

BETA VERSION



OMEGA FANTASY III

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"You want quiet, you better take the next train."

- Lightning



Final Fantasy is a series of video games where each title features its unique story, world and characters. Still they are part of the same series, not only due to recurring elements, but also because the stories focus on a group of heroes who face a great conflict. **Omega Fantasy** is a tabletop game that helps you to create Final Fantasy adventures with your friends and this release, named Omega Fantasy II, is an improved version of the original release. To play, you only need dice, paper, pens, this book and at least one friend, but a group size of 4 to 6 is recommended. To complete an adventure, your group needs to meet one or more times and play the game, each such gathering is called a **Session**.

Choose one person to become the **Game Master** (shortened **GM**), who creates the game world and narrates the adventure by using the content and guidelines in this book. During the game, he describes the environment to the players and how it reacts to their actions. The GM also takes the role of all non-player characters to narrate conversations and combat. Everyone else is a **Player**, who creates and plays the game from the perspective of a **Character** in the game world. Player characters are the protagonists of the story who travel together as a **Party** to explore the world, interact with people and fight against enemies. This book divided into three major

sections: this first section explains the core rules and gameplay elements. The second section details rules for creating and developing characters. The final section focuses on the GM and offers a wide variety of guidelines and content for creating a game world.

Example: Roleplaying

Hironobu (Game Master): You enter the Thunder Plains, which is a vast wasteland covered by thick fog and dark clouds. The locals have erected towers, that act as lightning rods, but you can see that lightning bolts often strike the ground in the open field.

Yoshinori (playing as Wakka): We head north, not too near and not too far from the towers, ya?

Nobuo (playing as Rikku): I wanna go home! I hate lightning! I hate thunder!

Tetsuya (playing as Auron): This storm never stops. Better to cross quickly.

Hironobu (Game Master): You can also see a small building nearby, that looks like an inn.

Nobuo (playing as Rikku): Let's go rest over there! Please? I'm too young to die!

Tetsuya (playing as Auron): Fine, we rest. She is worse than the storm.

Dice rolls are used in various situations to help decide the outcome of uncertain actions, but their exact nature depends on the context. This game uses only six-sided dice and we use **d** shorthand to refer to such a die. Furthermore, we use for example 4d to describe a roll of 4 dice, where the result is the sum of all rolled dice. **Checks** are the main tool to help the GM to decide and narrate the outcome of actions. He can either ask players for checks or perform them himself in secret. Checks are usually **2d** rolls and higher numbers mean a better outcome for the roller. The minimum result required to succeed is called Difficulty (shortened **DC**) and often has to be decided by the GM. He should base this DC on the difficulty of the action itself and the proficiency of the actor in it. Most DCs vary between 5 and 9, ones below that range are considered easy, while ones above it are very challenging.

Since checks are 2d rolls, the lowest and highest possible results are 2 and 12 respectively, which can be treated as unexpectedly good or bad, but still plausible outcomes. A check can also have **Advantage** or **Disadvantage** when the circumstances have a substantial effect on the attempted action. In both cases, the check is made with 3d and with Advantage only the two highest and with Disadvantage only the two lowest dice are counted. Advantage and Disadvantage cancel each other out and do not stack.

Example: Advantage & Disadvantage

Cloud meets Don Corneo in his mansion wearing a dress and make-up to convince him that he is a woman. The GM decides that this is a very difficult task (DC 10), because Cloud did not put much effort into his disguise. But as the room is not well lit and the Don had a bit too much to drink, he also decides that the check has Advantage. Cloud rolls 3d with the result [6,2,6] and since only the two highest dice count, he rolled the best possible outcome! The GM decides that Don Corneo is not only convinced that Cloud is a woman, but he finds him so irresistible that he drags Cloud into his room for some time alone.

Another way to modify checks is through the use of **Fortune Dice**. At the start of each session, every player and the GM roll 1d and all results are written down and become the pool of Fortune Dice for this session. During the session, after a player makes a roll, he or she can decide to remove one Fortune Die from the pool and use it to replace one die in the result of the roll. However, the GM is also allowed to use Fortune Dice to modify the result of player rolls in the same manner. This allows players to benefit from occasional strokes of luck or motivation while the GM can create moments of misfortune or complications. In both cases, the person using the Fortune Die should try to give a narrative description of its effect. Fortune Dice that are not used, are discarded at the end of each session.

