

Eos Terra

Eos Terra is a world of many lands and varied peoples. There is much and more to discover wherever adventurers turn their gaze, and their travels may take them far abroad—but it might only take a few steps to unearth some great mystery or reveal a quest worthy of pursuit. The sky's the limit in Eos Terra.

World Map



Climate Map Color Key

Dark Blue = Tropical Rainforest
Blue = Savannah

Purple = Tropical Highlands
Periwinkle = Monsoon Coast

Brown = Hot Steppe

Red = Hot Desert

Yellow = Mediterranean

Pale Green = Humid Subtropical

Emerald Green = Oceanic, Warm

Current

Pink = Cold Desert/Steppe

Light teal = Humid Continental

Dark teal = Boreal / Subarctic

White = Tundra / Alpine

Gray = Ice Cap



The map and climate map for the Eos Terra setting were created and provided by Sir Edmund (<https://www.reddit.com/user/Delicious-Tie8097/>).

Official Modules and Adventure Paths

Chaos in Cornelia

- Uncover crime and corruption in this small kingdom on the coast. Shady activities on the street only scratch the surface of deeper conspiracies. Brave and canny adventurers are needed to investigate, to hunt both man and beast—and even to rescue a princess.

Plot Hooks

By continent:

- Gran Pulse
 - Revealing and opposing the machinations of the fal'cie who use humes as pawns against each other (Cocoon)
- Ivalice
 - The clash of empires orchestrated by the enigmatic Occuria and the search for deifacted nethicite (Dalmasca/Archadia/Rozarria)
 - Researching the cure for the starscourage illness and excavating ancient royal tombs (Lucis)
 - Restoring the balance of nature, which has been upset with the theft or destruction of primeval crystals (Cornelia)
- Lemures
 - Resolving the conflict of Ishgard and native dragons
 - Researching ancient magicks and uncovering lost history, and possibly discovering portals to other worlds (Sharlayan)
 - An ancient library holds the key to traveling to other realms with names like Myst, Riven, and Releeshan
- Eorzea
 - Diffusing diplomatic tensions set in motion by the sinister Ascians and defeating summoned primals (Gridania, Ul'dah, Limsa Lominsa, Crystarium League)
- Vana'diel
 - Averting (or maybe ending) a war fought by black mage dolls, summons, and maybe-mind-controlled monarchs (Alexandria, Lindblum)
- Spira

- The quest to defeat an eldritch leviathan threat by going on a pilgrimage
 - Summoning is the “officially sanctioned” solution, though possibly not the only one
 - Vanguard for the decennial pilgrimage, clearing the route of monsters and brigands
 - Technology (“machina”) is frowned upon in most of Spira
- Corporate espionage and investigating the misdeeds of a powerful corporate state (Midgar)
 - Weapons and prototype tech development, embezzlement, corruption, etc.
- Misc
 - International crime
 - Investigations and travel
 - Leblanc Syndicate
 - Hunting
 - Searching for an elusive, dangerous mark
 - Deal with pirates
 - Working for Limsa Lominsa/Balfonheim to bring rogues to heel
 - Stopping a mutiny

Locations

Six continents:

- **Gran Pulse** (NW with three smaller islands and archipelago; 60° N, 60° E)
 - **Sanctum of Cocoon** (mediterranean, humid continental, oceanic/warm current, boreal, cold desert/steppe tundra; 60° N, 60° E)
 - **Cocoon** (capital city; humid continental; center between Mediterranean and boreal; 45° N, 63° E)
 - **Valhalla** (city; boreal; south of eastern mountain chain; 75° N, 73° E)
 - **Luxerion** (city; humid continental; western peninsula between boreal and humid subtropical; 60° N, 32° E)

