

# FINAL FANTASY

IV ED.

## RPG

### FINAL FANTASY. IV

# WORLDBOOK

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## INTRODUCTION

Perhaps more than any other game bearing the Final Fantasy name, FF4 has gone through several different versions and translations that, at points, are significantly different from one another. Indeed, the version that is most familiar to an American audience, released as Final Fantasy Two on the SNES, was drastically changed from the original Japanese version in both difficulty and text, resulting in a much poorer product according to most.

This worldbook, therefore, is primarily based not upon this lesser version but instead upon the original Japanese "hard-type" of the game, as presented in Final Fantasy Chronicles or in the excellent translation script by J2E. However, as the original American version is better known, the naming conventions of most proper nouns follow that of the lesser translation for the sake of clarity.

In addition, the geography of the various landmasses that comprise the Earth in the game itself seems somewhat simplistic and unrealistic. As such, although the basic geography is kept intact, this worldbook will make some necessary alterations in order to bring to this

document a greater sense of realism and continuity. Also, although the game itself would suggest that the lands shown in the game itself constitute the entire Earth, for the purpose of this worldbook it is assumed that these lands are merely a small part of a much larger, though otherwise unknown, world.

Finally, I am greatly indebted to the ongoing efforts of paladin@paladin.5u.com for his translations and compilations of various Japanese texts and game books relating to Final Fantasy Four that, as far as I know, are unavailable elsewhere and add a wealth of knowledge to the information presented within this worldbook.

- GEN LEON

This worldbook is based on the works of Gen Leon, one of the original Returners members, who wrote it for the (at the time) upcoming FFRPG Third Edition. I would like to thank him immensely for the quality work, as most of my job was editing and converting the rules for the Fourth Edition ruleset.

- BRUNO CARVALHO

## SETTING NOTES

The lands that comprise the world of Final Fantasy Four consist of vast, unexplored wilderness broken apart by smaller regions of civilization. This section will include several important features of the world that should be kept in mind by any potential GM wishing to set a campaign in this rich, unique world.

### MAGIC

For much of the Earth's history, magic was virtually unknown to its inhabitants. Although the forerunners of both Mysidia and Eblana developed basic arcane abilities relatively early in their respective histories, the isolation of both these peoples limited magical knowledge to legend and myth. All that changed with the arrival of the Lunarians. Those who came into contact with this advanced race marveled at their magical prowess and knowledge. Like so much else, the Lunarians were only too willing to share their knowledge of all things arcane, and thus the evolution of magic took an amazing step forward in a short period of time, particularly in the kingdom of Baron and the city of Mysidia, where the Lunarian influence was the strongest.

At the onset of the War of the Crystals, magic is far from commonplace. Of all the kingdoms of the Earth, only Mysidia, Eblana, and Baron have any real magicians to speak of. In the latter two, magic-use is strictly controlled by the monarchy, and most arcane ability is limited to noble families. Thus in these two kingdoms magic still lies far outside the experience of the commoner, many of whom view magic with no little fear and

suspicion. Only in Mysidia are magicians truly given free rein to study and enhance their magical talents. Finally, in the relatively unknown village of Mist, those elite men and women known as Callers also practice magic, but do so in relative isolation from the rest of the world. Although they excel in the unique magic of Summoning, very few of these Callers possess any other significant magical power.

### TECHNOLOGY

For the most part, the technological level of Earth is similar to a standard medieval culture. Few mechanical devices exist, and most of those are fairly simplistic. Travel is most-often by foot or chocobo-driven wagons, although those with coin to spend may also book passage by ship. Most towns are surrounded by high walls to repel raiders, whether human or monster, and are dependent upon well water for survival. Although gunpowder has recently been discovered, it is still not in widespread use, and most people who know about it tend to view it as unreliable. Mechanical time-keeping devices have only recently been perfected, but their novelty and convenience have made them quite popular throughout the world. But, what is much less commonly known is that the dramatic influence of the Lunarians led to several remarkable breakthroughs, which include the steam engine, the telescope, the cannon, the hovercraft, and the airship. Most of these advanced technologies, however, are carefully guarded secrets, and no doubt based upon knowledge that exceeds the understanding of most of the inhabitants of the Earth.

## TRAVEL AND COMMERCE

For the majority of the inhabitants of the Earth, travel is limited to the distance one can walk in a day. It is not unusual for most commoners to never travel more than a day's journey or so from their place of birth. Roads are a rarity across most the known world, existing only to connect outlying farmland and smaller villages to the larger city within that region. The fact that most of the known world is composed of untamed wilderness also contributes to the general rarity of travel. Thus, the vast majority of trade and commerce that takes place between the various kingdoms and regions of Earth occurs by ship. Merchant ships have long ago established favorable routes across the known world, moving from port to port and exchanging goods with the local merchants, who then in turn make these available in the city markets. Nonetheless, most of the kingdoms of the Earth are fairly self-reliant, and only depend upon foreign trade for the few commodities they are otherwise unable to obtain.

## RELIGION

Religion in this region tends to be fairly informal and private. No organized priesthoods exist, nor do temples or shrines dot the landscape. It is commonly believed that the universe consists in a complex duality of light and darkness. This duality, however, is not simply just an

impersonal force, but instead represents an order established at the creation of the universe by two higher powers simply known as the Light and the Darkness. The Light consists of life, healing, stability, and pleasure, while the Darkness consists of death, destruction, change, pain. Prayers of healing, of divination, of supernatural aid are offered up across the world to these two entities. Further, it is widely believed that upon death the individual becomes part of this dualistic nature, rejoining the world from which all life has its source

Whether this balance between light and darkness is necessary is a subject of some debate. Many people view the destructive powers loose in the world as an evil to be eliminated. Others, instead, claim that this balance is necessary to keep the universe in harmony. However, the private nature of religion within the Earth discourages debate on such matters, and most people are content to simply let others believe as they wish.

In addition, it is not unknown, especially in more rustic settings, to find prayers and entreaties lifted up in the name of some powerful creature of legend and lore. These legendary beings include Leviathan, Master of the Oceans; Titan, Giant of Earth; and Ifrit, the Demon of Fire. Few, if any, have ever seen proof that these legendary powers even exist, yet these names and others are often called upon in oaths, curses, and blessings. Fewer still have ever had the chance to meet them face to face...

## A BRIEF HISTORY OF THE EARTH

Although little formal history is presented within the game itself, the Earth of Final Fantasy IV nonetheless contains many clues to the events that have transpired in the past. This history section will present a fleshed-out reality to those clues and bring them together in an organized, logical, and coherent manner. Although these divisions are mostly artificial and not clearly defined by a specific event, these periods best represent the events hinted at within the game itself.

### ORIGINS: MYTH AND LEGEND

Until fairly recent times, written records simply did not exist. As such, there is practically nothing known concerning the origin of the peoples of the Earth. Indeed, this very subject continues to be a point of debate among the sages and scholars and a source of strange, exotic tales spun among bards everywhere. Even the wisdom passed down through oral tradition among the various people of the Earth is of little help, as it too varies widely from region to region.

However, most scholars believe that some great event or disaster took place early in the history of the Earth, with the result that the three races were scattered across the face of the world, leading to generations of development in relative isolation. It seems likely that at this point most of the peoples of the Earth were simple, nomadic hunters and fishers, absorbed entirely with the simple task of eking out a living within the vast, untamed wilderness of the Earth.

Many stories and legends also seem to have their origin within this otherwise obscure period in the history of the Earth. Although some few such legends as simple fabrications retold around the fires by starlight, many scholars believe that hidden within such tales are fragments of the truth, concealed within the embellishments of countless retellings. Some tell of amazing phenomena in the night sky, as stars grew brighter in the night sky and then suddenly disappeared. Others tell of powerful, monstrous creatures that wreaked havoc among the people until valiantly slain by a celebrated hero. Still others tell of feared individuals possessing powers both mysterious and mighty who lingered long after a natural lifespan in the darker places of the Earth. But no doubt the most retold and well-known legend from this period speaks of the appearance in the sky of a strange new moon, proclaimed by some to be the herald of a new age to come..

### THE LUNARIANS: EXILE

Far removed from the Earth, across the vast emptiness of space, there existed a planet situated between Mars and Jupiter. Although larger than the Earth, this planet was otherwise remarkably similar, possessing comparable levels of water, vital elements, gases, and atmospheric conditions. This planet was also ecologically rich, with an abundance of life comparable if not greater than that of Earth. The dominant species of this planet was a race of beings that possessed an uncanny physical resemblance to humanity. These beings were highly advanced, possessing technology and

mental powers that far surpassed that of those living upon the Earth. Long before the people of Earth eked out basic survival through hunting and fishing, these beings journeyed among the stars and studied the very mysteries of life itself. And at the center of their advanced technology was a rare form of crystal that could store vast amounts of energy, which could then be tapped for a wide variety of usage.

The name of this planet and its advanced inhabitants will never be known, for those who came afterwards refused to speak those words. For, as was later revealed, this planet suffered a catastrophic disaster, culminating in the complete annihilation of the planet itself. Of the millions of the planet's inhabitants, only several thousand escaped the complete destruction of their homeland. These survivors fled their doomed planet on a large space-faring ship, traveling towards what had been identified as the most likely world to be suitable for their new home: a small, far-away planet known only as the Blue Planet. Although the distance was certainly not as great as traveling to even the next nearest star, the vast space that separate their dying homeworld from the Blue Planet was great. Fortunately, these beings had long ago perfected a technology that would allow them to sleep as they traveled across space, awaking upon reaching their destination with little apparent aging despite the actual passing of years. And so these survivors slept for many years as their ship traveled across the galaxy, until finally awakening just as their ship entered into orbit around the Blue Planet.

They discovered that Earth seemed the perfect place to begin a new life. As previously mentioned, the planet was very similar to their lost home, and its abundant

resources could easily be used to eventually reconstruct the same level of technology that had dominated their home world. However, these beings also recognized that by doing so they would greatly interfere with the natural progression of the native intelligent races that lived upon the Earth. And so they watched these peoples, careful to remain concealed and keep the natives from discovering their presence. Eventually, it was decided by a significant majority that the risks involved in resettling their people upon this new world to the native populations was simply too great, and with great sorrow and reluctance these beings returned to their ships.

Although the exact details will probably never be known, it would seem that following this decision there was great debate as to what the next step of action should be. Many advocated simply resupplying their vessels and leaving their home galaxy entirely, searching for an inhabitable planet based on the data they had gathered about the closest stars to this galaxy. Others, weary of such travel, pressed instead for a smaller, long-term settlement either upon the Earth or upon one of its nearby planets or moons. But, by far the most disturbing proposal came from one the most powerful, brilliant, and respected of these ancient beings who went by the name of Zemus. He declared that if they could not settle the Earth without interfering with the natural evolution of its native populations, then those populations should simply be eliminated, or at the very least enslaved. Nothing, he argued, was more important than the survival and eventual prosperity of their race now that their home world was forever taken from them. Fortunately for the people of Earth, such a proposal

was unthinkable to most of this ancient race. Instead, they proposed a new plan. By scrapping their large star-faring ship and supplementing these materials from those mined from the Earth's moon, these beings were able to create an artificial moon and set it in a similar trajectory as the Earth's true moon. Upon this new home they devised a great crystalline structure, built from a rare mineral discovered deep within the core of the Earth's true moon. In commemoration of completing this awesome task, these beings named their new home Lunar, calling themselves Lunarians.

This new home, however, did not satisfy Zemus' ambitions. Although he stood alone among his brethren, he simply could not tolerate living in such a shell of a world when such a perfect, unspoiled planet seemingly loomed so close. In time, Zemus' bitterness and anger grew, as did his desire to destroy the peoples of Earth who, he believed, had robbed his people of their only hope for survival. In the meantime, the Lunarians continued to study the peoples of Earth. Despite their obvious simplicity, many of the Lunarians recognized the striking resemblances between the two races, and indeed began to look upon them with increasing fondness. Many dreamed of the day that they would be able to communicate freely with the natives of Earth and of the marvels that the combined wisdom of their peoples might create. This dream, however, was tainted with sorrow, for many of the survivors of their dead home world knew they probably would not live long enough to see such a day.

It was then that the Grand Council presented a new plan to the people of Lunar. Since it would be a very long time before the people of Earth were ready to

accept the coming of an advanced race to their world, it simply was not feasible for the Lunarians to simply linger and die upon their new world awaiting such a day. Instead, the Lunarians would return to sleep, waiting the day when the peoples of two worlds could finally come together and share their hopes, their dreams, their knowledge, and their fates. This plan was nearly unanimously approved, and immediately preparations began to put this bold plan into action. Zemus, on the other hand, absolutely refused to go along with the decision of the Grand Council, and instead withdrew further from his brethren, and in his brooding solitude his hatred towards those of Earth continued to grow. Yet so great was his brilliance, so eloquent his speech, that Zemus managed to even convince some of his brethren to join him in withdrawing from the plans of the Grand Council, and instead plotting a more ambitious method to deal with the people of the Blue Planet.

In the end, Zemus and those who shared his vision decided upon a devious plan. The actions of the Council left little doubt that the Lunarians as a whole would oppose any direct attack upon the peoples of Earth themselves. So instead, Zemus dreamed of an alternative that would instead give the peoples of Earth the power to destroy themselves. Descending to the Blue Planet in secret, Zemus and his followers began construction of a gigantic tower, which would stretch from deep within the core of the Earth to high above the tallest mountains. Delving into the ore-rich Khalisto Mountains, and utilizing key elements mined from the Earth's moon, this great, towering monolith was constructed.

Although the Lunarians watched the construction of this massive tower with no



little fear, it was believed by most that Zemus would not dare to assault the peoples of Earth. Indeed, many believed that Zemus and his followers had simply chosen to distance themselves from their brethren and chose to live on the Blue Planet, perhaps even to monitor the evolutionary development of the local populations. But while the building of this monumental structure had been done openly, the next step in Zemus' plan would be done in secret.

Deep within the core of the Lunar moon, Zemus and his followers began to construct the ultimate weapon, which they hoped would herald the destruction of all the peoples of the Earth, clearing the way for the Lunarians to settle the planet and reconstitute their former homeworld. This weapon was constructed with the greatest technological knowledge of the Lunarians, and crafted into a vaguely humanoid form. Never before had the combined wisdom of the Lunarian people been used to forge a tool of destruction of this magnitude, and the result was powerful beyond imagining. Upon activation, it was believed that this automated machine could single-handedly wipe out nearly every living creature on the face of the Earth, and it was believed that nothing could stop it.

The only flaw in this plan was the necessity of building such a monstrosity in secret deep within the core of Lunar. Accordingly, it would be necessary to somehow transport this weapon to the Blue Planet itself. Zemus had constructed just such a device within the massive tower on Earth. This device was known as the Dimensional Elevator, which would allow virtually anything to be teleported from the core of Lunar to the gigantic tower on the Blue Planet. However, the Dimensional Elevator required a vast amount of energy

to undertake such an incredible task. Only the combined power of eight of the rare crystals the Lunarians had brought into exile with them would be capable of unleashing such energy.

By this time, most of the Lunarians had begun their long sleep. Only a handful of Lunarians remained awake, watching over the last members of their exiled race. In a bold stroke, Zemus and his followers took advantage of the situation, returned to the crystalline home of the Lunarians, stole eight of the crystals, and immediately descended by ship to the surface of the Blue Planet. Zemus, however, had been betrayed by one of his most trusted allies, who had alerted the Grand Council to his plans. As Zemus and his followers reached the underground entrance to the tower, a mighty force of Lunarians were there to meet them. Almost no detail of this battle is known, for the Lunarians refused to speak of it. On that day, a millennia of peace among the race now known as Lunarians was broken. What is known is that at the end of the battle Zemus and his minions were defeated. They were forced into a deep slumber, and sealed away within the core of Lunar, there to sleep until the appointed time.

## THE RISE OF THE FIVE KINGDOMS

Unaware of the drama unfolding in the heavens above them, civilization began to emerge from the chaos of Earth's ancient, unrecorded past. Two distinct communities, referred to as the Easterlings and Westerlings by most scholars, grew and expanded rapidly in the areas south and east of the Misty Mountains. Over the next nine hundred years, these people would populate and settle the five major kingdoms of the Earth.

Most scholars believe that the Westerlings mastered the refining of copper into bronze sometime around the late fourth century. Of the several competing human tribes living in the area south of the Misty Mountains, it was the small tribe of Baron who mastered the forging of bronze weapons, allowing them to dominate their neighbors through a series of brutal battles. In time, the Baron tribe established a permanent outpost near the terminus of the River Rushing. This fortified outpost eventually gave this tribe undisputed dominance of the region, subjugating several other tribes and forcing others to flee far to the north across the Misty Mountains, to hide deep within the shelter of the mountains themselves, or to flee southward across the sea to the deserted isle of Eblana. Thus, by early within the seventh century, this region was firmly controlled by the militaristic Baron tribe, giving birth to the kingdom that would one day dominate the entire continent.

Meanwhile, the scattered nomadic tribes known as the Eastlerings who lived in and around the Great Desert began to establish small outposts near the valuable fresh water sources throughout the region. The largest of these outposts, which was called Damcyan, was established at the northern end of the largest pass through the Golden Mountains that divided the Great Desert. Following a series of hard-fought battles, the Muir tribe assumed complete control of this area, giving them undisputed access to the coveted gold mines within the nearby mountains. The Muirs made wise use of this wealth, exchanging it with tribes all across the desert for much needed supplies as well as luxuries. This, in turn, led to the creation of the first permanent settlement east of the

Misty Mountains, which was built at the site of the Damcyan outpost, thus establishing what would one day become the center of a major kingdom encompassing much of the continent east of the Misty Mountains.

Around the middle of the seventh century, the remnants of the largest tribe to escape the wrath of Baron began to settle in the fertile forests to the north and west of the Misty Mountains. Although their flight had at last led them to a place of refuge, the brutal battles and harrowing journey through the mountains had exacted a heavy toll on these people, especially among the men. Perhaps for this reason, it was the battered and war-weary women who soon assumed leadership of their people, eventually establishing several villages along the Winding and Emerald Rivers. Although these villages were originally governed by local leadership, a series of sharp disputes during the mid-seventh century were resolved by the establishing a new settlement in the north known as Toroia, from which the entire region would be governed by representatives from each of the villages. From this point on, these peoples ascribed the name of this village to themselves, becoming the Toroians and establishing what would become the largest kingdom in the entire region.

Around the same time, the refugees who had fled south across the sea from the militaristic power of Baron finally made landfall upon the island of Eblana. Disease and starvation took a heavy toll upon the survivors, threatening to completely exterminate the tribe. Yet, through a combination of determination and newfound mysticism, this fragmented tribe constructed a new settlement in the shelter of the Akhito Bay, which would

grow and develop over the next three hundred years in complete isolation from the rest of the world.

By the early eighth century, the kingdoms of Baron, Toroia, and Damcyan were firmly established. As the years had passed, tribal identity among these various groups had been replaced with a more national identity, and limited contact and trade between the three kingdoms began and increased slowly. Following a short but fierce war with a small group of mysterious mages within the Misty Valley, Baron's control encompassed the entire region south of the Misty Mountains. Similarly, the kingdom of Toroia had undisputed claim to the entire northwestern region of the continent, although in truth their influence at this point was directly primarily along the Winding and Emerald Rivers. In contrast, Damcyan still controlled only the northern half of the Great Desert as well as much of the Golden Mountains. Although many recognized the value of uniting the region under a single banner, a sizable minority firmly resisted this unification.

Although historical sources are somewhat sparse on this matter, it would appear that in time this minority in Damcyan came under increasing persecution. In addition to their resistance to national unity, this group also rejected the traditional polytheism of the Damcyan people, insisting instead upon a monotheistic faith. It was not long before this persecution gave rise to open conflict between the two groups. In the end, fearing a war that would devastate the country, the minority instead chose to flee far to the east to escape the oppression. Not long afterwards, the entire northeast region of the continent soon came under the banner of Damcyan.

