

FINAL FANTASY VI

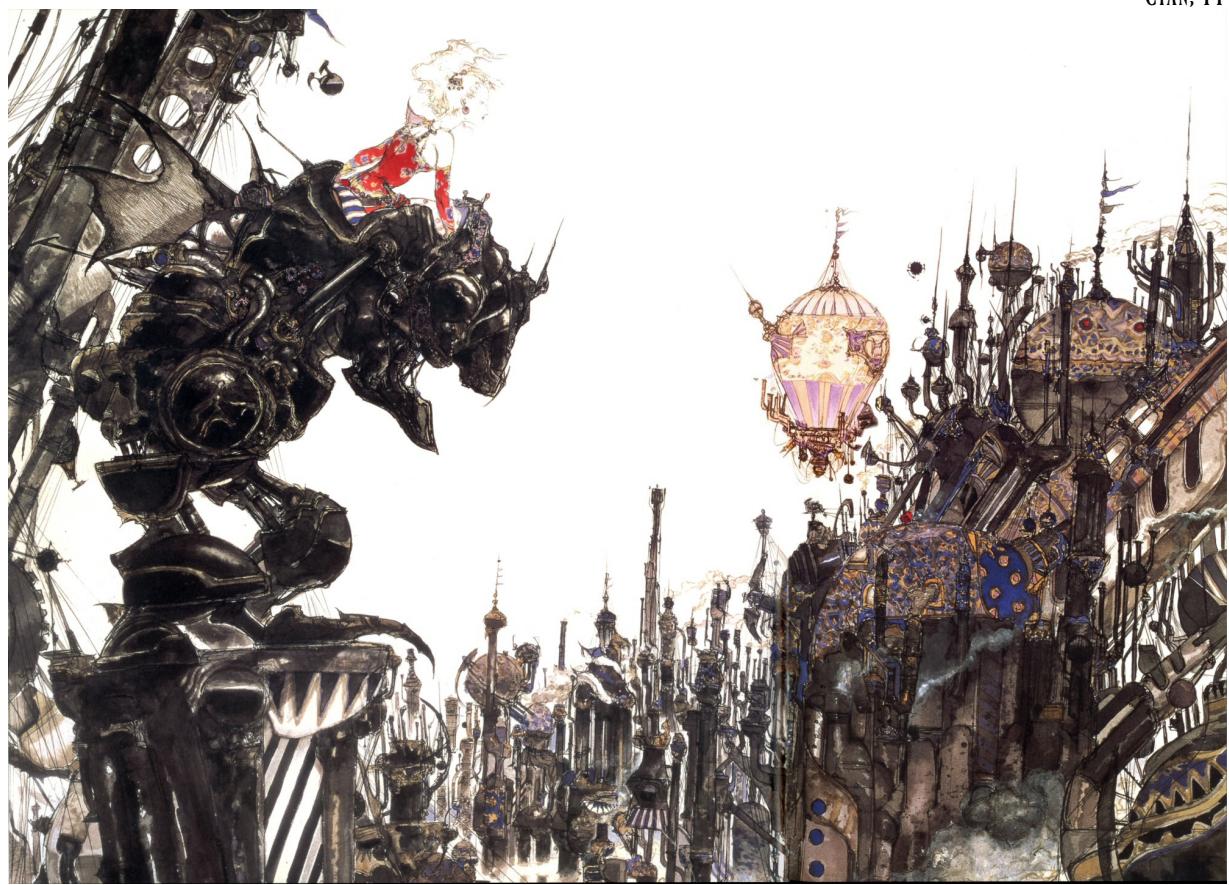
WORLDBOOK

"THE WORLD BEFORE THE FALL

LOVELY IS THE LIGHT OF DAWN

NOBLE IS THE HEART OF MAN..."

--CYAN, FF6



SUMMARY

OPENING WORDS.....	3
THE HISTORY OF AEOLUS	4
THE GOLDEN AGE	4
THE FIRST WAR OF THE MAGI	5
THE AGE OF CHAOS	6
THE AGE OF RECOVERY	6
THE FIRST IMPERIAL WAR	7
THE AGE OF PROSPERITY	7
THE SECOND IMPERIAL WAR	8
THE YEARS OF RUIN	8
THE AGE OF HEALING	9
A TIMELINE OF AEOLUS.....	11
ESPERS AND MAGIC	18
GAME OPTION: MAGIC ON WORLD OF BALANCE	21
THE REALM OF NEW DOMA	23
GEOGRAPHICAL AREAS OF INTEREST	23
CITIES	25
THE KINGDOM OF FIGARO	30
GEOGRAPHIC AREAS OF INTEREST	30
CITIES	32
THE FREE CITIES	36
GEOGRAPHIC AREAS OF INTEREST	36
CITIES	39
THE CITY-STATE OF THAMASA	45
GEOGRAPHIC AREA OF INTEREST	45
CITIES	46
CAMPAIN IDEAS.....	48
NEW RULES AND CHARACTER OPTIONS.....	49
CHARACTER OPTION: NEW QUIRK.....	49
CHARACTER OPTION: NEW SUMMONED MONSTERS.....	49
OPTIONAL RULE: COMBAT ROWS.....	49
MAGIC ON THE WORLD OF BALANCE: MAGICITES.....	51
BESTIARY.....	56
WORLD MAP.....	59

OPENING WORDS

A Treatise by Astarinas, the Traveler, of the Celestial Order

I, Astarinas, do pen this account, this thirteenth day of January, WOR 47. Since the War of the Magi, we of the Celestial Order have endeavored to preserve the heritage of Aeolus, recording all that has and will transpire. As I gaze into the Time Globe, that ancient artifact given to the first of this order at the climax of the First War of the Magi, I see the ebb and flow of time; the future, boundless into eternity, becoming for one unmeasurable moment the present, and disappearing into the dark void of the past.

For the first time in memory, these strands reveal calamity so great, so awesome, so as to threaten the very existence of the entire universe. We, who stood fearless at the destruction wrought by the War of the Magi, we who feared not as the world was torn asunder by the imbalance of the Goddesses trapped within their stone prisons, now know true fear. We fear not that we should perish, for such is our lot within this realm. No, we fear that the history, heritage, and events recorded within our records should pass from existence for all eternity.

And so, endeavoring to preserve this rich history, I do hereby pen this account, hoping against hope that this record may be kept safe and passed on when all else has passed to dust.

The idea behind this portion of the Final Fantasy VI Worldbook is to provide game masters and players an idea of what does the planet of Aeolus look and feel like. Albeit the focus is on the era after the video-game events, who became known as the Second War of the Magi, this Worldbook will also present historical details that may help earlier campaigns.

THE PLANET AEOLUS

As with the other worlds of Final Fantasy, this war-torn planet called Aeolus is much like our own world. It supports both arctic and antarctic poles (despite being not shown in the video game) and sports a wide array of environments. One of the biggest

difference, in terms of weather and environments, is its equator. On earth, the closer a continent is to the equator the hotter the weather. Aeolus, on the other hand, is mostly temperate throughout the planet. Granted, it is in fact a bit hotter on the equator but the difference is much smaller and most of the world's deserts (specifically the Figaro desert) sits on it. Like Earth, the farther one goes toward either of the poles the colder it gets. Some of the towns in the northern reaches such as Kohlingen and New Doma tend to have frequent snowfall during the winters while Narshe is perpetually covered in it.

THE MOONS OF AEOLUS

High above Aeolus, two moons orbit the sky- Phaeleus and Rowantha. Phaeleus is roughly the size of our own moon. Much like our moon, it has no atmosphere and is dotted with potholes from passing meteors and asteroids save for a shiny purple tint that gives the night sky a purplish tint. Rowantha is a different matter. It supports its own atmosphere and has a light blue tint. Although no one knows for sure, a common myth is that people live on Rowantha.

CONTINENTAL SHIFTING

In the aftermaths of both previous magi wars, continental shifting is a common phrase used by geologists to describe the phenomenon where land masses that were lost in the war (or in the most recent case from the day of Kefka) are slowly recovered. No map from before the First War of Magi era exist (supposedly) but most scholars believe that the planet won't recover 100% of its mass. Nor will the map be full restored in the exact way that it appeared before the Second War of Magi. It's only been fifty years since the end of the war, so there's no saying if these changes will remain in place permanently. In the years following the death of the mad demigod, continental shifting has already produced some major changes in the planet's face:



A large amount of land has once again connected Narshe, Figaro, and Kohlingen into a single continent. With the seismic activity having completely vanished, most believe that the mountains that separated Figaro and Kohlingen will not resurface. Furthermore, the islands that once ringed around the Figaro Desert will remain beach-front property.

The Island of Doma (the small isle where the ruin of Doma existed in the WoR) has fused with the island to the north (with it now considered the Province of Doma).

The Veldt has expanded a good bit south, almost in a parallel line to Mobliz.

THE HISTORY OF AEOLUS

The world known as Aeolus has suffered several bloody wars over the past one thousand years. This portion of the Final Fantasy 6 worldbook gives an overall description of these events that have led up to the present situation that the worldbook takes place in. The material here split up into different eras: the golden age, the first war of the magi, the age of Chaos, the age of recovery, the Imperial war, the second war of the magi, the year of hell, and the present. If you haven't already done so, it would be best to look through the FF6 timeline before reading any further.

THE GOLDEN AGE

(before 1000 WB)

Most likely due to the destruction and global annihilation of the War of the Magi, little record survives of the time prior to the First War of the Magi. As a result, most of the knowledge of this time period has been lost for all time. The few scraps of evidence that remain seem to point to a world ruled almost exclusively by humanity, with no reference to any of the other less prominent peoples of Aeolus. While the subject of much debate, there is small evidence that magic in some form existed during this period. Further, one document in particular tells of highly

advanced civilizations, containing technology beyond the imagination of even living today, such as floating cities, robots, mammoth vehicles, and technological weapons. Perhaps due to a highly advanced understanding of medicine, the average human lifespan was nearly 200 years, with little worry about disease or disability.

Although it would be more than another millennia before scholars would learn of it, other races existed in Aeolus during the Golden Age. Similar to their human counterparts, elvaan civilization reached its highest peak in this era, having constructed beautiful crystalline dwellings amongst the oldest forests in Aeolus. Although interaction between elf and human was rare, it was apparently not unheard of, although no document of such an occurrence exists today. Further, dwarves also dwelt within Aeolus, living in elaborate underground complexes constructed within beautiful mines of gold, silver, and other precious metals. Although their numbers were few, dwarven workmanship, whether weapon, armor, or building, was apparently unmatched in all of Aeolus, despite their otherwise low levels of technology. And, although even less evidence exists in support of this, it seems reasonable that moogles, imps and other sentient races roamed the world as well, although no large-scale permanent dwellings seemed to have

existed.

Somewhere between 1100 WB and 1025 WB, new beings were created by the three so-called deities known as Doom, Poltergeist, and Goddess, which came to be known as espers. These beings, which were created from humans, possessed great magical powers unrivaled in Aeolus. Within the span of only a handful of years, it was discovered that these espers could be drained of their magical powers, and that their powers could then be channeled not only into humans, but also into machines as well, thus creating magitek. This discovery sowed the seeds of the War of the Magi.

By 1010 WB, hundreds of espers had been killed at the hands of power-hungry humanity, who in turn created magical machines whose powers were unstoppable. The three entities became more and more outraged with the actions of the humans, as they watched their esper creations gradually annihilated. In their rage, they created vast numbers of new espers, equipped them with awesome magical powers, and used them as biological weapons to attack all humanity. In response, humanity turned its technological knowledge to the creation of even greater war-machines, many of which were imbued with drained esper-magic. The resulting conflagration would come to be known as the War of the Magi.

THE FIRST WAR OF THE MAGI

(1000 WB)

Many of the espers waged war upon humanity using fantastical magical powers unrivaled in history. However, a few of the espers, worried about the seemingly insane rage of the three so-called deities, pledged their allegiance to a few of the more conservative nations. As the war continued to escalate, increasingly the conflagration pitted esper against esper. This destruction only further enraged Doom, Poltergeist, and Goddess, and their efforts became more and more powerful and destructive. Slowly, the tide of the war began to turn against humanity. As their numbers began to diminish, the Three began to individually

support certain specific peoples and nations. Conflict arose amongst themselves regarding the fate of humanity. Soon, each of the Three was pledged to support a different nation within Aeolus, and controlled a certain faction of the espers. Not surprisingly, the Three began to war amongst themselves, each declaring that she alone should decide the fate of Aeolus. Their warfare was worse than any the world had ever seen. Whole continents shifted, lakes and stream dried up, or became toxic, and massive fires raged.

At the height of the War of the Magi, it seems that both the elvaan and dwarven peoples, fearing for their own survival, secreted themselves away from the rest of the world, hiding themselves by both arcane and mundane methods. Although their own losses were great, their escape allowed them to survive the destruction of the world with greater ease than their human counterparts. Both races would remain hidden away and unknown to the ranks of humanity for over a millennia.

By the end of 1000 WB, the world had been reduced to a scorched wasteland, and only a sixth of the pre-war population of Aeolus were still counted among the living. This global destruction finally brought the Three to their senses, and in a rare moment of clarity, they encased themselves into stone statues. Their final command to their esper creations was for the espers to seal themselves away from Aeolus, taking the Statues with them, and thus protect them for all time from the designs of humanity. With tears for the destruction of their world, the espers opened a rift into Esperworld, passed through the rift with the Statues, and sealed themselves away.

However, just prior to their departure, a sage by the name of Ceric Rynath was approached by one of the eldest of the espers. At that time, he was given our most sacred artifact, the Time Globe, and charged with recording the history and heritage of Aeolus. In addition, he was given a brief recounting of the War of the Magi, and a few documents that survived the disastrous war. On that day, the Celestial Order was established.

THE AGE OF CHAOS

(999-800 WB)

The next two-hundred years were dark indeed for the survivors of the War of the Magi. The once rich, flourishing planet of Aeolus had become a wasteland, filled with powerful monsters born from the vast energies of the magical conflagration. Plants and animals alike grew ill and died, leaving thousands of people to starve to death. Huge, ancient forests vanished, leaving behind empty plains and rocky hills. For the first time in Aeolus' history, huge deserts covered part of the globe, including much of the northwest continent. In the first twenty years, nearly half of the remaining population of Aeolus died. But those who survived became more and more hardened by their environment.

Ever so slowly, the world began to heal. Large settlements were formed across the globe, as the survivors came together in order to live within their harsh new world, bringing whatever possessions that had been spared destruction. Unfortunately, almost nothing remained of the technological wonders of the Golden Age. What little remained usually was completely non-functional, but would eventually serve as models for future scientific endeavors. As communities were established, the peoples of Aeolus began to look for a scapegoat to blame for their misfortunes. Amongst the survivors of the destruction were several esper-imbued humans, who retained some of their magical powers. It did not take long for most of the people of Aeolus to blame magic for the destruction of their world, and a result these esper-imbued humans were systematically hunted down and destroyed, and almost completely annihilated, save for those few who managed to hide their heritage and escape to eventually resettle in the east. By 850 WB, the towns of Narshe, South Figaro, Doma, Jidoor, Vector, and Maranda had been successfully established. Despite the still-hostile environment, widespread agriculture and industry emerged, ensuring the survival of the peoples of Aeolus.

THE AGE OF RECOVERY

(799-362 WB)

Over the next four centuries, the world slowly began to emerge from the chaos caused by the War of the Magi. Their fate no longer uncertain, the people of Aeolus began efforts to regain the technology lost during the disastrous war. As these endeavors grew more and more widespread, global communication became necessary for the first time, as scientists were aided by the discoveries of their peers. Trade-networks began to develop, first simply between the larger cities and the distant villages, but eventually connected all of the major cities of Aeolus. Up until 700 WB, each of the large centers of civilization around Aeolus was essentially an independent city-state, as no centralized government had yet emerged. However, the increased revenue and slow advances in technology soon created conflict amongst the city-states. In addition, the increase in economy also brought an increase in crime, as those less-fortunate strove to steal in order to prosper. These two factors were key in the establishment of the nations of Figaro, Gastoria, and Doma. Large militaries were established in each nation, with the purpose of protecting that nation's interest from crime and the still-numerous monsters. Fortresses were constructed for the first time, serving as the center of each nation's government, known as Doma Castle, Figaro Castle, and Vector.

As worldwide commerce and communication was established, lost technologies such as the steam engine, gun powder, steel-smelting, mechanical inventions, and others were reinvented. As prosperity continued to grow, so did the world's population, and other large cities began to emerge, especially around key ports. By 400 WB, the towns of Nikeah, Albrook, Kohlingen, Tzen, Zozo, and Mobliz were fully established as prosperous cities. Although the establishment of centralized governments brought world peace for a time, after 400 WB conflict once again arose concerning the trade and acquisition of several new technologies. Although peaceful negotiations were able to maintain the peace for several years, war

soon became almost inevitable.

THE FIRST IMPERIAL WAR

(361-340 WB)

In 361 WB, the current dictator of Gastoria is overthrown and assassinated by General Lance Chere, who proclaims himself Emperor of the Empire of Gastoria, whose boundaries then included the towns of Vector, Albrook, and Maranda. Outraged by the nation of Figaro's staunch refusal to share new technological advances, Chere declares war on Figaro's ally, the nation of Doma, and launches a brutal attack on the town of Tzen. Despite a fierce battle, the town of Tzen is quickly captured. From Tzen, Gastoria assembles a powerful fleet of warships, and soon cuts off trade between Figaro and Doma, as well as decimating Figaro's and Doma's meager naval forces. Gastoria's forces then move to capture the towns of Mobliz and South Figaro, both of which came under the Empire's control by 358 WB.

Cut off from most of their agriculture, the people of Doma are soon desperate for food, and agree to withdraw from the war for the return of Mobliz and its vital food supplies. In 356 WB, Figaro forms an alliance with the city-state of Zozo, who contributes a great number of ground and naval forces. That same year, South Figaro is liberated by the combined might of Figaro's and Zozo's armed forces, as Zozo declares war against the Empire. In 352 WB, the Empire launches a surprise assault on the town of Zozo, and subsequently burns the city to the ground, leaving little but refuse, waste, and scorched buildings behind, effectively destroying the nation of Zozo. In the following years, the ruins eventually became the habitation of small gangs of bandits and thieves. The destruction of Zozo captures the attention of many of the other independent cities of Aeolus, each of whom pledge their aid to Figaro. With renewed vigor and forces, the war begins in earnest.

By 348 WB, almost the entirety of the Gastorian naval forces are destroyed. In 347 WB, a massive assault-force lands on the southern continent, and recaptures the city of Tzen. Over the next six years, each and every

city of the Gastoria Empire is liberated from the control of the Empire, excluding the city of Vector. His plans defeated and his army decimated, Chere is forcefully removed from his leadership position, and the First Imperial War is officially ended in 340 WB. He is replaced by his cousin, Albert Chere, whose descendants continue to rule the shattered remnants of Gastoria for the next three-hundred years.

THE AGE OF PROSPERITY

(339-20 WB)

The Age of Prosperity is among the best in Aeolus' history, second only to the Golden Age. With the Imperial War ended, a new age of global peace and discovery is declared. Monster activity was at an all-time low, and the human lifespan reached nearly one-hundred years. Technology reached a new peak in this era, giving rise to many new innovations and older discoveries. Steam ships are first constructed during this era, as well as record-players, plumbing, advanced construction tools, geothermal heating systems, advanced weapons, and even a few limited vehicles. Although most of these technological advances are ignored by the people of Doma, both the nations of Figaro and Gastoria spend massive amounts of revenue financing and researching new technologies.

Over the course of this era, both nations develop several vital technologies. In Gastoria, robotics are perfected, allowing the development of not only specialized war-vehicles, but also robots armed with new technological weapons such as missiles and lasers. In Figaro, other specialized weapons are developed, as well as key defensive technologies, including the top-secret ability for the entirety of Castle Figaro to tunnel underneath the desert sands.

It was also during this time period that researchers uncovered ancient texts thought lost during the War of the Magi, telling of the now-legendary espers and magic, as well as unveiling the secrets of magitek and airships, the latter of which the nation of Gastoria quickly attempted to replicate. In addition, as Gastoria's technology

began to increase, several people became concerned about the possibility of another global war. Hoping to avoid such a catastrophe, a group known as the Returners was created, and established several key hideouts throughout Aeolus with the hopes of defeating or at least slowing any Gastorian conflict, which would factor so importantly in the following years.

THE SECOND IMPERIAL WAR

(19-1 WB)

In the year 19 WB, the ruler of Gastoria, Cain Chere, is assassinated by Nicholas Gestahl, who disguises his actions as an accident. Gestahl declares himself Emperor of the Gastorian Empire, and promises to regain the world-wide prominence the Empire once enjoyed. He begins to raise a mighty army under the leadership of his two generals, Kefka Rowantha and Leo Sheridan. Despite the technological edge of Gastoria, Gestahl began to search for other ways of increasing the Empire's might. It was during this time that he uncovered the knowledge of the gate that connected Aeolus to the Esperworld and the technology of creating magitek through drained espers. In 16 WB, Gestahl's forces entered into the gate, attacked the espers, and were repelled by the esper's magic, but not before he had taken several espers prisoner. Using their powers, the first magitek machines were successfully built.

In addition, after several fatal failures, Gestahl's top scientist, Cid Desefore, perfects the process of imbuing humans with esper magic. In his lust for power, Kefka volunteers to be the first to undergo the process. Although the operation was a success, a slight miscalculation resulted in extreme shock to Kefka's system, which would eventually drive him insane. With these discoveries in hand, Gestahl declared war on the nation of Doma in 10 WB, and began to attack the cities of the southern continent, each of which were ruled by Doma. Despite the best efforts of both the nation of Doma and the Returners, they were no match for the incredible powers of the Empire. By 2 WB, the entire continent had fallen to the Empire, and his forces quickly moved to finish off the nation of Doma at

Doma Castle.

In 1 WB, the events of the famous Returners began, culminating in the withdrawal of the Empire from every city in the southern continent, the razing of Vector by the espers, the destruction of the Nation of Doma, the death of Leo Sheridan, the defeat of the espers at the hands of Gestahl and Kefka, the death of Nicholas Gestahl, and the acquisition of the Statues at the hands of Kefka. In 1 WR, Kefka fatefully takes control of the Statues, and sets in motion a chain-reaction which nearly destroys Aeolus. This day is forever remembered as the Day of Kefka.

