter with one CR 1 enemy.

## 1st Floor

After climbing the stairs, the party will find themselves on the 1st floor, with no more floors above them. If it is a rainy day, they will hear taps of rain coming in from the broken roof that hits the whole length of the building and from the eastern side to 25 ft inwards.

If the party moves into this rain, and are of the Moogles race, remind them of their Hydrophobia racial trait that causes them penaltis whilst wet.

The stairs lead into a thin hallway of 10 ft wide and 35 ft long, with half of the ceiling destroyed and letting in the outside weather. The floor has a tattered rug, half of which has shriveled up due to past rain. There are some smashed counters on the sides, with 2 doors on the western and eastern walls, at 5 ft and 20 ft away from the staircase.

With a perception check (DC 14), the party will notice 2 small Fire [Flans](#) (CR 1) compressed against what remains of the ceiling, at 10 ft and 20 ft along the hallway.

The party may stealth around them against the Flan's perception of +2, or have a surprise round. If the party moves at least 10 ft into the hallway, they will fall down and cast Fire at the closest target.

Regardless if the party defeats the Fire Flans or avoids them, they should be awarded exp for an encounter with two CR 1 enemies.

The closest door on the west is locked (DC 20), looking through the keyhole the party, if having darkvision, may see into a bedroom at 25 ft wide and 15 ft long. It does not seem like any monsters are inside.

If they unlocked the door, or merely smashed it down, they would enter into the

bedroom as stated. It contains a neat single bed, though the floor is cluttered with clothing, a suitcase that is stuffed with miscellaneous items and a wardrobe that has been knocked onto its side.

With a perception check (DC 15) they will find 3 Cure potions (Perception 16) in the suitcase, (DC 20) Light Curtain and Lunar Curtain amongst the clothing on the floor.

There is nothing left to find within this room.

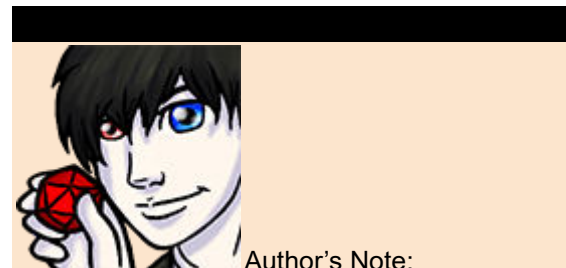
The closest door on the east is not locked, with the door missing a few chunks from the frame and the door itself on the handle-side, showing the inside.

The room, which seemed to have been 2 seperate rooms, has a destroyed wall in the centre, creating a 15 ft wide and 35 ft long area. The rubble creates difficult terrain the whole width of the room, with only 10 ft length near the top and bottom walls being clear.

There is a destroyed master bed, an armoire with its doors torn off, 2 skeletons hidden under the rubble, several counters and wardrobes, some of which are not too badly damaged.

Within the center of the room is a grotesque monster that is seemingly eating the remains of another monster, the creature is currently facing north.

A knowledge local (DC 18) can be made to identify them as a [Faceless](#) (CR 3) and any traits they have, they have no preference in language.



Author's Note:

If the weather is currently Clear, then the Faceless will lose its cloak and shadow blink ability during a fight.

The door is easy to open, and the players may stealth around the back of the

Faceless to loot this side of the room against its perception of +6, or have a surprise round.

If the party is spotted, the [Faceless](#) will turn to the party and stare them down with a faceless expression, but make no move or attack. It will rotate its head to follow the party, gripping its shortsword if they try to loot the area.

If spoken to, the [Faceless](#) will take on the voice of the one who speaks to it, replying with:

---

“This is not your dwelling. It now belongs to me. If you want my effects then fix my roof”

---

If asked any questions, the [Faceless](#) will emotionlessly respond that it took roost here after the war, it is also eating a dead Imp.

If the party wants to repair the roof, they may use several mending spells to do so, or spend 2 hours retrofitting some of the destroyed wood and slate in the room to create a portion of a makeshift roof, enough to please the Faceless to allow them to loot the room.

If the party decides to loot the room without making the roof, the Faceless will attack. If intimidated it will also fight the party.

The southern portion of the room can be looted with perception (DC 15) to find 2 of the documents, for the Male and Female Humes in one of the wardrobes. (DC 20) 400 Gil.

If the party kills, or helps the Faceless, they may also loot the northern section. A perception (DC 15) will reveal letters that detail the family being informed of the encroaching armies and advising them to flee to Sector 1. (DC 20) a healing spring (perception DC 17).

There is nothing left in this room, the other door is blocked by debris from the fallen roof.

Regardless if the party defeats, avoids or deals with the Faceless, they should be awarded exp for an encounter with one CR 3 enemy.

The furthest door on the west is very burnt, a Heal or Craft Alchemy check (DC 15) can

reveal them to be Acid burns. The handle has been completely destroyed and will allow entrance into the room. The wood is warped enough that it blocks any visibility into the room itself.

Opening the door will lead the party into the remains of a study. 25 ft wide and 15 ft long, this room contains a bookshelf with all the books having eroded away. A single desk is still within good repair at the northwestern corner of the room with a chair sat under the desk itself.

With a perception check versus 2 stealths of +10, the players may spot 2 [Funguars](#) (CR 2) in the southeastern and southwestern corners of the room. If they spot the creatures they may roll Knowledge Nature (DC 13) to identify the monsters and any traits they may have.

If spotted, the party may roll stealth against the [Funguar's](#) perception of +2 to loot the room, or have a surprise round against the [Funguars](#).

If the party does not notice the [Funguars](#), they will attack if the party moves 10 ft into the room.

Searching the room with a perception check (DC 15) the party will find the document for the Varg child within the desk, (DC 20) a scroll with Anticipate Peril CL1 (Spellcraft 16).

There is nothing left within this room.

Regardless if the party defeats or avoids the Funguars, they should be awarded exp for an encounter with two CR 2's.

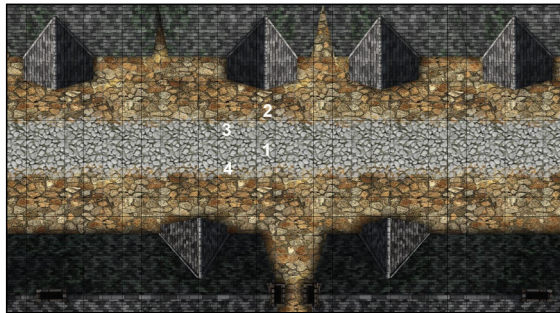
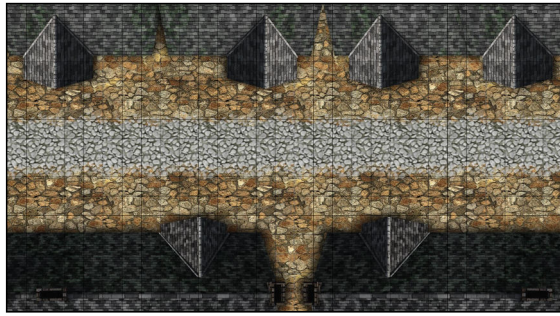
With nothing left to find within the house, they may exit, making any appropriate stealth checks on the way out.

The documents are a compilation of taxes, income, birth certificates and some family relations. The Humes were both teachers, the Male working at Apocalypse Never and the Female working at the Chapter.

The Varg documents note that he was adopted around the age of 3, as he was dropped off at the orphanage due to his parents dying in the war.



## Leaving the House



- 1: [Moogle](#)
- 2: [Burmecian](#)
- 3: [Galka](#)
- 4: [Viera](#)

On leaving the house, the party will be ambushed with an opposing party of a [Burmecian](#), [Galka](#), [Moogle](#) and [Viera](#) who all come from the adjoining alleyways and buildings with weapons drawn.

The [Moogle](#) of the group, who is an odd shade of grey with black tipped ears and fingers alongside a white star patch of fur around his left eye, will address the party with his dagger aimed directly at them, from 20 ft away.

---

“Well, you made it out alive, with the documents I presume, kupo.”

---

If the party decided to visit the other locations first he will also add:

---

“We’ve been tracking you for quite some time, you’ve made plenty of stops along the way here, kupo.”

---

Regardless of visits he will continue to say:

---

“We will be taking those documents off your hands now, kupo. Toss them over and we’ll let you live. I don’t need to spell out what will happen if you don’t, kupo.”

---

The party can attempt some questions, however this group is not affiliated with the Broken Dagger and seem to be from an outside party, possibly on their own. They picked up the same quest from their own tipsters and are wanting the pay from it.

If asked, the Moogle will say his name is Kou.

Unless the party wants to bribe up to 3000 gil, they can either fight the opposing group or succeed in a Diplomacy or intimidation check (25/23). A bluff will not succeed as the opposing group were watching the party.

If the check is successful, the opposing group will leave without a fight. If the intimidation check is succeeded by 5 they will even pay the party to let them leave for 300 gil.

Regardless of the outcome, the party should be awarded exp for an encounter with four CR 1’s.

With this location being completed, the party may go to the other ones, or head back to Sector 1.

*“This dungeon should reward around 1400xp each from combat scenarios, including the ambush.”*

## Finishing in Sector 6

The party may go to any location they know of and have not visited yet. If they have gone to each location they should rest at one of the locations before heading back to Sector 1.

This rest should be uninterrupted to allow players to recuperate from the possible 3 short dungeons they had to go through.

After resting, roll weather, if you are using that system, and roll for encounters for the 2 or fewer days travel back to Sector 1, alongside the orienteering checks.

# Act 2

## Sector 1 return


After dealing with the business in Sector 6, the party makes their way back to the same entrance they used to enter. The party can use the knocking code to notify the other side, after some shouting one side of the metallic door will open to allow the party back into Sector 1.

If they had spared the opposing group and took 2 days to return, the guards will note that a party came just before they did.

Regardless if the opposing group were spared or killed, If the party returned faster than 2 days, the guards will ask if they had spotted the other group.

After gaining entrance back into Sector 1 the party have several options open to them if they had grasped all opportunities.

They may go to hand in any quests from the guilds, rest at the Colourful Bard or head straight to the Carver household.



Author's Note:  
If the party have been succeeding at a few diplomacy rolls and completed all 3 Dead Sector dungeons they should have around 5000 exp, enough for level 3, it is advised you allow them to level up now..  
Remember that every odd level grants a new feat.

## Reporting to Reclaimers

Heading back to the Reclaimers, and any trains taken if necessary, the party will see a similar sight of busy activity both inside and outside of the building.

The party are not stopped at the door this time, as they would have already been spoken to on the first visit.

The Ronso Turakg will tell the party they are not allowed to go up to the leader right now, as he is busy, but they may hand over their report and reclaimed items to the front desk.

If asked when Ginmop will be free, he will inform them that they could fit in an appointment tomorrow at the desk.

Moving up to one of the front desks the party will be met by a Hypello on the other side, with a hand firmly grasped on a stamp, with which he is gingerly hitting paper or envelopes with. They will stop and look up to talk to the party.

---

“Hello there peo-pable, how may I helpsish you?”

---

If informed about the Orb quest, the Hypello will pull out some papers and ask for the party's names. To which he will flick through them and nod saying that is correct and ask to see the Orb. Once shown, the Hypello will look it over and confirm it to be what was in the request. He will hastily stamp some papers, putting the Orb into a box and handing an envelope to the party alongside a small lockbox of 1800 Gil.

The envelope has written:

---

“Thank you for your contribution to the Reclaimers Guild” -lists party names-  
“Attached to this note will be the agreed upon payment. The worker who handed this to you will note that this quest was completed to our satisfaction and to inform me of your possible future help”

---

If informed about the Relic quest, the Hypello will get a sad look on his face as he asks the party:

---

“Wash there any shaines of the Reclaimer peo-pable?”

---

If he is told of the death of the group, he will look even more solemn and remark it is always sad to lose a member. He will say you should talk to Ginmop about that party, and the disappearance of the Red Mage. At which point he will offer an appointment tomorrow.

After an appointment is made he will hand over an envelope that was meant for the previous party and a small lockbox containing 1800 gil. He will notice he handed over the envelope by instinct and will take it back.

If an appointment has not been made, he will offer to make one for tomorrow.

If asked about any more jobs, the Hypello will let the party know that since they are not proper members he cannot give out any, and that they should talk to Ginmop about such things.

After finishing the talk with the desk worker, the party may leave.

## Reporting to Broken Dagger

Heading back to Greight's Hook, provided they had not angered the thieves guild previously, they will be allowed to enter through the door, regardless if they had gained access via Fraesk the butcher. He will just nod and let them use the door.

If they had angered the thieves, this door will just lead to a supply closet.

Heading down the stairs once more, the party arrives at the meeting room with Varnaen who still has the windwall cast in front of his desk and the 6 crossbowmen on the upper floors.

Varnaen will motion the party just past the 1st bookshelf as before, though now there is a small table in front of them.

---

"Back, and looking a bit heavier in the loot department I see. I hope you bring good news to me"

---

If questioned about the opposing group that ambushed the party, Varnaen will mention that his rogues did notice them while tracking the party, but didn't see any reason to worry. With a check (DC 15/26) he will say that they were not a part of the Broken Dagger, with no knowledge if they belong to any other group.

If the party spared the life of the opposing group, Varnaen will make mention of their return to Sector 1 and that he might

recruit them in hopes they do not upset their own actions.

If asked about the documents, the party may succeed a check (DC 15/26) to which Varnaen will tell them that a descendant of the Varg wanted the documents in his possession for safe-keeping, but did not want people knowing his ancestor was adopted. He will note that both the Humes died on the attack against the district, but the Varg survived his wounds and was nursed back to health.

If asked if the documented Varg has any relation to Varnaen he will reply with a simple maybe, but that the answer would not change their conversation. A sense motive versus a bluff of +12 will reveal that Varnaen is most likely related to the Varg.

If the party wants to handover the documents, Varnaen will ask that they place them onto the table in front of them, to which a mage hand will pick them up and pull them over to Varnaen. Varnaen will look them over quickly, snap his fingers and another mage hand will move over separate lockboxes with 1000 gil per document they return. With a perception check (DC 21) they will notice that there is a mage on the upper hallways casting this spell.

---

"I thank you for the acclimation of these documents. The client will be pleased, and as promised your reward."

---

If told that Gethwine was missing, Varnaen will say he is sorry that his information did not give the party what they wanted. He will offer further help in the form of scrying on any personal effect the party retrieved. To which the party may give him either the scrolls, if not used, or the diary. He will inform the party that the scrying will take time and that he will contact them tomorrow.

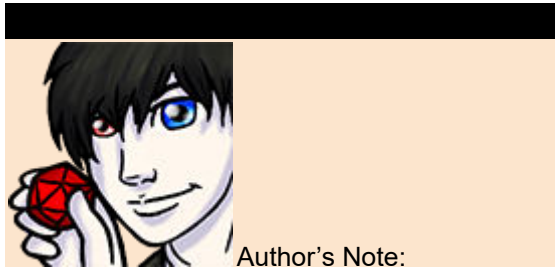
If asked about any more jobs, he will note that they currently do not have anything that is not already being undertaken by his rogues. Though at the mention of other jobs, he will wave his arm, to which a mage hand will move a Dagger with a lightning designed silver lining going across the blade to the table in front of the party.

---

“Due to your assistance, though outside position, and interest in further work, you may have this Dagger. It is not for use in combat, but may be utilized to contact us, as it has a two-way communication spell cast upon it”

---

After the conversation is concluded the party may leave to another location.



Author's Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 xp per successful check, but not for higher checks, for a max of 100xp.

## Reporting to Carver Household

Returning to where the quest began, the Carver household. As the party arrive, the sky will have turned a dark colour, as clouds have flown overhead, blocking the sun and pouring down rain over the land.

Plenty of civilians put up their bags, or newspapers to block their head from the downpour, running to shelter or inside of businesses. Thankfully the party can do the same as the front door has a stone overhang to block the step from the rain.

Pulling on the rope to ring the bell yet again will have Forwin Carver open, with a slight shock in his eyes as he sees familiar faces. He invites the party back into his house, into the dining room yet again.

Sitting the party down, pouring water into glasses, he will call out to his wife.

---

“Maeva! The investigators have returned. Come into the dining room.”

---

Maeva will come into the dining room, rubbing her eyes. With a perception check (DC 10) the party will notice she has a photo album clutched in her hand.

Sitting beside Forwin, Maeva will start to speak in a shaky tone.

---

“How come you’ve returned so quickly, it’s been hardly a week since we sent you out?”  
-She sniffs back tears- “Have you any news of our daughter?”

---

At this point the party can hand over the diary of Gethwine which will reveal that she had joined both the Reclaimers and Thieves guild, alongside her materia trials under Dr Rickobod.

If the diary is not currently within the parties possession they may succeed checks (DC 15/12) for each piece of information. The Carvers will try and decline all the accusations but will eventually see the truth in the words and accept them.

After finding the truth about their daughter, Forwin will speak

---

“Thank you for following the trail, it is more than the police have been able to do. We now know she wasn’t just kidnapped or ran away from home” -Puts on a stern look- “But to think she had joined up with so many dangerous groups, it does not seem like our Gethwine. Why did she want to leave? We give her all she needs here”

---

If the Carvers are told of all 3 pieces of information, or shown the diary. The party will receive 1000 gil per information, 3000 gil in total. And are asked to continue the investigation into finding their daughter.

If told that Tick has nothing to do with her disappearance, Maeva will note how he was a good boy, if a bit troubled.

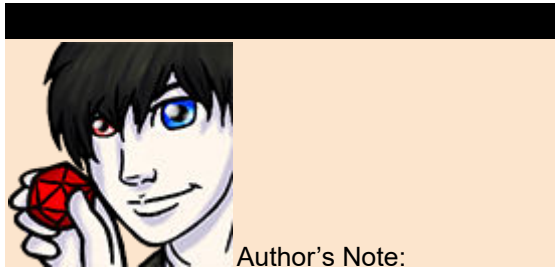
If told about Gethwine working at the Colourful Bard, Forwin will remark how he was proud she found work on her own, but sad she never talked to her family about it.