- **Nautilus** (city; Mediterranean; on south coast; 43° N, 47° E)
- **Yusnaan** (city; humid subtropical; on eastern peninsula; 58° N, 92° E)
- **Palamecia** (town; humid continental; on coast next to four islands; 54° N, 85° E)
- **Bodhum** (town; oceanic/warm current; tip of west coast; 52° N, 45° E)
- **Taejin's Tower** (town; boreal; north of Archylte Steppe in center of boreal; 72° N, 85° E)
- **Oerba** (village; cold desert/steppe; center of steppe; 55° N, 65° E)
- **Sunleth Waterscape** (area; oceanic/warm current; eastern island chain; 55° N, 15° E)
- **Archylte Steppe** (area; eastern peninsula; 60° N, 90° E)
- **Vile Peaks** (area; western mountain chain; 70° N, 40° E)
- **Ivalice** (Central with islands in far west; western half of continent high in miasma, jagd preventing airship travel; 20° N, 90° E)
 - **Archadian Empire** (humid subtropical, humid continental, boreal; 40° N, 120° E)
 - **Archades** (capital city; humid continental; in mountain valley just west of cold steppe; 45° N, 118° E)
 - **Cerobi Steppe** (area; humid continental; between Mediterranean, oceanic, and humid subtropical; 40° N, 110° E)
 - **Sochen** (city; humid subtropical; on spur; 37° N, 127° E)
 - **Barheim** (town; humid continental; at chokepoint, meeting hot steppe, humid continental, and humid subtropical; 31° N, 113° E)
 - **Phon Coast** (area; humid subtropical; stretching from Sochen to Balfenheim; 40° N, 160° E)
 - **Tchita Uplands** (area; cold desert/steppe; 50° N, 130° E)
 - **Kingdom of Dalmasca** (desert and savannah; 20° N, 90° E)
 - **Rabanastre** (capital city; hot desert; center of desert)
 - **Nalbina** (city; hot steppe; northeast between desert and humid subtropical)
 - **Delia** (town; Mediterranean; north of desert on coast)

- **Estersand, Westersand** (areas; hot desert and hot steppe on either side of Rabanastre)
 - **Giza Plains** (area; hot steppe; east of hot desert)
 - **Tomb of Raithwall** (dungeon; hot steppe; east of hot desert, center of mountain range)
- **Rozarrian Empire** (savannah, tropical rainforest, tropical highlands, hot steppe, cold desert/steppe)
 - **Ambervale** (capital city; savannah; center of southern peninsula south of tropical rainforest [Rome-like])
 - **Bervenia** (city; savannah; north coast between hot steppes)
 - **Limberry** (city; tropical rainforest; west coast)
 - **Riovanes** (town; tropical highlands south of Dalmasca)
 - **Lake Poescas** (town; tropical rainforest; center of rainforest)
 - **Lesalia** (town; savannah; south of mountain range, close to eastern-most coast)
 - **Orbonne Monastery** (town; near tip of mountain range, east of highlands)
- **Skycity of Bhujerba** (capital city; island; floating above the middle of the sea between Archadian Empire and Rozarrian Empire)
- **Pirate City-State of Balfonheim** (capital city; humid subtropical and savannah; eastern island off the coast of Archadian Empire, on southern coast)
- **Ozmone Plain** (area; hot steppe; north of eastern mountain range in Rozarrian Empire)
- **Paramina Rift** (area; tundra; east coast of continent)
 - **Mt. Bur-Omisace** (holy city; alpine; center of eastern mountain range in Rozarrian Empire)
 - **Stilshrine of Miriam** (dungeon; tundra; east of Mt. Bur-Omisace)
- **Ridorana Cataract** (area; largest island west of eastern mountain range)
 - **Pharos Lighthouse** (dungeon; on eastern coast)
- **Salikawood** (area; tropical highlands; northern-most of tropical highlands on west half of continent)

