

War of the Trolls



“The promise was fulfilled”

Hello and welcome to War of the Trolls Adventure for Final Fantasy D20, this Adventure was created by NapazTrix with the system being created by Viladin. This is a follow-up adventure for The Crimson Materia and so may reference material from that adventure.

Cover Image, Trolls and Darius Lyrum are drawn by <https://www.deviantart.com/jiibee>.

While the previous adventure allowed for several approaches to singular situations, this one offers several paths to take to the overall goal. While plenty of encounters can be talked out, or sorted via the use of skill checks, there will be times where combat is unavoidable. Diplomacy, planning, stealth and wit will still be crucial to get around encounters that have a peaceful solution, but combat skills are just as useful.

Since this Adventure can be completed with fewer combat scenarios 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).

Advised skills: Bluff¹, Disable Device, Diplomacy¹, Intimidate¹, Knowledge (All, Dungeoneering¹, Local¹), Perception¹, Stealth, Sleight of Hand.

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

This adventure will take 10 (+/- 5) 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.

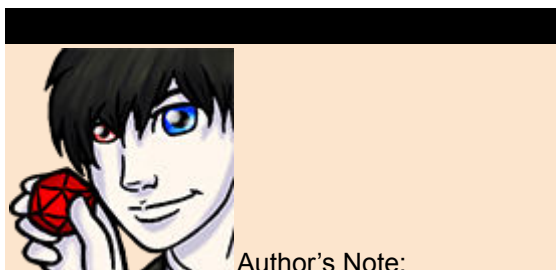
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Overview



Author's Note:

This module is designed for a party of 4 players, with characters starting at level 5, 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

Shortly after a large missing person case is solved within the city of Niffél, the local government and army are faced with an even larger-scale problem landing on their doorstep. With the rise of monsters in Sector 6, the muscle of the capital is busy with self-defence rather than leading large armies to deal with forces outside of the city itself.

The main problem they are facing is the ever-increasing threat of Troll invasion, from a particular clan towards the North-East of the capital, within the continent of Gargan. Lead by the Troll Queen Zara, these trolls have been raiding local villages as well as travelling merchants, amassing both numbers and arms.

After the parties fame is spread around the capital or their services are rendered to the city as a whole, they are called to a meeting by a lieutenant of the Niffél army in hopes they will lend their aid with the Troll issue.

Adventure Summary

A large troll force is found North-East of the capital and players are tasked with dealing with the problem, either through force or diplomacy.

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 Diplomacy, Intimidation and Bluffing 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 as the last check. Each character will also have a note regarding what checks can be made and if they can be bribed.

Levels

The characters should start at level 5, reach level 6 before or at the start of Act 2, Level 7 during the 2nd side quest gained at Melnoroka, Level 8 after resolving the Troll threat and before heading back to Melnoroka, at the end of the adventure players should be level 9.

Act 1

Introduction

As February comes to a close, the chilly winter breeze and rain becomes less frequent, replaced with the smell of spring. The rising temperature is more than welcome, with more citizens moving about the city of Niffél.

As you are going about your normal daily routine, either training yourself for the next adventure, crafting magical gear or simply researching in the library, you are all contacted one by one via post Moogles and Burmecians, each giving you a letter from the government of Niffél.

The letter reads as such:

“Hello” - Character Names -

“Due to your services to the city of Niffél and our security we would like to offer you another job. Since you have shown an interest in the well-being of others, or that of gil in your pocket, we all agree that you are the best option we have.”

“If you agree to meet with us in person, we will give you more details on the mission, but if you want some assurance that it will be worth your time, we are offering 32,000Gil to be split amongst your party for the job in question.”

-Location for meeting, in Sector 3-

“We hope to see you soon,
Lieutenant Colonel Wedge of the Niffél army
”.

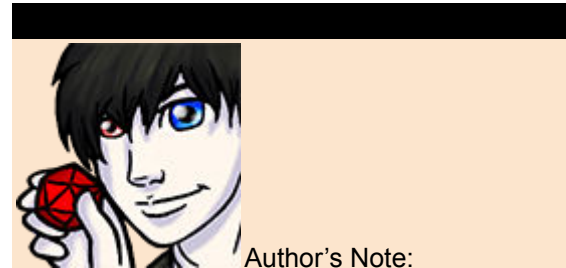
With a knowledge local check (DC 10), the party will recognise the seal and name as being correct, the letter itself is also genuine. Wedge is a 47-year-old Hume who has worked for the army for 26 years and is currently a Lieutenant Colonel for the Sector 3 Battalion of the Army, commanding a solid 1000 troops.

The party may meet-up before heading to the location designated on the letter, or meet there if they are not familiar with one another.

The meeting is to be held within a governmental building within the 2nd District of Sector 3, named S3 Battalion Branch.

S3 Battalion Branch Building

Moving between the Sectors, the party will either be taking a long 4-hour walk or even longer depending on where they start. If the walk is too long, they can resort to a Train ride which will take considerably less time.



Author's Note:

Remember that train tickets cost 5gil per Sector crossed or may buy a full-day all-district-sector ticket costing 25 gil. All trains need to go to District 3 to travel between Sectors.

Reaching the branch building they will be treated to the sight of a large governmental construction. Several recruits are pacing the outside courtyard, with armed troops manning the front gate. The whole facility is surrounded by 8 foot tall stone walls.

The building in question is 3 stories tall with brown stonework, several glass windows and a black slate roof.

Approaching the building will have one of the 2 guards out front stop the party. Both are female Gria who are fully armoured in breastplate armour and masterwork longswords. As they stop the party they will address them

“What is your business with the Sector 3 Battalion Branch? This is a governmental building and only employees, recruits or staff members may enter”.

The party may show their letters to gain entry, or use either diplomacy or intimidate checks (15/21).

“Very well, the Lieutenant Colonel has been awaiting your arrival. Please follow me to his

office. Please mind your manners and hands whilst inside the facility”.

The Gria on the right will lead the party through the gate, opening it with a key hidden under their armour. The gate makes a large screech, though it sounds more from contact with the adjoining wall rather than rust.

Leading up to the large building shows its grandeur even more so, the glass windows seemingly having a coloured inside as some shapes can be made out on this side.

Inside the building

Entering the large double doors of the facility the party are treated to the smell of leather, metal and smoked meats. The sound of jostling chainmail can be heard as soldiers are moving back and forth, as well as scouts rushing around with letters and deliveries.

As the large doors are closed behind them, a large male Roegadyn approaches the party, with a weapon rack dragging by his side. The large man places it in front of the party and addresses them with a firm voice.

“Please place any weapons on this rack, alongside any wondrous items or magical components. They will be returned to you on your exit”.

If any party member wishes to hide their weapons they must succeed a sleight of hand versus 2 perception checks (+3 / +7). If the party had killed Dr Rickobod in the previous adventure the guards will frisk them, increasing the guards perception by +4.

After the party have put away their equipment, or successfully hidden it, the Gria will depart back to the outside, for the Roegadyn to then lead them through the main hall, to a large staircase.

The building’s insides are mostly azure and steel in colour, with most walls being adorned by weaponry, suits of armour and maps of the surrounding areas.

Walking for a good few minutes, the party are led to an office on the 1st floor, which

has 2 more Gria guards stationed at the entrance, each gaining 2 more perceptions against hidden gear (+3 / +3).

The Roegadyn will open the door into the office, keeping it open for the party to enter after him.

Lieutenant Colonel Wedge’s Office

Entering into the office will show the party a rather modest room, with bookshelves on both sides alongside tables and maps. At the far end of the room is a large desk, atop which sits several stacks of books, boxes, documents and parchment. Sat behind the desk is a stocky Hume man, currently writing something down. To the left of the Hume is a dignified Elvaan woman clad in full-plate armour and greatsword strapped to her back. On the Hume’s right is an athletic-looking Au Ra of the Xaela clan, wearing a flowing black coat with blue underlines and inner layering.

Seeing the party enter the room, the trio look up from the desk, the Elvaan shoots a quick look at the Au Ra, to which both of them stand up straight. The sitting Hume waves the party closer.

“I see you all received my summons, I am glad to see you accepted my invitation. Please come forward so we may talk”.

As the party approach, the Au Ra and Elvaan will move to the front of the desk, almost guarding the Hume.

The Hume will continue to address the group.

“I am Lieutenant Colonel Wedge, of the 3rd Battalion”.

-Points at the Au Ra-

“This is my Magister, Regindas Aldane, he handles my magical affairs as well as provides advice”

-Points to Elvaan-

“And this is Major Althera Fortis, she handles my direct protection alongside offering tactics of war and strategy”

After their introduction, both Regindas and Althera will bow slightly to the party.

Wedge will continue to speak.

“We may use first names here, do not feel pressured into formalities. Now as to the reason as to why I have called you here”.

As Wedge continues to talk to the party, Regindas heats up cups of tea and hands them to the party if they accept.

“What we talk about in this room should not leave it, as it may cause panic. Though I feel that your group can be trusted, or at least the offer of Gil will buy that silence.”

Wedge brings out a map from the desk drawer and places it on the desk, inviting the party to take a closer look.

“The Niffél army have come across knowledge of an encroaching Troll threat from the north-east, a good 12 day ride away. The closest settlement is the City Melnoroka”.

At the mention of the City, the party may make Knowledge Local checks (DC 10) to learn any pertinent information about the city.

“We are estimating their forces to be in the region of 30-50 troops, including a Troll Queen who leads them. The mission we would want to confer onto your troop is to travel to their base and try to work out an arrangement with the group”.

-Heavy sigh-

“The 32,000 gil within the letter is for any form of binding contract that is written with the Queen’s hand, that stops their attacks on our neighbouring settlements and travellers. However, if that is not possible, and you feel up to it, complete eradication of their forces will reward you a portion of our war treasury that would go towards defence against their band”

-Wedge passes over a slip of parchment with dates and times-

“It is our estimation that the next big attack will happen within 2 months, and so your group has a deadline for 6 weeks, or rather 42 days.

That will give you a whole month after travelling to Melnoroka via chocobo.”

-Wedge slides the map over slightly-

“Any questions?”

If asked by the party are not sending an official group or representative, and are instead choosing the party they will respond stating that all attempts like that ended with the squads not returning at all. The player party is not associated with the army, and so do not have the same look.

If asked about any sort of assistance, Wedge will tell the party they will not be receiving any help as this will be an unofficial request until it is successful, to avoid any media issues or problems with the trolls.

If asked for the exact location of the camp of trolls, Wedge will say it is 1-day travel via chocobo from the city of Melnoroka towards the east, however, the camp moves so it is hard to say if they will still be there when the party arrives.

If asked for an advance, or startup money, they may attempt a diplomacy check (DC 30) to which Wedge will offer 100 Gil each, to be taken from the final reward. A higher check (DC 35) will offer 200 Gil, (DC 40) or 300 Gil.

If asked what trouble the trolls have been giving, Wedge will reply that the trolls have attacked travellers and raided settlements across Gargan.

If asked for more information on the trolls, Wedge will defer to Regindas, who will inform the party that there are 5 Distinct types of troll, as well as the Queen, some better equipped than others with very few seemingly having magic at their disposal. After their descriptions, the party may make Knowledge Local checks to identify the separate troll types.


- [Branch Troll](#): DC 13
- [Trollchild](#): DC 14
- [Mad Troll](#): DC 15
- [Guard Troll](#): DC 21
- [Magi Troll](#): DC 22
- [Troll Queen](#): DC 30

If asked if Wedge believes the trolls can be reasoned with, he will say that a few trolls are capable of speech and some contact

has been made in the past with them, but nothing substantial. Since this particular band has a Queen they should be open to negotiation of some sort.

After accepting the quest, Wedge will hand over any Gil that was offered via diplomacy, along with some rolls of parchment, pens and a Niffél signet stamp. He will say that the signet stamp can be shown to the trolls to let them know you are on official business, but otherwise, it will grant you no extra power elsewhere.

Wedge, Althera and Regindas will bid the party farewell, the party will then be escorted out of the building by the previous Roegadyn. Their gear is returned at the door and they will again be escorted by a Gria to the gates.



Author's Note:
If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 200 XP per successful check, but not for higher checks, for a max of 400xp. (This XP is not split, but given evenly).

After the Meeting

From this point, the party will be able to purchase any gear they require before setting off, or even doing some downtime activities as they have spare time available to them.

If the party lack funding for chocobos, the travel will be twice as long, leaving them with less time to complete the quest upon arrival.

Qurosh's Rides

To buy mount gear and services, the party may visit Qurosh's Rides which is around 3 miles to the north-east of the S3 Battalion Branch Building.

Similar to the 2nd District within Sector 1, the 2nd District of Sector 3 has a somewhat dark overtone, with red brick houses coupled together with black slate. Qurosh's Rides is slightly boisterous, with its emerald painted wooden doors and large barn attached to a modest brown-brick building.

Inside of the building the party will be hit with the scent of Chocobos, wheat and seed along the sound of Kweh'ing beasts. The counter is manned by a large Qu whose skin is somewhat green coloured, he greets the party heartily.

"Welcome customer, I am Qurosh, you come to buy mount? Or din-din, we prepare both"..

The Qu points towards both thin and fat Chocobo's respectively.

Aside from Qurosh there is a Hypello who is guiding Chocobo's around the stables and feeding them both seeds and Gysahl greens.

Mount Related Gear and Pricing

Item	Cost	Weight
Chocobo, Yellow	300 Gil	-
Feed (Per Day)	1 Gil	10 lb.
Saddles		
Military	30 Gil	30 lb.
Pack	7 Gil	15 lb.
Riding	15 Gil	25 lb.
Saddlebags	6 Gil	8 lb.

Chocobo: A chocobo is suitable as a mount for any race.

Saddle, Military:

A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked

unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack:

A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding:

The standard riding saddle supports a rider

Saddlebags:

These sturdy, weatherproof bags are draped over a saddle to add extra carrying capacity. Each side of a saddlebag can typically carry 20 pounds of items that can fit in the bags. Saddlebags do not increase the amount of weight a mount can carry; they merely give riders a place to stow their equipment.

Empty Weight: 8 lbs. Capacity: 20 lbs.

Final Preparations

After buying mounts, food and gear the party should be amply prepared for the journey. Now would be the last time to remind them that they will require a ration for each day of travel, so 12 if they are going via Chocobo, or 24 if they go by 30ft movement speed on foot.

If they wish to continue downtime you should allow them to do so, but remind them of the deadline, which while gives ample time to complete, there could be issues along the way.

Since the season is currently Spring, there is a chance the weather will become too cold, so you may want to warn them about that and advise buying Cold Weather Clothing, which costs 12 Gil and weighs 7 lbs. These can be bought at Megra's Rucksack within Sector 1, District 2.

Cold Weather Outfit: A cold-weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Setting Off To Melnoroka

While travelling, the party may be accosted by several enemies and encounters, at every 3 days via mount, or 6 days via walking, there will be a set encounter which is noted below.

Temperature and Weather

Temperature Table:

d%	Variation	Duration
1–5	–3d10° F	1d2 days
6–15	–2d10° F	1d4 days
16–35	–1d10° F	1d4+1 days
36–65	No variation	1d6+1 days
66–85	+1d10° F	1d4+1 days
86–95	+2d10° F	1d4 days
96–100	+3d10° F	1d2 days

The base temperature is 60° F, if it goes below 40 or above 90 the characters will be at risk to extreme temperatures. Due to the season, it is possible that the temperature will become too cold.

If the temperature goes below 40° F the party will need to make a Fortitude saving throw each hour (DC 15, +1 per previous check) or take 1d6 nonlethal damage as per the [cold weather](#) rules.

The temperature is also affected by the weather, which is listed below. Combine these effects to get the final temperature.

Wet clothing will lose any protection and incur a -5 to survival checks against the cold.

Weather Table:

d%	Type	Duration
1–5	Heavy Winds	1d12 hours
6–15	Calm	All Day
16–35	Sunny	All Day
36–65	Overcast	All Day
66–85	Light Winds	1d8 hours
86–95	Rain	1d6 hours
96–100	Thunderstorm	1d3 hours

Calm: The weather incurs no special conditions.

Heavy Winds: 25 mph winds that incur a -2 penalty to ranged weaponry, and Fly checks as well as sound-based perception. Tiny creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.

Light Winds: 10 mph winds that may blow tiny debris, but otherwise incur no penalty.

Overcast: Clouds covering the sky grants concealment for creatures flying at higher altitudes. It also drops the temperature by another 10° F.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. Rain automatically extinguishes unprotected flames (candles, torches, and the like) and imposes a –4 penalty on ranged attacks.

Sunny: Heavy sunrays that may stop some monster abilities that require shadow. Shadows are less common. It also increases the temperature by another 10° F.

Thunderstorm: A storm with severe winds and rain, along with rain. Ranged attacks take a -4 penalty, as do perception checks. Sight ranges are reduced by half. Small creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.

Encounter Table 1:

d%	Encounter	Details (CR)
1-10	Combat	1d4+1 Hobgoblin (1)
11-20	Combat	1d2 Minor Air Elemental (1) + 1d2 Minor Lightning Elemental (1)
21-30	Combat	1d2 Imp (1) + 1d2 Lizard (1)
31-40	Combat	1d3 Corrosive Spider (2)
41-50	Combat	1d3 Ghoul (2)
51-60	Combat	1d2 Imp Devil (2) + 1 Imp (1)
61-70	Combat	1d2 Bomb (3)
71-82	Treasure	2d4 Cure Potions, 1d3 Ethers
83-94	Treasure	2d3 Ethers, 2d100 Gil
95-100	Camp	Unused Tent , 4x Rations, 4d50 Gil, 5x Whetstones, 2d20 arrows, 3x Feed.

At the beginning of the day, roll on the above table to determine what happens. If you have weather ongoing, roll a d8 to decide when the combat occurs if any does.

While the party sleep, you may also roll on this table for any nighttime ambush, though any roll above 71 will mean that no encounter occurs during the night. Roll a d8 to decide at what hour at night this ambush occurs.

Camp:

The party stumble across an old camp, that is unused or has seen signs of battle. There are no bodies around, with the rations having some dust on their packets.

This is found towards the end of the day, so the party may camp here if they so wish.

Combat:

These are battle encounters that cannot be avoided through diplomacy, though they can be sneak around via the stealth skill. A perception check (DC 20), will allow the party to see the encounter before it occurs.

If they spot the encounter they may roll stealth to avoid the encounter, but if they fail the opposing force will gain a surprise round.

Apply any penalties to Perception based on weather.

Treasure:

The party will stumble across some items, either strewn across the road or by the side. There can be signs of battle or corpses, but whatever the cause the items have been left here for a while.

Unlike the exploration of Sector 6, there are no survival or stealth rolls to be made for everyday travel.

However, the party may utilise Survival to hide their camp during nighttime to hide from ambushes. The survival check will determine the parties' stealth roll while sleeping, but will not hide the person on watch.

When determining how an ambush will play out, use the stealth bonus of each individual monster as they approach the camp, versus the perception of the character on watch. Sleeping characters get a -10 to their perception to any noise.

Day 3 Encounter Event

On the 3rd day of travel or 6 via walking, the party will come across a travelling merchant caravan, around 200 feet in front of them. The caravan is moving just slightly slower than chocobo speed, at around 50 feet per round.

With a perception check (DC 25), the party can overhear a couple arguing on the driving seat, speaking in common.

A male voice says:

"It ishnt a matter of prishnable, it'shish a matter of Gil. We can't be knocking down the priceshesh of our merchandicsh".

To which a female voice replies:

"But what about the poor onesh who can't make it to the next town. Think of the childrenshs".

By their tone of voice and speaking mannerism the party can assume they are a Hypello couple.

The male Hypello is called Koblo, the female is called Meeblo.

Approaching the caravan will have the Hypello notice the party, to which they will turn around with happy smiles on their faces.

They will greet and talk with the party at will without any ill intent.

If asked about the argument they will mention that they had to deny service to another travelling band as they lacked the proper funds for what they required.

If the party wish to purchase items from the caravan they will sell at the normal price. They only carry 500 gil within their caravan.

They currently have in stock:

- 30x Rations - 1 gil, 1 lb.
- 200ft Hemp Rope - 1 gil, 10lb.
- 5 Cure Potions - 250 gil.
- 2 Ethers - 700 gil.
- 50x Feed - 1 gil, 10lb.
- 10x Antidote - 300 gil.
- 4x Healer's kit - 75 gil, 1lb.

- 15x Cold Weather Outfit. Medium - 12 gil, 7lb.
- 7x Cold Weather Outfit. Small - 12 gil, 1.75lb.

After talking, and finishing trading with them, or merely waiting behind the caravan for an hour, the party may attempt a perception check versus 2 stealth checks of +8.

If successful, they will notice 2 [Branch Trolls](#) approaching the caravan from the tree line, about 30 feet away, allowing them a surprise round to prepare for the ambush.

The 2 charging Branch Trolls will ambush the caravan regardless, attacking the closest target.

If the party defeat the Branch Trolls, they should be awarded exp for an encounter with two CR 3 enemies.

After felling the 2 Branch Trolls, the Hypello, if they are still alive, will thank the party and offer them a +1 [Mountain Pattern](#) piece of armour, saying it was a custom order that they can fill at a later date. If the party does not want the armour, the couple will offer up 1550 gil in either coin they were given for purchases made by the party or items from their caravan equalling 1550gil.

If the party decline the offer of payment after saving the Hypello/s lives you may instead reward them a Hero Point each.

It is up to the party if they wish to continue escorting the caravan at this point, but the caravan will diverge their path after 1 day of travel (mounted travel).

"This encounter should reward around 400 xp each from combat scenarios"

Day 6 Encounter Event

On the 6th day of travel, or 12th via walking, the party will come across a clearing by the side of the road, with a large squad of Au Ra and Humes who are undergoing training among the woods, there are 15 of them in total. At a glance they seem to be a part of the Gargan armed forces, their armour is currently stationed within a caravan off to the side.

The party will spot the training leader who is a rather large Au Ra of the Xaela clan who still wears her armour, with a perception check (DC 20) they may also spot a symbol on her armour's shoulder that symbolises her as a Second Lieutenant.

On approach the 2nd Lieutenant will turn around and wave at the party.

“Hail travellers, do not mind us, we are just doing some outdoor training of fresh recruits!”.

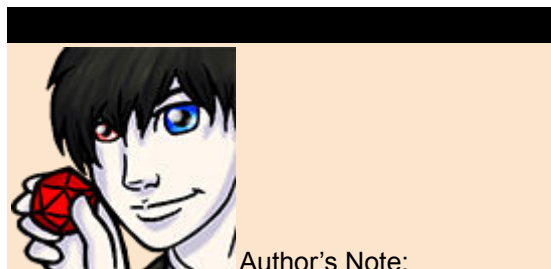
The party may converse with her further if they wish and she is very receptive to the party if they do so. The recruits will continue doing push-ups while the party talks.

If asked her name, she will tell the party that her name is Ibakha Malaguld.

If asked what they are doing, Ibakha will tell the party that this group are currently undergoing patrol training, teaching them how to efficiently protect the roads. They are ahead of schedule so are undergoing some physical training.

If asked about the local Troll issues, she will say she isn't too aware of them. With a check (DC 20/26) she will inform the party that the Troll threat is mostly situated further north-east than here, so reports of attacks are rarer.

If asked if the party may be included in the training, they can succeed a check (DC 20/26) and be allowed to join in for Hit Point retraining, costing 50% extra but will only take 1 day to complete.



Author's Note:

You may need to calculate the [retraining](#) cost, based on the parties level. For level 5s, the cost would be 225 gil each, which is 50% added onto 150 gil from the normal cost. This increases their HP by 1, up to the max allowed by their HD.

Aside from questions and training, there isn't much else to do here. The soldiers will allow the party to make camp with them if they wish, and will aid in any nightly ambush if they occur.

If the party are so inclined, they may attack/kill the group but it will be a rather difficult fight if so. There are [9 Au Ra recruits](#), [6 Hume recruits](#) and [2nd Lieutenant Ibakha](#).

Day 9 Encounter Event

On the 9th day of travel, or 18th via walking, the party will be allowed a perception check to notice a sight up ahead (DC 20), if they do not notice what is ahead they will stumble across a battlefield and immediately enter combat.

If the party succeed their perception check, they will notice the aftermath of a battle between Gargan forces and Trolls, with several military corpses lining the road and roadside. Devouring the corpses are 3 [Trollchilids](#), who if approached will attack the party without any regard for discussion.

The party may stealth closer, but if it's the daytime it will be almost impossible, with nighttime also not allowed much ease due to their darkvision. Regardless, they have perception bonuses of +9.

If the party defeat the Trollchilids, they should be awarded exp for an encounter with three CR 4 enemies.

After dispatching the Trolls, the party may loot the battlefield. Most of the equipment has been torn to shreds and are of no worth, but they may obtain: +1 Scimitar, 1 Cure Potion, 2x Light Crossbows and 20 Crossbow Bolts.

If the party wish to search for tracks they can succeed a survival check (DC 14) to find the tracks of the Trolls, leading off towards the north-east, in the direction they are already following. The tracks only show 3 Trolls, which were fought previously.

"This encounter should reward around 900 xp each from combat scenarios"

Day 12 Encounter Event

On the 12th day of travel, or 24th via walking, the party will approach a large scorched field amongst the road, several corpses line the rocky floor and that of the charred dirt, several trees are either slashed deeply into or are toppled to the floor.

The party can easily make out at least 4 corpses, while indistinguishable they can make a perception check (DC 25) to approximate them to be a mix of Hume and Gria.

Along with the corpses, the land is filled with bones and decaying flesh of other creatures.

Besides the corpses is 1 seemingly alive Bangaa who is sat against an eastern tree, breathing heavily and clutching his stomach. A perception check (DC 20) will reveal no signs of affiliation or occupation for the Bangaa, but the party can identify holy symbols and colours dedicated to Bahamut, making this Bangaa a possible Cleric.

Approaching the site will have the Bangaa spot the party and he will call out in a deathly voice.

"You, over there. Please, is there a healer amongst you. I require aid"

Getting closer to either the Bangaa or the corpses will allow heal checks to identify how they were wounded or killed. Investigating the corpses with a heal check (DC 15) will show they were killed via fire magic and/or necromantic magic, with some slashing marks on their bodies. A higher check (DC 20) will reveal they were killed only a few hours ago at most. Checking the Bangaa will reveal he is very close to death himself, a heal check (DC 10) will tell the players that he is bleeding out from several wounds and will most likely die within a few minutes.

If the party use any form of healing spell, potion, or treat his wounds, the Bangaa will stabilize and stop bleeding, to which he will profusely thank whoever healed him.

If asked his name, he will say he is called Bahharn (Bah-harn).

If asked about the corpses, himself or what they are doing here he will say:

"We are... were, a mercenary group for hire. We took odd jobs, hunts and bounties from villages and cities. We were in search of a Necromancer lair nearby, but the bastards

found us first. Gerry got blasted in the back, they ambushed us and tore us apart”.

-Standing up-

“The bounty is to bring back the phylactery of the Lich within the necromancer lair to the west, it’s but a few minutes via chocobo-back. If you lot are as strong as you look, I can take you there and we can finish this together, we’ll split the reward and you lot can have half of whatever I woulda got from it”

If asked what the bounty is, he will say 5000 gil, for a party of 4, the party would receive 1125 gil each. The person who put up the bounty is Lieutenant Varsh.


If asked for how many enemies will be in the lair, he will say at least two dozen, maybe more. They are mostly comprised of Skeletons and Zombies, with some straggler Imp Devils, along with the final Lich who leads them all.

If asked the power of the Lich, Bahharn will say that the Lich isn’t as powerful as others, lacking the magical power that is often common with Liches. Instead the Lich seems to be a reformed soul of a long since dead knight.


If asked about the Lair, Bahharn will say he knows it to be some sort of mansion towards the west that is abandoned save for the undead.

If asked if the party can return to do this later he will say that since the undead attacked his party the undead will more than likely move on somewhere, or hide the phylactery in anticipation.

If the party accept they can move onto the house right away, or after resting till the morning to give Bahharn a chance to recover his abilities to aid in combat.



Author’s Note:
As written by [James Jacobs](#), an NPC in the party should/does not penalise the players in terms of experience, so split the exp as you would normally for the party.



Author’s Note:
Since this dungeon is a long one, with more encounters in it than is recommended for a single day without rest, it is up to the GM to allow the party to sleep inside/outside to recover their MP and abilities. In doing so you may roll against the travel table to determine if they get ambushed in their sleep.