If asked about Dr Rickobod, they will say they weren’t told about her trials, only that he is a scientist for Sheath. They can also give the address for his research centre.

If asked if they knew that Gethwine was a Red Mage, the party may succeed a check (15/16) to which Forwin will say that he taught her how to use a rapier, to defend

herself as she was spending time in the 1st District, but never knew she had magic. A higher check (20/21) will have Maeva say she taught Gethwine some magic, as Gethwine had asked her to do so.

After the party have finished their report they may leave to another location.



Author's Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 xp per successful check, but not for higher checks, for a max of 200xp. The diary counts as 3 successes.

## End of the day

After reporting to the 3 important people, the day will begin to hit night, with the party needing rest, or having to pass the day to continue with their investigation. The Colourful Bard being the best place to sleep for the night.

The characters may order food and drink from the menu, talk about the recent events and generally relax after a taxing time in Sector 6. At this point there are only a few other patrons, there is Tick and his 2 friends at a nearby table and 2 other tables full of patrons.

To spend the night at the inn it will cost 3gil per person, or 4gil for a shared room.

Each room comes with a bed, set of drawers, wardrobe and full-length mirror. There are 3 shared bathrooms that lock on the inside, open to paying customers to bathe within. Towels are provided in the patron's rooms.

Resting at the inn is a good time to level up, if the characters have gained enough exp to do so, though it isn't desperately needed, unless they want higher rolls for some more investigation.

After the party have rested up, healed from sleeping, geared up and headed back downstairs to the bar portion of the inn they will notice it is a lot emptier than yesterday.

Birds can be heard chirping from the open windows as the rain from the previous day has let up. Alongside the cleaning noises of MoonMarn who is still manning the counter.

Again, the party may order off the menus and discuss before the day starts, or they can head off straight away.

If the party had left the diary with the thieves guild, MoonMarn will call them over:

---

"I got some letter for you lot, came from a post Moogle before you woke up. Don't worry, paying customers don't get their mail read."

---

The letter is from the thieves guild and comes with a package of the diary, seemingly untouched or altered. The letter reads:

---

"Scrying is complete, your lady is somewhere within Niffél still, close to District 3 of Sector 1, but we couldn't get an exact location"

---

After reading, as if the words were magical, the note is set aflame and burns to ash in seconds, leaving no trace.

## The next day

From this point, the players can return to the Reclaimer's office if they had set up an appointment with Ginmop, or head into the direction of Dr Rickobod's centre.

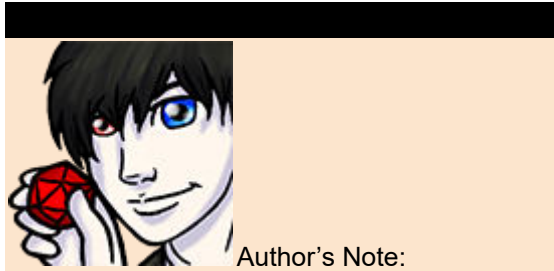
Now could also be a good time for players to spend their Gil, earned from missions and from loot.

A good place to deal with Arms and Armour is Gelg's Palace, a smithy about 2 hours east of the inn.

General goods and services can be traded at Megra's Rucksack, 2 hours east of the inn.

To deal with magical items, either wondrous items, wands or scrolls, the party could go to Darkwood Dragon, 20 minutes to the south of the inn.

Alchemical supplies can be bought from the Smokey Attic, 20 minutes south of the inn.



Author's Note:

As per the pathfinder rules, it is advised that GM's do not allow bartering for every piece of gear they have, leaving any bartering to story related segments, fine pieces of art or rare and unique items.

## Gelg's Palace

Walking to the east for around an hour from the Colourful Bard will have the players arrive at a somewhat busy part of the District, with some merchants peddling wares on the street, or people going in and out of local business shops.

Gelg's Palace can easily be seen, with its pseudo battlements on the roof, massive stone sword attached to the top of the door and window panes that show the inside, full of armour mannequins.

The door to the shop is wide open for customers to go through, allowing the party easy access. A couple steps inside and they will be hit with the smell of iron, polish and cooking metal.

Lining the walls, as well as display cases, are several sets of armour, gauntlets, helmets, shields and weapons of varying designs and sizes. It seems the speciality is Iron and Cold Iron, with a few silver weapons scattered around.

At the till is a muscular looking Female Au Ra of the Raen Clan who greets the party heartily.

---

"Greetings neighbours, what can Gelg do for you today? Looking to put in a custom order, come to sell some wares, or do you like the look of something around here?" -winks- "And I'm not talking about myself"

---

This shop will both sell and buy armour and weapons. Though it can only sell equipment made of normal metal, Cold Iron or Silver. Any other material needs to be custom made and will take time depending on the material and equipment requested.

Once business is concluded, Gelg will wave the party off, telling them she hopes they come back.

## Megra's Rucksack

Just opposite Gelg's Palace is a shop with another large design atop the door, this one is of a stone backpack with a Moogles pom pom poking out from the bag. The door has several people going in and out, mostly moogles who are seemingly pleased with their new messenger bags.

The front of the shop has window panes that show the inside being full of miscellaneous gear, from bags and rope to good boots and flavoured rations. Players can easily hear the sounds of "Kupo" from within.

Entering the Rucksack will hit the players with a smell of leather, new bag smell and fur. Walking up to the counter will show a moogles sitting on a raised chair, of striped blue and white colour fur.

Their pom-pom will jump slightly as the Moogles sees the approaching party.

---

"How-de-do Kupo! Welcome to Megra's Rucksack, the home for any Moogles on the go, or an adventuring heaven for the other-than-post person-inclined Kupo!"

---

This shop will buy and sell any gear that is not magical, weapon or armour. Mostly selling anything off the adventuring gear list, alongside rations and bags of holding up to version 3.

Once business is concluded, and items were bought exceeding a total purchase of 50 gil, then Megra will throw in a Kupo Nut as a thank you. These nuts are a Moogles favourite treat.

After the deal is done and the party goes to leave, Megra will wish them a happy day.

## Darkwood Dragon

Walking to the south for around 20 minutes from the Colourful Bard will have the players arrive at a slightly dark and smokey part of town, with more chimneys per block, with some shops popping up here and there.

One prominent shop is the Darkwood Dragon, which has a huge sculpture of a Green dragon above its door, standing around 20 ft tall, made of Darkwood.

The front of the shop is made of an emerald coloured brick, with a single window pane peeking into the shop to reveal a few crystal balls and staves.

Walking inside, the party is hit with a smell of elderberries and herring, alongside a dazzling display of colours coming off the differing magical wares on display.

Sitting at the counter is an old looking Kobold, smoking on a long pipe and blowing smoke images in the air.

As the party approaches, the Kobold will tap his pipe to get rid of any excess and address the patrons.

---

“Hello there youngins, been some time since I’ve had so many strapping striplings come to the shop all at once. My name is Phirossopus(fear-oso-puss), let me know if there is anything in particular you’re after.”

---

This shop will buy and sell any gear that is magical in nature, but will not purchase anything mundane. He also only has stock of items up to Caster Level 10 and Spell Level 5. One way to see if he has an item in stock is to roll a D%, if it is 50 or lower he has the item in currently.

After business is concluded, the Kobold will blow a smoke image of a butterfly flying off towards the exit.

## Smokey Attic

Opposite the Darkwood Dragon, is a less obvious shop, though this one may be unique in the sense it has 3 chimneys, 1 releasing smoke, the two others releasing coloured fumes.

Besides windows, the shop instead has little overhangs on the wall with burning incense and candles, releasing fragrant smells and odd purple colours.

Inside the building, the characters will be hit with a smell of Mint, Blueberry and Coconut. The store has several shelves, stacked with vials, beakers and compacts with varying dust or creams inside.

At the counter is a Tiny Mandragora, sitting in a flower pot full of soil. Seeing the party approach will have the creature hop out, spilling some soil onto the counter itself.

---

“Customers! Consumers! Welcome to the Smokey Attic. I am Everblue Wintbloom. Are you here for seasonings, positions or potions?”  
-giggle- “Don’t worry, they are clearly labelled”

---

This shop will buy and sell any Alchemical goods, though they only store up to tier 3 at the shop. Roll a d10 to determine how much they have of any item the players ask for.

After business is concluded, Everblue will pour some water into his pot from a nearby jug and climb back inside. Characters may hear a slight purr as he settles inside the pot.

After any shopping is concluded, the party may head to the Reclaimers to follow up the appointment, or head to District 3.

## Appointment with Ginmop

Returning to the Reclaimers guild will be a speedy process, as the surrounding area as well as inside will be a bit empty, considering the time and that people are probably doing jobs.

Turakg will be manning the front entrance again, and looking at a clipboard will

note that the party have a meeting with Ginmop, saying they are free to go up to his room.

Just as before, the hall has several guards, asking the party to once again relinquish their gear to them before entering.

Ginmop will be sat at his desk like before, playing with his copper ball toy, looking at the party as they enter.

---

“Ah, good, you’ve all returned. On time too, a good trait to have. I trust you were happy with the processes downstairs in regards to your payment the other day?”

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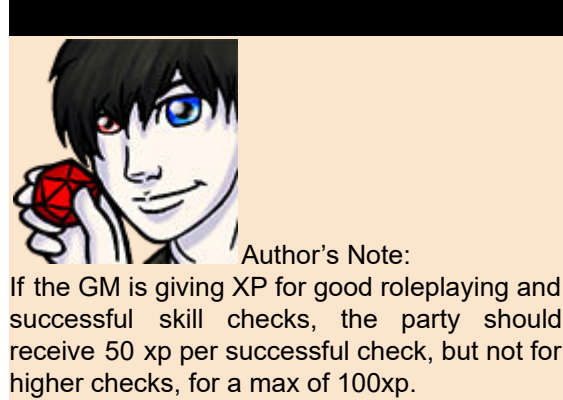
If asked why he was unavailable the other day he will say he was just busy. A check (DC 15) will reveal he was meeting with the thieves guild for their monthly pay.

If asked if he could help in any way with Gethwine, he will reveal that he can have one of his workers scry her location, though he would need a personal effect of hers, taking a few minutes to do. The diary or scrolls, if not used, will suffice. A guard will take the item away, and in 15 minutes will return, saying that Gethwine is located within the 3rd district of Sector 1, but the exact location is hard to pinpoint.

If asked about any more jobs, Ginmop will note that he has had a swarm of new applicants and sadly cannot hire on any permanent members. But will send a Moogle with any quests he could hand out to freelancers.

If asked about the Orb, and a diplomacy check (DC 15) Ginmop will say it was the correct item and is proving to hold a wealth of knowledge into practices several hundred years ago. (DC 20) will reveal that he will be auctioning off the item after enough documentation has been completed and visual records are made.

After the conversation has concluded he will bid the party farewell, to which they can retrieve their gear outside and leave the building.



Author’s Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 xp per successful check, but not for higher checks, for a max of 100xp.

After the appointment is complete, the party may go shopping or head on towards District 3.

## District 3

Since the party have not been to this district yet, they may want to be reminded that it is mostly for High-Class residents, though travel between districts is not restricted.

To reach the district, the party may walk for 2 hours, or take the train that will take 30 minutes, from the Inn. Since this is a different day, the party will need to pay for a one-way district ticket, costing 2gil each.

If the party takes the train, the news will change based on what the party had done the day previous.

If they had retrieved the orb, a message will play:

---

“Today, we will be talking to Ginmop Tul’r of the Reclaimers guild, a group dedicated to taking back what was lost in the war over three hundred years ago. He will be bringing in an old style magical artefact to show us. More at 12.”

---

If they had chosen to kill Tick and his gang:

---

“Sad news, as locals of Sector 1 were found dead the other day. Tyler Rick was a local face of the 2nd district, along with his friends Mick and Nick. Investigations have begun into their death”

---



If they had alerted anyone while trying to access the thieves guild:

---

“Citizens are concerned at the rate of robberies and break-ins of late. Just the other night there were calls made to the police as a local business was broken into, more at 11.”

---

Any more prominent information or broadcasts can be up to the GM or party actions.

After the party arrives in District 3 it will have a stark contrast to that of the outer districts. Plenty more citizens walk the streets, dressed in finer clothing, the streets are cleaner and more electrical devices are seen around.

Some of the bigger buildings also have television screens attached to their walls displaying local news, with flashes of images taken from Sheath, displaying new Materia and weapons. If the party walked, they may see the news from the train.

Instead of dark colours, District 3 takes on a brighter aesthetic. The buildings are a mix of blue, cream and light brown stone, with coloured doors that have glass panes. The floor is also of a smooth grey stone.

Every so often, the party will notice some people of lower-living, meeting with friends or going to local businesses. With a perception check (DC 15) they will notice the higher-class citizens looking a bit too long at the lower-class who pass by, but no words or actions are taken.

For every 50 citizens, the party will notice at least 1 police officer or sheath guard, either guarding a building, or out on patrol. The train station also employs 4 sheath guards around the platforms.

If the party failed to gain the exact location of Dr Rickobod's research centre, they may use knowledge local (DC 15) to see if they have previous knowledge of it, or gather information (DC 15) for 1d4 hours to find the correct direction.

Regardless, the party may then head on their way to his building, which is 30

minutes west of the train station, and 1 hour from the walking route.

## Rickobod's Research Centre

Heading in the direction of the centre, the party will notice more guards popping up than usual, either on patrols or guarding the streets. One place of note is a guarded metal door that has a sign above it reading “Mana Mine - Personnel Only”. 2 Sheath Security are guarding the doors, geared up more than the local police.

This part of the district also turns more metallic and clean, with buildings moving over to more white designs, alongside Clinics and drug stores. Possibly all these businesses and centres are built here due to the local Mana Mine.

After a while of walking through this part, the party will arrive at a rather large complex, 5 stories tall with large window panes looking into the several offices and rooms within. In giant letters above the door, there is the name of the building “Sheath Research Centre”.

There are a few signs on the sides, stating which entrances to use to which departments, from staff entrances and informational areas, to trials and emergency exits.

The players may easily find the correct entrance to go through, entering into a sterile white room, with white marble panel floors, white painted walls, grey tables and chairs with a blue counter.

Moving up to the counter, the party will see a Guado manning the desk, there is a nameplate on the desk that reads Sennin Rowe. As the party approaches he will speak in a soft and melodious voice.

Sennin will accept bribes equaling the DC.

---

“Hello and good day, how may I assist you? Are you here for a trial or have an appointment?”

---

If asked about Dr Rickobod Altwheist and passing a check (DC 15/12) he will inform

the party that the Dr is a leading scientist and researcher under the employ of Sheath. His main workplace is this building, where he offers materia trials in return for compensation.

If asked if he has records of Gethwine Carver, he will say that he cannot release records. With a check (DC 15/16) he will look at them for the party, saying that Gethwine had undergone only 1 trial, which she was compensated for and left afterwards. With a higher check (DC 20/17) he will reveal that this was 3 days after Gethwine's incursion into Sector 6, on the 7th of February, which is 5 days after she was last seen by her family.

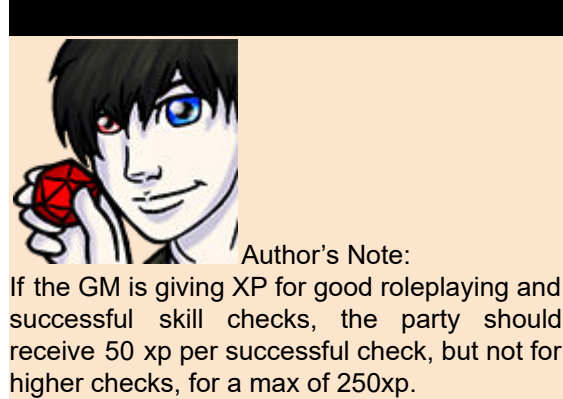
If asked why this information was not shared with police, he will say he has no knowledge of the police ever questioning this facility. With a check (20/21) he will reveal that the facility may have been covered from police eyes due to political reasons.

If asked about the trials, he will say that it is confidential. With a check (DC 15/12) he will reveal that the majority of trials are of experimental or newly formed Materia to test their effects and if they are ready to be sold commercially, mostly used by spellcasters who can utilize them properly. With a higher check (DC 20/17) he will say that they sometimes try to infuse Materia into people's bodies to merge the effects to non-spellcasters and create easier lives. All side-effects and tests are explained to people undergoing the trial and may back-out at any time.

If asked to see Dr Rickobod, he will say that the Dr is currently fully booked. With a check (DC 20/17) he will say that since you are investigating Gethwine's disappearance he can make an exception and get you a meeting within an hour or so.

If asked if they could undergo a trial, they will respond that they currently don't have any openings for the next month or so, and that only spellcasters may take the trial.

After the party are finished talking to the Sennin, they may take a seat to await their meeting, or leave if they failed to do so. If they fail, go to the segment named "Investigator Biggs".



## Meeting Dr Rickobod Altwheist

After waiting for an hour, a bell will toll, with an announcement calling for the party to go to Dr Rickobod's office. Signs are clearly displayed to allow the party to find his office. Outside the office are 2 Sheath Security on guard, who ask for hold onto any weapons and spell components before heading into the office. They cannot be skill checked to change their mind, as it is procedure and the Dr won't meet anyone who is armed.

After relinquishing their gear, or hiding them with a sleight of hand versus the securities perception of +6, the party may enter into the Doctor's office.

The office is rather long, at 60 ft in length and 30 ft width. There are several tables with beakers, vials and tubes full of liquids. Bookshelves and containers line the walls, full of books and other alchemical or magical instruments. At the far end is another large desk, with glowing crystals and vials with a glowing fluorescent blue-white liquid.