The refugees fled north and east from the Great Desert, eventually completing a harrowing summit of Mount Hobbs and descending into a region virtually untouched by human habitation. Inspired by the fertile greenery, tranquil bays, and natural beauty of the land, they eventually settled along the southern edge of the Azure Bay. Freed from the religious intolerance of their homeland, these people labored long and hard to construct a magnificent temple complex upon the site, dedicating it to the Light and declaring themselves a new people, united in their purpose and devotion. And thus was the kingdom of Fabul established. Although their isolation brought no small amount of hardship and struggle, eventually this once-haggard people would forge a kingdom controlling all the lands east of Mount Hobbs.

By the middle of the ninth century, sea travel had become common between these four kingdoms, driven especially by merchant ships that sailed between them, bringing with them goods from afar as well as news of the wider world. In time, these merchant vessels also discovered the settlements of Agart and Silvara, bringing much needed resources to these fledgling civilizations. Around this same time, the renowned samurai Kenji Wazai traveled throughout the four kingdoms, bringing with him tales of the exotic kingdom of Eblana. Yet, fearful of outside influence upon his beloved homeland, its location remained a secret from the rest of the world until late in the ninth century.

Thus, by the end of the ninth century, the five kingdoms of the world were firmly established, with trade and contact between them growing ever more frequent. Boundaries between the kingdoms were firmly established, and the

vast regions of wilderness were slowly settled and occupied by the world's ever growing population. Yet this predominantly peaceful existence would soon give way to a war that would reach throughout the entire known world.

## THE LUNARIANS: PRELUDE TO WAR

For many centuries, the Lunarians had slept, almost completely unaware of the development of human civilization upon the Blue Planet. Only a handful of their race remained awake, watching over their sleeping brethren and keeping an uneasy vigil over the slumbering Zemus and his minions who had been sealed deep within the Core of the Lunarian Moon and isolated behind a special crystal barrier that trapped their mystical powers.

But, as human civilization reached the end of the ninth century, Zemus began to stir deep within the Core. While his body remained in the deep slumber that had been forced upon him, his mind began to reach out to those imprisoned with him. In time, this mental touch awakened them from their slumber. Of these, none were more powerful than four Lunarian wizards, each renown for their mastery over the four elements of life. With the aid of their master's dark powers, they began to struggle against the power of the crystals that kept them sealed within the Core.

These events did not come to pass unnoticed. Several of the Lunarians were awakened from their slumber, and a council called to discuss the growing menace of Zemus' powers. Among those awakened was a renowned seer known as Klu Yah. During their heated discussions, he cautioned his brethren that Zemus' mental powers might extend even to the

developing peoples of Earth. In time, he persuaded several like-minded Lunarians to assist him in the construction of a small, orbiting platform from which to more closely watch the evolution of these fledgling civilizations. Construction began soon thereafter, and a close watch over the Earth was kept from that time forward.

During these early years of observation, Klu Yah developing an increasingly fondness for the peoples of Earth. He marveled at the speed of their evolutionary development, and longed to share with them some of the great marvels of his people to ease their burdens and speed the day when the two races might coexist. To that end, he began construction of a space-faring ship to travel between Lunar and the Earth, that he might see interact firsthand with the people of Earth. Thus, only twenty-five years after awakening, Klu Yah descended to the Earth in a vessel that in time would become known as the Big Whale.

For thirty years, Klu Yah lived upon the Earth, traveling across the face of the known world and beyond, visiting each of the five kingdoms and revealing to them small advances in both technology and mysticism. During his travels, he also established a small town on an otherwise uninhabited continent as a center of study and the preservation of knowledge, arcane lore, legends, and history known as Mysidia. While all the peoples of the Earth benefited from his knowledge, it was here at Mysidia that he revealed the most. Under his tutelage, the magical arts advanced far beyond what had ever been imagined.

During what would be his last sojourn in Mysidia, Klu Yah even fell in love with a young woman. In time, the two were

married, and she bore him two sons who were named Golbez and Cecil. Yet, after the second child's birth, those closest to him remarked that a strange sorrow had come over him. He spent a great deal of time with both children despite their young age, and wrote a great deal in carefully sealed documents that were only to be opened following his own death. For, it had been revealed to him that the fate of both the people of Lunar and the Earth were inexplicably tied to the fates of his two children.

Not long after their births, Klu Yah received word that the worst had occurred. Using their combined powers, four of Zemus' most powerful minions had temporarily broken through the crystal's seal on the Core and escaped Lunar, taking with them the eight crystals with which Zemus had long ago taken to power the Dimensional Elevator in the Tower of Babil. Knowing time was short, Klu Yah summoned the small group of Lunarians from the small observation platform orbiting the Earth and, joined by several of the most powerful mages of Mysidia, rushed to the Tower of Babil to defeat Zemus' minions.

Once again, the Tower of Babil beheld a cataclysmic battle between the Lunarians, as Klu Yah and his allies fought against the elemental magic of Zemus mighty minions and their dark servants. Augmented by Zemus' powerful mental prowess, the battle seemed hopeless. One by one, many of the Lunarians and Mysidian mages were slain, until only a handful remained. Despite grievous wounds, the elemental lords then combined their mystical powers, unleashing the most powerful spell of all, known as Meteor. But, they had badly miscalculated, for this potent spell drained

away what little strength remained to them along with their very flesh, transforming them into little more than evil souls who faded away with a great cry.

Yet, the spell had also decimated the remaining Lunarian forces, nearly slaying them all to a man. His wounds mortal, Klu Yah channeled his last incantation, sealing away the power of Meteor until its appointed time. And then he died. In the end, only a young Mysidian mage by the name of Pietros, thrown away from the spell's radius by mere happenstance, managed to survive. With the last ounce of his strength, he sent an urgent telepathic message to Mysidia, urging them to come with all haste.

The bodies of each of the fallen Lunarians and wizards were recovered, along with the eight crystals, and returned to Mysidia. There, the sealed documents written by Klu Yah prior to his death were opened. It seemed that he had indeed foreseen his death, and ordered that the eight crystals be scattered and hidden across the face of the earth, that Zemus might never again attempt to destroy all life on Earth. In addition, the seer had left specific instructions that his body was to be buried within a specially prepared crystalline chamber on a mountain known as Mount Ordeals, a place already revered among the people of Mysidia. Most puzzling of all, among his possessions was an elegantly crafted sword that blazed with holy power, with a mysterious legend inscribed on the blade. This, too, was to be placed within Klu Yah's tomb on Mount Ordeals.

All these things were done in secret, and soon few living upon the Earth knew anything concerning the fate of Klu Yah, the elemental crystals, the mysterious

legend, or the strange individuals who had descended from the heavens to combat the threat of unspeakable horror. And thus did the Lunarians, along with the space-faring ship and the orbiting observation platform, all but pass out of knowledge of those living upon the Earth.

## THE WAR OF THE CRYSTALS

In the year 960, only seven years after the death of Klu Yah, the mechanical genius Cid Pollendina, Master Engineer of Baron, unveiled before the reigning king the culmination of his life's work: a cargo galleon retrofitted with a steam engine powered propulsion system that enabled the ship to sail through the sky. The King was greatly impressed by this craft that was dubbed an airship, and ordered that the kingdom's existing navy be converted into a fleet of these new craft. It took another seven years of frenzied work by Cid and his team of engineers, but on the New Year's Celebration of 968, the kingdom of Baron officially commissioned their new fleet of airships which were dubbed the Red Wings.

Command of the fleet was given to a young man by the name of Cecil Harvey, who despite his youth had distinguished himself in service to the crown, particularly in his mastery of the arcane powers of the Dark Knights, Baron's small but elite military force. Under his command, the Red Wings immediately began to train for

combat operations involving the fleet, despite the peace that had reigned in the kingdom for many generations.

Around this time same time, astronomers on the island of Agart began to observe a dramatic change in the color of one of the two moons that orbited the planet, changing from a pale white to blood red. Powerful monsters began to stir in the dark places of the Earth, and attacks from these malevolent creatures rose sharply. Travel became increasingly dangerous, isolating the kingdoms from one another. Many feared that dark days were ahead. They were right.

Just before midsummer in the year 970, Commander Cecil received orders from the King to assault the town of Mysidia with the Red Wings in order to locate and recover a rare magical artifact known as the Crystal of Water. Despite doubts and misgivings by his crew, the Red Wings initiated a successful raid, striking deep into the town, recovering the crystal, and taking captive several mages from the town for interrogation. Yet, shocked and dismayed at the audacity of the King's command, Cecil voiced his own doubts to the King following his return, and as a result was stripped of his command and ordered to personally deliver a sealed package to the small village of Mist, accompanied by his childhood friend Kain Highwind. And thus began the War of the Crystals.

## THE EARTH'S GEOGRAPHY



### THE KINGDOM OF BARON

The kingdom of Baron is by far the largest and most powerful of the kingdoms of the Earth. Long ruled by wise, powerful monarchs in succession, Baron is also perhaps the most prosperous of the kingdoms of the Earth. This great success is in no small part due to the influence of the Lunarians, whose technological prowess led to the creation of the Serpent Road and, more importantly, the fleet of military ships that, seemingly by magic, fly through the air. This fleet of airships, known as the Red Wings, is the single-most powerful military force ever created, and guarantees that the kingdom of Baron will have a major influence upon the Earth for years to come.

### THE CITY OF BARON

Size: City (35,000)

Government: Monarchy

Affiliation: Kingdom of Baron

Trade & Industries: Agriculture, Manufacturing, Mining, Trade

Crime Level: Moderate

Situated at the terminus of the River Rushing into Silver Bay, the city of Baron is one of the largest and oldest cities in the known world. Lush forests, verdant hills, and rolling plains are the backdrop for this great city. However, this natural beauty stands in sharp contrast to the strict, martial quality that pervades the city of Baron. Although the populace of the town is supported by acres of surrounding farmland, the focus of the city's industry is upon its powerful military, which rivals that of any other nation upon Earth. Generally speaking, the citizens of Baron are middle

to upper class, comprised of wealthy merchants, a sizable city watch, and skilled craftsmen, in addition to those who serve and command Baron's martial forces. Although this city has its share of criminal activity, the presence of the well-trained city watch and a significant military presence force such activity to be conducted with great stealth and ability. In general, most of the populace live in a comfortable contentment, secure in the wise leadership of their beloved monarch and the remarkable power at his command.

### *HISTORY*

The earliest records suggest that the city of Baron predates most of the other settlements across the known world, having already been firmly established by the turn of the seventh century. Isolated from the rest of the world by the Misty Mountains to the north and the Great Ocean to the south, it would appear the city was established at first simply as a trade post for the various groups that lived within the region. Eventually, the trade post became a permanent dwelling for one of the smaller tribes, who in turn expanded it and fortified it against attack. Over the next three hundred years, the town's population grew significantly, and it was not long before it became a fledgling city-state, controlling much of the area between the Misty Mountains and the Great Ocean. Battles were fought and won as independent groups were assimilated into the city-state, and thus the kingdom of Baron came to be.

In the early eighth century, agents from Baron first made contact with a powerful group of mages that dwelt within a large valley within the Misty Mountains. This group was hostile to all outsiders, leading to several tragic encounters. In

response, the King of Baron ordered a massive military buildup for the entire city in order combat this hostile presence. Three years later, Baron invaded the valley, and despite heavy losses fought its way to a magnificent towered city. Though the defenders inflicting increasing casualties through powerful magic, they proved to be little match for the sheer numbers and ferocity of Baron's military. Eventually, the mages surrendered to Baron, but only after their beautiful city of Mist had all but been reduced to ashes. Thus the War of the Mists was fought.

Although Baron and Mist eventually made peace between them, Baron continued to increase its military power. The small keep at the center of town was completely renovated, eventually converting it into a large stone castle complete with a deeply trenched moat. A military academy was also established, specializing in two elite orders: the Dragoons, who call upon the mystical powers of dragons, and the Dark Knights, who overcome the dark nature of their blades to wield great power. Although only the best and brightest of Baron's soldiers were trained in these two orders, their prowess was soon known across the world. By the end of the eighth century, Baron was already rumored to be one of the most powerful kingdoms in the world.

Around the middle of the tenth century, two major technological breakthroughs further escalated Baron's rise to prominence. First, a mysterious portal between Baron and the mystical town of Mysidia was created, known as the Serpent Road. For the first time, mages were welcomed into the kingdom, and eventually would even be given limited roles within Baron's military. Second, a brilliant young engineer unveiled an



amazing new device known as the steam engine, which used boiled water to generate power. This technology allowed Baron to increase the speed of their naval vessels, giving them a significant edge in trade and a clear naval superiority. Over the next eight years, this same engineer enhanced this discovery further, using these steam engines to give Baron's navy the power of flight through a concept similar to a gyroplane. The King was awestruck at the potential of such airships, and ordered most of the kingdom's navy retrofitted immediately. The result was a fleet of flying galleons that would be dubbed the Red Wings.

Recently, dark rumors have begun surfacing within the town. The guard has been noticeably increased around the castle perimeter, and the King is often closeted with his most trusted advisors. Over the last few months, many have remarked that the King seems a changed man. Although renowned for his kindness, generosity, and honor as a knight, it is whispered that the King is preparing for war. The airship hangars resound day and night with the sounds of construction, and all the weapon and armor smiths in town have been closed to all non-military personnel. For the first time in its history, there is growing dissent against Baron's powerful monarchy...

#### *KEY LANDMARKS*

**Castle Baron** - Built during the military buildup following the War of the Mists, Castle Baron is the center of the kingdom's political power. It is the largest and most fortified castle in the world, and one of Baron's greatest achievements. The castle contains housing for all of Baron's armed forces, a large industrial workshop connected to the underground airship hangars, an ornately designed throne

room, and spacious quarters for Baron's elite. It is also rumored that an extensive network of secret passages can be accessed from various points throughout the fortress.

**Underground Waterway** - Around the midpoint of the seventh century, it was discovered that an underground river had formed a series of natural caverns. These existing passages under the city of Baron had been expanded at some point in the past, but had since fallen into disuse. A tunnel was then excavated to run from these passages up to the city itself, and the underground river became a makeshift sewer system for the city. However, what is virtually unknown to all but a privileged few is that these same caverns were connected to the moat that surrounded Castle Baron, creating a viable escape route should the need ever arise.

**The Inn of Baron** - Although Baron hosts several inns, the largest and most frequented inn is simply known as the Inn of Baron. Located near the North Gate along the city wall, the Inn of Baron is one of the largest and most distinctive buildings in all of Baron. A large sign, portraying a graceful female dancer, hangs near the main entrance as the only needed advertisement of its presence. Day and night, the inn is a boisterous place, filled with lively music, excellent food and drink, and performances by the inn's renown dancers. Merchants and nobles frequent the inn as well, conducting the business of the kingdom as much here as in the Marketplace or within Castle Baron.

**The Marketplace** - Located along the main thoroughfare between the two city gates and Castle Baron is a stretch of several blocks simply known as the Marketplace. Although not exclusive to this

section of the city, the majority of all commerce that takes place within the kingdom of Baron can be found here. Second only to the bazaars of Damcyan, the Marketplace is the premiere shopping experience, offering goods and merchandise from across the world. Once, the arms and armor sold here was among the most sought out in the world, but recent orders from the King have forbidden the sale of weapons or armor to anyone except those in Baron's growing military force.

**Stone Hill** - Stone Hill, located in the northwest of the city, is Baron's most prosperous district. Large manors and multilevel homes are found throughout the district, which winds its way along a small hilltop that gives the district its name. Although many of Baron's elite have quarters within Castle Baron, most also maintain a home within Stone Hill. The city watch patrols this area frequently, as the concentration of wealth and prestige might otherwise make a very tempting target for thieves. Commoners found wandering around are often questioned by these patrols, and most quickly escorted back down the hill.

#### *IMPORTANT PEOPLE*

##### **The King of Baron**

Human male age 50

Since the early years of the kingdom, it is customary for the new king of Baron to set aside his name, becoming known only as the King of Baron. The current monarch is no exception, and those few who know his former name never speak it. In his youth, the King was renowned as a valiant and honorable knight, and even now bards still sing of his many daring deeds.

His wisdom and honor brought him to the throne at an early age, and most would agree that the kingdom has prospered under his leadership. Throughout his reign, he has showed uncommon compassion, taking a personal interest in the lives of several young men who he believed were destined for greatness. The King is an eloquent, well-spoken man, and until recently beloved by most in Baron.

##### **Captain Cecil Harvey**

Human male age 20

Orphaned at an early age, and of unknown birth, Cecil came to the kingdom of Baron under somewhat mysterious circumstances. He was adopted into the King's personal family, and was groomed from early childhood as an officer within Baron's army. During this time he became acquainted with Kain Highwind, and the two soon became close friends. After graduation from the Military Academy, Cecil was one of the few young men selected to join the ranks of the prestigious Dark Knights. Very few are selected for such a position, as those who wield these dark blades must overcome the dark power that resides within them.

Cecil excelled as a Dark Knight, and quickly rose through the ranks, eventually becoming the commander of Baron's elite military force: the Red Wings airship fleet. Cecil is a strong, courageous, and serious young man, but is also often seen as somewhat reclusive and shy to those who don't know him well. His serious and shy nature has recently been somewhat tempered by his growing affection for a young white mage of Baron named Rosa Farrell.

**Captain Baigan Galvalis**

Human male age 32

Baigan has served within the Royal Guard for as long as most can remember, being chosen for the post upon his graduation from the Military Academy. Since that time, he has moved his way up through the ranks, eventually being raised to Captain of the Guard and overseeing both the Royal Guards and the city watch. Although a skilled fighter, many whisper that Baigan has achieved his rank more through guile than skill. He certainly seems to have a knack for making himself invaluable to those in position over him. Recently, he has become one of the King's closest and most trusted advisors, and is often closeted alone with the King.

**Captain Kain Highwind**

Human male age 21

Born into the noble family of Highwind, Kain was also groomed from an early age to assume leadership within Baron's armed forces. His father, a well-respected Dragoon, passed away early in Kain's childhood, and had a profound impact upon the young man. After his father's death, the King of Baron took a special interest in the lad, often acting as a surrogate father for him. He graduated from the Military Academy with top honors, and was selected to enter into the ranks of the Dark Knights. He refused this honor, however, choosing instead to follow in his father's footsteps as a Dragoon. His strong sense of honor, courage, and skill with both spear and blade served him well in this capacity, and recently he became the youngest man ever to be promoted to Captain of the Dragoons. Kain is a valiant and compassionate young man, and seems passionately driven to be the best in

whatever he does. He greatly esteems Cecil Harvey, placing great value upon their friendship. However, Cecil's relationship with a young white mage named Rosa Farrell has created tension between them, for Kain has loved her since childhood.

**Cid Pollendina**

Human male age 54

Son of a poor, undistinguished family, Cid grew up within Baron much as any other youth. However, his parents sacrificed for their only son, eventually scraping together enough gold to afford private tutoring for him. Cid excelled in his studies, and from an early age showed an amazing knack for all things mechanical. Upon reaching adulthood at sixteen, he began service as an engineer, working on several building projects, and eventually was commissioned by the King of Baron himself to work on several undisclosed projects. He married young, was graced with a single daughter, and then lost his wife unexpectedly to a tragic illness. He responded to his loss by refocusing most of his time upon his work. In time, Cid's genius led to the creation of the first steam engine, and eventually the technology to bring flight to Baron's navy. Cid is a gruff, easygoing, hands-on individual, and has a well-known propensity for foul language. His continued presence in Castle Baron allowed him to know Cecil Harvey and Kain Highwind from an early age, and he treats these two young men like the sons he never had.