Lich Lair Dungeon



Ground Floor



1-4: Ghouls (1-2 are hidden)

5-9: Skull Warriors (All are hidden)

10-11: Blood Bones

12-19: Zombies (All are hidden)

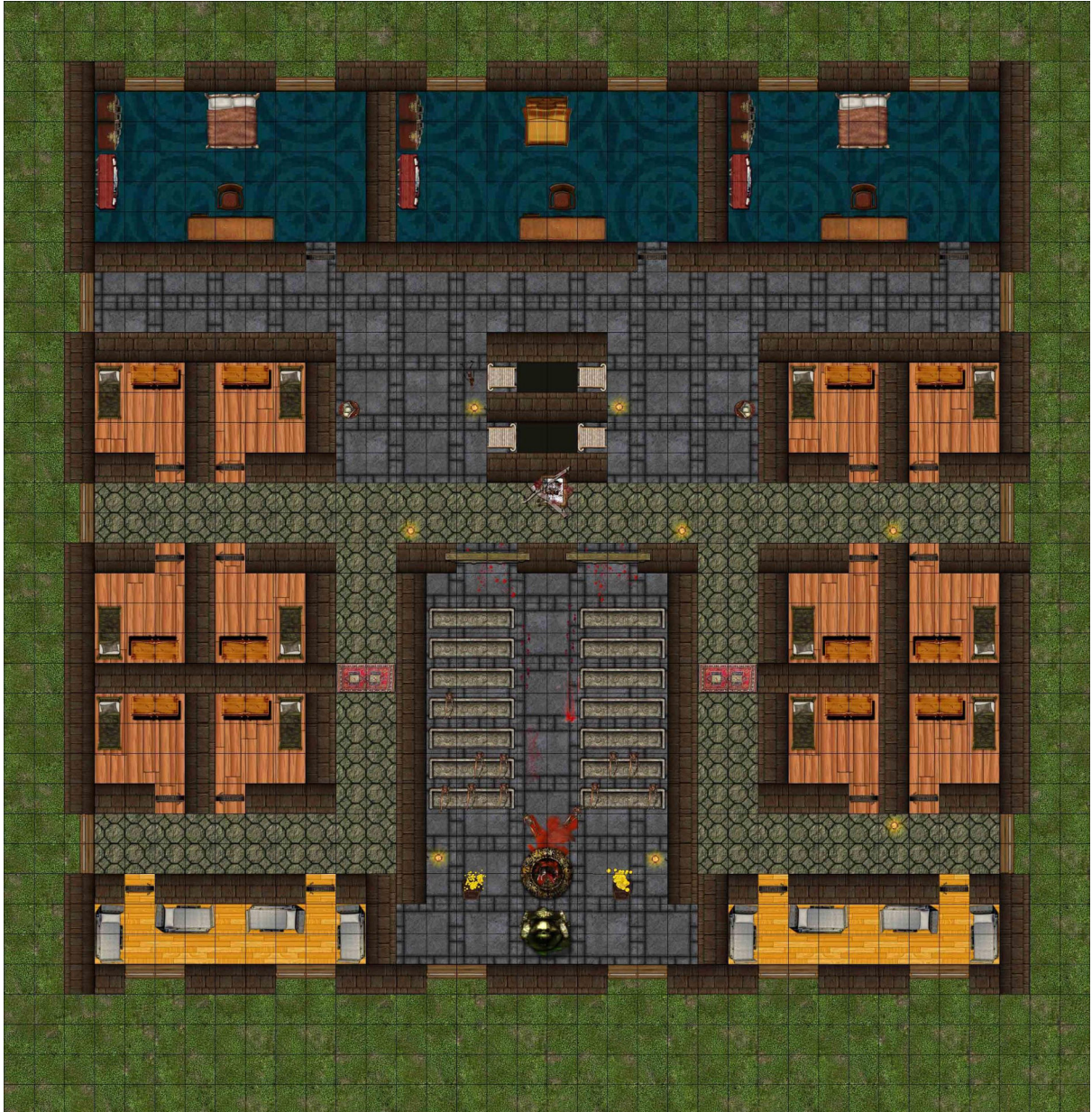
20-21: Skull Warriors (All are hidden)

22-25: Skeletons (All are hidden)

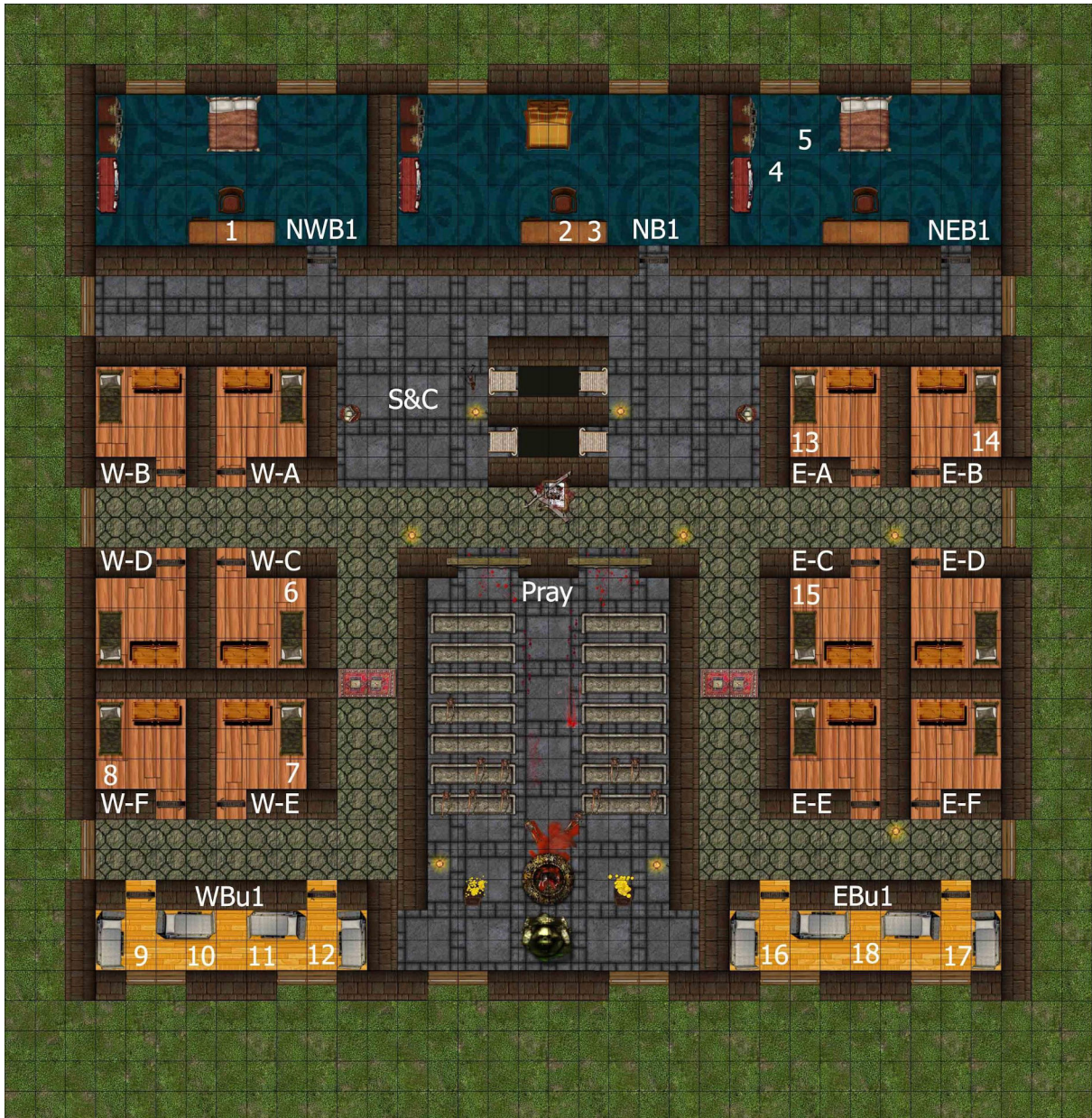
All rewards/treasure is noted within the separate sections. Loot takes enemy gear into account.

Torches give off 20 bright, 20 dim light.

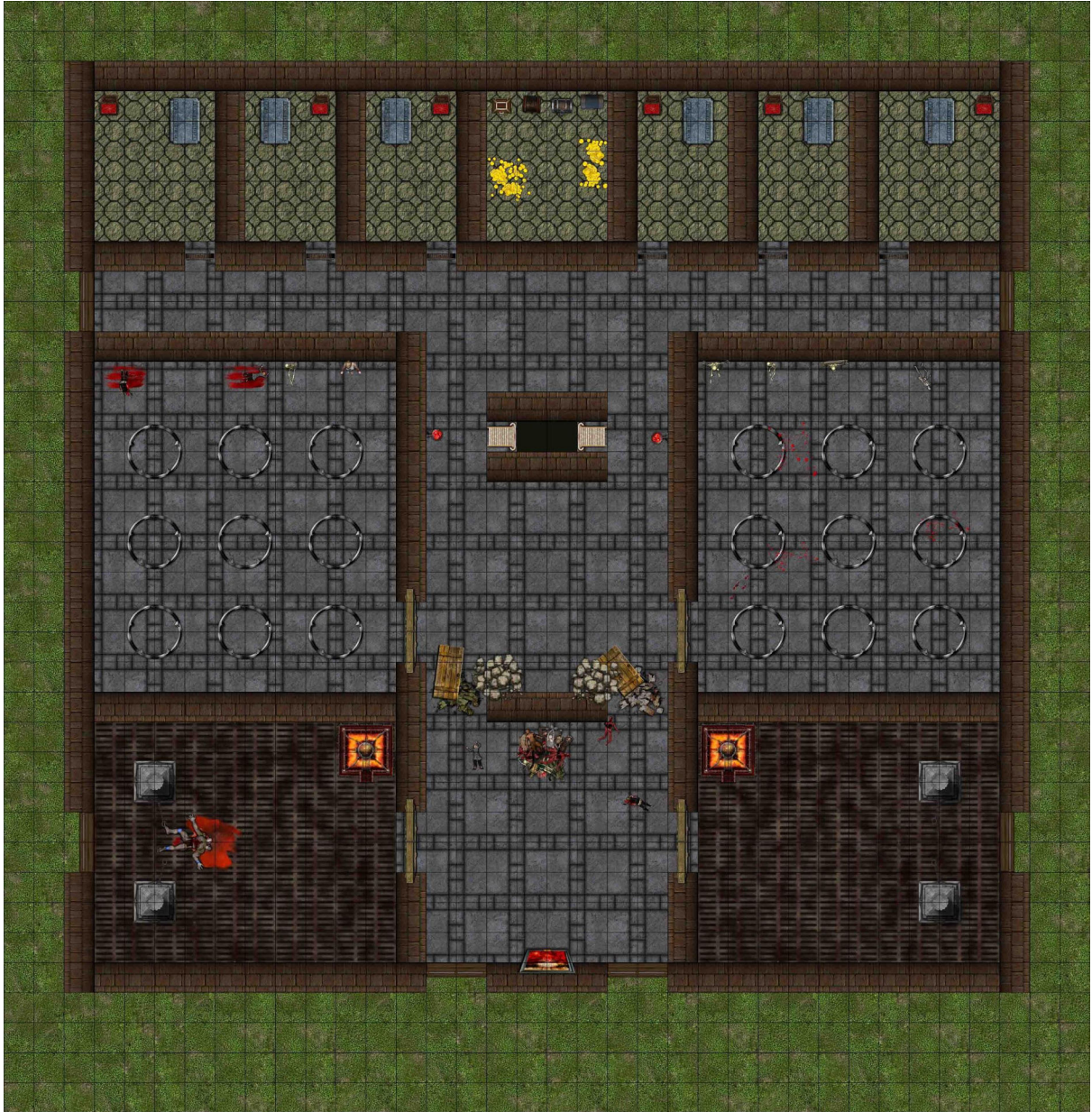
Windows let in bright light from outside if it is day, dim if it is night.



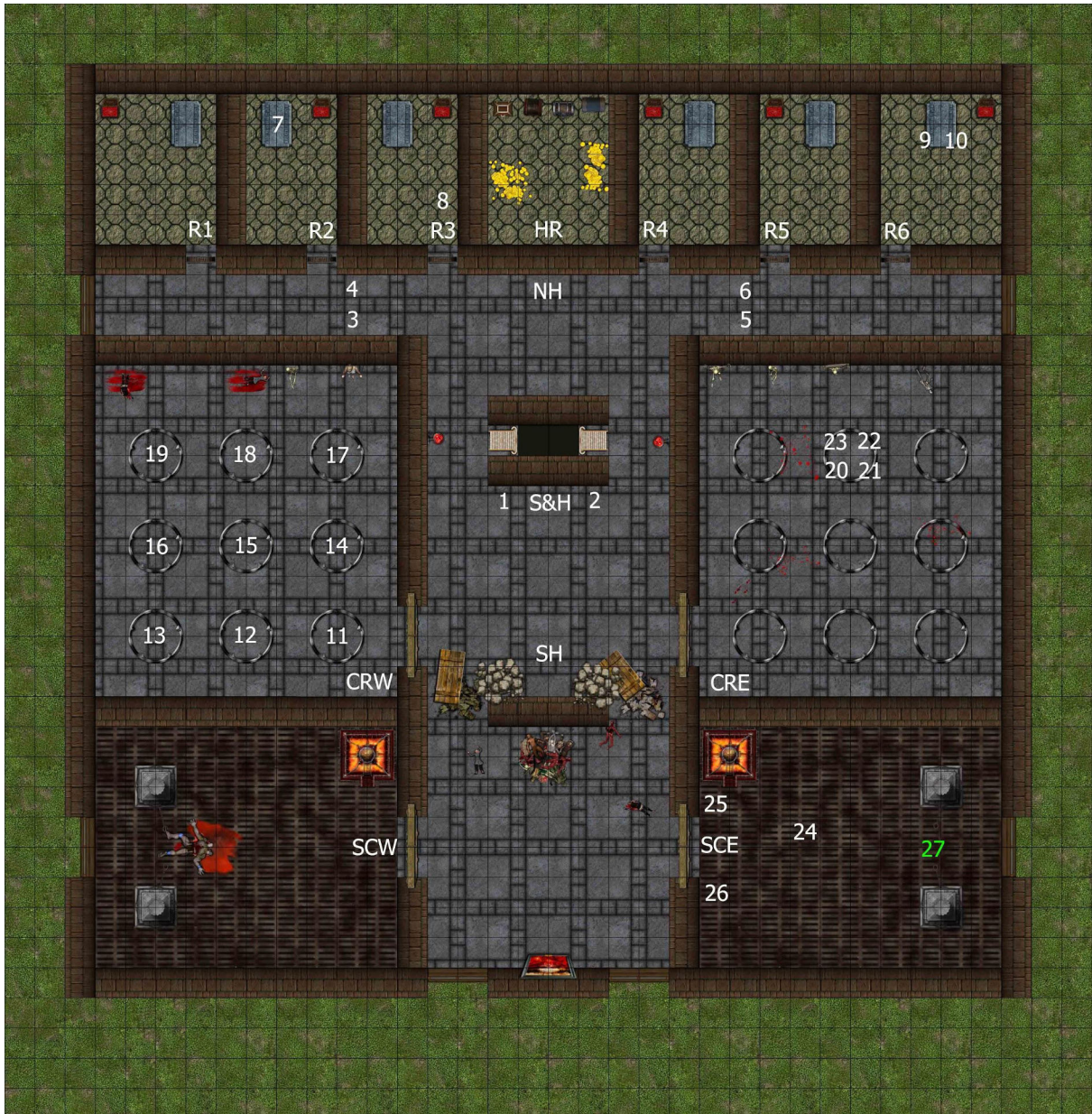
1st Floor



- 1-4: Imp Devils (1-3 are hiding)
- 5-8: Blood Bones (6-8 are hiding)
- 9-12: Skull Warriors
- 13-15: Blood Bones (All are hiding)
- 16-18: Skull Warriors



2nd Floor



- 1-2: Skull Warrior (Both are hiding)
- 3-6: Zombies
- 7: Blood Bones (In coffin)
- 8: Ghoul
- 9-10: Imp Devils
- 11-19: Zombies
- 20-23: Imp Devils
- 24: Subetei Kuolematon
- 25-26: Imp Devils
- 27: Captive Hume (Dane Crox)

rooms let off light like a torch, with dim lighting coming in from the windows.

Almost the entire floor is in darkness except for the North Hallway that gets dim lighting from outside, and the 2 sconces at the stairway that give off 10ft dim light. The 2 sacrificial pools within the SCW and SCE

The grandiose mansion is a stark contrast to its grassy surroundings and neighbouring trees. Made of a unique grey brick the house looks incredibly sturdy, with rare white slate roofing that reflects the sun immaculately.

Two statues are carved into the sides of the doorframe, which is made of darkwood, of knights with horns erupting from their helmets and large fang designed mouthguards. The door itself has another carving of an opened arm figure whose visage is cloaked in darker wood, the center part being the opening.

Characters may make a knowledge History or Nobility check (DC 30/25) to identify this as the Mansion of the Kuolematon (Cool-leh-mah-ton) Clan, a deeply religious group of family and friends who dedicated their lives to the old god Hades. They were distinctly known for their several Dark Knight members who have often had their own historical events in wars or in leading mercenary bands. A higher check (DC 35/30) will let the characters know that there was around 50 members of the clan at the peak of their fame.

Ground floor

Unless otherwise stated, all ceilings in this building are 10ft tall.

Entrance hall - EH1

Entering into the large mansion will lead the party into a grand entrance hall. The floor is made of a fine tiled grey stone and has 4 pillars holding up the ceiling that is 20ft high.

The floor is littered with skeletons and corpses of varying races, though the bulk seem to be Hume, Au Ra and Gria.

There are several chairs against the walls, 2 statues in the southern corners of the hall and 2 larger ones closer to the middle of the hall.

The northern end has a staircase that leads to the next floor.

There are 2 doors on both east and west sides leading into other rooms with another 2 doors that lead off to the north.

There are 4 ghouls within the hall, who will attack any who enter, with 2 hiding behind the first pillars with stealth checks of +8.

If the party defeat the Ghouls, they should be awarded exp for an encounter with four CR 3 enemies.

West Training Hall - WT1

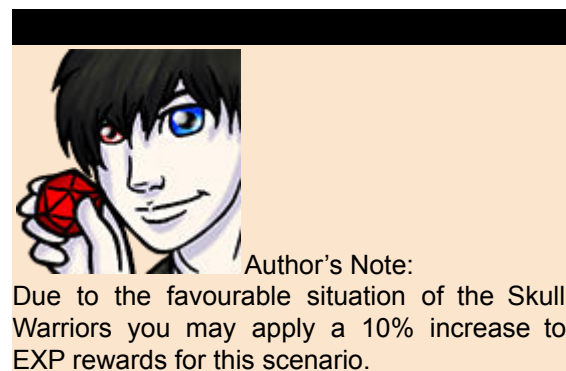
Taking the door to the west will take the party into a training hall, with 6 training dummies near the northern end. There are 2 large statues of an Au Ra and Hume in the northern corners along with a chest snugly sat against the northern wall.

The southern part of this room has a mockup fighting ring that has several scuff marks on the floor. On each side of the ring are weapon racks, though they are mostly bare or have wooden training weapons.

There are 5 Skull Warriors hiding within the dummies who will erupt from them if the party approach. A perception check versus their stealth checks of +12 (+5 from dummy disguise) will reveal them before the party approach. It will take a move action to get out of the disguise.

Opening the chest will reveal its contents: Bracers of Armor +1, Wand of CL1 Cure (37 charges).

If the party defeat the Skull Warriors, they should be awarded exp for an encounter with five CR 1 enemies.



East Training Hall - ET1

Taking the door to the east will take the party into a training hall, with archery targets on the northern end of the room.

Directly across from the door, on the eastern wall, is a chest sat on the floor.

The southern part of this room contains several barrels, boxes and containers for archery equipment.

In front of the door are 2 Blood Bones who are prepared to attack any who enter.

Opening the Chest will reveal its contents: [Efficient Quiver](#).

If the party defeat the Blood Bones, they should be awarded exp for an encounter with two CR 3 enemies.

West Dining Hall - WD1

Entering through the second western doors will have the party come across a large dining hall. Within the middle of the room is a grandiose table with several plates, cutlery and meals strewn across it. The table can easily seat 12 people and currently has several corpses either sat or slouched over the table.

There are 2 more doors in this room, 1 leading to a northern room and another that leads into a north-eastern room.

With a perception check (DC 20) the party may notice that 8 of the corpses are actually zombies, 3 on the western side, 4 on the eastern side and 1 at the southern head of the table.

Entering the room more than 10ft will have the zombies activate and attack.

If the party wish to inspect the food they may roll perception or survival (DC 20/15) to determine the food had rotted away at least 2 weeks ago.

If the party defeat the Zombies, they should be awarded exp for an encounter with eight CR 1/2 enemies.

East Library - EL1

Going through the 2nd eastern door will lead the party into a big library, with a total of 8 bookcases lining the east, west and northern walls.

In the middle of the eastern walls is a roaring fireplace which lights the room amply.

Within the middle of the room sits 3 tables with chairs pushed in.

Sat at the tables are several skeletons.

There is another door leads to the west, some ways north of the first door the party entered through.

Searching the bookshelves with a perception check (DC 20) will reveal: 8 [Adventurer's Chronicles](#) for Arcana, Dungeoneering, Engineering, History, Local, Nobility, Religion and Technology.

(DC 25) will reveal a book containing several scrolls, each spell is on an individual scroll: SL1/CL1 - Bone Armor, Dark, Summon Undead I. SL2/CL3 - Animated Dead Lesser, Bone Shield, Dark II.

Northern Living Room - LR1

Within this living room, which is poorly named, are 6 skeletons either sat at or fallen from cloth chairs. The western skeleton even has its lower jaw dislocated with a dent on the side of the wooden table.

Towards the west and east sides of the room are 2 more tables with chairs, some small bookshelves are on the southern walls with some neater bookcases to the northern wall. In the middle of the northern wall is a roaring fireplace.

There are 6 doors out of this room, 2 on both the east and west walls and 2 more on the southern wall.

With a perception check (DC 30) the party will notice that the skeletons are undead, 2 Skull Warriors and 4 Skeletons. A Knowledge Religion check (DC 11) will identify the northern skeletons to actually be Skull Warriors.

If approached, the skeletons will attack the party.

Looting the undead will reveal that they had some pouches of gil on them, totalling 500 gil.

If the party defeat the Skull Warriors and Skeletons, they should be awarded exp for an encounter with two CR 1 enemies and four CR 1/3 enemies.

Western Kitchen - K1

Opening the door will lead the party into a tight kitchen complete with stove, sink, fridge and several counters. There are also some drawers.

There are 2 doors out of this room, 1 in the south-east and another to the east.

Searching the kitchen with a perception check (DC 20) will reveal 3x Smelling Salts, and 2x Squid Ink. (DC 30) will reveal a Silver Apple.

Eastern Pantry - P1

Opening up the door will show the party a well-stocked pantry. Several barrels, boxes, dressers and containers are sat against the different walls. There is also a desk and chair on the eastern wall.

Searching the pantry with a perception check (DC 20) will reveal a stash of gil totalling 300 gil hidden in the desk. (DC 30) will reveal another stash of gil totalling 500gil amongst the containers.

1st Floor

Stairwell and Corridors - S&C

Climbing the staircase, regardless of direction, will lead the party to the 1st floor. Continuing the stonework from the ground floor, the party approach a large set of corridors. Looking around the party will notice the staircase continues just north of them to another floor.

Towards the south is a differently paved path between what looks like bedrooms, each marked with a direction and letter, like East-A or West-A.

Towards the north are seemingly larger rooms marked with Master's and Lord's on the wall beside the door.

Directly south of the staircase is an even larger room with 2 double doors barring entrance. Between the doors on the wall are faded Abyssal letters. With a linguistic check (DC 15) the party can decipher "Hades Temple".

Attached to the wall that separates the staircase is a destroyed painting probably worth something before its damage. Several casts of Mending could repair the damage, changing the destroyed painting into that of a portrait of Hades. After restoring it, an appraisal check (DC 20) will reveal the painting is worth 1000 gil. The painting weighs 8lbs.

The corridors lead around the south, both east and west, around the prayer room which takes the party to more bedrooms and a large bunk room at the south end. Both sides of the room are divided by the prayer room.

North-West Bedroom - NWB1

This somewhat lavishly designed room contains a large double bed, an armoire, dresser and desk with a chair.

Hiding under the desk is an Imp Devil with a stealth roll of +9. If the party enters the room more than 10ft it will cast Fire II at the closest target.

Searching the room with a perception roll (DC 15) will reveal a Royal Outfit of Purple and Black colours. (DC 20) will reveal a Cure Potion.

If the party defeat the Imp Devil, they should be awarded exp for an encounter with one CR 2 enemy.

North Bedroom - NB1

This extravagantly designed room has a royal double bed, an armoire, dresser and desk with a chair.

Hiding under the desk are 2 Imp Devils with stealth rolls of +9. If the party enters the room more than 10ft they will cast Fire II at the closest target.

Searching the room with a perception roll (DC 20) will reveal a wand of CL1 Dark with 50 charges (DC 25) will reveal a wand of CL1 Summon Undead I with 50 charges.

If the party defeat the Imp Devils, they should be awarded exp for an encounter with two CR 2 enemies.

North-East Bedroom - NEB1

This somewhat lavishly designed room contains a large double bed, an armoire, dresser and desk with a chair.

On the western side, in front of the armoire and dresser, is a Blood Bones and Imp Devil who are seemingly having a discussion in Abyssal.

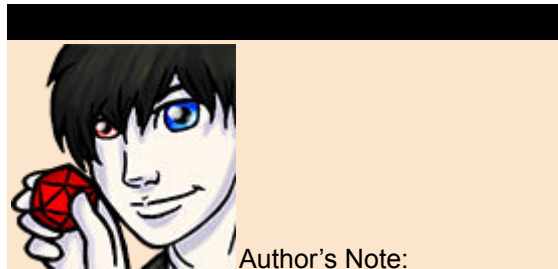
If the party can understand Abyssal, the 2 creatures seem to be talking about their leader on the top floor, and that these 2 individuals begin allies in the past day or 2. They have been given the orders to await further commands in this room.

As soon as the door is opened they will engage the party. The Blood Bones' studded leather armour is glowing slightly.

Searching the corpses will have the party loot the Blood Bones' armour which is a +1 Studded Leather armour.

There is nothing else of use within the room.

If the party defeat the Blood Bones and Imp Devil, they should be awarded exp for an encounter with one CR 3 enemy and one CR 2 enemy.



Author's Note:

Normally a Blood Bones and an Imp Devil cannot converse as they lack a similar language. However, due to the story of this location some of the undead retain their knowledge of Common.

Centre Prayer Room - Pray

This long room is barred by 2 large double doors of old oak. Inside is a well-tiled floor of grey stonework, atop which is seated 14 pews, 7 against both the eastern and western walls. The pews could easily seat 3-4 people each at around 42-56 total people.

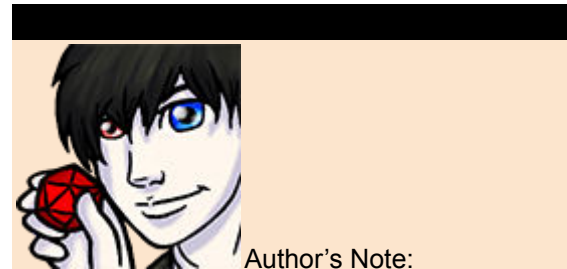
Sat at the pews are a few skeletons and charred corpses, though some are slouched to the side or have obviously either been dragged or walked away as the floor has several blood stains and footprints leading out of the room.

To the southern end of the room is a large cauldron, the smell of blood and decay woft from the mighty clay container as several blood smears and pieces of flesh are visible on the rim. Beneath the cauldron is even more blood and 2 more corpses.

Either side of the cauldron is a torch that lights up the room well enough, with 2 chests full of golden coins and gil. Behind it all, at the southernmost wall is a large statue of Hades, the Old God of death and sickness.

With a perception check (DC 25) the party will notice the skeletal face of Hades is grinning in delight, though they are sure it is just a statue.

Upon entering the room the party must all make Fortitude saves (DC 17) or become infected with the [Bubonic Plague](#), placing them up 1 tier in the physical track of disease. After failing or saving the party don't need to worry about the disease progressing while staying in the room.



Author's Note:

You can find the rules for disease [here](#). However, for Bubonic plague the players make a new save every morning. They require 2 saves to heal 1 tier, but a single failure will result in moving up 1 tier.

If the party move deeper into the room they may inspect the corpses to determine their cause of death and when it occurred. A heal check (DC 15) will reveal that some of these corpses were killed via blood loss, others were killed via slit wrists and some died due to the bubonic plague.

When the party make it halfway into the prayer room the doors will slam behind them and a figure will appear from behind the cauldron. The figure is cloaked in black and carries a staff made of bones.

The figure will point a thin arm at the party and address them with a deathly voice.

“More sacrifices for the Kuolematon. Come forth and offer yourself to my sweet embrace child of the material”.

After its speech it will draw a very rusted dagger from its cloak and beckon the party forward. The party will need to make a will save (DC 18) or feel compelled to move towards the creature.

Failing the save will have them move forward and the creature drive the rusted dagger into their chest dealing 1d4+1 Con damage. Party members that are unaffected may attempt grapple checks against those that are, or they may attack the creature.

The creature will fall into a pile of bones if it is hit with a single attack that deals 6 or more damage.

If the party are able to resist, or stop their allies getting cut, they should be rewarded exp for an encounter of their APL. 400xp each for a party of level 5's, 600xp for a party of level 6's.

Inspecting the cauldron will reveal that a dog corpse is inside, alongside other pieces of flesh, bone and blood. If the party enters the cauldron they must make another save for the bubonic plague.

If the party wish to inspect the coins, they may roll a heal check (DC 20) to identify that they are covered in a thin liquid and dust substance that will inflict the Shakes disease. With their check they will also find a way to disinfect the coins if they have any form of doctor's tools.

Looting the gold and gil will require a fortitude save (DC 13) or become infected with the [Shakes](#) disease. The gold coins total 4lbs and with an appraisal check (DC 20) they will know that they are worth 800 gil in total. There is a total of 400 gil in normal gil coins.

Western Room A - W-A

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

With a perception check (DC 20) the party may find a Masterwork dagger in the wardrobe.

Western Room B - W-B

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

There is nothing of interest in this room.

Western Room C - W-C

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

Hiding against the north-eastern corner is a Blood Bones who will attack whoever enters the room. The party may spot them while looking through the keyhole at a stealth of +14 (+5 for the keyhole offering harder spotting).

If the party defeat the Blood Bones, they should be awarded exp for an encounter with one CR 3 enemy.

Western Room D - W-D

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

With a perception check (DC 20) the party may find a Masterwork Kukri in the wardrobe.

Western Room E - W-E

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

Hiding against the south-eastern corner is a Blood Bones who will attack whoever enters the room. The party may spot

them while looking through the keyhole at a stealth of +14 (+5 for the keyhole offering harder spotting).

With a perception check (DC 15) the party may find a pouch containing 300 Gil. (DC 20) another pouch containing 300 Gil.

If the party defeat the Blood Bones, they should be awarded exp for an encounter with one CR 3 enemy.

Western Room F - W-F

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

Hiding against the south-western corner is a Blood Bones who will attack whoever enters the room. The party may spot them while looking through the keyhole at a stealth of +14 (+5 for the keyhole offering harder spotting).

If the party defeat the Blood Bones, they should be awarded exp for an encounter with one CR 3 enemy.

Western Bunks - WBU1

This long southern room contains 4 sets of bunks that have 2 beds each, the floor changes to that of a brighter yellow wood colour.

Standing in plain sight are 4 Skull Warriors who will attack enemies on sight.

If the party defeat the Skull Warriors, they should be awarded exp for an encounter with four CR 1 enemies.

Eastern Room A - E-A

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

Hiding against the south-eastern corner is a Blood Bones who will attack whoever enters the room. The party may spot them while looking through the keyhole at a stealth of +14 (+5 for the keyhole offering harder spotting).

If the party defeat the Blood Bones, they should be awarded exp for an encounter with one CR 3 enemy.

Eastern Room B - E-B

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

Hiding against the south-western corner is a Blood Bones who will attack whoever enters the room. The party may spot them while looking through the keyhole at a stealth of +14 (+5 for the keyhole offering harder spotting).

If the party defeat the Blood Bones, they should be awarded exp for an encounter with one CR 3 enemy.

Eastern Room C - E-C

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

Hiding against the north-western corner is a Blood Bones who will attack whoever enters the room. The party may spot them while looking through the keyhole at a stealth of +14 (+5 for the keyhole offering harder spotting).

Searching the room with a perception check (DC 10) will reveal a set of Masterwork [Full Plate](#) armour within the wardrobe.

If the party defeat the Blood Bones, they should be awarded exp for an encounter with one CR 3 enemy.

Eastern Room D - E-D

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

There is nothing of interest in this room.

Eastern Room E - E-E

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

Searching the room with a perception check (DC 20) will reveal a Black Club within the wardrobe.

Eastern Room F - E-F

This modest room contains a single bed and wooden wardrobe. The bed has seem quite some use and is slightly worn.

There is nothing of interest in this room.

Eastern Bunks - EBU1

This long southern room contains 4 sets of bunks that have 2 beds each, the floor changes to that of a brighter yellow wood colour.

Standing in plain sight are 3 Skull Warriors who will attack enemies on sight.

If the party defeat the Skull Warriors, they should be awarded exp for an encounter with three CR 1 enemies.

2nd Floor

Stairwell and Hall - S&H

Ascending the stairs the party are met with a dark sight, in front of them attached to the wall is another sconce though instead of flames emitting from the basin 3 blood red orbs are floating. A slight crackle can be heard, though it is somewhat moist, the orbs let off an extremely low light, equating to 10ft of dim lighting.

On the southern divider wall are 2 Skull Warriors who are hiding from the party who are already aware of their presence from the sounds of fighting below, a perception versus their stealth of +7 will reveal where they are. After moving 5ft from the stairs these 2 creatures will attack.