- **Nabreus Deadlands** (area; tropical highlands; western-most highlands)
 - **Necrohol of Nabudis** (dungeon; tropical highlands; center)
- **Feywood** (area; tropical rainforest; west half of continent)
 - **Giruvegan** (ruined city; tropical highlands; center of highlands south of tropical rainforest)
- **Golmore Jungle** (area; tropical rainforest; west coast of continent)
 - **Eruyt Village** (town; tropical rainforest; center of western rainforest)
- **Kingdom of Cornelia** (hot steppe, humid subtropical, humid continental, boreal; southern tip of continent; 35° S, 25° E)
 - **Cornelia Castle Town** (capital city; humid continental; eastern coast; 40° S, 25° E)
 - **Chaos Shrine** (dungeon; hot steppe; south tip of mountain range; 27° S, 25° E)
- **Kingdom of Lucis** (island)
 - **Insomnia** (capital city; humid continental; center of island)
 - **Lestallum** (city; savannah; on edge of savannah and hot steppe, center)
 - **Tenebrae** (city; humid subtropical; western tip where subtropical and steppe meet)
 - **Galdin Quay** (town; Mediterranean, eastern coast)
 - **Hammerhead** (village; hot desert; close to center of desert)
 - **Cape Caem** (village; humid subtropical; north coast)
- **Kingdom of Figaro** (hot steppe, desert, savannah); north of southwestern mountain range)
 - **Figaro Castle** (capital city; hot steppe)
 - **Baron** (city; savannah; west coast)
 - **Fabul** (city; savannah; east coast)
 - **Troia** (city; hot steppe; north of mountain range near savannah, east of Figaro Castle)
 - **Mysidia** (town; savannah; south coast)
 - **Kaipo** (town; desert; west of Figaro Castle)
 - **Damcyan** (town; desert; near west coast)

- **Ebla** (town; savannah; south of eastern tip of mountain range)
 - **Eblan Cave** (dungeon; savannah; northeast of Ebla)
 - **Mt. Hobs** (dungeon; tundra; south of Figaro Castle)
- **Lemures** (NE with one island)
 - **Holy See of Ishgard** (boreal)
 - **Ishgard** (capital city; boreal; at meeting point of cold desert, boreal, and mountain range)
 - **Idyllshire** (city; boreal; near southwestern tip of continent across from island)
 - **Scholar Nation of Sharlayan** (island)
 - **Old Sharlayan** (capital city; humid continental; south coast)
- **Eorzea** (E)
 - **Ul'dah Sultanate** (hot desert, hot steppe, humid continental; center of continent, tunnels and passes to coasts on either side)
 - **Ul'dah** (capital city; hot desert; south of humid continental, almost between mountain ranges)
 - **Gold Saucer** (city; hot desert; southwestern tip of desert)
 - **Vesper Bay** (town; savannah; western coast on spur)
 - **Little Ala Mhigo** (town; hot desert; on eastern edge of desert)
 - **Horizon** (village; hot steppe; north of hot desert, west of Copperbell Mines)
 - **Camp Drybone** (village; hot steppe; south of mountain range)
 - **Zahar'ak** (village; hot steppe; east of desert and west of tropical rainforest)
 - **Camp Bluefog** (village; savannah; north of Ul'dah between mountain ranges)
 - **Copperbell Mines** (dungeon; hot steppe; on edge of western mountain range, east of Horizon)
 - **Sunken Temple of Qarn** (dungeon; hot steppe; northeast of Little Ala Mhigo)
 - **Halatali** (dungeon; hot desert; eastern desert, southwest of Camp Drybone, northwest of Little Ala Mhigo)
 - **Cutter's Cry** (dungeon; hot steppe; northwest of Ul'dah)