Example: Fortune Dice

Luneth explores the ancient Altar Cave. As he walks towards a hole in the ground, the GM asks him for a DC 5 check to decide whether he can notice and avoid it. Luneth rolls [3, 4], which would pass the check. However, the GM decides to use a Fortune Die on his roll, the current pool of Fortune Dice includes [1, 3, 3, 5]. He removes the 1 from the pool and puts it in place of the 4 in Luneth's roll. Accordingly, the roll is changed to [3, 1], which fails the check, and the remaining dice pool contains [3, 3, 5]. The GM describes this effect as follows: as he tries to carefully step around the hole, Luneth steps on a slippery rock, trips and falls into the hole. As a consequence, he finds himself an unknown and dangerous section of the cave and has find his way back to the exit.

"Why not? Nothing to lose but my life and I got that for free!" – Setzer

The party can explore the environment described by the GM at will. They can look for specific things or wander around, but an appropriate amount of time passes while doing so. The GM may draw a map of the party's current location as a visual aid. He is also free to impose checks on all exploration related actions, such as picking locks or detecting traps. The party may go to

sleep once per day to fully recover their HP and MP, even if unconscious. To gain this benefit, they have to sleep in a comfortable place like an Inn or a Tent for multiple hours. Throughout the adventure, the party will interact with other characters. These non-player characters are voiced by the GM and accordingly the players talk from the perspective of their own characters. To avoid confusion, it is important to clarify whether something you say is from the perspective of your character or from yours as player or GM. During conversations, the GM may ask for checks, for example to decide whether an attempt to convince a character is successful.

"You know what they say about the leading man, don't you? He never dies." – Balthier

Characters become stronger by gaining experience and we express the amount of experience a character has with **Levels**. Inexperienced adventurers start at Level 1 and can progress up to a maximum of Level 10 where they become renowned heroes. The GM decides when characters Level up, which we recommend for reaching adventure milestones. Examples of milestones are important character development events, victories against powerful foes, or resolution of major conflicts. When going on dangerous adventures, **Death** is always a real possibility, especially as a consequence of unwise decisions by the party. The adventure is officially over if all party members fall unconscious in battle, as this is usually followed by certain death. Characters may also die or leave the party under special circumstances in which case that character becomes unplayable for their player.

Example: Experience & Death

Kain betrays the party and joins their enemies. He fights and defeats the rest of the party in combat, but chooses to let them stay alive. The GM takes control of Kain from now on, who leaves the party and becomes an antagonist. The party resolves to stop Kain's plan and his former player decides to create a new character that joins the party. The GM rewards the party with a Level up for reaching a turning point in the adventure.

Most adventures cover multiple sessions and sometimes a player might not be able to attend one. In this case, the GM and the player can agree that his or her character leaves the party for the duration of that session to go on a **Dispatch Mission**. At the start of the next session, the character rejoins the party and the player explains what his or her character has tried to do during the previous session. Then, the GM declares a DC for the Dispatch Mission and the player performs 3 checks with this DC. If at least 2 out of the 3 checks succeed, then the mission was a success and if not, the character has failed in completing the mission.

**"Enough expository banter. It's time we fight like men.
And ladies. And ladies who dress like men."**

– Gilgamesh



Combat consists of a series of rounds (shortened **r**) that take 10 seconds of in-game time each. During a round, each combatant takes one turn. At the start of the battle, both parties choose who takes the first turn in each round on their side. The GM then decides which side goes first. At the end of every turn, select an ally who has not taken a turn in this round and takes the next turn for your side. Both sides take alternating turns until everyone has taken one and the round is completed. The GM should announce the start and end of each round to avoid confusion. If one side has more combatants than the other, they take consecutive turns at the end of the round until everyone has taken a turn. When a party ambushes the other before combat, the GM can decide that they gain a **surprise round**. In this case, only the surprising party acts in the first round before the battle continues as usual.

Combat proficiencies are determined by the following 7 numerical **attributes**. Whenever a calculation results in a non-integer value, the result is always rounded down.

♥ **Hit Points (HP)** increase your durability. You have a maximum and a current number of HP, if your current HP falls to 0 you fall unconscious.

❖ **Mana Points (MP)** are the resource required for using abilities such as Magic and Techs. Similar to HP, you have a maximum and a current number of MP.