If the party defeat the Skull Warriors, they should be awarded exp for an encounter with two CR 1 enemies.

North Hall - NH

Moving around to the northern part of the hall will reveal a set of doors both on the left and right, with darkened windows that let in barely 25ft of dim lighting.

Around 15ft into both the west and eastern parts of the hall are 2 pairs of Zombies, with a perception check (DC 15) the party may hear their low groans, the zombies will easily spot the party and attack with their special charge action if they come into view.

If the party defeat the Zombies, they should be awarded exp for an encounter with four CR 1/2 enemies.

While the rooms are not labelled or numbered they shall be noted from west to east, from 1 to 6.

Room 1 - R1

A door made of a wood and metal composite blocks the way into this room, it can either be broken down (DC 23) or picklocked (DC 20). Inside is a rectangular stone coffin with its lid closed shut, to the side is a small chest with somewhat warm blood inside.

The room is mostly barren, and shifting the coffin lid (DC 15) will reveal a skeletal corpse inside. A heal check (DC 20) will reveal it was once a hume and has been dead for at least a month.

Room 2 - R2

A door made of a wood and metal composite blocks the way into this room, it can either be broken down (DC 23) or picklocked (DC 20). Inside is a rectangular stone coffin with its lid closed shut, to the side is a small chest with somewhat warm blood inside.

The room is mostly barren, and shifting the coffin lid (DC 15) will have a Blood Bones awaken and attack the party, though since they are prone and have their weapon beside them they will require a move action to

grab their weapon and a move action to get out of the coffin.

If the party defeat the Blood Bone, they should be awarded exp for an encounter with one CR 3 enemy.

Room 3 - R3

A door made of a wood and metal composite blocks the way into this room, it can either be broken down (DC 23) or picklocked (DC 20). Inside is a rectangular stone coffin with its lid closed shut, to the side is a small chest with somewhat warm blood inside.

On the other side of the door is a Ghoul, seemingly confused as to how to open it. If the door is opened it will attack on sight. A perception check (DC 10) will reveal its groans through the door if the players put their ear against it. Players may also look through the keyhole with darkvision.

If the party defeat the Ghoul, they should be awarded exp for an encounter with one CR 2 enemy.

Hidden Room - HR

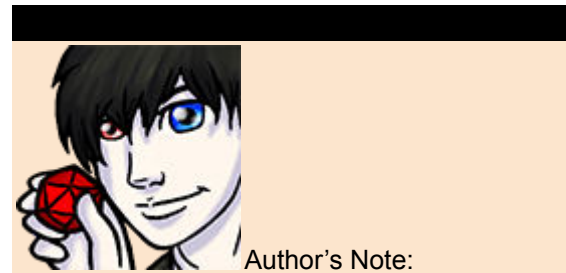
Within the middle of the rooms is a Hidden Room, which can be searched for with a perception check (DC 35) or with the aid of a light (DC 30). If the players successfully find the door they will find a hidden keyhole to open the wall, which requires either the key or a disable device check (DC 35, 30 with light).

On opening the wall it will reveal a small room with several chests, piles of Gold and Gil coins and miscellaneous containers. The room absorbs the air from outside, as if it was air-tight inside.

Searching the room will reveal: Gold coins (DC 15, worth 500 gil, weighing 2lbs), 400 Gil, 2x Squid Ink, 2x Dream Powder, 1x Deadly Waste and 1x Cure Potion.

There is also a lockbox inside that can be unlocked (DC 25), inside is a small tear made of glass, inside is a fluorescent drop of blood. The tear is attached to a chain, making it some

sort of necklace, on inspection it is mostly likely the phylactery of the lich.



Author's Note:

Destroying a Phylactery does not kill the Lich, though it does stop them from reviving. The current quest is to hand in the Phylactery so players may not want to do this either way.

Possessing the Phylactery and later letting the Lich know of this will have him become Shaken, even with their immunity to fear effects.

This gives the Lich a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Room 4 - R4

A door made of a wood and metal composite blocks the way into this room, it can either be broken down (DC 23) or picklocked (DC 20). Inside is a rectangular stone coffin with its lid closed shut, to the side is a small chest with somewhat warm blood inside.

The room is mostly barren, and shifting the coffin lid (DC 15) will reveal a skeletal corpse inside. A heal check (DC 20) will reveal it was once a Roegadyn and has been dead for at least a month.

Room 5 - R5

A door made of a wood and metal composite blocks the way into this room, it can either be broken down (DC 23) or picklocked (DC 20). Inside is a rectangular stone coffin with its lid closed shut, to the side is a small chest with somewhat warm blood inside.

The room is mostly barren, and shifting the coffin lid (DC 15) will reveal a skeletal corpse inside. A heal check (DC 20) will reveal it was once a Au Ra and has been dead for at least a month.

Room 6 - R6

A door made of a wood and metal composite blocks the way into this room, it can either be broken down (DC 23) or picklocked (DC 20). Inside is a rectangular stone coffin with its lid closed shut, to the side is a small chest with somewhat warm blood inside.

On the inside of the room are 2 Devil Imps who are scratching at the coffin trying to open it, which can easily be heard with a perception check (DC 10). If the door is opened they will call out, in infernal, to the party asking for help with the lid. They will also say that they want the shiny trinket inside.

Opening the lid will reveal a skeletal corpse, a heal check (DC 20) will reveal it was once a Roegadyn and has been dead for at least a month. Around the neck of the corpse is a shining necklace. The party could persuade the Imps to let them take the necklace (DC 25/17) but if they fail the Imps will attack.

With detect magic and spellcraft (DC 20) will reveal it is an Amulet of Natural Armor +1.

If the party are able to persuade the Devil Imps to give them the necklace or defeat the Devil Imps, they should be awarded exp for an encounter with two CR 2 enemies.

Southern Hall - SH

Following the hall to the south, from the stairwell, will take the party to a set of large wooden doors, on both the east and western walls. Even further south is seemingly rubble from a destroyed set of doors and adjoining wall, rock and wood litter the floor on both South-East and South-West portions of the southern wall, with half a door on each side.

Following the hall further south will show another portion of the hall, with another door on the east and west and 2 more windows that left in another 25ft of dim lighting each. Hugging the north part of the wall is a pile of corpses ranging from 1-3 weeks old, with some corpses laid around the hall itself.

Hanging on the most southern wall, between the windows, is a large painting of a bloodied skull with blood overflowing from the top and snakes slithering through gaps of the

teeth. Whilst it is well painted, it could be hard to find someone who would buy this, but the party may take it nonetheless. With an appraisal check (DC 25) they can deduce it is worth 1500 gil. The painting weighs 12 lbs.

Conversion Room - West - CRW

The closest room to the stairwell on the west is locked behind a large door which can be broken down (DC 23) or picklocked (DC 20). The interior is in pitch darkness, with the only light from whatever players are using as light sources. With the use of darkvision or torches they will be able to investigate the room. On the floor are 9 metallic rings crafted into the floor, with minor blood specks here and there, towards the northern end are chained up corpses and skeletons, some of which have seemingly new blood stains on the floor.

Amongst the 9 rings are 9 Zombies who might not hear the party open the door, unless they used strength. Entering the room will alert the zombies to the parties presence, at which point they will attack.

If the party defeat the Zombies, they should be awarded exp for an encounter with nine CR 1/2 enemies.

Conversion Room - East - CRE

The closest room to the stairwell on the east is locked behind a large door which can be broken down (DC 23) or picklocked (DC 20). The interior is in pitch darkness, though there are shimmers of light from blood stains with the only light from whatever players are using as light sources. With the use of darkvision or torches they will be able to investigate the room. On the floor are 9 metallic rings crafted into the floor, with plenty of blood specs both on the circles and floor leading to the door, towards the northern end are chained up skeletons, though there are no signs of blood on or around them.

Towards the northern point of the room, on the middle-top circle, are 4 Devil Imps who are seemingly trying to cast a spell with the circle, opening the door will not alert them. These devils have 3 less MP than usual.

With a Spellcraft (DC 21) the players can identify that the Devils are trying to summon a stronger Devil to this plane, but are failing horribly at doing so.

With a perception check (DC 25) the party will notice a ruby gem in the middle of the circle the Devil Imps are using their spell. From this distance an appraisal is not possible, though it is obviously expensive.

If alerted the Devil Imps will not attack immediately, but will attack if the party approach or are asked about the circle.

Looting the ruby after killing the Imps will allow an appraisal check (DC 20) to reveal it is worth 1000 gil.

If the party defeat the Devil Imps, they should be awarded exp for an encounter with four CR 2 enemies.

Sacrificial Chamber - West - SCW

The furthest room to the south-west yet again has a large wooden door which can be broken down (DC 25) or picklocked (DC 25).

Inside the room the floor changes to a metal grating which is severely rusted and covered in both dry and wet blood, the sound of dripping can be heard beneath the metal. On the far side of the room are two pillars reaching to the ceiling which is 15ft tall, attached to those pillars are several sets of chains and manacles. At the bottom of the pillars is a large two-headed corpse, with fresh blood dripping below the grates. Behind the pillars and corpse is another window that lets in another 25ft of dim light.

Towards the north-east part of this room is a square platform slightly lower down into the floor. In the platform is a small fountain of glowing red and orange blood, in the middle is a metallic skull chained to the platform. With a perception check (DC 20) the party can make out pipes feeding into the platform, possibly diverting the flood of blood.

There isn't much else in this room, but if the party wish they can inspect the corpse with a heal check (DC 20) to identify it as an Ogre, who has died within the past day or so,

due to several cuts over its body and blood loss.

Sacrificial Chamber - East - SCE

The furthest room to the south-east yet again has a large wooden door which can be broken down (DC 25) or picklocked (DC 25).

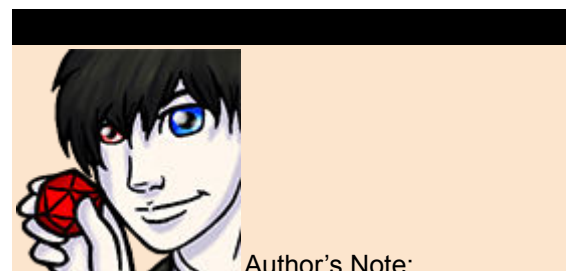
Inside the room the floor changes to a metal grating which is severely rusted and covered in both dry and wet blood, the sound of dripping can be heard beneath the metal. On the far side of the room are two pillars reaching to the ceiling which is 15ft tall, attached to those pillars are several sets of chains and manacles. At the bottom of the pillars is a chained up Hume who is seemingly still breathing Behind the pillars is another window that lets in another 25ft of dim light.

Towards the north-west part of this room is a square platform slightly lower down into the floor. In the platform is a small fountain of glowing red and orange blood, in the middle is a metallic skull chained to the platform. With a perception check (DC 20) the party can make out pipes feeding into the platform, possibly diverting the flood of blood.

Directly in front of the door, about 20ft away, is a cold looking skeleton within a full set of blackened Full-Plate armor that shimmers slightly. Gripped tightly in 1 hand is a greatsword, the creature seemingly in a combat stance looking towards the door in anticipation of company.

On the north and south sides of the double doors are 2 hiding Imp Devils (Stealth +14) who will cast Fire II on the first target they see.

If the door to this room is opened the [Lich](#) and 2 Imp Devils will attack the party.



Author's Note:

If the party were able to stealth their way to this room, they can be allowed a surprise round, however if any fight is undertaken in

this dungeon the Lich will be alerted..

During the fight, the Lich will announce himself as Subetei Kuolematon and will generally praise Hades for his unlife.

If the party defeat the Devil Imps and Lich, they should be awarded exp for an encounter with two CR 2 enemies and one CR 7 enemy.

After defeating the Lich they may take his armour and weapon, however his alchemical items would have been used before the fight.

With the Lich and his Imps defeated, the party may approach the chained up Hume on the other side of the room. On approach he will thank the party in a wounded tone:

“You don’t know how good it is to see that bastard put down, I thank you for the timely rescue, though I am sad to say it could have been timelier”.

-He coughs up blood onto the metal grating-
“That Subetei monster had got what he wanted and was aiming to kill me before you waltzed in”

If asked who the Hume is, he will say his name is Dane Crox (Dain Crohx), a member of the Crox clan who hails from the northern shores.

If asked why he is here, he will reply saying he was kidnapped while on the road to aid in the Kuolematon clan’s experiments.

If asked about the experiments he will simply say the clan were gathering corpses and disease. With a sense motive check (versus bluff of +8) the party will recognise that he is holding back information. With a Diplomacy or intimidation check (DC 25/22) he will inform the party that he is another Necromancer who dabbles in Vampire powers, and so his blood was more valuable to the Kuolematon clan, mostly due to his ability to become immortal later in life.

If asked what he will do when he is free, he will say that he intends to return home and recover from the ordeal.

If questioned about his alignment (DC 25/22) he will say he isn’t overly evil, and since

his clan aren’t true vampires they don’t require blood.

Getting Baharn’s opinion of the matter will have him reply that he is fine with freeing Dane.

If asked about where the Lich’s phylactery is, Dane will inform them that it is hidden behind a secret wall in the northern part of this floor, if freed he will show the party where it is located.

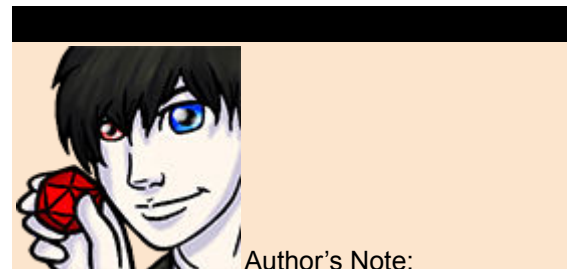


Author’s Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive 200 xp per successful check, but not for higher checks, for a max of 400xp.

After finishing off the Lich and obtaining his Phylactery the dungeon will be completed. The party may leave, or explore any areas they missed earlier.

On leaving the mansion, if they party brought Dane with them, he will thank them again and head on his way north.



Author’s Note:

If the party are accepting and kind towards Dane, along with healing him, you may give the party a Hero Point each for “heroic actions”.

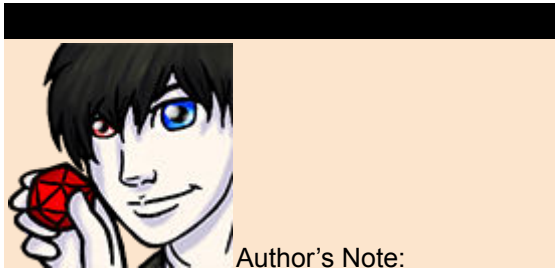
It is up to the party if they wish to rest before heading on towards Melnoroka. From the Mansion it will take 1 day of travel via Chocobo, or 2 via walking.

“This dungeon should reward around 8235xp each from all combat scenarios with an additional 400-600 exp from the prayer room if

applicable, and up to 400xp from talking with Dane”

Act 2

Reaching Melnoroka



Author's Note:

If the players have not gotten to level 6 by this point, or would be due a level up, it is advised they are allowed to level up at this juncture to better handle the upcoming scenarios. If they started with 15,000 exp they should be around 25,335 exp if they did all combat encounters.

After almost 2 weeks of chocobo travel, the party will finally reach the Large City of Melnoroka, the large stone walls give off a sturdy and dominating presence amongst the plains. Approaching from the southern side, the party are greeted with large metallic gates, guarded by 4 separate guards, 2 on each side, who greet people going both in and out of the city, often checking papers or goods.

When they approach, it will already be 4pm, so there is a distinct lack of rush of civilians.

As they approach from the south, the party will notice that Melnoroka is on a slight slope, with the southern end being the lowest and the northern part getting slightly higher in altitude.

Whilst not a formal queue, plenty of people are in line to get searched to enter the city, which the party are assumed to be doing to. If they try to enter ahead of the queue, a guard will shout over to tell them to wait their turn. Waiting will take around 10 minutes.

After their wait comes to a close, the party will be able to approach one of the guards, a female Gria in shiny yellow half-plate greets them with a toothy smile.

“Welcome to the city of Melnoroka, your faces aren't familiar so I'll have to do an interview and search if you do not mind”

If asked why a search is necessary, she will reply that Melnoroka is mostly a military settlement, due to that fact plenty of spies try to make their way inside. It is also to weed out any illegal goods.

If asked what is “illegal” within the city walls, she will reply that any drugs that exceed an amount more than 2 medium creatures are not allowed, scrying and teleportation items are to be disabled as well as any explosive materials are to be disassembled.

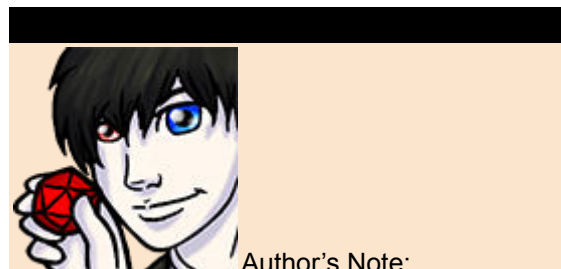
If asked for any directions, the Gria will inform the party of some basic shops and inns they could visit.

If the party mention Lieutenant Colonel Wedge, the Gria will recognise the name and ask what their business is here. If told about the Troll threat, she will refer them to the City Master's residence towards the north part of town.

After the interview is complete the party are allowed entrance into the city. Any automatons or animals are allowed inside, but are disallowed entry into any building unless otherwise stated.

On passing the gate, if the party still have Bahharn with them, he will say that he will meet them at the inn tomorrow to distribute the gil.

The party can visit several locations, but when they reach the city it is rather late so most businesses are closed, including the City Master's residence. There aren't many options aside from visiting an inn to set up for the night.



Author's Note:

If the party used chocobos and completed the Lich Mansion, they would have spent around

13 days travelling, meaning they have 29 days left to complete the mission. They will need 12 days to return, so around 17 days to complete the mission. If they ask about messaging magic, they instead will have 29 days.

Ra Ra Tavern & Inn

After some exploration, or via the advice of the guard, the players will come across the Ra Ra Tavern & Inn. This sizable stonework building has 2 large green tinted windows that peer into a busy environment of Humes, Au Ra, Gria, Roegadyn and Vargs who are drinking, eating and conversing.

Entering into the Inn the party will be greeted with a large "Cheer-re-oh!" as tankards are raised and clunked together, the crowd returning to their own discussions quickly.

At the far end of the inn is the bar counter, with 3 people sat atop stools, one of which is [male Mithra](#) who has some gadgets and gear strewn across the counter.

The bar counter is currently manned by a female Au Ra of the Raen clan, whose white skin and scales shine bright in contrast to the grey and dark tones of the tavern itself.

On approaching the counter the Au Ra shall greet the party heartily

"New customers, I greet you all. Might I interest you in some well-mixed drinks, or are you looking for a room?"

Rooms at the inn cost 5 gil each, which includes stables for the chocobos and possible vehicles.

If asked for her name, the Au Ra will reply that her name is Yasu Musa.

If asked about any rumours, Yasu will say that there is talk about some Trolls to the north-east, mostly from harassed merchants.

If asked about any potential work or jobs in the city, she will reply that there is some tension between two separate weapon shops in the market district.

Darius Lyrum

When the party are done with their discussion, head to their room, or converse with the Mithra at the counter he will talk to them.

"You look new, and from your gear I'd say you lot are adventurers, am I right?"

On further inspection, the man could be mistaken for being homeless, as he is covered in both oil and sweat.

If the party continue the conversation with the Mithra he will ask them to do something:

"I'm looking for a solid team to do some excavating for me. Job pays well, plus some free repair work thrown in if you need it"

If asked his name, he says his name is Darius Lyrum, a gambler looking for materials.

If asked about the job, he will say that he is looking for a Fire Core that is housed within a local abandoned mine that has had some elementals move in to claim ownership. He will pay 8000 gil for the core on delivery and will use his knowledge of engineering to repair any gadgets or robots the party own.

If asked why he needs the Fire Core, he will deflect the question. With a check he may be persuaded (DC 30/13) to reveal that he needs it to work on an armband that reduces fire damage.

If asked for more info on the mine, he will say it used to be a place for iron mining for the city, but dried up and was abandoned. It currently contains several Earth and Fire elementals, some of them being larger variants. The mine is called Farros Mine.

If asked for the location, he will say it is about a half day ride to the south-east.

Ending the conversation he will say that he will be waiting at this inn for their return.



Author's Note:

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

After eating, drinking and conversations the party are free to go to sleep to progress to a new day.

Next Day

Resting up after a long 2 weeks of travel, fighting and questing, the party may feel some aches across their bodies from the long journey. The work never stops however as they now need to follow up with their leads and do some possibly shopping in preparation.

On going to the bar segment of the building they will be approached by Bahharn if they helped him in his quest, to which he will give the party their part of the reward, which is 1125 gil each for 4 party members. After which he will thank the party once more and be on his own way.

The party may visit several locations at this point. If they had not been told beforehand, they can use Knowledge Local (DC 15) to learn anything of importance about the city, along with some notable locations.

Melnoroka Preparations

The party may visit any of these shops to sell and purchase. Remember that the base value of this town is 8000 gil, whereas its purchase limit is 50,000 gil. It only has items up to spell level 6th.

Toph's Armour

A quaint armoury on the western side of the city, owned by a staunch female hume with muscles bulging from her sleeves. She welcomes the party with a loud, boisterous voice.

This shop will buy and sell armour and shields of any sort, including masterwork, Cold Iron and Adamantine.

Kelp's Swordsmith

An earthen shop built with both brick and wood, this building looks slightly too green for its own good. Owned by a male Sahagin who goes by the name Kelp. He will talk to the party in a rather quick and to-the-point tone, though he isn't too intimidating.

This shop will buy and sell weapons of any sort, including masterwork, Cold Iron and Adamantine.

If asked about the trouble the shop has been having, or if the party succeed a sense motive check (DC 18) they will find out that Kelp has been harassed by another swordsmith down the road due to his race. Due to the harassment, it has been hard for Kelp to keep his business running smoothly, along with threats to his wares making him overly cautious. If the party could stop the harassment Kelp would be willing to reward them with a free mundane weapon of their choice.

The shop in question is named Helgan's Arms and is run by a male Hume.

If the party wish to investigate Helgan's Arms they may do so immediately or later. On approaching the building they will notice a distinct style of weaponry on sale, with a perception check (DC 20) they may identify them as unwieldy to the less-hume races.

Seeing the party approach, a podgy hume will wave them over, though his face will turn sour if any party members are from the Beastmen Tribes.

“Welcome to Helgan’s Arms, are you looking for anything in particular?”

If the party does have any Beastmen Tribes in their ranks the group may roll sense motive (DC 18) to identify that Helgan is deliberately not talking to the Beastmen.

If asked about his harassment towards Kelp he will deny it, but with a check (DC 25/13/15) he will elaborate and say that he has a high disgust for the “monster races” as he calls them, stating that many are just ravenous creatures waiting to kill the civilised races.

After conversing with Helgan and finding out his prejudice the party can try and persuade him otherwise with a harder check (DC 30/18).

Aside from his business with Kelp, Helgan doesn’t have anything else interesting to talk about.

Failed Persuasion

If the party failed to convince Helgan to stop his harassment, they can instead send someone into the building at night time to find some evidence of his prejudice.

To do so, they must succeed in first entering the building, either by the front door or via a window on the upper floors. For either entry, the party member is required to make a stealth check to avoid detection against 4 onlookers perception checks (+1/+1/+3/+4). If they are caught a party member can attempt a check to persuade them to not report them (DC 25/11/14)

The door can be destroyed (5 hardness, 15hp, STR 18) or pick locked (DC 30). Obviously destroying the door would alert nearby people unless it can be silenced somehow.

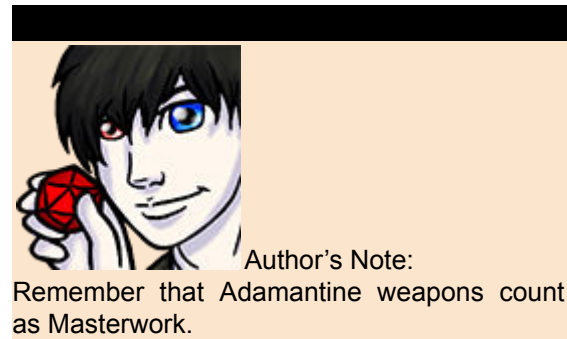
Using a higher window requires a climb check (DC 25) to reach the window and then a disable device check (DC 20).

Upon entering the building the character can make a perception check to search with the storefront or study room (DC 25) to find a letter written and signed by

Helgan requesting some thugs to rough up Kelp’s wares.

If the character also wishes to steal from the building he can attempt to pick lock a desk in the study (DC 25) for 150gil or unlock weapon cases in the storefront (DC 30). Each item he tries to steal, make him roll another stealth to avoid detection against a perception check (+4), this increases by 2 for every item stolen.

The items to steal are: Small Dagger, Masterwork Cold Iron Longsword, Adamantine Greataxe, Masterwork Bardiche, Light Hammer, Masterwork Cold Iron Rapier, Masterwork Scimitar.



If the party are caught during the stealing process it will be via the shop owner who will shout for the guards. The party must then flee immediately. If they are caught they will have all stolen goods taken from them and are fined 1000 gil. Due to a first offence, they are given a basic fine and warning, but any repeat offences will land them in jail.

After gaining the evidence the party may hand it over to the authorities, to which they will apprehend Helgan and place him within jail.

Returning to Kelp

After either persuading or landing Helgan in jail, the party can return to Kelp for their reward. After thanking them profusely he will offer up the reward which is a single weapon of the parties choice.



Author's Note:

If the GM is giving XP for good roleplaying and successful skill checks, the party should receive XP for an encounter of their level for completing the side-mission. 600xp for a group of 4 level 6's, 800xp for a group of 4 level 7's.

Ketta's Gear

Somewhat brighter coloured than the other shops, this building takes on a cream and yellow hue. Ran by a Mithra who goes by the name Ketta, she will trade in adventuring gear, mounts and carts.

Wishom's Artefacts

With both the smell and colour design of lavender, this shop is run by a Nu Mou who happily trades in magical items from all categories, including alchemical goods.

City Master's Residence

Either from being told by the guard at the entrance, or via a knowledge local check, the party will learn about the residence of the City Master, who is essentially the leader of the large city.

The current City Master is Naegwayda (Nayg-eeay-dah), a 32 year old male roegadyn. This individual takes direct orders by the capital but otherwise handles the day to day running of Melnoroka.

As the leader, the party could approach him for more information on their current quest, along with any other work they could also be assisting with.

The residence is found on the western edge of the city, where the wall is most thick and the governmental as well as army buildings are most prominent. The party will notice quite a few more guards as they progress through this area.

Upon reaching the building they will be met with tall 9ft stone walls and a large metal gate that blocks entry, with a solitary male burmecian guard off to the right side of the gate.

Approaching the gate will have the guard turn to the party and converse with them in a direct tone.

“Excuse me, do you have business with the City Master?”

If asked to see the City Master, the guard will ask for what reasons. If the party mention the trolls he will let them inside the gates.

From opening the gates and being escorted to the front doors, the party will get a better look at the building. From its white brick exterior, surrounding painted windows and brown lining, the structure definitely leaves a lasting impression. From the outside the party can guess it has 3 stories, with quite a modest size to the overall establishment.

Being led into the entrance hall the party will notice several armour racks of varying designs, above each is a skull of a monster from normal Fangs to more exotic animals like Behemoths.

The party are requested to leave their weapons and magical items at the main door with another guard, though the party may attempt to hide smaller items with a sleight of hand check versus 3 perceptions (+3/+3/+4).

City Master Naegwayda

After the party has relinquished their gear, they are lead into an adjoining room, a mere 40ft from the entrance. Large oaken doors open up into a somewhat damp-air room, several open

vials and salves woff their scents around the room.

Near the door, on the south side, is a large roegadyn who is seemingly applying a salve to his forearm, a slow turn reveals his face to be chiseled if not slightly surprised.

With a hearty voice, the roegadyn addresses both his guard and the party.

“Ah, come in as you please, I guess, no knocking or manners today eh?”

-He clicks his fingers to the guard-

“I take it they’ve been dressed down of their armaments, if so we can have our chat with you in the corner”

-After which the guard closes the door and moves to the opposite side of the room-

“Well then, you must have said something important to my doorsman to let you inside, let’s have us a sit down and gabber”

-He clicks again to the guard-

“Pull up these fellows some chairs, the Naegwayda name will have all his visitors be comfortable”

With that Naegwayda sits down on a chair behind a desk at the far edge of the room, rubbing the salve into his arm.

If asked about his arm he will say that it’s a muscle relaxant, due to an old wound his arm tenses up a bit.

If asked about the trolls, he will question why the party wish to know about it. With the mention of Lieutenant Colonel Wedge he will soften up quite a bit and explain the situation.

“Since you’re here with the aim of aiding with the trolls, I shall tell you all we know. Our scouts had counted around 50 trolls, as well as a Queen who leads the band. They are well armed, with several Guard and Magi trolls who have magical gear”

-He then shifts a map over to the table-

“Their camp is about a day ride to the east of Melnoroka, they have been there for just under a month, raiding nearby settlements or passing traders, one of the reasons they have such good gear.”

-He then shifts a drawing-

“Here is a rendition of the Queen, she goes by

the name Zara and is incredibly strong, we are certain her regeneration is not stopped via fire, as she wields a fiery greatsword. Looking at your party you would seem to be adept at fighting, but even for you or an army it would be quite the affair to deal with the band aggressively.”

-He then slides over a scribbled map-

“The camp has an entrance on the south-east and south-west, though it would seem the northern partition may have a weakness, maybe to allow them a retreat if necessary. The camp is surrounded by wood spikes and walls, though the trolls aren’t too intelligent in defence, or they lack the materials, so the walls could be ignited relatively easily.”

-Leaning back in his chair, he takes on a more sombre look-

“From our skirmishes with their forces we can tell they are quite strong, the majority of their races can be dealt with via fire, though the Magi and the Queen seem to have circumvented that weakness.”

-He takes a quick look over your party and the notes on the table-

“If you’re aiming to bring this to a peaceful conclusion, I wish you the best of luck. My only knowledge on what could prove useful in that direction would be that they seem to appreciate shows of force. Probably challenging one of their warriors to a duel could be enough to earn their respect.”

If the party ask for more information on the trolls they will get the same information they would get from Regindas, who will inform the party that there are 5 Distinct types of troll, as well as the Queen, some better equipped than others with very few seemingly having magic at their disposal. After their descriptions, the party may make Knowledge Local checks to identify the separate troll types., unless they already made these checks before.

- [Branch Troll](#): DC 13
- [Trollchild](#): DC 14
- [Mad Troll](#): DC 15
- [Guard Troll](#): DC 21
- [Magi Troll](#): DC 22
- [Troll Queen](#): DC 30

If asked for any help from Naegwayda he will say he cannot offer any assistance in

the matter, lest he be held responsible for sparking aggression.

If asked if he knows of any deadline for when the trolls will move on or act again he will reinforce the previous deadline, recounting how many days since the party had sent off.

If asked if there are any other jobs that need doing, or if the party leave without asking, Naegwayda will tell the party of a small Goblin infestation

“If you’re looking for more work, or another source of gil and items before dealing with the trolls, I can give you another mission”

-He then pulls out another scribbled map-

“About a days ride to the south is an old mine of ours, Steel Saving Mines, mostly used for iron mining, it was abandoned some time ago due to tales of it being haunted and having monsters creep inside. Nowadays it is home to several monstrous goblins. Clear out the mines and the city will pay you 11,600 gil, it is up to you if you kill all the goblins or force them out of the mine.”