**THE MISTY VALLEY**

To the north of Baron, nestled deep within the Misty Mountains, is a lush valley simply known as the Misty Valley. Both the valley and the surrounding mountain get their name from the abundant mists that

seem to perpetually hang over this region. It is speculated that this phenomena is the result of an abundance of underground springs and rivers. Other whisper that they are instead the result of dark magic wielded by the mysterious inhabitants of the small village within the valley that shares its name. Although the valley is open at its eastern terminus to the outskirts of the Great Desert, the valley is virtually inaccessible from the kingdom of Baron save for either a treacherous trek through several mountain passes or an equally dangerous journey through a series of natural caverns that run from the northwest border of Baron to the western edge of the Misty Valley.

Of these two alternatives, it is the caverns that pose the greatest danger. In addition to a perpetual mist that fills them, dangerous creatures inhabit these dark tunnels. It is widely rumored that these creatures are bound in service to the mysterious mages of the village of Mist, and that only those who come at their bidding may pass safely through the treacherous depths. Not surprisingly, what little trade passes overland between Baron and Mist travels through the mountain passes rather than chancing the dangers of these caverns.

#### THE VILLAGE OF MIST

Size: Village (500)

Government: Town Council

Affiliation: Independent

Trade & Industries: Agriculture, Mining

Crime Level: Very Low

Secluded deep within the Misty Valley, the village of Mist is one of the smallest and most mysterious settlements anywhere in the known world. When

spoken of, few fail to mention its connection to mysterious magical powers, which are a favorite source of tales retold by bards throughout the region. Still, those few who have actually traveled to the small village speak of the relative simplicity of the village and its inhabitants. Due to its diminutive size, most of its citizens are farmers, eking out a basic living from the earth. Although very few of these villagers possess any of the material wealth that most would use to judge prosperity or success, they instead experience the tranquility of living within a peaceful, simple, caring community. Neither walls nor weapons protect the people of Mist, relying instead upon the legends of their mysterious powers and relative isolation from the rest of the world to maintain their peaceful existence.

#### HISTORY

What little is known of the history of Mist comes from the accounts of the War of the Mists that raged between the kingdom of Baron and the people of Mist during the early part of the eighth century. At that time, it would appear that Mist was a prosperous and magnificent city, possessing an elegance and majesty brought about through the magic of its skilled artisans. But, this prosperity was protected by a fierce distrust for outsiders, turning back any who approached the Misty Valley through an impressive show of force. Tragically, this philosophy led to five years of war initiated by Baron.

For the first three years of the war, the magnificent towered city of Mist was virtually unaffected. Although unaccustomed to utilizing their magical prowess in battle, the mages of Mist inflicted heavy casualties upon the armies of Baron, turning them back again and again whenever any incursion into the

valley was discovered. Nonetheless, each wizard slain in these battles was a terrible loss to the people of Mist, and no doubt much of their arcane lore was lost as the mightiest of these arcane practitioners perished at the hands of Baron's military forces. In the end, Baron's resolve proved to be the downfall of Mist, and with great sorrow the remaining mages led their people into exile, deserting their beautiful city. Not long afterwards, Baron's forces reached the city, and proceeded to loot the city and burn it to the ground.

Thus, five years after the War of the Mists began, the remnant of Mist's mages traveled to the city of Baron, formally acknowledging their surrender and accepting the terms laid out by the King. Never again could their people rebuild their beautiful city or wield their powerful magic against any citizen of Baron. Mist was also forbidden to assemble a military force or to cut off any of the mountain passes between Baron and Mist. In return, the King of Baron promised to respect the isolation of the people of Mist and allow them to govern their own affairs. Bitter indeed were such terms, but in light of Baron's military might, there was little else to be done but accept.

After this, knowledge of the people of Mist once again passed out of recorded history. Those who passed through the region spoke of a small village built upon the still smoldering ruins of their city. Farms were rebuilt, homes were reconstructed, and life returned to the Misty Valley. But, by the end of the seventh century, rumors began to circulate throughout the region of mysterious events involving the small village. Some even spoke of powerful monsters seen in the region under the apparent control of mages from Mist. These rumors were

never confirmed, and most simply believed them to be nothing else but fanciful tales spun by bards.

Over the next two hundred and fifty years, little change came to the people of Mist. Life settled into a dependable routine. Both Baron and Mist abided by the terms of their agreement, with very little conflict between the two peoples. Still, outsiders were strongly discouraged from settling anywhere within the Misty Valley, and what little trade that passed through the village of Mist was by those native to the village. This isolation protected the people from the rest of the world, and what little change came to the people of Mist came very slowly.

#### *KEY LANDMARKS*

**The Tradepost** - Known simply as the Tradepost, this building stands at the center of the village. The largest building within the village, the Tradepost serves as Mist's only store and inn, serving a small clientele of merchants and travelers that occasionally pass through the village. However, only the most basic of wares are readily available for sale, with virtually no arms or armor available anywhere within this humble village. The Tradepost is also a good place to converse with the locals after a long day in the fields, swapping tales and gossip over a well-earned drink.

**The Manor** - As the second largest building in the village, the Manor is the only other remarkable structure in Mist. Dubbed the Manor by the local inhabitants, it is the home of the Timernda family, who provide leadership for the people of Mist. The home is the only two-storied house within the village, with a spacious living area and even a separate bedroom for the beloved only child of Micael and Lora Timernda. The Manor also serves in the

role of a town hall, hosting the seasonal councils where decisions for the upcoming months are decided.

#### *IMPORTANT PEOPLE*

##### **Micael Timernda**

Human male age 30

##### **Lora Timernda**

Human female age 29

The Timernda family has provided leadership for the village of Mist for the past decade or so. They are well loved by the people of Mist, and are generally considered to be two of the greatest leaders to ever grace their village. In addition to their roles as leaders within the village, Micael also works as a carpenter, and personally helped to build several of the newer buildings within the village. Lora, on the other hand, is the most powerful summoner within the humble village, although this is not well known even within the village. What is known is that she spends much of her time instructing those children within the city who show talent in the arcane arts, refining their skills and teaching them the lore handed down from generation to generation. Micael and Lora have one daughter named Rydia, who at the age of seven already shows great promise to follow in her mother's footsteps.

### **THE KINGDOM OF DAMCYAN**

Although smaller and less populated than its southern neighbor, the kingdom of Damcyan is vitally important to the flow of commerce across much of the Earth. Ruled by the benevolent von Muir dynasty, Damcyan is known throughout the world as a leader in commerce and trade. Within the exotic, bustling bazaars of Damcyan

and Kaipo almost any item known to man can be found, along with merchants from all walks and trades of life. As the kingdom itself is protected from any military threat by the scorching desert that surrounds it, Damcyan is a nation more interested in trade, luxuries, and information than military might

#### **THE CITY OF DAMCYAN**

Size: Large Town (10,000)

Government: Monarchy

Affiliation: Kingdom of Damcyan

Trade & Industries: Commerce, Information, Luxuries, Trade

Crime Level: Low

Deep within the heart of the Great Desert stands a testimony to the tenacity and genius of a scattered band of nomadic tribes who came together to establish the city of Damcyan. Although the harsh desert sands provide little in the way of arable land, the city's location is instead the result of the major trade route running from the kingdom of Baron to the city of Fabul. Although dependent upon this trade for food, this same trade is the lifeblood of Damcyan's economy, establishing this desert city as one of the wealthiest in the known world. As a result, most of Damcyan's citizens are either upper or middle class, trading in various profitable ventures. Other than limited black market sales, this affluent city is relatively free of crime, perhaps due to the small numbers of lower class citizens. On the whole, the people of Damcyan are successful, content, and as a people more enamored with commerce than warfare.

#### *HISTORY*

According to the earliest accounts, many small nomadic tribes dwelt within

the Great Desert, moving from place to place according to established traditions and occasionally warring among themselves. Eventually, these scattered tribes came into contact with those who would become the peoples of Mist and Fabul. In time, these tribes began to act as guides across the Great Desert, allowing goods to travel across the desert for the first time in history. This, in turn, led these scattered nomads to establish tradeposts, where each tribe could come together peacefully for trade and news of the wider world.

The town, which would become known as Damcyan, had just such an origin. A large oasis, fed by underground springs, made for an ideal location, as did its proximity to the only major pass through the Golden Mountains that splits the Great Desert north and south. For the first few years of the annual gathering at this oasis, no permanent structures existed. However, by the middle of the seventh century, it would seem the Muir tribe settled into this region, breaking with their long-established nomadic tradition. In time, their traditional tents gave way to more permanent structures, and soon the tribe began to prosper under their increased control of the trade that passed through the region.

Within several generations, the oasis has been transformed into a small, fortified town. Several of the other tribes followed the example of the Muir, abandoning their nomadic lifestyle and settling within the vicinity of the town. Some tribes, however, felt betrayed by such actions, and several raids were conducted against the fledgling town, none of which were ultimately successful. Thus, by the end of the eighth century, the small town had grown significantly, as had the defensive fortifications. Stone was quarried

from the nearby mountains and wood brought from the north to transform the primitive fort into a much more modern city. Gradually, the people's tribal identity was subsumed into their identity with the growing town, and eventually with the concept of a national one. To this end, in the early ninth century, the von Muir family ascended the throne of the newly established kingdom known as Damcyan.

Over the next hundred and fifty years, the kingdom of Damcyan prospered under six successive rulers from the von Muir family, and grew to become the wealthiest nation in the world through the control of the major trade routes across the great central continent. Indeed, in the middle of the tenth century, Baron approached the rulers of Damcyan hoping to finance their growing military operations. After fierce negotiations, Damcyan agreed to loan Baron the necessary funds in exchange for one of Baron's technological marvels: the blueprints for an amazing craft that hovered over land and sea and Baron's only prototype. This vehicle, nicknamed the Hovercraft, saw significant use among the von Muir family, and eventually a limited number of similar vehicles were constructed.

#### *KEY LANDMARKS*

**The Bazaar** - Although the term bazaar could refer to several different marketplaces throughout the kingdom of Damcyan, to speak of the Bazaar is to speak of the largest outdoor marketplace known anywhere in the world, located in the large plaza just past the main town gate. Goods and merchandise from across the world are available here, some of which cannot be found anywhere else. In addition, food vendors are frequented throughout the marketplace, filling the

plaza with marvelous and exotic scents of food and drink from nearly everywhere in the known world. But, of even greater worth than these material things is the information that passes through the Bazaar on a daily basis. Whether reclining near one of the food vendors or resting in one of the first-class inns that dot the plaza, peoples from all over converse, interact, and swap gossip and stories. If it exists somewhere within the world, it is probably represented somewhere within this multicultural experience known as the Bazaar.

**Damcyan Keep** - At the center of the town of Damcyan is a small stone keep often referred to as simply the Keep. The Keep is the result of years of gradually enhancing the fortifications of the original fort that was located here. Although smaller than most of the other castles in the region, it nonetheless houses most of the royal von Muir family, the soldiers and officers of Damcyan's military forces, as well as apartments for several of the other noble families of the kingdom. Although it has never been besieged, it is nonetheless well prepared for such an event.

What is general not known is that the Keep also contains a magnificent crystalline chamber, built by visitors to Damcyan around the middle of the tenth century. At that time, the von Muir family accepted a commission to safeguard a magical gem known as the Crystal of Fire. Few know of its existence, and fewer still know that it is secreted within Damcyan Keep or how to reach the secret chamber that holds it.

**The Hall of Bards** - In addition to its wealth, Damcyan is also renown for its bardic tradition. Built around the turn of the tenth century, the Hall of Bards is a

repository for much of the collective songs and lore of bards throughout the world. A council of masters maintains the Hall and determines, on the basis of skill and knowledge, those who are worthy to enter this place of great knowledge. Those who are granted this privilege usually study within the Hall for many years, and several upon their departure have gone on to become famous throughout the world. Needless to say, entrance into the Hall of Bards is considered a great honor, and one to which almost every bard aspires.

Important People

**King Gilbert von Muir**

Human male age 63

**Queen Kris von Muir**

Human female age 59

For several generations, the von Muir family has been renown in Damcyan for their skill as bards, their knack for commerce, and their wise leadership over the kingdom. Gilbert and Kris are the latest rulers in this royal tradition.

Gilbert distinguished himself in his youth through admittance to the Hall of Bards and later through his excellent grasp of commerce. He did not assume leadership of the kingdom until well into his thirties, and only married after realizing the need to produce an heir for the throne.

Although not as respected or as distinguished as her husband, Kris is well liked by her subjects, and shares her husband's skill in commerce. Under their reign, the kingdom of Damcyan has continued to prosper. The royal couple has one son named Edward.



## Prince Edward von Muir

Human male age 24

Born into prestige and wealth to King Gilbert and Queen Kris, Edward's childhood was marked by comfort and indulgence. He showed little talent or interest in any martial pursuits, and instead followed after his father as a skilled orator, singer, and musician. Unlike his parents, however, Edward showed little interest in the trade and commerce that was so vital to his kingdom's prosperity. His amazing vocal skills, coupled with his grasp of history and lore, earned him a place within the Hall of Bards as its youngest member in history.

Despite these achievements, Edward showed little interest in his future role as ruler of Damcyan. Eventually, this discontent led him to secretly leave the city of Damcyan to wander about the region, disguising himself as a simple traveling minstrel. In time, his wanderings led him to the oasis of Kaipo, where he fell in love with a beautiful young woman named Anna. Edward currently resides in Kaipo, trying to dissuade Anna's father to allow the two to wed while concealing his true identity.

### THE KAIPO OASIS

Size: Small Town (4000)

Government: Town Council

Affiliation: Kingdom of Damcyan

Trade & Industries: Brewing, Commerce, Luxuries, Trade

Crime Level: Low

The Kaipo Oasis is the largest of the villages and small towns that slowly came to life over the past few hundred years. It is

remarkable as the largest oasis within the Great Desert and as a popular resting point along the trade route that stretches across the desert sands of the kingdom of Damcyan. Like all of the towns located within the desert region, it is dependent upon trade for food and other basic supplies for survival. An elected town council, who in turn answer directly to the throne of Damcyan, oversees the town. With its steady influx of trade, the cooling breezes off the oasis, and little criminal activity, the small town of Kaipo is a pleasant place to live or visit.

### HISTORY

According to the oldest tales, the Kaipo Oasis was the place of many battles among the various nomadic tribes that at one time roamed the Great Desert. Even after many of these tribes began to permanently settle the region, conflict over who would control the oasis kept any long-term settlement from being established. Indeed, for a time the merchants that passed through the Great Desert would journey miles out of their way simply to avoid the conflict over this great oasis.

Eventually, the von Muir family personally involved themselves in the situation, and negotiated a truce among the warring tribes. Fearing that any continued conflict might permanently disrupt the importance of the trade routes, it was declared that the oasis would be shared among all the peoples of the region, and that no one clan would rule over it. Instead, representatives from several tribes were chosen by the people to govern over the oasis. With the restoration of trade through the oasis permanent structures finally began to spring up in the area, forming the foundation of what would become the town of Kaipo.

Following the official establishment of the kingdom of Damcyan, Kaipo became a possession of the kingdom and subject to the monarchy. However, the von Muir family recognized the strategic value of the oasis, and allowed the town to continue to govern itself, provided these representatives acknowledged their fealty to the throne of Damcyan. The townsfolk readily agreed, and thus the Kaipo Oasis peacefully came under the banner of the new kingdom.

Like the rest of the kingdom, Kaipo continued to grow and prosper in the last one hundred and fifty years, becoming the second most important town in the kingdom. Although its markets never reached the prominence of those in Damcyan itself, the small town boasts one of the greatest outdoor bazaars in the whole kingdom, and as continues to be an important point along the desert trade routes.

#### *KEY LANDMARKS*

**The Inn of Kaipo** - As the only one of its kind within the town, the Inn of Kaipo is filled most hours of the day and night with both locals and merchants. Although the inn is quite large for a town of Kaipo's size, it is not unknown for the inn to be totally filled when large merchant caravans pass through the oasis. The inn also boasts the town's only apothecary, where all sorts of exotic items and medicines can be purchased for the right price. In addition to its excellent accommodations and exquisite cuisine, the Inn of Kaipo is famous throughout the region for its local ale, which comes from the town's only brewery. Although the local varieties are exported throughout the world, they simply cannot compare with those freshly brewed.

**The Brewery** - The Brewery is a common attraction for anyone passing through the town of Kaipo. Although the workers are careful to guard the secrets of their craft, they are quite proud of their operation, and willing to allow visitors a glimpse of their day-to-day operations. The Brewery is the town's most successful business, exporting its wares all across the known world. Both the inn and the brewery are owned by one of the most respected and wealthy men in the town of Kaipo.

#### *IMPORTANT PEOPLE*

##### **Jonathan Wyreth**

Human male age 45

Growing up, Jonathan Wyreth promised himself that he would become one the greatest men in Damcyan. He never lost sight of this vision, and over the past thirty years established both the Kaipo Inn and the Brewery. These two business ventures have made him quite wealthy, and as such he has a profound influence on the affairs of the town and the kingdom as a whole. Although generally well liked, Jon has a reputation as a fierce competitor, willing to do whatever it takes to achieve success. Despite his wealth, he is a frugal man, spending his finances only when he is sure they will earn him a sizable return.

##### **Tellah Miroso**

Human male age 60

Born in the city of Mysidia, Tellah spent most of his life in that city, studying under the elders of the city and mastering their arcane lore. He showed great promise as a master of both white and black magic, and in time he was recognized by his teachers as one of the great mages to ever study in Mysidia. He married young, but

lost his wife to disease not long after the birth of their only daughter named Anna. As he grew older, Tellah spent considerable time passing on his knowledge and skills to the next generation of neophyte mages in Mysidia before eventually leaving the city to retire to the oasis of Kaipo. Unfortunately, Tellah has been struck with a rare disease, greatly affecting his memory and taking away much of his former skill as a mage. Recently, Anna fell in love with a wandering bard by the name of Edward, who has repeatedly asked for her hand in marriage. However, Tellah does not believe such a marriage is suitable for his daughter, and has refused the young man's advances.

### **Quentin Altos**

Human male age 71

Quentin Altos is one of the oldest men in Kaipo. He lived in the oasis town all of his life, serving at the apothecary and treating all manner of injury and illness. Now, in his old age, he continues to serve the community in this manner, training others to follow in his footsteps. His specialty is in treating an ailment known as Desert Fever, which afflicts many who end up wandering in the desert. Although he is quite skilled in caring for those afflicted with this disease, the only known cure is a rare substance known as the Sand Ruby, the secret of which is carefully guarded by the royal family of Damcyan.

### *THE GREAT DESERT*

The Great Desert, also known as the Damcyan Desert, is the largest desert in the known world. It encompasses nearly the entire northeast section of the greater continent from the Misty Mountains nearly to the famous Mount Hobbs. The desert is further split into a north and south section

by the jagged Golden Mountains, which form an impassable barrier save for the underground river that forms the Watery Pass. Scholars speculate that the origin of the Great Desert may not be entirely natural, as a desert of such vastness simply seems out of place, especially given the abundance of underground water in the region.

The Great Desert is an inhospitable place to those who are unprepared for its dangers, with scorching hot days and nearly frigid nights. Although seemingly desolate, many creatures are native to the desert, adopting unique methods of finding water and surviving the extreme temperatures. Most of the caravans that travel through the Great Desert are guided by native Damcyans, who know the safest routes, the location of each oasis, methods of adapting to the heat and cold, and the secret to finding water even in the middle of the desert sands. These merchant caravans are also well escorted by alert guardsmen, for both bandits and dangerous creatures roam the desert, preying upon those too weak to defend themselves.

### *THE WATERY PASS*

The Watery Pass is a series of underground caverns through which an otherwise nameless river passes underneath the Golden Mountains. For centuries, this has been the only land route through the Golden Mountains, and thus is an integral part of the trade route that stretches across the Great Desert, connecting the kingdom of Baron to the cities of Damcyan and Fabul. Although the caverns themselves are natural, they have been expanded and enhanced over the generations, allowing for much easier passage for merchants passing through the region. The pass is actually divided into two

parts, emerging in the middle of the mountains into a small valley before returning underground. This valley makes for an ideal resting place for travelers, as the nearby water creates a lush, pleasant environment and the isolation protects it from the other dangers of this desert region.