In front of this desk is a rather old Aegyl, probably in his late 30's. Hearing the party approach it will turn around, minding its wings on the desk. Pulling down a dust mask he will address the party in a slightly annoyed and gravelly voice.

This man cannot be bribed, as money has no worth to him.

---

"So, you're the ones who wanted a meeting on such short notice. Well, spit it out, my lifespan isn't going to wait around forever."

---

With knowledge local (DC 5) the party will know that Aegyls normally live to only around 40. Being one of the more short-lived species.

If asked about Gethwine he will respond saying that patient records are confidential. A check (DC 15/20) will have him reveal that Gethwine was a recent trial member, but did not return after her first session after being paid. A sense motive versus his bluff of +11 will reveal he is withholding information.

If asked if he knows where Gethwine could be (DC 15/20) he will reveal that he mentioned to her of a house that could contain some expensive Materia in District 1, he will give the address to the party. (DC 20/25) he will also reveal that the house belonged to a previous trial patient who reacted harshly to the trials, failing to bring back the experimental Materia. A sense motive versus his bluff of +11 will reveal he is telling the truth somewhat, but is hiding an ulterior motive behind this task.

If asked if the house is safe, he will say that it should be safe for the party. A sense motive versus his bluff of +11 will reveal that he is lying and the location is more than likely dangerous. If questioned about his lie, (DC 15/20) he will say he is getting tired of the party and just wants them out of his hair, but that he really did send Gethwine there.

If asked about his work, he will say that he is working on Materia that anyone can use, regardless of their magical talent. A sense motive versus his bluff of +11 will reveal that isn't the whole truth. If they figure that out they can push further (DC 20/25) he will reveal that he is also working on a Materia that will help his race live longer lives.

If asked if he is making progress in his work to make a Materia to extend his lifespan he will say no. With a sense motive versus a bluff of +11, they can tell he is lying. If pushed further (DC 20/25) he will reveal that he is getting close, but needs all the time he can get to finish it.

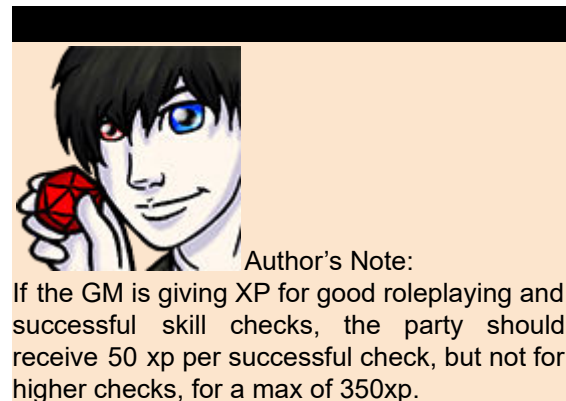
If asked why he did not give any information to the police, (DC 15/20) he will say they did not come questioning the centre, so he did not feel inclined to go out of his way to tell them. (DC 20/25) He will say that the

police never bother the centres since they aid the city immensely, President Waltz would just push anything under the rug.

If asked about the Reclaimers, (DC 15/20) he will say he has hired them on occasion to bring back materials from Sector 6, but none have proved helpful.

If asked about the Thieves Guild, he will say to not speak of such things in the building. A sense motive versus his bluff of +11 will reveal he has much disdain for the Thieves.

After the discussion has come to a close the Doctor will show elation at the fact he can return to his work and will shoo off the party.



The party may retrieve their gear from the security outside and leave the building. If they found out about the house in District 1 they can head there, if not they have another chance in the segment named "Investigator Biggs", which should follow on regardless of their success.

## Investigator Biggs

As the party leaves the building they will notice a tall and well-built hume talking to some of the locals. The man, who wears a brown hat, will notice the party, thank the people he was speaking to and jog a little over to the party.

In a straight, calm, if a bit happy voice, the man will address the party.

---

“Well hello there. Sorry to drop in on you like this, but do you mind a little chat?” -Scribbling a note- “Do you mind if we go away from here? I know a good coffee stop down the road”

---

If the party agrees, the man will take the party about 5 minutes down the road to a quaint little coffee shop called Observation Roast, where an elderly hume will be serving drinks to the customers. The man will pay for drinks for each party member.

---

“Thank you for taking the time to chat with me. My name is Biggs, I am a private investigator, currently looking into several missing person cases” -sips his coffee- “Oof, good stuff. Anyways, I have heard and seen a bit of you guys around, I noticed you at the Carver’s house and the Reclaimers, so I was wondering if you’re another band looking for this missing Carver girl?”

---

The party may divulge any amount of information as they please.

Biggs will ask if they have found Gethwine yet, and if not, if they have any leads.

At the mention of Dr Rickobod Altwehist, Biggs will pick up a bit.

---

“Ah, the aging Aegyl scientist. Sad story that, spent his life working with magic and now it seems he’s spending his death on it” -finishes his cup- “He probably only has around 3 years left in him, fate of the Aegyl and all that” -waves his hand for a refill- “So, are you following the trail from his facility to the house down in District 1?”

---



Biggs will give the address of a house in District 1, where some Materia trial patients live, having disappeared a few weeks back, though due to their low standing had no real news about them.


After any information is given and his tips obtained by the party Biggs will ask if after they finish their mission, if they will give Biggs

the credit. He does not want the gil, but he needs a bit more fame to help his PI business going. If the party accepts the request or asks what they get in return, he will hand over a one-time-use dispel magical ball. Saying you simply have to hit a target and it will try to dispel any magical effect (D20+10 dispel check).

This can be identified as a [Dispel Stone](#) with a spellcraft check (DC 25).

After the discussion comes to a close, a Moogle will fly toward the party and hand a letter to Biggs, to which Biggs will tell the party he has another lead to follow on another case. He will give the number of his business to the group, which they can use to contact him.

The party are now free to head off in the direction of the house in District 1. The trip will take 8 hours on foot, or 1 hour via train.



Author's Note:  
Characters generally only travel for 8 hours a day, anymore and they are at risk of fatigue. Remind your players of this and advise a night at the Colourful Bard if they are considering walking.

## The Failed Trial



Ground Floor

There are no enemies on this floor.



1st Floor

The Mana Monster is in plain sight, facing away from the party.



1: [Mana Monster](#)

Heading back through the Districts, the players find themselves back at the most destitute. A stark contrast in citizens is found here, along with the lack of police presence.

Walking for about 30 minutes from the train station, the same distance from the walking route, the party find themselves at the house in question. It certainly looks unkempt for a good week or 2, with dirt and dust on the front door and windows.

The building is mostly made of dark-brown wood, with lighter coloured frames.

Knocking on the door will return no reply, with the door swaying a bit from the pressure. The party may enter with ease.

### Ground Floor

The inside of the building shows some signs of a struggle, with chairs knocked over as well as pieces of wood laying across the floor. In front of the players is a set of stairs that lead up to the 1st floor, with a doorway to the west and east leading them into adjoining rooms.

The floor continues the dark-brown wood design, with light-brown painted wood walls.

The western doorway leads into a 20 ft by 20 ft living room, with a sofa missing some of its outside leather and a bookshelf with only a few shelves containing reading material.

With a perception check (DC 15) the party will spot a sparkling object underneath the rug. Retrieving this item will reveal it as a depleted Mana Crystal, its hollow white light barely shines at all. An appraise check (DC 10) will reveal this is probably worth 50gil.

There is nothing else of note in this room.

The eastern doorway leads into a 20 ft by 20 ft open plan kitchen and dining room, with the kitchen being at the northern part of the room. The table is missing some corners, along with one of the chairs being smashed to pieces.

The table has 2 plates of food, though they are mouldy and attract flies. If any player has a craft or profession to do with cooking they may succeed a check (DC 10) to see that

the food was made 4-5 weeks ago. A survival check (DC 15) will reveal the same.

Within the kitchen the players may search for any ingredients remaining with a perception check (DC 15) to find Smelling Salts, (DC 20) and Squid Ink.

There is nothing else of note in this room.

### 1st Floor

Heading up the stairs the players will hear them creak under their weight. Reaching the top there is a door on the east and west, though the western door is slightly ajar. A perception check (DC 20) will allow the players to hear some breathing from the eastern room.

The west door leads into a single bedroom, with an adjoining bathroom, 20 ft wide and 20 ft long. The bedroom seems mostly untouched, though does contain a chest by the foot of the bed. Opening the chest will reveal a Masterwork Fire Power Staff.

There is nothing else of interest in this room.

The eastern door has no keyhole, and opens up into a bedroom with an adjoining bathroom, 20 ft wide and 20 ft long. The bed has been thrown onto its side and is lent against the far wall, the dresser has been slashed in two, with plenty of debris on the floor. Within the far end of the room is a haunched over humanoid who is seemingly crying.

If the party moves 5ft towards the [Mana Monster \(CR 4\)](#) it will activate and attack the party. Its lifesense will detect them even through a stealth check.

A knowledge Arcana (DC 21) will identify this creature and any traits it has. They should also be informed about the Mana and Materia within its body, with a hint that disabling that may stop the creature.

Whether the creature is dispelled, and consequently exploding, or is defeated, the house the party are within will start to creak and shake viciously. A large rush of air is heard, along with rumbling rock as the house suddenly falls into the ground beneath it.

The party, along with the house, are hurtled into the earth, furniture and wood are destroyed against rock spikes on the earthen wall, narrowly missing the party. Finally crashing onto a solid plain of rock, the house makes a final loud cracking sound as the wood is broken and twisted from the impact.

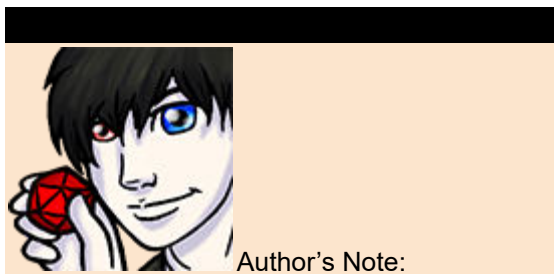
Players can roll acrobatics to avoid falling damage whilst in the house, any checks succeeding (DC 15) will have them take 1d6 damage, any failures will take 2d6 damage.

Looking around, the party will see that they have fallen under the district, in one of the Mana Mines underneath the city, guessing they had fallen some 200-300 ft below the surface. Thankfully the house had softened the blow of the fall, allowing them to survive such a drop, which would kill most people.

Looking upwards will reveal that the house had also caught falling rocks from above, essentially creating a roof of stone and wood, trapping the party within this Mana Mine.

Regardless if they defeat the Mana Monster, or dispel it, the party should receive exp for an encounter with one CR 4 enemy.

*"This dungeon should reward around 300xp each from combat scenarios"*

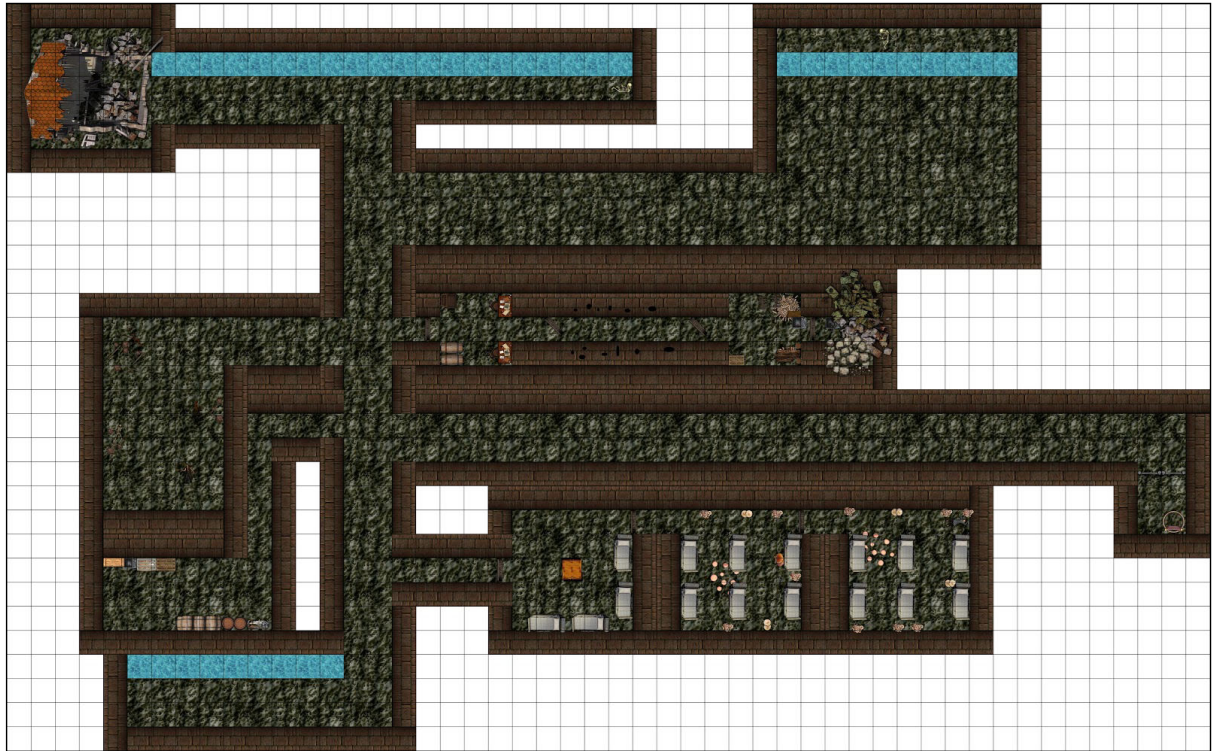


Author's Note:

This can be a good point to end a session, and/or allow players to level up if they have enough exp. There will be a longer dungeon at this point, so a higher level team will deal with it easier. If they failed all skill checks and did minimum fights they should be at least level 2 when they reach this point.

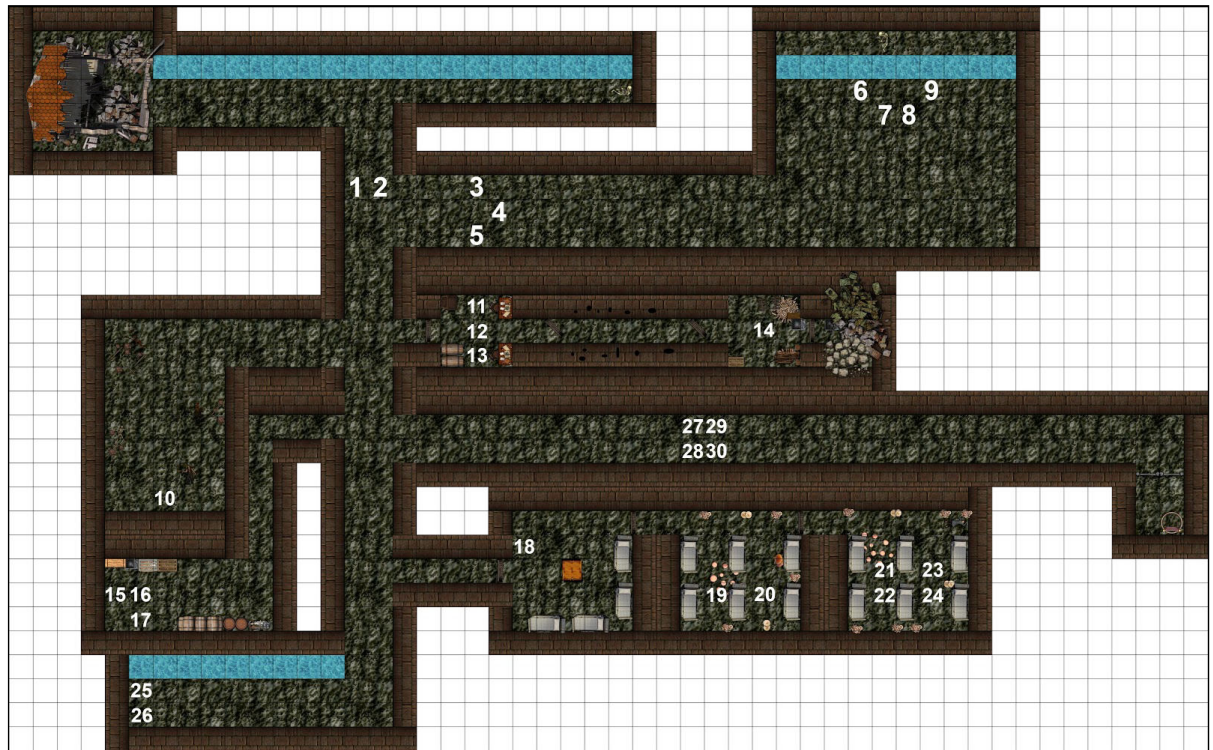


# Mana Mine Chasm



The entire dungeon is of dim lighting due to the shine from Mana. It also incurs Mana Toxin, requiring a fort save (DC 12) every hour.

Characters with darkvision will automatically spot any creatures trying to hide in the dim lighting.



- 1 - 2: [Blood Eyes](#) (Hiding)
- 3 - 5: [Cave Bats](#) (Hiding)
- 6 - 9: [Goblins](#)
- 10: [Mana Monster](#)
- 11 - 13: [Cave Bats](#) (Hiding)
- 14: [Earth Elemental](#)
- 15 - 17: [Imps](#)
- 18: [Mana Monster](#) (Hiding)
- 19 - 20: [Funguars](#)
- 21 - 24: [Imps](#)
- 25 - 26: [Skull Warriors](#)
- 27 - 30: [Centipedes](#) (Hiding)

After the long fall into the earth, the party may pick themselves up and examine the immediate vicinity. The remains of the Mana Monster are all but destroyed by the explosion, or the crash landing of the building.