THE YEARS OF RUIN

(1-3 WR)

After the Day of Kefka, a term which is synonymous with the Collapse, Aeolus was reduced to a state of general ruin. Through the power of the Statues, the continents of Aeolus shifted, much as they had during the War of the Magi. Much of Aeolus' land-mass sank beneath the waves, particularly in the southern continent. Even more bizarre, the Serpent Trench, a band of rapidly moving waters within a deep ocean trench stretching from Nikeah to Mobliz, rose above the ocean floor. Much of Aeolus' fresh water turned foul, polluted from the fallout of the power of the Statues. The oceans themselves became more brackish, killing off thousands of aquatic creatures. Violent earthquakes became frequent. The soil, as if somehow poisoned, became almost completely infertile, cutting off and destroying agriculture. Without food and water, hundreds died.

To make matters worse, Kefka had created a tower in the center of the southern continent, assembled from the ruins of Vector, from which he reigned over Aeolus like a demigod. By his whim, huge bolts of energy were released upon any who stood against him, damaging and even destroying some cities. Among the hardest hit was the town of Mobliz, whose entire adult population was killed and nearly the entire village destroyed. To make matters even worse powerful monsters roamed Aeolus, set free by the conflagration of the Collapse. Once again,

humanity had to struggle just to survive in a devastated world.

Fortunately, as the bards now recount throughout Aeolus, the Returners, who had been scattered by the Collapse, once again banded together with the purpose of defeating Kefka once and for all. Again, their deeds are well-known, and thus I will not recount them here. But, in the end, they successfully defeated not only Kefka, but destroyed the Statues as well, with decisive results. First and foremost, the legacy of the espers was completely annihilated from the world. All magic derived from drained espers, including not only the spells themselves but also any powers imbued from esper magic, ceased to exist, although this loss did not destroy the host itself in most cases. Most importantly, the connection between the Esperworld and Aeolus was severed. Second, the incredible release of magical power into nature restored a great deal of vitality to the world.

In the days following Kefka's death, spring bloomed across all of Aeolus, allowing vegetation and plants to once again thrive, although not to the same extent as they did within the World of Balance. In addition, the release caused instability within the continents, leading to a great deal of seismic activity, especially in the region between the Fanatic's Tower, Mobliz, and Kefka's Tower, as the power that had once held the continents in balance did so no longer. Also, the oceans and other bodies of water became much more suitable again for the continuation of life.

THE AGE OF HEALING

(4-50 WR)

Following the defeat of Kefka, an event which has come to be known as the Day of Heroes, the great cities around the world began to rebuild, but the scarcity of supplies, food, and workers hampered most of their efforts. To solve this problem, cities began to band together, forming loose coalitions in order to survive the chaos of a slowly-healing world. For, with the destruction of the Gastorian Empire and the Nation of Doma, only Figaro retained its national government.

Within ten years, the focus shifted from simple survival to an attempt to thrive once again. Ships became more and more common, as cities exported whatever goods they had in order to import those they did not. Port towns such as Nikeah, South Figaro, and Albrook began to thrive with the increased commerce. Organized bands of warriors began to form in order to drive off the monsters from inhabited areas. Unfortunately, other areas were not so lucky. In less than one generation, the town of Mobliz was abandoned, and efforts were set in motion to rebuild the city near the southern fringes of the Veldt. In a similar manner, the Tower of Fanatics was nearly completely destroyed, although it had been nearly abandoned anyway following Kefka's demise.

Few years later, sages within Thamasa made a crucial discovery: magic, thought to have been destroyed, still existed. Instead of being based upon the power of the espers, magic seemed to have become focused within



nature. Unfortunately, this shift made all previous knowledge of magic useless, and once-powerful mages were forced to begin their studies at the same place as the newest initiate. The spells were somewhat different than those derived from esper-magic, but some of the same elements still seemed present.

About the same time, a group of lumberjacks from Kohlingen were attacked and nearly decimated by a band of unknown attackers, who disappeared back into the forest following the attack. The sole survivor, who had hidden himself away during the attack, pursued the unknowing attackers. Although he was extremely knowledgeable of the forest, he soon found himself in an area he had never before seen. After a few more feet, he became the first human to look upon an elvaan city since the Golden Age. Fleeing, the man returned to Kohlingen, where he reported his discovery. A group of ambassadors from Figaro were sent to the forest, but were unable to find the elvaan city, even with the help of its discoverer. However, as they were leaving, they were approached by a band of elvaan, who apologized for the attack. This encounter would eventually lead to the first exchange between elvaan and humans since the Golden Age. For their part, the elvaan as a whole wanted to remain independent and withdrawn from their human neighbors, but from time to time offered their incredible workmanship and skills for an exchange of food stuffs or raw materials such as metals and other supplies. Not long afterwards, another elvaan city was also discovered in the forests near Jidoor, with similar results.

By 27 WR, efforts were made by a group of people to reestablish the Nation of Doma, which had laid abandon since the Empire's withdrawal from it just before the Day of Kefka. Their efforts were successful. Within the next years, Doma not only survived, but began to thrive, due to a large extent to their new allies. For a band of dwarves, desperate for food and supplies, made contact with the people of Doma, and eventually formed an alliance between the two people. This alliance allowed the citizens of Doma access to great material wealth and

expertise in weapon- and armor- smiting, which was crucial in their development as a world power, in exchange for their aiding the dwarves to free their underground labyrinth-like civilization from an infestation of monsters.

Forty-seven years have passed since the defeat of Kefka and the subsequent destruction of Kekfa's Tower. The upheaval in the world remains great. Monsters continue to roam the world, although the gradual shift in climate has certainly affected their population. Agriculture, no longer impossible, has become merely difficult. Outlaws, brigands, and pirates, however, have become a constant menace. Although life is still hard throughout Aeolus, at last there is hope.

At the present day, 50 WR, the world has become divided into three essential areas. First, the cities in the south (Albrook, Tzen, Maranda, and Jidoor) have united in a coalition known as the Free Cities. Although each is ruled independently, these cities trade heavily with one another, and as a result have become wealthy off the profits, and have pledged to defend and protect one-another in the event of disaster.

Second, in the northwest, is the Kingdom of Figaro, which unites Kohlingen, South Figaro, and Figaro Castle under the leadership of the venerable King Edgar, one of the Returners. It is here that the influence of the Heroes is the strongest. Essentially, the Kingdom of Figaro has pledged itself to promoting peace and prosperity across the globe.

Third, in the northeast, is the Kingdom of Doma, which consists of Doma, the newly formed Mobliz, and Nikeah. As a result of its prosperity, more mages live here than anywhere else in the world, with the exception of Thamasa. As a result, a great deal of study is even now being done on not only magic as it now exists, but also in esper-magic as well.

Not surprisingly, the city of Narshe has continued to promote its own independence from the rest of the world, while maintaining good relations with the Kingdom of Figaro. Zozo has continued in its

thieving, lying, and conniving ways, and a new settlement, known as the Silver Dragon, has grown up around the Coliseum, and has become even more vile and corrupt than Zozo. Finally, Thamasa has become the new center of magic within Aeolus.

A TIMELINE OF AEOLUS

The following document gives a brief outline of the important events and dates that have affected the world of Aeolus, most of which are covered in greater detail within the History of Aeolus. The designation WB stands for the World of Balance, while the designation WR stands for the World After Ruin. Although technically this distinction is not completely accurate, it is the most widely recognized throughout Aeolus and thus is maintained for the sake of simplicity. It is also of import note that some of the dates listed below are only approximations based upon limited data.

1100 WB: Espers are created by the three entities known as Poltergeist, Doom, and Goddess.

1020 WB: The process of creating Magitek from drained esper-magic is first discovered; the first espers undergo this process

1010 WB: The Three Entities come together and begin to formulate plans that would eventually lead to the War of the Magi; hundreds of new espers are created.

1000 WB: The War of the Magi takes place between the espers and the humans, eventually leading to the 3 Entities to turn upon one another; the siege of Altaria ends with the transformation of Odin.

999 WB: The Three Entities come together to transform themselves into stone, thus ending the War of the Magi; the espers open a portal into what would come to be known as the Esperworld; the Celestial Order begins with Ceric Rynath. Over the course of the war, 83% of the world population are killed, and massive damage is done to the entirety of Aeolus, dramatically disrupting the entire planet's ecosystem.

979 WB: Due to worldwide famine, drought, plague, and monster-activity, half of the

survivors of the War of the Magi are killed.

925 WB: The city of Figaro is first settled.

910 WB: The city of Vector is first settled.

897 WB: The city of Doma is first settled.

894 WB: The city of Maranda is first settled, but is destroyed only six months later by marauders.

890 WB: All magic-users are either murdered or driven out of Doma. In the following months, Figaro and Vector begin similar persecution of all magic-users.

883 WB: The city of Jidoor is first settled.

871 WB: The city of Maranda is rebuilt upon the original ruins, and is successfully resettled.

867 WB: Widespread plague breaks out in Figaro, killing off much of the population. Many people flee the city, and eventually come together to form the city of Narshe.

859 WB: A small group of magic-users escape widespread persecution by fleeing to the east, and eventually settle in what would become Thamasa.

794 WB: Figaro discovers the proper methods for steel-smelting. Although the process is at first carefully kept a secret, eventually the knowledge spreads throughout Aeolus. Other technological advances also occur in several other cities.

771 WB: The first trade-agreement is established between Narshe and Figaro, and construction begins on Figaro Castle. To avoid confusion, the town of Figaro is renamed South Figaro.

767 WB: The towns of Vector and Maranda form an alliance with one another, and jointly colonize the city of Albrook as a central trading post between the two cities.

745 WB: As trade increases worldwide, new cities develop around key trade routes, including the towns of Nikeah, Tzen, and Mobliz.

723 WB: A new method of farming is developed in the small hamlet of Kohlingen. Recognizing its great potential, the city of South Figaro begins several projects to

enlarge the city, eventually setting up large-scale agriculture. Food stuffs begin to be more readily available throughout Aeolus.

710 WB: The city of Zozo is established.

700 WB: Construction of Figaro Castle is completed, and much of South Figaro's wealth and government are moved there.

696 WB: A large band of rogues manages to attack and raid the city of Albrook, stealing a virtual fortune in gold and other precious commodities, and severely weakening the economies of both Vector and Maranda. Gradually, crime begins to increase more and more, first on the Southern Continent, but eventually throughout Aeolus, centering around the most wealthy cities of Aeolus, which included South Figaro, Doma, and Vector.

689 WB: Under the rule of Louvnon Deseefore, the Gastorian Republic is formed, consisting of the towns of Vector, Albrook, and Maranda. Deseefore begins recruiting a large number of soldiers in order to protect its trade from attack.

630 WB: Mobliz comes under severe attack from several monsters migrating to and from the Veldt. Due to its isolation, the town is almost incapable of defending itself, and is nearly destroyed. Persuaded by their pleas, the city of Doma comes to their aid, and leaves a large contingent of soldiers to help protect the city.

623 WB: The fortress in Vector begins construction.

619 WB: Mobliz officially allies itself with the city of Doma; construction begins on Doma Castle.

600 WB: The fortress in Vector is completed. By this time, crime and monster activity is at an unprecedented low. Ambassadors from both Doma and Figaro are dispatched to study Gastoria's methods.

589 WB: The Nation of Doma is officially recognized in Aeolus, consisting of the towns of Tzen, Mobliz, and Doma; using similar methods as Figaro used in Kohlingen, Mobliz becomes Doma's main agricultural source.

546 WB: The Kingdom of Figaro is

established, consisting of South Figaro, Figaro Castle, and Kohlingen. Although heavily pressured, the city of Narshe decides not to join their coalition, but instead remains neutral.

501 WB: The Kingdom of Figaro invents the steam engine.

489 WB: The Nation of Doma, in cooperation with Figaro, completes the first clock. Other small mechanical inventions soon follow.

467 WB: Figaro begins massive spending projects to further advance their technology. Not long afterwards, Gastoria begins similar projects, resulting in a technology-race between the two nations.

451 WB: A Gastorian spy is caught and murdered in Figaro after attempting to escape with state secrets regarding Figaro's newest technological advances. Gastoria begins to threaten war again Figaro, but ambassadors are able to temporarily diffuse the situation.

410 WB: Gunpowder is discovered in Figaro and Doma within the same year. Although neither nation develops any weapons based upon this discovery, scientists in Vector are quick to research new possible weapons based upon their discovery.

399 WB: Further aggravated by Figaro's reluctance to share its technology, several Figaro merchant ships are sunk by Gastoria. In response, a select strike-team attacks the city of Maranda, and using advanced weapons, proceeds to gut and raid the city in a surprise attack, stealing a fortune in gold and other supplies. With pressure from the rest of Aeolus, the two nations form an uneasy truce.

361 WB: Garamon Deseefore is assassinated by General Lance Chere, who dissolves the Republic and proclaims himself Emperor of Gastoria. After spending many months developing and strengthening his army and navy, Chere declares war on both Figaro and Doma, beginning the First Imperial War; the city of Tzen is quickly captured.

360 WB: The Battle of the South Sea is fought, in which both Doma's and Figaro's combined naval forces are decimated by the superior numbers of Gastoria. However, the actions of

a single warrior, Kalaman Garamonde, saves part of Doma's fleet from destruction. For his bravery, he is promoted to the office of King's Retainer, a hereditary position passed down through the next three hundred years from father to son; a blockade on Doma's shipping is quickly set into place, cutting off all trade within the eastern part of Aeolus.

359 WB: The city of Mobliz is captured by Gastoria.

358 WB: After an intense battle, the city of South Figaro is captured, but massive losses are inflicted upon Gastoria's army, forcing them to cut off any further campaigns for the next two years.

357 WB: The Nation of Doma, on the brink of starvation, withdraws from the war, and receives back the city of Mobliz.

356 WB: The Kingdom of Figaro allies itself with the city of Zozo, which contributes greatly to Figaro's meager navy. Using their combined might, Figaro liberates South Figaro from the rule of Gastoria; war is declared by Zozo on the Gastorian Empire.

352 WB: Gastoria launches a surprise assault on Zozo, and effectively wipes out the entire city. Most of the survivors relocate to Jidoor and Kohlingen.

350 WB: Desperate to end the war, which has disrupted and destroyed much of the world's economy, the Nation of Doma, along with Jidoor and Narshe, ally themselves with the Kingdom of Figaro.

348 WB: During this year, most of Gastoria's naval forces are hunted down and destroyed.

347 WB: The city of Tzen is liberated by the combined armies of Doma, Figaro, and Narshe.

345 WB: The cities of Albrook and Maranda are captured by the combined forces.

341 WB: The city of Vector falls to the combined forces, but the army withdraws from the city and presses for negotiations.

340 WB: Lance Chere is forcefully removed from the leadership of Gastoria, and his cousin, Albert Chere, negotiates an end to the First Imperial War.

329 WB: The first steam ship is completed in South Figaro. The rest of Aeolus is so impressed by the design that Figaro's model is copied throughout the rest of the world.

310 WB: Scientists in the city of Narshe, having discovered geothermal vents in several key locations near the town, invent a method of using these vents to heat the town.

306 WB: The first robot is successfully developed in Gastoria. Although very small, this first prototype has limited movement and defensive systems.

301 WB: A project begins in Vector to install indoor plumbing, which is completed three years later.

294 WB: Fearing the power and corruption that might arise through the misuse of technology, Doma cuts off all of its technological research, and instead focuses on training expert swordsmen.

283 WB: The first laser is constructed in Figaro, but is judged too uncontrollable to be of much use. Figaro agrees to trade its laser technology to Gastoria in exchange for several of their prototype weapon systems.

234 WB: Gastoria completes its first large-scale robot, and arms it with several new technological weapons, including lasers and missiles. From this design, manned vehicles are also produced.

231 WB: Engineers begin to secretly equip Castle Figaro with the ability to tunnel beneath the desert sands; new technological weapons also begin construction, including an automated crossbow system and a device that releases poisonous gas. These weapons are slowly tested and perfected over the next fifty years.

219 WB: Ancient manuscripts are discovered in a small cave near Vector. Scholars immediately set to work trying to decipher them.

217 WB: The language of the ancient manuscripts is fully translated and studied. It is at this time that Gastoria first discovered the existence of the espers, the Esperworld, and airships; Gastorian scientists immediately begin research on constructing a functional airship.

201 WB: The first airship is constructed by Gastoria. In its first attempted flight, the prototype hovered off the ground for a moment, then broke in several vital places and smashed into the ground. Undaunted, the scientists went back to work on a new model.

184 WB: Spies are dispatched from Narshe to study the technological advancements of Gastoria. They return six months later, telling tales of powerful robots and extremely advanced weapon systems. With the specter of another global war looming over their heads, a group known as the Returners is formed with the goal of stopping Gastoria from launching another war.

179 WB: Recognizing it as a potential weapon, a small band of the Returners sabotages Gastoria's new airship model, and completely destroy it. Unfortunately, the group is attacked and almost entirely killed, except for a lone survivor who is taken prisoner and promptly interrogated. After extreme torture, the prisoner confesses to the existence of the Returners and reveals the hidden location of their base in the Southern Continent.

174 WB: The Returner base is attacked by Gastorian troops in armored vehicles with high technological weapons. The Returners are nearly entirely wiped out by the attack, while Gastoria suffers only minor losses. The few survivors escape to the north, aided by forces in Tzen.

118 WB: Gastorian scientists successfully launch the first airship model. Although it is about the size of a child's toy, the airship functions perfectly. With this success under their belt, the scientists renew their work with increased vigor and funding.

97 WB: A small band of Returners successfully infiltrate Vector, and manage to discreetly copy many of the ancient texts within Vector's library, including documents containing information concerning espers and the Esperworld. Their findings are taken to Maranda, where scholars work on translating them over the next three years.

94 WB: Having successfully deciphered the manuscripts, rumors begin to circulate throughout Aeolus about the existence of

espers. Most discount the rumors, but a select few begin to research the manuscripts in detail. Although Gastoria becomes aware that their manuscripts were somehow copied, no action is taken.

71 WB: Strago Magus is born in the town of Thamasa.

64 WB: Nicholas Gestahl is born in Albrook.

60 WB: Gastorian scientists complete the first full-size airship. Although some minor modifications have to be made following its test flight, within four months of its completion the airship is fully functional. Gastoria begins to design several weapon systems suitable for their new aircraft.

50 WB: Cyan Garamonde is born in Doma to Mathias Garamonde, the current King's Retainer.

46 WB: Kefka Rowantha is born in the city of Albrook.

34 WB: Nicholas Gestahl becomes the top-advisor for the current emperor of Gastoria, Cain Chere. Under his direction, Cain creates a spy network to gather important tactical information on the rest of Aeolus in preparation for a possible war.

27 WB: Edgar and Sabin Figaro are born in Figaro Castle to the current King and Queen; Setzer Gabbiani is born in a small village outside of Kohlingen.

25 WB: Following a daring and nearly-successful attempt to assassinate Cain Chere, Kefka is captured by Gestahl's spy network. Recognizing the young man's talent, Kefka becomes Gestahl's right-hand-man.

24 WB: Locke Cole is born in the town of Kohlingen.

21 WB: In an attempt to clean up the city, many of Jidoor's less prominent citizens are chased out of the city. Homeless, most of them wandered northward, and resettled in the ruins of Zozo, which at that time was the secret hideout of an organized guild of thieves. With little other choice, many of the former citizens of Jidoor are trained as thieves. With this surplus, crime dramatically increases in the region.

19 WB: With the aid of Kekfa, Gestahl has

Cain Chere assassinated, but disguises the murder as a hunting accident. As Cain's top advisor, Gestahl is quick to set into motion his own ascension to the throne of Gastoria, and eventually declares himself Emperor; fearing for her life, Cain's pregnant wife flees to the town of Maranda.

18 WB: Leo Sheridan, a highly skilled marshal in Gastoria's army and friend to Nicholas Gestahl, is promoted to General of Gastoria's army under Gestahl's orders; Gastoria begins to prepare for war; Celes Chere is born in Maranda under the surname of Colton; Cid Deseefore is recruited as the Head Engineer of Gastoria.

17 WB: Gestahl, having carefully studied the ancient manuscripts, plans an invasion of the Esperworld. Meanwhile, Kefka uncovers within Vector Library an ancient technique used within the War of the Magi to bind espers. In preparation for the coming battle, Cid constructs a facility for holding and studying espers; Madonna Branford, fleeing an attack by bandits, accidentally stumbles into the Esperworld. She eventually falls in love with the esper Maduin, and they have a child whom she names Terra.

16 WB: Kefka invades the Esperworld under the direction of Gestahl. Kefka makes use of the technique, and successfully binds the espers, who are then easy pickings for the soldiers accompanying him. Although his forces are eventually repelled by the esper's magic, he does manage to capture several espers. In addition, Terra is captured and taken back to be raised by Gestahl.

14 WB: Cid, after a careful study of the ancient manuscripts, manages to replicate the millennial-old technique of extracting magic from espers, and successfully transmits their power into several new weapon systems, which are quickly installed upon large-scale vehicles and robots. Attempts are made to instill magic into humans, but each attempt ends both tragically and unsuccessfully; due to a need for further capital, Gastorian engineers design an airship-casino. Through a worldwide poker tournament, Setzer becomes the owner of the airship, and is commanded by Gastoria to travel about the world, giving all people access to the casino.

Only weeks later, serious revenues begin to pour in, financing further military projects; Kefka learns of the existence of Cain's child, Celes. Although he urges Gestahl to kill her, Gestahl instead kidnaps the child from her mother.

13 WB: Gau is born in a isolated cabin north of Doma. His birth is very difficult, and ends up killing his mother, whom his father loved very deeply. Although his father attempted to raise Gau himself, the pain of his loss eventually drove him insane.

12 WB: Cid perfects the technique of infusing humans with magic. After a single success, Kefka volunteers to undergo the process. Although it is successful, a slight miscalculation would eventually drive Kefka insane. Two months later, Gestahl and Celes are both successfully infused with magic.

11 WB: Fearing that Figaro would eventually interfere with his plans, Gestahl orders the death of the King of Figaro, who is poisoned six months later. By a coin-toss, Edgar becomes the next king and Sabin flees to South Figaro; Mog is born in the caves near Narshe; Setzer, bathing in his new-found wealth, orders the construction of a new airship for his friend, Daryl.

10 WB: Gastoria, which has come to be known as the Empire, declares war on the nation of Doma. Although Doma's forces, aided by the Returners, successfully stem the tide of the war for a time, eventually their forces are systematically destroyed by the superior forces and magical weaponry of the Empire.