❖ **Strength (STR)** increases the damage dealt by your physical attacks.

❖ **Defense (DEF)** increases your resilience against physical damage.

❖ **Magic (MAG)** increases the potency of your healing and attacking spells.

❖ **Resistance (RES)** increases your resilience against magical damage.

❖ **Agility (AGI)** allows you to evade physical attacks and determines how quickly you can move.

During your turn you can, in any order, move a distance of your AGI+1 units and take an action. Below is a list of combat actions, but the GM may allow any other action that can be completed in one turn:

☒ **Attack:** You attack an enemy with your weapon. He may evade by passing an **evasion check** with a DC of 12 minus his AGI. If he fails the check, you reduce the target's HP by your weapon's DMG plus your STR. If the evader rolls a 2, you make a **critical hit**, doubling your usual damage. If he rolls a 12, not only does your Attack miss, but the evader makes an Attack action on you instead, which you cannot evade.

☒ **Magic:** You cast a spell by spending MP, choosing a target within its range and concentrating for a duration. While concentrating, you cannot take actions or evade. After the cast time is up, the spell's effect occurs on the target right **before your turn** and cannot be evaded even if you are not in range anymore. If the spell deals damage or restores HP, add your MAG to the amount. Every spell's description has information on its cast time, MP cost, target, range and effect.

☒ **Tech:** You use a non-magical ability. Techs are used the same way as magic, but their damage and healing is amplified by your STR instead of your MAG, except if their use already includes this bonus in another way, for example by involving an Attack.

☒ **Defend:** All damage that you receive by Attacks until your next turn is halved.

☒ **Item:** You use an Item from your inventory on yourself or someone within 1u.

Re-Equip: Swap a Materia or Equipment piece that you are wearing against one from your Inventory.

Dash: Move another distance of your AGI+1 units.

Apart from Magic and Techs, characters can also learn the following **special abilities**:

☒ **Passive:** Effects that are permanently active.

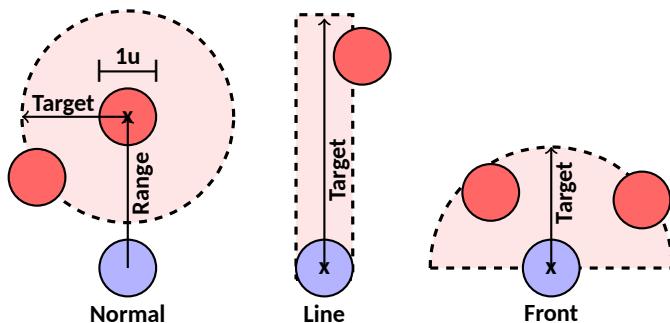
☒ **Reaction:** Allow you to take certain actions on someone else's turn under specific conditions.

Example: Combat

Squall (4 DEF, 3 AGI, 1 RES) and Seifer (6 STR, 2 MAG) decide to duel. Both are wielding a gunblade (1d DMG) and the GM decides that Seifer takes the first turn. He begins casting Firaga (6d DMG, 1r Time) by spending 12 MP, choosing Squall as target and concentrating. Squall uses his turn to Defend. It's Seifer's turn again, so Firaga takes effect and Squall suffers $6d + 2 - 1$ damage. Seifer can still take his turn, so he also Attacks. Squall makes a DC 12-3 evasion check, but by rolling [1, 1] he fails and suffers a Critical Hit! Seifer hits him right above the nose with his blade, inflicting $1d + 6 - 4$ damage (Defend and Critical Hit cancel each other out) and leaving a scar.

All damage dealt has one of two basic types. Damage dealt by Attacks and Techs is usually **physical**. When you receive physical damage, subtract your DEF from the amount. Damage dealt by Magic and Items is usually **magical**. When you receive magical damage, subtract your RES from the amount. In addition, damage can have an elemental type to which combatants can have **Weaknesses** or **Resiliences**. When resilient, you only suffer half the usual damage and when weak, you suffer double the usual damage. Resilience and Weakness cancel each other out and do not stack. The following elemental types exist: fire (red circle), ice (blue circle), lightning (yellow circle), earth (brown circle), water (teal circle), holy (green circle) and dark (purple circle).