The Watery Pass itself is not without its own dangers, however. Although infrequent, dangerous creatures do lurk within the depths, occasionally attacking smaller groups of merchants or travelers. In addition, the pass is subject to flooding from time to time, especially during the spring months. These floods often damage some of the added infrastructure within the pass, forcing travelers to temporarily brave the waters in order to pass through a flooded section. Fortunately, the people of Damcyan have dotted the underground caverns with small caches of supplies and medicines, allowing merchants a chance to wait for the floodwaters to subside before continuing on their way. Thus, although the Watery Pass has its hazards, it is an important link in the trade routes, and most who begin the journey complete it with little or no incident.

#### *ANTLION'S LAIR*

The Antlion is a large insect-like creature, with large, razor-sharp pincers and jagged teeth. Although fearsome in appearance, this creature has been tamed by the kingdom of Damcyan, and dwells within the deepest chamber of what is affectionately referred to as Antlion's Lair, a large cavern to the east of the town of Damcyan. As some point now lost in history, it was discovered that the Antlion secreted an organic substance that had two amazing features. First, when properly distilled, it is the only known cure for the

debilitating disease known as Desert Fever. Second, the chemicals within the secretions somehow react with natural mineral deposits, enhancing the formation of beautiful gems and precious stones. Thus, the royal von Muir family has meticulously cultivated the Antlion's Lair, resulting in precious mineral deposits unrivaled anywhere else in the known world. The cavern also doubles as a treasury for much of Damcyan's wealth, which is hidden throughout the depths. Needless to say, the cavern is guarded fiercely by soldiers of Damcyan, who allow only those of the royal family to enter.

#### THE CITY-STATE OF FABUL

Originally founded as a temple to the Light, Fabul enjoys a rich heritage as the center of a unique monastic order known as the Monks of Fabul. Many potential students come from all across the region seeking to train their minds and bodies in this unique order. The original temple complex was eventually expanded to include castle walls and towers, and in time a small city grew up around the temple, giving birth to the city of Fabul. In addition to the monastic order itself, the people of Fabul also have abundant fishing and agriculture, thanks to the rich arable land and beautiful ocean waters that surround the city. Fabul also supports a large fleet of naval vessels, although most of these are simple fishing boats and merchant trade-ships.

#### THE CITY OF FABUL

Size: City (16,500)

Government: Monarchy

Affiliation: City-State of Fabul

Trade & Industries: Agriculture, Fishing

Crime Level: Low

The city of Fabul is a moderate sized city located within the rolling coastal plains to the south of Azure Bay on the smaller northeast continent. It is well known for the large temple-like structure in the heart of the city that dates back more than two hundred years. The fertile coastal plains and beautiful waters of the Azure Bay make this region ideal for both agriculture and fishing, both of which are major industries for the city. Fabul has been ruled for many years by a wise monarch who also serves as the Head Monk for the monastic order that is headquartered in the city. For the most part, the average citizen of Fabul lives a peaceful, orderly life, earning a modest living through hard work. Crime is surprisingly low within the city, thanks in part to the monks that are often seen moving about the city in pursuit of their ideals.

### *HISTORY*

Despite the fertile soil, tranquil bays, and beauty of this region, very few inhabitants lived within this area until the early eighth century. Around that time, it would seem that a small group of families crossed the Hobb Mountains and continued eastward, seeking a secluded area deep within untouched wilderness to establish a temple dedicated to the Light. Although unverified, the story is told that these families were fleeing persecution from the kingdom of Damcyan, who viewed their form of mysticism with great suspicion. In any event, the unbroken pristine beauty of the region proved to be exactly what this group was searching for, and settlement of this area began.

For several generations, the original temple structure was the only

settlement in the entire region. The people struggled to survive in their relative isolation from the rest of the world, but viewed such difficulties as a necessary part of the road to enlightenment. Although most of the original settlers were dedicated to the temple, the basic needs of the community eventually necessitated some who labored simply to meet the increasing demands of their growing community. Over time, a small village began to emerge in haphazard fashion around the temple complex.

Around the early ninth century, monks began the task of spreading their teachings to other parts of the world, traveling west across the Hobb Mountains and south by sea along a lightly populated chain of islands. This new focus away from several generations of isolation resulted in the need for faster, more reliable transportation, which was answered through the construction of a fairly large fleet of ships capable of traveling great distances. Trade was established along several sea routes in order to finance these naval projects, created ocean trade routes to Damcyan, Baron, and even Toroia, which was accessible only by river. Not surprisingly, these other kingdoms soon followed this example, resulting in merchant vessels traveling across much of the known world.

By the end of the ninth century, the haphazard village around the temple had expanded into a fairly large town, becoming an increasing burden upon the leadership of the temple. There is little doubt that it was this burden that led to the creation of a town council, who directly oversaw the day-to-day affairs of the growing community which still being accountable to those in the highest ranking in the temple order. As the story is told, it

was also this council that established the name Fabul, the origin of which is otherwise unknown. And thus was the city-state of Fabul born.

The temple complex was greatly expanded in the early tenth century, transforming it into a defensive structure to protect the citizens of Fabul should the need ever arise. No doubt the town too was upgraded around this time with the addition of walls, fortifications, and limited infrastructure to support its continued growth. Although certainly not wealthy, the abundance of arable land and marine life in the region propelled the growth of the town, expanding it beyond the imaginations of its earliest settlers, resulting in one of the larger cities in the known world. But, even as the city continues to grow, it also retains its dual nature as both a growing farming and fishing community and as a spiritual center for those seeking enlightenment within the order of the Monks of Fabul.

#### *KEY LANDMARKS*

**The Inner District** - The Inner District consists of most of the oldest construction within the city of Fabul, including the temple itself and much of the original construction around it. It primarily houses the families of the Monks of Fabul, but also includes a few inns, taverns, and shops that specifically cater to the inhabitants of the Inner District. Although not the most wealthy of districts within the city, it is considered an indicator of success and good fortune to be located within the Inner District. Not surprisingly, the leadership of the temple administers this district carefully, usually requiring approval from the temple before allowing new residents or merchants to relocate into the district.

**The Temple of the Light** - The Temple of the Light is the oldest and largest structure within Fabul, dating back to the eighth century. Although still used in its original function, expansion and fortification over the last three hundred years has transformed the temple significantly, allowing it to double as a formidable fortress. Primarily, the temple serves as barracks for the ever growing ranks of the Monks of Fabul, who train under the combined leadership of the Head Monk and the Sensei, the latter of which serves as both teacher and commander while relying upon the leadership of the former. The temple also includes small outdoor glades for meditation, personal quarters for the highest ranking monks, a closely-guarded treasury, and a spacious and elegant audience chamber used by the Head Monk for holding court and other important assemblies.

What is generally unknown is that deep within the temple a magnificent crystalline chamber is secreted, built by visitors to Fabul around the middle of the tenth century. At that time, the Head Monk accepted a commission to safeguard a magical gem known as the Crystal of Air. Only the Head Monk, the Sensei, and two other high-ranking officials even know of the gem's existence or its location within the temple.

**The Docks** - The docks are located in the northern district of the city along the coastline of the Azure Bay. Ships of all sizes and nationalities are always to be found throughout the docks, as they are the largest and most extensive in the known world. Much of the seafaring commerce originates in Fabul, and virtually every merchant ship docks within the city at some point during the year. Due to Fabul's

extensive fishing industry, this district always stinks of unwashed bodies and fish, mixed with the other foul-smelling trades common to any large city. This district is also among the poorest and roughest within Fabul, and most of the city's crime transpires here. Still, even here the streets are patrolled by the Monks of Fabul, and during daylight hours the district is frequented by many of the citizens, seeking goods and services available only within this district.

**The Golden Sail** - Located just between the Docks and the Inner District, the Golden Sail is by far the most luxurious and expensive inn within all of Fabul. Many wealthy merchants, visiting nobles, and rich travelers believe this is one of the finest inns in the entire world, and frequent it whenever they are within the region. Although expensive beyond the means of most, the inn serves food and drink of unsurpassed quality and value, and furnishes the guest rooms with only the most luxurious and expensive of decor. The Golden Sail also employs its own guards, who safeguard the lives and possessions of its clientele and deny entrance to those judged unworthy.

#### *IMPORTANT PEOPLE*

##### **Akamiro Kirano**

Human male age 55

Born Akamiro Kirano, this distinguished martial artist is now simply known as the Head Monk. As the highest-ranking member of the Monks of Fabul, he serves as the monarch of the city-state, and is admired for his martial skills and his wisdom. Prior to assuming leadership of Fabul, Akamiro served as Sensei within the order for several years and was groomed for several years to assume leadership from the previous monarch, much as

Akamiro now grooms his own protégé, Yang Lieden. He never married, and thus treats Yang as his only son and heir, and looks forward to the day when he can step down from the burden of leadership and allow his successor to assume these duties.

##### **Yang Lieden**

Human male age 35

##### **Miyaki Lieden**

Human female age 32

Born and raised within Fabul, Yang Lieden's only ambition in life was to study with the Temple of the Light as one of the Monks of Fabul. His natural agility and good sense allowed him to realize his dream, and served him well as he began his training. He showed remarkable aptitude, and earned the admiration of both his peers and teachers, allowing him to quickly earn a place as a master. In time, he was selected by the Head Monk himself to assume the duties of their recently deceased Sensei, and since that time has personally trained with most of the current monks. Unlike many of his peers, Yang chose to wed, and married early in life to a young lady of common descent named Miyaki. The two obviously love one another very much, but their love is overshadowed by the discovery that Miyaki was unable to have children. Yang's prestigious position allows them to live within the temple complex itself with a spectacular view of the city around them.

##### **Kamitsu Zinwai**

Human male age 45

Kamitsu Zinwai is the current leader of the Town Council that oversees the day-to-day administering of the city of Fabul. Although neither the most skilled or

wisest among the town councilors, he is certainly the most eloquent, as has been instrumental in resolving conflicts among the leaders of Fabul. Although Kamitsu was never accepted into the Monks of Fabul, he is a close and personal friend with Yang Lieden, and as such is well respected by most of the monks within the city. He has nearly finished his first two year term of office, and almost certainly will be allowed to continue in his office for several years year to come.

### MOUNT HOBBS

Although commonly known simply as Mount Hobbs, the name in actuality refers to a small range of mountains that separate the large central continent from the smaller one to the northeast. These mountains form a natural barrier between the two continents, and are generally impassable save for a narrow, winding mountain pass, which coincidentally is located on the mountain for which the entire range gets its name. Mount Hobbs is famous for the small caverns that honeycomb its surface as well as abundant underground streams that flow throughout the year and often rise up to the surface, resulting in unusual ice deposits during the colder months. In addition, several varieties of monstrous creatures live in the area, and pose a significant threat to merchants traveling between Damcyan and Fabul. Fortunately, the Monks of Fabul often come to the mountain for training, slaying or driving off these creatures and keeping the pass from becoming too dangerous for travelers.

### THE CITY-STATE OF MYSIDIA

Isolated from the rest of the world, Mysidia is believed to be one of the youngest civilizations on Earth. However, its origins are otherwise unknown, and prior to the creation of the Serpent Road

few even knew of this small town's existence. Only those who study and practice magic live within the city walls, making for a society unique from the rest of the world. Like Baron, the people of Mysidia benefited greatly from the influence of the Lunarians, who bequeathed them with legend, poetry, and arcane lore beyond their previous knowledge. The people of Mysidia place great value on knowledge, and perhaps the greatest treasure of this small nation is its expansive Great Library.

### THE TOWN OF MYSIDIA

Size: Small Town (4000)

Government: Oligarchy

Affiliation: Independent

Trade & Industries: Agriculture, Knowledge, Magic

Crime Level: Low

Mysidia sits upon the eastern edge of a small peninsula that juts out into the sea from the otherwise deserted southeastern continent. Other than the occasional merchant ship out of Baron, very little trade comes in and out of this isolated town, forcing its citizens to rely upon whatever can be locally produced. Although some of its inhabitants certainly possess the ability to support themselves through magical means, most instead rely upon the small farmsteads that are scattered about the peninsula. The town is governed by the Council, a group of the eldest and most skilled magicians, who also teach and preserve the legends and lore passed down by the town's founder. The Council, in turn, answered to the Elder, who serves as the community's most respected and powerful citizen. Neither city watch nor any military forces exist



within Mysidia, for the town is both protected and carefully monitored through the powerful magic of its citizens.

### *HISTORY*

Although this fact is known only to the wisest and most trusted mages within the town, Mysidia was established under the direct guidance of a mysterious individual known only as Klu Yah early in the tenth century. This remarkable individual, who always seemed ancient despite his youthful appearance, brought together many of the most powerful wizards from across the known world, and with their aid established Mysidia as a center for the study and preservation of arcane knowledge, legends, history, and lore.

Construction of the town occurred rapidly, aided by subtle yet powerful magic. The Great Library was one of the first projects to begin, and was the last major structure to be completed. The needs of this growing community prompted the leaders to make contact with friends and relatives across the world, entreating them to relocate to the peninsula upon which the town was founded and farm the land to produce desperately needed food and goods. Although some were fearful and suspicious of this unique magical community, many others recognized the value of such an enterprise, and accepted the commission to join the growing numbers of citizens of this new settlement.

Twenty years after Mysidia was established, a magical portal was constructed according to a design created and overseen by Klu Yah himself. This magical portal, which was named the Serpent Road, created a link between Mysidia and the city of Baron, creating a

vital link for the exchange of limited goods and services otherwise not available to the people of Mysidia. In exchange, several of the town's citizens agreed to share their arcane knowledge with the kingdom of Baron, and even allowed a few Mysidians to relocate to Baron in order to oversee their fledgling magical orders.

Although no one now living knows of Klu Yah's origin or fate, his great efforts in creating and preserving the town became a legacy to this mysterious individual. For thirty years, he lived within the town and daily served his growing community. But, he disappeared suddenly one day, and was never seen or heard from again.

Over the next fifteen years, the town of Mysidia continued to grow, as the third and fourth generation of citizens began to take their place within the community. Although uncommon, individuals from across the known world began to seek out this magical town, hoping for the chance to wield the arcane powers possessed by Mysidia's most elite mages. Although one of the smallest and least known towns in the known world, Mysidia is perhaps the most unique settlement ever established, and is well-loved by its equally unique citizens.

### *KEY LANDMARKS*

**The Emporium** - Despite the simple name by which it is known by the locals, the Emporium is the only shop of its kind anywhere in the known world. Here, all sorts of merchandise related to arcane studies are bought and sold, including simple magic staves, rods, potions, exotic components, and a large assortment of books of lore are all for sale. Curiously, the Emporium also carries an odd assortment of other equipment, no doubt exchanged

in barter for more of the shop's standard goods. Like most things in the town, the Emporium is overseen by one of the Council, who carefully monitors the exchange of the shop's more powerful merchandise.

**The Green Dragon** - The Green Dragon is the only tavern and inn within the town of Mysidia, and is frequented by mage and non-mage alike. The proprietor, a jovial giant of a man takes a dim view to anyone wielding magic within his establishment, and has the power to enforce this preference. The Green Dragon serves a wide variety of food and drink, including exotic fares not to be found anywhere else in the world and rumored to be somewhat magical in nature. Still, otherwise the inn is fairly unremarkable, and similar to other establishments found elsewhere in the world.

**The Great Library** - The first structure most visitors are naturally drawn towards is a large building in the northern part of the town. This building dwarfs every other structure in Mysidia, and houses the world's largest single collection of books. Known as the Great Library, this otherwise simply structure features two floors of long shelves of carefully catalogued books, scrolls, and parchment covering a wide variety of subjects. The Great Library also houses each of the members of the Council, as well as serving as a school and dormitory for the few otherwise homeless magic students taken under the wing of the Elder. Only longtime and trusted residents of the town are allowed to make use of the library's facilities, although these librarians are often willing to assist those in search of knowledge.

**The Tower of Wishes** - The Tower of Wishes is a tall circular tower that sits atop the Great Library and is accessed through a narrow, winding stairwell from the second floor of the library. This stairwell is guarded day and night by at least two capable mages, who ensure that only members of the Council are allowed to make the ascent. The reason for their caution is that the lower level of the tower is comprised of a magnificent crystalline chamber that contains the town's most treasured possessions, including a rare gem, known only as the Crystal of Water, which was entrusted to the Council in the mid tenth century.

At the top of the tower is a large platform open to the air that affords a magnificent view of the town and the surrounding geography. This is also where the Council convenes its secret meetings, and where it is rumored that the Elder comes to pray for the needs of his community. Since only a select few have ever been allowed into the tower, little else is known about it.

#### *IMPORTANT PEOPLE*

##### **Elder Laciss Kalamon**

Human male age 64

Known only as the Elder, Laciss Kalamon is the current leader of the Council that governs all aspects of life within the town of Mysidia. Although neither the oldest nor most powerful mage of the Council, Laciss is by far the wisest and most respected man to have ever held the position of Elder. In addition to his magical aptitude, he is also an expert on legends and obscure knowledge. He rose to his position from humble origins as a penniless orphan, who excelled in both his studies and his mastery of magic. Perhaps because of his childhood, the Elder has a

soft spot for troubled youth, and throughout his tenure on the Council has repeatedly taken such young people under his wing, housing them within the Great Library and teaching them as much as they will learn. The latest such youths are two twins named Palom and Porom, who were abandoned by their mother shortly after being born and were adopted by the Elder and eventually enrolled as students.

### **Rylan Silmonra**

Human male age 32

Rylan Silmonra is the proprietor of the Green Dragon, the only inn and tavern in the town of Mysidia. He is a longtime resident of the town, having made the naval voyage from Baron in his early teens in order to study under the town's renowned mages. Although he showed promise in the arcane arts, he lacked the focus to excel, and instead began pursuing his other passion: money. Eventually, he took over the management of the town's only inn, and his success allowed him to buy out the former owner and make several changes that transformed the modest business into a highly successful venture. Rylan takes great pride in his accomplishments, but often comes off as slightly pompous and overbearing to those who frequent his establishment.

### **THE MOUNTAIN OF ORDEALS**

Far to the east of the town of Mysidia, a large forest dominates the geography of the smaller southeastern continent. Near the center of this forest, a solitary mountain juts out from the terrain, rising to a magnificent peak far above the forest floor. It is unknown how this mountain was formed in the midst of the forest, and some suspect supernatural origins. Known as the Mountain of Ordeals,

this lone peak is the source of a great deal of legend and folktales, and generally is revered as a holy, sacred mountain. Its name is derived from the difficult task to ascend its summit, both because of the treacherous terrain and the undead creatures that inhabit the mountain. Some scholars believe these undead spirits are actually fallen heroes of yore, who defend the mountain against trespassers who would defile its sacred holiness. Whether such tales are true or merely fanciful wishes is shrouded in mystery, as none has ever survived the ascent to the summit of the Mountain of Ordeals and returned to tell the tale.

### **THE THEOCRACY OF TOROIA**

Separated from its neighbors by a vast expanse of snow-capped peaks and lush forests, Toroia is arguably the most beautiful land in all the Earth. Despite the inherent dangers of traveling, many people make the trek from all across the Earth to visit the incredible natural beauty of Toroia. Unlike the other nations of the world, Toroia has no portage on the ocean, and exists independently with very little trade passing in or out of the region. But perhaps most unique about this nation is its rule by a group of powerful women known only as the Clerics of Toroia. Rumors abound that it is through the wisdom and mystical powers of these eight clerics that gives the region its stunning beauty. Finally, although men are not treated as secondary citizens, no man is allowed to hold any form of political leadership within Toroia.