7 WB: Albrook falls to the Empire.

5 WB: Maranda falls to the Empire under the leadership of Lieutenant Celes, who is promoted to general.

4 WB: Umaro is born in the caves of Narshe; fearful of their might, Figaro allies with the Empire.

2 WB: Tzen falls to the Empire; miners in Narshe discover the esper Tritoch frozen in ice.

1 WB: The Imperial Army begins the siege of Doma overseen by General Leo. Kefka, impressed by Terra's natural magic powers,

sends her under the control of two soldiers to recover the esper Tritoch. This event begins the famous actions of the Returners: Terra is rescued, Figaro breaks its treaty with the Empire, General Celes is ordered to burn South Figaro, and, because of her refusal, is imprisoned and sentenced to death, Celes is rescued by Locke, the Returners' hideout is razed and destroyed, Doma falls to the Empire, Narshe allies with Figaro, a band of espers escape and wreck Vector, the Empire withdraws from South Figaro and Doma, Kefka and Gestahl destroy the sealed gate of Esperworld and capture the Statues, Gestahl is killed by Kefka, and Kekfa moves the Statues out of balance, thus dramatically altering the shape of the world. This day, 01/01/01 WR, is remembered as the Day of Kekfa.

1 WR: Kefka, using the Statues, constructs the Tower of Kekfa from the rubble of Vector; the Coliseum is constructed north of Kohlingen; Narshe is overrun with monsters, and its citizenry flee; Castle Figaro is attacked by a strange, multi-tentacled monster; the town of Mobliz is nearly destroyed by Kekfa's magic; the Tower of Fanatics is constructed.

2 WR: Celes Chere awakes upon Solitary Island. Gradually, she begins to reunite the various companions of the Returners; Castle Figaro is freed from the monster, and repaired; the town of Mobliz is liberated from the terror of Phunbaba.

3 WR: The Returners unite and ascend the Tower of Kekfa. There, in an epic battle, they destroy the Statues and kill Kefka. Following Kefka's death, the Tower of Kekfa collapses, and all magicite is destroyed. The day 30th October, 03 WR is remembered as the Day of Heroes.

5 WR: Spring blossoms across the world, giving rebirth to plants, animals, and all of Aeolus; the Returners are disbanded, and go their separate ways.

8 WR: The first steam engine is refurbished and once again operational; a violent earthquake strikes Mobliz, killing off several young children and adults and stopping further repairs for the year.

11 WR: The city of Narshe is once again

established, and the monsters systematically hunted down and destroyed, except within the deepest and darkest of Narshe's mines; Locke Cole and Celes Chere are married, and become the new governor and governess of Narshe.

12 WR: Setzer's airship, the last in existence, is forced into an emergency landing. Although the airship is only moderately damaged, Setzer, along with some of Figaro's top engineers, are only just able to return it to working condition.

15 WR: The Free Cities are formed, consisting of a trade and protection alliance between the cities of Albrook, Tzen, Maranda, and Jidoor. These three cities form a monopoly on worldwide commerce which will last for the next five years.

12 WR: Kohlingen agrees to form an alliance with Figaro, and becomes one of the world's leading exports of agricultural and leather goods; Silver Dragon is established as a city; King Roni Figaro marries Dianna Riannon.

15 WR: A young man by the name of Zeri, during his studies one afternoon of an old tome dating back to just after the First War of the Magi, manages to cast a single spell. The elders of Thamasa are immediately alerted, and research into Zeri's success begin immediately. In the following months, the new nature of magic becomes more readily understood, and begins to spread across Aeolus.

19 WR: After numerous earthquakes, the town of Mobliz is completely abandoned, and the survivors relocate to the western shores of the Veldt; a band of warriors from Nikeah and South Figaro storm the Tower of Fanatics, and slay most of the Cult of Kekfa. It is abandoned soon afterward, and eventually is destroyed later that year by another massive earthquake, whose effects are felt as far away as South Figaro and Tzen.

25 WR: A band of lumberjacks inadvertently discovers the existence of the elvaan race, who have remained in seclusion since the First War of the Magi, and now dwell in the forests near Kohlingen and Jidoor.

27 WR: Doma is reestablished as a city.

29 WR: Doma citizens make first contact with the dwarven race, who arrive in Doma pleading for aid against a monster invasion. The successful repulsion of the monsters by Doma's forces lead to an alliance being struck between the two races; a band of travelers from Doma discover extensive mineral resources in the Northlund Mountains, which Doma immediately begins to mine, creating vast resources.

35 WR: Setzer's airship is grounded for extensive repairs, and following three months of intensive work, the engineers are unable to get the airship airborne again. The airship is grounded for the next three years for a complete overhaul and repair of vital systems.

36 WR: The geothermal devices in Narshe are fully repaired and restored to working order.

Doma, using its new-found wealth, exports this technology to its dwarven allies in return for extensive knowledge of weaponsmithing; Doma allies with the town of Mobliz, recreating the Nation of Doma.

39 WR: Setzer's airship is permanently grounded after the engineers fail to make the vessel fly. Although attempts at recreating airships do occur, all efforts come to naught.

47 WB: The port-town of Nikeah is attacked and captured by forces from Doma, who claim that their shipping was attacked by Nikeah's naval forces. Despite the initial worldwide outcry against their seizure, no action is taken against Doma, and Nikeah remains under its control.

50 WB: The current year in Aeolus.



- 01- Narshe; 02- Figaro Castle; 03- Figaro Cave; 04- South Figaro; 05- Sabin's Cave; 06- Mt. Kolts;
- 07- Returner's Hideout; 08- House of the Veldt; 09- Imperial Base; 10- Doma Castle; 11- Phantom Forest;
- 12- Baron Falls; 13- Veldt; 14- Mobliz; 15- Crescent Mtn.; 16- Nikeah; 17- Kohligen; 18- Jidoor; 19- Zozo;
- 20- Opera House; 21- Albrook; 22- Tzen; 23- Maranda; 24- Vector; 25- Sealed gate; 26- Esperworld;
- 27- Thamasa; 28- Esper gathering

ESPERS AND MAGIC

Throughout our long history, it has been one of the primary focuses on this order to understand the interaction and essence of the beings commonly referred to as espers. No other species in all of creation has had a more pronounced and critical role in the continuation of not only the sentient races of Aeolus, but also the world as an entire entity. As I have recorded elsewhere, these beings were created at the hands of the 3 Goddesses by somehow changing the very essence of select members of humanity into pure magic, thus creating a creature capable of magical feats beyond the scope of even the most powerful of mages. Despite this transformation, it is of considerable interest to note that espers and other sentient races possess great similarity at their most basic level, and it is this similarity that allows reproduction between the two species to be possible, as was demonstrated by the very existence of the legendary Returner, Terra Branford.

Originally, these beings known as espers were but one of several races native to Aeolus, and their sphere of influence extended no further than the natural realms of this universe. Further, their very existence was directly tied to the 3 Goddesses, through whom the espers focused their magical powers. Indeed, the espers acted as the hands and feet of the 3 Goddesses, possessing little free will of their own. However, following the global holocaust which came to be known as the War of the Magi, the 3 Goddesses tore open a rift between this world and the world known now as the Esperworld, and sealed their powers away within stone prisons. Such an act freed the espers from the control of their creators, and in accordance with their final words, the espers as a collective whole fled through the rift, and sealed themselves away from the smoldering ruins of Aeolus, taking what remained of the 3 Goddesses with them into exile.

During this point in history, what magic existed among the sentient races of Aeolus was completely based upon the magical properties of the espers. For, through

a process which I pray has now been forever lost to humanity, live espers were captured and drained of their magical essence, which was then transferred to some other host, whether mechanical or biological. Not surprisingly, those few who remained within Aeolus who possessed such abilities were systematically hunted down and exterminated, save for a few refugees who would survive and settle far in the east, eventually forming the city of Thamasa. With the exception of that small remnant, magic as it was then understood became non-existent upon Aeolus for almost a thousand years.

Just prior to the beginning of the Second Imperial War, armies of the Gastorian Empire under the command of Emperor Gestahl passed through the rift between the two worlds. Using a technique discovered within the War of the Magi and unveiled within an ancient tome, the Emperor temporarily was able to cut off the espers from their own magical powers, without which they were helpless before the technological weapons of his invasion force. Fascinatingly enough, this technique should have been the first evidence that there existed an entire realm of magic separated from the legacy of the espers, for this technique was completely derived from arcane powers. In any case, this binding of most of the espers must have represented an unthinkable threat to their continued existence and welfare. In response, the eldest of the surviving espers, whose powers allowed him to side-step the powers of the magical binding, thrust Gestahl and his armies from the Esperworld, and sealed the gateway between the two worlds, although even his powers were not enough to completely close the rift. Nonetheless, his efforts came too late, as several espers had already been captured by Gestahl's forces, and were taken to Vector to be drained of their magical powers, using the same techniques employed during the First War of the Magi.

However, since their creation, the espers had been vitally linked to the 3 Goddesses, using their power as both focus

and anchor for their very existence. While we understand little of the process or its affects, it appears that this link provided a limited form of immortality to the espers. For, at the moment of their death, their very essence was captured in a substance which would come to be known as magicite. Using a biological focus, the espers could refocus their powers, allowing not only for their magical powers to be transferred into another over time, but also allowing them to physically manifest themselves in living form for a brief period of time. Only through this process could an esper's magical power truly be transferred to another host. After this knowledge was realized by both the Returners and the Gastorian Empire, every esper within Aeolus was slain and transformed into magicite to be drained of their powers. Many fell into the hands of the Returners, who utilized their magical powers to bring about the defeat of Kefka. Many more, however, were utilized by the Empire, and later by Kefka, who used them for their own diabolical schemes. Indeed, using their stolen powers, Kefka was able to elevate himself into the position of a demigod, rising above both human and esper alike in power.

Eventually, the Returners were successful in their efforts, and managed to not only defeat Kefka, but also destroy the Statues in which were contained the 3 Goddesses, whose power Kefka had fully utilized. Their destruction had decisive and important results for the espers. As the legacy of the 3 Goddesses disappeared from Aeolus, every single magicite shard shattered into infinitely smaller and smaller pieces, until eventually fading into thin air. At this point, it was thought by many of our brethren that the essences of the slain espers were destroyed, bringing final death to a large portion of the esper race. It is with both great joy and horror that I must recant this statement.

At the moment of the destruction of each magicite shard, whose fabric of reality was tied to the 3 Goddesses, the essences of each esper was released, and immediately sought out an anchor through which to focus. But, with the absence of the 3 Goddesses, no such focus existed in all of Aeolus. Thus, instantly, each essence passed through the

gateway back into the Esperworld, where in time each of the slain espers were reborn into their physical bodies. As the last shard of magicite shattered, the gateway between the two worlds was finally severed, destroying every last remnant of the legacy of the 3 Goddesses.

As of that moment, all known magic within Aeolus vanished. From the greatest mages within Thamasa to the lowest acolyte suddenly found themselves stripped of their powers, unable to even touch the source of their once-awesome powers. In like, even the Returners found their considerable repertoire of magical powers completely ineffective. It was not long, however, until it was discovered that blue magic, which had its origins from the magical abilities of the monsters within Aeolus, still functioned as it always had. Not surprisingly, this also held true for most of the monsters within Aeolus. This discovery was the first clue to what today has become common knowledge - magic exists within Aeolus separate from the legacy of the espers.

Fifteen years later, a young and enterprising mage by the name of Zeri Avaril, a former apprentice to a powerful blue mage, was able to cast the first black-magic spell by tapping into the force known as mana. While mana had always been an integral part of esper-based magic, the greatest minds in all of Aeolus never would have believed that mana itself possessed the power to wield magic. Not long afterwards, many of the mages within Thamasa were able to wield magic once again, albeit in a very different form than their previous powers. While the two forms of magic do have many similarities, it has proven impossible to exactly duplicate the powers of esper drained magic, despite efforts from the most knowledgeable and skilled mages. Further, unlike the legacy of the slain espers, mana-based magic can only be utilized by those with the proper training, who must spend years perfecting the ability before they can so much as conjure a single flame.

Now, with all that I have written as a foundation, I must now turn to the singular task of the entirety of my writings - to pay warning to all the peoples of Aeolus to the

grievous threat that overshadows the modern era. As I have recorded elsewhere, by 36 WR the Realm of New Doma had grown to one of the most wealthy and powerful nations within Aeolus, possessing both awesome military expertise and power. In addition, the nation's leaders had spent vast sums of gold on extensive magical facilities, with the hope of rivaling Thamasa as the new center for magic within Aeolus. While this goal has yet to be realized, these efforts had a much more chilling result. On the eighth day of February in 37 WR, King Kalros Knighthawk, sovereign lord of Doma, was contacted through telepathy from the Esperworld - the first contact to have been made with an esper since the Day of Heroes. While my efforts to overhear the conversation through the Time Globe have been as of yet unsuccessful, from later sources I have attempted to reconstruct what was unveiled during that first link between esper and human.

As mentioned earlier, it quickly became apparent that the espers who had been thought to have been slain during the Second Imperial War were apparently very much alive and well, and residing within the Esperworld. But, for the first time in their history, the espers were completely cut off from Aeolus, and could no longer travel within this plane, as had been their custom ever since the War of the Magi. For reasons that even I cannot fathom, it seems as if several espers resented this fact bitterly, believing that they, as the offspring of the Goddesses, should now rule this world in the absence of their creators. But, with the destruction of the Statues, the rift that had existed for centuries between Aeolus and the Esperworld had been completely severed, and none of the espers, at least individually, possessed either the power or the knowledge to reopen a rift between the two planes. At the same time, it appears that a large majority of the espers had come to accept their fate, and indeed had come to treasure their newfound home in the Esperworld, and as such those espers who bitterly regretted their exile from Aeolus found themselves without any support or approval for any action to remedy the situation. Naturally, even with the extensive knowledge in the hands of my

brethren, the politics and policies of the espers are beyond even us, but it seemed that there was essentially nothing that could be done from the Esperworld by the malcontent espers short of starting a war pitting esper against esper, which had not occurred since the madness of the First War of the Magi.

In any case, the mysterious contact to King Kalros made him the following offer: In return for their full cooperation in an effort to reopen the rift between the Esperworld and Aeolus, those espers who sought to gain access to Aeolus would manifest their powers to chosen people within the Realm of New Doma, granting them powers beyond the scope of anything ever imagined. For, although the espers could not bodily return to Aeolus without the aid of a magical rift, their magical prowess had grown to the point where they were capable of projecting themselves through space and time through a biological host, either to bestow magical prowess or even to manifest themselves for a short time in Aeolus. As an example of their powers, a shimmer of black energy suddenly encircled Kalros, and as it passed over him he felt a surge of magical powers enter into him, awakening in him the ability to perform not only powerful magical attacks with his sword, but also the ability to cast black magic. Without hesitation, King Kalros Knighthawk agreed to the espers proposal.

Over the next few weeks, many of New Doma's most skilled swordsmen, knights, and mages made contact with individual espers, who bestowed upon them incredible magic powers. Some, like their monarch, gained access to black magic in addition to their already powerful skill with the blade, coming to be known as dark knights. Others found their own magical powers, whether red, black, white, blue, or gray powerfully enhanced. And still others found themselves the ability to channel the esper through their own bodies and call the esper in physical form into Aeolus for a brief period of time, coming to be known as summoners.

Had such deeds been the end of the story, it is unlikely that any would have had even the slightest idea of the true motive behind Doma's recent imperialistic actions.

Fortunately for all of those living within Aeolus, the actions of these espers did not go unnoticed or unopposed by their kin. Despite the millennia that has passed since my brethren were commissioned by the espers to record the history and heritage of this world, it was not long after the contact with King Kalros that Edeoreth, Eldest of the Celestial Order, was contacted by an unknown esper, speaking across the void that separates our two worlds. Edeoreth was informed of what had transpired between the monarch of New Doma and the espers, and learned of the true motive behind the espers' desire to return to Aeolus. With the death and destruction of the Statues, and their exile from Aeolus, the esper race as a whole found themselves without purpose or calling to their lives. Aeolus had been their home, and their entire destiny had been caught up within it. Now, cut off from that destiny and cast adrift within the Esperworld, some of the espers began to lust after the days of long-lost glory and power within Aeolus. These espers who now seek to open a portal between our world and theirs do not do so simply to gain access to Aeolus once more - they do so to set themselves up as gods, to supremely rule over Aeolus, and to force all other creatures to serve them and them alone. Inevitably, such power would bring dissension among these espers, which could easily result in a global-cataclysm to make the War of the Magi look like a skirmish. For the sake of all of those living with Aeolus, these espers must be stopped.

However, as Edeoreth's unknown visitor informed him, many of the espers are as of yet unaware of the actions of their brethren, and still others, though assessed of their true intent, are caught up in other matters. Only a handful of espers, according to Edeoreth, stand ready to oppose the opening of a new gateway between Aeolus and the Esperworld. But, even those who do feel strongly about the situation are bound by the non-aggression between espers that has held for eons, and will not take any direct course of action against their brethren. However, much as the others before them, these espers have agreed to channel their arcane powers through a willing host here within Aeolus, bestowing their powers upon

those who are willing to fight against Doma's actions. Thus, much as those within New Doma, they would project their powers through a biological host, either bestowing incredible magical prowess or manifesting themselves through their host for a short time.

Immediately, an elect few was chosen from the populace of Thamasa, and presented before Edeoreth, who opened a telepathic link between himself and the espers. To these elect few, light-natured magic was bestowed upon them, giving them light-based sword attacks and access to white magic. This small group were christened paladins, and on that day the Order of the Silver Hand was established. These warriors were commissioned to travel throughout Aeolus, with the task of informing those in leadership as to the true threat behind New Doma's actions, and to unite in a single coalition to fight against this world-wide threat.

In addition, the greatest of mages within Aeolus were soon-after bestowed with powerful spells within their chosen field of magic, while others soon gained the ability to summon espers by manifesting them through their own bodies. Many of these chosen men and women joined the paladins in their efforts, while others remained here in Thamasa to continue their studies and preparation against the coming war.

GAME OPTION: MAGIC ON WORLD OF BALANCE

After Kefka's defeat and the discovery of mana-fueled magic in Aeolus, the rules of magic changed forever. Campaigns set on the present day should use the core FFRPG 4th Edition rules, as usual. However, campaigns set on the years before that present different aspects, due to the possibility of the physical presence of Espers in the world. For those campaigns, use this optional rule.

Job Changes

Druid: Summoner cannot be chosen as a option. Blue Mages and Geomancers are unchanged.

Black Mage, Time Mage, White

Mage, Wizard: Cannot be chosen normally. At GM's discretion, if the character have a Quirk that allows him to manipulate magic (any Intuitive Magic) and/or have a background that explains why he could wield magic (born from a Esper, or is a Magitek Knight or another kind of magitek experiment), the GM may allow this Job.

Defender, Berserker: The Astra, Astraga, Great Gospel and Dispel Spells are not considered Spells in this setting, but are instead *Ranged* Quick magical actions.

Fencer: The *Slippery* Ability read as follow: Core Ability Acquired at level 35. Whenever you are targeted by an attack that does not deals damage, you may increase that attack's difficulty by 25. This Ability has no effect on reactions.

Artist, Adept, Monk, Rogue: Any Specialties that grant Spells cannot be chosen. At GM's discretion, these Specialties may be chosen if the character qualifies for, using the same restrictions to mages.

QUIRK CHANGES

Any (racial) Quirk: Except for Moogles, non-humans are virtually unheard of in Aeolus. Should you be a non-human, you're probably some kind of bizarre magitek experiment or a kind of monster. These quirks may only be picked with the GM's approval.

Intuitive Magic (any): In addition to its normal effects, magic users have a deep bad reputation in Aeolus. Using your magic in public may cause panic, make people deeply distrust you and induce rage or paranoia. Whenever this causes you problems, earn Destiny Points.



LEARNING MAGIC: MAGICITES

As a Summoned Monster, or Esper, as they're called in Aeolus, die, they turn into magical rocks called "Magicite". Magicite shards are what allows humans to learn magic by attuning themselves to the essence of the dead Esper. This shards allows them to learn Spells and to use the !Call action to summon the Esper to their aid.

Any character may attune itself to any number of Magicites in possession of his group. All Spells learned are permanent, but to learn new Spells and to call the Esper, the magicite must remain within the Inventory of the character's Group. Also, any number of characters may attune to the same Magicite shard, each one of them learning the Spells from that Magicite.

Each Esper have one or more attunement options. When he attunes to a Magicite, the character swaps one of his unlearned Abilities (either Core or Specialty) by the Ability granted by the Esper's attunement option. As usual, the Esper's Abilities got level requirements that must be met to complete the attunement. Characters that swap a Core Ability may still earn the Specialties from the original Ability or swap them with other attunements.

Attunements that swap Specialties may ask for a minimum level. In that case, you may only swap Specialties granted by Core Abilities acquired at the minimum level or greater.

For example, a Monk called Henrik is level 20. He possess the **Atomos** Magicite. He chooses to attune to it, swapping the *Soul Volley* Core Ability. When Henrik achieves the

24th Level, he does not learn *Soul Volley*. Instead, he gains the *All-Devourer* Ability from **Atomos**, permanently. The list of Espers and their attunement abilities is on page 51.

THE REALM OF NEW DOMA

The region which men do refer to as the Realm of New Doma consists of the northeastern region of Aeolus, encompassing Northlund, Doma Isle, the Veldt, Northern Serpentia, and Triangle Island. This region is perhaps the most hostile climate within Aeolus, ranging from the rocky and treacherous cliffs of Doma Isle and Triangle Island to the wilderness of Northlund to the grasslands of the Veldt to the wasteland of Serpentia. Monster activity within this region remains high, particularly around the regions of Northlund and the Veldt. The climate within this region varies, tending to be more temperate towards the coasts and gradually becoming more and more alpine as one travels north and goes up in elevation, until eventually the climate could even be described as sub-arctic. The Veldt tends to be more of an exception, and remains strangely mild throughout the year. Storms within this region tend to be strong and violent, especially in the spring, but usually are short-lived. Summers are both short and cool, creating a somewhat reduced growing season. Both autumn and spring bring violent storms, whether they be fierce thunderstorms or raging blizzards. Winters, particularly in the northern region, tend to be snowy, windy, and frigid. Fortunately, the milder influence of the ocean somewhat diminishes this harsh climate.

Through its material wealth, the Realm of New Doma has become the most powerful nation within all of Aeolus, extending its rule throughout the northeastern sphere of the world, including the cities of Doma, New Mobliz, and Nikeah. Although each city is self-governed, each ruler answers to King Kalros himself. With the aid of their dwarven allies and the experience provided by the Dwarven War, the warriors of New Doma have no equal throughout Aeolus, possessing superior training, weapons, armor, and experience. Indeed, their skills in warcraft are so great that warriors throughout Aeolus have come to train within Doma City, many of them paying for their training by a five-year service within Doma's vast military. Further, the Realm of New Doma

has the second greatest concentration of mages found in Aeolus, rivaled only by those in Thamasa. To house and facilitate training and research, the Black Tower was constructed as an addition to Doma Castle. Within its walls, which can only be entered through magical means, great research and experiments are being conducted. In addition, several of these mages have trained exclusively in battle-magic, and I expect will work alongside of Doma's military to aid them in their endeavors. It is unlikely, however, that most of those who serve under New Doma are actually aware of the true motive behind Kalros' actions, as I have chronicled elsewhere.