Units (shortened **u**) are the basis to measure distance, where 1u is roughly 1m or 3ft. Characters usually occupy a circle of 1u in diameter in top view. Effect distances are described by their Range and Target. **Range** is the maximum distance between the center of the caster and the center of the effect. An effect with range Self is centered at the caster, and one with range Weapon has the same range as the used weapon. **Target** is the area of the effect as a maximum distance from its center. Unless stated otherwise, everyone fully or partially in the target area is affected, including allies. An effect with target Single affects only a single entity. The following illustration shows the use of a ranged effect in the normal case and with the two special target shapes Line and Front.



Fields are effects that occupy an area on the battlefield and cause harm to anyone inside. They can be caused by abilities or natural causes such as steam or fog. If at any point in your turn, you come into contact with a Field, you suffer its effect until the end of your turn. Fields do not stack, when a new Field is created in the same area as an existing one, the previous Field is destroyed. All Field effects are listed below.

Field	Effect
Slow	You can only move half your usual distance.
Hot	You receive fire damage equal to 10% of your maximum HP.
Slippery	Make a DC 8 check and suffer Immobile upon failure.
Obscure	You suffer Blind.

Status Effects alter your the combat potency positively or negatively for a limited duration. Combatants can suffer multiple different Status Effects at once, but applying the same one twice only refreshes its duration. They can also be **Immune** to certain Status Effects, in which case they are not affected by them. Also, if a combatant suffers two opposite Status Effects, for example Poison and Regen, they negate each other and are both removed. Below is a list of all Status Effects.

💀 **KO:** You are unconscious and your turns are skipped. You suffer KO when your current HP drops to 0 and your HP cannot be increased until this status is removed. Immunity against KO only makes you immune against effects that cause it when above 0 HP.

☒ **Blind:** Whenever you Attack an enemy, he has Advantage on the evasion check.

⚙️ **Blink:** Whenever you are targeted by an Attack, you have Advantage on the evasion check.

🗡️ 🛡️ 🎭 🎧 **DeATR:** The according attribute is reduced by 3 (minimum 0), e.g. DeMAG reduces MAG.

🗡️ 🛡️ 🎭 🎧 **EnATR:** The according attribute is increased by 3, e.g. EnMAG increases MAG.

Haste: During your turn, you can either make an additional action or movement.

🚫 **Immobile:** You are unable to move.

🎲 **Poison:** You take damage equal to 10% of your maximum HP at the start of each turn, but cannot fall below 1 HP due to this effect.

Regen: You regain HP equal to 10% of your maximum HP at the start of each turn.

🔇 **Silence:** You cannot begin casting Magic or using Techs, but you can still Attack.

Slow: During your turn, you can either move or take an action but not both.

😴 **Sleep:** You cannot move or take any action. This status is removed when you take any damage.

🧟 **Zombie:** All healing effects are reversed for you. Healing reduces your HP and effects that normally remove KO, inflict it to you instead.

Example: Status Effects

Noctis and his party fight Malboro. The monster uses its Bad Breath ability to inflict multiple Status Effects. Prompto suffers Sleep and Poison. He cannot move or take actions and before his turn is finished, he loses 3 HP, because his maximum HP is 37. Noctis suffers Silence and Blind. He cannot use abilities, so he tries to Attack Malboro. The monster (AGI: 2) rolls [1,6,4] on the evasion check, barely passing the DC 12-2 due to Advantage.

"I am THE Basch fon Ronsenburg!"

- Vaan



Every player creates a character who is a protagonist in the game world created by the GM. To create a Level 1 character, copy or print the [Character Sheet](#) on the next page. It allows you to keep track of various aspects about your character and there is an example of a filled out sheet, that you can use as a guideline. Choose your character's **Name** and give a short description of him or her. Try to communicate with your group to properly integrate your character into the party and the game world. Briefly summarize your character's **Story** and explain his or her motivation for joining the party, considering that this is most likely his or her first serious adventure. Then choose a **Job** for your character as explained below. Finally, the **Equipment** subsection explains how you can customize your character's starting equipment. The table below summarizes the benefits gained at further Levels, all of which are explained in detail within this section.

Level	Benefit Gained
1	Job, Beginner Equip
2	Talent
3	Archetype
4	Advanced Equip, Limit Break
5	Summon
6	Custom
7	Custom
8	Expert Equip
9	Custom
10	Custom

At Levels marked as **Custom**, you can chose from one of the following benefits that your character gains. You cannot pick the same benefit more than once.