### **THE CITY OF TOROIA**

Size: City (26,000)

Government: Theocracy

Affiliation: Theocracy of Toroia

Trade & Industries: Agriculture, Chocobo Breeding, Tourism

Crime Level: Moderate

The city of Toroia is a thriving city gently embracing the eastern shores of the Emerald Lake, a large body of water in the far northwest of the large central continent. The city sits just north of the Winding River, which flows generally east and serves as a major avenue for those traveling to the city on either business or pleasure. Almost everyone who first sets site upon the city remarks about the incredible natural beauty of the area, and the manner in which the city seems to enhance its surroundings rather than detracting from them. Even the farmsteads, which are so vital to the continued existence of the city, seem to blend elegantly with the surrounding forests. In the same way, the citizens of this remarkable city seem blessed with the same grace as the nature around them, a fact repeated often by the young men who come to the city for no other reason than to see first-hand the renowned loveliness of Toroian women.

### *HISTORY*

Unlike the pattern followed in much of the world, the earliest records of the peoples in this region indicate that they did not follow a nomadic lifestyle, but formed isolated villages throughout the region, living off the land and protecting the pristine beauty of the wilderness from any who would bring harm to it. It would also seem that these early peoples avoided the conflict that seemed to grip much of the world during the years when most of the world's kingdoms were emerging. Once again, it is believed that this lack of conflict was the direct result of these people's love for the natural world around them.

Interestingly enough, it would also appear that these small villages were matriarchal in character, with the most important figure in each community the Wise Woman who served as leader and spiritual advisor.

Around the early part of the seventh century, disputes began to arise over the regions surrounding both the Winding River and the Emerald River, which were naturally the most suitable for agriculture and livestock. Although the leaders of the scattered villages tried to resolve the matter, it soon became evident that some sort of central leadership would be needed to permanently oversee the situation. After much discussion, it was decided that the leaders from each of the eight largest villages would serve as the leadership for the entire region, leaving behind their identity with a particular village and instead pursuing the interests of all the peoples living along the riverbanks of the Green Forest. To accomplish this task, it was eventually decided that a new community would be built whose primary task was to house and care for their newly elected leadership. They named the community Toroia, a name that apparently was taken from a popular folktale concerning a mythical kingdom of beautiful women.

As the community of Toroia was built, more and more people from the surrounding region decided to relocate and settle in the fledgling city. For, it became widely believed that to live in the vicinity of eight Wise Women was to bring great luck and fortune upon that family. Thus, rather than simply establishing a small village, the sheer number of families suggested that the community of Toroia might soon become larger than any other settlement in the entire region. Thus, the community continued to grow over the next two

hundred years, serving as a home for the reigning eight Wise Women and the ever-increasing population.

Early in the ninth century, explorers from Fabul first made contact with the villages in the region as they traveled along the Winding River. Recognizing the great benefits of trade to improve the lives of those living in the Green Forest, the leaders were quick to establish trade with the kingdom of Fabul, bringing a wealth of new goods and wares into the region as well as a broader perspective on the world around them. Although protected from their neighbors by the Misty Mountains to the south and the ocean to the east, the eight Wise Women decided to formally declare the entire northwestern region of the central continent as the nation of Toroia, to be ruled from its existing capital city.

By the end of the ninth century, continued growth in the city of Toroia had exceeded all expectations, causing concern that the swell in population would have an adverse effect on the city's surroundings. The Wise Women decided to carefully control and monitor the growth of the city, and actively discouraging those who wished to move into the city limits. About this same time, it was also decided that an elegant structure would be constructed in the center of the city as a testament to the loveliness and wonder of their kingdom. To this end, plans for the Castle Toroia were quickly developed, and construction began within a months. Although the entire project took well over fifteen years to complete, the result was a spectacular castle keep whose design lent itself more to aesthetic beauty than defense.

Not long after the completion of Castle Toroia, the unexpected death of

three of the Wise Women thrust the kingdom into turmoil. For the first time in generations, open dispute emerged as to who would assume the vacant leadership roles for Toroia. Many of the townsfolk argued that the original eight villages were no longer the prominent settlements they once had been, and thus their leaders were not necessarily qualified to assume the authority for the entire kingdom. Although the citizens of the city were divided in whom they thought should fill the vacancies, they nonetheless believed that change was needed to ensure a blessed future. Yet, the solution came instead from a group of young women who called themselves the Eight Sisters. Each of these eight women had, at one time or another, served as Wise Women, but had renounced their positions in order to pursue their spiritual devotion without outside distractions. But, in the face of the growing turmoil, they believed that they could provide the new leadership and direction until a more permanent solution was agreed upon.

Eventually, the Eight Sisters did indeed get their wishes. It also became increasingly clear that their combined wisdom and magical power far exceeded any who had previously served in their new role. As such, the issue of how the future leadership of the kingdom of Toroia would be decided gradually faded away, replaced with a fierce loyalty to the eight women who seemed poised to take the kingdom to greater prominence than ever before. And indeed, over the past twenty years the Eight Sisters have ruled Toroia with a firm yet gentle hand, and in that time the kingdom has indeed prospered.

#### *KEY LANDMARKS*

**Castle Toroia** - Completed early in the tenth century, Castle Toroia is the

crowning achievement of the city. Visitors to the city are seemingly inevitably drawn towards it, starrng in awe of its elegance, grace, and remarkable design. The castle is primarily constructed of white marble quarried far to the south and transported at no little price to the city, and greatly contributes to its overall appearance. The interior of the castle is equally stunning, with expensive tapestries and carpets, elegant sculptures, and golden gilt highlights. In addition to housing the Eight Sisters, the castle contains personal quarters for the kingdom's limited armed forces, small private gardens, a carefully guarded treasury, a spacious audience chamber, and one of the world's only hospitals.

Secreted behind the audience chamber is a magnificent crystalline chamber, built by visitors to Torioia around the middle of the tenth century. These visitors entrusted the Eight Sisters with a dark secret, charging them to protect a rare gem known only as the Crystal of Earth. The existence of this precious treasure is a closely guarded secret.

**The Silver Swan** - These words are spoken almost in awe by many of the men in Torioia. On simple observation, the Silver Swan appears to be little more than a highly prosperous inn within one of the nicer districts of the city. The food and drink are delicious and plentiful, the service is prompt, and the furnishings are elegant and nearly luxurious. But, for those with the necessary wealth or prestige, the proper words spoken in the right ear admits one past a wary-looking guard into several chambers of a more intimate variety. Here, some of the most beautiful women anywhere await the desires of their privileged clientele. Not surprisingly, those who are able frequent the Silver Swan

often, and indeed are recognized and greeted by name upon arrival. Security is carefully controlled within the restricted areas of the Silver Swan, and those who choose to harm the employees or steal from its clients are fined, roughly removed from the premises, and banned from ever returning.

**Emerald Lake** - Emerald Lake, a large fresh body of water that is nestled against the city of Torioia, gets its name from the crystal clear water that shines a brilliant green in the sunlight. The water is frequented by the local citizens, who frolic and relax throughout the year in its waters due to the warm springs that feed into the lake. Many of the wealthy citizens build their homes along the banks of the lake, with the wealthiest even incorporating the waters into the interior of their homes. The quality of the water is carefully monitored by the Eight Sisters, and polluting the waters in any way is considered a very serious crime indeed.

**The Chocobo Farm** - On the northern outskirts of the city, just outside the city walls, is a large farm marked off by high, stout fences and several large barns. The farm is also distinguished by the unusual, sharp aroma that locals immediately associate with the rare breed of chocobo raised at this farm. Although the yellow-plumed bird-like creatures are found throughout the world, a rare black-plumed variety of chocobo dwells only in the abundant Green Forest in Torioia. The Chocobo Farm is maintained by a committed group of naturalists, who carefully study and tend nearly a hundred domesticated black chocobos. Children from the city love to come and watch these beautiful creatures, marveling at their speed and interactions with one another. Unfortunately, in the process of

domestication, these black chocobos lost their ability to fly that hallmarks the black-feathered variety of chocobo. This issue has been carefully studied at the Chocobo Farm, and it is hoped that this problem may be eliminated in the years ahead.

### *IMPORTANT PEOPLE*

#### **The Eight Sisters**

Human females age 40 (approximately)

The Eight Sisters are the current rulers of the kingdom of Toria. Each of them grew up in the scattered villages of the region, and each served as the spiritual leader for their hometown for a brief time before resigning the position in order to pursue their spiritual devotion without distraction. These eight young women corresponded extensively during these years, and more and more came to be regarded with great respect by those that knew them. When the question of the succession of the leadership of the kingdom came into question, the Eight Sisters joined together and presented themselves as an interim solution. However, the kingdom flourished under their combined wisdom, and their appointment as the reigning authority became permanent. Although these women are not in actuality related, their similar experiences, common devotion, and nearly identical appearance makes these eight women difficult to tell apart, and thus are simply known as the Eight Sisters to most within the kingdom.

#### **Prime Mistress Floria Starlet**

Human female age 68

Floria Starlet was a friend and mentor for two of the Eight Sisters, and upon their ascension as the spiritual leaders of Toria, Floria was chosen as the

Prime Mistress of the kingdom of Toria. She directly serves under the Eight, and is responsible for many of the smaller, day-to-day tasks that are deemed too insignificant to bring to the attention of the sisters. She also must approve anyone who wishes to speak to the Eight Sisters, often denying the supplicant such a privilege and handling the matter herself. She is a wise and competent leader, and is well respected in the kingdom and invaluable to the Eight Sisters, freeing them to spend more of their time on their spiritual devotions and less on the routine affairs of the administering Toria. Floria tends to be a somewhat gruff woman, and seems to have little patience for young men, whom she deems too immature and emotional to be worth her time.

#### **Lissa Leon**

Human female age 25

Lissa Leon is the Head Matron of the Silver Swan, serving as not only the proprietor of the prosperous inn but also as a mentor and a surrogate mother for the other young women who work within the establishment. Although her beauty is admired by many of the patrons on the Silver Swan, she is quick to flourish her golden wedding band, and does not offer her services to any of the inn's clients. She is greatly admired by most of the young women who work at the inn, and is quick to intervene in any situation where she feels one of her employees is in distress or danger. Not surprisingly, Lissa is also almost revered by many of the men in Toria, who are quite willing to do almost anything to avoid upsetting her, knowing that earning her wrath would virtually close the doors of the Silver Swan to them. Lissa is generally a kind, gracious young lady, always ready with a smile on her face,

and well qualified to run one of the most successful businesses in the region.

### THE GREEN FOREST

The Green Forest is the largest forest in all of the known world, occupying most of the northwest of the greater central continent. The forest is quite diverse in the abundance of fauna and flora that can be found within its borders, and is carefully protected by most of the intelligent peoples that live in and around it. In addition to the humans which occupy the many villages of the kingdom of Toroia, the Green Forest is rumored to be the only known home of the reclusive elves, who are whispered to hide themselves within the deepest and wildest parts of the forest. In addition, the forest is home to a wide variety of species found nowhere else in the world, including the famous Black Chocobos, who tend to favor the more northern reaches of the forest. Despite the fact that some of the forest's other denizens pose some threat to travelers through the region, attacks upon humans are only infrequent, although these have increased mysteriously as of late.

### CAVE MAGNES

To the north and east of the city of Toroia, across a small bay of water, is an island of rugged mountains and sparse evergreen trees. Although no settlements have ever been established upon the isle, it was discovered in the early tenth century that these mountains were geologically rich with precious ores and minerals. Thus, this isle has attracted several small mining expeditions, most of whom have returned with a wealth of gold, silver, and gems. However, the richest deposits have been found within a seemingly natural cavern known as Cave Magnes for the strange magnetic field that hangs heavy over the entire cavern. For some reason, metallic

objects are attracted to this magnetic field, making them difficult to move or use properly. To make matters worse, this strange cavern seems to house an unusually high number of monsters, which continually prey upon the miners in the region. Thus, after repeated attacks and deaths, most of the mining operations on the island have been abandoned.

Unbeknownst to any still living upon the Earth, a crystalline chamber was forged at great cost in the mid tenth century, and a rare gem known as the Crystal of Moon was hidden deep within this cavern.

### THE TOWER OF ZOT

Although the origin of its name is unknown, the Tower of Zot is a large orbital station constructed by the Lunarians to monitor human activity in the large central continent and the other small continents to the northeast, northwest, and southeast. It is a marvel of Lunarian construction and ingenuity, utilizing technology to keep the station suspended high above the Earth that most likely will never be fully understood. It was built by Klu Yah, along with the assistance of several other Lunarians, late in the ninth century, but was virtually abandoned following his death at the hands of Zemus' minions. Due to its location high above the Earth over a remote region of the Green Forest, its existence is completely unknown by anyone upon the Earth.

### THE KINGDOM OF EBLANA

Far from the other kingdoms of the Earth lies a small, isolated continent that is home to the kingdom of Eblana. Although the people of Eblana freely trade with the rest of the world, they are by choice a secretive people, set apart from the rest of the Earth. What little is known about this



kingdom speaks of their two unique warrior orders, known as the ninja and samurai. These legendary warriors are reputed to be able to disappear into the shadows, wield powerful elemental magics, and fight with strangely crafted blades known as katanas. The kingdom also exists under the shadow of the Tower of Babil, an incredible towering structure that arises from deep within the mountains and seems to stretch to the heavens.

#### THE TOWN OF EBLAN

Size: Small Town (4500)

Government: Monarchy

Affiliation: Kingdom of Eblana

Trade & Industries: Mining, Trade, Weapons, Armor

Crime Level: Low

South and east of the great Khalisto Mountains, along the southern reaches of the Akhito Bay, is the capital city of the isolated, mysterious kingdom of Eblana. While fierce storms and ferocious wind and wave batter much of this region, the limited protection offered by this small cove creates an ideal location for the town. While naturally suspicious of outsiders, the families of this town have lived within the region for generations, creating an apparent sense of community and continuity among the populace. This familiarity also discourages crime far more effectively than even the ever-present guardsmen. The town itself is arranged into four separate quarters, with the small yet formidable Eblan Keep in the center. Outside of limited agricultural interest around the town, much of the populace supports itself through the abundance of iron, copper, and other metals and precious minerals. These are locally

refined, and either traded or utilized in the creation of Eblana's unique weapons and armor, which are highly prized across the known world.

#### HISTORY

Little is known of the earliest history of this isolated kingdom. Many scholars believe that the people of Eblana are not native to this windswept island, but instead crossed the ocean long ago and, perhaps out of necessity, created this mysterious kingdom. In any case, the current reigning dynasty can trace its roots back as far as the middle of the ninth century, when a powerful samurai by the name of Wazai Geraldine, won a decisive victory against several rival clans. In honor and recognition of this feat, he was elevated as the new Emperor of Eblana, replacing the mistrusted and politically compromised Shinwanzai dynasty. This new dynasty of monarchs, believed by much of the populace to reign by divine right, survived through many dangers to the present day.

Although Emperor Wazai was highly revered, much more is known of his son Kenji. As strange as it seems, it would appear Kenji traveled across much of the world during his early adulthood, including a prolonged sojourn in both Baron and Fabul. It would seem that in his travels, this young man developed a perspective unique from most of his subjects. Although he became renowned as one of the most valiant and skilled samurai of all time, he also greatly disdained the constant warfare and bloodshed that seemed to constantly envelope his people. Upon his return to Eblana following his father's death, Kenji forged a lasting peace within the kingdom through a mix of cunning, diplomacy, and skilled negotiation. To inaugurate this peace, he commissioned the construction

of the Eblan Keep, apparently building upon the foundations of a much older building that had been razed in one of the countless wars that overshadow much of this region's history.

Kenji's peaceful reign, however, was interrupted by profound tragedy. Just eight years into his reign, mysterious assailants garbed in black attacked his residence. With incredible skill, they fought past the defending samurais, captured the emperor's eldest son Aliani and vanished from the residence almost as quickly as they had come. Naturally outraged, Kenji began a concentrated search of his entire kingdom, desperately searching for any news or word on the fate of his beloved son. Sadly, as days turned to weeks and weeks to month, no word ever came to the emperor concerning either the fate of his son or even the identity of the mysterious kidnappers. Finally, after more than two years of fruitless effort, the search ended, and the kingdom of Eblana mourned the passing of its former heir.

Then, ten years later, a mysterious figure appeared at the gates of Eblan Keep, demanding to see the emperor. Although initially rebuffed, the shadowy figure claimed to have knowledge of the emperor's long lost son, and was therefore immediately ushered into the throne room, albeit under extremely close watch. As the figure entered the throne room, he swept off his mask and cloak, dropped several weapons to the floor, ran to the foot of the throne, and threw himself towards the emperor, crying out "Father!" At long last, when all hope was gone, the heir of the kingdom of Eblana returned home.

According to his tale, the young lad had been captured by a band of skilled warriors known as the Shadow Ninjas.

Through no little skill and fortune, Aliani had slain the clan's master and assumed undisputed control of the entire clan. Now, the young man offered the services of these ninjas to the kingdom, to serve the emperor alone on missions demanding the unique skills of this clan. Thus, under the command of Aliani Wazai, second Emperor of Eblana, the elite military forces of the kingdom were composed of the strong, chivalrous samurai and the mysterious, stealthy ninjas.

During the late ninth and early tenth centuries, the kingdom of Eblana continued to thrive and prosper. The ranks of both the samurai and the ninja continued to grow, as did their mastery of these two military traditions. As the population continued to swell, several smaller villages sprung up in the region, providing much needed agriculture to support the growing number of mouths to feed. Nonetheless, the hostile climate of their native home always worked against these efforts, nearly ensuring that this kingdom would never rise to the prominence of the other major kingdoms of the world.

Recently, contact has been reestablished between Eblana and the other kingdoms of the world, allowing limited trade to pass through this otherwise isolated kingdom. Much of this trade consists of the sale of specialized arms and armor, which are highly prized for their unique design and craftsmanship. This, in turn, has allowed Eblana to expand its mining facilities, which extract valuable ores and precious minerals from the nearby Khalisto Mountains. The current monarchs, Emperor Mirugi Wazai and Empress Tari Wazai, are credited with this recent prosperity, which has done much to ease the daily life of the kingdom's citizens.

However, dark tidings have also begun circulating among the populace, speaking of mysterious activity within the mysterious Tower of Babil as well as a growing threat from the evil creatures that dwell within its shadow.

#### *KEY LANDMARKS*

**Eblan Keep** – Constructed around the middle of the ninth century, Eblan Keep has a long, rich history as the cultural and political center of the kingdom. Although smaller than those found elsewhere, the keep is a stunning showcase of Eblan culture and craftsmanship, resplendent with its expensive tapestries, elegant furnishings, and vibrant colors that dazzle the eye. Despite this beauty, Eblan Keep also serves as the final defense against any threat to the kingdom, with strong fortifications and stockpiles to withstand any siege. It is also rumored that the keep is honeycombed with secret passages, providing not only unhindered escape for the royal family but also protecting its most valuable treasures.

**The Shadowed Quarter** – Although appearing as the most unremarkable of the four quarters of the city, the Shadowed Quarter derives its name from the secretive Shadow Ninjas who maintain several bases of operation and residences within the district. Despite the alliance between this infamous group and the royal family, an aura of suspicion and fear surrounds those who live and work within the district. It is also rumored that what little criminal activity exists within the kingdom is centered here, with all manner of illegal services available for the right word and price.

**The Merchants Quarter** – Although not exclusive, nearly all of the commerce of the city is located within this district.

Boasting several open-air markets as well as more permanent shops, the Merchants Quarter bustles throughout the day with merchants and shoppers of all sorts, including no few foreigners. Several excellent weapon and armor shops are scattered through this quarter, most of which profit considerably from the recent increase in demand for their wares. Not surprisingly, the Merchants Quarter is also heavily patrolled by guardsmen, who strictly observe the laws of the kingdom and ensure the peace and safety of this important commercial center.