GEOGRAPHICAL AREAS OF INTEREST

This region has several prominent areas of interest, including the Veldt, the Northlund Mountains, the northern tip of Serpentia, and Triangle Island.

THE VELDT

The Veldt is a region extending the entire width and length of the continent east of Doma Isle. It is legendary across Aeolus as the migratory destination of many of the wilder denizens and monsters of the world. The Veldt consists almost entirely of slightly rolling, grassland plains, untouched by any signs of civilization save for the town of New Mobliz, which is located on the western fringe.

Monsters of all shapes and sizes can be found along the Veldt. For the most part, these monsters tend to be fairly oblivious to their surroundings, and do not give most travelers any problems unless approached. Before the Collapse, this region was a major migratory stop for many of Aeolus' denizens, including some of its most formidable creatures. Much to the astonishment of my brethren, this region remains somewhat protected from the worst of this region's weather, and stays fairly mild throughout the year, which might account for its popularity as a migratory destination.

Near the southern edge of the Veldt rises Mount Crescent, which is honeycombed by a deep, complex labyrinth of connecting tunnels and caves. It is rumored too that the Beastmaster Gau still roams the Veldt, working to preserve its natural habitat against any unwanted intruders.

THE NORTHLUND MOUNTAINS

The Northlund Mountains are located in the northeast of the continent of Northlund, north of Doma Island. Unlike much of the region, the Northlund Mountains have remained virtually untamed, being both beautiful and deadly in all its natural wilderness. These mountain are among the highest in elevation within Aeolus, are the most rich with natural resources including gold, other precious minerals, and iron, and are home to some of the fiercest of monsters within all of Aeolus, including the few dragons that still roam the world. For the most part, these peaks are steep, jagged, and nearly impassable.

Nonetheless, this region played a vital role in the rise, like the phoenix of legend, of Doma as a world power. Perhaps due to its hazardous conditions even before the Day of Kefka, Northlund was only sparsely settled by humanity, perhaps because of its proximity to the Sabil Mountains and the Veldt. Whatever the reason, this region became isolated from the rest of Aeolus by the continental shift caused by the Collapse, and as a result was nearly completely uninhabited by the time of Doma's rebirth. Doma's subsequent exploration of Northlund was critical to the events that have shaped the world into its present state. It was discovered that the mountain ranges within this region were uniquely rich with ores and minerals, especially the iron ore necessary for crafting steel weapons and armor. But of even greater importance was the rediscovery of the dwarven race, who had existed only within children's tales since the War of the Magi.

Over their long history of isolation from the rest of Aeolus, these mountain-dwellers had carved out an extensive labyrinth of tunnels and passageways throughout the Sabil Mountains. It was their

expertise and skill that became the backbone of Doma's rebuilding and expansion. Despite this rediscovery, this region has changed little. The region remains uniformly hostile, with treacherous mountain passes, thick forests, rocky hills, and trackless wilderness. Northlund seems to epitomize the harsh weather of this region of Aeolus, with some of the fiercest storms, coldest winters, and lowest temperatures in all of Aeolus.

NORTH SERPENTIA

Although much of the world has remained fairly stable following the death of Kefka, this region has been subject to seismic activity on a large scale. It is hypothesized that only the power of the Statues held this region in balance, and in their absence the entire continent is shifting towards a more natural balance, and as a result life amongst most of the continent is impossible. The few abortive attempts of building or maintaining any form of civilization within this area have all failed, often with fatal results.

It was this great seismic activity that forced the abandonment of Mobliz in the year 19 WR, and the final destruction of the Fanatic's Tower not long afterwards. Only the city of Nikeah has managed to survive, and only because its extreme northern location has spared it some of the great earthquakes which have totally devastated the central region of the continent. Legends tell, however, that powerful artifacts from the Fanatics Tower remain intact within the region, buried underneath the rubble, waiting for someone powerful or foolish enough to retrieve them.

TRIANGLE ISLAND

Located to the east of Northlund, this small, rocky crag of an island supports little in the way of life or creatures, and is thought by many to be both uninhabited and uninhabitable. However, this small island teems with all manner of life, most of which exist beneath its rocky surface.

Although the Time Globe seems almost reluctant to reveal specifics, it appears that a vast maze of twisting corridors, secret passages, traps, and pitfalls was created

around WB 500 through the powers of a strange and perhaps demented mage. Further, her power twisted what little life existed on the island, creating all manner of strange creatures. Whatever powers were used in this transformation continue to reside within the island even to the present day, continually warping nature into stranger and stranger forms. Few know of the maze's existence, and even fewer can claim to have ever walked its strange, treacherous pathways. We of the Celestial Order one day hope to extensively study this area, with the hope of finally solving the many mysteries of this strange island.

CITIES

Within this harsh realm exists several centers of civilization, including the city of Doma on Doma Isle, the city of New Mobliz located on the western fringes of the Veldt, the port town of Nikeah upon the northernmost tip of Serpentia, and the dwarven city of Lalihome, located within the Northlund Mountains.

THE CITY OF DOMA

Government: Absolute Monarchy

Ruler: King Kalros Kighthawk

Population: 23000

Military: 400 Militia, 750 Foot Soldiers, 100 Knights, 75 Swordsmen, 25 Battle Mages

Imports: Food Stuffs, Clothing, Leather-Goods

Exports: Weaponry, Armor, Ore, Precious Minerals

Crime Rate: Virtually non-existent

The city of Doma is found upon Doma Isle, encompassing much of the island's small landmass. The city itself is built around Doma Castle, which sits upon the same foundations as it did since its original construction. As is elsewhere chronicled, Doma was abandoned during the Imperial War, and remained so until WR 27, when it was re-inhabited by refugees fleeing the destructive seismic activity on Serpentia. For two years, these refugees battled frigid temperatures, plague,

and starvation until their situation became almost hopeless.

Although I merely speculate, it seems likely that they would not have survived another winter unaided. However, during the summer of WR 29, the refugees first made contact with the dwarves of Lalihome, who had existed in secret in their labyrinth of caves within the Northlund Mountains since the War of the Magi. Within two months, an alliance was formed between the dwarves and the humans. In exchange for their service in fighting against the increasing monster activity within the Sabil Mountains, the dwarves agreed to send supplies and smiths to the people of Doma. Although the winter of WR 29 was hard, the survival of these new Doma citizens was no longer in doubt.

Over the next years, the alliance between the dwarves and the people of Doma allowed both peoples to thrive. The dwarves' skill and expertise in mining the Northlund Mountains, allied with the human trading knowledge, provided both Doma and Lalihome with new-found wealth. In time, the dwarves were able to almost eradicate all of the monsters from their home. Further, the people of Doma repaired and rebuilt Doma Castle, expanded it, and began to construct the city outside of the castle walls.

With the expertise of the dwarves, the people of Doma were able to create weapons and armor unrivaled throughout all of Aeolus, and the gems, gold, silver, and other precious metals and minerals of the Sabil Mountains created increasingly lucrative commerce between Doma and the rest of the world. This wealth was central in the development of Doma into the world-power that it became. By WR 50, the city of Doma had become the capital of the Realm of New Doma, whose borders extended throughout Northlund, Doma Isle, the Veldt, the northern tip of Serpentia, and Triangle Island.

The city of Doma is now the center of Doma's military and magecraft, with extensive facilities for their housing, training, and equipment. Even as I peer into the Time Globe, I see the orderly city streets, running north-south and east-west across the city. Soldiers in the bright tabard of the phoenix,

with steel blade and mail, patrol the streets. Merchants hawk their wares in the marketplace, trading in merchandise from around Aeolus. Even more striking, crime is virtually non-existent, save for deeds done in the blackest of nights in greatest secrecy. Its citizens appear happy and content, going about their daily business as those who know their future is secure. While in the inns and taverns there is talk of war, most people merely shrug and go about their business as usual, unwilling to believe that the peace of that day could be broken. Meanwhile, shops resound with the sounds of metalcraft and smithing, as the business of crafting continues unabated throughout the city.

My vision shifts, and I behold the cool corridors of Doma Castle. Within the barracks, men practice for war, developing proficiency with the bow, sword, and spear. Weapons and armor are inspected, polished, and stored away. Huge stores of grain, foodstuffs, and other materials are stored as well, perhaps enough to feed and clothe the people of Doma for a year without resupply. In private chambers, generals and lords meet with one another, pouring over maps of Aeolus and discussing plans. Papers are written, letters sent, and envoys commissioned to travel throughout Aeolus, preparing for what is to come. All of this transpires under the watchful eye of Kalros, King of Doma, who reigns with a steady, swift, just, and hard hand.

Finally, my vision shifts to the Black Tower itself. Laboratories great and small house mages of different orders, each carefully studying ancient tomes and refining their skills in magecraft. Some of the greatest mages within all of Aeolus study the great works of magic that have survived since the War of the Magi, and train others who will someday follow in their footsteps. Within the Black Tower, I see a great library, containing hundreds of books, both ancient and modern, pertaining to magecraft, espers, and nearly every aspect of life within Aeolus. Weapons are enchanted, potions brewed, spells researched, and relics prepared. Even as its military prepares for war, so too these mages make preparations for what is to come.

THE COLONY OF NEW MOBLIZ

Government: Representative Monarchy

Ruler: Duane Rythar

Population: 9500

Military: 100 Militia

Imports: Ore, Precious Minerals

Exports: Foodstuffs, Leather Goods, Clothing

Crime Rate: Low

The city of New Mobliz has an interesting and tragic past. Originally, before the Imperial War, the town, then known only as Mobliz, existed on the northeastern edge of the Veldt, cut off from most of the world save by carrier pigeon. The citizens lived off of the land, farming and cultivating the rich soil of the Veldt to produce food and obtaining other necessities from hunting within the Veldt. Following the Collapse, the town of Mobliz was torn away from the Veldt, and was pulled onto the eastern channel of the Serpent Trench, known now as Serpentia, which had been raised above the ocean. Not long after his rise to power, Kefka destroyed much of the town, killing off nearly the entirety of the population, save for some of the citizen's children, whom the adults gave their lives to protect and save. Separated from the rest of the world, and unable to fend for themselves, the children most certainly would have died if not for the intervention of Terra Branford, who quickly adopted the children as her own.

After ensuring their survival, Terra left them for a time in order to destroy Kefka, and returned following the Day of Heroes. However, according to our studies, the land mass of Serpentia was held in balance only through the powers of the Statues, which Kefka had twisted to serve his own ends. With their destruction, the continent as a whole began to subject to fierce earthquakes, gradually making life more and more impossible. Finally, in despair, the survivors were forced to abandon Mobliz entirely around WR 17. By WR 19, the refugees had resettled themselves along the western edge of the Veldt, and had begun to rebuild.

Once again, the efforts of Terra the Matriarch were absolutely vital to the

successful effort of rebuilding Mobliz, which then came to be known as New Mobliz. Despite the harsh climate, the citizens were able to not only rebuild, but also establish some agriculture along the Veldt, and once again turned to hunting to surplus their material goods. By WR 26, the fate of New Mobliz was no longer uncertain.

Perhaps due to its now thriving supply of foodstuffs, clothing, and leather goods, the citizens of Doma were quick to offer an alliance with the town of New Mobliz, which their leader, Duane Rythar, eagerly accepted in WR 36. Although the town came under the ultimate leadership of New Doma, the city was allowed to function virtually independently, and gained much in the way of financial support. The town is not large, nor materially prosperous, but has a very comfortable and laid-back atmosphere.

As I can personally attest to, visitors are very welcome within New Mobliz, and are eagerly questioned for any news of the outside world. Not surprisingly, most of the citizens of New Mobliz are very young, and still possess the child-like innocence and trust which has become so rare within this world. Life certainly is not always easy within the region, as the disruption of the migratory patterns of the monsters on the Veldt has led to more than a few attacks upon the town itself. To complicate matters, the weather is also unfriendly, with almost incessant winds and the occasional fierce storm, although their proximity to the Veldt seems to somehow protect the town from the worst of the region's weather.

Even as I pen these words, the Time Globe shifts, revealing the town to my eyes as it now stands. With the increased tension over the intentions of their ally, Doma, there appears to be much talk around the town as to what should be done. Nonetheless, most of the citizenry seem to enjoy the relative prosperity and increased trade that their allegiance to Doma has created, and are loathe to throw it away. Increasingly, the elder Terra Branford has spoken out against the Realm of Doma, and appears fearful that King Kalros' actions will plunge the world into another global war. However, at least for the

moment, it seems the people of New Mobliz as a whole are content to wait and watch warily.

THE COLONY OF NIKEAH

Government: Representative Monarchy

Ruler: Prince Gwynedd Knighthawk

Population: 15000

Military: 140 Militia, 100 Foot Soldiers, 35 Knights, 15 Swordsmen

Imports: Foodstuffs, Leather Goods, Clothing, Timber, Ore, Precious Minerals

Exports: Ships, Jewelry, Magic Items

Crime Rate: Low to Somewhat Low

The city of Nikeah is established upon the northern tip of Serpentia, where it came to rest after being torn away from the Eastern Continent on the Day of Kefka. Despite this momentous event, the city has changed little throughout its history. Established as a port-city along well-used sea lanes, the events of history have done little to shape the bustling port city. Although the Day of Kefka temporarily halted worldwide trade, its position between the cities of South Figaro, Narshe, and eventually New Doma, ensured that the city's bustling commerce of high-seas trading would continue. Following the Day of Heroes, as global commerce began to dramatically increase, Nikeah's prominence quickly rose. In 10 WR, the city began to construct new sea vessels based upon the newly-recovered steam engine technology, and quickly began to export these designs throughout Aeolus. By 15 WR, Nikeah's population had nearly doubled since the Day of Kefka, making it one of the most prosperous and quickly growing cities of the post-Kefka world.

Nikeah's trading companies continued to grow and thrive, to the point where almost any item bought and sold within Aeolus could be found therein. Increasingly, as magical artifacts which survived the Day of Kefka were rediscovered, their trade occurred within Nikeah. In addition, artisans from Nikeah came into great world prominence

and demand, particularly in jewelry. These factors and more contributed to the wealth of this port city. Unfortunately, this increase in wealth and size led to a dramatic increase in crime and piracy both in and around Nikeah, forcing the city to organize and maintain its own militia and police force for the first time in its existence. And, although none foresaw this development, Nikeah's great wealth and worldwide commerce was the driving force which led the Realm of New Doma to attack, raid, and seize the port city in 47 WB. Although the battle lasted only three days, most of Nikeah's military forces were decimated by Doma's fierce attack combining both steel and magic. The current mayor, Albert Louvnon, was slain during the battle, and was replaced by Gwynedd Kighthawk, the eldest son of King Kalros, Monarch of the Realm of New Doma. Surprisingly, only five days after the city was attacked, the commerce of Nikeah was resumed, naturally under the new leadership of Doma.

Today, little has changed in Nikeah. The city continues to thrive off of its worldwide commerce and exports, bringing much wealth into the coffers of New Doma. Otherwise, Doma interferes little in the lives of Nikeah's citizenry, allowing them to live in much the same way they did prior to the city's capture. Despite this, Doma's forces are hated by many of the town's citizens, even to the point of outright resistance. Under Doma's rule, such opposition is dealt with forthrightly and openly, usually leading to public execution of the criminals. Such events, though not uncommon at first, have grown rare in the last few months, as the town adjusts to life under foreign rule. Nonetheless, this opposition has led to a permanent detachment of Doma's military forces to be stationed in the port city, who regularly patrol the streets in an effort to maintain order. Not surprisingly, these forces have done much to curb the port city's once widespread crime.

Although the Time Globe sits gray and empty before me now, I well-remember glimpses within its crystalline depths of small, secret resistance groups within the city, who exist and meet in secret, and plot to overthrow their iron-fisted rulers. Although once small and almost non-existent, these

groups have increased in size over the last few months, as public unrest continues to increase, albeit in secret rather than openly. Despite this, they still represent only a small minority of Nikeah's population, and seem unlikely to make much progress in the near future.

THE THANEDOM OF LALIHOME

Government: Oligarchy

Ruler: Thane Toranus Steeltoe

Population: 5000

Military: 1200 Militia

Imports: Foodstuffs, Leather Goods

Exports: Gems, Precious Metals, Steel

Crime Rate: Virtually non-existent

The Thanedom of Lalihome, while in truth thousands of years old, has only been known to most of the world for the last ten or so years. Although no documents exist as proof, it is retold within the lore of the Lalihome dwarves that at the height of the First War of the Magi, this tribe of dwarves recognized the coming worldwide annihilation and sealed themselves away in the mountain range which would one day come to be known as the Northlund Mountains. Originally composed only of a handful of connecting caverns, over the one-thousand year span between the end of the First War of the Magi and the Day of Kekfa the Lalihome dwarves carved out literally hundreds of connecting tunnels and caverns, crafting the earth into their permanent residence while perfecting the arts of the forge. By means as of yet unstudied by my brethren, the dwarves were able to perfect the art of underground agriculture, and thus provided their own food source separate from the rest of Aeolus.

No records exist which tell of the hardship caused by the end of the War of the Magi upon these earthen dwellers, but the Day of Kefka had both tragic and decisive consequences. The shifting of the continents collapsed several key tunnels and caverns within their underground home, and, even worse, opened several passages to the outside

world. Cut off from one-another, the Lalihome dwarves found themselves besieged by hundreds of monsters, unsealed by the Day of Kekfa and unleashed into their underground caverns by the continental shifting. Although strong and hearty, and highly skilled in the forging of weaponry and armor, the dwarves could do little but hold their own against the new influx of monsters. Faced with this fierce opposition, the attrition rate of the dwarves grew steadily.

By 15 WR, the Lalihome dwarves managed to seal themselves off from the rest of Aeolus again, and trapped many of the remaining monsters within select passages and cut off any further monster invasion. Although these heroic measures brought some relief to the beleaguered dwarves, times were nonetheless desperate. As the years passed and their situation grew worse, the dwarves unsealed a small entrance to the outside world, and sent a small, hand-picked band of dwarves to resurface and seek out aid, including two scholars who still possessed a rudimentary grasp of the common language. Apparently, many of the manuscripts and books possessed by the dwarves were written within the common language, and allowed the language to be preserved over the thousand years. At any rate, in the year WR 29, these dwarven ambassadors made contact with the refugees in New Doma. An alliance was struck within three months. In return for food supplies and their aid in defeating the remaining monsters, the Lalihome dwarves agreed to share their mastery of forging weapons and armor, as well as aiding Doma in efforts to mine the vast riches of the Northlund Mountains. On the eve of WR 32, the last monsters were driven out of the caverns and tunnels of Lalihome

into the depths of the Sabil Mountains, thus ending what came to be known as the Dwarven War by the peoples of Doma. The dwarves kept their word, and, as recorded elsewhere, the people of Doma began to thrive off of the aid of their new allies. So great did the accord become between the two races, King Kalros Knighthawk in WR 36 ordered that the newly reconstructed geothermal technology be given to the Lalihome dwarves, who wasted little time in setting up the devices to warm their extensive tunnels. In WR 48, the Lalihome Council met for the first time in four- hundred years and declared Toranus Steeltoe as the new Thane of Lalihome, a position equal to a monarch, which had been unfilled since 372 WB.

The Thanedom of Lalihome is ruled by the Council of Lalihome, which consists of the thanes of each dwarven clan, and is overseen by the ruling thane of Lalihome. This body governs all of the affairs of the Lalihome dwarves. Due to their culture and the relatively small area of their controlled caverns, crime is virtually unheard of, to the point where most of the few criminals willingly turn themselves in, with the hopes of escaping banishment, a punishment worse than death for most dwarves. Although the Lalihome dwarves have little love for the outside world, they are apparently fiercely loyal allies, and welcome courteous visitors, especially those living within Doma. Despite their reluctance to venture into the outside world, a few dwarves have been known to travel about Aeolus, using their travels to further their own agendas, be it wealth, fame, or knowledge.



THE KINGDOM OF FIGARO

In all of Aeolus, few regions can claim the diversity of that region known as the Kingdom of Figaro. From the scorching sands of the Great Figaro Desert, to the coastal plains near South Figaro, to the foothills of Darkridge, a more varied and unique culture cannot be imagined. Yet, despite its diversity, the entire region stands united under the banner of the Golden Lion of Figaro. Once located within a much closer geographic location, the Collapse greatly divided this region, which had a pronounced affect upon the region's cultural evolution. Despite this division, most of the region can be characterized by its similarities, rather than by its differences.

Due to its geographic variety, the climate of the Figaro Kingdom is greatly varied. Along the coastal regions, especially near South Figaro, the climate is relatively temperate, and remains moderately cool throughout the year, thanks to the influence of the ocean, which helps to moderate the otherwise normal seasonal extremes. Apart from these coastal regions, most of the region is characteristically dry, particularly in and in proximity to the Great Desert. Within the desert itself exists the greatest temperature extremes, with blisteringly hot days and near-frigid nights. The seasons affect the Great Desert only a little. In the western section of the Kingdom, the seasons tend to be much more noticeable, with cooler summers and much colder winters, reflecting its near-alpine climate.

Throughout its legendary history, the Kingdom of Figaro has long stood as a thorn in the side of the Gastorian Empire, opposing their actions time and time again. Despite their temporary alliance with the Empire during the onset of the Second Imperial War, it was primarily the finances and power of the Kingdom of Figaro that supported the efforts of the Returners, and eventually made possible the defeat of Kefka. With the Empire completely annihilated, the Kingdom nevertheless continues to uphold the rights of all people to freedom, dignity, and prosperity throughout Aeolus. Not surprisingly, Figaro

alone dares to stand in direct opposition to the new threat imposed upon Aeolus by the Realm of New Doma.

The Kingdom of Figaro is best known for its technological wonders, especially in the eastern part of the Kingdom. Long time residents of the region delight in retelling to strangers the escape of the citizens of Castle Figaro from the Empire's armies by tunneling the entire castle beneath the desert sands during the Second Imperial War. Technological advances have influenced every part of life within this region, from agriculture to transportation to entertainment. These advances are the backbone of the Figaro economy, supporting both the general welfare and the military strength of the Kingdom of Figaro through strategic exports throughout Aeolus. Although their military forces are dwarfed by the iron-fisted power of New Doma, Figaro remains a powerful force in the post-Kefka world.