- **Gridania Councilship** (humid continental, humid subtropical, oceanic/warm current, boreal; north)
 - **Gridania** (capital city; humid continental, west of mountain range)
 - **Bentbranch Meadows** (town; humid continental; south of Gridania)
 - **Fallgourd Float** (town; oceanic/warm current; north of Gridania)
 - **Camp Tranquil** (village; humid continental; east of mountain range, close to cold steppe)
 - **Quarrymill** (village; humid continental; southeast of Thousand Maws)
 - **Haukke Manor** (dungeon; humid subtropical; southwest of Gridania)
 - **Tam-Tara Deepcroft** (dungeon; humid continental; southwest of Gridania)
 - **Lost City of Amdapor/Amdapor Keep** (dungeon; humid continental; east of Camp Tranquil, south of Quarrymill)
 - **Thousand Maws of Toto-Rak** (dungeon; humid continental; east of mountain range tip, north of Camp Tranquil)
- **Limsa Lominsa Thalassocracy** (oceanic/warm current; south, archipelago)
 - **Limsa Lominsa** (capital city; in archipelago)
 - **Wineport** (town; Mediterranean; on northeast coast of bay)
 - **Aleport** (town; humid continental; west coast of bay, west of Limsa Lominsa)
 - **Moraby Drydocks** (town; Mediterranean; east coast of bay, east of Limsa Lominsa and south of Summerford Farms)
 - **Costa del Sol** (town; Mediterranean; east coast of bay, south of Wineport, north of Summerford farms)
 - **Camp Bronze Lake** (village; humid continental; northeast of bay)
 - **Summerford Farms** (village; humid continental; east coast of bay, south of Costa del Sol)

- **Camp Overlook** (village; humid continental; north of bay)
- **Sastasha** (dungeon; humid continental; north of Aleport)
- **Wanderer's Palace** (dungeon; humid continental; north coast of bay, east of Camp Bronze Lake)
- **Brayflox's Longstop** (dungeon; humid continental; north coast of bay, west of Wineport, south of Wanderer's Palace)
- **Pharos Sirius** (dungeon; humid continental; island northwest of Limsa Lominsa)
- **Hullbreaker Isle** (dungeon; Mediterranean; island southeast of Limsa Lominsa)
- **Ala Mhigo Republic** (hot steppe, hot desert; eastern peninsula)
 - **Ala Mhigo** (capital city; middle of hot steppe, arm going into eastern peninsula)
 - **Rhalgr's Reach** (city; hot steppe; between savannah regions)
- **Doma Shogunate** (humid subtropical, humid continental; eastern peninsula tip)
 - **Doma Castle** (capital city; humid subtropical; on coast)
 - **Kugane** (city; humid subcontinental; on coastal island)
 - **Reunion** (town; hot steppe; south of hot desert)
 - **Azim Steppe** (area; hot steppe, hot desert)
- **Crystarium League** (savannah, tropical rainforest, hot steppe)
 - **The Crystarium** (capital city; savannah; near eastern coast, north of islands)
 - **Eulmore** (city; humid subtropical; east coast, southwest of Fort Jobb)
 - **Revenant's Toll** (city; savannah; north of Ul'Dah, between mountain ranges)
 - **Mord Souq** (town; hot steppe; north of desert between mountain ranges)
 - **Slitherbough** (town; humid continental; north of hot steppe, east of Mord Souq, south of Gridania)
 - **Lydha Lran** (town; savannah; northwest of The Crystarium)
 - **Amity** (town; savannah; north of Eulmore)
 - **Fanow** (village; humid continental; northeast of Slitherbough)