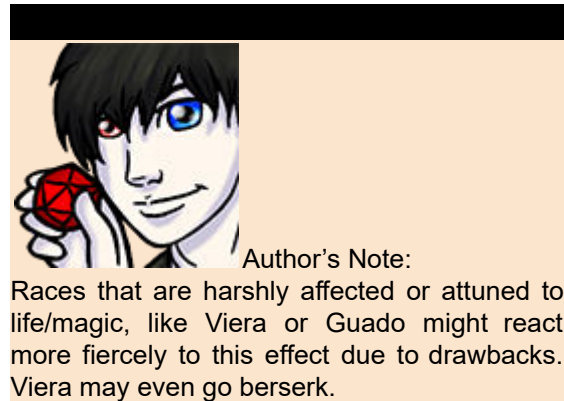
It can be safe to assume that any Materia was absorbed by the creature.

The crash landing site has a size of 25 ft by 25 ft, with most of it taken up by the fallen building and debris, the ceiling is 10 ft tall. A path 10 ft wide leads off to the west, but also has a 5ft wide 100 ft long stream of liquid Mana following just north of the path, rushing to the east. The Mana stream is around 3ft down from the path, with a depth of 5ft.

The floor is made of an almost hewn stone, with the walls obviously haven't been dug out. All the rock is of a brown colour, with a darker dirt peeking through.

The Mana stream will release toxic fumes into the air, which the party will need to roll fortitude against (DC 12). If they fail the save they are taken 1 step along the [Mana Toxin disease](#) track. This save must be done every hour whilst within this mine.

A Heal check (DC 12) and 1 minute spent checking, the party will reveal the disease and how it will affect them.



Regardless if the party saves or not, they should know that Mana can be very dangerous if not handled properly, and since they are not wearing the appropriate protective gear they will need to tread carefully.

The Mana Stream, as well as Mana Crystals in the rock wall will provide blue coloured Dim Lighting for this dungeon, if the players do not have a light source this Dim Light will give enemies a 20% concealment and allow them to use stealth checks to hide.

The Thieves dagger will not function here, due to magical interference from the mines.

### T-Junction 1

Continuing along the east path, 40 ft to the east will have them arrive at a weirdly shaped T junction. There is a path continuing east, though it is not only 5ft tall, with the 5ft tall stream continuing on, the path goes on for 50ft and ends with a corpse sitting against a wall. The path from the T Junction also heads down south for 125 ft, revealing several paths off to the east and west.

As the players reach this intersection they may make perception checks versus 2 stealth checks of +7. If they succeed they will spot 2 [Blood Eyes](#) (CR 2) 15 ft south of the intersection. They may make a Knowledge Dungeoneering (DC 17) to identify them and any traits they have.

If the party does not notice the creatures, they will use their readied actions of Umbral Gaze on the 2 closest characters.

If they do notice the Eyes, the party may stealth past the creatures against their perception of +6, or have a surprise round.

Regardless if they defeat the Blood Eyes, or avoid them, they should be awarded exp for an encounter with two CR 2's.

Following the path to the east will let the party, most likely in a single file, approach the corpse laid against the wall. With a heal check (DC 15) will reveal the being was a Dwarf who had starved to death. (DC 27) will also reveal he was affected by the Mana Toxin, but only around Stage 2 before he died. It is hard to tell how long the corpse has been here for, though rough estimates are over a week.

If the corpse is searched the party will find that he was equipped with a medium pair of Masterwork Feral Claw Gauntlets, with a perception check (DC 15) the party will also find a depleted Mana Crystal in his pocket. An appraise check (DC 10) will reveal it is worth around 100 gil.

Heading to the south from the intersection, making any stealth required, they will find a path leading east, only 15 ft south from the intersection. With the path leading south even further.

### Right Turn 1

Taking the eastern path, the party will see a 15 ft wide and 80 ft long corridor, leading into a bigger room. With a perception check (DC 15) the party will notice 3 [Cave Bats](#) (CR 1) that are sleeping upside down from the ceiling, from the northern part of this intersection they are 15 ft east, 15 ft east and 10 ft south, 20 ft east and 5ft south.

Since [Cave Bats](#) are common creatures the knowledge check (arcana) is easier to make (DC 7).

If the party does not notice the Bats, they will awaken and enter combat if the party moves 10 ft closer to them.

If the party does notice the Bats they can stealth around them versus 3 perceptions of +6, or have a surprise round against them.

Regardless if they defeat or avoid the bats, the party should be awarded exp for an encounter against three CR 1's.

Carrying on along the hallway will have the party reach a 50 ft wide and 45 ft

long room, with a 50 ft wide Mana stream 5ft south from the northern wall, heading east, possibly linking with the Mana stream from the previous hallway.

There is yet another corpse, but it is positioned across the gap, 25 ft from the west and 50 ft up.

Yelling and jumping at the body are 4 very visible [Goblin](#) (CR 1/2) which the party may roll knowledge local (DC 6) to identify them and any traits they possess. These Goblins in particular seem to be the sentient kind, though their veins are glowing a bluish colour, with some bulbous bumps on their heads.

The party cannot stealth around the Goblins to the body, as they have darkvision, but may have a surprise round against them, or try to make contact.

If the party tries to make contact, the Goblins will show quite a shock at them, demanding to know who they are, in Goblin as they do not know common..

The Goblins seem to be workers in the mine, but were left behind when it was shut down unexpectedly. Their protective gear is damaged and needs repairs. The party may repair this for them with any Craft skill (DC 15) or mending spells. Or, the party can kill them for this gear, needing the same checks but only fitting Small creatures. If worn, this gear provides a +5 against the Mana Toxin.

If asked if they want help getting out of the Mine, the party may succeed a check (DC 15/14) to have them accompany the party.

After fixing the gear, the party are allowed to jump across the gap to loot the corpse. The jump check can be made via a 10 ft running start (DC 5) or from a standing position (DC 10).

With a heal check (DC 15) the party will deduce that the being was a Bangaa who had starved to death. (DC 27) will also reveal he was affected by the Mana Toxin, around Stage 4 before he died. It is hard to tell how long the corpse has been here for, though rough estimates are over a week.

The corpse has on its body 1 fully-functioning Mana protection mask of medium size. This covers the face and grants a +5 to saves against Mana Toxin.

Regardless if the party defeats the Goblins, or are able to trade for access to the corpse, the party should be awarded exp for an encounter with four CR 1/2s.

Heading south from the 2nd intersection, the party will find another T junction just 15 ft down, with a 10 ft wide and 25 ft long path to the west, with a 5ft wide and 10 ft long path to the east that ends with a door. This hallway continues to the south for another 20 ft until another T junction.

## T-Junction 2

Taking the western path will have the party move for 25 ft until they reach a larger room, at 25 ft wide and 40 ft long this room seems like a major excavation area, with several pickaxes on the floor alongside rocks and corpses.

Leaning its palms against the southern wall is another Mana Monster (CR 4), seemingly absorbing the Mana from the earthen wall. It has not noticed the party.

If approached at least 15 ft, the Mana Monster will detect the party with its lifesense and attack.

With a perception check (DC 15) the party will notice a corpse near the Mana Monster has a Gunblade in good repair. The party will have to fight the Mana Monster to loot the corpse, however. The [Grab](#) cantrip will not be able to pick up the weapon, as it weighs 8lbs.

If the party defeats the Mana Monster, they should be awarded exp for an encounter versus one CR 4 enemy.

Searching the corpse with a perception (DC 10) the party will find that this Hume used to be a member of SEED, possibly sent on a mission to either protect this mine or investigate it, with no notes or missives it is hard to tell.

A heal check (DC 15) will let the players know the SeeD has been dead for around 1 week. A higher check (DC 20) will reveal he was killed within the past 2 days.

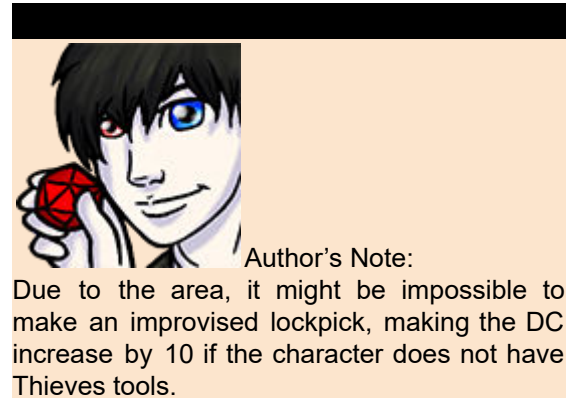
Alongside the corpse is a Masterwork SeeD Gunblade with a full chamber of 5

rounds, the body is also carrying 15 more unmixed packets.

If the party investigates the wall, they will notice that it is slightly darker around where the Mana Monster had its hands, possibly due to the creature absorbing the Mana from the walls.

There is nothing else of note in this room.

Taking the eastern path will have the party arrive at a wooden door with an iron frame. The door is locked (Disable DC 20, Strength DC 23) and looking through the keyhole will reveal a makeshift office at 15 ft wide and 15 ft long, with another door within the middle of the eastern wall which is ajar. There are 2 desks with chairs against the eastern wall.



With a perception check (DC 15) the party will also spot 3 [Cave Bats](#) (CR 1) sleeping upside down from the ceiling, within the middle of the room, making a line from the north to south walls.

If the party Strength checked the door open then the Bats will be alerted and attack. If not, they may stealth past them versus their perception of +6.

Regardless if they defeat or avoid the Cave Bats, the party should be awarded exp for an encounter versus three CR 1's.

If the party searches the desks with a perception check (DC 15) they will find notes talking about how this Mana Mine was first excavated some 800 years ago, though due to local tunnels and entrances which allowed monsters to pour in, it was decided it was not worth the risk for mining, leaving only pipes to funnel the liquid.

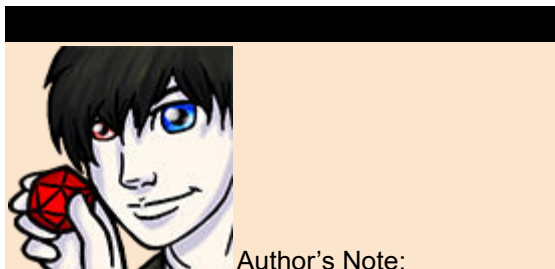
The ajar door to the east will lead into a 5ft wide and 25 ft long corridor. This corridor has several holes, around 3 ft in diameter, covering the sides and ceiling. Players will hear distant squeaks and flapping of wings from the holes. Some of these seem to have been covered at one point, but have since been uncovered by force from inside the holes.

This tight corridor leads to another ajar door towards the east. The players will easily spot an [Earth Elemental](#) (DC 3) within another 15 ft by 15 ft room. With a perception check (DC 10) players will notice the elemental is rather erratic, with liquid Mana flowing around the creature, along with Mana crystals embedded into its rocky surface.

If the party steps 5ft into this room, the Elemental will be alerted and attack.

If the party defeats the elemental they should be awarded exp for an encounter with one CR 3.

This room contains 2 destroyed desks, with the western wall housing several sacks and boxes of rocks. With a perception check (DC 20) the party will notice a Level 1 Earth Materia (MXP 0) within the rock boxes.



Author's Note:

Materia of level 1 requires equipment that has a total bonus of at least 1 to be slotted into.

There is another door leading to the east, which is locked (DC 20/23). Looking through the keyhole will reveal a somewhat caved in room, with crates and desks buried under rubble.

Entering into the room, the party will see that the eastern exit has caved in, with no hope of digging out in its current state.

With a perception check (DC 15) the party will notice a Healer's Kit with 10 uses, Surgeon's Tools and an Antidote Kit with 10 uses. (DC 20) Masterwork Artisan's Tools for Craft Alchemy and 600gil.

There is nothing else of note in this room.

Heading south at the T junction for 10 ft will have the party arrive at yet another T junction. There is a 5 ft tall and 20 ft wide path to the west that turns a corner to the south, while east there is a 10 ft tall and 100 ft wide corridor, with a turn to the south. The T junction hallway also continues south.

### T-Junction 3

With a perception check (DC 15) the players will notice a worn and damaged sign on the eastern wall. If players know Dwarven they will recognise the letters reading "EXIT". This path is explained in the "Exit Hallway" segment.

Taking the western path, the players will be led down a tight corridor, which turns to the south for another 25 ft, reaching another room.

The room at the end is 35 ft wide and 15 ft long, containing several boxes, crates and barrels. All of these containers are either smashed into pieces, or have their lids torn off, their contents missing.

At the west wall of this room are 3 Imps (CR 1) who are playing with Mana crystals in their hands, letting them fall as if they were gil coins.

The party cannot stealth any distance into the room, as 1 imp is looking in their direction and their Darkvision means any stealth roll automatically fails, as the party have nowhere to hide. The Imps will also automatically attack the party.

The party, if they haven't moved into the room just yet, may have a surprise round against the Imps, but since the corridor is so tight, they might only be able to move into the room.

If the party defeats the Imps they should be awarded exp for an encounter versus three CR 1's.

After the Imps are defeated, the party may loot the crystals, with an appraise check (DC 15) they can estimate the crystals are worth 300 gil in total.

Heading south from the 3rd T junction, the party will walk for 20 ft until coming across a eastern pathway, 5ft tall and 25 ft wide, ending with a shut door. This hallway also continues south for another 15 ft to a western turn.

## Right Turn 2

Taking the eastern path, the party will approach another wooden door with iron frames. If tried, the door is locked (DC 20/23), peering into the keyhole will reveal a bunk room, containing several bunks, going above what the player can see through the keyhole. The room is 25 ft wide and 25 ft long with a raised ceiling of 15 ft.

With a perception check versus a stealth of +12 (+17 since it is behind a closed door), the party will hear a Mana Monster (CR 4) hiding against the wall next to this door, waiting to strike them on entry.

After opening the door, the Mana Monster against the wall will strike at the closest character, starting combat. Since this fight is possibly within a hallway the party may struggle with it. It will be up to the GM if they decide this warrants experience being 1 CR higher than normal.

If the party defeats the Mana Monster they should be awarded exp for an encounter with one CR 4 enemy.

This room contains 2 sets of bunks against the eastern wall, 2 on the southern wall, along with dressers in the middle of the room. Each set has 3 bunks.

Searching the room with a perception check (DC 10) will reveal 1 Antidote, 2 Echo Screens, 2 Eye Drops, 1 Gold Needle, 2 Smelling Salts and 1 Vaccine, stored amongst the bunks and dressers.

There is another door within the north-eastern corner of the room that is unlocked but shut, there is no keyhole to look through.

Opening this door will lead into a 5ft wide and 10 ft long corridor that leads into an almost identical room, though it has 2 sets of bunks on the eastern and western walls, with 2 sets midway between them. This room also has several spores and mushrooms growing all over, yet they are not toxic.

Between the bunks at 20 ft south and 5ft from the western wall, and 20 ft south and 5 ft from the eastern wall are 2 [Funguars](#) (CR 2) who will notice the party enter the room, engaging in combat.

If the party defeats the Funguars they should be awarded exp for an encounter with two CR 2 enemies.

Searching the room with a perception check (DC 10) will reveal 1 Cure Potion (Perception 16) amongst the bunks. (DC 15) will reveal 1 more. (DC 20) will reveal 2 more. (DC 25) will reveal 2 more and 50 gil.

There is another door in the north-eastern corner of the room, similar to the door that leads to this room.

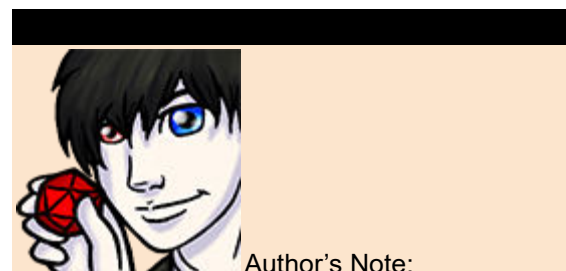
This door leads into an exact copy of the last.

Between the columns of bunks are 4 Imps (CR 1), who will attack the party on sight.

If the party defeats the Imps they should be awarded exp for an encounter versus four CR 1 enemies.

There is another corpse at the far wall of this room, wearing a shimmering medium suit of +1 Chainmail (Detect Magic + Spellcraft DC 18), which can be taken and used by the party. With a perception check (DC 15) they will also find 1 Cure Potion and 50 gil on the corpse.

This is the end of the bunk rooms with no other exits.



Author's Note:

Magical weapons, armour and items are generally unknown to characters, unless told what they are or contain. When finding such an item they must cast Detect Magic and make an appropriate Spellcraft check to identify the item. Before this is done they have no idea it is magical besides any visual effect it has, or with an appraise check of 25.

Heading south from the last right turn the party can walk for 15 ft until getting to a turning to the west. The path to the west is 10 ft tall and

45 ft wide, with another Mana stream just north of it, running alongside the path towards the west.

### End of the Hallway

At the western wall are 2 [Skull Warriors](#) (CR 1) who are looking eastward, meaning they spot the party as they turn the corner, but will not engage in combat until they notice hostility or the party move 5ft closer. During combat they will try to Bull Rush push the party into the Mana stream.

After the party defeats the Skull Warriors they should be awarded exp for an encounter with two CR 1 enemies.

The party may search the Warriors to reveal that they were actually buried citizens, as there are holes in the ceiling that indicate their burials caved into the mines. On their bodies is 352 gil and 2 wedding rings (Appraise 20) that are worth 200 gil each.

If the party went down every path up to this segment they have fully explored these Mana Mines.

### Exit Hallway

Taking the eastern path from the 4th T junction will have the party walk down a 10 ft wide and 100 ft long corridor. After going down this path for 10 ft, the party may make perception checks versus 4 stealth checks of +10. If the party succeeds they will spot 4 Centipedes (CR 1/2) that are on the ceiling 65 ft and 70 ft to the east from the junction in a box formation.

If the party fails to spot the Centipedes, they will wait until the party gets closer, then attacking them when they are in range.

If the party does spot the monsters, they can try to stealth, but since the centipedes have Darkvision they will just spot the party when they get within 60 ft and attack.