GEOGRAPHIC AREAS OF INTEREST

Due to its varying climate, the Kingdom of Figaro has several geographic locations that are of particular note, including the Coliseum, the Southern Mountains, the Ancient Castle, and the Tomb of Daryll.

THE COLISEUM

Located within Silver Dragon, the Coliseum is located in the largest population of scum, rogues, gamblers, and riff-raff in all of Aeolus, surpassing even the infamous city of Zozo. Despite its unsavory environment, warriors from all of Aeolus gather here to win fame and fortune by the point of the sword. Unlike most gladiator-combat, battles within the Coliseum are often fought to the death, with the spoils of the battle going directly into the hands of the victor, albeit after a healthy cut for the Coliseum. No rules govern the gladiators, save one: everything goes, save surrender.

Combat occurs in two manners. The first, and less popular, method is for a would-be combatant to wager an item of any sort,

and this bid will be matched by another combatant wagering an item of supposed relatively equal worth. The winner of the match retains both items, while the loser barely retains even his or her own life. The second, and much more popular, method is for the two combatants to agree to a duel to the death, with the victor taking all. Those few who are defeated but not slain within the arena who can afford the services of a healer are nonetheless forever banned from further combat within the Coliseum.

Despite the great risk of death, matches within the Coliseum are highly popular amongst spectator and gladiator alike. Each match, particularly those fought to the death, always rouses an appreciative crowd. Even the legendary Returners are told to have fought within its wall at one time. Although its existence is ill-looked upon by many of the citizens of the Kingdom, it seems likely that the Coliseum will continue to thrive for many years to come.

THE SOUTHERN MOUNTAINS

Located near the rolling coastal hills to the east of the Great Desert, the Southern Mountains, while neither exceptionally treacherous nor imposing, are nonetheless an important geographical feature. Within this small range exists literally hundreds of caverns, both large and small, many of which are connected by a series of labyrinth-like shafts and passages. Due to its maze-like interior, these caverns remain largely unexplored. Monster populations within the lower levels are high, which only contributes to the extreme danger to any would-be explorers.

Prior to the Collapse, the people of Figaro often traveled through a well-known passage which connected the Great Desert to the southern coastland of South Figaro. Although great altered and disturbed by the Collapse, these tunnels still exist, stretching from a large cavern west of South Figaro to one of the tunnels underneath the Great Desert through which the Figaro Castle moves. Shortly after the Collapse and the subsequent break-down of the main engine in the castle, the tunnel connected through a

small, hand-dug tunnel to one of the cells within Figaro Castle, through which several prisoners escaped. For security reasons, this tunnel was resealed, cutting off any such access.

THE ANCIENT CASTLE

Discovered by the Returners just a few weeks prior to Kefka's demise, a once-prosperous city lay buried beneath the sands along the north-western coastline of the Great Desert. Hard-hit by the War of the Magi, the city was almost completely destroyed, leaving only the castle intact. It is speculated by my brethren that the tunnels surrounding this ancient fortress were once used for storage, or maybe even an escape route secreted carefully away. In any case, these original tunnels, though heavily damaged in the destruction of the First War of the Magi, now serve as an entrance to the castle complex itself. It is likely that these ruins would have remained buried for all time, but for the global catastrophe known as the Collapse.

Sometime after the Day of Heroes, the Ancient Castle became re-inhabited by a small clan of highly-trained ninjas. This clan is highly secretive, with only a select few initiates being brought to the complex each year. Although their exact methods are unknown, those who complete the training emerge as highly effective and skilled ninjas. The complex is now fiercely guarded, and intruders are dealt with by the receiving end of a razor-sharp katana. Although we have made several efforts to further study the castle's new inhabitants, our efforts have born little fruit. Even worse, the Time Globe itself seems highly reluctant to reveal anything regarding either the past or the present of this area. I surmise that the entire city was once heavily shielded against magical scrying, and that this shielding has remained intact throughout the long centuries since the city's demise.

Another important point to note about the castle's denizens are the presence of demihumans. Human-like creatures with dog, bear or lizard features are reported to dwell within the tunnels. Whether they were created by magical experimentation, or were

reborn or unsealed by the ninjas somehow is unknown.

DARYLL'S TOMB

Located near Kohlingen, Daryll's tomb was created by the infamous gambler Setzer Gabbiani in the memory of his lost friend Daryll. Among other things, Daryll's famous airship, the Falcon, was once hidden deep within the tomb. Although he is reluctant to speak of the incident, it appears that Daryll raced off towards the sunset, pushing the limits of the airship's power in an attempt to fly faster than anyone had ever done before. After that day, Setzer never again laid eyes upon Daryll, but found the wreckage of the airship scattered around Triangle Island. Nearly overcome with grief, Setzer nonetheless repaired the Falcon, and brought it to Kohlingen, where it was placed for a short time within the new constructed tomb, where it was later utilized by the Returners following the Day of Kefka. Despite much speculation and effort, Daryll's body was never recovered.

Over the last couple years, the tomb has become frequented by several adventurers seeking both fame and fortune within the tomb. Although most of the treasure was cleaned out years ago by the Returners, a few of the brave souls have who managed to survive the perils of the tomb have told of a few new treasure caches. In addition, their stories have confirmed that there are still plenty of monsters who reside within the tomb. Due to a presence which even we have as of yet been unable to explain, the tomb is frequented by undead creatures of several species. Although there is much debate among us, it is my belief that there are as of yet undiscovered passages within the tomb, which, when fully explored, should reveal the agent that is responsible for the multitude of undead creatures within the tomb.

For the citizens of the nearby town, Daryll's tomb is often used to scare little kids who are in need of a little motivation to behave. In addition, many of the older folks have many stories that revolve around the tomb. Whether their stories are truth,

falsehood, or a mix of both, will probably never be known.

CITIES

The diverse culture of the Kingdom of Figaro is centered within the population centers of this region, including the cities of South Figaro, Figaro Castle, Kohlingen, the Silver Dragon, and Sylvarea.

THE CITY OF SOUTH FIGARO

Government: Representative Monarchy

Ruler: Arus Ravenblack

Population: 34000

Military: 300 Militia, 100 Soldiers, 50 Mounted Soldiers

Imports: Leather Goods, Timber, Ore

Exports: Foodstuffs, Chocobos

Crime Rate: Low to Somewhat Low

For as long as most remember, South Figaro has existed as the primary port serving the northern part of Aeolus. Much like Nikeah, the city's wealth and size is due almost entirely to its role as a seaport. Again, like Nikeah, South Figaro played an important role in the reestablishment of global trade following the Day of Heroes. However, unlike its cousin, South Figaro has also served as the meat and bread of the Kingdom of Figaro, and is absolutely vital to its existence. The technological wizardry and innovation of Figaro Castle would be impossible without the finances and logistical support of South Figaro. As such, the city is the cultural center for all of the Kingdom of Figaro.

Throughout Aeolus, the city is well-known as the leader in breeding and training chocobos, which are then exported across Aeolus. These bird-like creatures are excellent pack animals, and their hardness makes them ideal mounts both in the blistering sands of the Great Desert and the treacherous mountains of Darkridge. Although modern innovation has reduced their use as personal mounts, they are still used almost exclusively as the pack-animal of choice throughout Aeolus.

As I gaze into the Time Globe, I see the bustling streets of South Figaro. Merchants hawk their wares along the street corners, while the citizenry go about the business of every-day affairs. Though the town watch patrols the streets, their presence is usually unnecessary. The noise of commerce surrounds the town like a glow, especially along the seafront, as ships bound to all regions of Aeolus move about the bustling port.

The Time Globe shifts, revealing the beautifully furnished mansion in the north section of the city. Now the private residence of Arus Ravenblack, its original owner was banished from South Figaro for his duplicity during the Second Imperial War. Second only to the King himself, Arus diligently pours over the latest reports of activity within Doma. Worried glances by his closest advisors reflect the gravity of the situation. As alarmed as they may be, I fear even the most knowledgeable does not grasp the true motive behind Doma's actions. But I digress.

THE CASTLE OF FIGARO

Government: Monarchy

Ruler: King Lysle Figaro

Population: 7000

Military: 400 Soldiers, 150 Mounted Soldiers

Imports: Food Stuffs, Ore, Timber, Leather Goods

Exports: Technology, Weapons, Armor

Crime Rate: Virtual non-existent

Like a stone obelisk rising from the desert sands stands the imposing shape of Castle Figaro. No other location in all of the Kingdom is a greater symbol of the strength and resourcefulness of its people than Figaro Castle. Constructed long ago during the rise of the Kingdom, the castle complex has undergone numerous renovations and additions, the most famous of which is its remarkable ability to tunnel and move beneath the sands. Due to this ability, and the highly defensive design of the castle, it has never fallen to enemy attack.

Today, the Castle of Figaro continues

to thrive much as it always has. Skilled inventors continue to flock to its banner, eager to participate in the well-financed technological projects. Sages are also not uncommon, traveling to the castle to study within Figaro's extensive library. Additionally, the crafts of weaponsmithing and armory are well-supported, though even their best efforts are surpassed by the highly-skilled artisans in New Doma. Nonetheless, these exports play a critical role in the support of the Figaro economy.

Lysle Celen Figaro, son of Edgar and Dianna Figaro, is a just and wise monarch, administering kindly to his people and accomplishing the daily tasks of running the Kingdom with a sure and steady hand. He is well-loved by the people of Figaro, as is his father and chief-advisor, Edgar Roni Figaro. Much like his father in both body and spirit, the King is committed to upholding freedom, dignity, and honor throughout Aeolus. Through the efforts of the Order of the Silver Hand, the young monarch was become well-aware of the coming conflict at the hands of the Ream of New Doma, and in response the King has secretly begun to equip the Kingdom for war. Despite the worldwide outrage at the invasion of Nikeah, the people of Figaro stand alone in their voiced opposition to Doma's imperialistic conquest. Unfortunately, Doma's elite and numerous military leave little hope for victory should the conflict erupt into all-out warfare.

Despite the prospect of another war hanging over their heads, those few who live within Figaro Castle are both prosperous and happy, working valiantly to restore the one-time glory and power of the Kingdom of Figaro. While many of the castle's inhabitants are either connected with the military or the nobility, there is an increasing population of common citizenry, although this growth is severely hampered by the diminutive size of Figaro Castle. Plans have been developed recently to add additional living areas to the castle itself, with the hopes of continued growth.

KOHLINGEN

Government: Representative Democracy

Ruler: Governor Locke Cole

Population: 13000

Military: 100 Militia, 100 Soldiers

Imports: Clothing, Timber, Ore

Exports: Foodstuffs, Leather Goods

Crime Rate: Low to Somewhat Low

The town of Kohlingen is best described as a small farm town. Most of the town's occupants work on the farms that dot the outskirts of the town. Further, most of the town is designed around a centralized area containing much of the town's commerce with the farms situated around this hub. In addition, the town also supports a small port in the northern section of the town.

Although the town continues to be a small, sleepy town, things are slowly beginning to change in Kohlingen. With the completion of the town's port in the northern half of the town, it is slowly but surely gaining more trade for its farm produce. It has also seen a recent surge in the town's population, much to the chagrin of many of the local populace. Another growing problem is an influx of crime. With the Silver Dragon in such close proximity, many of its less than savory characters have wandered down into the city, causing no small amount of trouble to the normally peaceful city.

Although formally a part of the Kingdom of Figaro, Kohlingen is essentially ruled by a form of representative democracy. The city is governed by an entity known as the Council, which is overseen by the governor. Despite the fact that the position of governor is one which has only a four year tenure, it is rare for a governor to step down after four years. Instead, the governor remains in his position until he either steps down from his position or the citizenry call for a new election. Although the size of the Council varies from year to year, it is typically between 10 and 12 people. Although somewhat limited in their jurisdiction by the King, the Council is responsible for both enacting and enforcing law within the city of Kohlingen.

The present governor of Kohlingen, Locke Cole, was as surprised as anyone else

when the former governor, Andrai Thorne, stepped down from his position and subsequently rallied the people to elect Locke as his replacement. During his long tenure as governor, Locke Cole has been a fair and just governor, and has done much to promote the city's welfare and to increase its worldwide commerce. Despite his popularity and success, it is rumored that Locke will step down from his role as governor sometime in the next few months. Some even say that he is overburdened with his age and desire nothing other than retirement.

SILVER DRAGON

Government: Anarchy

Ruler: Carrasso the Black

Population: 11000

Military: none

Imports: none

Exports: none

Crime Rate: High to Very High

Simply put, there is no place on all of Aeolus that even comes close to being near as much of a den of scum like the Silver Dragon. Poverty, murder, theft, and arson, just to name a few, are a matter of daily life within the city. Built around the Dragon's Tail Coliseum, the Silver Dragon is a city that fills the needs of the blackest desires humans could ever possibly have- prostitutes, drugs, assassins, mercenaries, thugs, stolen military weapons, and even slaves can be found within the city's blackened, dirty, marred walls. Aside from the darker interests, the Silver Dragon is infamous throughout the world for not only the Dragon's Tail Coliseum, but also the Golden Chocobo Casino. Despite the fact that gambling of any form is illegal within the Kingdom's borders, the Golden Chocobo Casino is the largest in all of Aeolus, rivaling its few competitors amongst the Free Cities.

The organized refuse and filth that makes up the Silver Dragon first began just following the Day of Kefka as the Dragon's Tail Coliseum. Perhaps because of the loss of hope caused by the Collapse and the ensuing chaos, people wanted something that would make

them forgot about how hopeless things had become. Almost overnight, the coliseum became a huge hit, attracting would-be gladiators from around the known world to battle it out for money and prizes. This popularity only grew following the defeat of Kefka, and thus the existing buildings that surrounded the coliseum multiplied, until a small city grew out of it.

The Silver Dragon is the prime example of anarchy in motion. Even during the days before the city proper emerged, the Coliseum was ruled by those with the power to enforce their leadership. This same rule continues to govern all of the Silver Dragon. At the top of an increasingly large list of powerful and ruthless men and women within the city is Carasso the Black, who essentially rules over all others within the city through his ruthless and insidiously evil ways. Just to mention his surname is to inspire fear within the city. Through a series of highly profitable and illegal actions, Carasso has managed to acquire some of Figaro's most advanced technological weapons and defense systems, which probably account for his rise to power amongst all others within the city.

THE CITY-STATE OF SYLVARAEN

Government: Oligarchy

Ruler: The Highspeaker

Population: 9000

Military: none

Imports: Ores, Weapons, Armor

Exports: Jewelry, Artifacts, Food Stuffs

Crime Rate: Low

Existing for generations only within children's tales, the elvaan people lived in absolute secrecy since the War of the Magi, having cut themselves off from the rest of the world to escape the calamity and chaos following that infamous war. However, following the Collapse, the Sylvaraen elvaan grew more and more concerned regarding the welfare of their ancient home within the Emerald Woods. When a band of lumberjacks from Kohlingen strayed too close to their

ancestral territory, the elves attacked, killing everyone save a lone survivor. Although at first it seemed war was imminent between the two races, an agreement was eventually forged. Thus the first peaceful exchange between elf and human occurred for the first time in a millennia.

Elvaan society exists with a somewhat rigid caste system, broken down by both political clout and profession. Those in the lower castes tend to be farmers and caretakers, with the artisans and highly-skilled craftsmen in the middle, and the nobility in the top. Although this is not that dissimilar to the classes found within human society, each elf is born into his/her caste, with only a slight chance of any advancement or change. Other than the few tradesman who have only recently begun to trade with the outside world, money is essentially non-existent, with most transactions taking place by mutual trust. Although skilled in many trades, the elves are particularly excellent in crafting exquisite jewelry and magical artifacts. As I have explained elsewhere, the elvaan never experienced the loss of magic following the War of the Magi or the destruction of the Statues, and as such are remarkably adept at it. Curiously, only the nobility are typically born with the skill to become mages, although rumors do persist of commoners who were forever banished from elvaan society for learning magecraft. At any rate, their magical affinity allows them to create powerful magic artifacts with substantially less effort than most men.

The elvaan as a whole tend to distrust all things related to the outside world, and will fight viciously to maintain their way of life. Very few travel outside of their forest home, and most consider those who do to be impetuous, fool-hardy, and juvenile. Despite this undeserved reputation, trade with the outside world has brought increased prosperity and welfare to the elvaan people as a whole, and has even allowed a privileged few to break free of their caste restrictions and advance in their hierarchy. Nonetheless, it seems unlikely that the elvaan people as a whole will ever freely associate with the world outside of their sylvan dwellings.

THE FREE CITIES

In southwest Aeolus is found the region now commonly known as the Free Cities. Amidst the seemingly worldwide movement towards unity under a national banner, this region stands out for its independence from any such entangling alliance. Although technically united under a protectionist trade alliance, organized government extends no further than the city level. Not surprisingly, this attitude has virtually eliminated any noticeable response to the recent imperialism of New Doma.

Though separated by the Great Sea, the climate and geography of these two continents are highly similar. The coastline tends towards rocky crags and sheer cliffs, with only the occasional mile or so suitable for anchorage. The land rolls gently upwards from the coastline, gradually turning into more and more pronounced hills, until finally rising to the small mountainous areas along the highest points in the region. This region has perhaps the great recovery following the Day of Heroes, giving rise to flourishing vegetation and new growth. In response, this region has become the bread-basket of Aeolus, particularly in the northern regions, and now exports much of the world's food supplies. Further, the lush conditions have allowed previously small forests to expand, creating an easy source of timber. Though still recovering from the Collapse, this region offers the least hostile and most temperate climate in all of Aeolus.

Albeit storms are not uncommon during the autumn and spring, and even the occasional snow storm not unheard of, the weather within this region seems mild, particularly in comparison to the rest of Aeolus. Gentle rains nourish the vegetation, while steady days of sunshine provide ideal conditions for the growth of grains and other agriculture which prosper here. Not surprisingly, this rich, gentle climate has become highly attractive to the world's populace, and as such two-thirds of the population of Aeolus can be found within this region.

Like elsewhere, commerce is the life-blood of this region. If any unity can be found

within the Free Cities, its tenuous ties are held through trade between the four major cities of the region. By a combination of nature and grueling labor, each of these cities support a thriving port. While not as diverse in material goods as the ports in the north, they are just as bustling and lucrative as those found elsewhere. In addition, trade caravans also are frequent, moving in well-established trade routes between major cities, servicing much smaller villages and towns along the way. Perhaps the increased profit and protection from such caravans provide the incentive for these merchants to temporarily throw in their lots together.

As I briefly touched upon above, no centralized government unites this region. Each city is essentially its own independent city-state, ruled by several different forms of leadership, although all incorporate a government whose power is divided amongst the people, rather than in the hands of a privileged few.

Finally, it is certainly worth noting that whoever could unite these independent and numerous peoples could easily control all of Aeolus, if only by its rich food supplies, which rank far above its closest competitor. However, given the fiercely protected independence of the region, coupled with a worldwide desperate grasp on peace, such an attempt seems almost guaranteed to fail. Although both Doma and Figaro have sent envoys and lavished great gifts to the leaders of this region, its people nonetheless cling stubbornly to their stance of non-involvement in the global conflict which seems all-too-likely in the coming months.

GEOGRAPHIC AREAS OF INTEREST

Within this population center, several areas are worth special note. In addition, remnants of the pre-Kefka world survive here in abundance, standing as testament to a world now a distant memory. These areas include the Opera House, Solitary Island, the Phoenix Cave, and the Temple of Kefka.

THE OPERA HOUSE

Perhaps no greater symbol of the elitism and wealthy-sophistication of the wealthy citizens of Jidoor exists than the Opera House. No one remembers the origin of the Opera House. To those who populate its well-worn tiers, the Opera House has always existed. Glimpses into the Time Globe, of course, easily prove otherwise, but I doubt such knowledge would sway the opinions of many, if any. Interestingly enough, study by my brethren has revealed that the original complex of the Opera House predates even the First War of the Magi. Apparently, it is constructed by methods that now rival even the greatest of architecture, whether magical or mundane. Even the Collapse caused only minor damage to the Opera House, prompting the people of Jidoor to seek refuge from the aftermath of that fateful day.

The Opera House is overseen by a man known only as the Impresario, a position which is not hereditary, but instead is bestowed upon the greatest student of music, drama, and art every twenty years or so. The position is for life, and it is customary for the current Impresario to hand down the position every twenty years, although tenures of fifty years or more are not unheard of. As Impresario, the man is responsible for selecting only the brightest and most skilled from the hundreds of applicants each year. To be commended by the Impresario is to be among the greatest in the profession of art, drama, or music in all of Aeolus. Of the many who audition before the critical eye of the Impresario, only a few are chosen to perform or contribute to even the meanest of productions within the Opera House.

Performances within the Opera House take place in a series, often retelling legends and bed-time stories and bringing them to life in a new and sometimes unusual fashion. It is not unheard of for a single tale to take an entire two or even three year period to tell in its entirety, broken up into much small segments each lasting only a handful of hours. Not surprisingly, attendance within the Opera House is expected of almost all citizens of Jidoor, and is often used as a sign of sophistication and nobility even among those

citizens of other cities. Indeed, it is not unusual for governors, lords, and even kings to be seen in attendance for any given performance.

THE SOLITARY ISLAND

Scattered by their first-hand experience of the magical cataclysm caused by the disruption of the Statues and the subsequent destruction of their airship, it was upon this small, rocky crag of an island that Celes Cole, the infamous mage-warrior of the Returners, awoke to a world seemingly empty of joy or hope. Knocked into a serious coma by nearly fatal wounds, Celes was slowly nurtured back to health by Cid Deseefore, who labored greatly to construct a shelter and carve out a living in the hostile aftermath of the Collapse. Due to a slow rot which spread throughout the island, its natural resources and denizens were slowly dying off, and this selfsame malady also nearly brought a premature end to Cid's life just following Celes' awakening from her coma.

Now, with the global rebirth following the death of Kefka, the situation at the Solitary Island has improved greatly. Ashamed of the destruction which he blamed upon himself, Cid felt no desire to return to the mainland of Aeolus. Thus, Cid continued in his efforts to tame the island, using his home there as his workshop for his many inventions and innovations, including the engine that one-day came to power the hovercrafts of Figaro. And, after many long and happy years, it was upon this island that Cid was buried and entombed following his death.

Over the past twenty years, Solitary Island has been populated by several rangers, who spend great effort trying to further heal the wounds the Collapse inflicted upon the island. Thanks largely to their efforts, birds, fish, and other marine wildlife thrive in and around the isle, while the few hostile monsters that once remained have been hunted to extinction. Several species of creatures have traveled to the island, seeking sanctuary and protection within its small shores. Although any are welcome within its small landmass, those who threaten the peace

and tranquility of this island sanctuary often do not live to tell of it.