- **Fort Jobb** (village; savannah; west of The Crystarium)
 - **K'mul Astropolis** (dungeon; humid continental; north of Slitherbough, northwest of Fanow)
 - **The Empty** (area; hot desert; desert between mountains)
- **Weeping City of Mhach** (ruined city/dungeon; savannah; west of mountain range, near west coast, north of Ul'dah and south of Gridania)
- **Vana'diel** (SW with two islands)
 - **Kingdom of Alexandria**
 - **Alexandria** (capital city; humid continental; between hot steppe, mountain range, and humid subtropical)
 - **North Gate** (town; hot steppe; north of Alexandria)
 - **South Gate** (town; boreal; southeast of Alexandria)
 - **Dali** (town; humid continental; east of Alexandria)
 - **Cleyra Settlement** (town; hot desert)
 - **Lindblum Regency** (boreal, humid continental)
 - **Lindblum** (capital city; boreal; at eastern tip of mountain range)
 - **Treno** (city; boreal; at south tip of mountain range on coast)
 - **Burmecia** (town; cold steppe; at base of mountain range, center of steppe)
 - **Fossil Roo** (town; boreal; east of Gizamaluke's Grotto)
 - **Gargan Roo** (town; boreal; northeast of Treno)
 - **Gizamaluke's Grotto** (dungeon; cold steppe; east of Burmecia)
 - **North Island**
 - **Conde Petie** (town; humid continental; middle of north island)
 - **Madain Sari** (town; humid subtropical; on north island south coast)
 - **Iifa Tree** (dungeon; humid subtropical; north island, north of Madain Sari, southeast of Conde Petie)
 - **Desert Palace** (dungeon; hot desert; on north island)
 - **Magnet Central** (town; Mediterranean; western island)
 - **Oeilvert** (town; humid continental; south of Alexandria and mountain range)

- **Daguerreo** (town; boreal; on south island)
- **Esto Gaza** (town; boreal; between two mountain ranges)
- **Mt. Gulug** (area and holy site; tundra; south mountain range)
- **Spira** (S with series of islands)
 - **Episcopal Polity of Yevon** (most of continent)
 - **Bevelle** (capital city; boreal, cold desert; south of mountain range)
 - **Luca** (city; monsoon coast; north coast)
 - **Guadosalam** (city; humid continental; northeast of mountain range)
 - **Besaid** (town; oceanic/warm current; east tip of continent spur)
 - **Kilika** (town; humid subtropical; east coast)
 - **Djose** (town; humid continental; near east coast)
 - **Macalania** (town; humid subtropical; center of subtropical)
 - **Bikanel** (town; hot desert; center of desert, south of Luca)
 - **Remiem** (town; humid continental; center of Calm Lands, western half of continent)
 - **Mt. Gagazet** (town, area; west tip of mountain range)
 - **The Calm Lands** (area; humid continental; west side of continent)
 - **Thunder Plains** (area; cold steppe; north of mountain range)
 - City-State of **Zanarkand** (city; boreal; western island, city half on water)
 - **Omega Ruins** (dungeon; boreal; island south of Spira mainland and southwest of Midgar island)
 - **Shinra Company Holdings** (eastern island)
 - **Midgar** (capital city; boreal; center of island)
 - **Junon** (city; boreal; west coast)
 - **Nibelheim** (town; boreal; just north of tundra)
 - **Wutai** (town; oceanic/warm current; eastern tip and north coast)
 - **Mideel** (town; oceanic/warm current; western tip and north coast)

- **Kalm** (village; boreal; northeast of Midgar)
- **Fort Condor** (village; boreal; east of Junon)
- **Cosmo Canyon** (area; boreal; southwest of Midgar, southeast of Fort Condor)

General

Aether is the magical lifeblood of the world: it fuels arcane powers, spells, and beings. Normally invisible, only finely tuned instruments and keen senses or intuition can detect it in the background of daily life, but it permeates the fabric of space and time. *Materia* might be seen as a condensation or crystallization of *aether* into physical form, through which particular spells or other magical abilities can be invoked.

When *aether* is concentrated enough in an area, it hangs in the air as *Mist*—a pseudo-substance now visible to the eyes, but otherwise intangible. The appearance of *Mist* is best described as the colors seen on a bubble’s surface, or an aurora suspended in a golden hue in the air. The deepening of this aetheric presence can have a strengthening effect on magical workings and creatures under some circumstances, but common schools of philosophy often disagree on whether one causes the other or vice versa. It is known that prolonged exposure to *Mist* can have curious effects on the mind and body, but can also produce exceedingly powerful tools and weapons when they are forged in its presence or in that of *magicite* (which holds its essence). *Mist* can also be magically “burned” after a fashion, providing a source of energy and even enabling flight.