With a knowledge nature (DC 11) the party can discern that they could lure the Centipedes away with a ration for each monster. They will notice that there are similar holes in the wall and ceiling towards the north

that connects up with the office hallway which they could chuck rations down. If done so, the Centipedes will move away from this hallway.

Regardless if the party defeats the Centipedes, or lure them away, they should be awarded for an encounter with four CR 1/2s.

Reaching the end of the hallway will lead the party to a south turn, 10 ft wide and 25 ft long with a metal gate 10 ft south, just at the tip of the turn, blocking their path. On the other side of the gate is a ladder leading upwards.

The metal gate is rather sturdy, with a more advanced lock (DC 25), since it is made of metal and is also more sturdy (STR DC 28). With a perception check (DC 15) the party will notice a set of keys on the other side, which could be obtained via use of the Grab spell. If a character was tiny, they could fit through the gaps in the bars. The characters can also attack the gate (Hardness 10, 60hp). Any other solutions are up to GM discretion.

After the gate has been overcome, the party may climb the ladder up to the surface.

If the party had talked with the group of goblins earlier in the dungeon, and they are still alive, you may award 1 Hero Point (Max 4) for every Goblin still alive as you see fit.

Once the Goblins reach the surface they will return to their families.

*"This dungeon should reward around 3000xp each from combat scenarios"*

For escaping the Mana Mine Chasm the player should be awarded 200 exp each, or if they are close to a level you may give them enough to gain that new level.

## Reaching The Surface

Battered, bruised and possibly diseased, the party finally make their way out of the mine. After some 200-300 ft of climbing ladder-after-ladder, they reach a door allowing them access back to District 1 (Metal Gear Solid style).

At the other side of the door, the party find themselves close to the west-end of District 1, with several fences and police tape surrounding this entrance. Thankfully, no one is currently guarding or looking at the door, so the party are free to exit in relative peace.

It is up to the party how they interpret what had happened at the house, either being set up, a freak accident or otherwise. But due to their low health, it is advised they return to the Colourful Bard to rest and recuperate, they would also lack any time to meet with anyone on this day due to travel.

If they want to check what has happened at the house they visited they can do so, it is 10 minutes away from the Mine door.

At the scene of the house they will notice a large sinkhole has replaced the house, with police having taped it off, plenty of them still sticking around to make sure the onlooking citizens do not approach it.

If asked about the house, the police will say that it was a localised earthquake that weakened the supports of the house, falling into the sewer. It will however be cleaned up. The police will note that no one was inside the building.



## Act 3

If the party is at the correct experience to level up, it is suggested they are allowed to do so while they are sleeping at the Colourful Bard as more checks will need to be made, with some more possible fights along the way.

At this point they should be level 4 if they had done all 3 dungeons in the Dead Sector and killed the majority of enemies within the mines.

Due to the loot in the Mine, they could also spend some time selling, buying and possibly upgrading their gear. If they wish to do so, refer to Act 2 and the shopping section for locations and NPCs.

With the time-sensitivity of the mission, however, they may not want to enchant their weapons and armour, unless they have a spare one to use in the meantime.

If the party were suffering from Mana Toxin, remember they get a new save in the morning to reduce its effect by 1 stage. If this fails they can pay Phirosopus at the Darkwood Dragon to get rid of the disease which costs 150 gil per person.

### The Next Step

At this point the party has a few options open to them, depending on previous actions. They can ring Biggs with the phone at the Inn, use the Thieves Guild dagger to communicate with them or return to the Research Centre that Dr Rickobod works at.

### Rendezvous With Biggs

Ringling Biggs with the phone at the Colourful Bard, he will pick up after 2 cycles of the ringing tone.

---

“Hello, Investigator Biggs here. How can I help you?”

---

After the party let Biggs know it is them:

---

“Ah wonderful. Do you have news? I heard some stuff went down in District 1. Should I meet you at your inn, or the coffee shop again?”

---

If they agree to meet at the Colourful Bard, he will arrive within 1 hour, it will take the same amount of time to meet him at the coffee shop.

Regardless of where they meet Biggs they can have the following conversation.

Biggs will be wearing the same attire as before, if a cleaner version of it. He still carries around a notepad, along with a thermos at his belt.

---

“Well, let's get down to business, to defeat this mystery”

---

If told about the house accident, Biggs will say he did hear about the collapse on the news, but it didn't get a long segment. They said that it was due to a localised earthquake, with some fanatics crying that it was a punishment from the Astral Titan.

If asked, or told, about Dr Rickobod, Biggs will say he asked for a meeting after the party set off, but was told the Dr was packing to go to another facility.

If the Dispel Stone is talked about, Biggs will say he only had the one, but due to his information about Materia experiments, he thought the party could make use of it.

If told about the Mana Monsters he will ask if the players will allow him to write a story about the monsters and mine. If they agree, he will get them to sign a contract, when done he will pay the party 200gil.

If told about the rescued Goblins, he will ask for their details. If they give the details to Biggs he will pay them 50gil per Goblin.

If asked if he has any information to spare about the mission. Biggs will say that he was able to dig up some records about Rickobod that were concerning. In recent months he has had plenty of people decline tests, or not return for future trials. This has been kept from the news though, so not many people know about it.

If asked about Gethwine, he will tell the party that he was able to find some witnesses who saw her enter the Research Centre, but no one ever saw her go to that house. Her trail goes cold at the centre.

If asked for advice on where to go next he will advise following Dr Rickobod, which means they will need to ask around at the Research Centre.

After the conversation comes to a close, Biggs will bid the party farewell, thanking them for any information they passed on.

## Dagger Communication

Using the dagger, the party will be able to open up a conversation between themselves and Varnaen.

---

“Hello, I trust your group is well. What is it you require?”

---

If asked about the house, he will say that the Rogue’s following the party saw a mysterious figure drop a Materia with a device near the base of the building, to which they think caused the quake. He will say the Rogue’s lost his trail in the direction of District 3.

If asked about Dr Rickobod, Varnaen will mention he has no dealings with the Doctor, but does know of him. Some of his rogues went to earn extra money from trials, a few never came back.

If asked for where Rickobod went, he will say that the Doctor went to another facility within District 3, giving the players the location and name, One’o Lab. He will also note it is heavily guarded by robots.

If asked for assistance, (DC 15) Varnaen will say he can provide outfits for the party to disguise their way into the facility, which will give them a +4 to disguise checks. These outfits will arrive at the Inn within 3 hours. (DC 20) he will also provide a few phrases to aid with the robots, giving them +4 to bluff, diplomacy and intimidation versus the robots at the facility.

After the conversation is done he will bid the party farewell, and also to leave the dagger at the inn while they are at the facility.

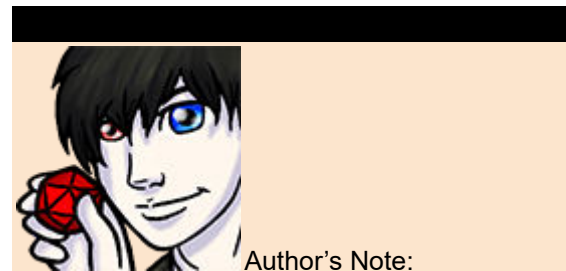
If the party waits around for 3 hours, they may acquire the outfits from a post moogle.

For heavy armour characters, their outfit will be for Sheath Security.

For medium armour characters, their outfit will be for Sheath Guards.

For light or no armour characters, their outfit will be for Researchers.

These outfits are only suitable for the specific facility, and will not aid them for other locations, the same goes for the phrases.



Author’s Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 xp per successful check, but not for higher checks, for a max of 50xp.

## Research Centre

Returning to the research centre, and the appropriate time required to get there, the party will see a similar sight to before. There are few people going in and out of the building itself, but the same amount of security.

Heading inside, the patients waiting will be few and far between.

The same Guado, Sennin Rowe, from the last visit is still at the desk.

---

“I am sorry, I cannot give any appointments for Dr Rickobod Altwheist today. Are you here for an appointment with another researcher?”

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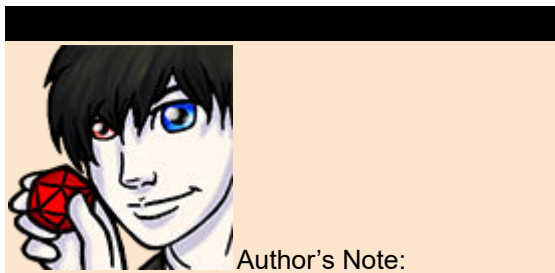
If asked about the house, the Guado will have no knowledge of the location. This information is truthful.

If asked where Rickobod went the party may succeed a check (DC 15/12) to which he will respond saying that he has left

for a private facility on the east-end. (DC 20/17) the facility is called One'o Lab, it is used mainly for experimentations with Robotics and Materia, closed off to the public.

If asked if Gethwine went to One'o, the Guado will not have access to the records that would say if she had or not.

Once the conversation is over he will apologise that he was not able to help the party further.



Author's Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 50 xp per successful check, but not for higher checks, for a max of 50xp.

## One'o Lab

This lab, which is 1 hour from the research centre, is in a less populated area. There are still guards around, but civilians are either inside of their houses or businesses.

Reaching the lab itself will show it is of a darker hue than the centre, with no showy sign or title to show what it is. There are 2 Sheath guards at the entrance who will stop anyone approaching, and talk to any employee before they enter.

If the party approaches the lab without a disguise, one of the guards will tell them that unauthorised personnel are not allowed entrance. If the party tries to speak their way inside, he will say that he needs to call ahead before letting anyone inside and that the Camera in the front entrance will spot the party as they enter.

At this point the party have 2 options open to them, either acquire a disguise or find another entrance to sneak inside. If they do not already have a disguise, they could possibly knock out/kill Sheath Guards on patrol, where they

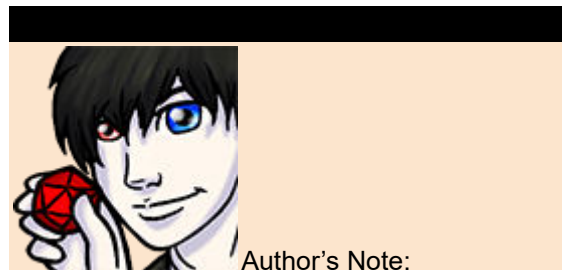
should have an encounter versus 4 of them. These outfits will only give them a +2 to the disguise however.

## Disguise Approach

Whether the party gained a disguise from the Thieves guild, or attacked a patrol of guardsmen, they will have the opportunity to suit up closer to the Lab, or all the way back at the Inn.

The GM must roll for every character a Disguise check (+4 if they gained the outfits from Thieves) and these will be the DC for any perception check made by employees that pass within 10 ft of the party, any further distance and they will ignore them, they will also make this check if any discussion takes place. The disguise takes  $1d3*10$  minutes to finish.

Each character uses their own disguise skill for their disguise, if someone wants to aid they may do so (DC 10 for aid another) to give them a +2. Disguise is both an outfit and how someone acts.



Author's Note:

You should not tell the party what they got on their Disguise checks, as they do not know how good it is. As per the Disguise rules. However, if you rolled a 1, you may allow them a perception to notice the poor disguise.

The adage of "Never split the party" is prevalent here. The upcoming segments will require several different skills and possible combat, so advise the party to go in as a group, instead of a singular member.

If at any point the party may be discovered, you can allow them a use of a Hero point to either have the character ignore them, or reroll their disguise/perception.

Approaching the door in disguise, the guard will ask the parties business at One'o, to which the party may bluff check versus the guards sense motive of +1, he will also have a perception of +1 against the party.

After entering, they will meet a large white stone slab wall, merely 15 ft ahead of them, 10 ft tall and 20 ft wide. In the middle of the wall is a cut-out of the stone, where a large camera is placed, with several wires and tubes coming from the camera into the floor.

No matter the disguise of the party, the camera has such a low quality that any check will fool it and anyone behind it, as long as a uniform is acquired.

Walking around the stone slab wall will have the party enter into a grand entrance hall, with several guards, researchers and employees walking about, with several hallways going off to the east, south and north.

There is a map attached to a northern wall where the party may read to learn the layout of the building.

### Disguise Rules

As the characters move about the facility, you can roll a 1d8 on this table to have a random set of events occur as they move around.

Roll	Outcome	Details
1	Guard	1 Guard rolls Perception +1.
2	Researcher	1 Researcher rolls Perception +0
3	Intercom	A message will play over the intercom.
4	Janitor	A cleaner will pass by and greet the party.
5	Robot	A Magic Mover asks for identification. Bluff vs Sense Motive +5
6	Shift change	3 Guards roll perception +1.
7	Mana Crystal	The party are handed a Mana Crystal to

		research (Appraise 20) that is worth 100 gil.
8	Safe	Nothing occurs.

If they fail any of these events, they may make a single bluff check to cover their tracks, or bribe the individual 50 gil. Robots cannot be bribed.

This secondary bluff may only happen 3 times until the party are discovered.

If the party runs out of chances, they will be discovered and thrown out of the building, forcing them to do a sneaky approach instead.

### Map Investigation

As the party approaches the Map, roll a d8 for an event. Once they reach it they may read over it to get an idea for the layout of the building. They may also roll Knowledge engineering (DC 10) to memorise the map entirely. (DC 15) will reveal 1 shortcut, lowering the amount of d8's rolled. For every 5 they get above this roll, allow an additional shortcut.

### Stairs route

After reading the map, they will need to climb 3 floors, or use the elevator. Using the stairs will require 5d8 rolls for events (Lower if they succeeded knowledge).

### Elevator route

If they used the Elevator, flip 2 coins (1d2) for 3 floors. If it's a 1, then an employee will enter the elevator on that floor. That employee gets a perception of +1 each floor they are in the elevator. These employees will go to a higher floor than the party, meaning they could end up with 6 employees in the elevator. If they are discovered, they may bluff, or knockout/kill the individual in-between floors and stash them atop the elevator's roof. These employees have an ac of 10 and hp of 2.

### Floor 4

As the party reaches the desired floor, give them a minute to recuperate in a clear hallway. At this point, if they failed the knowledge, they will need to find another map to relearn the layout, which will incur another d8 roll.

Once they learn, or remember, the layout they may continue on to another lab on this floor.

Since the party are in a new portion of the lab, their attempts are reset, allowing them 3 secondary bluffs once again.

Following the directions on the map, roll 5d8 for events (Lower if they succeeded knowledge). The party will move between separate rooms and hallways until finally reaching Rickobod's personal laboratory.

The laboratory has an electronic lock, requiring a disable device check (DC 20, without an e-pick they take a -5), or the party could try and sleight of hand an employee to steal their key.

If the party try to disable the lock, they will need to also roll sleight of hand to make sure no-one notices them, or have someone bluff check any onlookers with a conversation.

Once this door has been opened, the party will find themselves within a small office, with another door. Moving inwards, they can close the door behind them.

From here, move to the "Private Office" segment.

## Stealth Approach

If the party lacks disguises, or fails in their disguised entrance to the building, they may try and find an alternative route into the building itself.

Spending 1d4 hours each, the party may roll perception to find entrances besides the main door. (DC 10) reveals a side door they could use, that would require stealths inside the building. (DC 15) reveals a cleaner's scaffolding they could make use of. (DC 20) reveals an open duct they could climb through that would provide the best entrance.

For the stealth approach, instead of the disguise d8 table, we will use a simplified version. For this segment roll a d8, if it's 7 or lower they will require a stealth check to pass, if it's an 8 they are free to move.

If they are spotted they are escorted outside.

## Side Door

The side door will allow the party a stealthy entrance, however they will need to roll stealth checks to avoid all forms of employees within the building.

To find a map, roll 1d8. Once they have got to the map they may also roll Knowledge engineering (DC 10) to memorise the map entirely. (DC 15) will reveal 1 shortcut, lowering the amount of d8's rolled. For every 5 they get above this roll, allow an additional shortcut.

After reading the map, they will need to climb 3 floors which will require 5d8 rolls for events (Lower if they succeeded knowledge).

Reaching the 3rd floor they will have a short break to catch their breath. At this point, if they failed the knowledge, they will need to find another map to relearn the layout, which will incur another d8 roll.

Once they learn, or remember, the layout they may continue on to another lab on this floor.

Following the directions on the map, roll 5d8 for events. The party will move between separate rooms and hallways until finally reaching Rickobod's personal laboratory.

The laboratory has an electronic lock, requiring a disable device (DC 20, without an e-pick they take a -5), or the party could try and sleight of hand an employee to steal their key, this will require another stealth check however.

If the party try to disable the lock, they will need to also roll stealth to make sure no-one notices them, or have someone draw their attention with magic, or throwing an object down the hall with an attack roll (AC 15).

Once this door has been opened, the party will find themselves within a small office, with another door. Moving inwards, they can close the door behind them.

From here, move to the "Private Office" segment.

## Cleaner Scaffolding

Thankfully, a past cleaning sweep of the outside of the building left behind a useful set of ladders and platforms, however they are raised from the ground by 10 ft. A successful acrobatics check will allow a character to jump, grab and lower the ladder down to them. If someone in the party has the Grab spell they may also loosen the ladder down with that.

After gaining access to the first ladder, the party may climb up the scaffolding with ease, the scaffolding leads up to the 2nd floor, with a handy map on a nearby wall.

Roll 1d8 for the approach to the map where they Once they have got to the map they may also roll Knowledge engineering (DC 10) to memorise the map entirely. (DC 15) will reveal 1 shortcut, lowering the amount of d8's rolled. For every 5 they get above this roll, allow an additional shortcut.

From the map, the party needs to climb 1 floor. Roll 2d8 for this process (Lower if they succeed knowledge).

Reaching the 3rd floor they will have a short break to catch their breath. At this point, if they failed the knowledge, they will need to find another map to relearn the layout, which will incur another d8 roll.