#### *IMPORTANT PEOPLE*

##### **Emperor Mirugi Wazai**

Human male age 49

##### **Empress Tari Wazai**

Human female age 42

Descendent from the esteemed Wazai clan, Emperor Mirugi and Empress Tari are the beloved monarchs of the kingdom of Eblana. In their youth, both Mirugi and Tari were respected warriors, serving among the samurai and ninjas respectively. Although their marriage was arranged just prior to Mirugi assuming the throne, both partners grew to love each other deeply.

But, to their profound sorrow, for many years it was believed that Tari was barren. However, with the aid of the kingdom's most skilled healers, the couple eventually had their first and only child, whom they named Edward Geraldine. Although widely respected for their wisdom, diplomacy, and leadership, increasing irritation with their arrogant, headstrong, and unruly son has marked their otherwise prosperous reign.

**Genzo Kamizaki**

Human male age 34

Born into the undistinguished Kamizaki clan, most of Genzo's life was fairly unremarkable. Son of a successful blacksmith, Genzo showed very little talent in his family trade, and eventually abandoned his apprenticeship to seek work as a common laborer. Perhaps to ease both his disappointment and the drudgery of daily life, he developed an insatiable love of books, eventually giving the young man an education beyond any in his family. This knowledge, combined with a sharp intellect, was eventually recognized by the royal family, which resulted in Genzo's first post as a minor official. As his success grew, Genzo eventually worked his way into the inner circle of advisors to the Emperor himself. Unbeknownst to most, it is actually Genzo's quick wit and knowledge that prompted the recent prosperity of the kingdom. As such, Genzo has become the single closest voice to the throne of Eblana. Genzo's loyalty to the royal family is unquestioned and unbreakable, and his expertise is often called upon in the day to day task of managing the kingdom.

**Edward "Edge" Geraldine Wazai**

Human male age 17

Born Edward Geraldine Wazai to the reigning Emperor and Empress, this young man's life has been a source of constant frustration to both his parents and teachers alike. Commonly known as Edge, the prince has a fiery temper and over-inflated ego that hide a true and gentle heart. His personal advisors despair of preparing the young prince for the arduous task of leadership, as his pride and quick temper often goad him into making foolish mistakes. His skills as a ninja,

however, are remarkable, leading his mentor to believe that, should he master his temper and ego, Edge could become one of the greatest ninjas in the kingdom. Naturally, this recognition has only further inflated the young prince's opinion of himself.

*THE TOWER OF BABIL*

To the west of Eblana, nestled deep within the forbidding Khalisto Mountains, is a massive monolith that stretches upward as far as the eye can see. It is a mysterious and wholly alien structure, composed of a strangely luminous, metallic stone and refined with such skill that no craftsman could ever create. Whether this tower is an artifact from a long extinct civilization or something more sinister has never been determined, for none have ever been able to enter, through either cunning or force. For the most part, the people of Eblana have been content to ignore it, for there has never been any sign of activity or inhabitants.

Unbeknownst to any living upon the Earth, this strange monolith was constructed by the ancient race known as the Lunarians from ores mined from the nearby Khalisto Mountains and enhanced with elements refined from the Earth's moon. Named for an ancient tower of legend, the Tower of Babil is a sprawling complex shielded from the outside world through the Lunarian's highly advanced technology. Although it served for a time as a Lunarian base of operations, its purpose became much more sinister. If a powerful enough energy source was placed within the highest chamber, a weapon of incredible destruction would be unleashed upon the Earth.

## THE ISLANDS

Scattered about the world are several chains of islands, many of which have their origin in volcanic activity. Although most of these islands are either uninhabited or very sparsely populated, two of these islands are home to larger settlements. Both of these communities, while isolated from the rest of the world, nonetheless have their own unique culture and history, and in their small way contribute to the region around them.

### THE TOWN OF AGART

Size: Small Town (3500)

Government: Town Council

Affiliation: Independent

Trade & Industries: Knowledge, Mining

Crime Level: Low

The small town of Agart is located upon a medium-sized island just south of the kingdom of Baron. The island is of obvious volcanic origin, and much of it consists of rocky, nearly impassable mountains. Although rather isolated from the rest of the world, infrequent trading by merchant vessels brings in resources that can't be obtained locally, including much-needed foodstuffs. The island does support limited agriculture, and indeed the inhabitants of this island show remarkable skill in farming what many would consider non-arable land. The town's inhabitants claim they are descendants of a small band of dwarves that traveled to the surface of the earth, and have a rich oral tradition of legends and lore found nowhere else. Finally, the town is the victim of the occasional earthquake, which while certainly disruptive rarely causes any large-scale damage or death.

## HISTORY

Although details are difficult to come by, it would appear that this island was inhabited early on by a small group of simple natives, who struggled to produce a basic living from the abundant marine and bird life of the island. But, sometime around the middle of the eighth century, these natives were greeted by a large group of strange humanoids that emerged one day from the nearby mountains. These short yet strong folk claimed to have journeyed from deep underground seeking a new home on the surface. Although the natives were originally quite suspicious and fearful of these newcomers, the advanced skills and knowledge of the strange people eventually laid these fears to rest, and seemingly overnight the lives of the island natives changed forever.

The newcomers, who called themselves dwarves, were quick to establish a rudimentary city on one of the highest bluffs near the center of the island. They built walls and larger buildings, expanded the existing fresh water springs, and began mining operations within the nearby mountains. The newly mined ores, in turn, were used for all sorts of metal implements and tools, many of which were completely new to the native population. For their part, the dwarves were quite accepting of the locals, and were quick to share their seemingly advanced knowledge and skills. In recognition of their new home, the dwarves named the settlement Agart.

Over the next two hundred years, the two people groups gradually merged as the small settlement continued to grow and develop. Although providing enough food to support the growing population was a constant concern, the dwarves had brought with them a variety of exotic

plants that could grow in the rocky soil or even deep underground. Fishing supplemented this unusual fare, as did the occasional bird. At some point within this period, it would appear that the people of Agart made contact with a merchant vessel out of Baron blown off course by a fierce storm. This, in time, would provide the growing community with much-needed foodstuffs and resources that simply could not be produced locally.

Today, the town of Agart continues much as it has in past generations. Other than the town's mining operations that produce large quantities of iron ore and its research of the night sky, the town has little to offer to outsiders. A few bards, however, can often be found within the town, gathering stories from the locals that come from a very different oral tradition than those found in other parts of the world.

#### *KEY LANDMARKS*

**Astronomer's Tower** - The Astronomer's Tower is the most distinctive building in the small town. It is quite evident from the exterior that the structure was originally a common house that was later enlarged by building upwards. Now, the tower's slender spire reaches high into the sky, and is visible from anywhere on the island. The lowest level has been converted into a small library, where scholars can be found most days comparing notes and observations concerning their chief study: astronomy. A small dormitory occupies the next level, with a sturdy ladder leading up to the highest level, which is dominated by a large, long, circular tube running most of the way up the tower's spire. Dubbed a telescope by its inventor, this unique instrument creates an enhanced view of the night sky and enables the observer to

even see features of the Earth's two moons.

**The Ancient Well** - Near the center of town is what appears to be a small park, walled off from the surrounding area. The park contains elegantly designed fountains and pools along with carefully maintained landscaping, and is a popular place for couples to find a few moments of privacy. The park also holds an old looking well. Dubbed the Ancient Well by the locals, it dates back to the original construction of the town, and is no longer functional. However, it is rumored that the well is bottomless, and that anyone unfortunate enough to fall into it would descend into the fiery core of the Earth and perish. Fortunately, the well is so small that it would be almost impossible for anyone to actually accomplish such a feat.

**The Fireside Inn** - As the only inn and tavern within the town of Agart, the Fireside Inn is a popular place among the locals to swap idle gossip and news of the wider world. In relation to the size of the town, the inn is actually quite large, and is able to accommodate many more guests than have ever visited Agart at one time. The inn also serves as an infirmary for those citizens who are too old to properly care for themselves any longer. In return for this care, these elders spend several evenings each week telling stories from a seemingly inexhaustible store of legend and lore. On such nights, almost every table at the Fireside Inn is full, and in nearly complete silence the patrons strain to hear each word as stories are told and retold.

#### *IMPORTANT PEOPLE*

**Corillo "Kory" Duncan**

Human male age 53

Corillo Duncan, commonly known around town as Professor Kory, is the current head of the Astronomer's Tower. At the age of 39, Corillo presented the town of Agart with plans to construct his newly invented device that would allow one to more clearly see objects in the night sky at a great distance. Although many were skeptical, Corillo personally financed the venture, and after three years of work his invention was completed within the newly built Astronomer's Tower. Since that time, Corillo has directed the research on the heavens, employing several scholars from across the Earth and happily teaching others to follow in his footsteps. He is well respected within the small community, and has served on the town council for many years.

### **Thelma Blackrock**

Human female age 83

Thelma Blackrock is the oldest living citizen of Agart, and may indeed be the oldest living woman in the world. Due to her advanced age, she is no longer able to get around or take care of herself, and spends each day inside the Fireside Inn, cared for by their patient and courteous staff. Thelma was an eloquent singer and storyteller in her youth, and loves to entertain anyone who will listen with her songs and tales, especially concerning the legendary forerunners of the town known as the dwarves and their mysterious homeland deep beneath the surface of the Earth. Her stories, told during the customary evening gatherings in the Fireside Inn, are clearly the favorites among the few other elders living within the inn.

### **THE TOWN OF SILVARA**

Size: Small Town (1500)

Government: Town Council

Affiliation: Independent

Trade & Industries: Armor, Mining, Weapons

Crime Level: Low

The town of Silvara is one of the most unusual settlements in the known world. This small town exists on the largest island in the Eastern Archipelago, well isolated from the other kingdoms of the world. Like all the nearby islands, this small island is volcanic in origin, with rich but very limited soil and rich ore deposits. Although the town existed for many years in relative obscurity, its abundant supply of a rare ore known as mithril simply was too good a commodity to keep from the rest of the world. But by far the most unique characteristic of this small town is its inhabitants. For, it is populated by a strange mix of humanoid pigs, tiny frogs, and tiny humans, who despite their unusual shape and appearance seem otherwise similar to the other intelligent races of the world. Whether the inhabitants are victims of an incredibly power curse or simply an otherwise unrepresented people-group is unknown.

### *HISTORY*

When asked about their origins, the inhabitants of the town of Silvara simply shrug and reply that they have always lived upon their island home, mining the rich veins of ore for construction, for trade, and simply for the love of doing so. From other historical accounts, however, it would seem that these strange creatures were almost completely cut off from the rest of the world for most, if not all, of the town's existence. For, it was not until the early ninth century that the settlement was

discovered by sailors exploring the seas south of Fabul. These explorers were amazed at the unusual nature of the island's inhabitants, and astounded at the abundance of rich minerals and ores that the natives regarded as commonplace. Trade agreements were quickly drafted between the two, and soon merchant vessels were a common sight throughout much of the Eastern Archipelago.

However, it was not until late that same century that mithril was discovered on the neighboring island, prompting a frenzy of mining activity on the otherwise insignificant island. Although this new metal was at first mistaken for silver, it was discovered to have many unique properties, including resistance to heat, unusual durability, light weight, and a magnificent gleam when properly finished. Although the metal was widely sought after for many different projects, the most common use of this unusual metal was in the forging of arms and armor, a craft that the people of Silvara soon excelled in. As word of the discovery spread across the region, the town of Silvara agreed to freely trade with each of the interested kingdoms, in return for a pledge to never attack or invade their small island home, which the other nations quickly assented to.

In the mid ninth century, a small group of scholars traveled from Mysidia to Silvara in order to study the unusual characteristics of its inhabitants. Although they discovered that the shapes of the natives were similar to those caused by some of the more powerful magical curses, the bodies of the inhabitants were completely resistant to magical means of curing these sorts of curses. Eventually, these scholars decided that the ancestors of these tiny frogs, tiny humans, and

humanoid pigs must have been transformed by some form of powerful magic or curse, but that in the centuries since that time the changes had become permanent, in effect creating three completely new races. As for the inhabitants themselves, they would only shrug when pressed with questions and simply reply that things had always been that way.

Today, the town of Silvara remains a small, unwallled settlement upon an otherwise unnamed island in the midst of the Eastern Archipelago. Mithril continues to be mined in small quantities from the neighboring island, and exports of the town's weapons and armors travel by merchant ship all across the known world. In addition, it is rumored that even more exotic ores may have recently been discovered, but are being carefully tested and concealed by the natives. Whether such tales are truth or merely fancy has yet to be discovered.

#### *KEY LANDMARKS*

**The Silvara Armory** - The Silvara Armory is one of the largest buildings in town, second only to the inn in size and importance. Day and night, the armory resounds with the sound of metal being stored, refined, and forged into a wide variety of useful wares. The armory is operated by a seemingly unorganized group of frogs and tiny humans, the former busily refining the metals brought in by the pigs from the mountains while the latter happily forge the refined metals as needed. Most of the time, merchants from across the world are haggling over prices of a shipment or commissioning a special weapon or piece of armor from the skilled craftsmen. For their part, the locals happily chat with their customers, whistling or humming to themselves as they work and



clearly enjoying every moment of their busy lives.

**The Silvara Inn** - The Silvara Inn is the only building of any size or significance within the small town, serving as a popular hangout for the locals and catering to the many travelers that have business upon the small island. The inn's food and lodging can accommodate both locals and visitors, although prices for food and drink for the town's larger guests tend to be more expensive than other places, as the lack of significant agriculture on the island means that these must be imported from elsewhere. Like the rest of the town, the locals happily chat with whomever will listen to them, and carry on with obvious happiness and contentment.

#### *IMPORTANT PEOPLE*

##### **Mayor Thom Thorpe**

Tiny human male age 45

Thom Thorpe is the current mayor of the town of Silvara, serving as the head of the small town council that meets once a year to discuss issues relevant to the whole community. In reality, these councils are almost unnecessary, as the hard-working and good-sensed locals generally work for the greater good and make wise

decisions with little prompting from their leaders. Still, Thom greatly enjoys the prestige of his position, and most days can be found strolling about the town, greeting the people by name and inquiring about the details of their everyday lives. In fact, the only real annoyance in Thom's life is his beautiful daughter, who currently is being courted by at least a dozen different youths within the community. Although he rarely works anymore, Thom is also quite skilled as a smith and a tradesman.

##### **Master Frederick Follansbee**

Tiny frog male age 34

Frederick Follansbee, or Fred as he is more generally known, has served for several years as the overseer for the Silvara Armory, providing guidance and direction for the tiny humans, frogs, and humanoid pigs that labor in the gathering, refining, and forging of the metals that are the lifeblood of the small community. Frederick also loves to accept especially difficult commissions or requests, and as of yet has never found a job that he was unable to complete with perfection. He is well respected within the community, and one of the few inhabitants whose name is known outside of the small island.

## THE DWARVEN UNDERGROUND



Deep beneath the surface of the Earth exists an entire other world, shaped by the ever consuming Sea of Magma and bounded by mountain ranges that overshadow any found upon the surface of the Earth. Generally known as the Underworld, this subterranean land is home to the resilient people known as the dwarves, who somehow thrive in the midst of an environment that would overwhelm those who dwell upon the surface. Contact between the dwarves and the surface world is nearly non-existent, each with tales of the other limited to legends and children's tales. Nonetheless, the dwarves have forged a remarkable civilization, one which rivals even the greatest kingdoms upon the Earth in several ways.

### THE DWARVEN CASTLE

Size: Small Town (1000)

Government: Monarchy

Affiliation: The Dwarven Underworld

Trade & Industries: Agriculture, Armor, Mining, Technology, Weapons

Crime Level: Low

The Dwarven Castle, commonly known by the dwarves as the Stone Fortress, is the permanent residence of the Ironforge clan, whose current patriarch Giott Ironforge serves as the king of the entire dwarven people of the Underworld. Since the disaster that destroyed the nearby settlement and forced the relocation of most of the region's dwarves, the Dwarven Castle is very isolated from the other dwarves. As such, the castle's inhabitants have long labored to achieve self-sufficiency, expanding their underground tunnels to include extensive agriculture, dwellings, and several large workshops capable of handling the dwarves' most famous invention: their steam powered, cannon armed tanks.

## *HISTORY*

Without a doubt, the dwarven civilization dates back at least two centuries further than the earliest known human settlements. Although it is unknown whether dwarves and humans had a similar origin, the two races have existed in nearly complete separation from one another for nearly all of their known history. Curiously, despite the fact that most dwarves can recite their clan ancestors back for at least ten generations, few can speak of any significant events in the past other than the seemingly never-ending battles that are the hallmark of the dwarves' subterranean existence.

Nonetheless, from a handful of historical sources it would seem that the Dwarven Castle was constructed sometime around the turn of the fourth century as the personal residence of the reigning dwarven monarch. Twenty years of incessant warfare against the united tribes of the dark goblins had finally ended with a decisive victory on the Plains of Ash by the forces of King Thoridin Ironforge. In celebration, the clans united together to construct a monumental stone fortress for their victorious king.

Stone was mined from the nearby mountains, and construction began not far from Tomra, the largest dwarven settlement. The fortress itself was cleverly constructed into the rocky face of Stone Mountain, making the castle not only virtually impregnable, but also affording it an impressive view of the entire region, especially from the highest towers. It was completed only two years later, a feat unmatched in history. To this day, the Building of the Stone Fortress of King Thoridin is one of the most popular dwarven legends, although few other than a dwarf would find the details of this

accomplishment worth hearing. In addition to its massive towers and iron gates, large caverns were hallowed out beneath the fortress for massive workshops, additional dwellings, and special caverns devoted to growing a strange glowing fungus that is a common staple in the dwarven diet.

The dwarven population in the region thrived over the next two hundred years, and with this prosperity their numbers began to multiply rapidly. The dwarves delved deep into the nearby mountains, mining all manner of ore, metal, and precious minerals. Advances were also made in the fields of medicine, agriculture, and metallogeny, which culminated in the discovery of gunpowder and the invention of the steam engine. Sadly, this prosperity was not to last.

Around the middle of the sixth century, unusual seismic activity rocked the Plains of Ash. Several smaller mines collapsed in the quakes, and the danger of further accidents led the dwarves to abandon many of their most abundant mines. Unfortunately, the quakes continued to increase in ferocity and number. Although several theories were proposed as to their cause, none could have predicted the sudden explosion and subsequent eruption of the Great Thane Mountain, just to the south and east of the dwarven settlement of Tomra. As the eruption shook the region, the citizens of Tomra grabbed what they could and fled the torrents of lava that was even then racing across the outskirts of the dwarven settlement.

Great was the death and destruction of that day. Although the Dwarven Castle was protected from most of the damage, few were able to flee to its protective walls. Those few could do little

but watch in horror as their surroundings were annihilated by the erupting magma. The lava continued to spew forth from the mountain, and quake after quake eventually reduced the Great Thane Mountain and the surrounding hills to little more than a magma-filled crater. Most of the survivors managed to flee far to the south and to the west across the Plains of Ash, leaving only a small population of dwarves sheltered by the once-magnificent stone fortress.

Thus, for the next four hundred years the dwarves had a separate existence, with the majority of the surviving population dwelling in the south in a newly established dwarven settlement. Much of the Ironforge Clan survived the disaster, and remained firmly in control of the remnant of dwarves living in and beneath the Dwarven Castle. Hardy and resilient, within a single generation much of the damage to the stone fortress had been repaired. The underground caverns and workshops had been left almost completely undamaged, and the food supply provided by the unusual fungus proved more than ample for the remaining population. Eventually, their mining and scientific research was resumed, and once again the dwarves began to thrive.