If asked for an advance on the Goblin job, the players can attempt a check (DC 25) to which he will offer 100 gil each, (DC 30) will have him offer 200 gil each instead, (DC 35) will have him offer 300 gil each instead. This will be taken out of the final reward.

After finishing the conversation with Naegwayda he will inform them of the Goblin job, if they haven’t asked already, and then thank the party for their assistance, wishing them well.

The guard who stayed within the room will escort the party back out to the entrance hall where they will get their gear back.

After the audience the party can go shopping, or go to any of the 3 locations they would supposedly have at this time. It is advised they do the side-quests before going onto the main troll quest, as there is ample time if they used chocobos to get to Melnoroka.

As a reminder they can go to Farros Mines to get a Fire Core for Darius. Steel Saving Mines

to clear out Goblins for Naegwayda and finally to the troll camp to deal with the main quest.

Farros Mines





1-3, 24-25, 29-31: Medium Earth Elemental
 4-6, 21-23: Medium Fire Elemental
 8-9, 15-20: Minor Earth Elemental
 10-14, 27-28: Minor Fire Elemental
 7, 15: Large Earth Elemental
 26: Large Fire Elemental
 32: Mimic

All Earth Elementals can be conversed with if the group know Terran.
 All Fire Elementals attack on sight.
 The Mimic is disguised as a chest (+30).
 No enemies are hiding.
 Rock stacks provide full cover.
 Refer to the information below for rolls.

T1: Iron Deposit.
 T2: Corpse with loot.
 T3: Corpse with loot.
 T4: Corpse with loot.
 T5: Corpse with loot.
 T6: Fire Core.
 T7: Corpse with loot.
 T8: Mimic loot.

Refer to the area entries for full loot.

Due to the more cavernous nature of this dungeon, areas will be marked with CE or CW to denote which part of the cavern the party are within. Refer to the above map to find those locations.

After a half-day ride to the south-east, the party will reach a somewhat inconspicuous opening in the earth, leading into a dark mine. Whilst most people would think this to be a shallow cave without much worth, your prior knowledge confirms this to be the Farros Mine.

With a perception check (DC 20) the party can smell a faint sense of dry earth and smoke from within the mines. A knowledge nature or craft alchemy check (DC 15) will reveal they are non-toxic, however.

Unless otherwise stated, all ceilings are 15ft high.

Entering into the mine will reveal to the group that it is mostly consisting of dark grey stone and darkened walls, the light from the entrance shimmering slightly off of the remnants of iron in the cavern walls.

The entrance only provides light for around 40 feet into the cave, the further depths descending into darkness as the characters' eyes look ahead.

A perception check (DC 18) will allow the players to hear the shifting of rock and pebbles falling from piles, with a higher check (DC 23) they can pinpoint it is around 80 feet to the east.

Following the path, the party will arrive at a destroyed double oaken door, being ripped from the hinges alongside several pieces of rock strewn across the floor. A quick glance allows the observers to notice it was destroyed from the inside.

C1 - Entrance

Just after the destroyed double oaken door there is a large cavern room, dotted around are tall stacks of rocks of varying sizes, the stacks reach up 10 feet high and provide full cover.

If the party have a source of light they will be able to see 3 [Medium Earth Elementals](#) stacking the rocks. The elementals will easily

notice the party but make no movements against them, unless they move at least 10ft into the room at which they will confront the party in Terran.

“Leave our home at once invaders, or suffer the wrath of Nhak”

If the party understand Terran they can try and converse, otherwise, the elementals will attack if the party approach. With a check (DC 30/23) the Elementals can be persuaded to simply leave the mines.

If the party are able to persuade the Earth Elementals to leave or defeat them, they should be awarded exp for an encounter with three CR 3 enemies.

After dealing with the Earth Elementals the party can head either south or East.

CW1 - South Path

Taking the path to the south from the entrance room, the party will approach a large oaken door which has had its door torn open, though still attached. On closer inspection, the party can roll perception (DC 15) to identify burn marks on the frame.

Heading through the open door the party can turn westward, to see flickering lights around the corner, noticing 3 [Medium Fire Elementals](#). If the party has not made any loud noise up to this point the Fire Elementals will be facing away from them, allowing a surprise round, otherwise they will spot the party and attack on sight. These elementals cannot be reasoned with.

If the party defeat the Fire Elementals, they should be awarded exp for an encounter with three CR 2 enemies.

Following the path, the party will turn another corner and head south, passing plenty of broken down barrels, carts, wheelbarrows and pickaxes.

CW2

Continuing on the southern path the party will arrive at a wider portion of the hallway while

this room has no significance there will be some more piles of rocks in a southern connecting hallway that have some hidden items within, a passing perception check (DC 20) will reveal the glint of iron.

Using a nearby pickaxe, or strength (DC 20) they can pry the iron from the rocks, obtaining a hefty quantity of the ore. With an appraisal (DC 20) they can identify it as high quality, worth around 300 gil but weighing 5lbs in total.

CW3 - Optional Boss

As the party comes to an end of the southern path they will arrive at a larger room, within which is a [Large Earth Elemental](#) and 2 [Minor Earth Elementals](#). Due to the tremorsense of the Earth Elementals they will know of the approaching party regardless of stealth checks.

As the party approaches the Large Earth Elemental will address them in a booming, coarse tone.

"You enter the presence of the great Nhak, state your business quick or be added to the earth beneath your feet!"

If the party understand Terran they can try and converse, otherwise, the elementals will attack if the party approach. With a check (DC 35/27) the Elementals can be persuaded to simply leave the mines.

If the party are able to persuade the Earth Elementals to leave or defeat them, they should be awarded exp for an encounter with one CR 5 enemy and two CR 1 enemies.

Behind the Elementals is the corpse of an Elvaan whose armour is in pristine condition, if a bit mossy. Collecting it off the body will reward the party with a +1 Full-Plate. The corpse will also be carrying 2 Cure Potions, a Masterwork Knight Sword and 342 gil.

CE1 - Eastern Path

Taking the eastern path from the entrance room, the party will arrive at a corner turning south, where the group will easily see the flickering lights of 5 [Minor Fire Elementals](#).

With a reflex save (DC 15), whomever is at the front of the party can hide behind the corner before they are spotted. If they fail, the elementals will attack on sight.

It will be impossible to stealth past these Fire Elementals, so the only way to pass is via their defeat.

If the party defeat the Fire Elementals, they should be awarded exp for an encounter with five CR 1 enemies.

After dealing with the Fire Elementals, the party will notice some more rock stacks leading off to the south.

CE2

A short distance from the Fire Elementals will be a Large Earth Elemental who is seemingly burying corpses under the rock, he will sense the party due to tremorsense but not attack them.

If approached, or if the party try to get around him to the corpses he will address them in a booming, coarse tone.

"You dare enter the crypt of Trid! Leave now, or suffer a burial worse than these"

If the party understand Terran they can try and converse, otherwise the elemental will attack if the party approach. With a check (DC 35/23) the Elemental can be persuaded to simply leave the mines.

If the party are able to persuade the Earth Elemental to leave or defeat them, they should be awarded exp for an encounter with one CR 5 enemy.

Behind the Earth Elemental is 1 Hume corpse, 1 Viera corpse and 1 wolf corpse. Looting these corpses will reveal that their gear is mostly destroyed, though together they have a total of 650 gil.

CE3 - Junction

Moving south from the Earth Elemental will have the party arrive at a Y-junction, with a path leading South and a path leading to the east.

CE3-1 - East Path

Going east from the junction the party will spot 6 [Minor Earth Elementals](#) who are stacking rocks. If the party move within 15 feet of them they will turn towards the party, the closest elemental addressing the group in Terran. If they get too close or fail a check the elementals will attack.

“This is our rocky sanctum, leave or be added to the pile”

If the party understand Terran they can try and converse, otherwise the elementals will attack if the party approach. With a check (DC 30/22) the Elementals can be persuaded to simply leave the mines.

If the party are able to persuade the Earth Elementals to leave or defeat them, they should be awarded exp for an encounter with six CR 1 enemies.

From the Earth Elementals, the party can head around to the south-west, going to the other path they could have gone at the junction, north-east for a new path or south-east for another path.

CE3-2 - North-East Path

Taking the north-east path from the Minor Earth Elementals, the party will notice 3 more flickering lights of [Medium Fire Elementals](#), if the party have not made loud noises they will be occupied with corpses, otherwise they will attack on sight.

If the party defeat the Fire Elementals, they should be awarded exp for an encounter with three CR 3 enemies.

Behind the Fire Elementals is a 1 Galka corpse, 1 Au Ra corpse and a wolf corpse. Looting the corpses will reward the party with 2 Cure Potions, 1 Pirate Drink, 1 Giant's Tonic, 1 Speed Drink, Masterwork Fire Staff and 225 gil.

CE3-3 - South-East Path

Taking the south-east path from the earth elementals will have the party arrive at a deadend of the mines. With a perception check (DC 20) they will be able to spot a corpse snug against the southern wall. Searching the corpse will reveal it is wearing an Amulet of Natural Armor +1.

CE4 - South Path

Taking the southern path from the junction, or moving around the cavernous pillar walls, the party will approach 2 Medium Earth Elementals stacking more rocks. On approach they will address the party.

“Access to the inner sanctum is prohibited, leave”

If the party understand Terran they can try and converse, otherwise the elementals will attack if the party approach. With a check (DC 30/21) the Elementals can be persuaded to simply leave the mines.

If the party are able to persuade the Earth Elementals to leave or defeat them, they should be awarded exp for an encounter with two CR 3 enemies.

Getting past the Earth Elementals will allow the party to progress towards the west.

CE5 - Metal Junction

Moving to the west the party will approach a large metal gate, though its bars have been bent and torn off into the corridor, away from the party. While it can be climbed through it does create difficult terrain.

From this entrance the party can move either north or south. With a perception check (DC 20) they group will feel the air has gotten slightly hotter, (DC 25) they can detect that the heat is coming from the southern path.

CE6 - Boss

Taking the southern route from the metal gate, the party will feel the heat rise and rise, until they can make out the flames of a [Large Fire Elemental](#) and 2 [Minor Fire Elementals](#). With a reflex save (DC 20) whomever is leading the party can hide behind the corner before they

are spotted, otherwise the elementals will attack on sight.

These elementals cannot be talked down, so the only way to get past is via defeating them.

If the party defeat the Fire Elementals, they should be awarded exp for an encounter with one CR 5 enemy and two CR 1 enemies.

After dealing with the Fire Elementals, the party will be able to receive a Fire Core from behind their remains. With a spellcraft check (DC 15) they can safely say this is what they came for. Touching the Core will incur 1 point of fire damage, requiring the Core to be housed within a non-flammable container. A bag of holding can hold it without worry. The core is slightly bigger than a fist and weighs 10 lbs.

After obtaining the Core the group may leave or continue exploring.

CE7 - North path from metal gate

Moving north from the destroyed metal gate, the party will come across 3 more [Medium Earth Elementals](#) who are stacking rocks. On approach they will address the party.

“Our home does not require material beings, leave”

If the party understand Terran they can try and converse, otherwise the elementals will attack if the party approach. With a check (DC 30/23) the Elementals can be persuaded to simply leave the mines.

If the party are able to persuade the Earth Elementals to leave or defeat them, they should be awarded exp for an encounter with three CR 3 enemies.

Getting past the Elementals will have the party arrive at 2 paths, one to the north and another to the north-west.

CE8 - North Path

Heading directly north from the elementals will have the party approach 1 Gria corpse and 1

Orc corpse. Searching their bodies will reveal 2 Ethers, 2 Cure Potions and 1 Dream Powder.

CE9 - North-West path

Taking the north-west path will take the party to a deadend of the mine, where a singular chest lays against the northern wall. This is actually a [Mimic](#), which the party can try and use perception to notice against its disguise check (+30).

If the party fails to ascertain that it is a Mimic, whomever touches the chest will become stuck to its surface, and which point the Mimic will attack the party.

If the party defeat the Mimic, they should be awarded exp for an encounter with one CR 6 enemy.

After defeating the Mimic, the party can loot its insides and find 1000 gil.

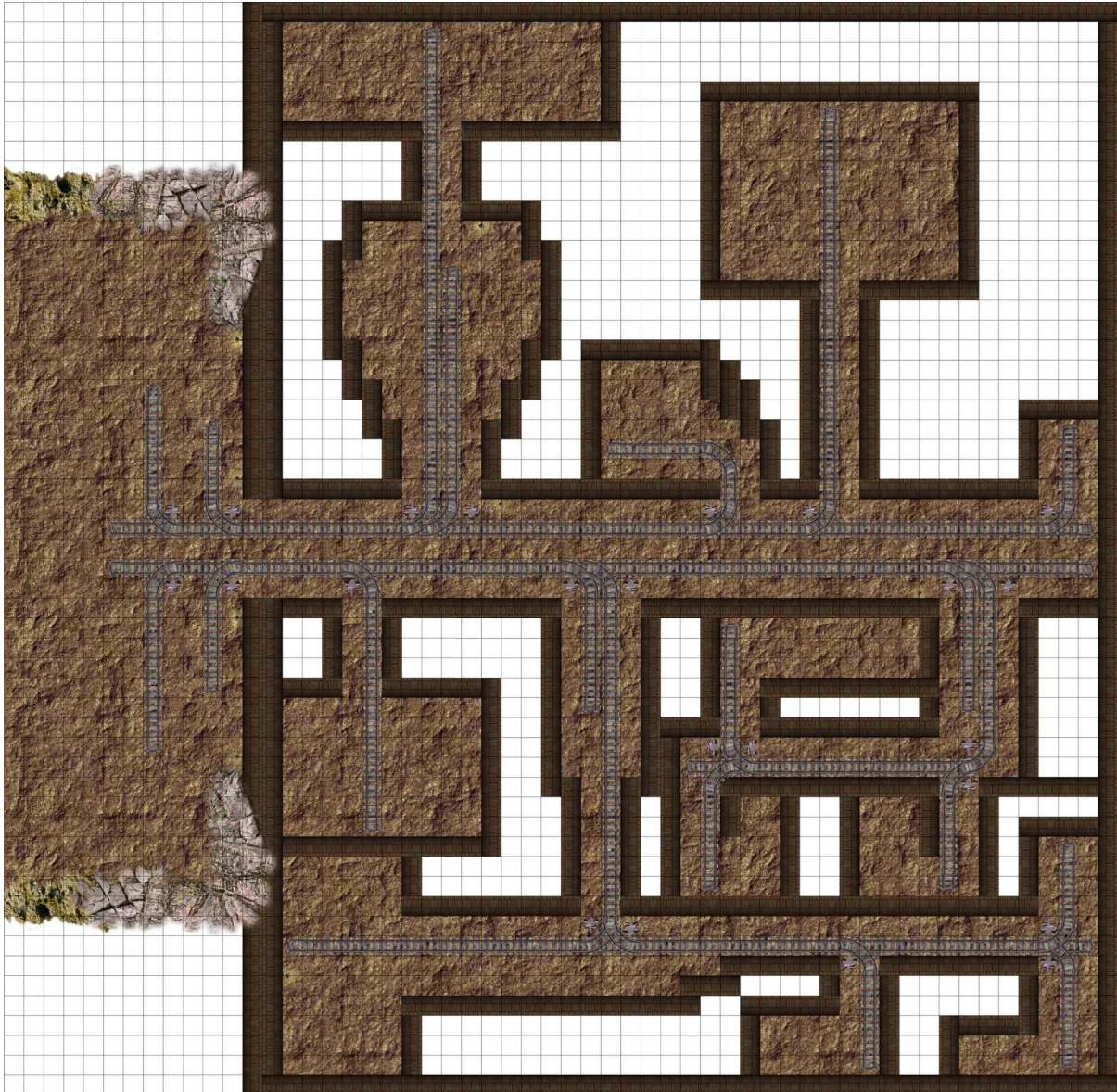
Leaving the Farros Mines

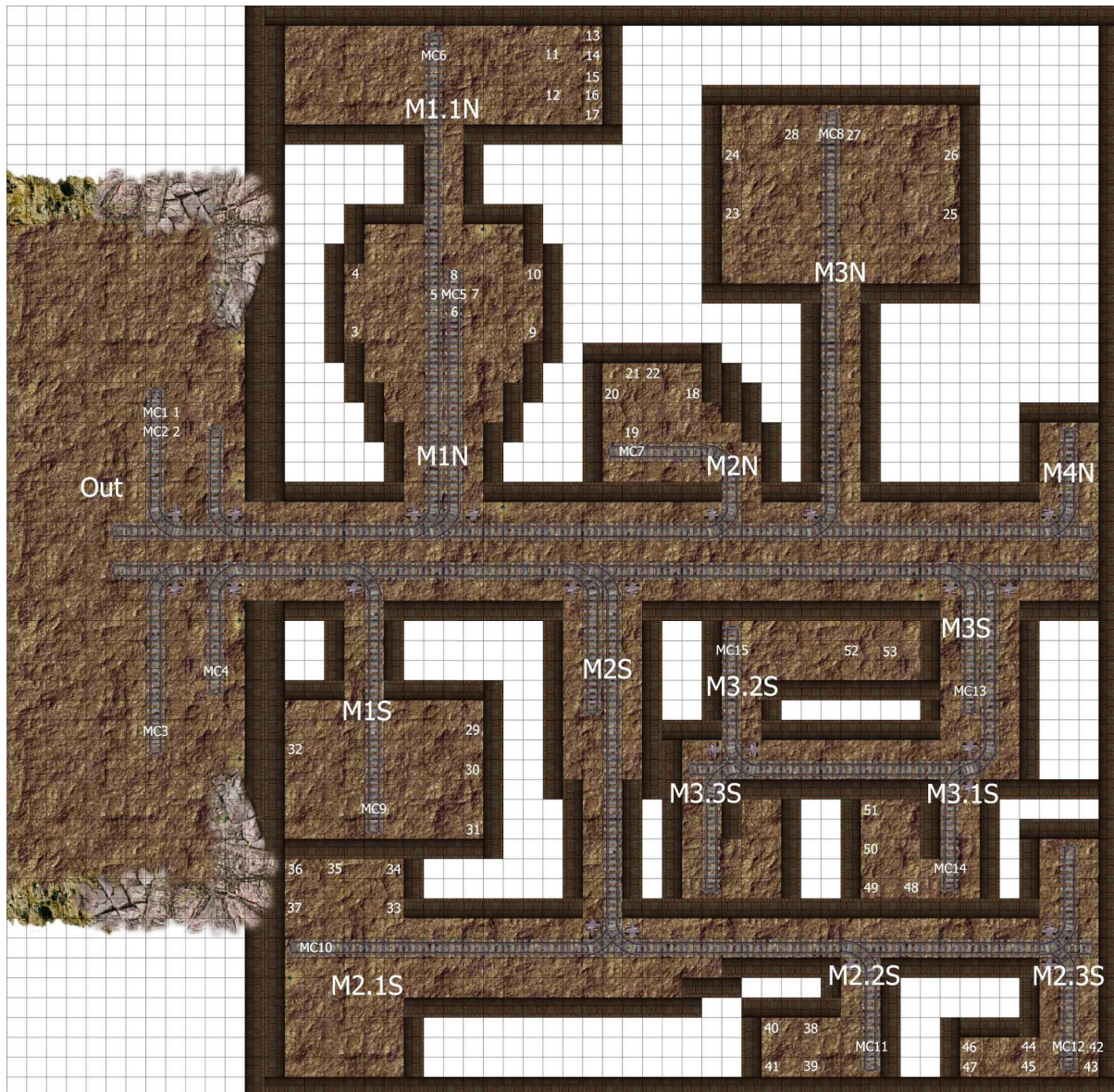
After leaving, Core or not, the party can either rest outside the mine or take the trek back to Melnoroka.

“This dungeon should reward around 6000xp each from all combat scenarios”

“If the party came here first, they should be at around 32,135 exp if they had done all encounters”

Steel Saving Mines





MC1 - MC15: Mine Carts for puzzle.
 1-2: Hobgoblin (Hiding in Minecarts)
 3-10: Goblins
 11-12: Hobgoblin Guard
 13-17: Goblin
 18-19: Red Cap
 20-26: Goblin
 27: Red Captain
 28: Goblin Mage
 29-32: Hobgoblin
 33-36: Goblin Guard
 37-41: Vice
 42-43: Red Cap
 44-47: Hobgoblin
 48-50: Hobgoblin Guard
 51: Goblin Guard

52: Goblin Mage
 53: Red Cap

All of the mine is within darkness, aside from the entrance that lets in the sunlight if any. There are a few lamps inside that are lit, giving off 20 bright and 20 dim light. 2 in the main shaft, 1 in M1N and 1 in M2.1S. If it is nighttime, there are also 4 lamps outside on the eastern wall that leads into the mine.

After travelling through both forest and plains, the party makes their way to a secluded mine cut into a rise within the land. Flanked by mountains and hills on both sides, the mine is quaintly hidden by nature.

While hidden by sight relatively well, the smell of dust, rotten meat and possible sulfur still pollutes the air somewhat, though it is a far sight weaker than what you assume it used to be in the past.

The floor is a rough stone, slightly hewn in places or smoothed out to aid with constant walking, 2 clear cart rails leading east into the mineshaft. The cart rails split off to the north and south twice each with stop gates, where the carts possibly were stored to move ore and stone.

There are 4 lanterns on the eastern walls, 2 to the south and 2 to the north, that light the area well enough though shroud the mine shaft in a shadowy comparison. Some other lights can be seen deeper into the mine, showing that it goes for quite a few hundred feet with turnings to both the north and south.

Outside The Mine - Out

With a perception check (DC 20) the party can easily make out the sound of goblin laughter, angry shouts or chatter within the mines themselves. A higher check (DC 25) will reveal a pair of goblins sat within some near minecarts who are seemingly trying to open a box.

Approaching the carts will reveal 2 Hobgoblins in the 2 northern carts, trying to figure out an old sliding box puzzle lockbox. If they spot the party they will be rather jumpy and sit up to point at them.

“Ah! Big brains are here! They come to steal our boxes!”

-The other Hobgoblin will interject-

“Wait, new bet, if they open box I win and you give me Choco Thigh!”

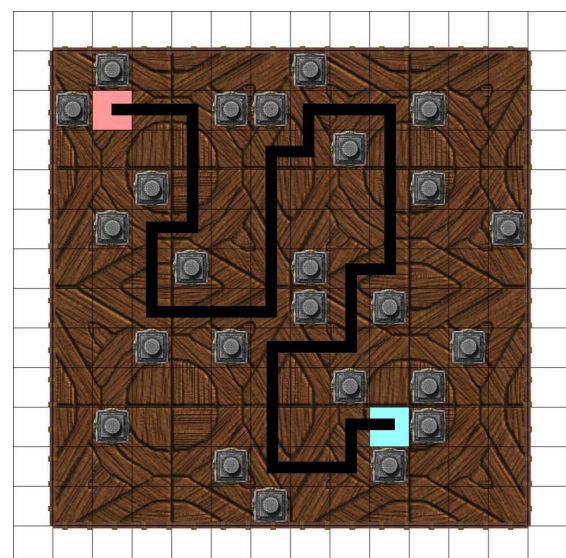
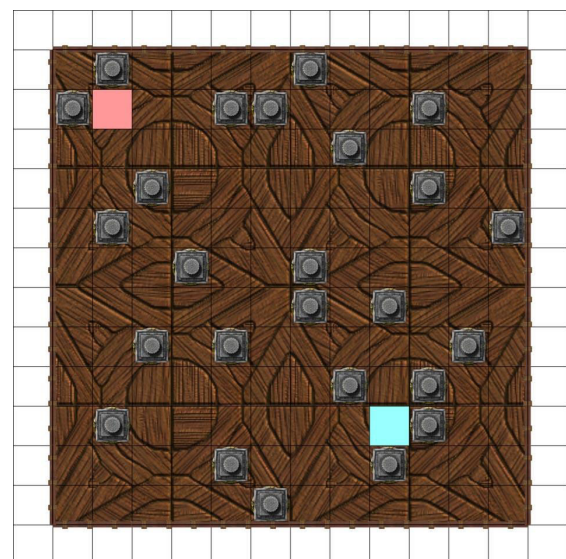
-The first Hobgoblin will reply-

“Only if they don’t cheat and use the Magic of the pointy hats!”

After their speech the party can surmise that they are being asked to open the box for the Hobgoblins. The party can ask the Hobgoblins to leave after they open the box to which they will not argue.

With a check (DC 20/15) they can make the Hobgoblins give the party whatever is inside the box.

This sliding puzzle is very similar to ice floor physics. Once you move the “Key Cart” it will continue moving in that direction until it hits a pillar. The Key starts on the red square and must end on the blue square for it to open up.



The above is 1 of the correct answers. Inside the box is 2 rubies (Appraise DC 25) are worth 400 gil each alongside 117 gil coins.

If the party defeat the Hobgoblins or figure out the puzzle, they should be awarded exp for an encounter with two CR 1 enemies.

After killing, sneaking, or getting the Hobgoblins to leave, the party may approach the entrance to the mine. With a perception check (DC 20) they may spot some writing and a metallic slab on the northern section of the wall.

If the party know Dwarven they may read this easily, but otherwise need a linguistics check (DC 25) to read the writing. It reads "Due to workers leaving carts in the mines, pay stipends will not be given until all carts are returned to the outside storage areas"

To "solve" this puzzle, the party must return all carts back to the entrance. There are 6 carts on the northern storage area and 9 on southern storage area. It does not matter which line they are on, as long as they are stored. On moving all the carts, the metallic slab will slam open, revealing pouches of gil.

Due to being able to use either Diplomacy or Intimidate to avoid conflict the party may end up with much less loot than if they were to kill all the Goblins within the mines. As physical loot on the Goblins the party could get around 17,067 (8533 sell value). As such you may use the cart puzzle to distribute any lost wealth in the form of Gil. For every fight they avoid award 853 gil into the Cart Puzzle reward.

Mine Shaft 1 North - M1N

Making your way into the mineshaft you come to a crossing of 2 turns in the rails, leading into a path towards the north, a dim light cast over the rails.

With a perception check (DC 20) you may hear the chatter of Goblins and seemingly picks being hit against rocks. With a higher check (DC 30) you may identify 8 separate creatures in total.

The room is somewhat weirdly shaped as the walls go outwards a ways. There is a stop gate of the rails, where a cart is stopped with 4 Goblins investigating it. A lantern lights up a portion of the room.

The party are allowed a surprise round, unless they are bringing a light source with them. Otherwise the Goblins will easily be able to spot them as they approach. They aren't instantly hostile but will demand to know what the party is doing here.

They can be talked down however (DC 25/25) to make them leave, or if given 20gil each or a cure potion they will leave.

If the party defeat the Goblins or get them to leave, they should be awarded exp for an encounter with eight CR 1/2 enemies.

The path continues onwards to the north, along with the other set of rails.

Mine Shaft 1.1 North - M1.1N

Following the singular rail northward will lead the group to a room in complete darkness, though a perception check (DC 25) will reveal some Goblins on the eastern wall, a higher check (DC 30) will let them know of 7 creatures in total.

If the party made any loud noises in the previous room, either through gunfire or area spells, this group already know of their presence. A light source will also reveal them beforehand.

If undetected, the group may have a surprise round, otherwise they may try to interact with the Goblins. Just like before they will demand to know why they are in their Mine. The 5 Goblins and 2 Hobgoblin Guards can be talked into leaving with a check (DC 25/26) but if the check fails they will attack.

If the party defeat the Goblins and Hobgoblin Guard or get them to leave, they should be awarded exp for an encounter with five CR 1/2 and one CR 2 enemies.

This mine shaft is a dead end, though it does contain another minecart at another stop gate.

Mine Shaft 2 North - M2N

Going further into the mine will lead the party to another north turning, with a singular minecart rail going up the path. With a

perception check (DC 25) the party may hear a group of Goblins in the next room, a higher check (DC 30) will reveal that there are 5 in total.

If the party has a light source they will be spotted easily before entering the room. If not they can have a surprise round or attempt to interact with the group, the Red Caps being relatively angry at seeing intruders.

The 3 Goblins and 2 Red Caps and be talked into leaving (DC 30/26) but any failure will result in them attacking the party with the Red Caps using prepared actions of Engulfing Winds at the person who is attempting the check.

If the party defeat the Goblins and Red Caps or get them to leave, they should be awarded exp for an encounter with three CR 1/2 and two CR 4 enemies.

Mine Shaft 3 North - M3N “Boss Room”

Nearing the end of the mine shaft, the party will come across a northern turning, leading into a long corridor around 50ft in length. A single track leads deeper into the corridor.

With a perception check (DC 30) the party may identify the sounds of Goblins deeper in, a higher check (DC 40) will reveal that there are 6 in total.

If the party have a light source they will not be able to stealth at all, as on the Goblins is looking straight down the corridor and would notice it before they put it away.

It is impossible to stealth into the chamber without invisibility.

Entering will lead the party into a square room with 4 Goblins, 1 Goblin Mage and 1 Red Captain. The Captain will address the party sternly.

“Halt non-gobbos. State your business within the halls of Genilamb the great!”

If asked what the Goblins are doing here, he will simply reply that they are guarding their “treasure room”.

The group may be persuaded to leave with a check (DC 35/33) however failure will

result in them attacking, both the Goblin Mage and Red Captain will 5 ft step closer to one another and the Mage will cast Stoneskin on the Captain as their readied actions.

If the party defeat the Goblins, Goblin Mage and Red Captain or get them to leave, they should be awarded exp for an encounter with four CR 1/2, one CR 5 and one CR 6 enemies.

After dealing with the Goblins, the room will turn out to be a dead end, though it does contain another minecart.

Mine Shaft 4 North - M4N “Dead End”

Reaching the finale section of the mine will reveal another dead end without any form of loot or cart.

Mine Shaft 1 South - M1S

Taking the first southern passage in the mine shaft will have the group follow a singular track into a dark room.

With a perception check (DC 25) the party may hear the sounds of nearby Goblins, a higher check (DC 30) will reveal 4 in total.

If the party has a light source the Goblin group will immediately know of their approach, otherwise they are allowed a surprise round.

On approach the 4 Hobgoblins will demand to know why the party are there. They can be persuaded to leave with a check (DC 25/19) however failure will result in them attacking.

If the party defeat the Hobgoblins or get them to leave, they should be awarded exp for an encounter with four CR 1 enemies.

After dealing with the Hobgoblins, the room will turn out to be a dead end but has a single minecart on the rail.

Mine Shaft 2 South - M2S

The second southern turning in the main mine shaft will have a longer corridor with 2 rails, though the western rail stops a bit short into

the corridor itself. Following the corridor will lead the party into another mine shaft that leads both west and east.

Mine Shaft 2.1 South then West - M2.1S

Looking towards the west will allow the group to see another lantern, lighting up another cart and the side of a Vice facing away from the party.

If the party have their own light source this group will notice them. If not they are allowed a surprise round.

On approach, this group will be more aggressive than the other packs, with their weapons drawn and ready. The 4 Goblin guards and 1 Vice can be persuaded to leave with a check (DC 30/22) but failure will have them all attack, the Vice using Magic Hammer on anyone with a Power Rod/Staff or robes, the Goblin guards using Goblin Punch on the most heavily armoured party member as readied actions.