Once they learn, or remember, the layout they may continue on to another lab on this floor.

Following the directions on the map, roll 5d8 for events. The party will move between separate rooms and hallways until finally reaching Rickobod's personal laboratory.

The laboratory has an electronic lock, requiring a disable device (DC 20, without an e-pick they take a -5), or the party could try and sleight of hand an employee to steal their key, this will require another stealth check however.

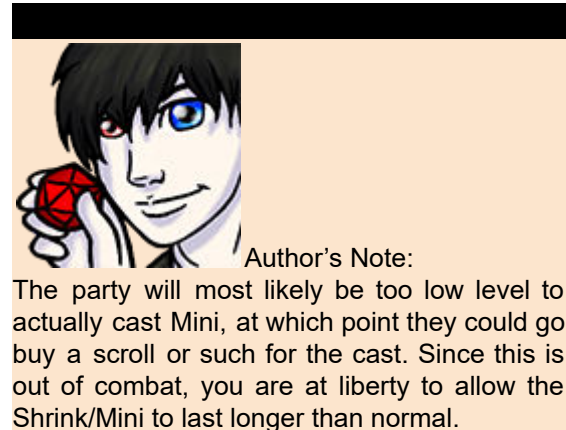
If the party try to disable the lock, they will need to also roll stealth to make sure no-one notices them, or have someone draw their attention with magic, or throwing an object down the hall with an attack roll (AC 15).

Once this door has been opened, the party will find themselves within a small office, with another door. Moving inwards, they can close the door behind them.

From here, move to the "Private Office" segment.

## Duct Entrance

About 5ft from the floor is an open duct that leads into the building, which the party could use to move around the facility without worry of being spotted. However, the duct will only allow medium or smaller creatures inside. If there are Larger members in the party they will need to take another approach or have Shrink/Mini cast on them.



After gaining access to the duct, the party will be able to move about the building, finding a spot to see a Map through the grates.

They may also roll Knowledge engineering (DC 10) to memorise the map entirely. (DC 15) will reveal 1 shortcut, lowering the amount of d8's rolled. For every 5 they get above this roll, allow an additional shortcut.

If the party memorises the map, they will arrive directly at the door to the Office.

If they fail to memorise the map, they will be 2d8 away from the door.

The laboratory has an electronic lock, requiring a disable device (DC 20, without an e-pick they take a -5), or the party could try and sleight of hand an employee to steal their key, this will require another stealth check however.

If the party try to disable the lock, they will need to also roll stealth to make sure no-one notices them, or have someone draw their attention with magic, or throwing an object down the hall with an attack roll (AC 15).

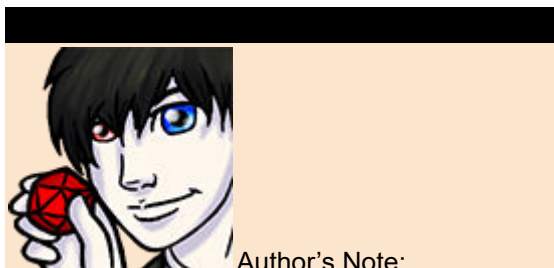
Once this door has been opened, the party will find themselves within a small office, with another door. Moving inwards, they can close the door behind them.

From here, move to the "Private Office" segment.

## Private Office

From making their way to the office, with the door shut behind them, the party are finally in the clear from any stealth or disguise checks, though they will need them to leave, or possibly deeper inside.

Allow the party a breather, as they may have been sweating through the facility.



Author's Note:

For reaching this Office, the party should be awarded 800 exp each.

If they needed to use secondary bluffs but were not kicked out, or only found once in the stealth route increase it to 1200.

If they did it without having to use any secondary bluffs or being kicked out, or were never found in the stealth route increase this to 1600 exp.

Once they are ready, they have arrived in a rather large office, 40 ft wide and 40 ft long. There are several bookshelves lining the walls, notes and journals across tables in the middle of the room, a desk at the far end with a large computer and a door leading to the east that has another electronic lock.

Checking the bookshelves with a perception (DC 15) will reveal that the Doctor was a fan of several older scientists who worked with Mana and Eidolons. (DC 20) reveals some notes in between the books revealing how Materia reacts with equipment normally, but has a harsh effect when implanted into bodies, unless they are trained Magicite Knights.

Checking the tables with a perception (DC 15) will reveal plenty of contracts and notes dedicated to Materia trials, all to do with infusion. There are some records for normal non-magic citizens, casters and even Magicite Knights. (DC 20) will reveal documents for Gethwine, saying she was a Red Mage with 2 trials, 1 for a Materia weapon and 1 for Materia Infusion along with an attached note:

---

"Patient has responded well to the weapon, most likely due to magic aptitude. Asked if infusion is acceptable" -scientific numbers follow for a while- "Patient lasted 1 hour before effects were found, longest trial so far. Paid double for help, told will be paid triple for an overnight stay. Patient accepted"

---

Checking the desk with a perception (DC 15) will reveal a Level 1 Lightning Materia (3d100 MXP) along with a note:

---

"Materia attuned easily, results are above average. Talented casters produce better results, but do not help with non-caster research"

---

(DC 20) will reveal a level 1 Cure Materia (1d100 MXP) along with a note:

---

"Non-Elemental Materia produce better effects, Cure being the longest lasting and least dangerous choice" -scientific numbers follow for a while- "GW has agreed to have overnight stay, altered Life Materia will be used."

---

(DC 25) will reveal another note:

---

"Altered Life Materia seems the closest to Time Magic. It condenses what would take me several years training to a mere hour process. However, the journey to that point has taken

its toll. Tests show my lifespan will end within the year” -Notes this year- “Deadline approaching, hasten experiments, offer higher rewards”

---

If the party check the large computer they must succeed a Knowledge technology (DC 10) to even interact with it. It will have some data relating to the research but without a Heal check (DC 15) they will be too hard to identify. If they succeed the Heal check, they will find that the Doctor had around 6-12 months expected left to live. His Materia infusion process was also very volatile, having a 20% success rate. It also notes Failed Fusions, with imagery of Mana Monsters, stating that these occur in 5% of patients.

The computer notes several patients, with the party being able to find a master list. It notes 1820 patients within the past 6 years. Around 100 were noted as being Magicite Knights, noting they produced no applicable data.

With a higher knowledge technology check (DC 15) the party will also find some hidden files within the computer. One of them concerning Failed Fusions with a video recording.

It shows a Varg being infused with Materia in a large white room, the video is sped up slightly, with a timer in the bottom right. When the timer reaches 10 minutes the Varg shows great pain and aggression, tearing at the walls of the room. After 15 minutes the Varg’s fur starts to fall out and its limbs become longer and thinner. After 20 minutes the Varg has mostly become a Mana Monster. At 25 minutes the Mana Monster is hit with electricity from off-camera, with a heal check (DC 10) the party can deduce it is still alive. There are notes attached to the video file, noting reactions and scientific data.

With a higher check (DC 20) the party will find a video of Gethwine Carver undergoing a similar process, there is a Cure Materia inside of her arm. The video goes on for 1 hour as she walks around. Notes are attached with data. There is another video linked to this one, showing a Blank and colourless Materia being infused into Gethwine

by Dr Rickobod. The Doctor quickly leaves the room. The Materia takes on a red hue very slowly after 30 minutes. The video has no audio, but Gethwine looks in a lot of pain for the next 10 minutes. For the next 10 minutes, Gethwine seemingly shrinks in size, she starts casting spells at the walls and camera, dealing damage to the room but not breaking out. The video shows Gethwine scream for the next minute until only a glowing Crimson Materia is left on the floor. The remainder of the video is on the Crimson Materia alone in the room. An attached note will describe that the experiment was a success with tests to follow. There is a date attached as yesterday, a few hours after the party left for the House.

After the party have finished with the computer, they will find a data drive close to the computer, allowing them to download the videos and some data, to take with them.

After the party finishes downloading the computer's data, or fail to even activate it, an alert will play on the screen.

---

“Reminder, final test in 10 minutes. Express Elevator is unlocked”

---

After the message plays, the other door will have a light appear atop it of a green hue.

At this point the players have a choice, to try and stop the final test by taking the elevator, or bringing this data to Biggs to reveal to the world. If they leave this building, they will not have a chance to stop the final test.



## A Crimson Trail



Almost the entire facility has bright light due to the ceiling lights, however some corners and walls may be within dim light.

The Magic Movers are currently hidden behind secret doors in the walls, sending out 1 at a time when the alarm starts.

The Magic Mover MK II is in plain sight. The Mana monsters are contained within the capsules, but only the last room will have them exit, 1 at a time.

The Mana Mother is currently locked within a sealed room, with windows on the eastern and western walls. This creature can be killed via the computers with a check.

Dr Rickobod is in plain sight and can possibly be talked out of a fight.

You will find more details in the segments below.

- 1 - 2: [Magic Movers](#) (Hidden)
- 3: [Magic Mover MK II](#)
- 4-13: [Mana Monsters](#) (Hidden)
- 14: [Mana Mother](#)
- 15: [Dr Rickobod Altweist](#)

Taking the elevator down, which is big enough to fit the party, will have them go past all 3 previous floors into a basement level.

The elevator will open up to a 60 ft wide, 80 ft long room with a ceiling of 30 ft tall. There are 2 lights, situated near the doors, that provide the room with bright light for the entire floor, with some dim lightning in the corners and sides of the room.

There are several consoles, pipes, wires and such on the sides of the room. Attached to these devices are 14 separate large tubes, 7 of which contain Materia with flesh wrapped around them, 7 contain Mana Monsters, all of these tubes also contain a translucent blue liquid that bubbles away. The large tubes are set up near the walls, leading up to the far end of the room with even spaces between them.

At the far end of the room is another door, with an electronic lock (DC 25). The door has a hardness of 10, HP of 60 and a break DC of 28. These stats continue for the next 2 doors and are identical for all 3 rooms. If the party fail to pick the locks or break them down, they will automatically open 12 seconds after defeating the final enemies within the specific room.

A loud message will play over the comm in this room:

---

“Final Test will begin in 5 minutes”

---

This message will play and count down. The GM should note how long the party takes from this point on and address them as such.

The party may approach the door, but as they do so an alarm will sound.

---

“Warning, intruder alert! Magic Movers are inbound”

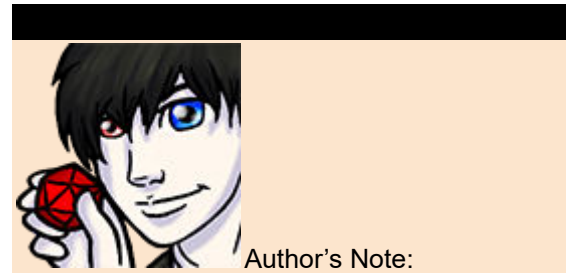
---

At the sound of the alarm 2 [Magic Movers](#) (CR 3) will appear from openings in the walls. They will approach the party at a fast speed. Let the lockpicker of the group know he may attempt the lock as this goes on.

The party may succeed a bluff check versus their sense motive of +5 (The phrases no longer apply) to avoid a combat, making

the Movers become confused, returning to their stations.

If they fail, or do not try to bluff, a battle will ensue.



Author's Note:

It takes 1 round, or 6 seconds, to attempt to pick a lock. A character may attempt to pick this lock as everything is going on.

After the battle, or the Magic Movers returning to their walls, another wave of 2 Magic Movers will come out. The party may again try bluff, or fight these.

The alarm will sound until 5 waves of Magic Movers have arrived, or the door is opened.

Regardless if the party bluffs or defeats the Movers, or opens the door in time, they should be awarded exp for 5 encounters with two CR 3 enemies.

Once the door is opened, the alarm will stop playing, once the party enter the door it will stay stuck open.

This room is identical to the previous, but has a [Magic Mover MK II](#) (CR 5) standing 20 ft from the doorway the party just came through.

The alarm will sound yet again on this side of the room.

---

“Warning, intruder alert! Magic Mover Commander, apprehend suspects”

---

The Magic Mover MK II will approach the party asking for their surrender. The party may again bluff against its sense motive of +11 to avoid a fight and confuse it.

If they fail to bluff, a fight will ensue. The lockpicker can run past and try the door, which the Mover will not move past.

Once the party has finished with the robot, they may move onto the door at the far end to unlock it. The alarm will continue to sound until the door is open.

Regardless if the party bluffs or defeats the Mover, or opens the door and escapes, they should be awarded exp for an encounter versus one CR 5 enemy.

Once the door has opened, the alarm within the 2nd room will stop playing. The next room is identical to the others, but contains no Mover.

After moving 10 ft into the room, another alarm will sound.

---

“Warning, intruder alert! Test subjects will be released”

---

After which a single test tube will open up, releasing a [Mana Monster](#) (CR 4) into the room. There is no way around this fight, besides dispel, or if the lockpicker can get to the door and open it. Due to just awakening this Monster cannot run or charge.

After a Monster is killed, another will awaken until 10 are released in total.

If the door is opened before that time, the party may run away, with the door closing behind them.

Regardless if the party kill the Monsters, or opens the door and escapes, they should be awarded exp for 10 encounters versus one CR 4 enemy.

After getting through the final door, the party will find themselves in an experimentation lab that curves around a centre chamber. The door will shut when the final member enters into this room.

This room will contain several computers, science equipment and notes.

There are windows that peer into the centre chamber, revealing a monstrosity standing within the middle of a 25 ft wide by 30 ft long white room, similar to the one in the videos. There are 2 doors, one from this lab into the containment room, and one inside the containment room heading off into another unknown room. Both are locked (DC 30/ Str 28 - Hardness 10 hp 60).

The intercomm will play once more, announcing how long until the final test.

The party may attempt to access the computers to deal with the monster, or attack it in the room.

If they wish to access the computers they must spend 1 minute and succeed a Knowledge technology (DC 20) where they will find a kill function, to either incapacitate or kill whatever is in the chamber. This will neutralise the monstrosity. Players may make these checks on different computers at once.

If the party wishes to fight the monstrosity, or fails to use the computer, they will fight a [Mana Mother](#) (CR 5).

Regardless if they defeat the Mana Mother, or use the computer to neutralise it, they should be awarded exp for an encounter with one CR 5.

Depending on if the party arrived before the timer ran out or not, the next section will change.

## Arriving In Time

If the party arrives with time before the final test they have a chance at stopping the Doctor. As they approach the door within the test chamber they will find it is locked (DC 30/ Str 28 - Hardness 10 hp 60), looking through the keyhole will reveal another test chamber with several tubes containing materia, the Doctor and the Crimson Materia within a strange device.

With detect magic and spell craft (DC 20) the party can discern that Gethwine is still alive within the Materia, but if the Doctor finishes what he does they do not know if she will survive.

Upon opening the door, the Doctor will be alerted, his visage taking on a grey aesthetic, as if he is rapidly degrading due to his age or some previous experiment.

At this point the party may engage in combat or succeed several checks to overcome a conversation encounter. Dr Rickobod is 20 ft away from the party.

If they attack, [Dr Rickobod Altwheist](#) (CR 5) will use a full-round action to remove the Materia, then infuse the Materia into his

body on his next turn in combat. The party may take the Materia from him with a CMB attack.

On infusing the Materia he will shout "Mana is people!".

The Materia will have no effect for Rickobod in combat, but after it is infused, Gethwine will essentially die.

If the party wishes to converse they can make checks every time the Doctor speaks. If they fail 1 combat will begin.

The Doctor he will begin with:

---

"What!? How did you get in here? Where is my security"

---

Succeeding a bluff, diplomacy or intimidation check (21/15/20) the party may approach 5ft.

---

"No, my work, it is almost done! I will live! I can do so much for this world still!"

---

Succeeding a bluff, diplomacy or intimidation check (23/17/22) the party may approach 5ft.

---

"If I do not infuse this Materia, my life will come to an end before the week's end! She is already gone, but I may live on!"

---

Succeeding a bluff, diplomacy or intimidation check (25/19/24) the party may approach 5ft.

---

"But... I just... So close"

---

Succeeding a bluff, diplomacy or intimidation check (27/21/26) the party may approach 5ft and take the Crimson Materia. Dr Rickobod will collapse to his knees.

---

"I have lost. Kill me, or hand me over, the result will be the same"

---

The party may ask Dr Rickobod several questions if they get to this point.

If asked what the Materia does he will respond saying it gives the life force of the beings material body and internal mana to the infuser, for a Hume Crimson Materia it would give this aging Aegyl another 70+ years of life.

If asked how to reverse the process, he will say he never researched reversing the process, but it could be possible with a skilled Mage using dispel on the Materia.

If asked about the Mana Monsters, he will say they were failed attempts at the Crimson Materia. They grew ill from the Materia infusion, and due to them not being Magicite Knights they had adverse effects.

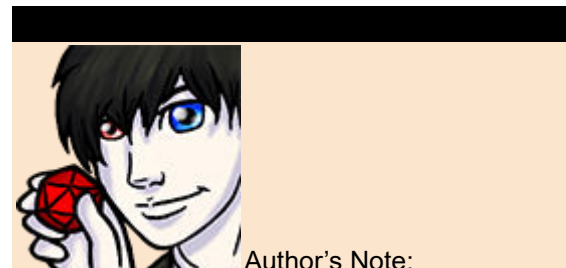
If asked about Mana, he will tell the party that Mana is the life force of material life and is the internal force that powers beings.

If asked if anyone knew about his experiments, he will say that it was mostly him doing this, with only robots aiding him. He requested this underground lab to be given to him after several new Materia were created by him.

If asked about the house in District 1, he will say he sent the party there to deal with any investigators. He also planted a Materia bomb to sink the house while the party were within it.

If asked if he will admit to the authorities what he has done, he will agree to it as he has lost all will at this point.