In addition to the grand complex of Cid's former home and workshop, the wild beauty and solitude of this island have attracted several nobles to construct winter homes to retreat from the harsher climates found elsewhere. Unfortunately, these building projects have met fierce opposition by those who work to preserve the natural beauty of the island. While the exchange has yet to come to blows, such an occurrence seems likely in the near future.

THE PHOENIX CAVE

Not long after Nicholas Gestahl came to power within the Gastorian Empire, he set in motion events to scour Aeolus for anything that could give his armies the edge over the other nations. Though this search eventually unveiled the potential of a powerful breed of magic and technology, his labors yielded other, less feasible, alternatives. One of his earliest discoveries was the long-hidden location of the lair of the legendary Phoenix. It was his thought that such power to recall the dead to life would prove an invaluable asset to his forces. So rampant were the rumors surrounding the power of the Phoenix that the cave became known to conceal the greatest treasure of Emperor Gestahl. However, it was not long afterwards that his agents discovered that the legendary Phoenix was not a monster at all, but an esper, whose life had long since expired on Aeolus. The magicite shard was briefly in Gestahl's possession, but as the magical properties of magicite had yet to be unveiled by the Returners, the shard was returned to the Phoenix Cave, where it lay beyond the reach of men for several years.

Following the Collapse, Locke Cole, legendary 'treasure-hunter' and Returner, began to search the world for some way to save the life of his long lost love, Rachel Goldenrod. In his search, he uncovered rumors of the Phoenix's legendary power, and bravely ventured into its lair to recover the centuries-old magicite shard. Damaged heavily from time, it was feared that the power of the magicite was depleted. However,

hoping against hope, Locke poured the magicite essence over Rachel, restoring her to life, if only for a few, fragile moments. After tender words which I will not record here, Rachel passed away, but not before giving her own life essence to resurrect the Phoenix, restoring full vitality to the magicite shard and bringing the Esper back to life.

Years later, a brave adventurer discovered that the Phoenix Cave has once again become the lair of the legendary Phoenix. Though the cavern has remained infested with powerful and hostile monsters, many have dared its fiery depths to plead for the life of a loved one. Most fail in the effort, and those who survive the dangers of the cave often catch only a far-off glimpse of the elusive Esper. Nonetheless, rumors persist of a fortunate few who plead their case before the Phoenix and return home to find their loved one alive and whole. These rumors are enough to inspire hope for many, and it seems these brave souls seeking the blessing of the Phoenix grow in numbers each year.

It is of considerable interest to my brethren as to how the Phoenix Esper manifests itself into Aeolus despite the seal between this world and theirs, which can only be breached temporarily be means of a focus for the Esper's power. Though much debate has been voiced on this issue, I am of the opinion that the souls of the lost serve as the needed focal point, and that the power to resurrect these fallen souls is drawn from the very life essence of the Phoenix itself. It is certain that this debate will be the subject of a great deal of further research in the future.

THE TEMPLE OF KEKFA

With the power of the Statues at his disposal, Kefka channeled the ruins of the once glorious Gastorian Empire together into a cohesive whole, forming the dreaded Tower of Kefka, where the famous final battle between the demi-god and the Returners was fought on the day which has since come to be known as the Day of Heroes. In the aftermath of the destruction of both the Statues and Kefka himself, the tower began to crumble, as the power that held it together faded from existence. The Returners were fortunate to

escape with their lives, and not a moment too soon apparently. The rubble from the tower scattered in a huge radius, pummeling the nearby countryside. So great was the destruction from the falling debris that almost all life was annihilated within the radius of the ruin, as if in final tribute to the Kefka's highest ambition.

Awaken from their mindless servitude, the entranced Cult of Kefka at the Fanatic's Tower awoke in horror at the death of their god. With Kefka's power vanquished, their Tower gradually grew more and more unstable, a process only helped by the seismic activity which shook the continent of Serpentia. Eventually, the Cult went so far as to abandon the tower, and subsequently dispersed across Aeolus, seeking refuge wherever it could be found.

Nonetheless, ten years after the Day of Heroes, a devoted remnant of the Cult of Kefka began to build a monument to Kefka's existence on the still unstable ruins of Kefka's Tower. The monument gradually gave way to an entire complex, forming what has become known as the Temple of Kefka. Inhabited exclusively by the Cult of Kefka, little is known about either the temple itself or its twisted followers. Further, the horrors glimpsed within the Time Globe makes any of my brethren reluctant to search out its depths for any further information. However, I nonetheless record here what little has been learned over the past few years,

Central to the beliefs of the Cult is a steadfast, fanatical devotion to the rebirth of Kefka, whom they claim was not entirely destroyed on the Day of Heroes, but continues to exist in some ethereal state waiting for a suitable host through whom to be reborn. Sacrifice is apparently an integral part of this devotion, including countless human victims sacrificed in the name of that twisted, insane soul. Though it has yet to be confirmed, rumors further persist that the Cult has wormed its way into the upper echelons of every major nation in Aeolus, searching for one known only as 'the Chosen One,' who will be sacrificed upon the altar at the very heart of the Temple in a lengthy ritual that will lead to the rebirth of Kefka.

Naturally, the realm of death lays beyond even the scope of the Time Globe, so I can neither confirm nor deny the plausibility of the Cult's fanatical claims to Kefka's continued existence. Nonetheless, given the destruction of every remnant of Kefka's esper-induced magical powers, it seems unlikely that any force in the entire universe could restore Kefka to life. Besides, at this point the Cult's following is scattered and isolated, and certainly holds no threat to Aeolus as a whole, especially not in the wake of the crises prompted at the hands of New Doma's leaders.

CITIES

The cities of this region now known as the Free Cities span two different lands, including Jidoor, Maranda, Zozo, Albrook, and Tzen. Despite their great similarities, each has its own unique and individual flavor.

THE CITY-STATE OF JIDOOR

Government: Direct Democracy

Ruler: Taren Lionir

Population: 2200 citizens, and about 6000 slaves

Military: 200 Militia

Imports: Food-Stuffs, Leather Goods, Timber

Exports: Art, Music, Jewelry

Crime Rate: Low

If two words could sum up the totality of the city of Jidoor, they would be wealth and splendor. First and foremost, Jidoor stands out by its absence of any presence of the lower class. The town is constructed on the basis of material wealth, with the middle class located in the lower sections of the city, with the wealth and opulence of the surroundings rising with elevation. Even in the lowest, poorest section of the city stand homes and buildings to rival those of the upper elite in any other town in Aeolus. No waste or squalor diminish the grandeur of the city, with every angle and arch designed with utmost care and skill to impress the eye. So consuming is this desire for elegance and opulence that Jidoor's elite have sought out the dwarven people and

paid vast fortunes to have their most skilled artisans construct their homes.

Unlike the other cities located in the two land region known as the Free Cities, Jidoor has no agriculture to support its populace. So great is the wealth of its people that all the food stuffs within the city are imported from elsewhere, as are other materials such as leather good, timber, clothing, and the like. Instead, the citizens of Jidoor are almost entirely devoted to what they term the 'higher-arts,' namely art, music, literature, and drama. Whether it be drama within the Opera House, a recital within the Grand Chamber, an art exhibit within Owzer's mansion, or public readings within the Square, the citizenry of Jidoor obsess over their first-love, devoting themselves to it almost exclusively. Of course, those of lesser means must juggle this devotion alongside their lucrative professions in order to finance such a costly obsession.

In the spirit of the independent streak native to this region, Jidoor has a very loosely organized and poorly defined system of government. Due to their individualistic approach to life, few decisions need to be made that affect all of its citizenry. But, when such issues do arise and need to be resolved by the masses, Jidoor's elite meet within the Grand Chamber and proceed in a strictly governed debate, overseen by the current mayor. By a complex and seemingly incomprehensible set of rules, the debate is resolved, often by eloquence and power rather than by common sense and wisdom.

The only other passion of the people of Jidoor is the auctions held within the Grand Chamber. So popular are these events that the building itself is often referred to as the Auction House, rather than by its proper name. Auctions are always well-attended, and offer a selection of strange and unusual items from all of Aeolus, which are then sold for prices unimaginable to most people in the rest of the world. It seems unfortunate that in a world poised on the edge of another disastrous global war that such frivolous devotion exists at all, and is decidedly misplaced given the crises that may soon threaten all the peoples of Aeolus.

THE CITY-STATE OF MARANDA

Government: Representative Democracy

Ruler: Sylius Aarene

Population: 36000

Military: 300 Militia, 200 Foot Soldiers, 60 Knights

Imports: Weapons, Armor

Exports: Food Stuffs, Leather Goods

Crime Rate: Low to Somewhat Low

Just prior to the Second Imperial War, the town of Maranda was known throughout Aeolus as one of the most beautiful places in all of the world, nestled within the sylvan beauty of the Emerald Woods. Indeed, in an often recounted conversation with an elvaan traveler, it appears that it was suggested that the original town was not the work of humans at all, but instead the work of highly skilled elvaan artisans who blended the city elegantly in with the forest surroundings, despite the fact that the city was established long after the elvaan had gone into hiding to escape the destruction of the War of the Magi. At any rate, this natural splendor was greatly ravaged during the Second Imperial War, when much of the town was put to the torch. Many ancient trees were destroyed as they were either cut down for badly needed timber or burnt to the ground to make the town more easily defended. Worse still, the town met even further devastation by the Collapse, destroying even more of the delicate beauty of the town.

Nonetheless, even before the Day of Heroes, Maranda's citizens banded together to restore their town to its one-time glory. If ever it was doubted that elvaan blood existed in the veins of these people, it was quelled by the amazingly similar architecture used to rebuild and glorify the city once more. And, following the emergence of the elvaan people as a whole back into the wider world, several elvaan artisans were commissioned to aid them in this process of rebuilding. With even their combined skill could not rival the work of eons ago, the town of Maranda slowly regained much of its one-time natural splendor and beauty.

No where else in all of Aeolus has a more pronounced elvaan presence the the city of Maranda. Openly hostile of many of the wider world's peoples, it seems the elvaan race recognizes a kindred spirit in Maranda's citizens. Elves openly walk the streets, often selling wares whose workmanship cannot be rivaled in all of Aeolus. Even more amazing, this seems to have attracted even rarer races, like the elusive Viera.

The city is governed by a council, whose members are elected by all the citizens of Maranda. Both elvaan and human sit on the Council, and in recent times the Speaker of the Council has been elvaan, not human. All decisions must be ratified by a simple majority of the Council members and approval by the Speaker, or else a solid two-thirds majority of the Council members must override the disapproval of the Speaker.

Not surprisingly, the people of Maranda are highly protective of their city, and as a result spend much time, effort, and gold to train and develop a small standing army used to not only maintain order in the region, but to also protect the town's beauty and splendor from monster and marauder alike. Despite their prowess in other fields, elvaan weapon-craftsmanship is at best only comparable to that of human smiths, and as a result much of the city's military equipment is imported from other cities, especially Narshe. Further, unlike the other peoples of the Free Cities, the citizens of Maranda have grown increasingly concerned with the imperialistic actions of New Doma. Of course, due to the ever-present independence of these people, little has been done, at least openly, about these concerns. However, Maranda's current Speaker, an human lady by the name of Sylius Aarene, has secretly supported the defensive measures of the Kingdom of Figaro, and has also given refuge and aid to the paladins from Thamasa who diligently work to prepare the world for the true threat behind Doma's actions.

THE CITY OF ZOZO

Government: Anarchy

Mayor: none

Population: 6500

Military: none

Imports: none

Exports: none

Crime Rate: High to Very High

As I stare into the Time Globe, it flickers before my eyes, and reveals a beautifully crafted city, with tall towers stretching towards the heavens, constructed of a beautiful blue tinted stone. Merchants hawk their wares in the streets, while chocobo-drawn carriages make their way up and down the streets amidst the crowds. Armor shining in the sunlight, guards patrol the streets, alert for the first sign of danger, despite the seeming tranquility around them. The Time Globe shifts, revealing an organized army, sweating in the hot sun as they hone their fighting skills to perfection. Successes are commended, failures are discussed, as mock-battles rage back and forth. Along the coastline, several warships prowl the waters, sharpening winter-dulled skills under the close scrutiny of the captains...

Such was the nation of Zozo prior to the first Imperial War. Once, Zozo was a powerful, just, and peaceful nation, ruled with wisdom and honor. So great and powerful were their armed forces that none dared to oppose them, and all nations in Aeolus kept the peace wherever Zozo was concerned. However, as the Kingdom of Figaro came desperately close to being conquered by the Gastorian Empire, a desperate and costly alliance was made with the nation of Zozo. Their combined might would turn the tide of the war, but even that victory seems hollow compared to the great cost to Zozo's people.

Outraged by Zozo's alliance with Figaro, General Lance Chere ordered a massive surprise assault upon the city itself, while another diversionary force attacked the city's main defensive forces. After twelve days of intense combat, Zozo's forces were completely routed, and the city set aflame. Only a handful of Zozo's people escaped the rape and pillage of their home-town, and those that did escape were taken as prisoners by the Gastorian Empire. On that day, Zozo

ceased to exist.

Hundreds of years later, the city became repopulated by a band of refugees from Jidoor, who had fled intense persecution. With their families dead or starving, and their source of income destroyed, these refugees had little choice but to turn to thieving and violence to survive. Seemingly overnight, the town became full of rogues, thieves, murderers, prostitutes, and other low-life scum, who burrowed into the ruins of the once great city like a pack of rats.

Surprisingly, the years have done little to change the city of Zozo. Crime continues to be the only way of life in Zozo, with every material possession and good being the result of such activity. However, many of Zozo's worst criminals have left the city, seeking new prospects further north in the only city in all of Aeolus that can boast of being worse than Zozo: the Silver Dragon. Although the neighboring cities have often brought up the possibility of razing the city of Zozo, such attempts usually never come to much more than a lot of heated talk.

The fact of the matter is that the people of Zozo now pose little threat to anyone but themselves. Further, since the town itself is of no material or political importance, it seems the people of Zozo have been left to themselves, to continue in their way of life without any influence from the wider world. Yet, the old remnants of the mighty Zozo nation are still unrevealed, deep inside centuries-old ruins.

THE CITY-STATE OF TZEN

Government: Temporary Oligarchies

Ruler: Garland Reorth

Population: 42000

Military: 400 Militia

Imports: Machinery

Exports: Food Stuffs, Leather Goods, Clothing, Timber, Stone

Crime Rate: Somewhat Low to Medium

To journey to the city of Tzen is to take a step back in time to the Age of Prosperity,

when the world was at its highest peak just prior to the beginning of the Second Imperial War. People from all walks-of-life roam the streets, from the lowest of street urchins to the high-born lords and ladies of the upper class. Tzen is easily the largest city in the post-Kefka world, boasting a population double the size of many northern cities. Indeed, the attractive climate and numerous jobs in and around Tzen have attracted many people from around Aeolus to resettle within Tzen, hoping to escape from the calamity and hardship of the Day of Kefka and to find the peace and tranquility that once blossomed all-over Aeolus. Even the increase in crime over the last few years, probably as a result of increased growth, has done little to dissuade people from settling within this bustling town.

In addition to the increase in crime in the city of Tzen, its continued rapid growth has had several other important affects upon the city. Originally, the city of Tzen was designed in a highly defensive position, with the town sitting atop a low hill, allowing access to the city itself from only a few key choke points. And, though the original design left a lot of room for expansion of the city, the continued growth has finally outgrown the boundaries of the hilltop, and as a result many new buildings are beginning to spring up in an almost haphazard fashion on all sides of the city. Further, this size limitation has forced many people to crowd into smaller and smaller areas, increasing the density of Tzen more and more each day. Unless something is done soon to alleviate such a problem, I fear that the crime rate and unrest within Tzen is likely to get worse, rather than better.

As all cities located within this region, Tzen boasts a booming port, through which the town makes a large percentage of its profits. In addition to the export of food, leather goods, and timber so common to this region, the city of Tzen also specializes in several types of stone, which are exported to other parts of Aeolus to serve as building materials, either as elegantly crafted homes for the wealthy or for defensive purposes in both Doma and Figaro. Interestingly enough, these stone quarries seem to have existed for hundreds of years, but lay completely unused

until only about a decade or so ago. Since that time, the stone industry has dominated much of the city's trade, although it certainly cannot compete with the demand for food and other agricultural goods which are in such abundance in the Free Cities.

Tzen further stands out by its unusual form of government. The city is run by a group known simply as the People, which consists of a dozen or so citizens who are elected at random every three years. When the tenure for the current members of the People have expired, a great lottery is held within the city, in which nearly all the citizens participate, and the winners of the lottery become the People for the next three years. Although many of my brethren have criticized such a haphazard system of government, it must be said in its defense that this method of representation provides a very good indicator of the general ideas and desires of the people, and that since no one member of the People has more power than another, only those ideas which are widely held usually get adopted. Of course, the high turnover rate for Tzen's leaders also diminish any kind of firm commitment to any treaties or alliances formed among Tzen's neighbors, as every three years a different group of people emerge, with the power to overturn any such agreements merely by wide approval.

THE CITY-STATE OF ALBROOK

Government: Merchant Republic

Ruler: Cyrus the White

Population: 32000

Military: 200 Militia

Imports: Timber

Exports: Ships, Food Stuffs, Leather Goods

Crime Rate: Somewhat Low to Medium

At the height of the glory and power of the Gastorian Empire, Albrook nearly superseded Vector as the city of highest importance and military might within the entire Empire. In both the First and Second Imperial War, Albrook played an important role as the vital staging area for nearly every naval offensive within the world. To this day,

the shipyards of Albrook are unmatched anywhere else in the world, even in the greatest port city in all of Aeolus, Nikeah. Huge carrier ships were designed during the Second Imperial War, which carried hundreds of soldiers and large quantities of military hardware to their destination, be it the shores of Doma, Figaro, or Narshe. Indeed, even Gastoria's final campaign to search out the mysterious island to the east where the city of Thamasa was eventually discovered was launched from Albrook upon one of the Empire's carrier ships.

Unfortunately, many of these large vessels were destroyed by the massive tidal waves and quakes that struck the city of Albrook on the Day of Kefka. Hundreds of ships, both large and small, sank to the bottom that day, and many more were severely damaged, as were the vital shipyards. This was a tragic loss, as only the fleets located in Albrook could have provided enough ships to get food and needed resources distributed to a world suddenly poised on the brink of annihilation. Despite the widespread destruction, the surviving citizens almost immediately went to work repairing their town and the vital shipping equipment that had been the lifeblood of Albrook for as long as any could remember.

Today, Albrook has regained its prominence as a thriving and bustling port. Many of the food stuffs and other prominent supplies that are in abundance are shipped to Albrook to be distributed elsewhere, rather than sent directly to the other ports within Aeolus. In addition, Albrook provides nearly all of the world's supply of commercial ships, which are exported around the globe. The mammoth trade industry, combined with the farms in the surrounding area, has made Albrook nearly self-independent. However, the great demand for both the construction and repair of ships has made timber an expensive commodity within the city, forcing it to be imported from other areas where it grows in greater abundance. Perhaps of even more importance than the mayor of the town is the harbormaster, who oversees all of Albrook's oceanic commerce and endeavors and more importantly establishes order amidst the chaos of the bustling port.

Be that as it may, the town is overseen by a mayor, whose tenure continues until a majority of the people call for a re-election. With such a policy, it is not surprising that the current mayor has ruled in the city of Albrook for the last thirty years, and continues to be fairly popular with the citizens. In sharp contrast, the position of harbormaster is one in which the elected official must be reelected every year, or else be replaced by one who instills more confidence in the people as a whole. In addition, at any time the people may call for the harbormaster to be deposed, and another raised in his place. Not surprisingly, this position is perhaps the most stressful and most hazardous of all elected positions within all of Aeolus.

In final note, it is worth mentioning that the shipping industry of Albrook does tend to foster a higher crime rate, particularly among sailors who have been cooped up on a ship for the past four months. The predominance of sailors and those associated with the shipping industry has given the city of Albrook a tough and rough exterior, in which minor crime has almost become a daily occurrence. However, most of Albrook's citizens have become so desensitized to the situation that what would hardly be tolerated anywhere else in Aeolus is merely given a shrug and forgotten about in Albrook.

THE CITY-STATE OF NARSHE

Government: Plutocratic Oligarchy

Ruler: Darius Embaba

Population: 12000

Military: 100 Militia

Imports: Timber , Food Stuffs

Exports: Ores, Weapons, Machinery

Crime Rate: Low



Although also a Free City by definition, Narshe is not located on the same southern continent, but is the northernmost population centre in the world. Built in a mountainside, its harsh climate would deem it inhospitable, but the natural geothermal streams that heat the place create the conditions for living in this forsaken town.

Narshe's first settlers were simple fishermen and hunters that came attracted by the nearby animal populations. However, after discovering the wealth of ores and the geothermal streams that came from the Narshe Mines, they ended up creating a permanent settlement. Control of these hot spots became power, and the families that dominate them continue to rule Narshe up to this day.

Albeit not a huge city, the valuable minerals and gems mined from the mines carried Narshe to the forefront of Aeolus' politics, and it has been involved in every major conflict since the First Imperial War. Nowaday, Narshe keeps its independence guaranteed not only by the Figaroese kingdom, but also by their Doman enemies. Both sides of the upcoming conflict try to gather the city's allegiance, with some of the wealthy families supporting each side. Narshe got both a great understanding about machinery, which makes it valuable to Doma, and an important mining industry, that could supply Figaro. Whatever side earns their alliance is bound to have great success.

THE CITY-STATE OF THAMASA

Located in the southeastern region of Aeolus, the island-city of Thamasa has existed in extreme isolation since its founding in the chaotic years following the War of the Magi. The island's geography and climate are among the most pleasant in all of Aeolus, due almost entirely because of the island's low elevation and the mild influence of the ocean. Summers within this island, while certainly hot and humid, are made considerably more pleasant by the cool, salty breezes that come off the Great Sea. During the winter months, the island remains fairly temperate, with frost and ice being only a very rare occurrence. Much like the Solitary Island, this wonderfully pleasant climate has recently attracted the notice of several of Aeolus' better-to-do citizens, who often travel to these island shores to escape from the hostile climates elsewhere.

Prior to this region's discovery during the Second Imperial War by a small band comprised of two of the legendary Returners and Imperial troops, the island's existence was a carefully guarded secret, known only to a select few outside of the borders of this region. According to the tattered remains of documents that have been preserved, the region was first settled by loose bands of refugees fleeing from widespread persecution throughout Aeolus. For, as I have chronicled elsewhere, those people who had been endowed with Esper-derived magical powers during the War of the Magi were systematically hunted down and slain in the years of chaos following this infamous war. Blamed for the sins of the 3 Goddesses, a few select of these persecuted men and women fled from the inhabited regions of Aeolus to settle what would come to be known as Thamasa.