If the party defeat the Goblin Guards and Vice or get them to leave, they should be awarded exp for an encounter with four CR 1 and one CR 2 enemies.

After dealing with the Goblins, the party will see that this western side has 2 dead ends, with a single cart.

Mine Shaft 2.2 South then East - M2.2S

Going east from the corridor will give the party another southern turn, in complete darkness to another room.

With a perception check (DC 30) the party may hear some talking Goblins, a higher check (DC 35) will reveal 4 in total.

If the party has a light source they will reveal their location. If not they are allowed a surprise round.

On approach the Goblins will stare down the party, demanding they give the Goblins all their gil or suffer death. The 4 Vices can be persuaded to leave with a check (DC 30/20) failure will result in them attacking, moving to surround the heaviest armoured opponent with their readied actions.

If the party defeat the Vices or get them to leave, they should be awarded exp for an encounter with four CR 2 enemies.

Once the Vices are dealt with the room will turn out to be a dead end but will contain another minecart.

Mine Shaft 2.3 South then East

Getting to the end of the eastern path, the rail will split off both north and south. The southern path leading to another room of sorts.

With a perception check (DC 15) the party can hear some Goblins ordering others around, a higher check (DC 20) will reveal 6 in total.

If the party have a light source they will be revealed to the Goblins. If not they are allowed a surprise round.

On approach the Goblins will shout at the party for them to leave immediately. The 4 Hobgoblins and 2 Red Caps may be persuaded to leave with a check (DC 35/31) failure will result in them again telling the party to leave.

If the party defeat the Hobgoblins and Red Caps or get them to leave, they should be awarded exp for an encounter with four CR 1 and two CR 4 enemies.

Once the room has been cleared it will turn out to be a dead end, though it does contain another cart.

Mine Shaft 3 South - M3S

Nearing the end of the main shaft will have the group come to another southern turning with 2 tracks leading into it, the western one stopping midway down the corridor. The short track will have a cart sat at the stop gate.

Further into the corridor it will split off to the south and west, with more rooms on the north and south turns on the wester path.

Mine Shaft 3.1 South then south - M3.1S

Taking the first southern turn in the new chain of rooms, the party will approach another western turn, along with a cart at a stop gate.

With a perception check (DC 20) they may hear the sounds of Goblins in the western room, a higher check (DC 25) will reveal 4 in total.

If the party has a light source this group would have noticed them approach. If not the party are allowed a surprise round.

Once approached this group will demand that the party give up their food and gil to them. The 1 Goblin Guard and 3 Hobgoblin Guards can be persuaded to leave with a check (DC 30/20) failure will result in them surrounding the one who made the check with their readied actions.

If the party defeat the Goblin Guards and Hobgoblin Guards or get them to leave, they should be awarded exp for an encounter with one CR 1 and three CR 2 enemies.

Aside from the Goblins this room is just another dead end, with the cart in the corridor previous to it.

Mine Shaft 3.2 West then North - M3.2S

Taking the western path the track will split both north and south. The northern path leading to a wide room and another cart.

With a perception check (DC 30) the party may hear some Goblins talking, a higher check (DC 35) will reveal that there are 2 of them.

If the party have a light source, or made any loud noises in M3.1S via gunfire or area spells the Goblins here will know of their presence. If not the party are allowed a surprise round.

On approach the Goblins will demand the party give up their potions and gil. The 1 Red Cap and 1 Goblin Mage may be persuaded to leave with a check (DC 35/25) failure will result in the Goblin Mage moving towards the Red Cap and casting Stoneskin on him, the Red Cap will use Engulfing Winds on the one who try to persuade them.

If the party defeat the Red Cap and Goblin Mage or get them to leave, they should be awarded exp for an encounter with one CR 4 and one CR 6 enemies.

After dealing with the Goblins the party will realise the room is a dead end, though the cart is still at the end of the track.

Mine Shaft 3.3 West then South - M3.3S

Turning south from the western path will lead the party to another dead end room, containing nothing within.

Completing the Steel Saving Mines

After clearing out the Mines, either through persuasion, intimidation or death, the party can finish moving the carts to the entrance for that puzzle or merely leave.

Reward the party with the cart puzzle accordingly.

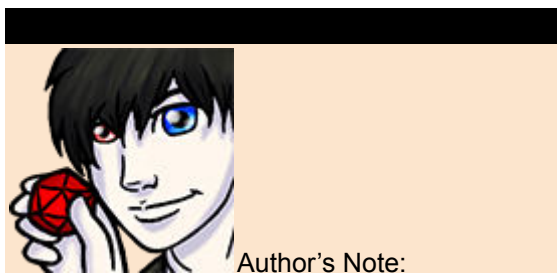
"This dungeon should reward around 7100xp each from all combat scenarios"

"If the party came here second, they should be at around 39,235 exp if they had done all encounters"

After the Side-Quests

If the group has completed both the Farros Mines and Steel Saving Mines you should give them the opportunity to return to Melnoroka to sell any of their loot as well as purchase new gear with their rewards.

Refer to the Melnoroka segment for shops.



Author's Note:

If the players have not gotten to level 7 by this point, or would be due a level up, it is advised they are allowed to level up at this juncture to better handle the upcoming scenarios. If they started with 15,000 exp they should be around 39,235 exp if they did all combat encounters in the 2 side-quests.

Return to Darius Lyrum

Making their way back to the Ra Ra Tavern & Inn, the party may see that the Mithra from before is still sat at the bar counter. Approaching him will have the party smell the scent of both alcohol and oil.

Turning to the party he will address them, fiddling with a wrench and electrical materials.

"Well look here, the team has returned. I hope you got that core"

Handing the Fire Core to Darius will pull out a Minor Bag of Holding, asking if the party had their own storage for the gil or if they want it on the counter. Either way, he will give the party 8000 gil as offered. He will also offer a free repair of anything mechanical in the parties possession, as long as it does not require costly ingredients to do so.

Darius doesn't have anything left for the party, giving them a final thanks for a job well done.

"For completing this side-mission reward the party as if they had fought an encounter equal to their level. A group of 4 level 7 characters would gain 800 EXP each."

Return to City Master Naegwayda

Heading to the City Master's residence once again will allow the party a much easier entrance, with the same guards on watch. They will take the party to Naegwayda faster than before, with the roegadyn still acting relatively busy.

On seeing the party return he will address them heartily.

"A speedy return, but a welcome one to be sure. Am I to assume this is relating to the Goblins and not the Trolls?"

If the party failed to clear the mine they may attempt a bluff they must overcome sense motives of +17, +8 and +7 for the City Master and guards.

If the party report a successful job, Naegwayda will hand over several lockboxes containing the 11,600 gil as agreed upon beforehand.

Naegwayda won't change his disposition much depending on if the party killed or asked the Goblins to leave.

The City Master won't have anything else to discuss, though will thank the party for their work and wish them well against the trolls.

"For completing this side-mission reward the party as if they had fought an encounter equal to their level. A group of 4 level 7 characters would gain 800 EXP each."

"If the party completed both quests, they should be at around 40,835 exp if they had done all encounters"

Make sure to remind the players of their deadline, counting down as many days as it took to complete the 2 side-quests. Allowing them downtime if they have time to spare.

Shoo-Gar has no other pertinent information or services to offer, but will say that she is staying at Melnoroka for the next 3 days if the party wish to purchase from or talk to her again.

[Travelling to the Troll Camp](#)

Situated a day's ride to the east of Melnoroka, the Troll Camp doesn't have much of interest on the road, though you may still roll of random encounters as per the [normal table](#) used for the travel to Melnoroka.

Halfway through their travel towards the trolls, the party will come across a female Varg riding a chocobo with a few saddlebags and scrolls. She gives a hearty wave to the party and tries to pull their attention to the side of the road.

[The Varg](#) will cheerfully introduce themselves:

"Hey there travellers. You're packed quite heavy and tight for normal traders, adventurers or heroes I'm guessing, right?"

If asked her name she will say it is [Shoo-Gar](#) (pronounced Whoo-gare).

Whether asked or not, Shoo-Gar will say she is a courier of both messages and packages, currently on a delivery to Melnoroka.

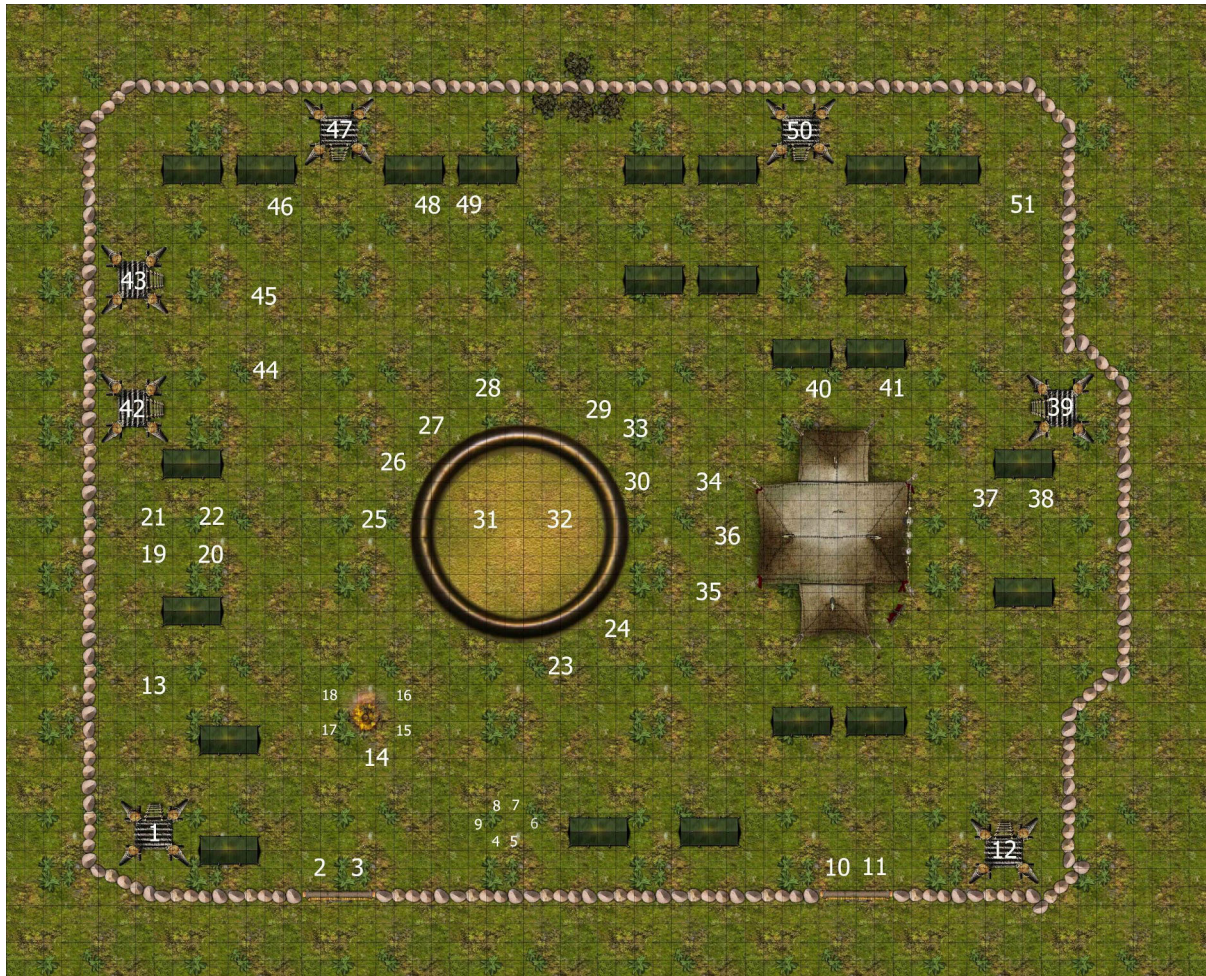
If asked if she has any maps or advice, she will say she has plenty of maps with other tracks to take as well as uncommon knowledge of the land. With a check (DC 30/13) or at the offer of sweets she will reveal some information that allows the party an easier trek within Gargan, granting them a +2 insight bonus on Survival and Knowledge (Local, Geography) when used for travel and adventuring on the continent.

If asked if she has any gear to sell she will have some [general goods](#) on offer at the normal price. She will also stock 3 Cure Potions, 1 Ether and 1 Phoenix Down. She only has 1000 gil on hand if the party wants to sell to her. She is also having an offer on Gold Needles due to the creatures around this part of the world focusing on petrification, selling Gold Needles for 10% less than usual.

Act 3

Troll Camp





1-2: Guard Troll
 3: Magi Troll
 4-9: Trollchild
 10: Magi Troll
 11-13: Guard Troll
 14: Magic Troll
 15-18: Trollchild
 19-22: Branch Troll
 23-32: Mad Troll
 33-35: Magi Troll
 36: Troll Queen Zara

37: Magi Troll
 38-39: Guard Troll
 40-41: Magi Troll
 42-43: Guard Troll
 44-45: Branch Troll
 46: Magi Troll
 47: Guard Troll
 48-49: Branch Troll
 50: Guard Troll
 51: Branch Troll

A day's ride to the east, or 2 days by foot, the party will finally reach the camp of the Trolls, after several weeks of adventuring from the capital city of Niffél.

The forest is relatively thick with trees, though the further eastward the group travels the thinner the treeline gets, with several stumps taking their place. Looking at the path will show several splinters of wood and dragging marks where logs have seemingly been brought towards the east.

A survival check (DC 20) will reveal some of the earth was moved about a week ago, though the other holes are much older. As far as the party can tell this path has not seen much movement in the past 5 days.

Following the directions given to them, the party will eventually reach the site that was described to them, as well as marked on their map.

Since the party is approaching from the west, they will see tall wooden spikes that make up a palisade wall, around 30ft tall they are much taller than normal palisade walls.

As told to them earlier, the party will remember that there is an entrance on the south-east and south-west, with a weakness possibly towards the north.

With a perception check (DC 20, 22 if night) the party can easily make out 3 Guard Trolls on the western wall, situated in tall open watchtowers, spears in hand. The watchtowers stand around 30ft tall which just peeks over the palisade wall.

With a stealth check, versus 7 perceptions of +8, the party may inspect the walls closer, which takes 1 hour, will allow the party either a Knowledge Nature or Engineering (DC 30/20) to identify its strengths and weaknesses. The wall itself is 5 ft thick with a hardness of 1 and total HP per segment of 300 (5 per inch) and a break DC of 50. The northern section of the wall has a much weaker portion with a hardness of 0.5 and total hp of 100 (1.6 per inch) and a break DC of 40. The whole wall is flammable and takes full damage from fire elemental attacks rather than half.

Once the party have overlooked the defences, they may decide to attack if they so wish or approach one of the entrances on the south-east or south-west.

Entering the Camp

Approaching either entrance will have the party meet the same sight, a large wooden door that has seen many attacks as it is covered in scratches, punctured portions and burn marks.

Approaching the gates will alert the trolls to the parties location due to their darkvision, unless the party are using invisibility magic.

On the other side of the wooden doors are a single Guard Troll and Magi Troll, though more trolls are further into the camp that could oversee the commotion.

A deep, disgruntled and strong voice booms over the walls to the party as a Magi Troll addresses the group:

"Intruders, tell us your purpose or prepare your weak bones for a wicked Ramuh touch to put you into the ground where you stand"

If asked about the Troll Queen or told about their purpose here he will continue:

"Many of your kind have come in hopes of taking our holds, all have been left in ash. Give us a good reason as to why we should not do the same to you!"

If the party use their previous knowledge that a challenge to a duel may work, they may do so:

"Hah, a duel you ask for. Very well, keep your small hands in your pockets, we shall open our doors"

If the party does not wish to challenge a duel they may instead persuade the troll to get an audience with the Troll Queen (DC 35/37).

As the large doors open up it will reveal the sheer size of the camp, as well as the multitude of trolls living within it. With a perception check (DC 25) the party can quickly count around 4 dozen Trolls within the camp, a higher check (DC 30) will reveal there is exactly 51 trolls including the queen, an even higher check (DC 35) will let the party know that there are 10 Branch Trolls, 10 Trollchilids, 10 Mad Trolls, 10 Guard Trolls and 10 Magi Trolls, alongside the Queen.

The camp itself has several huge tents setup all around, with 7 watchtowers overlooking the walls. A large fighting ring has been crafted within the center of the camp, a larger tent to the east of the ring which seems to be the residence of the queen.

Duel

If the party requested a duel, they will be lead to the fighting ring, in which 2 Mad Trolls are currently scraping. The Magi Troll will tell the party to await a victor in this match, though it looks like it will end soon as both are bleeding profusely and seemingly tired.

With a final knock, the western troll will fall and the onlookers will roar in excitement. The defeated troll will be dragged out of the ring, whereas the victor will leave into the crowd.

As the match ends the Magi Troll will walk into the ring and shout to the other trolls in Giant, if anyone understands it he says:

“Kinsman, we have ourselves a puny challenger thinking they can best our warriors. Who amongst you want their claws bloodied!”

To which all the trolls will roar loudly, either punching the ground or their chests, or slamming weapons against armour. A single Guard Troll will come forward and accept the challenge, grinning at whomever in the party wishes to duel.

The Magi Troll will walk to the party and say:

“So who among you will be challenging our warrior? And be warned if you’re going in with

magical aid, so shall our warrior!”

The Magi Trolls’ eyes are slightly glowing, spellcraft (DC 15) will let the party know he has detect magic currently active so can see any magical items or spells currently active.

If asked about any rules in the duel, the Magi Troll will tell them that a single combatant enters the ring, afterwards they are not to be interfered with, any interference will render that combatant the loser. Aside from that, how they enter the ring is how they will fight, so any previous preparations are allowed, though if the party are using magic to enhance their fighter the trolls will do the same. This is a duel to the death, though any side may surrender. The troll will most likely live either way due to regeneration.

If the party enhance their combatant, several Magi Trolls will use, spellcraft (DC 16/17/18 to identify), Protect, Regen, Shell, Blur, Elemental Resistance (fire) and Barrier. Granting the Guard Troll +2 Deflection bonus to AC, 2 fast healing, +2 resistance to spells, 20% miss chance, resist 20 fire damage per hit, DR 5/-. All these buffs will last at least 7 rounds.

If the party fails the duel they will be ridiculed by the other trolls for their loss, though the queen will still exit her tent to talk with them, the victorious Guard Troll will return to the crowd.

If the party wins the duel the trolls will roar with excitement, the Guard Troll standing back up after a few seconds if his regeneration had not been stopped.

If the party won the duel, or were able to persuade their way into an audience with the queen they should be awarded exp for an encounter with one CR 6 enemy.

Persuasion Entrance

If the party had been able to use diplomacy or intimidation at the gate they will be brought to the tent of the queen, which has 2 Magi Trolls standing guard, though the fighting ring also

has 8 Mad Trolls and another Magi Troll as the crowd.

Leaving the largest tent, the Troll Queen will reveal her imposing form onto the party. Standing 13 feet tall, the troll queen has donned magical agile breastplate and has a fiery greatsword strapped to her back. Her blue skin shows some signs of singe marks, alongside her armour, though they do not seem to hinder her in any way.

As she exits the tent, nearby Magi Trolls will start to enhance her with magic. Her voice creating a torrent of force as other trolls show somewhat shaky legs as she speaks. All her speech is in Giant, if a party member knows the language she will say:

“Who are these, creatures who come to my tent without a show! Their golden tongues show all your weaknesses of wit. Speak interlopers, lest you be struck down here and now”

Failed Duel Entrance

As the party pick themselves up, or mourn the loss of their ally, the queen will leave their tent with a maniacal laughter.

Leaving the largest tent, the Troll Queen will reveal her imposing form onto the party. Standing 13 feet tall, the troll queen has donned magical agile breastplate and has a fiery greatsword strapped to her back. Her blue skin shows some signs of singe marks, alongside her armour, though they do not seem to hinder her in any way.

As she exits the tent, nearby Magi Trolls will start to enhance her with magic. Her voice creating a torrent of force as other trolls show somewhat shaky legs as she speaks. All her speech is in Giant, if a party member knows the language she will say:

“It is not common we find one fool-hardy enough to challenge our forces one on one. State your purpose here and you may yet still leave with your life as a reward for your comedy show”

Victorious Duel Entrance

A loud, low pitch, clapping will be heard from the large tent, the queen exiting her confines.

Leaving the largest tent, the Troll Queen will reveal her imposing form onto the party. Standing 13 feet tall, the troll queen has donned magical agile breastplate and has a fiery greatsword strapped to her back. Her blue skin shows some signs of singe marks, alongside her armour, though they do not seem to hinder her in any way.

As she exits the tent, nearby Magi Trolls will start to enhance her with magic. Her voice creating a torrent of force as other trolls show somewhat shaky legs as she speaks. All her speech is in Giant, if a party member knows the language she will say:

“True warriors enter my den, it has been too long since my kin have been showed up so harshly. You shall be awarded a prize for this display”

Before any reply can be given, the Queen draws her greatsword and with a fell swoop cuts off the hand of the defeated Guard Troll, if they regenerated they will roar in pain as the wound sizzles from the fiery damage.

The hand will fall solidly on the floor, to which the queen will pick up and roar to her kin.

“A paw of the defeated, the victors are honored guests of our abode. Any slight against them will be treated with my blade”

To which the other trolls will roar, some shouting “Yes my queen”.

The queen will then hold out the hand to her Magi, who will chant a spell, making the hand stiffen up and have an arcane marking placed on the palm. After which the queen will hold out the severed hand to the party.

“Take this and be offered save passage in our holds.”

Accepting the gift, the party will be given a Troll Permit, a severed hand around the size of their head and weighs 3lbs. This

will grant them entrance into any other Troll camp and confer a +2 circumstance bonus to any skill checks made against a creature of the Giant subtype.

Troll Queen Zara

After gaining an audience with the queen, through any of the 3 previous outcomes, she will continue to talk with the party, though her attitude will be sour if they had used diplomacy, taunting if they failed a duel, and amicable if they were victorious.

Due to the forces surrounding [the queen](#) it is incredibly hard to intimidate her.

If asked her name, she will say she is called Troll Queen Zara. If the party won the duel she will allow them to address her as Zara, otherwise she will take on an intimidating glare if they don't address her correctly.

If asked about signing documents to bring some form of peace between her Trolls and the continent of Gargan she will reply:

"Just like the peasants sent before you, we are not here to negotiate terms with those who claim the world as theirs. It is for all who set foot here. Your forces started this aggression and we're going to see it to a bloody end"

With a check (DC 25/51) the party can try to ask if there is anyway to make things right or a better outcome to which she will reply:

"I am not blind to the world, your forces are large and while this war may rage on for aeternum, an amicable solution could be best"
-She will look towards her Magi-
"Wait here for several moments, I shall talk with my advisors on this"

After that she will enter the tent with both the Magi Trolls who were guarding it. The party are stopped from approaching by nearby trolls. A perception check (DC 35) will let them hear some words spoken, though they are in giant. The discussion is basically a conversation about a pact with the smaller

racers, or to clear out a nearby mountainside for them.

After the discussion comes to a close they will exit the tent once more.

"Messengers, I bring you two options, though your third would be continued war. Either convince me enough of your intentions, the state of a contract you desire with our clan and that it is completely beneficial to both sides."

-She then takes on a devilish grin-

"Wrest control of the nearest mountain for our clan to move in. Though be warned it is protected by a Large Red Dragon"

If the party ask if they may do both, they will say it is unneeded as both will sate the parties' needs, and the work required for either is extensive making the other not worth the effort.

If the party want to attempt a diplomatic approach they can make a check (DC 45/56) to persuade the queen to sign a contract without the need for further work.

After signing the contract, the details of which will be known to whomever made the successful roll. They will know that it would be rather disadvantageous if they were to clear the mountain out as it would give a major boon to the trolls, which Lieutenant Colonel Wedge may not appreciate.

If the party fails, or ask about the mountain she will inform them that the closest unnamed mountain is guarded by a Juvenile Red Dragon alongside several other lizards and beasts. They will only accept the death of all the inhabitants, as the dragons could return. The mountain in question will require either climbing up the side or flight.

If the Queen is asked why they are attacking nearby settlements, she will reply that they were attacked first for merely being trolls.

If asked about any other clans for holds, she will not answer except saying that they are many. A sense motive versus bluff of +8 will reveal there aren't as many as she is leading the party to believe.

"If the party are able to draw up a contract successfully with the Queen via persuasion"

they should be awarded 93,600 exp to be split amongst them (23,400 exp split for 4)”

Killing the Trolls

If the party are unable to persuade the Trolls, not wanting to kill the Dragon, or otherwise want to assault the camp they may do so. As noted elsewhere there are 10 Branch Trolls, 10 Trollchilds, 10 Mad Trolls, 10 Guard Trolls and 10 Magi Trolls, alongside the Queen.

It is up to the group and you as a GM to orchestrate how they go about attacking. The statistics for the walls are stated in the first segment of [Troll Camp](#).

The camp itself is within a clearing, so if any attacks are wanted from treetop the party would have to be around 300 feet away from the camp.

The trolls will pour out the gates, or jump from the towers, to attack the party if attacked.

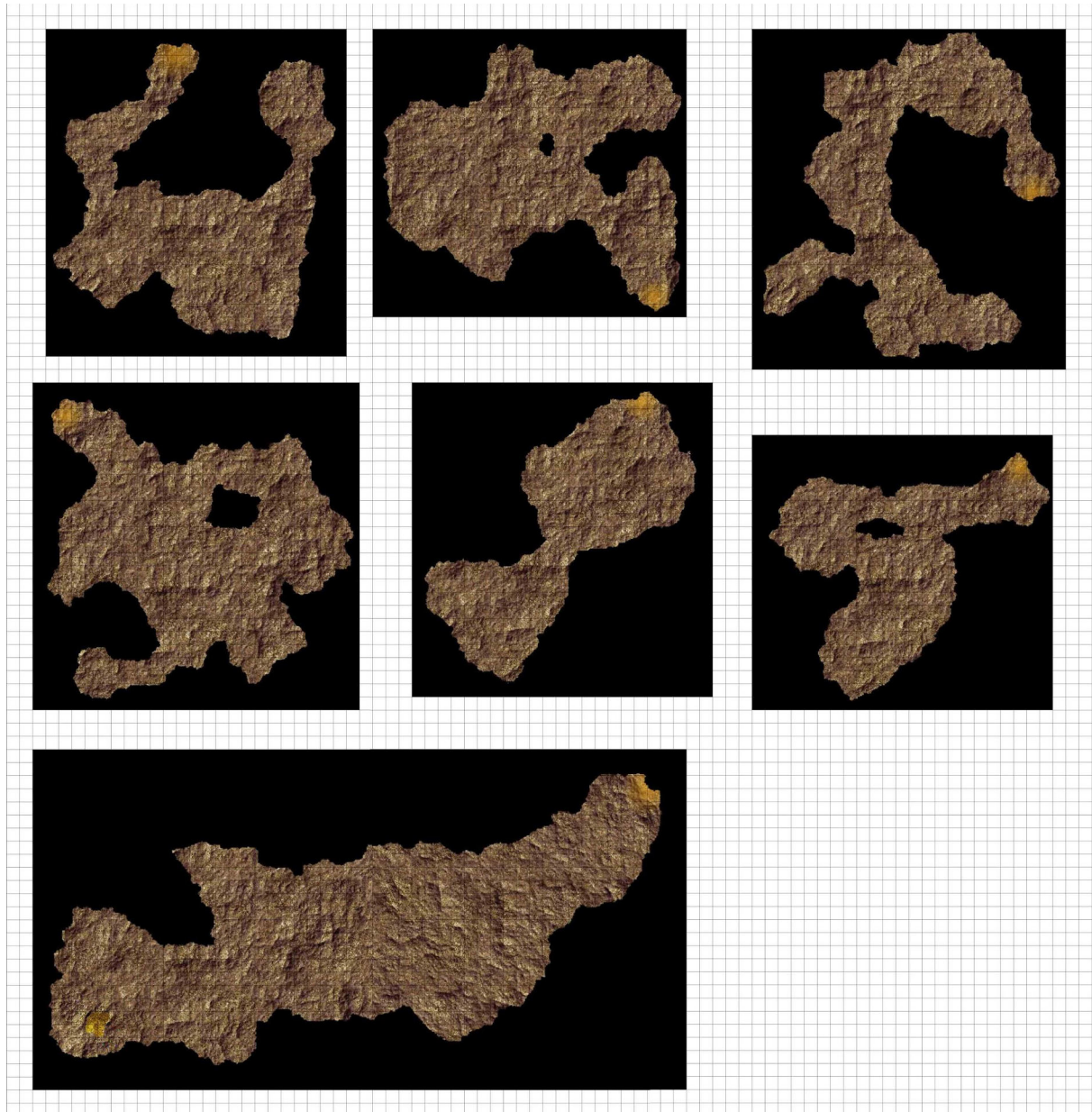
If the party fails to defeat the trolls, they will essentially fail the quest, ending the campaign here, or continually trying to attack them. If the party attempt a retry with the same characters, the trolls will make sure to eat the corpses to ensure they cannot be revived.

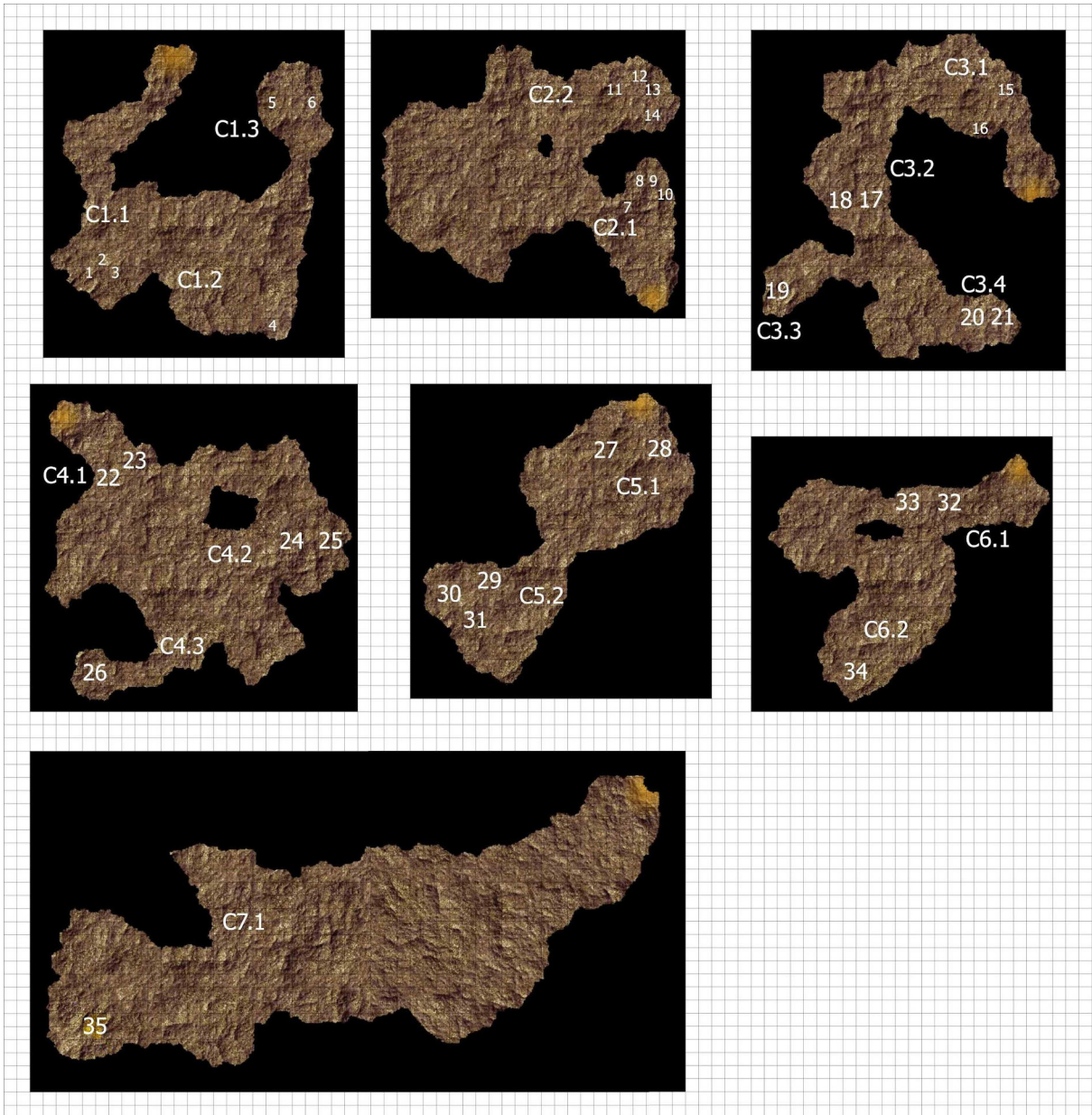
The camp itself doesn't contain much in the way of gear, aside from what the trolls are using. However, the Queen's tent does contain some treasure as noted in her [creature entry](#).