Perhaps their greatest accomplishment came near the end of the ninth century, when one of the leading dwarven inventors unveiled a large, boxy, steam-powered vehicle armed with projectile weapons propelled by gunpowder. These new inventions were dubbed tanks, and after only a single demonstration orders were given to construct at least a dozen such vehicles. The power and maneuverability of these tanks revolutionized warfare, and made the dwarves the undisputed masters of

their subterranean home. Still, even this accomplishment could not compare to the joy that came when explorers from the city of Tomra brought word that so many of the dwarves that had fled south and west had survived and reestablished the city of Tomra. And thus were the two branches of the dwarven race reunited.

Recently, there is growing concern about the sudden activity within the Tower of Babil. The magnificent monolith had long been believed to be simply an abandoned artifact from a long vanished past. But, dwarven scouts now report that the tower has suddenly sprung back to life, as evidenced from the strange sounds and lights that often emanate from the tower. Believed by some to be a harbinger of the doom to come, the king has ordered an extensive exploration of the tower and its surroundings, hoping to solve the mystery of the ancient tower.

#### *KEY LANDMARKS*

**The Fungus Caverns** - The Fungus Caverns are an extensive network of large caverns, accessed through the myriad of tunnels that honeycomb Stone Mountain upon which the castle was constructed. Within these caverns, skilled dwarven workers farm a unique breed of fungus that emits an eerie fluorescent glow and also is remarkably nutritious. This fungus is the main staple of the dwarven diet, supplemented by meats from various Underworld beasts. Although the fungus promotes excellent health, outsiders are quick to point out that the fungus is also tasteless and quite disgusting.

**The Infirmary** - In one of the few chambers in the castle to emit light is a large room commonly referred to as the Infirmary. This room is staffed day and night with knowledgeable doctors and

assistants to care for sickness and injury. As life in the Underworld is fraught with danger, it is not unusual to see half a dozen or more dwarves in the Infirmary, usually under close watch by the staff to ensure they don't sneak away before their injuries are fully treated. This reluctance for extended stays is no doubt the result of the staff's insistence upon serving only the nutritious fungus to promote good health and a quick recovery.

**The Throne Room** - The Throne Room of the Ironforge Kings is the largest single chamber in the entire fortress complex. The chamber was magnificently crafted by skilled dwarven craftsmen to impress and awe those who enter. Unlike human monarchs, any dwarf may approach the king without invitation or preamble. As such, King Giott spends much of his time within this single chamber, planning with his advisors, dispensing justice, and settling disputes among his people. It is rumored that there are secret passages behind the throne room, which guard the most valuable treasures of the Underworld dwarves.

The truth, however, is known to only a handful of the king's most trusted advisors. Secreted behind the audience chamber is a magnificent crystalline chamber, built by strange human visitors around the middle of the tenth century. These visitors entrusted the king with a dark secret, charging them to protect a rare gem known only as the Crystal of Lightning.

**The Warrens** - The Warrens are the common name of a series of connected tunnels that run directly beneath the Dwarven Castle and through which the other underground caverns are accessed. Built after the devastating disaster, these

winding tunnels provide housing beyond the limited quarters provided by the fortress itself. Although the layout was specifically designed for easy access from both the castle and the deeper caverns, most outsiders would find these winding tunnels hopelessly confusing. It is rumored that the Warrens also access several secret passages that lead to the surface.

**The Workshops** - Deep beneath the castle, protected from magma and tremors by the layers of hard earth and stone, are large-scale workshops utilized by the dwarves for their ingenious inventions. Each of the workshops can be individually sealed in order to isolate the chamber in the event of a catastrophic accident. Day and night, these workshops are filled with master dwarven craftsmen, inventors, and their apprentices, experimenting, repairing, and constructing the mechanisms and gadgets that have become the hallmark of the dwarven culture. Naturally, the largest workshops are given over to the repair of the dwarves famed steam tanks, which despite their great power tend to be somewhat fragile and in need of constant maintenance.

#### *IMPORTANT PEOPLE*

##### **King Giott Ironforge**

Dwarf male age 76

Giott Ironforge is the youngest in a long line of dwarven monarchs from the Ironforge clan, whose prominence can be traced back all the way to the great dwarven victory around the turn of the fourth century. Like most dwarven males of his clan, Giott was born and raised for combat, and before assuming the kingship of his people was the veteran of dozens of battles and skirmishes with the numerous denizens of the Underworld. Wise, yet gruff and strong, Giott is well respected by

the dwarves, and especially by his own clan. In addition to his physical prowess, Giott also has a strange love of history, as well as remarkable skill in operating the dwarven steam tanks. He married young for a dwarf, but lost his beloved only a few weeks after the birth of his only child, a beautiful dwarven lass by the name of Luka.

### **Luka Ironforge**

Dwarf female age 15

Luka is the only child of King Giott and Queen Ryia Ironforge, the latter of whom died of birthing complications not long after Luka's birth. Although quite young by dwarven standards, Luka already shows great maturity for her age, and often speaks and even advises her father concerning his reign. Yet, Luka also possesses a well-known love for toys, especially dolls, which she recently has taken to crafting herself, much to the amusement of her father. Yet, her most treasured possession is a small, elegant necklace that belonged to the late queen and is inscribed with Ryia's last words concerning to the daughter which she never knew.

### **Theon Blackrock**

Dwarf male age 65

Theon Blackrock is perhaps the most skilled dwarven engineer in recent memory. From his early childhood, he delighted in anything mechanical. Although his tendency to disassemble everything got him into no little trouble as a youngster, this knack developed into an amazing skill for invention and mechanical genius. As an apprentice, Theon's work was instrumental in the invention and construction of the first dwarven steam tank, and from that

time the inventor devoted himself to refining and perfecting its design. Not surprisingly, this devotion eventually led him to become the chief engineer at the Dwarven Castle, whose primary responsibility is the maintenance, repair, and enhancement of the tanks. Thus, Theon is perhaps the most influential and respected dwarf in the entire region, second only to King Giott himself.

### **THE CITY OF TOMRA** Size: Small Town (3500)

Government: Monarchy

Affiliation: The Dwarven Underworld

Trade & Industries: Armor, Medicines, Precious Minerals, Weapons

Crime Level: Low

The city of Tomra is the largest dwarven settlement found with the underworld. Although its citizens acknowledge Giott Ironforge as their monarch, the vast expanse of the Magma Sea which separates these two settlements necessitates a great deal of independent leadership of the city. Thus, although they share common origins with the clans still residing around the Dwarven Castle, the dwarves of Tomra have become for all intents and purposes a separate branch of their race, with little knowledge of the day-to-day activities of their northern brethren. Still, like nearly all dwarven settlements, life in this city revolves around the mining and refining of metals and precious gems, especially a rich vein of diamonds which are found nearby in an abundance unmatched anywhere else in the world.

### *HISTORY*

Originally, the dwarven settlement known as Tomra was located only a short distance from Stone Mountain, upon which

the Dwarven Castle was built around the beginning of the fourth century. Few records tell of these times, however, as the entire settlement was annihilated by the eruption of the Great Thane Mountain during the mid-sixth century. Most of the dwarves that survived the initial conflagration fled southwest, moving just ahead of the seemingly unstoppable magma. For several weeks these hardy souls traveled across the rocky plains, always hoping that at last the magma would begin to recede. Eventually, the survivors reached the foothills of the Shining Mountains, and in their sheltering heights at last found an end to their desperate exile.

Although the disaster exerted a heavy toll upon the dwarves, their resilient nature proved the stronger, and within only a few weeks a new site was chosen upon which to rebuild their lost settlement. Those dwarves who had sought shelter from the disaster within Stone Mountain were presumed dead, thus making their situation all the more desperate. The survivors dedicated themselves to revitalizing their people, and devoted themselves to the task of a new start for the scattered clans.

For the next two hundred years, the settlement of Tomra was reborn and prospered. The city grew dramatically, bolstered by the tenacity of the dwarven clans and their passion to rebuild all that had been lost. Rich deposits of metals and precious gems were discovered in the nearby Shining Mountains, including an amazingly rich vein of diamonds, which the dwarves prized above all other gems. These shining jewels were skillfully incorporated into the city's buildings, giving much of the city a rich and brilliant luster from the reflection of the magma's

glow. Some of the smaller dwarven clans began to resettle some distance from the settlement, forming smaller communities devoted either to mining or to subterranean agriculture, which included several varieties of fungus and exotic fauna.

But by far their most important accomplishment was when a small team of dwarven explorers passed through the Shining Mountains, across the Shattered Plains, and over the Eastern Mountains to a small finger of rocky earth that allowed them to cross over to the Plains of Ash and travel south to Stone Mountain. Great was their joy when it was discovered that so many dwarves had survived the disaster in the north, and were thriving in and around the repaired Dwarven Castle. When word finally returned to Tomra, the southern dwarves were quick to renew their allegiance to the Ironforge clan, reuniting the two sundered dwarven branches after four hundred years of separation.

Little has changed since that time. The dwarves of Tomra continue to delve deeper into the Shining Mountains, discovered new veins of their beloved metals and gems. Recently, trade was established between the city and the Dwarven Castle, bringing many of the technological wonders of their northern brethren to the city. Yet, other than the occasional raid by goblins and other denizens of the Underworld, life in the city of Tomra continues much as it has for many years, isolated from the events of the rest of the Underworld by the incredible expanse of magma that dominates the city's landscape.

#### *KEY LANDMARKS*

**The Smithy** - The Smith is one of the larger and more elegant structures

within the city of Tomra. The Smithy resounds with the sounds of refining and forging metal all-but continuously, as expert dwarven craftsmen and their assistants convert the raw ores from the nearby mountains into tools, weapons, armor, and other useful items. The Smithy also has a wide variety of precious gems on display for sale or to incorporate into their work, and does a fair amount of business among the locals in the jewelry trade. Among such wares, none are more in demand than the excellent diamonds extracted from the nearby Shining Mountains.

**The Apothecary** - Like most of the buildings within Tomra, the Apothecary is a magnificent example of dwarven craftsmanship, resplendent with precious stones built into the structure. While it is certainly not a large building, it serves a vital role to the community, providing potions and elixirs of all sorts for healing and the treatment of various illnesses, afflictions, and magical curses. Dwarven advances in the field of medicine provide for a selection and supply of these miraculous medicines beyond anything else found in the known world. The staff of the Apothecary are overseen by Allard Stoneheart, who is renowned among the dwarves for his research and skill in the area of herbology and healing.

#### *IMPORTANT PEOPLE*

##### **Kalamon Glimmerock**

Dwarf male age 69

Most of the time, Kalamon Glimmerock can be found within the Smithy, excitedly overseeing the refining and forging of various metals and cursing the foolishness of the hapless apprentices who are learning his trade. For much of his youth, Kalamon fought to defend Tomra

from the ravages of the local monster population, before a particularly fierce combat left him with permanently crippled in his left leg. Since that time, he has devoted himself to perfecting his craft as a smith. He also discovered a particular knack for teaching and diplomacy, and as such is sometimes called upon to settle disputes between the citizens of Tomra and assisting the never-ending task of passing on his skills to the next generation of dwarven craftsmen.

##### **Allard Stoneheart**

Dwarf male age 43

Even from his youth, Allard Stoneheart was considered strange by most of the community for his love of alchemy and healing. Even more unusual, Allard showed little regard for any kind of martial skill or physical activity, preferring to spend his hours in study and reading. Although these unusual qualities earned him no little ridicule from his peers, they also allowed him to develop into a healer without peer among all the dwarves of the Underworld. His research with various underworld substances resulting in previously undiscovered cures for a variety of magical curses and ailments, and today is considered one of the most highly regarded citizens of Tomra.

#### **KOKOL'S SMITHY**

Across the Shining Mountains, within the southern reaches of the Shattered Plains, is a small dwarven outpost occupied by Master Kokol Silverhand, a legendary dwarven weaponsmith, and his few apprentices. Renown among the dwarves for his amazing talents, Kokol left the relative comfort of the city of Tomra late in the tenth century to create an outpost far from



any dwarven settlement in order to devote himself to the perfection of his craft. His only companions were a small handful of apprentices, chosen from among all the dwarves for their remarkable potential as smiths. Although the outpost was established with great success, recently Kokol has grown discouraged with his own work, believing the traditional metals of the Underworld greatly limit his remarkable talents. Indeed, it is now rumored in Tomra that this once great smith has fallen into a great depression, abandoning all pretenses of his work. Unwilling to return to Tomra, and hostile to any visitors, at the present time there seems little hope for this once master craftsman.

### THE TOWER OF BABIL

Northwest of the Plains of Ash, nestled within the sheer cliff-wall of the Underground, is a massive monolith that stretches upward as far as the eye can see. It is a mysterious and wholly alien structure, composed of a strangely luminous, metallic stone and refining with such skill that no dwarven craftsman could ever create. Whether this tower is an artifact from a long extinct civilization or something more sinister has never been determined, for none have ever been able to enter, through either cunning or force. For the most part, the dwarves have been content to ignore it, for there has never been any sign of activity or inhabitants.

Unbeknownst to any living upon the Earth, this strange monolith was constructed by the ancient race known as the Lunarians from ores mined from the Khalisto Mountains and enhanced with elements refined from the Earth's moon. Named for an ancient tower of legend, the Tower of Babil is a sprawling complex shielded from the outside world through

the Lunarian's highly advanced technology. Although it served for a time as a Lunarian base of operations, its purpose became much more sinister. For, if a powerful enough energy source was placed within the highest chamber, a weapon of incredible destruction would be unleashed upon the Earth. Fortunately for them, the dwarves were never considered in this plot, and as such have never been tempted to harness such power.

### THE LAND OF THE SUMMONED MONSTERS

Deep beneath the surface of the Earth, accessible only through a small passage surrounded by magma, is a large network of caves that lead deeper and deeper into the core of the planet. Further, this network of caverns is home to some of the most dangerous and vicious monsters ever encountered, which feed upon one another in a seemingly never-ending cycle. In addition, the very rocks within the caverns themselves pulse with strange arcane energy, draining the vitality of anyone exposed to the strange energy. However, should a person possess the strength, fortitude, and wisdom to access the small island deep within the Underworld, survive the exposure to the cavern's sapping energy, and to fight their way past the cavern's monstrous inhabitants, such a person would find themselves amidst a civilization unlike any other. Although any true name this civilization possesses is not known, those few who guess at its existence have dubbed it the Land of the Summoned Monsters.

These creatures, known by various names and legends across the world, dwell within a strange plane that seems to exist outside of the normal time and space of the Earth. Ruled by a legendary King and Queen whose very names are unknown,

this civilization would be absolutely unknown if not for their strange link to the mysterious order known as the Summoners of Mist. Through arcane means not yet understood, this order is able to channel these mysterious creatures from their home plane to anywhere upon the Earth, partnering with them to unleash fantastic arcane energies. What other function these mysterious creatures might serve is unknown, although it is speculated that these creatures possess a vast store of knowledge about the history and lore of the Earth.

### THE SYLPH CAVE

Far to the north and west of the Dwarven Castle, within the foothills of the Ironfell Mountains, is a small cavern that connects a large network of caves to the surface of the Underworld. Interestingly enough, this cavern shares remarkable similarities to the cavern that leads to the Land of the Summoned Monsters, including the presence of ferocious monsters and strange arcane energies that seem to weaken anyone exposed to the cavern. In their never-ending quest for metals and precious minerals, the dwarves of Stone Mountain briefly explored this cave. Their expedition was short-lived, however, as the caverns were not only largely inhospitable, but also proved to be almost labyrinthine in their layout. However, for one able to navigate the maze-like corridors and overcome the various obstacles, such a person would encounter a small conclave of creatures known as the Sylphs.

The Sylphs are small, fairy-like creatures, who despite their frail appearance possess a powerful affinity for magic. Although relatively peaceful, they dislike strangers, and in general avoid contact with anyone. In addition, these

creatures bear a remarkable similarity to the creatures within the Land of the Summoned Monsters, leading to speculating that perhaps they share a similar origin.

### THE SEALED CAVE

Northwest from the dwarven town of Tomra is a small valley nestled deep within the western range of the Shining Mountains. Within the center of this valley, a large subterranean cavern can be found, whose origin is clearly not natural. Dwarven explorers were sent to this previously undiscovered valley in the late tenth century. Apparently, a mysterious visitor revealed the existence of this valley to King Giott, who then dispatched a team to explore the area. Although this team quickly realized that the cavern was not entirely natural, their explorations were hampered by an inability to pass through a sealed door within the first chamber. Eventually, the team gave up in frustration, and no further expeditions to the site, which became known as the Sealed Cave, were ever planned.

However, what is generally not known is that this same mysterious visitor to King Giott entrusted the dwarven monarch with a key that would break the seal upon the cavern and allow anyone to access the treasures hidden deep within the cavern. Although the exact contents of the cavern were not disclosed, the mysterious visitor did reveal that its most precious treasure was a mysterious magical gem known as the Crystal of Shadow, which is housed within a crystalline chamber in the deepest chamber of the caverns. The king was also warned that the entire cavern was filled with deadly traps and obstacles to prevent anyone from looting the treasures of the cavern.

## THE LUNAR MOON



Visible in the night sky among the myriad of stars are two moons that endlessly circle the Earth throughout the seasons. Of these, it is the smaller that at times seems to glow with an eerie red hue, resulting in various speculations from observers on Earth. The truth of the matter, however, is that this second moon is not truly a moon of Earth at all, but instead a massive artificial satellite constructed by an ancient race of beings seeking to begin anew after the disastrous destruction of their home world.

Although its massive crater valleys, jagged mountain ranges, and pockets of impact craters create a very similar appearance to the Earth's true moon, this artificial moon actually contains an atmosphere similar to that of the Earth, maintained through a special process known only to the Lunarians. Thus, although the surface of the Lunar Moon is still a fairly hostile environment to life, natives of both Earth and the Lunar Moon can easily breathe and survive both upon the surface of the moon as well as within

the numerous caverns which honeycomb the entirety of the artificial moon. This, in turn, has also allowed some of the monstrous creatures that have mysteriously emerged from these subterranean caverns to survive upon the surface, creating a potential hazard for anyone traveling upon the moon's surface.

### THE CRYSTAL PALACE

Rising above the moon's surface is a stunning crystalline palace that glows brightly in the fierce sunlight of the Lunar days and glistens softly throughout the Lunar night. Constructed by the Lunarians as their new home on the Lunar Moon, the Crystal Palace is a beautiful, towering, elegant, and wholly alien structure, rising from the midst of the jagged mountains. Although no human eye has ever seen them, the Crystal Palace contains the living quarters of the entire Lunarian race, including large agricultural domes, several amphitheaters for larger gatherings, open park areas for relaxation, a library storing information through the magic of electronics, as well as a medical center

with facilities capable of placing most of the Lunarian race into a state of perfect stasis, a technology which allowed this people to survive the long space-flight from their dead home world to Earth. In essence, the technological wonders that are a normal part of everyday life for the Lunarian people are so advanced as to be absolutely indescribable to the people of Earth, and for that reason will probably forever remain outside of their knowledge.

### THE LUNAR SUBTERRANEAN

Deep beneath the surface of the Lunar Moon are a long, complex series of tunnels and caverns that run from the lower levels of the Crystal Palace all the way down to the Core. Originally, these tunnels were shaped as the Lunarians delved deep into newly created home, mining the depths for the raw materials needed to construct the sprawling Crystal Palace. Following Zemus' uprising and subsequent capture, these tunnels were expanded to reach nearly to the very center of the Lunar Moon, where the Core was eventually constructed. Throughout the caverns, the Lunarians have hidden away various powerful artifacts from their homeworld, storing them against the day they might again be needed. Like the Core, the Lunar Subterranean has been sealed off to prevent the escape of Zemus or his followers.

### THE CORE

Following Zemus' failed plot to activate the Tower of Babil and wipe out

the inhabitants of the Earth by his massive weapon known as the Giant of Babil, he was captured and forced into a deep sleep. However, so great was Zemus' powers that many feared that even in sleep he might still have great influence among not only the Lunarians, but also the peoples of Earth. Therefore, at great cost of time and effort, the Lunarians constructed a massive multi-level complex that came to be known as the Core. Forged out of a special crystalline alloy, it was believed that the unique properties of the Core would repress Zemus' psychic abilities. Thus, he and all his followers were sealed deep within the Core, there to dream for centuries until his fate might be decided.