Due to its only recent discovery, this region has remained with only a small population. This trend seems unlikely to change in the near-future, as the citizens of Thamasa are extremely wary of strangers, and discourage those who would settle themselves within this region. Of course, as this region has become a hot-bed of political

activity and magical research, Thamasa's isolation from the rest of Aeolus seems to be more and more on the wane.

GEOGRAPHIC AREA OF INTEREST

Due to the small surface area of this region, there is little geographical features that are of any noteworthy interest. However, in the year following the Day of Kekfa, the massive stress upon the planet of Aeolus caused the emergence of an isle just north of the main island of Thamasa which has come to be known as the Isle of Hidon.

Ebot's Rock

Just prior to the defeat of Kefka at the hands of the Returners, a small group of them, including the famous blue-mage Strago Magus and his artistic granddaughter, Relm Arrowny, returned to Thamasa on a chance visit. However, in the course of their visit, the blue mage discovered that his ancient nemesis, the monster named Hidon, had once again appeared in the hidden caves of a small, seemingly desolate rock of an island located to the north of Thamasa. In due course, Strago, along with his Returner companions, sought out Hidon in his lair and slew him.

Since that time, the ebb and flow of the tides have often covered over Ebot's Rock, hiding it away from the rest of the world. However, for a few months at a time, the sea crag seems almost by magic to rise from the ocean, exposing several small sea caves. Despite the trek into Hidon Isle by the Returners, Ebot's Rock has remained largely a mystery. Few of Thamasa's inhabitants are willing to even speak of the existence of the rocky island, and those few who acknowledge its existence seem to know very little beyond what is circulated by the bards who recount Strago's apparently epic battle.

Treasure-hunters from other regions have, on occasion, ventured to this region in order to explore the mystery of these caves. The vast majority of these brave souls disappear into the rock are never heard from again. The few who emerge tell of a vast maze

complicated by what they term magical teleportation about the caves, making it virtually impossible to map or understand the structure of the caves.

Speculation, of course, runs rampant regarding the true nature of these strange caves within Ebot's Rock. The fact that the eldest of Thamasa's citizenry refuse to even speak of the island only deepens the mystery surrounding it. In our search to know and understand all of Aeolus, we of this order have over the years made several discreet attempts at gaining more knowledge regarding the island. Unfortunately, the Time Globe is completely worthless in this area, almost as if its magic is shielded from the island. In frustration, some of this order have even dared to venture within its maze of caves. Probably because of their great caution, most of them have returned, but have very little to tell regarding the interior of Ebot's Rock. It seems likely that this mystery will remain unsolved for centuries to come.

CITIES

As mentioned earlier, there is only one major population within the region: the city of Thamasa.

THE CITY OF THAMASA

Government: Gerontocracy

Ruler: Elder Ceriaum Derth

Population: 6000

Military: 75 Paladins, 35 Battle-Mages, 30 Militia

Imports: Food Stuffs, Leather Goods, Ore, Clothing

Exports: Magical artifacts

Crime Rate: Low

Located on the island of its namesake, the city of Thamasa existed in absolute secrecy until the year 1 WB, when the city was discovered by Locke Cole, Terra Branford, and the infamous assassin known only as Shadow. They were met with the obvious hostility and suspicion towards strangers that to this characterizes its people. After speaking

with both the current head elder and the blue mage Strago Magus, the trio began to carefully explore the city. Through a dramatic turn of events involving a daring rescue from a burning house, these Returners discovered the ancient heritage of the citizens of Thamasa as descendants of the peoples who had been imbued with esper-derived magic during the War of the Magi. Following these events, Strago and his granddaughter Relm Arrowny, then only a small child, agreed to help the Returners in their quest to save Aeolus from the wrath of the espers. From that day forth, the city of Thamasa could exist in secret no longer.

Following the Day of Heroes, the people of Thamasa experienced the tragic loss of esper-derived magic, and its effects were far worse in this small city than anywhere else in all of Aeolus. For, these people had lived for centuries depending upon the magical arts, and suddenly they found themselves stripped of this ancient legacy from their ancestors. However, it wasn't long before an interesting discovery was made. Strago Magus, along with the other blue mages inhabiting the town, retained their abilities to cast their spells after the destruction of the Statues. About this time rumors also began to circulate that almost none of the monster population had lost the use of their magical powers. These two facts made the learned amongst the citizenry realize that magic had not been completely annihilated following the destruction of the Statues and the subsequent loss of the esper heritage. Eventually, as I have detailed elsewhere, this realization would result in the rebirth of magic across all of Aeolus based not on the legacy of espers, but through mana, a mysterious substance that even now is only understood in part by even the most adept of mages.

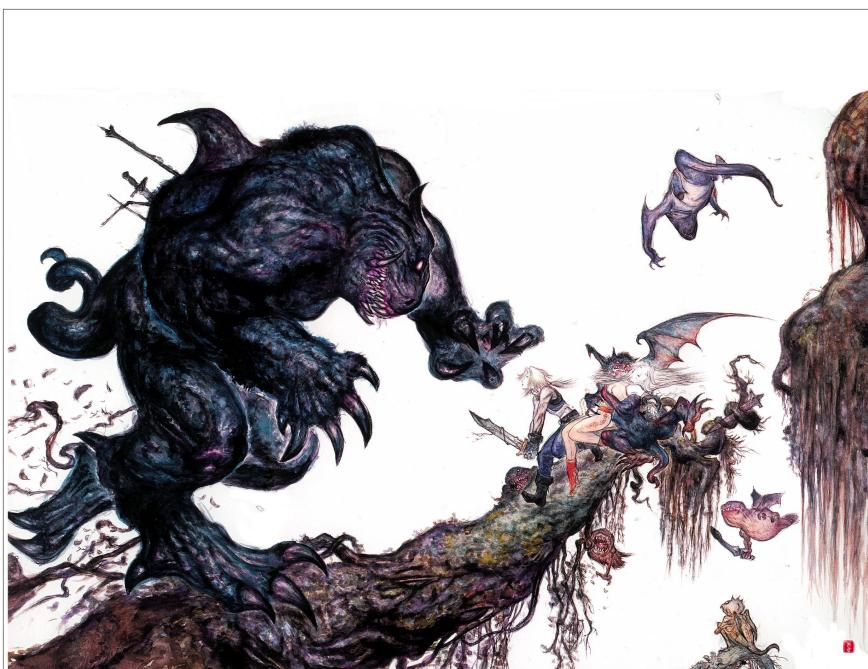
Since the rebirth of magic, the town of Thamasa has shown a gradual increase in population, as would-be-mages travel from across all the world to learn under the brightest and most powerful mages in Aeolus. This increase has led the elders of the city to establish orders around each color of magic, along with special schools designed to train those who possess the inborn ability to wield

the arcane. Libraries have been built to catalog the combined work of the master mages within Thamasa, as well as small facilities and laboratories for furthering magical research. Unfortunately, many of the greatest mages in the history of Aeolus have been reduced to mere initiates, due to the very different and complex process of wielding mana-based magic. Not surprisingly, it is the mages who at the time of the Day of Heroes were just beginning their magical training who have advanced the quickest in the new methods of wielding magic, causing no end of upheaval amongst their fellow mages. To this day, one of the primary roles of the individual orders of magic within Thamasa is settling disputes amongst the mages, both within the individual orders and between the different orders.

The leadership of Thamasa is among the most twisted and convoluted as I have encountered anywhere in Aeolus. Traditionally the elders, which at any time may consist of between three and twelve people, are the official leaders of the city. At any time, upon the agreement of at least two elders, a council may be held by the elders, who meet together to make decisions regarding the actions of the city by a simple majority. However, unofficially, the opinions and positions of at least a dozen other

prominent members of the city play a large role in deciding the exact course of action, including the Knight-Captain of the Militia, the Heads of the Magic Orders, and others. In the end, it often takes weeks, if not months, for the council to pass a single proposition into official law. Even worse, due to the independent nature of many of Thamasa's prominent mages, these laws are often ignored.

As I have penned elsewhere, Thamasa has become the one city within all of Aeolus to officially and openly oppose the imperialistic actions of the Realm of New Doma. It is here that Edeoreth, the eldest of our order, came to establish the Order of the Silver Hand to oppose the actions of Doma. Furthermore, through his actions, several of the mages within Thamasa aligned themselves with their esper hosts, who in turn endowed them with increased magical proficiency. And, in the last few months, a new order of mages has been established here in Thamasa: the Order of the Callers. This new breed of mage has slowly grown, as more and more young men and women realize the danger of the actions of New Doma and agree to oppose such actions. I only pray that the actions of this city will prove enough to save Aeolus from the fate that could befall all its inhabitants at the hands of the espers.



CAMPAIGN IDEAS

AFTERMATH OF THE MAGI WAR

Nowadays, the First War of the Magi is just a tale of hubris and lust for power. But what were exactly the events that followed after the end of it? Which unsung heroes roamed Aeolus, bringing peace to a land ravaged by a great destruction? How the cities were built and which early challenge they faced? Which kind of world was the cradle of the centuries long hated for magic in Aeolus? Set between 999 and 370 WB, these tales of rebirth are too muddled for me to see in the Time Globe, but not too muddled to be reenacted.

THE FIRST IMPERIAL WAR

In the fourth century WB, war struck all of Aeolus when the Gastorian Republic became an empire and set its eyes on global domination. Reenacting those years of hardship, either as the stalwart defenders of Figaro or Zozo, or yet as Imperial soldiers, would help to bring new details to those tales recorded only in broad strokes. Could the Empire have sinister motivations behind their apparent actions? And what key events in the third century led to shape the grim present of today?

THE ORIGINAL RETURNERS

Almost two centuries before the Day of Heroes, a group of valiant men and woman formed to spy and sabotage the defeated Gastorian Empire and prevent them to ever become a world power again. This tale is a tale of courage, honor, duty and tragedy, as their efforts failed to prevent the Second Imperial War.

Yet, the seeds they planted stood strong until the WB 1, and it is through their sacrifices that a group of heroes rose to challenge the mad demigod. Who were these unsung heroes from the first generations of

Returners? What gave them the stalwart determination to resist a threat no one saw? Which secrets they manage to uncover from the nascent revival of Esper magic?

ANOTHER WORLD OF BEASTS

Few know it, but before becoming seemingly immortal beings, the magical beasts of Esperworld were human. What humanity rests inside their heart? A different but interesting campaign could happen in the years before the Second Imperial War, with the players taking the role on the uncharted lands of the other world, playing as Espers. The adventures could happen either in the sealed dimension or with the Espers doing quests on Aeolus. After all, Madonna Branford did manage to arrive at the Esperworld somehow, don't her?

THE SECOND WAR OF THE MAGI

Happening between 16 WB and 3 WR, this storyline follows the tales of the Returners closely. Either by playing with the legendary Heroes, by swapping them with a new and diverse cast of warriors, by living the fate of the antagonists or even playing a totally unrelated story in this time, this epoch is ripe with stories to tell and lessons to live. What effects could happen from even a minor modification in the recorded history?

A WORLD IN HEALING

This is the default setting for this book. 50 years ago, a madman called Kefka used his godlike powers to change everyone's life to ruins, and the world changed forever. But Kefka is gone, and the world heals. Several threats loom on the horizon, be it New Doma's imperialistic actions, be it the Cult of Kefka's madness, or even something hidden behind these menaces. Who are these men and women who quest on the open wounds of a World in Healing?

NEW RULES AND CHARACTER OPTIONS

CHARACTER OPTION: NEW QUIRK

Yeti(racial): These giant humanoids live in the deep tunnels near Narshe, where they hide from human eyes, protected by their heavy fur from the freezing temperatures. You may use Destiny Points to resist any complications from cold temperatures, and to exploit the huge muscles that confers you a great strength. However, you cannot tolerate heat very well and possess little intelligence and ability to communicate, save for the moogles who understand you very well. Whenever this causes you problems, earn Destiny Points.

CHARACTER OPTION: NEW SUMMONED MONSTERS

Maduin is a humanoid esper with long sea-greenish-gray hair. He has a muscular figure, with clawed fingers and digigrade legs with long talons on his toes. He is the father of Terra Branford.



Basic Call: Minimum Level: 24th. MP Cost: 40. Roll Fire vs Water, difficulty 0. If successful, deal 8 x Fire level non-elemental magical damage to a group.

Greater Call: Minimum Level: 54th. MP Cost: 120. Roll Fire vs Water, difficulty 0. If successful, deal 17 x Fire level non-elemental magical damage to a group.

Summon: Until the end of the round, you are immune to all **Weaken**-type negative status.

Crusader is a remnant from the First War of Magi. Its spirit contain pieces from the three esper gods, and reenacts their fierce battle for eternity.

Basic Call: Minimum Level: 44th. MP Cost: 70. Roll Fire vs Water, difficulty 0. If successful, deal 14 x Fire



level non-elemental magical damage to all combatants, friend and foe alike.

Greater Call: Minimum Level: 64th. MP Cost: 150. Roll Fire vs Water, difficulty 0. If successful, deal 28 x Fire level non-elemental magical damage to all combatants, friend and foe alike.

Summon: Until the end of the round, you are immune to **Crusader's** damage.

Ragnarok is a sentient huge broadsword, with over 3 meters in length.

Basic Call: Minimum Level: 44th. MP Cost: 85. Roll Fire vs Water, difficulty 0. If successful, deal 5 x character level Cut-elemental magical damage to a target. If this kills the target, you capture the enemy's soul, as if you had used **!Tame**.

Greater Call: Minimum Level: 64th. MP Cost: 180. Roll Fire vs Water, trouble 0. If successful, deal 7 x character level Cut-elemental magical damage to a target. If this kills the target, you capture the enemy's soul, as if you had used **!Tame**.

Summon: Until the end of combat, you may have more than one soul captured with your **!Tame** ability.



OPTIONAL RULE: COMBAT ROWS

This rule is aimed at groups that want to deepen the tactical considerations in Combat situations. It simulates a battlefield, placing more emphasis on movement, positioning and range. However, it has the possibility to make the combat rules even more time-consuming. All the rules below are intended to be used with this optional mode.

ROWS DESCRIPTION

In battle, there are two rows for each the player team and the enemy team. They're called the Player Back, Player Front, Enemy Front and Enemy Back. Whenever a battle start, the players and the GM must state where each of the combat participants are, either on their respective front or back rows.

In battle, you can only target characters you Reach. Melee actions can only Reach your row or an adjacent row. If you're at Player Front, you can only target characters in Player Front, Player Back or Enemy Front. Spells and Ranged actions can Reach up to two rows away, so a ranged attack from a character in Enemy Back can target any row, except for Player Back. Lastly, Flying characters have an extra row of Reach, so a Ranged attack can target enemies at any rows and a Melee attack can target characters up to two rows away.

The Front Rows must have at least one character. If, by any reason, the row is empty with characters from its side, it collapses and move all characters to it. If, for example, there is no player character on Player Front, the Row collapses and all Characters on Player Back are moved to Player Front. Back Rows can be empty or be occupied at anytime by moving characters.

MOVEMENT

Once per round, as part of an action, a character may move one row forward or backward as a free action. This allows the character to either occupy his team's Back Row, his team's Front Row or the enemy team's Front Row.

Also, all characters can use the Basic Action **!Move** to move one row forward or backward by spending an action, anytime. You can't, however, move as a free action as part of the **!Move** action.

According to GM's discretion, hard terrain may impede or difficult movement on the battlefield. Finally, characters under the **Immobilize** status effect may not move on their own will.

INSIDE ENEMY LINES

Should, by any chance, a character occupies another team's front row (be it a Player on Enemy Front or an Enemy on Player Front), it is in a hard defensive position. Any character attacking a character in another team's Front with a Melee action may re-roll once, should they fail, or ignore the target's Armor or Magic Armor when dealing damage.

The attacker must choose his bonus (either a re-roll or ignoring the target's armor) before rolling the attack.

Going inside enemy lines is a bold move, that is important for Melee characters to hit the Back Row, but it must be tempered with caution. Never underestimate the need to retreat, should the situation call for it.

ADVANCED GROUP TARGETING

Unlike regular FFRPG battles, where all attacks were Single-target, Group-target or All, combats with Rows use several different types of targeting. Each targeting hits differently. Below is the description for each targeting mode and a list of which actions do that.

Single Target: Unchanged.

Row-Target: Targets all characters in a chosen row, including characters inside enemy lines. You must reach the chosen Row. Actions with Row-Target are: !Earth Slash; !Fuuton (with Elan); !Slash All; Fira; Blizzara; Hastega; Night Song; Dragon Force; Stare; Lakshmi (Basic Call); Ramuh (Basic Call); Valefor (Basic Call); Maduin (Basic Call) Pitfall; Poison Mists; Cave In.

Line-Target: Targets exactly one character in a chosen row and one character in the row behind it. You must reach the chosen row, but don't need to reach the one behind it. Actions with Line-Target are: !Katon (with Elan); Thundara; Ray Bomb; Seed Cannon; Ifrit (Basic Call); Shiva (Basic Call); Leaf Swirl; Landslide; Corrupt Water.

Cone-Target: Targets exactly one character in a chosen row and all characters in the row behind it, including characters inside enemy lines. You must reach the chosen row, but don't need to reach the one behind it. Actions with Cone-Target are: !Suiton (with Elan); !Gil Toss; !Blade Beam; Blizzaga; Scourge; Aera; Aeraga; Whirlwind; Quasar; Aqua Rake; Magic Breath; Stone Breath; Catoblepas; Madeen (Basic Call); El Niño; Earth Blues; Shotgun's ! Attack.

Burst-Target: Targets all characters in a chosen row, including characters inside enemy lines, and exactly one character in the

row behind it. You must reach the chosen row, but don't need to reach the one behind it. Actions with Burst-Target are: !Quagmire (60 MP); !Doton (With Elan); !Kick; Mastery of Destruction; !Mix (all Group Effects); Firaga; Waterga; Banishra; Banishga; Poison Gas; Matra Magic; Electrocute; Siren (Greater Call); Titan (Basic Call); Sonic Boom; Ghost.

Group-Target: Targets all characters in a chosen row and all character in the row behind it, including characters inside enemy lines. You must reach the chosen row, but don't need to reach the one behind it. Actions with Group-Target are: All attacks with Elemental Overload; !Divine Ruination; !Barrage; !Moogle Reels (two successes); !Chocobo Reels (two successes); !Shock; !Cleave; Thundaga; Storm; Scathe; Cura; Curaga; Protectga; Shellga; Ruse; Rebirth; Shockwave Pulsar; X-Zone; Slowga; Meteorite; Comet; Meteo; Force Field; Frog Song; Earth Shake; Bad Breath; Mighty Guard; Ifrit (Greater Call); Lakshimi (Greater Call); Ramuh (Greater Call); Shiva (Greater Call); Atamos; Madeen (Greater Call); Titan (Greater Call); Alexander (Basic Call); Leviatan (Basic Call); Phoenix (Greater Call); Sraphim; Maduin (Greater Call); Avalanche; Plasma; Magma; Sandstorm.

Party-Target: Targets all allied characters in all rows. You don't need to reach all rows. Actions with Party-Target are: !Chocobo Reels (three successes); Healing Wind; Teleport; Return; White Wind; Astraga; Asura; Fenrir; Carbuncle; Golem; Kirin; Unicorn (Greater Call); Crowd Cheer (60 MP); Cosmic Embrace (90 MP); Seraph Song; Hero's Rhyme.

Foe-Target: Targets all enemy characters in all rows. You don't need to reach all rows. Actions with Foe-Target are: !Soul Eater; !Kuuton; !Moogle Reels (three successes); !Quadra Slam; Doomsday; Ultima; Meteor; Time Stop; Level 3 Confuse; Grand Train; Level 2 Old; Level 4 Flare; Level 5 Death; Supernova; Fat Chocobo; Alexander (Greater Call); Bahamut (Greater Call); Diabolos (Greater Call); Kujata; Leviatan (Greater Call); Odin (Greater Call); Zodiac; Fatal Flamenco; Forbidden Dance.

Unfocused: Targets all characters in all rows, enemies and allies. You don't need to reach all

rows. Unfocused actions are: !Shadow Blade; Elemental Field; !Dispel Strike (with Anti-Magic Zone); !Shieldbreak; Magnitude; Quake; Temporal Shift; Requiem.

UNCONVENTIONAL BATTLES

Some Battles may have different configurations. For example, a Pincer Attack may have the characters distributed in seven rows, according to the image to the right. Or another battle may take place on a cramped space where there is no Back Row for a team (or no Back Rows for both teams). Feel free to extrapolate these rules to the actual situation of play.

Enemy Back North
Enemy Front North
Player Front North
Player Back
Player Front South
Enemy Front South
Enemy Back South

MAGIC ON THE WORLD OF BALANCE: MAGICITES

This section expands on the rules presented on page 22, presenting the list of Espers with their respective attunement Abilities. Note that the Esper list is exactly the same as the default FFRPG Summoned Monsters list, with the addition of three espers: Maduin, Ragnarok and Crusader.

All attunement Abilities grant the character access to Spells, Spell Groups, and/or Call effects. To effectively learn the Spells and Call effects (both Basic Call and Greater Call), the character must meet the required levels. For example, a character swaps one of his level 35 Specialties for **Phoenix's Reborn** Ability. He won't be able to use the Call effect before 44th level, and will only learn the *Arise* Spell at 46th level.

ASURA

Heaven's Mercy: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Asura's** Calls and the Strengthen Spell Group.

Heaven's Mercy: Specialty. Requires Water level 6. You may swap any Specialty for this attunement. You gain **Asura's** Calls and the Strengthen Spell Group.

CHOCOBO

Chocobo Tamer: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Chocobo's** Calls and the **Teleport** Spell Group.

Chocobo Tamer: Specialty. Requires Earth and Air level 4. You may swap any Specialty for this attunement. You gain **Chocobo's** Calls and the **Teleport** Spell Group.

FENRIR

Mythic Howl: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Fenrir's** Calls and the **Images** Spell Group.

Moon's Trickster: Specialty. Requires Fire level 7. You may swap any Specialty for this attunement. You gain the **Images** Spell Group.

IFRIT

Lord of Flames: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Ifrit's** Calls and the **Fire** Spell Group.

Lord of Flames: Specialty. Requires Fire level 6. You may swap any Specialty for this attunement. You gain **Ifrit's** Calls and the **Fire** Spell Group.

LAKSHMI

Queen's Love: Core Ability. You may swap any level 15 or greater Core Ability for this attunement. You gain **Lakshmi's** Calls and the **Healing** Spell Group.