If the party can somehow defeat all the Trolls they should be awarded exp for an encounter with ten CR 3, ten CR 4, ten CR 5, twenty CR 6 and one CR 10 enemies.

Furiaxalornok's Mountain

(Fure-axe-ah-lore-knock)





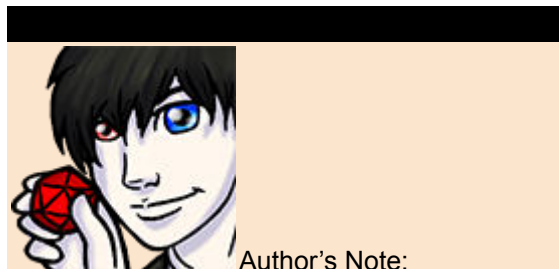
- 1-2: Saberclaws
- 3-4: Cocadrille
- 5: Saberclaw
- 6: Cocadrille
- 7-8: Saberclaws
- 9-10: Cocadrilles
- 11: Saberclaw
- 12-16: Cocadrilles
- 17-21: Red Claws
- 22-33: Hill Gigas
- 34: Kottos
- 35: Juvenile Red Dragon (Called Furiaxalornok)

If the party is going after the mountain to clear it out for the trolls it will take a day's ride to the north of the camp. Roll for an encounter as per usual on the [table](#).

After reaching the mountain they will get a much better sight of it, in its grandiose height and size. Several scorch marks, corpses and signs of battle can be seen all across the base of the mountain as well at several sections going up.

The mountain is far too steep to walk up, requiring climb checks (DC 15 unless noted otherwise) to even scale it. However, if the party are able to fly they may do so. Failure to make the DC by 5 or more results in the climber falling to the previous section's ledge, taking falling damage where appropriate.

Each segment of mountain is around 100ft, which may stop some flying races from traversing that far. The incline is around 80 degrees so flying movement is halved.



Author's Note:

If you're still rolling weather, increase all climb DCs by 5 if there are heavy winds or rain.

With a perception check (DC 20) the party can make out several footholds and ledges where they may rest between climbing segments, reducing the range of the climbs by 10ft. A higher check (DC 30) will reveal some better places to stop as well as a slightly nicer climb, reducing the distance by 20ft instead of 10ft. An even higher check (DC 40) will further reduce this distance by 30ft instead of 20 or 10.

Climbing the mountain, the party may use a piton with some rope to aid characters below them with a +5 to their climb checks. Otherwise, they cannot aid one another.

The mountain contains several chambers, which the party must clear out to complete the request, the final chamber housing the dragon.

If the party attempt to rest within a chamber roll a 1d4, if you get 1-3 they are attacked by creatures from the chamber above them. The party can attempt a survival check to hide their camp (DC 25) to reduce it to 1-2 on the dice. A failure of 5 or more will result in a confirmed ambush. They may instead choose to scale down to a previous chamber to reduce the roll by another 1.

You should advise the party to rest at the penultimate or final chamber due to the difficulty of the monsters within.

Unless otherwise noted all caverns have a ceiling height of 25ft.

1st Cavern

Climbing the mountain for the first segment is relatively tense and tiring, forcing the party to do some rather rare climbing in their adventure. Depending on their climb or fly speeds the ascent is comparatively slow to their overland speed. Rolling rocks can be heard across the mountain's surface, with a perception check (DC 30) the party can make out the sounds of monsters above, noticing 2 distinct different types though unsure of their actual type. (DC 35) allows them to identify 5 creatures within the nearest cavern, all of the same creature, a knowledge nature (DC 15) will reveal them to be Saberclaws as well as giving the party options for their traits, knowledge arcana (DC 15) will reveal the traits of the Cocadrilles.

Finally reaching the ledge, which leads to the 1st cavern, the party may feel their muscles slightly numb or sore. A gaping maw in the mountain shows off a shadowy hallway into the rock, the light from the sun bleeding inside.

With another perception check (DC 10) the party will come across an arm made of stone near the entrance to the first cavern.

C1.1

Just a short distance to the south of the entrance the party may spot, if they have light or darkvision, a pack of 2 [Saberclaws](#),

knowledge nature (DC 15) and a [Cocadrille](#) knowledge arcana (DC 15). The Cocadrille is perched atop a statue of a hume missing an arm. If the party does have a light source they will immediately be spotted, along with the C1.2 encounter.

Since the Saberclaws have darkvision, as well as scent, it will be incredibly hard to sneak closer to them.

If the party defeat the Saberclaws and Cocadrille they should be awarded exp for an encounter with three CR 5 enemies.

After dealing with the Saberclaws and Cocadrille the party can examine the statue, finding it to be the body of an adventurer. Sadly the statue is too badly damaged, the adventurer dying if it was to be restored. Searching for what they can, the party will find 2 Gold Needles in the adventurer's belongings.

C1.2

Extremely close to the pack of 2 Saberclaws and [Cocadrille](#) is yet another [Cocadrille](#), who is devouring the carcass of what seems to be a bird.

If the party defeat the Cocadrille they should be awarded exp for an encounter with one CR 5 enemy.

C1.3

Towards the north of C1.2 is another pack of 1 [Saberclaw](#) and [Cocadrille](#), again eating carcasses of birds. If the party have a light source on approach they will be easily spotted.

If the party defeat the Saberclaws and Cocadrille they should be awarded exp for an encounter with two CR 5 enemies.

Cavern 2

This section of the mountainous climb is harder than the last, though that is due to both the terrain and minute exhaustion of the first

climb. The DC for this climb is increased (DC 20) with failure by 5 or more causing the party to fall to the 1st cavern.

On the approach upwards the party may make a perception check (DC 30) to which they will hear the sound 2 types of creatures ahead. A higher check (DC 35) will reveal them to be Saberclaws and Cocadrilles to which a knowledge arcana (DC 15) will identify them and their traits for ever 5 above the DC.

C2.1

Upon reaching the opening into the next cavern the party can make a perception check (DC 20) to spot a group of 2 Cocadrilles and 2 Saberclaws within 40-50 feet of the entrance. Otherwise the party will walk into an ambush.

If the party defeat the Cocadrilles and Saberclaws they should be awarded exp for an encounter with four CR 5 enemies.

C2.2

Around a northern corner from the first encounter is another murder of 3 Cocadrilles and 1 Saberclaw. Due to their darkvision they will spot the party, and if the party also have darkvision they will spot them easily. At first sight combat will initiate.

If the party defeat the Cocadrilles and Saberclaw they should be awarded exp for an encounter with four CR 5 enemies.

Cavern 3

Making it above the treeline quite easily, the party can see far and wide from the new heights they are reaching. The climb DC returns to normal for this segment.

As the party climbs higher they may make perception checks (DC 30) to identify 2 separate types of creatures within the next cavern. A higher check (DC 35) will reveal them to be Cocadrilles and Red Claws, knowledge arcana (DC 15) will identify the

Red Claws and any traits they have for each 5 above the DC.

C3.1

Entering into the cavern will have the party notice a Cocadrille just up the north, though unless the party make a loud noise it will not notice them.

Due to their scent ability, if the party approach within 30ft the Cocadrille will notice them. During the combat a 2nd Cocadrille will appear just behind a western corner.

If the party defeat the Cocadrilles they should be awarded exp for an encounter with two CR 5 enemies.

C3.2

Around the southern turing from the first encounter the party will come across 2 Red Claws. Due to their darkvision and tremorsense it is incredibly difficult to approach them without alerting them.

If the party defeat the Red Claws they should be awarded exp for an encounter with two CR 5 enemies.

C3.3

Heading south, a Red Claw is looking towards the party from the west, at which point it will move towards them and attack.

If the party defeat the Red Claw they should be awarded exp for an encounter with one CR 5 enemy.

C3.4

If the party have not used any area of attack spells, or made any particular loud noises, they will come across 2 sleeping Red Claws in the south-eastern dead end.

Approaching too close will set off the Red Claws' tremorsense, instead the party may have a surprise round against them.

If the party defeat the Red Claw they should be awarded exp for an encounter with two CR 5 enemies.

Cavern 4

Climbing ever higher the party will start to feel the chill of unobstructed winds against both them and the mountain's side. Smaller creatures will have the DC to climb increased by 5, whereas small flying creatures take a -4 to their fly checks.

As the party approach the next cavern they may make perception checks (DC 35) to identify a new type of foe within, a higher check (DC 40) will reveal them to be Hill Gigas. A knowledge local (DC 17) will identify them and any traits they have for every 5 above the DC.

C4.1

Before entering, the party may make a perception check (DC 20) to notice 2 Hill Gigas within the entrance of the cavern, allowing them to setup before attacking or utilising a surprise round.

If the party defeat the Hill Gigas they should be awarded exp for an encounter with two CR 7 enemies.

C4.2

Towards the west, behind a column-like segment of the cavern, are 2 more Hill Gigas. If the party are sneaking, or aren't making too much noise, they may notice them around the corner before they are spotted.

Approaching within 30ft will have the Hill Gigas' scent pick up the party.

If the party defeat the Hill Gigas they should be awarded exp for an encounter with two CR 7 enemies.

C4.3

Within the southern end of this cavern will be a final Hill Gigas, if they party did not use any area of effect spells or make any loud noises it will be sleeping. Otherwise it will attack the party if they are using light sources of they come within 30ft.

If the party defeat the Hill Gigas they should be awarded exp for an encounter with one CR 7 enemy.

Cavern 5

Reaching around 500ft from the ground floor the party will more than likely be drenched in their own sweat at this point, the wind creating a chilly atmosphere for almost all members. The wind still causes issues as stated in the previous segment.

As the party approach the next cavern they may make perception checks (DC 35) to identify more Hill Gigas ahead.

C5.1

Before entering into the next Cavern the party may make a perception check (DC 20) to spot 2 more Hill Gigas within the entrance, allowing them a surprise round as before.

If the party defeat the Hill Gigas they should be awarded exp for an encounter with two CR 7 enemies.

C5.2

Heading deeper into the cavern towards the south the party will come across a gang of 3 more Hill Gigas. If the party has a light source they will easily be spotted, otherwise they may approach up to 30ft due to scent.

If the party defeat the Hill Gigas they should be awarded exp for an encounter with three CR 7 enemies.

Cavern 6

Before making the climb to the next segment you should advise the party to rest within one of the lower caverns to recuperate after the battles thus far. If not, they may continue as they please.

The wind continues to make the climb difficult.

With a perception check (DC 35) they may identify 2 distinct creatures ahead, one type being the Hill Gigas, another is new. A higher check (DC 40) will reveal it to be a Kottos, a knowledge local (DC 21) will allow the party to learn about the creature and its traits for every 5 above the DC.

C6.1

Nearing the entrance the party may make a perception check (DC 25) to notice Hill Gigas just inside the entrance and towards the west. Otherwise on entering they will be attacked.

If the party defeat the Hill Gigas they should be awarded exp for an encounter with two CR 7 enemies.

C6.2

Within the southern end of this cavern the party may be able to recognise, with darkvision or a light source and low-light vision, the Kottos standing against a wall. If they are able to spot him, he is also able to spot the party.

Unlike the other creatures who have been inhabiting the mountain so far, the Kottos will yell towards the party in Aklo:

“Non-Gigas, you do well to reach my domain, unfettered by others below. I ask of you, why do you come?”

If told about their eradication of the lower floors the Kottos will laugh in enjoyment, citing the parties strength in doing so.

If asked to leave the mountain the party may persuade him to do so (DC 35/25).

Otherwise they will need to kill him to satisfy the Troll Queen.

If the party are unable to speak Aklo, he will attack them if they do not reply.

If the party defeat the Kottos or are able to convince him to leave, they should be awarded exp for an encounter with one CR 11 enemy.

Cavern 7

The final trek of the climb is somewhat chaotic, with both the wind and difficult terrain causing hazardous climbing conditions. The DC is increased (DC 20) alongside the wind causing small creatures to take a -4 to fly checks and small climbers having their DC increased by 5.

Finally reaching the final cavern, at least for how much they were told to clear out, they will have climbed around 700 feet upwards. While the mountain does continue onwards they no longer need to climb.

C7.1

Entering into the cavern, the party will find it quite spacious when compared to the previous areas. Towards the western end is the Juvenile Red Dragon, sat atop a massive pile of coins, rubies and items. The ceiling of this cavern is 50ft high.

Seeing the party enter through the cavern maw the Dragon will erupt in fury and flames as it makes its way to attack.

If the party defeat the Juvenile Red Dragon they should be awarded exp for an encounter with one CR 10 enemy.

After dealing with the Dragon the party may loot its hoard.

Hoard: 33,822 gil, 50 Rubies (1lb, 100gil each) totalling 5,000gil in worth, small +1 Full-Plate, small +1 Breastplate (agile), +1 Chain Shirt, +4 Bracers of Armor, +1 small Knight Sword, +1

Ice Staff, +1 Greatbow, 10x Cure Potions, 3x Ethers, Speed Drink, Strength Tonic.

"This dungeon should reward around 23,400xp each from all combat scenarios"

Finishing up at the Mountain

After dealing with all the inhabitants, with very few open to dialogue, the party may return to the base and make their way back to the camp.

Climbing down the mountain is easier than going up, the DC reducing by 5 for every segment.

Returning to the Troll Queen

The party are allowed entrance into the camp at their arrival, as the trolls can easily recognise them against any other visitors. The group is then led back to the queen's tent.

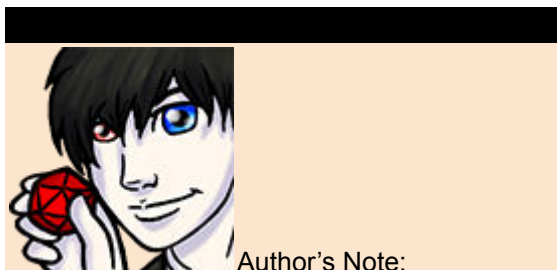
Completing the quest from the Troll Queen will have her welcome the party in a much nicer tone than before, almost erasing any sourness she had if they had failed in the duel.

"The Niffél ones return, hopefully with news of their cleansing of the mountain"

With the job done she will write up a contract with whoever holds the seal or tried diplomacy/intimidation previously.

After the documents are signed, the party may return to Melnoroka.

Return to Melnoroka



Author's Note:

If the players have not gotten to level 8 by this point, or would be due a level up, it is advised they are allowed to level up at this juncture to better handle the upcoming scenarios. If they started with 15,000 exp they should be around 64,235 exp if they did all combat encounters in the 2 side-quests and were able to sign a contract or kill all the trolls.

After either successfully signing a document with the Troll Queen, failing to do so and killing them all, or otherwise, the party may return to Melnoroka to prepare for their long trek back to the capital.

It is up to the party if they wish to sell of any loot they had obtained up to this point, though this would mostly be if they cleared the mountain.

If asked beforehand, or thinking of it now, the party can visit the City Master to send a message to the capital on their successful mission.

Otherwise they can start moving back to Niffél.

Reporting to Naegwayda

Returning to the City Masters' residence allows the party a peaceful walk across the city streets, after their long and arduous climb up the mountain or strenuous negotiations with the trolls taking a toll on both the parties mind and bodies.

Entering into Naegwayda's office for possible the last time they are greeted with a busy roegadyn:

"Welcome back, I am a bit surprised at your quick return."

If the party had already completed the Goblin quest:

"I don't suppose you're here about the trolls? Do you need further assistance in that matter?"

If told that a contract has been formed he will seem visibly surprised at the notion:

"What? Really, you do not jest? Well this is splendid, and in such a short amount of time. I was expecting it to take several days."

If asked if they could send a message to Niffél, the City Master will let one of his Magisters know to send a magical message to that side to inform them to postpone any action. He will then inform the party they will need to deliver the message in hand, as all their Time Mages are currently otherwise occupied, making teleportation quite difficult currently.

If questioned about his shock at their ability to gain the contract, Naegwayda will say that he was expecting the talks to go on much longer. A sense motive versus bluff of +11 will reveal he is hiding something. If pushed on it (DC 25/17) he will reveal he was expecting to fight the trolls or that the group was going to handle them discreetly.

Aside from the contact for Niffél the party have no other business with Naegwayda, at which point they may leave.

The Long Trek Home

After sorting out their gear, selling of loot and preparations are all complete, the party may make their way back to Niffél for another 12 days of Chocobo riding or 24 days of walking.

As before you should roll for weather and encounters as per the tables below.

Temperature and Weather

Temperature Table:

d%	Variation	Duration
1–5	–3d10° F	1d2 days
6–15	–2d10° F	1d4 days
16–35	–1d10° F	1d4+1 days
36–65	No variation	1d6+1 days
66–85	+1d10° F	1d4+1 days
86–95	+2d10° F	1d4 days
96–100	+3d10° F	1d2 days

The base temperature is 60° F, if it goes below 40 or above 90 the characters will be at risk to extreme temperatures. Due to the season, it is possible that the temperature will become too cold.

If the temperature goes below 40° F the party will need to make a Fortitude saving throw each hour (DC 15, +1 per previous check) or take 1d6 nonlethal damage as per the [cold weather](#) rules.

The temperature is also affected by the weather, which is listed below. Combine these effects to get the final temperature.

Wet clothing will lose any protection and incur a -5 to survival checks against the cold.

Weather Table:

d%	Type	Duration
1–5	Heavy Winds	1d12 hours
6–15	Calm	All Day
16–35	Sunny	All Day
36–65	Overcast	All Day
66–85	Light Winds	1d8 hours
86–95	Rain	1d6 hours
96–100	Thunderstorm	1d3 hours

Calm: The weather incurs no special conditions.

Heavy Winds: 25 mph winds that incur a -2 penalty to ranged weaponry, and Fly checks as well as sound-based perception. Tiny creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.

Light Winds: 10 mph winds that may blow tiny debris, but otherwise incur no penalty.

Overcast: Clouds covering the sky grants concealment for creatures flying at higher altitudes. It also drops the temperature by another 10° F.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. Rain automatically extinguishes unprotected flames (candles, torches, and the like) and imposes a –4 penalty on ranged attacks.

Sunny: Heavy sunrays that may stop some monster abilities that require shadow. Shadows are less common. It also increases the temperature by another 10° F.

Thunderstorm: A storm with severe winds and rain, along with rain. Ranged attacks take a -4 penalty, as do perception checks. Sight ranges are reduced by half. Small creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.

Encounter Table 2:

d%	Encounter	Details (CR)
1-10	Combat	1d4+1 Ghouls (2)
11-20	Combat	2d2 Imp Devils (2)
21-30	Combat	1d2+1 Bombs (3)
31-40	Combat	1d3 Red Caps (4)
41-50	Combat	1d3 Branch Trolls (3)
51-60	Combat	1d2 Branch Trolls (3) + 1 Trollchild (4)
61-70	Combat	1d2 Mad Trolls (5)
71-100	Safe	No encounters.

At the beginning of the day, roll on the above table to determine what happens. If you have weather ongoing, roll a d8 to decide when the combat occurs if any does.

While the party sleep you may also roll on this table for any nighttime ambush, though any roll above 71 will mean that no encounter occurs during the night. Roll a d8 to decide at what hour at night this ambush occurs.

Combat:

These are battle encounters that cannot be avoided through diplomacy, though they can be snuck around via the stealth skill. A perception check (DC 20), will allow the party to see the encounter before it occurs.

If they spot the encounter they may roll stealth to avoid the encounter, but if they fail the opposing force will gain a surprise round.

Apply any penalties to Perception based on weather.

Safe:

The party either are able to scare off any creatures way below their power or are able to circumvent any hassle on their travel.

Unlike the exploration of Sector 6, there are no survival or stealth rolls to be made for everyday travel.

However, the party may utilise Survival to hide their camp during nighttime to hide from ambushes. The survival check will

determine the parties' stealth roll while sleeping, but will not hide the person on watch.

When determining how an ambush will play out, use the stealth bonus of each individual monster as they approach the camp, versus the perception of the character on watch. Sleeping characters get a -10 to their perception to any noise.

Halfway into the Trek Home

If obtained contract with Trolls:

Around 6 days of chocobo travel, or 12 via walking, the party may make a perception check (DC 25) to spot that they are being tailed by several Au Ra of the Raen clan, their white scales giving them away. They seem mostly equipped with bows, though some are wielding swords. A higher check (DC 30) will reveal some of the Au Ra are actually hidden amongst the trees. There are 3 Fighters and 4 Archers.

Whether the party spot the Au Ra or not, a member from ahead will shout towards the party.

“Leave the Troll documents you carry on the floor, and we’ll let you leave alive.”

If the party try to converse with the Au Ra they must succeed a check (DC 30/34) to persuade them to discuss the matter. Failure will result in combat.

If the party is successful in talking down the Au Ra they will continue to speak:

“We can’t let you take those documents back to the capital. If we do, those trolls won’t see any retribution for what they have done to our friends and families.”

If questioned what the trolls did, the Au Ra will reply that the trolls attacked their settlement whilst they were out of town, decimating it.

The party can try to persuade the Au Ra group against seeking vengeance on the trolls (DC 35/34), in which case they will agree to give up the fight but instead move far away from the area. They will offer up a key to a nearby base they were using, in which the party may take what is left as they will no longer require the items within.

If the party defeat the Au Ra, or talk them out of a conflict, they should be awarded exp for an encounter with seven CR 5 enemies.

Au Ra Base

Following the directions given by the Au Ra, the party will stumble onto a small shack, about 50ft wide. The key opens up the shack easily, leading them into a dimly lit room, the light from the outside world reflecting off of several shining surfaces.

Loot: 4x +1 Orc Hornbow, 3x +1 Greatswords, 10x Cure Potions, 5x Ethers, 4x Curing Belts, 4x Ioun Torches, 4130 gil.

If not obtained contract with Trolls:

Around 6 days of chocobo travel, or 12 via walking, the party may make a perception check (DC 25) to spot that there are Trolls hidden amongst the trees, a ragtag team of 4 Branch Trolls, 2 Trollchilids, 2 Mad Trolls and 1 Magi Troll.

If the party are able to spot the trolls, they may have a surprise round or attempt a diplomacy with the creatures. If they fail to spot them, or fail at diplomacy, a battle will ensue.

If talked to, the Trolls will say they were not happy that the party were able to walk away and aim to make sure they no longer walk at all.

A check (DC 30/39) can force the trolls to retreat from the party. Though they will inform the party about a local abandoned base which the trolls had stormed earlier, that the party may loot at their leisure.

If the party defeat the Trolls, or talk them out of a conflict, they should be awarded exp for an encounter with four CR 3s, two CR 4s, two CR 5s and one CR 6.

Destroyed Base

Following the directions given by the Trolls, the party will stumble onto a small shack, about

50ft wide. Most of the structure has been destroyed, allowing the party to scavenge the remains of boxes and chests.

Loot: 4x +1 Orc Hornbow, 3x +1 Greatswords, 10x Cure Potions, 5x Ethers, 4x Curing Belts, 4x Ioun Torches, 4130 gil.

“If the party had completed all quests to this point, they should have around 67,035 exp each”

Reaching Niffél

After a long month or more of travelling, fighting and adventuring the party return to the capital of Gargan, Niffél. The smell of metal, sounds of machinery and sight of slate welcomes them back to the place their journey started.

In a stark contrast to the outside world, the capital gives off a sense of security as well as technology.

The local screens will be playing news stories, changing depending on the parties' actions in The Crimson Materia.

If they apprehended Dr Rickobod:

“Over a month has passed since the Altweist scandal, families are still coming in with stories about their involvement with the trials. Evidence is piling up and it seems the Dr will be spending the rest of his life in prison”

If Biggs was given the fame:

“Inspector Biggs, making his debut onto the scene with solving this case, has made quite a name for himself thereafter. A show dedicated to his exploits is set to be filmed this winter. Keep an eye out for A Bigg Situation.”

General Troll broadcast:

“Locals around Melnoroka have been quite distressed recently, with the ever present menace of the Trolls. While officials say they have the situation under control many nearby settlements are calling out for immediate action. More on this at 6pm”

Reaching the capital near nighttime, the party is advised to rest for the night and meet with Wedge tomorrow.

Aside from the general news broadcasts, the party can make their way to

the office of Wedge, which will take several hours via walking so the train is advised.

The Colourful Bard

Returning to the Colourful Bard, the party will be met with different sights depending on their previous actions.

Saved Gethwine

Upon entering into the Colourful Bard, the party will notice both Tick and Gethwine eating dinner, with his buddies on a nearby table chuckling.

Moonmarn will wave the party over to the counter.

“Welcome back, been a month since I saw you lot. I take it your work is keeping you well and busy?”

The varg will let the party know that the City has been rather busy of late but the atmosphere is a lot happier than it used to be. Even the Thieves guild has been harassing him less lately.

If the party talk to Gethwine she will thank them profusely for their help.

Gethwine Died

Upon entering into the Colourful Bard, the party will notice a distinct sombre air within the establishment. Some locals are drinking quietly, with no sign of Tick or his friends.

Moonmarn will wave the party over to the counter.

“Wasn't sure I'd be seeing you back, been a month since I saw you lot. I take it your work is keeping you well and busy?”

The varg will let the party know that the city has been rather busy of late, though the atmosphere around the 2nd district is somewhat low after the events of last month.

Lieutenant Colonel Wedge Report

When appropriate, the party can make their way back to the government building where Wedge is residing. The guards on duty will recognise the group, though they aren't the same ones from before.

Leading the party inside, the group will return to the office where Wedge was beforehand, with Regindas by his side but not Althera.

If obtained contract without dragon:

Seeing the party enter, Wedge and Regindas will seemingly stop whatever conversation they were having previously, with smiles on their faces. Wedge will address the party:

"I see you've returned in good spirits and health. I've heard some good news, so I aim to hear even better from you"

After telling Wedge, as well as producing the contract, he will be elated at the adept skill of the party. He will even say:

"I must say, your ability at talking with creatures other than our own is outstanding. This contract is far above what we expected, and you will be rewarded amply for such"

After which he will hand a letter and key to Regindas.

"Please, follow Regindas to one of our vaults. You will have the pick of some of the items therein, alongside your monetary rewards"

Regindas will then leader the party out of the office. Going down the hallway, as well as several staircases, after about 5 minutes of traversing the building the party will; be brought to a large steel vault door, guarded by 6 higher armoured individuals.

Regindas will produce the letter for a guard, handing over the key as well, after

which 3 other guards also produce keys to open the vault door.

Being led inside, the party will enter into a large room, with stacks of crates, chests and barrels, some of which are overflowing with gil or other shining objects.

The party are brought somewhere near the center, where several lockboxes and display cases are already setup.

Regindas will then address the party:

"Due to your work, your original reward of 32,000 gil has been increased. On top of the original reward, you will be granted 5000 extra gil, 4 sets of +3 armour and 4 sets of +2 weaponry. These are made of standard material, though you may ask for special abilities in place of enhancement bonuses"

Reward: 32,000gil + 4x +3 Armour, 4x +2 Weapons, + 5000gil.

After which the party are thanked one last time by Regindas, who says that they may call on the party in the future for further help.

If obtained contract with dragon:

Seeing the party enter, Wedge and Regindas will seemingly stop whatever conversation they were having previously, with concerned looks on their faces. Wedge will address the party:

"Welcome back, I was hoping you'd bring me good news after your long mission. We've heard some disconcerting things along our supply lines, tell us how your quest went"

After telling Wedge, as well as producing the contract, he will have a somewhat mixed expression of relief and disappointment. He will then say:

"As we were worried about, it seems you've cleared out the mountain of Furiaxalornok. This creates some other issues, though they are postponed somewhat. Nonetheless you've supplied us with a contract with the Trolls, and so you shall be paid the agreed upon amount"

Wedge will then wave his hand to Regindas, who will start to move several lockboxes to the desk via Telekinesis. Opening each lockbox will reveal a total of 32,000 gil.

After the party collect their reward, both Wedge and Regindas will thank the party for their work and that they may leave.

Killing the trolls

Seeing the party enter, Wedge and Regindas will seemingly stop whatever conversation they were having previously, with sweat heavy on their brow. Wedge will address the party:

“Welcome warriors, there are whispers on the wind of your advantageous victory at the troll camp. Please inform us of how things went.”

After being informed of all the trolls being killed, both Wedge and Regindas share a somewhat uneasy look. Regindas will then address the party:

“It seems our reports were correct. We are very lucky to have your team on our side. As such, your reward plus a bonus.”

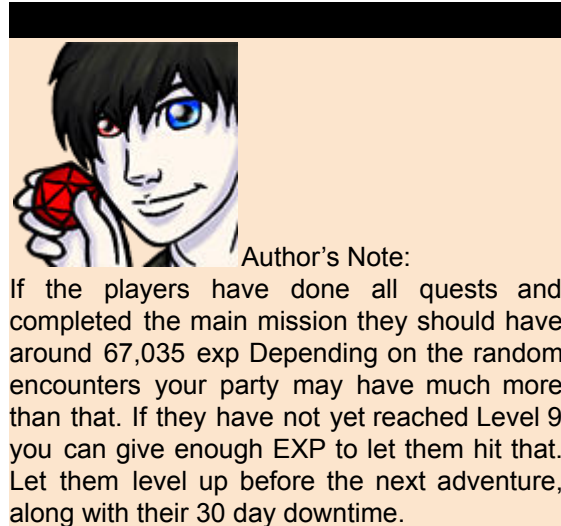
Regindas will then move over several lockboxes via use of Telekinesis. The lockboxes contain the original amount of 32,000 gil and an extra 8,000 gil.

After paying the party, both will thank the group for their work.