Mist may also transform into a more dangerous and ominous substance called *Miasma*, which it is said can strengthen or even create monsters. *Miasma* is often found in places that have seen distinct evil in one form or another, though it is not understood why or under what precise circumstances this can happen.

Aetherytes are towering crystals found in the center of most cities and large towns. The most common use of *aetherytes* is as a means of transportation; by attuning to an *aetheryte*, an individual gains access to an aetherial network, the

anchors of which are other aetherytes. By standing next to one aetheryte, holding the clear intent to travel on the network, and concentrating on a specific destination in one's mind for about a minute, that individual can instantly disappear and reappear next to another aetheryte to which he is already attuned—regardless of the distance between them. Such a potent means of transportation is carefully monitored by local authorities, and a fee is charged for use of aetherytes in this fashion. Authorized users of the network are given tickets or cards which magically record the distance traveled, and they are charged accordingly at their destination; typically, the further one travels, the higher the fee. Different kingdoms or governing authorities often maintain their own networks, and linking from one network to another is more difficult (requiring additional setup and maintenance), less likely (usually depending on politics), typically only found in secure locations, and consequently more expensive when it is possible.

Aetherytes also repel miasma in an area proportional to their size when replenished with a magical substance called *myrrh*. Myrrh comes from myrrh trees, which sprout and grow around (or perhaps from) aetheryte crystals which have been left fallow in areas of high miasma concentration.

Certain bloodlines have particular inherited abilities or access to Allagan technology. These bloodlines are usually related to the Allagan royal family and its descendants. One possible cause of (or at least a contributing factor to) the Allag Empire's decline is the increasing restriction of its advanced magitek to direct control by these bloodlines—and the simultaneous thinning of its numbers.

History

Millenia ago, Eos Terra was the domain of the *Allag Empire*—a worldwide, technologically advanced and magitek-wielding nation which held power over every continent. This empire may not have been the only ruling government in the world, but it certainly was the most influential in every major sphere: militarily, economically, culturally, scientifically, and magically. Its reign is attested to have been a thousand years from its dawning to its golden age, and it remained the

sole global superpower for several hundred years more—until a cataclysm shook the foundations of the world in the empire’s waning years. Earthquakes, tsunamis, and aetheric disturbances disrupted the lives of every living being, and these tempestuous events continued to varying degrees of severity for a century. Even the smaller of Eos Terra’s two moons was sundered in some celestial firestorm; its pieces still hang in orbit today, almost in its original form, but riven all the way through, with faint auroras of magical energy glimmering in its shadowy depths on especially clear nights.

This period of turmoil, known as the *Hundred Years of Hell* reshaped the lands and seas, burying most centers of civilization in great chasms and flooding them with walls of ocean water. The Ridoranna Cataract off the coast of Ivalice is one such remaining feature of this cataclysm, and is a stark reminder of the natural forces that wiped away every significant trace of this once great empire. The world was left to rebuild from the ashes left in its wake, and much of the knowledge and technology of Allag was lost in both the initial calamity and its aftermath as a true dark age swept across the pages of history. Artifacts, relics, and tomes from this period are highly prized, and often hold the keys to great discoveries lost to the ages.

Some, though, say that the cataclysm was not natural at all, but an event set in motion by the hands of man. Whether it was the intended work of some person or organization within the empire, an unforeseen result of forbidden experiments that breached some terrible secret hidden by nature, or divine punishment for some unspeakable evil, no one can say. Another lingering legend is that the Allag capital of Solheim, in the last years of the empire prior to its sudden destruction, was made into an airborne city, and that the capital itself was lost in the first days of the Hundred Years of Hell; speculation abounds whether it sank into the sea, but some variants of these legends say that the city could still be aloft somewhere in the world—but perhaps too high to be seen by the naked eye or most instruments, or else invisible, or maybe even sealed behind some impregnable barrier.