Queen's Grace: Specialty. Requires Earth level 5. You may swap any Specialty for this attunement. You gain the **Healing** Spell Group.

RAMUH

Sage's Wisdom: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Ramuh's** Calls and the **Lightning** Spell Group.

Sage's Wisdom: Specialty. Requires Air level 6. You may swap any Specialty for this attunement. You gain **Ramuh's** Calls and the **Lightning** Spell Group.

SHIVA

Hailstorm: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Shiva's** Calls and the **Ice** Spell Group.

Hailstorm: Specialty. Requires Water level 6. You may swap any Specialty for this attunement. You gain **Shiva's** Calls and the **Ice** Spell Group.

SIREN

Mind Enlace: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Siren's** Calls and resistance to **Confuse** and **Charm** status effects.

Psychic Chord: Specialty. Requires Fire and Water level 10. You may swap any level 24 or greater Specialty for this attunement. You gain **Siren's** Calls and the **Madness** Spell Group.

VALEFOR

King of Skies: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Valefor's** Calls and the **Flight** Spell Group.

King of Skies: Specialty. Requires Air level 6. You may swap any Specialty for this attunement. You gain **Valefor's** Calls and the **Flight** Spell Group.

ATOMOS

All-Devourer: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Atomos'** Calls and the **Gravity** Spell Group.

Droplet of Void: Specialty. Requires Earth level 5. You may swap any Specialty for this attunement. You gain the **Gravity** Spell Group.

CARBUNCLE

Ruby Protection: Core Ability. You may swap any level 24 or greater Core Ability for this attunement. You gain **Carbuncle's** Calls and the **Shield** Spell Group.

Sapphire Shield: Specialty. Requires Fire level 8. You may swap any level 15 or greater Specialty for this attunement. You gain the **Shield** Spell Group.

CATOBLEPAS

Harbinger of Death: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Catoblepas'** Calls and the **Death** Spell Group.

Horrid Wish: Specialty. Requires Water level 4. You may swap any Specialty for this attunement. You gain the **Death** Spell Group.

GOLEM

Metal Defense: Core Ability. You may swap any level 24 or greater Core Ability for this attunement. You gain **Golem's** Calls and the **Armor** Spell Group.

Rock Armor: Specialty. Requires Fire level 8. You may swap any level 15 or greater Specialty for this attunement. You gain the **Armor** Spell Group.

KIRIN

Heaven's Mercy: Core Ability. You may swap any level 24 or greater Core Ability for this attunement. You gain **Kirin's** Calls and the **Regeneration** Spell Group.

Heaven's Mercy: Specialty. Requires Earth and Fire level 10. You may swap any level 19 or greater Specialty for this attunement. You gain **Kirin's** Calls and the **Regeneration** Spell Group.

MADEEN

Sacred Mane: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Madeen's** Calls and the **Light** Spell Group.

Primal Light: Specialty. Requires

Water level 4. You may swap any Specialty for this attunement. You gain the **Light** Spell Group.

SYLPH

Arcadia: Core Ability. You may swap any level 24 or greater Core Ability for this attunement. You gain **Sylph's** Calls and the **Drain** Spell Group.

Arcadia: Specialty. Requires Air and Water level 10. You may swap any level 19 or greater Specialty for this attunement. You gain **Sylph's** Calls and the **Drain** Spell Group.

TITAN

Roar of the Land: Core Ability. You may swap any level 24 or greater Core Ability for this attunement. You gain **Titan's** Calls and the **Earth** Spell Group.

Seismic Disruption: Specialty. Requires Earth level 7. You may swap any level 15 or greater Specialty for this attunement. You gain the **Earth** Spell Group.

UNICORN

Serene Purifier: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Unicorn's** Calls and the **Purify** Spell Group.

Holy Horn: Specialty. Requires Fire level 4. You may swap any Specialty for this attunement. You gain the **Purify** Spell Group.

ALEXANDER

Heaven's Fortitude: Core Ability. You may swap any level 40 or greater Core Ability for this attunement. You gain **Alexander'** Calls and become immune to **Light**-elemental damage.

Light's Judgment: Specialty. Requires character level 64 and Fire level 20. You may swap any Specialty for this attunement. You gain the **Holy** Spell.

BAHAMUT

King of Dragons: Core Ability. You may

swap any level 40 or greater Core Ability for this attunement. You gain **Bahamut's** Calls and immunity to the **Meltdown** status effect.

Dragon's Breath: Specialty. Requires character level 64 and Fire level 20. You may swap any Specialty for this attunement. You gain the **Flare** Spell.

CERBERUS

The Gatekeeper: Core Ability. You may swap any level 40 or greater Core Ability for this attunement. You gain **Cerberus'** Calls and the **Meteor** Spell Group.

Zephyr: Specialty. Requires Fire level 10. You may swap any level 15 or greater Specialty for this attunement. You gain the **Speed** Spell Group.

DIABOLOS

Devil's Hand: Core Ability. You may swap any level 40 or greater Core Ability for this attunement. You gain **Diabolos'** Calls and either **Shadow** or **Pain** Spell Group.

Rock Armor: Specialty. Requires Air and Fire level 13. You may swap any level 35 or greater Specialty for this attunement. You gain **Diabolos'** Calls and either **Shadow** or **Pain** Spell Group.

KUJATA

Nature's Wrath: Core Ability. You may swap any level 40 or greater Core Ability for this attunement. You gain **Kujata's** Calls and either **Fire**, **Ice** or **Lightning** Spell Group.

Insidious Pain: Specialty. Requires character level 64 and Fire level 20. You may swap any Specialty for this attunement. You gain the **Old** Spell.

LEVIATHAN

Sailor's Bane: Core Ability. You may swap any level 40 or greater Core Ability for this attunement. You gain **Leviathan's** Calls and the **Water** Spell Group.

Sea Blessing: Specialty. Requires Water level 7. You may swap any level 15 or greater

Specialty for this attunement. You gain the **Water** Spell Group.

ODIN

Honorbound: Core Ability. You may swap any level 40 or greater Core Ability for this attunement. You gain **Odin's** Calls and the **Divination** Spell Group.

Honorbound: Specialty. Requires Earth and Air level 13. You may swap any level 35 or greater Specialty for this attunement. You gain **Odin's** Calls and the **Divination** Spell Group.

PHOENIX

Reborn: Core Ability. You may swap any level 40 or greater Core Ability for this attunement. You gain **Phoenix's** Calls and the **Life** Spell Group.

Life's Lesson: Specialty. Requires Fire level 8. You may swap any level 15 or greater Specialty for this attunement. You gain the **Life** Spell Group.

SRAPHIM

Heavensward: Core Ability. You may swap any level 42 or greater Core Ability for this attunement. You gain **Sraphim's** Calls and the **Healing** Spell Group.

Avatar: Specialty. Requires character level 64 and Fire level 20. You may swap any Specialty for this attunement. You gain the **Shield** Spell.

ZODIAC

Stargazer: Core Ability. You may swap any level 42 or greater Core Ability for this attunement. You gain **Zodiac's** Calls.

Apocalypse: Requires character level 64 and Fire level 20. You may swap any Specialty for this attunement. You gain the **Doomsday** Spell.

BOMB*

Beastly Barrage: Core Ability. You may swap any level 10 or greater Core Ability for

this attunement. You gain **Bomb**'s Calls and the **Cosmic** Spell Group.

Beastly Barrage: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Bomb**'s Calls and the **Cosmic** Spell Group.

*MIND FLAYER**

Illithid: Core Ability. You may swap any level 10 or greater Core Ability for this attunement. You gain **Mind Flayer**'s Calls and resist the **Sleep** status effect.

Mana Sap: Specialty. Requires Fire and Water level 10. You may swap any level 24 or greater Specialty for this attunement. You gain the **Mage Bane** Spell Group.

*MIST DRAGON**

Cold Embrace: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Mist Dragon**'s Calls and the **Elemental** Spell Group.

Cold Embrace: Requires Air and Fire level 8. You may swap any level 15 or greater Specialty for this attunement. You gain **Mist Dragon**'s Calls and the **Elemental** Spell Group.

*MADUIN***

Heart's Desire: Core Ability. You may swap any level 19 or greater Core Ability for this attunement. You gain **Maduin**'s Calls and the **Weaken** Spell Group.

Heart's Sorrow: Specialty. Requires Fire level 4. You may swap any Specialty for this attunement. You gain the **Weaken** Spell Group.

*CRUSADER***

Jihad: Core Ability. You may swap any level 42 or greater Core Ability for this attunement. You gain **Crusader**'s Calls..

Supreme Smite: Specialty. Requires character level 64 and Fire level 20. You may swap any Specialty for this attunement. You gain the **Meteor** Spell.

*RAGNAROK***

Soul-Catcher: Core Ability. You may swap any level 42 or greater Core Ability for this attunement. You gain **Ragnarok**'s Calls.

Ultima: Specialty. Requires character level 64 and Fire level 20. You may swap any Specialty for this attunement. You gain the **Ultima** Spell.

* From the FF IV Worldbook.

** New Summoned Monsters from this book.



THE WORLD OF RUIN (1 WR - CIRCA 20 WR)

01- Solitary Isle; 02- Albrook; 03- Tzen; 04- Mobliz; 05- Nikeah; 06- South Figaro; 07- Figaro Cave; 08- Figaro Castle; 09- Kohligen; 10- Darill's Tomb; 11- Maranda; 12- Zozo; 13- Veldt Cave; 14- Thamasa; 15- Colosseum; 16- Jidoor; 17- Phoenix cave; 18- Narshe; 19- Triangle Island; 20- Fanatic's Tower; 21- Doma Castle; 22- Duncan's House; 23- Ancient castle; 24- Ebot's Rock; 25- Opera House; 26- Kefka's Tower; 27- Dragon's Den; 28- Soul Shrine

BESTIARY

VECTOR HOUND

5th level Beast Minion

Earth 12	Air 24	Fire 11	Water 16
HP 19	MP 11	ARM 03	MARM 05

Initiative – 2 die

Bite: Quick physical action, Air vs Earth, dif 40, 6 damage (Puncture)

Hamedo: Reaction, Air vs Earth, dif 40, 6 damage (Puncture). Uses when targeted by a physical attack.



These hounds are common in Aeolus, with the first breeds at first raised in Vector. They've been used as hunting dogs for centuries.

SAMURAI

8th level Humanoid Common

Earth 36	Air 22	Fire 17	Water 20
HP 46	MP 05	ARM 04	MARM 01

Initiative – 3 die

Katana: Quick physical action, Earth vs Earth, dif 40, 9 damage (Cut)

Lunge: Quick physical action, Earth vs Earth, dif 40, 18 damage (Cut). May only be used once per round. Until the end of the round, enemy attacks get -30 dif.

Shadow Vulnerable

Traditional warriors from Doma, these Samurai are the commander of their armies. This is a low-level samurai, who usually commands a small squad of peasant footmen.



NAUTILOID

11th level Beast Common

Earth 35	Air 10	Fire 48	Water 32
HP 60	MP 30	ARM 10	MARM 2

Initiative – 3 die

Tentacle: Quick physical action, Earth vs Earth, dif 40, 9 damage (Crush)

Ink: Slow (1) Ranged magical action, Fire vs Air, dif 40, 12 damage (Shadow), if greater than dif 70, inflicts the **Blind** status on the target until the end of next round

Withdraw: Reaction, Earth vs Air, dif 30, blocks a Ranged attack.

Vulnerable (Fire), Transform Resist, Weaken Immune

These giant mollusks used to prey on the shores of the Lethe River. They were thought to be extinct after the day of Kefka, but some are reappearing around all Aeolus' coasts, now living in salt water.



M-TEK ARMOR

14th level Humanoid Construct Elite

Earth 55	Air 46	Fire 50	Water 13
HP 255	MP 68	ARM 08	MARM 08

Initiative – 5 die

Metal Claw: Quick physical action, Air vs Earth, dif 40, 20 damage (Crush), push the target one Row backwards.

Magitek Cannon: Quick Ranged magical action, Fire vs Water, dif 40, 25 damage, Line-target, choose either Fire, Ice or Lightning-elemental damage.

M-tek Missile: Quick Ranged physical action, Fire vs Air, dif 40, 30 damage (Puncture)

Bio Cannon: Slow (2) Ranged magical action, Fire vs Earth, dif 40, 20 damage (Bio), Cone-target, inflicts **Poison** status until the end of the next round

Vulnerable (Lightning and Water)

Regular magitek armors from the Imperial Wars era, designed to augment the Imperial Army. Its weakness is the exposed pilot.



MEGALODOTH16th level Beast **Common**

Earth 78	Air 45	Fire 24	Water 31
HP 130	MP 10	ARM 02	MARM 10



Tusk: Quick physical action, Earth vs Earth, dif 40, 35 damage (Crush).
Impervious Fur: Reaction, Earth vs Fire, dif 40, blocks Water and Ice-elemental attacks.

Charge: Slow (3) physical action, dif 40, 52 damage (Crush).

Fire and Ice Resist, Bio Weakness

These huge mammals are common in the colder places of the world. Docile until provoked, few men can survive their furious charges, and at least one village was leveled by a rampage of these beasts.

MAGNA ROADER24th level Aberration **Minion**

Earth 55	Air 77	Fire 66	Water 66
HP 150	MP 100	ARM 22	MARM 35

Initiative - 2 die



Trample: Quick physical action, Air vs Air, dif 40, 30 damage (Crush)

Fire: Black Spell, 8 MP, Fire vs Water, dif 0, 30 damage (Fire)

Flamethrower: Blue Spell, 24 MP, Fire vs Water, dif 0, 72 damage (Fire)

Vulnerable (Ice), Fire Immune, Transform Immune

These creatures were created as part of the Magitek program in Vector's labs. After the Day of Kefka, they now roam free. Some versions substitute the fire alignment for ice, using spells like Blizzard.

WYVERN27th level Dragon **Common**

Earth 69	Air 100	Fire 47	Water 72
HP 270	MP 80	ARM 32	MARM 15

Initiative - 3 die



Sweep: Quick physical action, Air vs Air, dif 40, 60 damage (Cut)

Demi: Time Spell, 27 MP, Fire vs Water, dif 50, reduce target's HP

by 50% of its current value

Arrow Guard: Reaction, Air vs Air, dif 30, blocks a Ranged attack.

Flight, Air Vulnerable, Light Resist, Fatal Immune, Poison Resist

Lesser dragons, not more intelligent than your average beast, these creatures hunts the plains, woken by the destruction of Aeolus at the Day of Kefka.

SKELETAL HORROR33rd level Undead **Common**

Earth 78	Air 70	Fire 114	Water 86
HP 400	MP 200	ARM 65	MARM 40

Initiative - 3 die

Curse: Ranged quick magical action, Fire vs Fire, dif 40, 88 damage (Shadow)

Death Claw: Blue Spell, 110 MP, Fire vs Water, dif 70, reduce the target's HP to the d100's unit digit, considering 0 as 10. Treat this as a **Gravity** status effect.

Shadow Wave: Spell, 45 MP, Fire vs Water, dif 20, 110 Group-target damage (Shadow)



**Status Immune (Death, Stone and Gravity)
Shadow Absorb, Light Vulnerable**

This undead abomination rises from ancient battlegrounds, as the hungry ghosts of the defeated seek vengeance.

SKY ARMOR

35th level Construct Minion

Earth 102 Air 108 Fire 95 Water 67

HP 167 MP 212 ARM 70 MARM 75

Initiative – 2 die



Claw: Quick physical action, Earth vs Air, dif 40, 90 damage (Cut)

Electrocute: Blue Spell, 85 MP, Fire vs Water, dif 0, 117 damage (Lightning).

M-tek Missile: Quick Ranged physical action, Fire vs Air, dif 40, 99 damage (Puncture)

Flight, Earth Vulnerable, Lightning Resist, Blind Immune, Improved Critical

These airbone magitek armors were developed in the Second Imperial War. Along with newer versions of the magitek weaponry, these vessels gave the Empire the edge it needed to almost dominate Aeolus.

FOSIL DRAGON

40th level Undead Dragon Elite

Earth 98 Air 86 Fire 132 Water 104

HP 2000 MP 300 ARM 55 MARM 66

Initiative – 4 die

Bite: Quick physical action, Earth vs Earth, dif 40, 90 damage (Crush).



Zombie: Black Spell, 20 MP, Fire vs Water, dif 70, inflicts **Zombie** status until the end of next turn.

Level 5 Death: Blue Spell, 130 MP, Fire vs Water, dif 30.

All enemies hit whose level is a multiple of five

are reduced to 0 HP. Treat this as a **Fatal** type status. This Spell ignores the **Reflect** status.

Sand Breath: Slow (2) Ranged magical attack, Fire vs Earth, dif 40 Cone-target, 130 damage (Earth). If rolls over dif 70, also inflicts **Blind** until the end of the round.

Resist (Ice and Puncture), Absorb (Shadow and Earth), Vulnerable (Air and Light), All Status Resist

This dragon once was one of the rulers of the desert, but was killed at the First War of the Magi. Now it has resurfaced, and its thirst for blood is greater than ever.

Io

42th level Construct Common

Earth 91 Air 113 Fire 96 Water 139

HP 622 MP 355 ARM 117 MARM 40

Initiative – 3 die

Machine Gun: Ranged Quick physical action, Air vs Air, dif 40, 110 damage (Puncture).

Magitek Cannon: Quick Ranged magical action, Fire vs Water, dif 40, 99 damage, Line-target, choose either Fire, Ice or Lightning-elemental damage.

Runic: Reaction, Water vs Water, dif 30, negate the effects of a Spell or magical attack.

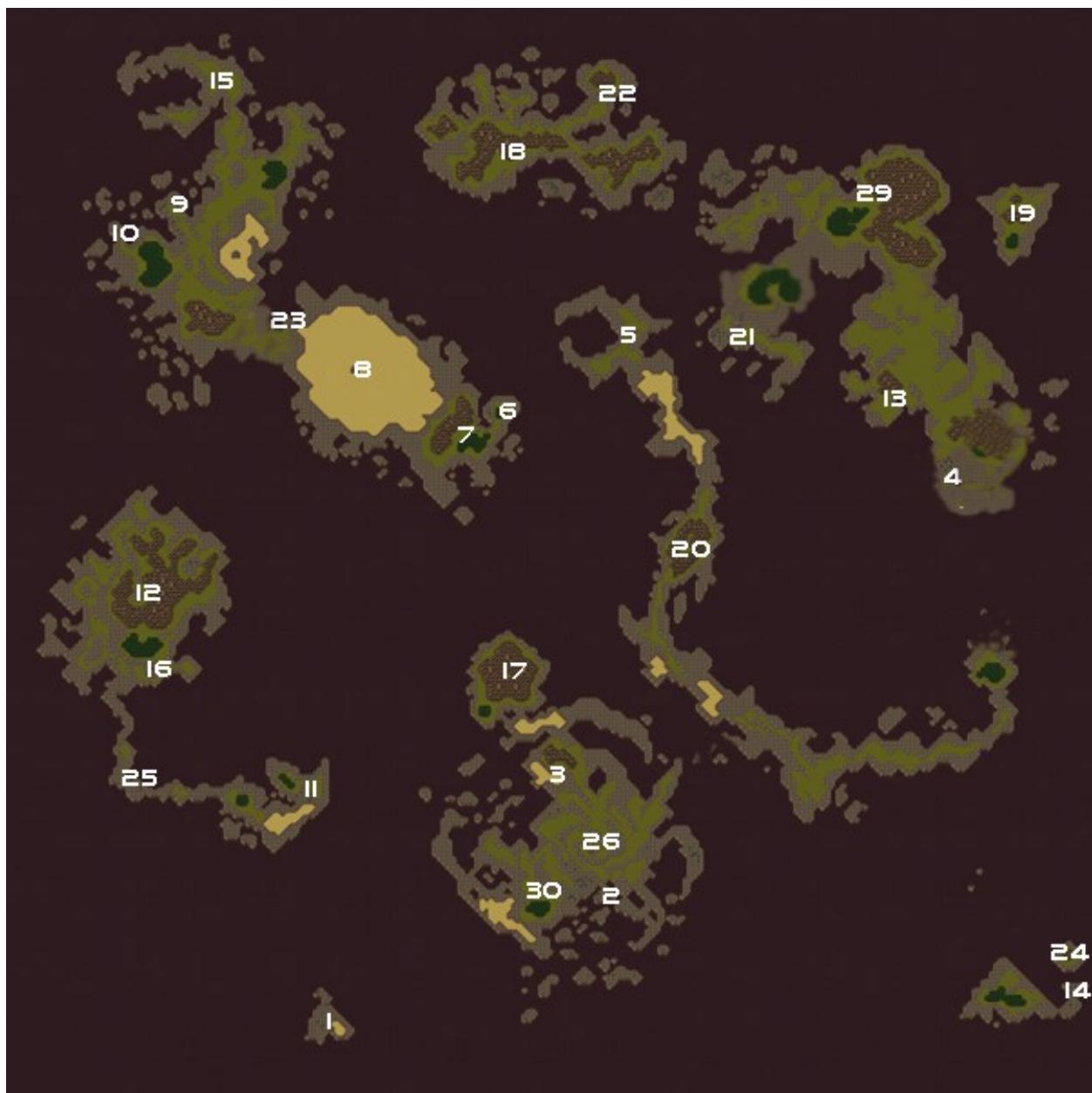
Overload: Ranged Slow (10) physical action, Air vs Water, dif 0, Group-target, 132 damage (Bio), Inflicts the **Meltdown, Virus and Slow** status until the end of next round.

Bio Immune, Lightning Absorb, Imune (Fatal, Transform, Toxic, and Mental), Time Vulnerable

One of the most advanced magitek constructs, very few of this fearsome war machine were actually built and even fewer were deployed. Built-in with a strong anti-magic force-field, it could win battles by itself.



WORLD MAP



THE WORLD OF RUIN (CIRCA 20 WR - PRESENT DAY)

01- Solitary Isle; 02- Albrook; 03- Tzen; 04- New Mobliz; 05- Nikeah; 06- South Figaro; 07- Figaro Cave; 08- Figaro Castle; 09- Kohligen; 10- Darill's Tomb; 11- Maranda; 12- Zozo; 13- Veldt Cave; 14- Thamasa; 15- Silver Dragon & Colosseum; 16- Jidoor; 17- Phoenix Cave; 18- Narshe; 19- Triangle Island; 20- Fanatic's Tower; 21- Doma Castle; 22- Duncan's House; 23- Ancient castle; 24- Ebot's Rock; 25- Opera House; 26- Kefka's Tower; 27- Dragon's Den; 28- Soul Shrine; 29 – Lalihome; 30- Sylvaraen.