Cleaning up the adventure

After completing the adventure, the party are sure to have plenty of gil to spend and choices to make on their new equipment. You may alter the rewards based on their needs, or allow them to decide between sessions as they are relatively large decisions.

While not enforced, this may be a good time to allow a good chunk of downtime, with 30 days being the advised amount.



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 used in order of appearance are: [Hobgoblin](#), [Minor Air Elemental](#), [Minor Lightning Elemental](#), [Imp](#), [Lizard](#), [Corrosive Spider](#), [Ghoul](#), [Imp Devil](#), [Bomb](#), [Skull Warrior](#), [Blood Bones](#), [Zombie](#), [Skeleton](#), [Earth Elemental](#), [Fire Elemental](#), [Minor Earth Elemental](#), [Minor Fire Elemental](#), [Large Earth Elemental](#), [Large Fire Elemental](#), [Mimic](#), [Goblin](#), [Hobgoblin Guard](#), [Red Cap](#), [Red Captain](#), [Goblin Mage](#), [Vice](#), [Goblin Guard](#), [Saberclaw](#), [Cocadrille](#), [Red Claw](#), [Hill Gigas](#), [Kottos](#), [Juvenile Red Dragon](#).

Random Encounters

Hume Recruit - CR 1

An almost fresh recruit for the Army, with a sweaty brow and enthusiasm in their heart.

XP 400

Hume fighter 2

N Medium humanoid (Hume)

Init +5; **Senses** Perception +3

Defence

AC 20, touch 11, flat-footed 19 (+7 Armour, +2 Shield, +1 Dex)

hp 17 (2d10+4+2)

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

Offence

Speed 30 ft (20ft in armour)

Melee Longsword +6 (1d8+4/19-20) or Dagger +5 (1d4+3/19-20)

Ranged Crossbow, Light +3 (1d8/19-20)

Statistics

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Improved Initiative, Toughness

Skills Knowledge (Dungeoneering) +4, Perception +3, Survival +5.

Languages Common.

SQ Chosen Weapon (Longsword), Martial Flexibility, Fighter Talent (Melee Defense)

Gear Longsword, Dagger, Light Crossbow, 10 Crossbow Bolts, Banded Mail, Buckler, Dream Powder.

Tactics

In Combat Recruits tend to stick in formation, either side-by-side or back-to-back to avoid becoming flanked. If they are able, they will flank opponents and abandon their defensive position if they have higher martial numbers. Starting off a fight they will use their Dream Powder to try and subdue foes.

Description

These fresh recruits are somewhat baby-faced, though their muscular frame and furrowed brow shows the intense training that they have undergone.

Their gear looks rather scruffy, yet has that new suit smell as if they were recently cleaned for their use. They lack proper war scars or cuts, which shouts at their proper combat experience.

These recruits weigh 170 lbs, with equipment they weigh 219 lbs, and are 6 feet tall.

Au Ra Recruit - CR 1

Slender and muscular, this Au Ra of the Xaela clan has a much more dominating presence than their co-recruits.

XP 400

Au Ra fighter 2

N Medium humanoid (Au Ra)

Init +1; **Senses** Darkvision; Perception +4

Defence

AC 19, touch 11, flat-footed 18 (+7 Armour, +1 Dex, +1 Natural)
hp 17 (2d10+4+2)
Fort +5, **Ref** +1, **Will** +2; (+2 versus paralysis, sleep and fear)

Offence

Speed 30 ft (20ft in armour)
Melee Greatsword +6 (2d6+7/19-20) or Dagger +5 (1d4+5/19-20)
Ranged Crossbow, Light +3 (1d8/19-20)

Statistics

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +2; **CMB** +5; **CMD** 16
Feats Toughness
Skills Knowledge (Dungeoneering) +4, Perception +4, Survival +8.
Languages Common and Draconic.
SQ Chosen Weapon (Greatsword), Martial Flexibility, Fighter Talent (Melee Power)
Gear Greatsword, Dagger, Light Crossbow, 10 Crossbow Bolts, Banded Mail, Light Curtain.

Tactics

Before Combat If the recruit anticipates battle they will draw out their Light Curtains in preparation for the battle, using them within the 1st turn, or just before an ambush is undertaken.

In Combat Au Ra recruits prefer surrounding their foes wherever possible, after letting their higher armoured allies take the blows.

Description

These fresh recruits are rougher looking than their co-recruits but still keep a rather young look to them.

Their gear looks rather scruffy, yet has that new suit smell as if they were recently cleaned for their use. They lack proper war scars or cuts, which shouts at their proper combat experience.

These recruits weigh 123 lbs, with equipment they weigh 171 lbs, and are 5 feet and 8 inches tall. Increase weight by 60 lbs and height to 6' 9" for males.

Au Ra 2nd Lieutenant - CR 3

Tall and outstanding, this well trained unit looks stronger than the normal recruit, enough that they could train those underneath them.

XP 800

Au Ra fighter 4
LN Medium humanoid (Au Ra)
Init +5; **Senses** Darkvision; Perception +6

Defence

AC 23, touch 11, flat-footed 22 (+8 Armour, +3 Shield, +1 Dex, +1 Natural)
hp 34 (4d10+8+4)
Fort +6, **Ref** +2, **Will** +3; (+2 versus paralysis, sleep and fear)

Offence

Speed 30 ft (20ft in armour)
Melee MWK Scimitar +10 (1d6+11/18-20) or Dagger +8 (1d4+6/19-20)
Ranged Crossbow, Light +5 (1d8/19-20)

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +4; **CMB** +8; **CMD** 19
Feats Improved Initiative, Toughness
Skills Intimidate +5, Knowledge (Dungeoneering) +4, Perception +6, Survival +8.
Languages Common and Draconic.
SQ Chosen Weapon (Scimitar), Martial Flexibility, Fighter Talent (Melee Power, Melee Defense), Overhand Chop.
Gear Scimitar, Dagger, Light Crossbow, +1 Banded Mail, MWK Heavy Steel Shield, Cure Potion.

Tactics

Before Combat If the 2nd Lieutenant is aware of impending combat, they will commandeer a Light Curtain from a recruit and use that in preparation.

In Combat The 2nd Lieutenant will lead the fight, normally surrounded by their most defensive units. Due to their tactical thinking they often target lower armoured targets first, or casters if they are within charging distance.

Description

With an air of experience around these fighters, the 2nd Lieutenant inspires both loyalty and fear in newer recruits.

Their gear is often shining with some signs of battle all over, indicating their several skirmishes.

These 2nd Lieutenants weigh 128 lbs, with equipment they weigh 187 lbs, and are 5 feet and 8 inches tall. Increase weight by 60 lbs and height to 6' 9" for males.

2nd Lieutenants often command recruits up to 15 of varying races. Anymore and there is generally another 2nd Lieutenant.

Lich Lair

Bahharn - CR 5

With their draconic symbol on full display, this Bangaa has a fierce dedication to his deity as well as protection of his allies.

XP 1600

Bangaa cleric 6

LN Medium humanoid (Bangaa)

Init +6; **Senses** Low-light; Perception +9

Defence

AC 19, touch 12, flat-footed 17 (+5 Armour, +1 Shield, +2 Dex, +1 Natural)

hp 33 (6d8+6)

mp 13

Fort +5, **Ref** +2, **Will** +9;

Offence

Speed 30 ft

Melee +1 Knight Sword +6 (1d10+2/19-20), Bite +0 (1d4+1)

Ranged Holy Rod +6 (1d4+4)

Special Attacks Channel Energy 7/day (DC 15, 3d6), Hand of the Acolyte

Spells Known (Cleric CL6th, Concentration +10)

At Will - Create Water, Detect Magic, Read Magic.

1st (DC 15) - Air Bubble, Burning Disarm, Endure Elements, Jump, Produce Flame, Rain, Summon Nature's Ally I, Water Blast, Wind Armor, Wind Runner, Wind Shield.

2nd (DC 16) - Barkskin, Burning Arc, Elemental Resistance, Flaming Sphere, Summon Nature's Ally II, Wind Barrier.

Statistics

Str 13, **Dex** 14, **Con** 10, **Int** 6, **Wis** 18, **Cha** 14
Base Atk +4; **CMB** +5; **CMD** 17

Feats Extra Channel, Improved Initiative, Toughness

Skills Heal +10, Knowledge (Arcana) +2, Knowledge (History) +2, Knowledge (Nobility) +1, Knowledge (Planes) +2, Knowledge (Religion) +2, Perception +9, Sense Motive +8.

Languages Common and Banganese.

SQ Spell Proficiency, Deific Order (Draconian), Aura of Resolve, Channel Energy, Armored Mage, Blessing of the Faithful, Domains (Law and Magic), Bahamut's Presence, Bahamut's Wings, Bahamut's Charge.

Gear +1 Knight Sword, Holy Rod, +1 Chain Shirt, Buckler, Curing Belt, 10x Rations, 130 gil.

Tactics

Before Combat If Bahharn knows the upcoming foes he will cast Elemental Resistance, Wind Shield and Wind Barrier where necessary.

In Combat Bahharn will stick to the back and buff or heal allies when required. If asked, he will move into a flanking position, but due to his lesser aptitude for melee he isn't too inclined to it.

Description

This devoted worshipper of Bahamut is clad in white and blue armour, his chain shirt painted blue. Both his armour and his Knight's Sword glow slightly with an azure magical aura at his behest.

While somewhat gruff looking, Bahharn has an almost inviting presence to those he does not mean harm.

Baharn weighs 212 lbs, with equipment they weigh 261 lbs, and are 5 foot 5 inches tall.

Subetei Kuolematon - CR 7

This tall being resembles the physique of an Au Ra, though with an icy cold skeletal body hidden under its blackened full-plate.

XP 3200

Lich dark knight 4

CE Medium undead

Init +8; **Senses** Darkvision; Perception +17

Aura fear (DC 15)

Defence

AC 26, touch 11, flat-footed 25 (+10 Armour, +1 Dex, +5 Natural)

hp 56 (4d10+12+4)

mp 1

Fort +6, **Ref** +5, **Will** +8;

Defensive Abilities [channel resistance](#) +4;

DR 15/bludgeoning and magic;

Immune cold, electricity, [undead traits](#)

Offence

Speed 30 ft (20ft in armor)

Melee touch +9 (1d8+2 plus paralyzing touch) or +1 Greatsword +10 (2d6+8/19-20)

Special Attacks Paralyzing touch (DC 15)

Spells Known (Dark Knight CL1st, Concentration +3)

1st (DC 14) - Dark

Statistics

Str 20, **Dex** 14, **Con** -, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +4; **CMB** +9; **CMD** 20

Feats Improved Initiative, Toughness

Skills Intimidate +10, Knowledge (Arcana) +9, Perception +17, Sense Motive +10, Spellcraft +9, Stealth +5.

Languages Common, Draconic, Abyssal and Galkan.

SQ Darkside, Harm Touch, Grit Stance, Dark Blessing, First Into Battle, Abyssal Arts (Syphon Strike and Delirium), Shared Offense, Defile (Blinded), Rejuvenation, Fear Aura, Paralyzing Touch

Gear +1 Full-Plate, +1 Greatsword, Strength Tonic, Chocobo Wing.

Special Abilities

Rejuvenation (Su)

When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Fear Aura (Su)

Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su)

Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Tactics

Before Combat If Subetei knows of an approaching enemy he will drink his Strength Tonic to give himself a +4 enchantment to STR. Just before combat he will also use his Chocobo Wing to give himself and his allies 1d8 rounds of haste.

In Combat Subetei will attack the closest target, though if he has a free line towards a

spellcaster he will try to attack them as best he can.

For his first turn, if he does not require a move action, he will use Delirium to give himself 2d6 temp hp. After that, if he takes damage he will use Syphon Strike to heal, he has 6 uses of his Abyssal Arts.

Description

Whilst an Au Ra in their alive form, this devout worshipper of Hades was granted eternal life in his Lich Form. After sacrificing so many living beings, material goods and spreading disease he has become a master over life and death.

Subetei weighs 217 lbs, with equipment they weigh 275 lbs, and are 6 foot 7 inches tall.

Editor Notes

Since this a Boss NPC they have wealth equal to a PC, which increases their CR by +1 as stated by James Jacobs.

This boss also has max HP for all its HD, you may instead use 50% (38) if you wish.

City

Darius Lyrum - CR 5

A Mechanic Gambler whom you could mistake for a homeless person, with the remains of oil stains and sweat glistening on his exposed upper body.

XP 1,600

Mithra gambler 6

CN Medium humanoid (Mithra)

Init +3; **Senses** low-light vision; Perception -2

Defence

AC 19, touch 14, flat-footed 16 (+5 Armour, +3 Dex, +1 luck)

hp 33 (6d8+8)

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

Offence

Speed 30 ft

Ranged +1 Throwing Cards +10 (1d4+3)

Special Attacks Luck Pool (10), Gil Toss.

Statistics

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 6, **Cha** 18

Base Atk +4; **CMB** +5; **CMD** 18

Feats Magitek Operation, Skill Focus (Profession Gambling), Skill Focus (Drive)

Skills Bluff +7, Knowledge (Engineering) +5, Knowledge (History) +5, Knowledge (Local) +8, Profession (Gambling) +9, Sense Motive +1, Drive +11.

Languages Common and Mithran.

SQ Limit breaks, Throwing Cards, Luck Pool, Gil Toss, Beginner's Luck, Gambler Gambits (Fortune's Favourite, Double Down, Bad Draw), Evasion, Uncanny Dodge, Fortune's Favor, Sharpened Cards, Professional Gambler, Breaking Even, Lucky Streak.



Gear +1 Throwing Cards, +1 Lamellar (Leather).

Tactics

In Combat Darius makes sure to keep a good distance from his foes if combat does begin, making use of his throwing cards. He will also use Bad Draw when targeted.

Description

This drunken mechanic gambler always seems to be just the right amount of ruffled to walk that line between oddly charming and being a slob. It is not uncommon for him to have grease and/or oil stains from working on his projects, and has taken up gambling as an easy way to make money to fund himself. His style can be best described as a Slightly homeless Mechanic gambler

Darius is a wanderer, always looking for parts, blueprints, and Gil. Due to his travels, he is pretty knowledgeable, and because he keeps his ear to the ground (and possibly because people just dismiss him as a drunk) he learns a lot about his local scene. His ultimate goal in life is to bring back into existence an ancient machine, but he lacks the parts to do so.

This character was conceptualised and created via the donation of HalfStepTwin. Thanks to this donator this project survives and is created faster.

Shoo-Gar - CR 2

This common-looking Varg courier seems somewhat more cheerful than most, especially when found running between settlements, though both her gear and physique show she is more than suited to combat.

XP 600

Varg fighter 3

CG Medium humanoid (Varg)

Init +2; **Senses** darkvision; Perception 4

Defence

AC 18, touch 12, flat-footed 16 (+4 Armour, +1 Shield, +2 Dex, +1 Natural)

hp 19 (3d10+3)

Fort +4, **Ref** +3, **Will** +1;

Offence

Speed 40 ft

Melee MWK Scimitar +8 (1d6+4/18-20), Bite +1 (1d4+1).

Special Attacks Overhand Chop (1d6+7)

Statistics

Str 17, **Dex** 14, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Throat Slicer, Improved Unarmed Strike.

Skills Diplomacy +2, Perception +4, Survival +5.

Languages Common and Lupin.

SQ Chosen Weapon (Scimitar), Martial Flexibility, Fighter Talents (Fast Movement), Overhand Chop.

Gear MWK Scimitar, MWK Lamellar (Leather), Buckler, Minor Bag of Holding.

Tactics

In Combat Shoo-Gar focuses her Martial Flexibility to allow her to use Improved Grapple. Using that to her advantage if the combat is singular, or allows her to single a target out. Otherwise she will try her best to flee if the encounter is beyond her.

Description

Wearing a white ruffled coat, this varg has a tattoo of a crescent moon on the inside her left ear. Underneath her coat she wears common travelling clothes, giving off a truly common look.

Often seen delivering messages and packages, Shoo-Gar takes on an uncommon look of a messenger, in a world full of moogles or burmecian messengers.

Curious, happy, loyal and stubborn are traits that people who know her would describe Shoo-gar.

Trolls

Branch Troll - CR 3

This towering beast is made of both humanoid skin and that of bark. As it moves or talks a distinct creaking wood sound can be heard.

XP 800

CE Large humanoid (giant, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

Defence

AC 16, touch 14, flat-footed 11 (+5 Dex, +2 natural, -1 size)

hp 34 (4d8+16); regeneration 5 (fire)

Fort +8, **Ref** +6, **Will** +6;

Resist Earth 5

Weaknesses Fear of fire, vulnerable to fire

Offence

Speed 30 ft., climb 10 ft.

Melee Bite +6 (1d4+4), 2 claws +6 (1d4+4)

Ranged Bark Shot +7 (1d6 earth)

Space 10 ft.; **Reach** 10 ft. (15 ft. with claws)

Statistics

Str 18, **Dex** 20, **Con** 18, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +8; **CMD** 23

Feats Intimidating Prowess, Iron Will

Skills Acrobatics +8, Climb +12, Intimidate +7, Perception +5, Stealth +6 (+10 in vegetation);

Racial Modifiers +2 Acrobatics, +4 Stealth (+8 in vegetation)

Languages Giant

SQ Change shape (mossy tree; tree shape), tree climber

Special Abilities

Fear of Fire (Ex)

A branch troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.

Tree Climber (Ex)

When climbing trees and other foliage, a branch troll's climb speed increases to 30 feet. If a branch troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes

of calculating total damage from the fall. While climbing in trees, a branch troll gains a +4 racial bonus on initiative checks. Branch trolls are bent and gangly creatures. They are smaller and thinner than normal trolls, yet their arms are unusually long and spindly for the creatures' size. Their flesh supports the growth of moss and mould as surely as tree bark.

Bark Shot (Su)

The Branch Troll regrows sharp shards of branch on its hide that it may throw at enemies. Making a ranged attack roll against a target within 30ft, these pieces of bark will deal 1d6 earth damage.

Ecology

Environment Cold or temperate forests

Organization Solitary, gang (2-3), or troop (4-8)

Treasure Standard

While Branch Trolls can live almost entirely off of sunlight, water and soil, they do often hunger for flesh. Controlling local woods, tracking trespassers or aiding in other Troll's attacks on villages in the hunt for meat.

Due to their greater fear of fire, Branch Trolls tend to stick to the back and shoot bark at their enemies.

A Branch Troll is 9 feet tall and weighs 550 pounds.



Trollchild - CR 4

While smaller in size when compared to their kin, the Trollchild is a fearsome foe to fight within enclosed spaces.

XP 1,200

CE Medium humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

Defence

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)

hp 57 (5d8+30+5); regeneration 5 (Acid or fire)

Fort +10, **Ref** +11, **Will** +3;

Offence

Speed 60 ft., climb 20 ft.

Melee 2 claws +7 (1d4+3), claw (from haste) +7 (1d4+2), and bite +7 (1d6+3)

Special Attacks rend (2 claws, 1d4+4)

Statistics

Str 17, **Dex** 22, **Con** 22, **Int** 7, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 23

Feats Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Climb +8, Perception +9

Languages Giant

SQ Haste

Special Abilities

Haste (Su)

A Trollchild is affected by a permanent haste spell (caster level 8th). This grants the Trollchild a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (both already figured into the stat block above). Any condition that makes the Trollchild lose its Dexterity bonus to AC also makes it lose its dodge bonus. This is an inherent bonus and cannot be dispelled or negated.

When making a full attack action, a Trollchild can make one extra attack with any weapon it is holding or one extra claw attack (if using natural weapons). The extra attack is at the Trollchild's full attack bonus.

Ecology

Environment Plains

Organization solitary or gang (2-4)

Treasure standard

Trollchilds are both the young of the Trolls and that of the trolls whose height never reaches the average troll. Their smaller size allows them faster movement, so much so they are used as scouts and ambush squads while the other Trolls attack from afar or after the initial assault.

Trollchilds stand 6 feet tall and weigh 300 pounds. Trollchilds often walk or charge on all fours, acting more hunched over than their larger brothers.



Mad Troll - CR 5

This tall creature has rough, grey or purplish hide. Its hands end in claws which are often left clutching at their heads.

XP 1,600

CE Large humanoid (giant)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

Defence

AC 19, touch 14, flat-footed 14 (+5 Dex, -1 size, +5 natural)

hp 69 (6d8+42); regeneration 5 (Fire)

Fort +12, **Ref** +7, **Will** +2;

Offence

Speed 30 ft

Melee bite +9 (1d8+6), 2 claws +9 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+9)

Statistics

Str 22, **Dex** 20, **Con** 24, **Int** 6, **Wis** 6, **Cha** 6

Base Atk +4; **CMB** +11; **CMD** 26

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +10, Perception +7

Languages Giant

Ecology

Environment Caves, grasslands

Organization solitary or gang (2-4)

Treasure standard

Mad Trolls are the average form of the Troll race and the ones that are told stories of to children to scare them. They keep mostly to isolated rocks, mountains and caves, but venture out into grasslands in search for food.

When spoken to, or tortured, they often speak of how a constant ringing is heard in their heads, often forcing them into a maddened state, whereas others complain about their endless headaches.

Mad Trolls stand 14 feet tall and weigh 1000 pounds.



Guard Troll - CR 6

This tall creature has a rough, green hide with 2 large horns adorning its head. Unlike other trolls, Guards have hands similar to other humanoids but with hooves like horses.

XP 2,400

Guard Troll Fighter 1

CE Large humanoid (giant)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defence

AC 26, touch 14, flat-footed 21 (+5 Armour, +2 Shield, +5 Dex, -1 size, +5 natural)

hp 82 (6d8+42+1d10+7); regeneration 5 (Fire)

Fort +14, **Ref** +7, **Will** +2;

Offence

Speed 30 ft

Melee +1 Shortspear +13 (1d8+7) and bite +5 (1d8+3) or bite +10 (1d8+6) and 2 claws +10 (1d6+6)

Ranged +1 Shortspear +12 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+9)

Statistics

Str 22, **Dex** 20, **Con** 24, **Int** 6, **Wis** 6, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 27

Feats Weapon Focus (Shortspear), Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8
SQ Chosen Weapon, Martial Flexibility
Gear +1 Shortspear, +1 Chain Coat, Heavy Steel Shield.
Languages Giant

Ecology

Environment Mountains, plains
Organization solitary or gang (2-4)

Trained, commanded and ordered around, Guard Trolls are some of the most stout and resolute of trolls. They follow the words of the elder trolls, often guarding the chiefs and more important locations. No matter the type of Troll they interact with, almost all trolls listen to the words of the Guard Troll, aside from Queens or Chiefs.

Guard Trolls are often distinctly different than other trolls, though it is not uncommon for other types to develop into a Guard Troll. Their green skin helps them to hide within the plains, though their use of arms and armour give them away all too easily.

Guard Trolls stand 15 feet tall and weigh 1200 pounds. Their gear is often stolen from traders and villages, with markings and symbols still being visible on the products.



Magi Troll - CR 6

This tall creature has a smooth, light-brown hide with large floppy, dog-like ears. Unlike other trolls, Magi lack fangs or horns as well as only have 4 fingers on their hands and feet. Their overall aesthetic is also more round.

XP 2,400

CN Large humanoid (giant)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

Defence

AC 17, touch 12, flat-footed 14 (+3 Dex, -1 size, +5 natural)
hp 45 (7d8+14); regeneration 5 (Water)
mp 25
Fort +4, **Ref** +6, **Will** +7;

Offence

Speed 35 ft
Melee 2 Claws +6 (1d6+1)
Ranged Air Staff +8 (1d6+5)
Space 10 ft.; **Reach** 10 ft.

Spells Known (Red Mage CL 8th, Concentration +13)

At will - Detect Magic, Read Magic, Torchlight.
1st (DC 16) - Aero, Cure, Disappear, Magic Weapon, Protect, Regen, Shell, Stretch, Thunder, Wind Runner, Wind Shield.
2nd (DC 17) - Aero II, Blur, Cure II, Elemental Resistance, See Invisibility, Silence.
3rd (DC 18) - Aero III, Barrier, Cure III, Thundara.

Tactics

During Combat Magi Troll are very defensive, once combat starts, using their 1st turn, they will cast Disappear, move closer to an allied troll and use Stretch on the allies weapon. Throughout the fight, they will buff trolls with Elemental Resistance, Regen and Magic Weapon in that order, with Cure being used to keep them alive.

Statistics

Str 12, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20
Base Atk +5; **CMB** +6; **CMD** 20
Feats Fleet, Improved Initiative, Iron Will, Skill Focus (Perception).

Skills Craft (Weapons) +6, Perception +13, Sense Motive +4, Spellcraft +11.

Gear Air Staff.

Languages Giant, Common.

Ecology

Environment Mountains, caverns, woodlands.

Organization solitary or gang (2-4)

Seen as the wise trolls of the clans or travelling bands of trolls, the Magi Troll is one of the most intelligent. They often take seats as chieftains, leaders or lieutenants to stronger trolls, using their magic to aid their clan in both defence and attack.

Magi Trolls are one of the least threatening in terms of aesthetic. Their lack of sharpness to their frame leaves them looking less dominating. Other trolls may bully them for this, but a show of magic often has them become much higher in the hierarchy.

Magi Trolls stand 14 feet tall and weigh 800 pounds. They often weave their magic into weapons, crafting their own staves, while other times they steal them from villagers or passing traders.



Troll Queen Zara - CR 10

A symbol of both monarchical power and intimidating prowess, this lean, mean

blue-skinned troll is seemingly the apex of Troll kin.

XP 9,600

CE Large humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

Defence

AC 23, touch 11, flat-footed 21 (+7 Armour, +2 Dex, -1 size, +5 natural)

hp 225 (15d8+90+15); regeneration 10 (Water)

Fort +13, **Ref** +11, **Will** +9;

Offence

Speed 40 ft. (30ft in armour)

Melee +1 Flaming Greatsword +22/+17/+12 (3d6+16+1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Tactics

Before Combat The Troll Queen will command her nearby Magi to buff her with magic if she is meeting with any approaching diplomats or opponents. She will generally have Blur and Elemental Resistance (Water) in effect with Stretch affecting her Greatsword.

During Combat With her Magi continuing to buff and heal her, the Queen will go full-out against her targets, almost always using power attack (-3 atk, +6 dmg). Seeing melee opponents as a challenge, she will often attack any targets with heavy armour first, and then medium armour.

Statistics

Str 30, **Dex** 14, **Con** 22, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +11; **CMB** +22; **CMD** 34

Feats Fleet, Improved Initiative, Intimidating Prowess, Iron Will, Martial Weapon Proficiency (Greatsword), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Greatsword).

Skills Acrobatics +3, Bluff +8, Climb +11, Intimidate +20, Perception +13, Sense Motive +5, Survival +10.

Languages Giant

Gear +1 Agile Breastplate, +1 Flaming Greatsword.

Ecology

Environment Mountains, plains, caverns, woodlands.

Organization solitary, squad (1 plus 2 Magi Trolls and 1 Guard Troll) or band (1 plus 10 Branch Trolls, 10 Trollchild, 10 Mad Trolls, 10 Guard Trolls and 10 Magi Trolls.)

Treasure NPC gear (Plus 5000 gil worth of treasure)

While there are plenty of female Trolls among groups, there is only 1 so revered. The Troll Queen is often seen as the strongest, wisest and fiercest of any Troll. Getting to their position either through force or having the other Trolls push her towards it, the Queen lays down the law.

Troll Queens often share several characteristics of other types of Troll, though they are mostly blue-skinned. All Queens have fangs but lack any form of a horn, they also have 5 fingers which allow them to grip weapons firmly.

Troll Queens stand 13 feet tall and weigh 700 pounds. They get the best pick of gear from attacks, often donning magically enchanted arms and armour. They tend to stick with Fiery weapons to intimidate and/or punish Trolls that get out of order.

Treasure Examples:

1 - Painting of Fenrir (Worth 1000 gil, 5lbs), 3x Sapphire gem (Worth 250gil, 1lbs), 2x Ruby Gem (125 gil, 1lb), Relic Sword of Bahamut (500gil, 2lbs), Blue Star Sapphire (1000 gil, 2lbs), Old yellow Gil coins (600gil in total, 2lbs), 1400gil among several boxes and pouches.

2 - 5x Jade gem (100gil, 1lbs), 5x Amber gems (100gil, 1lbs), 5x Amethyst gems (100gil, 1lbs), 5x Tourmaline gems (100gil, 1lbs), 2x Alexandrite (500gil, 1lbs), Fire opal gem (1000 gil, 1lbs), 1000 gil among several boxes and pouches.

3 - +1 Longsword (2315 gil, 4lbs), +1 Small Dagger (2302 gil, 1lb), 1 Cure Potion (250gil), 133 gil in some pouches.

Description

Standing at a tall 13ft, Zara is a compact troll with glistening muscles that are seen on the parts of her arms that peek out of her armour. Brown and red fur cover the chinks in her armour around her neck, elbows and knees, with spiked gauntlets and sabatons making her hands and feet just as intimidating as the rest of her. The sclera of her eyes are red though her irises are a piercing cold blue, showing a bloodlust yet calculating gaze.

She has jet black hair that flows to her shoulders but does not obstruct her vision. Her armour is both defensive and practical, allowing her free movement during combat but protecting her against any blow. Small burn marks are seen across both her armour and her skin, from previous attempts to stop her regeneration.



Editor Notes

Zara is created with max HP for her HD, this is to make her a challenging final boss. It is up to GMs if they wish to change this to the normal average, which would be 172 hp.

Races

Alternate Races

While balanced via the RP system, Alternate Races often do not fit within the world and setting of Final Fantasy. However, there is enough call for them from fans and players that they could warrant an entry in your game. It is up to the GM if they allow any or all of these races into your game, or even this setting, so get their approval before choosing them.

Sovani (15 RP)

Sovani are anthropomorphic felines, famously known for their additional pair of arms that form at the hips. They are a long-lived race who tend to shy away from large cities or populations, living a secluded life within their own clans or under the command of a leader. As a proud race, they tend to only serve those with noble goals or come from noble lineages, like kings, shamans or chiefs.

Physical Description: Sovani are rather tall, with most standing at 6 foot tall, though they are not the most muscular of the races due to their smaller, more toned frames. Looking even closer to felines than Mithra, Sovani are covered in fur of varying colours, often depicted by the region they grew up in or their breed. They all have long ears that start around their temple height, reaching several inches into the sky. Their sclera are often colours of yellow, blue or green, with irises similar to humans though more vertical like felines. All Sovani also have 4 arms, 2 which are common for humanoids and 2 that grow around hip height, which they can move independently of one another.



Society: Sovani are very close-knit and cautious, staying away from large packs or other races, though those they do form bonds with are often bonded for life. Sovani live among small secluded villages with chiefs leading their actions and laws. Due to their secluded nature, and caution around others, the Sovani are not a widespread race. While their lifespan is long, Sovani are one of the rarest species in existence

Relations: Sovani almost exclusively talk with other members of their race, though they do have relations with almost all other races, either due to diplomatic treaties of peace or for trade. It is extremely hard to earn the trust of Sovani as a whole, or even as individuals, being very independent and thoughtful for their own survival. Royalty is often seen as a tier above other people in the eyes of the Sovani, though they still stay wary as corrupt kings are far too common.