### BAHAMUT'S LAIR

At some point following the arrival of the Lunarians and the subsequent construction of the Lunar Moon, the ancient creature known as Bahamut must have come to dwell deep within an otherwise unknown cavern. While his origins are unknown, it is speculated that perhaps this Emperor of the Summoned Monsters was attracted to the wisdom and knowledge of the Lunarians, and from them learned the peril that Zemus threatened against both races. In any case, it is within this lunar cavern that Bahamut dwells, watching over the affairs of his people and awaiting the prophesied coming of those who would earn his aid and finally defeat the power of Zemus.

## CAMPAIGN HOOKS

### THE PIONEERS

This campaign takes place between the sixth and early ninth centuries. The world is a vast, untamed place, with the Five Kingdoms still being created by their forefathers. Adventure hooks might include charting out the wilderness; making contact with other tribes; wars for the control of important trade posts or fertile plains; the Baron-Mist crisis and the following war; the rise of the von Muir and the taming of the Antlion; the founding of Fabul; the tribal crisis on the Winding River and the Emerald River; the fall of Tomra and the dwarven exploration of the surface.

In this time period, the humans were left undisturbed by the Lunarians, and the power conflicts leading to the creation of the modern nations spawned heroes and legends.

### BATTLE FOR BABIL

This campaign takes place in the ninth and early tenth century. Led by Klu Yah, a group of Lunarians and their human disciples battle against the corrupting influence of Zemus. As a strange, mind-affecting incorporeal creature, Zemus can corrupt humans and Lunarians alike, making this campaign more suited for a darker tone, with a subtle (or not so subtle) horror undertone.

As Klu Yah could not risk exposure, the actions against Zemus' maniacal cult had to be taken under a mantle of secrecy. Adventure hooks might include hunting Zemus' followers; corruption of loved ones; the quest for ancient Lunarian artifacts;

space travel to the Lunar moon; the founding and early years of Mysidia; the Babil Battle; the scattering of the crystals.

An interesting twist in this scenario would be if the players' group, willingly or not, worked for Zemus instead of against him. Be it a tale of genuine evil, or a tragic path of sorrow and redemption, this scenario can create great stories.

### WAR OF THE CRYSTALS

This is the default setting of this Worldbook. Taking place at the end of the tenth century, the stage is set for a chain of events that will change Earth and Lunar forever. Albeit following the original videogame events more closely than the other campaign hooks, there are still plenty of stories to be told, be it playing with the game's characters, replacing them with a new cast of heroes, playing as the game's antagonists or even as a third party interacting with the story from a completely new point of view.

### THE AFTER YEARS

The years after Zemus' ultimate defeat and the final departure of the Lunarians saw a great peace and rebuilding in Earth. The crescent interaction with the dwarven race brought prosperity to all kingdoms. However, a new threat looms in distance, bringing anxiety to the few who can listen to its signals.

What is the nature of this new threat? Who are the unsung heroes who will stand up against this evil? What will be of Earth's future, now that the Lunarians can't guide the human race for the first time in history?

## NEW OPTIONS

This chapter presents new options for players and GM to improve your gaming experience. All rules presented below are optional and may be used in a game using this scenarios or any other game world. If you're a player and want to use one of these options, ask your GM.

### SPENDING DESTINY: JOB RETRAINING

Sometimes, you realize everything you've fought for is wrong. During this stressful moments, a character performs such a great change that simply recasting your Traits and Quirks won't represent your newfound allegiances. After going through such ordeal, a character may spend four Destiny Points to change his Job(s) and any Abilities and Spells.

If you change your Job(s), you lose any Abilities granted by your old Job(s), and gain all Base Abilities of your new Job(s). As always, you must meet the prerequisites for each Ability gained. You may also choose any Modifiers if you meet the requirements. Your maximum HP and MP must be recalculated using your new Job. Your Stat values and XP doesn't change. As any Destiny Point spending, this may not be done during combat. You may choose to keep any of your Jobs and simply swap your Abilities when retraining.

### NEW SUMMONED MONSTERS

These new summoned monsters are designed to be used with the Druid class. They add new low-to-mid level options for Summoners representing monsters iconic for either the original SNES version or the Nintendo DS remake.

**BOMB**  
One of the iconic monsters of the Final Fantasy franchise, the Bomb was a



summon available in the original SNES game. It is a floating round creature, with a leathery, dark red skin, two huge yellow eyes, a menacing mouth with big teeth and a mastery over flame.

*Basic Call:* Minimum Level: 14<sup>th</sup>. MP Cost: 12. Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level Fire-elemental magical damage to a target.

*Greater Call:* Minimum level: 34<sup>th</sup>. MP Cost: 45. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire level Fire-elemental magical damage to a target. If used with **!Summon**, you may lose the **Wall** and **Float** status effects to cause the *Bomb* to explode, dealing 9 x Fire level Fire-elemental magical damage to all enemies (in addition to *Call* effects).

*Summon:* Gain the **Float** status until the end of the round.

**MIND FLAYER**  
With a humanoid body and octopus-like head, Mind Flayer have four tentacles around a lamprey-like mouth, and eat the brains of sentient creatures



as part of his diet. When snaring a living creature in all four of its tentacles, he can extract and devour its living brain. His eyes are pale white, and can see perfectly well in both darkness and light.

*Basic Call:* Minimum Level: 14<sup>th</sup>. MP Cost: 20. Roll Fire vs Water, difficulty 0. If successful, deal 7 x Fire level Puncture-elemental magical damage to a target. The target loses the **Shell** and **Reflect** statuses. Also, if your roll overcomes difficulty 80, inflict the **Weaken (Mental)** status on the target until the end of the next round. This Spell ignores the status **Reflect**.

*Greater Call:* Minimum level: 34<sup>th</sup>. MP Cost: 55. Roll Fire vs Water, difficulty 0. If successful, deal 12 x Fire level Puncture-elemental magical damage to a target. Also, if your roll overcomes difficulty 80, inflict the **Immobilize** and **Poison** statuses on the target until the end of the next round.

*Summon:* It has no extra effect with **!Summon**.

### MIST DRAGON



A giant dragon made of mist, this creature can control its own body shape, changing between dragon and cloud

forms at will. Its icy breath destroys the summoner's enemies while his mists protect his allies.

*Basic Call:* Minimum Level: 24<sup>th</sup>. MP Cost: 35. Roll Fire vs Water, difficulty 0. If successful, choose one: either you deal 8 x Fire level Ice-elemental magical damage to a group or you grant the **Strengthen**

**(Mental)** status to all allies until the end of the next round.

*Greater Call:* Minimum Level: 54<sup>th</sup>. MP Cost: 100. Roll Fire vs Water, difficulty 0. If successful, deal Ice-elemental magical damage equal to 500 or your current HP, whichever is lower, to a group.

*Summon:* Gain the **Blink** status until the end of the round.

### COMBAT OPTION: COMBINED SPELLS

A recurring theme in Final Fantasy IV is the bonds between the cast of characters. Many times, this was represented by the characters using powers beyond their own skills by relying on that bond. Two prime examples of this are Palom and Porom's Twin and the W Meteo.

Two characters may cast two Spells and combine their power. They need to act in the same Phase and the Spells become a Slow (1) action. If combining two identical Spell, generate the effect of the next higher level Spell (for example, two Fira turn into a Firaga). If you cast two different Spells, you generate the effect of the lower MP cost Spell (Casting Scan and Immobilize together creates the effect of Scan in the Group). Use the single target damage if the Spell deals reduced damage to groups. The characters involved must spend MP equal to the cost of the effect generated (When two mages combine the Meteorite Spell, the enemy is subject to Comet's effects and the mages must spend 41 MP each).

Summons and *Twincast* may not be used with this rule. At GM's discretion, some Spells may not be combined. Special cases may be examined individually by the GM and cause unique effects.



## BESTIARY

Below are some examples of monsters to use in your Earth campaigns.

### DESERT SAHUAGIN

8<sup>th</sup> level Humanoid **Minion**

Earth 31      Air 20   Fire 26   Water 15  
HP 26          MP 10   ARM 03   MARM 03  
Initiative – 2 die

*Claw:* Quick physical action, Earth vs Air, dif 50, 6 damage (Cut)

*Sand Burrow:* Slow (2) magical action, auto-success, gain **Blink** until the end of the next turn



*Sand Ambush:* Quick physical action, user loses **Blink** status, Earth vs Air dif 50, 12 damage (Cut). May only be used with **Blink** status active.

*Unlike their marine counterparts, Desert Sahuagin live far from salt water, relying on the desert oasis and underground waters. They hunt in groups, trying to bring victims to their underground lairs.*

### IMP CAPTAIN

9<sup>th</sup> level Humanoid **Common**

Earth 16      Air 42   Fire 13   Water 25  
HP 45          MP 20   ARM 04   MARM 06

Initiative – 3 die

*Short Sword:* Quick physical action, Air vs Earth, dif 50, 8 damage (Cut)



*Goblin Punch:* Blue Spell, Air vs Earth, dif 50, 8 damage (Cut). Deals 36 damage against 9<sup>th</sup> level targets.

*Parry:* Reaction, Air vs Air, dif 50. Blocks one physical attack.

*Albeit stronger than Imps, these creatures are still weak monsters. They usually command large groups of Imps, but most Captains are cowardly enough to flee as soon as the number of Imps starts to dwindle.*

### ADAMANTOISE

14<sup>th</sup> level Aquan Beast **Common**



Earth 50      Air 29   Fire 35   Water 42  
HP 100          MP 44   ARM 15   MARM 05  
Initiative – 3 die

*Bite:* Quick physical action, Earth vs Earth, dif 50, 20 damage (Crush)

*Crush:* Slow (1) physical Action, Earth vs Air, dif 50, 15 damage (Crush). This attack ignores the target's armor.

*Shell Defense:* Reaction, Earth vs Earth, dif 50. Blocks one physical attack.

**Lightning Resist, Ice Vulnerable, Auto-Weaken (Speed)**

*Despite its name, these giant turtles are not made of Adamantium. They prey on coastal waters and humid caves, and are slow but strong predators.*



*GATLINGHOG*16<sup>th</sup> level Beast **Minion**

Earth 30      Air 52    Fire 43    Water 41  
 HP 58          MP 32    ARM 06    MARM 12

Initiative – 2 die

*Claw*: Quick physical action, Air vs Air, dif 50, 15 damage (Puncture)

*Needles*: Physical *Ranged* reaction, Air vs Air, dif 40, 30 damage (Puncture). May only be used when targeted by an Melee attack.

**Blind Immune**

*These ferocious hedgehog-like creatures can shoot its spikes as far as twenty meters, making them fearsome enemies. However, they tend to only shoot then when attacked, and usually fight only to protect themselves and their homes.*

*ZUU*18<sup>th</sup> level Beast **Elite**

Earth 58      Air 52    Fire 43    Water 41  
 HP 255        MP 80    ARM 10    MARM 10

Initiative – 3 die

*Talon*: Quick physical action, Air vs Air, dif 50, 20 damage (Puncture).

*Sweep*: Quick physical action, Earth vs Air, dif 50, 25 damage (Puncture). Targets a Group. Until the end of the round, the Zuu loses the **Flight** status and gain the **Float** status.

*Darkness Gale*: Quick *Ranged* physical action, Air vs Water, dif 60. Inflicts the **Blind** status on the target until the end of next round.

**Flight, Resist (Fire and Ice), Vulnerable (Lightning and Air), Fatal Immune, Transform Resist**

*Giant birds native to the Mysidia region, the Zuu hunts his prey descending from the sky and attacking them on the ground. The recent creation of the Red Wings led to an increase in Zuu attacks against the airship crew.*

*MORTBLOSSOM*23<sup>th</sup> level Aberration **Minion**

Earth 59      Air 36    Fire 88    Water 75  
 HP 139        MP 108    ARM 16    MARM 30

Initiative – 2 die

*Bite*: Quick physical action, Earth vs Earth, dif 50, 30 damage (Cut).

*Poison Gas*: Blue Spell, 16MP, Fire vs Water, dif 80. Targets a Group. Inflicts **Poison** until the end of the next turn.



*Seed Cannon*: Blue Spell, 22MP, Fire vs Water, dif 0. Inflicts 88 magical damage to a target or 56 magical damage to a Group (Puncture). Ignores **Reflect**.

**Ice Vulnerable, Poison Immune, Transform Vulnerable, Mental Resist**

*Deep in Earth forests and jungles, this carnivore flower lurks, attracting its prey with its vibrant colors and great smell. Its extract is used to create one of Earth's most expensive and unique perfume, a luxury owned by the richest.*

*CAVE NAGA*25<sup>th</sup> level Aberration Beast **Common**

Earth 64      Air 52    Fire 69    Water 81  
 HP 280      MP 95    ARM 24    MARM 32  
 Initiative – 3 die

*Tail Sweep:* Quick physical action, Earth vs Air, dif 50, 36 damage (Crush)



*Wrap:* Quick physical action, Earth vs Earth, dif 50, 48 damage

(Crush). Inflicts **Immobilize** until the end of the next turn. This attack may not be used if a character is **Immobilized** by it

*Constrict:* Quick physical Action, Earth vs Earth, dif 0, 30 damage (Crush). Ignore the target's armor. This attack may only be used against a target **Immobilized** by *Wrap*.

**Light Vulnerable, Shadow Resist, Sleep Immune**

*Usually this cave-dwelling creature feeds on the flesh of the dead, but it may resort to killing the living if there aren't enough dead bodies. As result of this, its lair usually have lots of human bones, giving it a sinister appearance.*

*LAMIA*29<sup>th</sup> level Aberration Humanoid **Common**

Earth 61      Air 69    Fire 92    Water 87  
 HP 390      MP 250    ARM 41    MARM 49  
 Initiative – 3 die

*Tail Sweep:* Quick physical action, Earth vs Air, dif 50, 60 damage (Crush)

*Confuse:* White Spell, 38 MP, Fire vs Water, dif 80. Inflicts **Confuse** until the end of the next turn.

*Flirt:* Reaction, Water vs Fire, dif 0. Use when targeted by an attack. Designate a new valid target for the attack, chosen among allies. In case of a critical hit, the new target may be an enemy. If there is no other valid target, this reaction automatically fails.



**Sleep Immune, Zombie Immune, Blind Immune, Time Vulnerable**

*Born from eggs, this snakewoman creature is very intelligent and uses her charm and magical prowess to confuse her victims. It feeds on blood, and its favorite food is blood from a child.*

*CENTAUR KNIGHT*32<sup>th</sup> level Humanoid Beast **Minion**

Earth 107      Air 92    Fire 58    Water 81  
 HP 240      MP 220    ARM 62    MARM 40  
 Initiative – 2 die



*Lance:* Quick physical action, Earth vs Air, dif 50, 90 damage (Puncture)

*Throw:* Slow (2) Ranged physical Action, Earth vs Air, dif 50, 135 damage (Puncture)

*Regen:* Time Spell, Fire vs Water, dif 0. Grant the target the **Regen** status for this and the next two turns.

*These knights are feared through the plains for their devastating attacks. An army of these knights would be a terrible menace for the human kingdoms.*

*BLACK FLAN*37<sup>th</sup> level Elemental Aberration **Minion**

Earth 81      Air 75    Fire 123    Water 108  
 HP 330      MP 450    ARM 102    MARM 85  
 Initiative – 2 die

*Slam*: Quick physical action, Earth vs Earth, dif 50, 80 damage (Crush)

*Scourge*: Black Spell, 39 MP, Fire vs Water, dif 0, 186 single target damage or 96 group damage (Shadow)

*Magic Hammer*: Blue Spell, 30 MP, Fire vs Water, difficulty 50. If successful, deal magical damage to the target equal to half of its current MP. The target loses MP instead of HP when suffering this Spell. This spell ignores the target's magic armor.



**Resist (Cut, Crush and Puncture), Shadow Absorb, Light Vulnerable, Weaken and Transform Immune**

*One of the tougher Flan-type monsters, this shadow-aligned creature is native to the Lunar Moon. It might have landed on Earth hiding aboard one of the Lunarians' space ships.*

*BONE DRAGON*40<sup>th</sup> level Undead Dragon **Elite**

Earth 124      Air 99    Fire 118    Water 81  
 HP 1306      MP 330    ARM 65    MARM 68  
 Initiative – 4 die

*Bite*: Quick physical action, Earth vs Earth, dif 50, 144 damage (Crush)

*Tail Sweep*: Quick physical action, Earth vs Air, dif 50, 120 group damage (Crush)

*Zombie Breath*: Quick *Ranged* magical action, Group, Fire vs Water, dif 80. Inflicts **Zombie** until the end of next turn.

*Death Claw*: Blue Spell, 110 MP, Fire vs Water, dif 80. If successful, the target's HP is reduced to the d100's unit digit, considering 0 as 10. Treat this as a **Gravity** status effect.

**Flight, Zombie, Vulnerable (Light and Fire), Immune (Shadow and Poison), Fatal Immune, All Statuses Resist**

*It takes a very powerful mage to be able to reanimate a dead Dragon. However, the results are impressive, as this fearsome monster's prowess is second only to its devotion to its master. Unlike normal undead, once its master dies, Bone Dragon regains their free will and may continue terrorizing entire nations, maybe even becoming lord of other undead.*



*ARMOR CONSTRUCT*50<sup>th</sup> level Construct **Common**

Earth 152    Air 142    Fire 112    Water 102  
 HP 1000    MP 650    ARM 145    MARM 80  
 Initiative – 3 die

*Claw:* Quick physical action, Earth vs Air, dif 50, 225 damage (Cut)

*Plasma Shot:* Quick Ranged physical action, Air vs Earth, dif 50, 196 damage (Puncture)



*Offensive Runic:* Reaction, Fire vs Fire, dif 50. May be used when Armor Construct or one of its enemies are targeted by a Spell or magical attack. Negate its effects.

*Eletrocute:* Blue Spell, 85 MP, Group, Fire vs

Water, dif 0, 143 damage (Lightning). This Spell ignores **Reflect** status.

**Resist (Fire, Earth, Air and Water), Lightning Vulnerable, Transform Immune, Mute Immune, Immobilize Immune**

*A marvel of Lunarian engineering, these constructs of war are huge, over 5 meters tall. Along with fearsome weapons, these giants are equipped with a Spell-absorbing shield. Almost all known Armor Construct lie dormant inside Lunar Moon. The feared Giant of Babil was designed as an bigger and more modern version of these armored monstrosities*

*BEHEMOTH*60<sup>th</sup> level Beast **Elite**

Earth 165    Air 178    Fire 121    Water 159  
 HP 3100    MP 1500    ARM 100    MARM 255  
 Initiative – 4 die

*Bite:* Quick physical action, Earth vs Earth, dif 50, 256 damage (Cut)

*Spellfury:* Free physical reaction, Air vs Air, dif 50, 238 damage (Puncture). Reacts once after being hit by an Spell. Multi-hit spells trigger this only once.

*Trample:* Quick physical action, Earth vs Air, dif 50, 224 group damage (Crush)

*Meteo:* Time Spell, Fire vs Water, difficulty 0. Attack five times against random enemies, each hit inflicting 48 damage (Crush). This Spell ignores **Reflect** and the targets' magical armor.

**Resist (Fire, Water, Lightning, Shadow, Light, Water, Air), Death Immune, Condemn Immune, Seal Immune**

*It have been centuries since any human on Earth encountered these legendary creatures. However, its terrible tales of destruction ensure the name Behemoth strikes fear into human and dwarven hearts alike. The legends even speak of a King of the Behemoths, a beast so powerful that could rival the gods themselves.*