If the party search the room they will find: A +1 Longsword, +1 Longbow, +1 Fire Staff, +1 Kukri, Level 1 Holy Materia, Level 1 Wind Materia, Level 1 Water Materia, Level 1 Ice Materia and a Ring of the Attuned +2. Along with the items is 773 gil along with notes of other trial patients.



Author's Note:

If any of the weapons would be useless to the party it is up to the GM to change them for more applicable weapons.

After the party have finished talking to Rickobod they may leave, with the Materia and the Doctor. If the party have the ability to Dispel, they can attempt to free Gethwine (DC 25).

Or, they may infuse the Materia into one of them, gaining 70+2d20 years worth of lifespan. This will kill Gethwine.

Regardless if the party defeats Dr Rickobod, or talk him down, the party should be awarded exp for an encounter versus one CR 5 enemy.

Leaving the facility with Rickobod will allow them a clear walk outside.

If Rickobod is dead, the party must check past a guard (DC 11/15/11).

Once the party have left they may deliver Rickobod to the authorities, hand over any evidence and wait for the news to break.

There is no real need to roleplay this segment, but it will be up to the GM for the minutia.

It is up to the Party to give the news to Biggs first if they had agreed to do so.

## Arriving Too Late

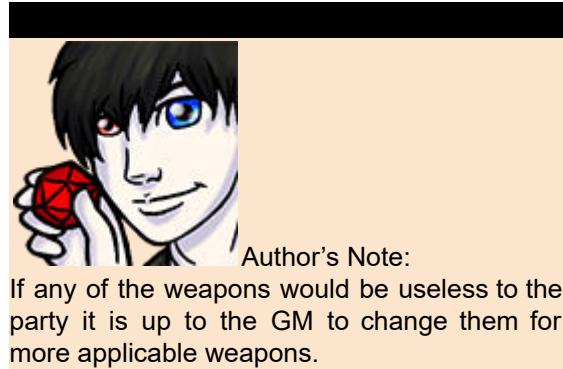
As they approach the door within the test chamber they will find it is locked (DC 30/ Str 28 - Hardness 10 hp 60), looking through the keyhole will reveal another test chamber with several tubes containing materia, [Dr Rickobod](#) [Altwehist](#) (CR 5) would have already infused the Crimson Materia into his body. Grey feathers litter the floor, yet his body seems renewed and young.

With detect magic and spell craft (DC 20) the party can discern that Gethwine has died within the Materia.

Upon opening the door, the Doctor will be alerted, he will attack the party, saying that no one will ruin his rebirth.

With the Doctor unconscious/dead, they may take the Materia out from his body.

If the party search the room they will find: A +1 Longsword, +1 Longbow, +1 Fire Staff, +1 Kukri, Level 1 Holy Materia, Level 1 Wind Materia, Level 1 Water Materia, Level 1 Ice Materia and a Ring of the Attuned +2. Along with the items is 773 gil along with notes of other trial patients.



Author's Note:  
If any of the weapons would be useless to the party it is up to the GM to change them for more applicable weapons.

Regardless if the party defeats Dr Rickobod, or talk him down, the party should be awarded exp for an encounter versus one CR 5 enemy.

Leaving the facility, with either a corpse or unconscious body, the party will need to talk their way out (DC 11/15/11).

Once the party have left they may deliver Rickobod to the authorities, hand over any evidence and wait for the news to break.

There is no real need to roleplay this segment, but it will be up to the GM for the minutia.

It is up to the Party to give the news to Biggs first if they had agreed to do so.

*"This dungeon should reward around 6200 xp each from combat scenarios"*

## Returning To The Carvers

After all is done, handing over of bodies, or people, news and such, the party can make their way back to the Carver Household before anything is made public.

Forwin will again invite the party into this homestead.

---

“Maeva dear, the investigators have returned”

---

The party may inform the Carvers of all they found, with shocked responses to most of them.

If Gethwine still lives within the Materia, they may hand it to the Carvers, to which Maeva will reply.

---

“You mean, our baby is within this Materia? We must release her at once! Dear call the magister!”

---

After an hour, a mage will appear who will dispel the Materia, changing its form back into that of Gethwine Carver, the materia shining a clear colour in her arm once more.

Upon realising she has returned to normal, she will retrieve the materia and smash it on the floor.

The parents will be teary eyed at the sight of their daughter, when Forwin will speak up.

---

“Gethwine, you’re alive! We’ve been worried sick”

---

Before getting a chance to reply, Gethwine will be hugged tightly by her parents.

A beautiful reunion takes place as they exchange words and feelings. Before they calm down and return to the party.

Maeva will address the party.

---

“I thank you so much for returning our daughter to us. We will not forget this, and of course here is your reward.”

---

Forwin will then hand over a small lockbox with 5000 gil within it.

If Gethwine is dead within the Materia, the party may hand it over to the Carvers, to which Forwin will reply.

---

“What! Preposterous! She... She isn’t Dead.. She can’t be! You are liars!”

---

To which Maeva will walk over and hold the Materia.

---

“But... dear. I can feel her... This is her, this is Gethwine... Our girl”

---

The parents will break down into tears, before leaving the room. After a minute, Forwin will come back and hand a lockbox to the party containing 5000 Gil.

---

“As agreed for... finding out daughter.”

---

After this, he will leave the room, allowing the party to leave the house.

Regardless of the outcome of the final mission, for handing over evidence and Gethwine’s condition, the party will have successfully completed the mission. As such they should be awarded 1000 exp each. Or enough to level up if you think they deserve such.

## Cleaning Up The Module

After the players have finally finished their long quest to find Gethwine Carver they should have levelled up quite a few times, with plenty of Gil in their pockets, loot in their bags and plans for the future.

It is up to you where to take the party next, either through another module or your own adventure.

If your players stay within Niffél for at least 1 more day, news of Gethwine will hit the news and play amongst TVs.

---

“The story about the local missing girl Gethwine Carver has finally been resolved. Private investigators were able to find evidence about several kidnappings and an unknown experiment being conducted within Sheath and Shields research centres. Dr Rickobod Altweist was conducting several illegal and unauthorised trials for Materia Infusions, the man has subsequently been captured and put in custody. Though his condition may mean he never sees his own trial. President Damien had a statement”  
-swaps to Damien-

“I am appalled at the conduct shown by Dr Rickobod and will be starting a full investigation in Sheath facilities. I will not rest until this stain is scrubbed clean to the bone. Accept my deep felt apologies for the recent events.” -swaps to reporter- “Along with Gethwine being recovered, several missing person cases are being solved in tandem, with both bodies and living subjects being found within the same lab. Over 30 people have been confirmed found so far.”

---

If the party allowed Biggs first shot at the news he will also show up in the news.

---

“This is all thanks to a local investigator, Biggs”  
-swaps to Biggs-

“Thank you for having me” -swaps to reporter-  
“So tell me how you found all those people”  
-swaps to biggs-

“Well, you see” -sips coffee- “I first scanned the districts the people lived, heard peoples statements and that eventually led me to District 3”

---

The report goes on as Biggs describes his investigation.

At the end of the Adventure, characters will have around 15,000xp - 19,000xp each, they may level up between this Adventure and the next to level 5.

That is all there is for this Adventure, I hope it taught you a few rules about the system, led into regular skill usage, allowed you to play with new mechanics like Materia, introduced Dungeons, Speech encounters and more.

If you have any questions, queries or want to chat about the module feel free to contact me on the FFD20 Discord.

I hope to have you read my future modules.

# Gargan Cities:

## Niffél - (Niff-Ehl)

*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**

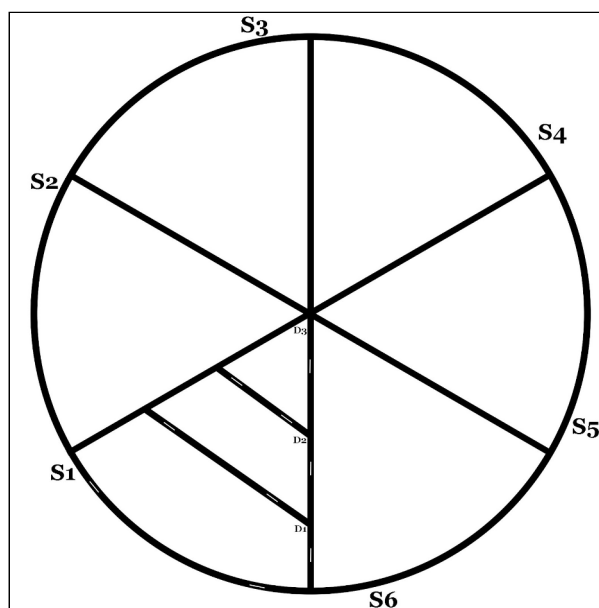
President Damien Waltz - 49 (CN male human gambler 7/pen mage 3 )

### **Marketplace**

Base Value 50,000 gp; Purchase Limit 200,000 gp; 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 citizens, 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 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.

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.

## 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.

# Characters and Enemies

The following are module/campaign specific enemies. They will pop up a few times in the campaign, or may also be avoided depending on player choice.

All other enemies are pulled from the FFD20 site and the Bestiary within. You can search the site for the appropriate enemies.

The FFD20 enemies, and their bestiary page number, used in order of appearance are: [Bat](#) (pg9), [Kobold](#) (pg210), [Skeleton](#) (pg300), [Floating Eye](#) (pg4), [Centipede](#) (pg40), [Goblin](#) (pg177), [Cave Bat](#) (pg10), [Small Flan](#) (pg151), [Minor Air Elemental](#) (pg 100), [Minor Fire Elemental](#) (pg112), [Minor Earth Elemental](#) (pg105), [Ice Elemental](#) (pg119), [Skull Warrior](#) (pg303), [Zombie](#) (pg348), [Lizard](#) (pg219), [Imp](#) (pg203), [Ogre](#) (pg280), [Faceless](#) (pg142), [Funguar](#) (pg159), [Blood Eye](#) (pg3), [Earth Elemental](#) (pg105).

## The Colourful Bard

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### Tyler "Tick" Rick - CR 1

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As the leader of the Ick Trio, Tick is the better geared of the bunch. He looks as if he has rolled out of bed and into the world, with disheveled hair and creased clothing.

XP 400

Hume Fighter 2

CN Medium humanoid

**Init** +4; **Senses** Perception +0

#### Defence

**AC** 16, touch 10, flat-footed 16 (+6 armor)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +0, **Will** +0;

#### Offence

**Speed** 30 ft.

**Melee** mace, light +6 (1d6+3)

#### Statistics

**Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** Improved Initiative, Weapon focus (mace)

**Skills** Acrobatics +5

**Languages** Common

**SQ** Chosen Weapon (mace), Melee Power, Fast Movement

**Gear** Mace, light, Chainmail, Cure Potion, 20 gil.

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### Mick - CR 1

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Seemingly a dropout dragoon who never finished his training, this Burmecian looks tough and agile, though a bit lacking in the finesse department.

XP 400

Burmecian Dragoon 2

CN Medium humanoid (Burmecian)

**Init** +1; **Senses** Perception +5

#### Defence

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 dex)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +4, **Will** +0;

#### Offence

**Speed** 20 ft.

**Melee** Longspear +3 (1d8)

#### Statistics

**Str** 11, **Dex** 13, **Con** 12, **Int** 11, **Wis** 10, **Cha** 8

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

**Feats** Weapon focus (Longspear)

**Skills** Acrobatics +4, Perception +5

**Languages** Common, Burmecian

**SQ** Deadly Lancer (+1d6), Jump, Pole Fighting.

**Gear** Longspear, Chainmail, Cure Potion.

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### Nick - CR 1

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Nearing middle age, Nick is the older one of the group, but more reserved. His clothes could do with a wash as they stand out against the shine of his weapons.

XP 400

Hume Thief 2  
N Medium humanoid  
**Init** +6; **Senses** Perception +4

#### Defence

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 dex)  
**hp** 11 (2d8+2)  
**Fort** +1, **Ref** +5, **Will** -1;

#### Offence

**Speed** 30 ft.  
**Melee** Shortsword +1 (1d6), Dagger +1 (1d4) or Dagger +3 (1d4)  
**Ranged** Dagger +3 (1d4)

#### Statistics

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8  
**Base Atk** +1; **CMB** +2; **CMD** 13  
**Feats** Two-Weapon Fighting (Combat), Improved Initiative (Combat).  
**Skills** Acrobatics +7, Bluff +4, Climb +4, Diplomacy +4, Disable Device +7, Disguise +3, Escape Artist +2, Perception +4, Sleight of Hand +6, Stealth +6.  
**Languages** Common  
**SQ** Finesse Training, Mark, Trapfinding, Sneak Attack (+1d6), Face in the Crowd, Evasion.  
**Gear** Short Sword, Dagger, Chain Shirt, Cure Potion.

## Magic School

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### Failed Mimic - CR 1

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A combination of a normal chest and a minor earth elemental culminates in this sad failed experiment.

XP 400

N Small Outsider (Earth, Elemental, Extraplanar)

**Init** -1; **Senses** Darkvision 60 ft., tremorsense 60 ft.; Perception +4

#### Defence

**AC** 19, touch 10; flat-footed 19 (-1 dex, +9 natural, +1 size)  
**hp** 18 (2d10+7)  
**mp** 2

**Fort** +5, **Ref** -1, **Will** +3  
**Immune** Earth, elemental traits  
**Weakness** Wind

#### Offence

**Speed** 20 ft.  
**Melee** Slam +6 (1d6+4 plus 1d4 earth damage)  
**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** Earth Mastery

**Spells Known** (Red Mage CL 2nd, Concentration +2)

1st – Stone (DC 11)

#### Statistics

**Str** 17, **Dex** 8, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11  
**Base Atk** +2; **CMB** +4; **CMD** 13  
**Feats** Improved Bull Rush, Power Attack, Toughness  
**Skills** Appraise +1, Climb +7, Knowledge (Dungeoneering and Planes) +1, Perception +4, Stealth +7  
**Languages** Terran  
**SQ** Earth Glide

#### Special Abilities

##### Adhesive (Ex)

A Failed Mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered Failed Mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the Failed Mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated Failed Mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry off a stuck weapon. Strong alcohol or remedy dissolves the adhesive, but the Failed Mimic can still grapple normally. A Failed Mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

##### Earth Mastery (Ex)

An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## Ambushers

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### Kou - CR 1

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A grey moogles with black fur on the tips of his ears and fingers and a patch of white fur in the shape of a star around his left eye. Loves shinies and magical treasure.

XP 400

Moogles Thief 2

CN Small humanoid (Moogles)

**Init** +2; **Senses** Perception +6

#### Defence

**AC** 16, touch 13, flat-footed 14 (+3 armor, +3 dex, +1 size)

**hp** 9 (2d8)

**Fort** +0, **Ref** +5, **Will** -1;

#### Offence

**Speed** 20 ft.

**Melee** Dagger +3 (1d3/19-20) or 2 Daggers +1 (1d3/19-20)

#### Statistics

**Str** 10, **Dex** 15, **Con** 11, **Int** 9, **Wis** 8, **Cha** 12

**Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Two-Weapon Fighting

**Skills** Acrobatics +7, Appraise +6, Bluff +5, intimidate +5, Perception +6, Sense Motive +4, Sleight of Hand +7, Stealth +11.

**Languages** Common, Moogles.

**SQ** Sneak Attack (+1d6), Trapfinding, Finesse Training, Mark, Evasion, Bleeding Attack (1).

**Gear** 2 Daggers, MW Studded Leather, Speed Drink.

#### Tactics

Will use his Speed Drink within his first turn, or before combat, before moving in to attack with the aid of flanking.

#### Description

This character was conceptualised and created via the donation of CheosPlays. Thanks to this donator this project survives and is created faster.

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### Galka Ambusher - CR 1

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This hulking mass of muscle is what comes between you and your goal, blocking the path before you.

XP 400

Galka Fighter 2

N Medium humanoid (Galka)

**Init** +0; **Senses** Low-Light, Perception +1

#### Defence

**AC** 17, touch 10, flat-footed 17 (+7 armor)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +0, **Will** +1 (+2 versus poisons, spells and spell-like abilities);

#### Offence

**Speed** 20 ft.

**Melee** Earth Breaker +6 (2d6+6/x3) or Earth Breaker +5 (2d6+9/x3)

#### Statistics

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

**Base Atk** +2; **CMB** +6; **CMD** 14

**Feats** Weapon Focus

**Skills** Intimidate +5.

**Languages** Common, Galkan.

**SQ** Chosen Weapon, Martial Flexibility, Melee power.

**Gear** Earth Breaker, Splint Mail, 4x Rations, 4d20 Gil.

#### Tactics

When the ambusher has a spare move action he shall use his Martial Flexibility to give himself Power Attack.

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### Viera Ambusher - CR 1

---

Fierce and elusive, this back-line Viera saves at least 1 MP to heal an ally but generally hurls shot after shot of holy might at foes with their Power Staff.

XP 400

Viera White Mage 2

NE Medium humanoid (Viera)

**Init** +6; **Senses** Low-Light, Perception +9

### Defence

**AC** 18, touch 14, flat-footed 16 (+4 armor, +2 Dex, +2 Deflect)

**Hp** 5 (2d6-2)

**Mp** 3

**Fort** -1, **Ref** +2, **Will** +5 (+2 against enfeebling spells and effects);

### Offence

**Speed** 30 ft.

**Ranged** Holy Power Staff +3 touch (1d6+2)

**Spells Known** (White Mage CL 2nd; Concentration +4)

**1st (DC 13)** - Blind, Cure, Mage Armor, Wind Armor, Sleep, Wind Runner, Wind Shield,

### Statistics

**Str** 9, **Dex** 14, **Con** 8, **Int** 11, **Wis** 15, **Cha** 8

**Base Atk** +1; **CMB** +0; **CMD** 14

**Feats** Improved Initiative

**Skills** Heal +6, Perception +9, Spellcraft +4.

**Languages** Common, Vieran.

**SQ** Increased Healing, Spell Proficiency, Lay on Hands, Concentrate.

**Gear** Holy Power Staff, Cure Potion.

### Tactics

If the Viera Ambusher knows they are about to ambush a target they will cast Mage ARmour and Wind Armour on themselves. They save 1 MP for a Cure, besides that they use their Holy Power Staff on enemies. Their Cure does an extra d6 of healing due to their White Magery.