Alignment and Religion: Sovani can be as devout worshippers as they are warriors, often following in the words of Bahamut, Alexander, Ifrit, Asura, Odin, and Titan. They commonly follow Asura due to their familiarity with the multi-armed goddess. Sovani come from all walks of life, from Lawful to Chaotic, Good to Evil, though this is mostly moulded by those they encounter.

Adventurers: Sovani are one of the most adaptable adventurers, often seeking glory on the battlefield or in service to a member of royalty. Either retiring as bodyguards or serving their long-lives as adventures on the road. They majorly train as Fighters, Knights, Red Mages and Samurai. It is rare to ever see a Beastmaster Sovani, as their training and lifestyle go against rage or outbursts of emotion.

Male Names: Allan, Caedmon, Leucetius, Snievan, Torgal, Wyngale.

Random Starting Ages

Adulthood	Intuitive ¹	Self-taught ²	Trained ³
50	+2d6	+4d6	+6d6

1. This category includes Astrologians, Beastmasters, Gamblers, Geomancers, Illusionists, Thieves.
2. This category includes Archers, Bards, Black Mages, Dragoons, Fighters, Gunners, Necromancers, Summoners, White Mages.
3. This category includes Blue Mages, Chemists, Clerics, Engineers, Knights, Medics, Monks, Red Mages, Time Mages.

Race Aging effect

Middle Age ¹	Old ²	Venerable ³	Maximum Age
300	500	800	+2d100

1. At middle age, -1 Str, Dex and Con and +1 to Int, Wis and Cha.
2. At old age, -2 Str, Dex and Con and +1 to Int, Wis and Cha.
3. At venerable age, -3 Str, Dex and Con and +1 to Int, Wis and Cha.

Random Sovani Height and Weight

Gender	Base Height	Base Weight	Modifier	Weight Modifier
Male	5' 10"	130 lbs.	2d8	X 4 lbs.
Female	5' 8"	110 lbs.	2d8	X 4 lbs.

Table: Race Point Costs

Racial Traits		Race Point Cost
Type	Humanoid (Sovani)	0
Size	Medium	0
Base Speed	Normal	0

Ability Score Modifiers	Weakness (+2 Dex, -2 Wis, -4 Cha)	-1
Languages	Standard	0
Senses	Darkvision 60 ft.	2
Senses	Low-Light Vision	1
Defence	Cat's Luck	1
Defence	Fearless	1
Feat and Skill	Nimble Faller	2
Advanced Traits (Movement)	Fast	1
Monstrous Traits	Multi-Armed	8
Total		15

Standard Racial Traits

- **Ability Score Racial Traits:** Sovani are fast and dexterous, however, their secluded nature makes them weaker in departments of diplomacy and wisdom. They gain +2 Dexterity, -2 Wisdom and -4 Charisma.
- **Type:** Sovani are humanoids with the Sovani subtype.
- **Size:** Sovani are medium creatures and thus have no bonuses or penalties due to their size.
- **Speed:** Sovani have a base speed of 40 feet.
- **Languages:** Sovani being play speaking Common and Sovani.

Defence Racial Traits

- **Cat's Luck:** Once per day, when Sovani make a Reflex saving throw, they can roll the saving throw twice and take the better result. They must decide to use this ability before attempting the saving throw.
- **Fearless:** Sovani are uniquely fearless in battle and gain a +2 racial bonus on all saving throws against fear effects.

Feat and Skill Racial Traits

- **Nimble Faller:** Sovani land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts.

Sense Racial Traits

- **Darkvision:** Sovani have darkvision 60 ft. (they can see perfectly in the dark up to 60 feet.)
- **Low-Light Vision:** Sovani can see twice as far as humes in conditions of dim light.

Other Racial Traits

- **Multi-Armed:** A Sovani has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Jumper:** Some Sovani trade out their falling training for the ability to jump more accurately. Sovani with this trait are always considered to have a running start when making Acrobatics checks to jump. This racial trait replaces Nimble Faller.

Variant Sovani Heritages

While the Sovani are not wide-spread or numerous, they do have several breeds that grow in different ways or are trained in other forms of combat. If you choose to use a specific bloodline instead of the general rules for creating a Sovani, you should work with your GM to ensure that your character's appearance reflects that bloodline.

D4	Heritage	Ability Modifiers	Description
1	White	+2 STR, -2 WIS, -4 CHA	With a glistening white coat, these Sovani have a larger muscle mass.
2	Black and White	+2 DEX, -2 WIS, -4 INT	A weird mix of two breeds, these Sovani keep their dexterity, though they trade in their intellect for diplomatic abilities.
3	Tabby	+2 CON, -2 INT, -4 WIS	With a mixed coat of stripes, dots and swirling patterns, these Sovani are more hearty and somewhat more trusting.
4	Calico	+2 CON, -2 CHA, -4 INT	Consisting of several colours, these Sovani are hearty and the wisest, if a bit lacking of academic qualifications.

Favoured Class Options

The following favoured class options are available to all characters of this race who have the listed favoured class, and unless otherwise stated, the bonus applies each time you select the favoured class reward.

- **Chocobo Knight:** Add +1/6 to the chocobo knight's mount's natural armour. If the chocobo knight ever replaces his mount, the new mount gains this bonus natural armour
- **Dark Knight:** Add +1/3 on a number of uses for Darkside.
- **Fighters:** Add +1 to the fighter's CMD when resisting a trip or grapple attempt.
- **Holy Knight:** Add +1/4 deflection bonus to AC while in Shield Oath or +1/4 bonus to attack rolls while in Sword Oath.

- **Knight:** Add +1/4 to the dodge bonus to AC while in a defensive stance.
- **Red Mages:** Add +1/4 point to the red mage's arcane pool.
- **Samurai:** Add +1/6 to the samurai's initiative rolls.

Classes & Archetypes

Fenrir Rider

With the protection of Fenrir bestowed upon them due to their dutiful worship, the Fenrir Rider is the ultimate motorcyclist. Each with their own living Motorbike, infused with an aspect of Fenrir, these riders patrol the lands with both speed and style.



Hit Die: d10

Requirements

To qualify to become a Fenrir Rider, a character must fulfil all the following criteria.

Base Attack Bonus: +3.

Deity: Must worship Fenrir.

Skills: Drive 5 ranks, Repair 5 ranks.

Class Skills

The Fenrir rider's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Mechanical) (Int), Disable Device (Dex), Drive (Dex), Knowledge (Geography) (Int), Knowledge (Technology) (Int), Navigate (Int), Repair (Int), Use Magic Device (Cha).

Skill Points Per Level: 4 + int modifier.

Table: Fenrir Rider

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Limit Break, Fenrircycle, Rider Bond.
2nd	+2	+1	+1	+1	Ride-by Attack
3rd	+3	+2	+2	+1	Quick Sheath
4th	+4	+2	+2	+1	Spirited Charge
5th	+5	+3	+3	+2	Side-Drop Dodge
6th	+6	+3	+3	+2	Wheeling Charge
7th	+7	+4	+4	+2	Mega Drop
8th	+8	+4	+4	+3	Rider's Trample
9th	+9	+5	+5	+3	Bike familiarity
10th	+10	+5	+5	+3	Synchronised Assault

Class Features

All of the following are class features of the Fenrir rider prestige class.

Weapon and Armor Proficiency

The Fenrir rider is proficient with all simple and martial weapons. They are also proficient with light armour, medium armour, and shields (except tower shields).

Limit Break (Su)

At 1st level, the Fenrir rider receives the Limit Break (Roar of the Wolf).

Roar of the Wolf (Su): This Limit Break allows the Fenrir rider to rev up his engine to imitate the roar of the Astral Fenrir. All enemies within 60 foot of the Fenrir rider take 1d6 points of damage per Fenrir rider level and are stunned for 1 round for every 2 levels (minimum 1). A successful Reflex save (DC 10 + the rider's level + his Dexterity modifier) reduces the damage by half and avoids being stunned.

Fenrircycle (Su)

When they commit to following Fenrir, the Rider's current cycle is infused with a Fenrir Avatar, if they currently don't own a Motorbike the first one they buy and/or craft will be infused. The bike must be worth at least 2000 gil to qualify. This bike replaces any mount gained by previous classes.

Once a bike has been infused, that will be the only vehicle that the Fenrir rider owns to have an Avatar, if it is destroyed the rider must repair what is left or wait 30 days for a new Avatar to infuse into his next bike. Any rider has the knowledge needed to repair his Fenrircycle and will always repair at least 5hp, even if they fail the skill check.

Fenrircycles are sentient creatures, altering the type of bike they inhabit to both Construct and Magical Beast. Fenrircycles can move on their own, or at the control of a rider. Every Fenrircycle can communicate telepathically with their own rider, but no one else. They cannot make any skill check, aside from knowledge checks. They have storage boxes all across the body, but only 2 weapon spaces, 1 on each side, storing any weapon that isn't light.

The type of Avatar and abilities bestowed are defined by the Fenrir rider themselves, once chosen this cannot be changed. A Fenrircycle gains bonus HP from a high CON, however, they cannot carry any extra cargo due to a high STR score. Fenrircycles have no magical item slots. Each Fenrircycle has fuel to run for 48 hours of constant propulsion regardless of speed. A Fenrircycle can carry 1 medium and 1 small sized creatures, or 3 small sized creatures.

Wolf Cycle

STARTING STATISTICS

Size: Large; **Type:** Construct/Magical Beast;

Crew: 1; **Passenger:** 0; **Cargo:** 50 lbs.; **Speed:** 30 ft.; **AC** +1 natural armor; **Attack** Slam (1d6) **Good Save:** Ref; **Ability Scores** Str 20, Dex 12, Con 12, Int 10, Wis 10, Cha 12; **Acceleration:** 30; **Special Abilities:** Hardness 5, Lightning immunity.

Lion Cycle

STARTING STATISTICS

Size: Large; **Type:** Construct/Magical Beast;

Crew: 1; **Passenger:** 0; **Cargo:** 70 lbs.; **Speed:** 20 ft.; **AC** +2 natural armor; **Attack** Slam (1d6) **Good Save:** Wis; **Ability Scores** Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 10; **Acceleration:** 20; **Special Abilities:** Hardness 7, Wind immunity.

Bear Cycle

STARTING STATISTICS

Size: Large; **Type:** Construct/Magical Beast;

Crew: 1; **Passenger:** 0; **Cargo:** 90 lbs.; **Speed:** 10 ft.; **AC** +3 natural armor; **Attack** Slam (1d6) **Good Save:** Fort; **Ability Scores** Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 10; **Acceleration:** 10; **Special Abilities:** Hardness 9, Earth immunity.

Table: Fenrircycle Base Statistics

Class Level	HD	BAB	Good Save	Normal Save	Armour Bonus	Str/Dex Bonus	Upgrade Pool	Speed Increase	Special
1st	6	+4	+5	+3	+0	+0	1	90	Link
2nd	6	+4	+5	+3	+2	+1	3	180	Evasion
3rd	7	+5	+5	+3	+2	+1	4	270	Major Upgrade slot 1
4th	8	+6	+6	+4	+2	+1	6	360	Double Aspect
5th	9	+6	+6	+4	+4	+2	7	450	Ability score increase
6th	9	+6	+6	+4	+4	+2	9	540	Major Upgrade slot 2
7th	10	+7	+7	+5	+6	+3	10	630	Auto-Repair
8th	11	+8	+7	+5	+6	+3	12	720	Triple Aspect
9th	12	+9	+8	+5	+6	+3	13	810	Major Upgrade slot 3
10th	12	+9	+8	+5	+8	+4	15	900	Ability score increase

Class Level: The character's Fenrir rider level.

HD: This is the total number of eight-sided (d8) Hit Dice the Fenrircycle possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the Fenrircycle's base attack bonus. Fenrircycles do not gain additional attacks using their natural weapons for a high base attack bonus.

Good Save: This is the Fenrircycle's bonus to their good save, chosen by their type.

Normal Save: This is the Fenrircycle's bonus to their other saves, chosen by their type.

Armour Bonus: The number noted here is the Fenrircycle's base total armour bonus. This bonus may be split between an armour bonus and a natural armour bonus, as decided by the Fenrir rider. This

number is modified by the Fenrircycle's base form and some options available through its upgrades. A Fenrircycle's cannot wear armour of any kind.

Str/Dex Bonus: Add this modifier to the Fenrircycle's Strength and Dexterity scores, as determined by its base form. Some options available through the Fenrircycle's upgrades might modify these scores.

Upgrade Pool: The value given in this column is the total number of points that may be spent on upgrades for the Fenrircycle. Whenever the Fenrir rider gains a level, the number of upgrade points increases and the Fenrir rider can spend these points to change the abilities of the Fenrircycle. The Fenrir rider may change the upgrades when he gains a level.

Speed Increase: Add this value to the base speed of the Fenrircycle to find its maximum speed.

Special: This includes a number of abilities gained by all Fenrircycles as they increase in power. Each of these bonuses is described below.

Link (Ex)

A Fenrir rider and his Fenrircycle share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the Fenrir rider to give orders to his Fenrircycle at any time.

Evasion (Ex)

If a Fenrircycle is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Major Upgrade slot (Ex)

At 3rd level, and every 3 thereafter, the Fenrircycle may have a Major Upgrade applied to it, allowing for 3 in total. These may be changed whenever the Fenrir rider would level, similar to other upgrades.

Double Aspect (Su)

The Avatar that resides within the Fenrircycle gains a new aspect of the Astral, granting it a new elemental immunity. It may choose from Lightning, Wind or Earth.

Ability Score Increase (Ex)

The Fenrircycle adds +1 to one of its ability scores.

Auto-Repair (Su)

While under 50% of max HP, the Fenrircycle will begin auto repairing itself to 50%, regaining 1 HP per round.

Triple Aspect (Su)

The Avatar that resides within the Fenrircycle gains another aspect of the Astral, granting it a new elemental immunity. It may choose from Lightning, Wind or Earth.

Upgrades (Ex)

On creation, and every level, the Fenrircycle can undergo upgrades to add new features or improve already existing ones. Each upgrade has a cost, that is taken from the total that is given from the Fenrir rider's level. It takes 1 hour to add new upgrades, as well as appropriate tools to do so.

Unless otherwise noted, each upgrade can only be selected once.

1-Point Upgrades

The following upgrades cost 1 point from the Fenrircycle's upgrade pool.

Cargo Bay (Ex)

The Fenrircycle gains another compartment to store items, gaining an extra 100lbs of room for stashed equipment. This compartment cannot contain any armour or non-light weapons. Each time this upgrade is chosen the Fenrircycle gains another 100lbs of space.

Charging Station (Ex)

Using its internal power systems, a Fenrircycle that selects this upgrade has a charging station installed within an enclosed compartment. Upon opening, users may attach any electrical device to charge it, charging 6 devices at a time. Charging time will depend on the device and at GM discretion.

Craft Station (Ex)

A Fenrircycle that selects this upgrade will have a compartment designed with a single craft skill or skill that benefits from stations like Heal. While using this station, the character gains a +2 circumstantial bonus of their skill check. Each time a Fenrircycle selects this upgrade, a new station may be installed.

Equipment Station (Ex)

A Fenrircycle that chooses this upgrade will have a large compartment designed in the upkeep of arms and armour. When used to repair, or craft, weapons and armour the user gains a +2 circumstantial bonus. By spending the required amount, the user may also have the station enhance a piece of equipment to Masterwork quality, this procedure takes 1 hour for weapons, 2 hours for armour. This station can also be used to sharpen weapons as if using a whetstone, giving the weapon a +1 to damage until the next hit, this process takes 15 minutes.

Eternal Camp (Ex)

The Fenrircycle gains the ability to produce flames at will, having a small compartment that can be pulled out to form a small barbeque and flame. This allows for a mobile campfire with no threat of burning local wildlife and is quick to put away. Any cooking checks gain a +2 when used with the eternal camp and can store food within the compartment, allowing them to degrade 4x slower than normal. The Fenrircycle can also light up any flammable objects at will within 10ft.

Extra Slam (Ex)

A Fenrircycle can deliver another devastating slam attack.

Improved Damage (Ex)

One of the Fenrircycle's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This upgrade can be selected more than once. Its effects do not stack. Each time a Fenrircycle selects this upgrade, it applies to a different natural attack.

Improved Natural Armor (Ex)

A Fenrircycle's chassis is hardened, giving it a +2 bonus to its natural armour. This upgrade can be taken once for every three levels the Fenrir rider possesses.

Pounce (Ex)

A Fenrircycle gains quick reflexes, allowing it to make a full attack after a charge. This upgrade is only available to Fenrircycles who have gained more than 1 attack via upgrades.

Push (Ex)

The Fenrircycle gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the Fenrircycle makes a successful attack of the selected type, it can attempt a free combat manoeuvre check. If successful, the target of the attack is pushed 5 feet directly away from the Fenrircycle. This ability only works on creatures of a size equal to or smaller than the Fenrircycle. Creatures pushed in this way do not provoke attacks of opportunity. This upgrade can be selected more than once. Its effects do not stack. Each time a Fenrircycle selects this upgrade, it applies to a different natural attack.

Rest and Repair (Sp)

The Fenrircycle unlocks some magical potential of the Astral it bases itself on, gaining limited magical abilities. 3/day the Fenrircycle can cast Cure, using the Fenrir rider's level as its Caster Level and the Fenrircycle's WIS modifier. The Fenrircycle can also repair itself in the same manner 3/day. Each time this upgrade is chosen the Fenrircycle can use Cure and Repair an additional 3 times a day.

Treads (Ex)

A Fenrircycle's tire is hardened to the point it can deal damage similar to its slam attack. This attack is a primary attack. The tread deals 1d8 damage.

Weapon Storage (Ex)

Selecting this upgrade will add an extra 8 slots for non-light weaponry on the bike, 4 slots on each side. Each time a Fenrircycle selects this upgrade another 8 slots will be added.

1-Point Major Upgrades

The following upgrades cost 1 point from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Alternative Aspect (Su)

Updating the core of the Fenrircycle allows the Avatar to harness more raw power of the Astral, making it immune to more elements. The Fenrircycle may choose to become immune to either Fire, Ice, Water, Holy or Shadow. Each time a Fenrircycle selects this upgrade, it applies to a different element.

Side-Car (Ex)

Attaching a seat to the side, the Fenrircycle gains a passenger seat for another medium sized creature. Depending on which side this seat is situated, the passenger will only be able to attack from 1 side of the Fenrircycle. The passenger gains a +5 on checks to stay seated. Each time this upgrade is selected the Fenrircycle gains 1 extra seat.

2-Point Upgrades

The following upgrades cost 2 points from the Fenrircycle's upgrade pool.

Ability Increase (Ex)

A Fenrircycle increases its weight, updates the tires, gains greater intelligence, or acquires another increase to one of its abilities. Increase one of the Fenrircycle's ability scores by +2. This upgrade can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 5 levels the Fenrir rider possesses.

Energy Attacks (Su)

A Fenrircycle's attacks become charged with energy.

Pick one energy type: Earth, Lightning or Wind. All of the Fenrircycle's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The Fenrircycle can suppress this ability with a free action. Each time this upgrade is chosen, the Fenrircycle may choose another element.

Enhancing Magic (Sp)

The Fenrircycle unlocks more magical potential to aid both its rider and allies. 3/day the Fenrircycle may cast any lesser ability score increasing spell, using the Fenrir rider's level as its Caster Level. Each time this upgrade is selected it gains another 3 uses.

Extra Feat (Ex)

The Fenrircycle gains an extra feat. It must meet the prerequisites of the feat.

Food Compressor (Ex)

The Fenrircycle has a food compressor built within its frame, which produces both solid food and drinkable water. At the beginning and end of the day, it produces enough food to sate a single medium creature. For an additional 2 upgrade points, this compressor can produce food for 4 medium creatures.

Flight Mode (Ex or Su)

The Fenrircycle has a secondary mode where it rotates out wings, shooting out higher power from its exhausts to soar through the skies. The Fenrircycle gains a fly speed equal to half its base speed, and an acceleration equal to half its normal acceleration with average manoeuvrability. If this upgrade is taken a second time the flight becomes magical increasing the speed and acceleration to match the base mode, manoeuvrability also becomes perfect. The Fenrir rider must be at least 5th level before selecting this upgrade.

Shadowed Paint (Su)*

In any condition of illumination other than bright light, the Fenrircycle disappears into the shadows, giving it concealment (20% miss chance). If it has the shadow shimmer upgrade, it instead gains total concealment (50% miss chance). The Fenrircycle can suspend or resume this ability as a free action.

Shadow Shimmer (Su)*

The Fenrircycle's body becomes shadowy and more indistinct. This shadow shimmer grants the Fenrircycle constant concealment (20% miss chance), and its natural attacks affect incorporeal creatures as if it had the ghost touch weapon property. The Fenrircycle's natural attacks deal only half damage to corporeal creatures.

Trample (Ex)

A Fenrircycle gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the Fenrircycle can overrun any creature that is at least one size smaller than itself. This works like the overrun combat manoeuvre, but the Fenrircycle does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d8 points of damage, plus 1-1/2 times the Fenrircycle's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the Fenrircycle's HD + the Fenrircycle's Strength modifier. A trampling Fenrircycle can only deal trampling damage to a creature once per round.

Moonlight headlights (Ex)

The Fenrircycle internalises the power of the moon to power its lights, when turned on these lights will produce bright light within 160 feet and dim light for 160 feet afterwards, in a 90-degree cone. This effect can even pierce through magical darkness.

Nitrous Boosters (Ex)

The Fenrircycle gains nitrous that can be used to increase how fast it accelerates. When using a move action to accelerate, the Fenrircycle can increase its speed by a further 20 feet. Each time this upgrade is taken, the Fenrircycle gains an additional 20 feet acceleration.

Wondrous Item Slot (Su)

A Fenrircycle that chooses this upgrade is granted a slot to place a wondrous item, except for armour, body or chest items. When placed within the compartment, the wondrous item's effects are given to the Fenrircycle, if it is an activated item the Fenrircycle may also operate them while it is within the compartment, as a free action they may also stop benefitting or turn off the wondrous item. These slots do not affect the Fenrir Rider in anyway. Each time this upgrade is taken the Fenrircycle gains another slot to a max of 10 slots.

2-Point Major Upgrades

The following upgrades cost 2 points from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Ranged Armaments (Ex)

The Fenrircycle has new compartments made specifically for ranged weaponry, be it guns or power rods/staffs. You may place a single gun or power rod/staff within the compartment, the Fenrircycle is automatically proficient with either. Using the Fenrircycle's attack modifiers it may use these weapons in place of normal attacks, reloading is done internally by the Fenrircycle. For guns, the Fenrircycle may make BAB attacks with a single weapon. Each time this upgrade is taken the Fenrircycle gains another slot for a ranged weapon, but cannot fire more than 1 power rod/staff as they require a standard action to activate. If the Fenrircycle has more than 1 gun they may fire 1 time with the additional firearm at a -5 and -10 if they have a third.

3-Point Upgrades

The following upgrades cost 3 points from the Fenrircycle's upgrade pool.

Burrow Mode (Ex)

A Fenrircycle gains an enclosed dome that it may surround the rider with along with a clawed front, allowing it to move through the earth. The Fenrircycle gains a burrow speed and acceleration equal to 1/2 its base speed and acceleration. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The Fenrir rider must be at least 4th level before selecting this upgrade.

Enhanced Durability (Ex)

The Fenrircycle gains 5 extra hardness that stacks with the base model through armour plating and denser materials. At 7th level, this protection can be increased to a total of 10 extra hardness by spending 2 additional upgrade points. The Fenrir rider must be at least 4th level before selecting this upgrade.

Greater Rest and Repair (Sp)

The Fenrircycle unlocks some magical potential of the Astral it bases itself on, gaining limited magical abilities. 3/day the Fenrircycle can cast Cure II, using the Fenrir rider's level as its Caster Level and the Fenrircycle's WIS modifier. The Fenrircycle can also repair itself in the same manner 3/day. Each time this upgrade is chosen the Fenrircycle can use Cure and Repair an additional 3 times a day.

Lifeform Radar (Ex)

Using motion or heat readings, the Fenrircycle can detect creatures within 60ft, showing their exact location on a display within the dashboard. The Fenrircycle knows these readings and may act upon them without any miss-chance, but the rider will still be affected by miss-chance. This radar is always on, alerting the Fenrircycle to any presence nearby. Each time this upgrade is taken, the range increases by another 60ft.

3-Point Major Upgrades

The following upgrades cost 3 points from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Mana Absorber (Su)

A Fenrircycle that has this upgrade installed with has a small hardened glass container within its core, which over time absorbs the mist and Mana of the world. Every 7 days it will produce an Ether which can be placed within an external container to be used like the Alchemical item.

4-Point Upgrades

The following upgrades cost 4 points from the Fenrircycle's upgrade pool.

All-Seeing Radar (Su)

A Fenrircycle's radar is able to sense pretty much any creature, improving the radar to sense them regardless of how they are hiding. The Fenrircycle must possess the Lifeform Radar upgrade to take this upgrade. The Fenrir rider must be at least 6th level before selecting this upgrade.

Breath Weapon (Su)

A Fenrircycle learns to shoot a cone or line of magical energy, gaining a breath weapon. Select either earth, lightning, or wind. The Fenrircycle can shoot a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the Fenrircycle's HD + the Fenrircycle's Constitution modifier. The Fenrircycle can use this ability once per day. The Fenrircycle can use this ability 1 additional time per day by spending an additional 1 upgrade point (maximum 3/day). The Fenrir rider must be at least 4th level before selecting this upgrade.

Fast Repair (Su)

A Fenrircycle's auto-repair functions become more sophisticated and adaptable, increasing the auto-repair rate by 1. This healing can be increased by 1 per round for every 2 additional upgrade points spent (maximum 5). The Fenrir rider must be at least 6th level before selecting this upgrade.

Fully Functioning Repair (Su)

The Fenrircycle's auto-repair now heals the Fenrircycle to max HP instead of 50%.

Gigawatt Jump (Sp)

A Fenrircycle is able to emulate the teleporting powers of a Time Mage via traversing at high speeds. As a spell-like ability once per day the Fenrircycle may cast Dimension Door. The caster level for this upgrade is equal to the Fenrircycle's Hit Dice. The save DC for this spell is 10 + 1/2 the Fenrircycle's HD + the Fenrircycle's Charisma modifier. The Fenrir rider must be at least 8th level before selecting this upgrade.

Spell Resistance (Ex)

A Fenrircycle is protected against magic, gaining spell resistance. The Fenrircycle's spell resistance is equal to 11 + the Fenrir rider's level. This spell resistance does not apply to spells cast by the Fenrir rider. The Fenrir rider must be at least 4th level before selecting this upgrade.

Ultimate Rest and Repair (Sp)

The Fenrircycle unlocks the height of magical potential of the Astral it bases itself on, gaining limited magical abilities. 1/day the Fenrircycle can cast Cure III, using the Fenrir rider's level as its Caster Level and the Fenrircycle's WIS modifier. The Fenrircycle can also repair itself in the same manner 1/day. The Fenrir rider must be at least 6th level before selecting this upgrade.

4-Point Major Upgrades

The following upgrades cost 4 points from the Fenrircycle's upgrade pool and take up a major upgrade slot.

Henshin Mode (Su)

The Fenrircycle gains the ultimate mode in which it morphs into a humanoid, steam and fumes shooting from its exhausts with lights all over. 1/day for 1 round + 1 round per 2 Fenrir rider levels, the Fenrircycle gains the ability to wield weapons within 2 hands and has access to any skills or manoeuvres a humanoid would. While fighting adjacent the rider, or flanking opponents, both the Fenrircycle and Fenrir rider gain a bonus +2 to attack and damage rolls as well as a +2 bonus to AC. Entering this mode requires a standard action, and the Fenrircycle can draw any weapon/s as a free action, the rider is placed adjacent to the Fenrircycle. This form can be ended prematurely but doing so uses up the rest of the rounds. Each time this upgrade is taken, the Fenrircycle can enter the mode an additional time per day. The Fenrir rider must be 8th level to select this upgrade.

Rider Bond (Ex)

You and your Fenrircycle share an empathic connection while you ride it. You gain a bonus on Ride checks equal to one-half your Fenrir rider level and you also gain Mounted Combat as a bonus feat when mounted on your Fenrircycle.

Ride-By Attack (Ex)

The Fenrir rider becomes used to attacking whilst aboard his Fenrircycle. He gains Ride-by Attack as a bonus feat at 2nd level.

Quick Sheath (Ex)

At 3rd level, the Fenrir rider may stow weapons into his Fenrircycle as a free action. If the Fenrir rider also has the Quick Draw feat they may sheath and draw within the same free action.

Spirited Charge (Ex)

Revvng up to max speed, the Fenrir rider is especially proficient in charge attacks. He gains Spirited Charge as a bonus feat at 4th level.

Side-Drop Dodge (Ex)

At 5th level, the Fenrir rider has the ability to dodge attacks with blinding speed and precision by hanging off the side of his bike. Once per round, the Fenrir rider may dodge a single target attack aimed at him.

Wheeling Charge (Ex)

Learning the way of drifting, the Fenrir rider can chase his foe no matter what. He gains Wheeling Charge as a bonus feat at 6th level.

Mega Drop (Ex)

At 7th level, whenever the Fenrir rider and the Fenrircycle fall a distance of 100 feet or less they take no damage from the fall. On landing, they will do 4d6 falling object damage to opponents, as well as creating a shockwave dealing an additional 2d6 to enemies within 10 feet. The distance is increased to 200 feet at level 10.

Rider's Trample (Ex)

At 8th level, through mowing down any target in their way the Fenrir rider learns to trample foes. When you attempt to overrun an opponent while driving your Fenrircycle, your target may not choose to avoid you. The Fenrircycle is allowed a free tread attack against any foe you knocked prone, gaining the standard +4 bonus on attack rolls against prone targets. This does not stack with the Trample feat.

Bike familiarity (Ex)

At 9th level, the Fenrir rider has grown accustomed to his Fenrircycle so much that they are almost the same entity. The Fenrir rider may always take 10 on checks to do with his Fenrircycle and gains +5 to his CMD while riding.

Synchronised Assault (Ex)

At 10th level, the Fenrir rider and Fenrircycle are in perfect sync. Once per day you may full-attack alongside your Fenrircycle on a charge, or when you are adjacent or flanking an opponent. Each attack deals an additional 5d6 of the element your bike's base is immune to.

Feats, Traits and Drawbacks

Feats

Extra Upgrade

Your Fenrircycle has more upgrade points.

Prerequisites: Fenrircycle class feature.

Benefit: Your Fenrircycle's upgrade pool increases by 1.

Special: This feat can be taken once at 1st level, and again at 3rd, 5th, 7th and 9th.

Items

Wondrous Items

Item Name	Description	Cost	Aura	CL	Spell(s) Needed
Curing Belt	User can cast Cure 3/day.	900 gil	Faint Healing	2	Cure

Curing Belt

Aura faint healing; **CL** 2nd; **Slot** Belt; **Price** 900 gil; **Weight** 1lbs

Description

This white-lined brown belt has 3 symbols studded onto the front, symbolising Althena, Alexander and Phoenix.

3 times per day, the belt allows the wearer to cast Cure of CL2, affecting a single target within 30ft to heal them for 1d6+3, or dealing damage to undead, Will (DC 12) for half.

Construction Requirements

[Craft Wondrous Item](#), [Cure](#); **Cost** 450 gil

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