## Failed Trial House

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### Mana Monster - CR 4

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This creature, which was once one of the sentient races has been contorted, stretched and changed in such a way it is hard to tell what it ever used to be. Standing at 7ft tall, this slender creature has several glowing spots on its body, which can be identified as either Materia or Mana. Its eyes have become hollow white slits on its face, with its nose having receded into their head. Their mouth is now stretched, to reveal flesh like fangs on the inside.

XP 1,200

CE Medium Magical Beast

**Init** +7; **Senses** Lifesense 30 ft, [low-light vision](#); Perception +5

### Defence

**AC** 19, touch 14, flat-footed 15 (+5 natural, +3 dex, +1 dodge)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +8, **Will** +2;

**Weaknesses** Dispel, Anti-Magic

**Absorbs** Shadow

**DR** 5/Silver

**SR** 13

### Offence

**Speed** 40 ft, cannot swim

**Melee** Bite +11 (1d6+5), Claw +11 (1d6+5), Slam +11 (1d6+5)

### Statistics

**Str** 20, **Dex** 16, **Con** 18, **Int** 6, **Wis** 8, **Cha** 6

**Base Atk** +6; **CMB** +11; **CMD** 25

**Feats** Dodge, Improved Initiative, Improved Natural Armor.

**Skills** Acrobatics +9, Perception +5, Stealth +7

**Languages** Common

**SQ** Magic dependance, Magical Body

### Special Abilities

#### Magic Dependance (Su)

This creature has been molded by Mana so drastically that it relies on it to continue living. If this creature is subject to any effect that stops magic, like Anti-Magic or Dispell, and if the dispel check exceeds 17 the Mana Monster will immediately die, exploding and dealing 4d6 non-elemental damage in a 5ft

radius, reflex for half (DC 18). If the check fails, it absorbs the spell cast and increases the DC by 2 for 8 hours. This may occur more than once in an 8 hour span.

### **Magical Body (Su)**

This creature has so much Mana flowing through it, any attack made with its natural weapons count as magical for overcoming DR.

## Guards

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### **Sheath Guard - CR 1**

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This guard is dressed fully in garbs of his company, sword in its hilt and armour shined to deter any would be attackers.

XP 400

Hume fighter 2

N Medium humanoid

**Init** +0; **Senses** Perception +1

#### **Defence**

**AC** 18, touch 10, flat-footed 18 (+7 armor, +1 shield)

**hp** 16 (2d10+2)

**Fort** +4, **Ref** +0, **Will** -1;

#### **Offence**

**Speed** 20 ft.

**Melee** longsword +5 (1d8+3/19–20)

**Ranged** longbow +2 (1d8/x3)

#### **Statistics**

**Str** 15, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 11

**Feats** Weapon focus (longsword), toughness

**Skills** Perception +1, Sense Motive +1

**Languages** Common

**SQ** Chosen Weapon (longsword), Melee Power

**Gear** banded mail, buckler, longbow with 20 arrows, longsword, 2d20 gil (20)

#### **Description**

Sheath guards are men and women trying to make a decent living without too much danger to themselves, putting in their petitions to work as security on local transport, checkpoints and

businesses. They are not trusted, nor trained, to work as wall security or to protect higher-investment establishments, though can be used as fodder.

Sheath guards can serve a form of intimidation due to the gear they wield, usually being stationed in pairs, sometimes up to 4 per location or job. Their gear is often on loan by Sheath and Shield, with plenty of markings dictating as such, though they do sometimes bring their own weapons to work if they have a different preference.

### **Sheath Security - CR 3**

---

This guard is dressed fully in garbs of his company, sword in its hilt and armour shined to deter any would be attackers.

XP 800

Hume fighter 4

N Medium humanoid

**Init** +4; **Senses** Perception +6

#### **Defence**

**AC** 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

**hp** 29 (4d10+4)

**Fort** +4, **Ref** +1, **Will** +0;

#### **Offence**

**Speed** 20 ft.

**Melee** mwk longsword +10 (1d8+7/19–20) or longsword +8/+8 (1d8+5/19–20)

**Ranged** longbow +4 (1d8/x3)

#### **Statistics**

**Str** 16, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +4; **CMB** +7; **CMD** 14

**Feats** Weapon focus (longsword), toughness, improved initiative, skill focus (perception)

**Skills** Perception +6, Sense Motive +1, Use Magic Device +1

**Languages** Common

**SQ** Chosen Weapon (longsword), Melee Power, Rain of Blows, overhand chop

**Gear** half-plate, Shield, heavy steel, longbow with 20 arrows, mwk longsword, 3x cure potion, 4d20 gil (40)



### Description

Sheath Security are the next step up from the everyday guard, trained in using better equipment as well as being granted a set of 3 cure potions.

Sheath Security, like their name suggest, are still guardsmen of sorts, but are trusted to keep control in more dangerous or delicate locales, like protecting the wall or entrances to the Mana mines. Their equipment is also loaned by the Sheath and Shield company, with the potions being refilled or replaced if used during work hours.

## One'o Lab

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### Magic Mover - CR 3

---

A humanoid machine made of steel, this hunk of metal has a large stomach with several dials and coloured lights all across its body. Jets of steam often shoot out from its shoulders and chest.

XP 800

N Medium [construct](#) (Robot)

**Init** +5; **Senses** [darkvision](#) 60 ft., [low-light vision](#); Perception +3

### Defence

**AC** 15, touch 11, flat-footed 14 (+4 natural, +1 dex)

**hp** 42 (4d10+20)

**mp** 0 (15 max)

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

**Defensive Abilities** [hardness](#) 5;

**Immune** [construct traits](#), ice.

**Weaknesses** Vulnerability to fire

### Offence

**Speed** 30 ft.

**Melee** slam +8 (1d6+4 plus grab)

**Special Attacks** Osmose, Magic Mending, Magic Blast

### Statistics

**Str** 16, **Dex** 12, **Con** -, **Int** 16, **Wis** 8, **Cha** 8

**Base Atk** +4; **CMB** +7; **CMD** 18

**Feats** Weapon focus (slam), improved initiative

**Skills** Disable Device +5, Escape Artist +5, Perception +3, Sense Motive +5, Spellcraft +6. Use Magic Device +2

**Languages** Common, Albhedian, Dwarven, Elvaan

**SQ** Grab, Additional Attack, Flammable  
Gear nothing

### Special Abilities

#### Osmose (Su)

The Magic Mover can open up its stomach and create a vacuum, sucking in residual and stored magical energy. This can affect 1 target within 30 ft, absorbing 2d4 MP, this can be negated with a fortitude save (DC 15), this save is intelligence based. Blue mages may learn this ability as a 2nd level spell (DC 19).

#### Magic Mending (Sp)

Using 3 MP stored within its tank and when the Magic Mover has sustained damage, they can use this stored MP to mend their wounds. This effect cures 1d8+3 worth of damage. This can only affect the Mover who casts this.

#### Magic Blast (Sp)

Using 1 MP stored within its tank, the Magic Mover can cast a spell resembling that of black magic. This can hit a single target within 30 ft and deals 1d6+3 worth of elemental damage, chosen on cast (Fire, Ice, Wind, Earth, Lightning or Water).

### Tactics

During combat

Magic Movers almost always start with 0MP, with their first objective being to absorb the MP of any being that is thought of or known to use spells. They will try and absorb MP to a full tank before using their abilities, but may decide it best to heal in between.

### Description

Magic Movers are the first in a long line of machines and constructs, made and put to work in the mine networks under Gargan. They are used to drill, absorb and carry Mana from place to place, with little to no danger to

biological beings, with plenty of protocols programmed into them, alongside their high intelligence. These machines weigh around 300 lbs.

These constructs hold a mana tank within their stomach portion, able to store up to 15 MP worth of magic, or 10 lbs of mana. This tank is lead lined to reduce radiation, with MP being used by the Mover to cast spells or abilities it knows. This storage of Mana however makes the construct weak to fire effects.

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### **Magic Mover MK II - CR 5**

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A humanoid machine made of steel, this hunk of metal has a large stomach with several dials and coloured lights all across its body. Jets of steam often shoot out from its shoulders and chest.

XP 1,600

N Medium [construct](#) (Robot)

**Init** +5; **Senses** [darkvision](#) 60 ft., [low-light vision](#); Perception +5

#### **Defence**

**AC** 19, touch 11, flat-footed 18 (+8 natural, +1 dex)

**hp** 53 (6d10+20)

**mp** 0 (30 max)

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

**DR** 5/adamantine;

**Immune** [construct traits](#), ice.

**Weaknesses** Vulnerability to fire

#### **Offence**

**Speed** 30 ft.

**Melee** slam +11 (1d6+6)

**Special Attacks** Osmosis, Magic Mending, Magic Blast

#### **Statistics**

**Str** 18, **Dex** 12, **Con** -, **Int** 18, **Wis** 8, **Cha** 8

**Base Atk** +6; **CMB** +10; **CMD** 21

**Feats** Weapon focus (slam), improved initiative, Skill Focus - Sense Motive

**Skills** Disable Device +7, Escape Artist +7, Perception +5, Sense Motive +11, Spellcraft +9. Use Magic Device +5

**Languages** Common, Albhedian, Dwarven, Elvaan

**SQ** Grab, Additional Attack, Flammable

**Gear** nothing

#### **Special Abilities**

##### **Osmosis (Su)**

The Magic Mover can open up its stomach and create a vacuum, sucking in residual and stored magical energy. This can affect 1 target within 30 ft, absorbing 3d4+1 MP, this can be negated with a fortitude save (DC 17), this save is intelligence based. Blue mages may learn this ability as a 3rd level spell (DC 21).

##### **Magic Mending (Sp)**

Using 3 MP stored within its tank and when the Magic Mover has sustained damage, they can use this stored MP to mend their wounds. This effect cures 1d8+4 worth of damage. They may increase this to 7 MP to heal 2d8+4. This can only affect the Mover who casts this.

##### **Magic Blast (Sp)**

Using 1 MP stored within its tank, the Magic Mover can cast a spell resembling that of black magic. This can hit a single target within 30 ft and deals 1d6+4 worth of elemental damage, chosen on cast (Fire, Ice, Wind, Earth, Lightning or Water). They may increase this to 3 MP for 3d6+4.

#### **Tactics**

During combat

Magic Movers MK II almost always start with OMP, with their first objective being to absorb the MP of any being that is thought of or known to use spells. They will try and absorb MP to a full tank before using their abilities, but may decide it best to heal in between.

#### **Description**

Magic Movers MK II, just like their predecessors, are made to move mana around facilities. However, due to their improved combat capabilities they are also used as an addition to Sheath's security forces. These machines weigh around 400 lbs.

These constructs hold a mana tank within their stomach portion, able to store up to 30 MP worth of magic, or 10 lbs of mana. This tank is lead lined to reduce radiation, with MP being used by the Mover to cast spells or abilities it knows.

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### Mana Mother - CR 5

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This creature, which was once one of the sentient races has been become engorged, large and intimidating. It continues the glow of the normal monsters, but is seemingly in control of both the Mana and the Materia within its flesh. Liquid mana seeps out from its skin, giving it a shiny look.

XP 1,600

CE Large Magical Beast

**Init** +5; **Senses** Lifesense 60 ft, [low-light vision](#); Perception +8

#### Defence

**AC** 24, touch 11, flat-footed 22 (+13 natural, +1 dex, +1 dodge, -1 size)

**hp** 76 (8d10+32)

**Fort** +10, **Ref** +5, **Will** +5;

**Weaknesses** Dispel, Anti-Magic

**Absorbs** Shadow

**DR** 5/Silver

**SR** 16

#### Offence

**Speed** 30 ft

**Melee** Bite +13 (1d8+6), Claw +13 (1d8+6), Slam +13 (1d8+6)

#### Statistics

**Str** 22, **Dex** 13, **Con** 18, **Int** 6, **Wis** 8, **Cha** 6

**Base Atk** +8; **CMB** +15(+17 grapple); **CMD** 27

**Feats** Dodge, Improved Initiative, Improved Unarmed Strike, Improved Grapple

**Skills** Escape Artist +10, Perception +8, Sense Motive +5, Stealth +1

**Languages** Common

**SQ** Magic dependance, Magical Body, Mana Seepage

#### Special Abilities

**Magic Dependance (Ex)**

This creature has been molded by Mana so drastically that it relies on it to continue living. If this creature is subject to any effect that stops magic, like Anti-Magic or Dispel, and if the dispel check exceeds 21 the Mana Monster will immediately die, exploding and dealing 6d6 damage in a 5ft radius, reflex for half (DC 19). If the check fails, it absorbs the spell cast and increases the DC by 2 for 8 hours. This may occur more than once in an 8 hour span.

#### Magical Body (Su)

This creature has so much Mana flowing through it, any attack made with its natural weapons count as magical for overcoming DR.

#### Mana Seepage (Su)

Mana seeps out from this creature, damaging any creature that comes into contact with it. If a creature makes any natural or unarmed attacks, or if grappled, against the Mother they will need to make a Fortitude save (DC 15) or suffer from the Mana Toxin disease. This can happen only once per turn against the same target.

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### Dr Rickobod Altwheist - CR 5

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This Aegyl researcher is way past his prime, age is taking its toll and he is both slow and unsurprising in the strength department. However, with his years of research his intellect has grown to new heights.

XP 1,600

Aegyl Chemist 6

CN Medium Humanoid (Aegyl)

**Init** +3; **Senses** [low-light vision](#); Perception +15

#### Defence

**AC** 18, touch 9, flat-footed 18 (+5 armor, +4 natural, -1 dex)

**hp** 36 (6d8-12)

**Fort** +3, **Ref** +4, **Will** +6;

**Weaknesses** Venerable age

**Resistance** Wind 5, Lightning 5

#### Offence

**Speed** 30 ft, fly 60 ft

**Ranged** Machina Pistol, MW +4 (2d6+2/x4) or Bomb + 4 (3d6+4 fire)

**Special Attacks** Alchemy, Bombs

### Statistics

**Str** 5, **Dex** 9, **Con** 7, **Int** 19, **Wis** 19, **Cha** 14

**Base Atk** +4; **CMB** +2; **CMD** 10

**Feats** Skill focus - Craft (Alchemy), Improved Initiative, Skill focus - Bluff

**Skills** Bluff +11, Craft (Alchemy) +16, Diplomacy +8(-2 with other races), Disable Device +4, Escape Artist +5, Knowledge (Arcana) +10, Knowledge (Nature) +10, Perception +15, Profession (Doctor) +8, Sense Motive +7, Spellcraft +8. Use Magic Device +10.

**Languages** Common, Aegyllan, Albhedian, Dwarven, Elvaan

**SQ** Craft Alchemical Item, Throw Anything, Spontaneous Healing, Swift Alchemy, Explosive Bomb\*, Anesthetic, Acid Bomb\*.

**Gear** Masterwork Machina Pistol, Chain Shirt +1, Giant Tonic, Speed Drink, Wand of Wind Armour (49 Charges), Wand of Wind Shield (49 Charges),

### Tactics

Before combat

Rickobod will drink his Giant Tonic and Speed Drink after the Mana Mother is defeated, increasing both his Constitution and Dexterity by +4..

Rickobod will also use his Wand of Wind armour and Wind Shield to give himself +2 deflection to AC and 20% miss chance against ranged attacks.

During Combat

Rickobod will hurl bombs at the toughest looking opponent, using Acid bombs unless he can tell the enemies are resistance to earth damage.

### Description

Rickobod is a pale skinned man, slightly hunched due to his older age, with Dark brown hair and wings. However due to his age he is rather grey, in both his hair and wings. He is garbed in researcher or scientist clothing. He

has round glasses, though they are rather low on his nose.

### Author Note

Rickobod is created with max HP for his HD, this is to make him a challenging 1 on 1 final boss. It is up to GMs if they wish to change this to the normal average, which would be 15 hp.

If his age is increased by 2 years or more, Rickobod will instantly die to old age.



# Classes & Archetypes

## Mana Junky

*Mana Junkies are not always lowlifes, 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 a 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/hour 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 poison and disease abilities.	No longer heals from shadow damage.	Reduce speed and any HP bonuses by 1/2.	Lose access to any feats, skills and special abilities.	Melts into liquid Mana.



# Feats, Traits and Drawbacks

## Feats

### 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, Power Attack, 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, Power Attack, 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. 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.

### 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.

### 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.

### 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.

### 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.

## Drawbacks

### Racial Drawbacks

#### 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.

#### 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.

# 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 creature's 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 increase 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 enhancements made to the bow increase that to a bonus, with a +5 enhancement 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
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
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
Dispel Stone	Dispels 1 magical effect on contact	3,000 gil	Moderate enfeebling	10	Dispel

### 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

### 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 enchantment 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, Moogles' Wisdom, Lesser, Tarutaru's Cunning, Lesser; **Cost** 3,500 gil (+2), 14,000 gil (+4), 31,500 gil (+6)

### 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

### Dispel Stone

**Aura** moderate enfeebling; **CL** 10th; **Slot** -;  
**Price** 3,000 gil; **Weight** 2lbs

#### Description

A small stone, around 2 ft in diameter, that has a pulsing energy to it. There is a single magical rune on its surface, glowing very faintly. There is magic cast, surrounding the rock, making sure it does not activate prematurely and dispel the users' items. On

command this stone can become activated, making the first thing it comes into contact with after leaving the wielder's hand have its effect cast upon. The user must make a ranged touch attack against an opponent, if successful they may make a dispel check (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** 1,500