- You gain a second Summon of your choice.
- You gain a second Talent of your choice and each time you use a Talent, add a 6 to the pool of Fortune Dice.
- You gain a second Limit Mode, allowing you to gain Limit Points from 2 sources. Also, the maximum Rating of your Limit Break is increased by 1.
- You gain access to the second Archetype your job. You can switch between the two whenever you go to sleep and your attributes and abilities change depending on your currently active Archetype.
- When you use a Spell, Tech or Reaction ability from your Archetype, its MP cost is halved and you gain 1 Limit Point.
- All weapons and armor gain an additional Materia Slot as long as you have them equipped.
- You gain the ability to equip one additional weapon or armor type of your choice.
- Choose 4 from the following list of attribute bonuses. You cannot pick the same one more than twice:
HP+5, MP+5, STR+1, DEF+1, MAG+1, RES+1.

Your character's **Job** determines his or her combat proficiency and progression including abilities, attributes and equipment expertise. All available Jobs are detailed in their Job descriptions right after the character sheets. You can print or copy the description of your chosen Job to use as the second page of your character sheet. Your character's attributes are initially 0 and increase by starting and progressing in a job. The table on the top-left of each job description shows its attribute gains and equipment expertise and the abilities learned at various Levels are shown right below. When your character reaches Level 3 in his or her Job, you have to decide between one of its two **Archetypes** listed on the right side. Archetypes represent different specializations of a Job and provide additional abilities and attributes.

Example: Character Creation

We create a character named Vaan, who is a 17-year old, blonde human boy with athletic appearance. Vaan is an orphan, who gets by in the big city by stealing and often acts as a father figure to other orphans. He dreams of owning an airship and being a sky pirate one day. We communicate with the GM to make sure that Vaan fits well enough with the given setting and the rest of the party. From the attributes table of the job we determine Vaan's maximum HP (20), maximum MP (19) and AGI (4), all other attributes start at 0. We also note that he learns the Steal tech. Finally, from our initial 1500 Gil, we buy a Mythril Knife, Mythril Vest, a Phoenix Down and 2 Potions, which leaves us with 300 Gil extra.

Name:

Story:

Talent:

Health Points: /	Level: Agility:	Strength: Defense:	Status Effects:
Mana Points: /	Movement: Evasion DC:	Magic: Resistance:	

Job: Special Abilities: Abilities:

Archetype:

Limit Break:	Range:	Target:
Limit Mode:		
Limit Points: 		
Summon:	Summon Ability:	Used Today:
Support:		

Weapon:	Armor:
Effect:	Effect:
Materia:	Materia:
Accessory:	Accessory:
Effect:	Effect:

Inventory: Gil:

Name: Lightning

Age: 21

Race: human

Hair: rose

Height: 1.70m

Right-Handed

Personality:

Determined, Cold



Talent: Guardian Corps

Story:

Both of my parents died when I was young. I raised my sister Serah and joined the army where I became a sergeant. But now Serah is in danger so I have quit the army to find her.

"It's not a question of can or can't. There are some things in life you just do."

Health Points: 19 / 70	Level: 8	Strength: 6	Status Effects:
Mana Points: 60 / 71	Agility: 3 Movement: 4u Evasion DC: 9	Defense: 3 Magic: 5 Resistance: 3	Blind (1r) EnDEF (2r) EnRES (2r)

Job: Red Mage	Special Abilities: Overwhelm Swiftcast	Abilities: Cure, Fire, Blizzard, Thunder, Blind, Poison, Esuna, NulElement
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Archetype:
Ravager

Limit Break: Thundara

Range: 5u **Target:** 2u

Limit Mode: Brave

A barrage of lightning strikes descends upon your foes. All enemies in the target area suffer 2d+8 lightning damage.

Limit Points:

Summon: Odin

Summon Ability: **Used Today:** yes

Support: Conjure horse Sleipnir

Target on the battlefield suffers KO with DC 8 check or 3 x Level damage otherwise.

Weapon: Gunblade (Expert)

Armor: Guardian Corps Uniform

Effect: Ranged attack after ability

Effect: DEF +1

Materia:

Materia:

Accessory: Power Armlet

Accessory:

Effect: STR +1

Effect:

Inventory:

Gil: 2009

Survival Knife, 5x Bomb Fragment, 5x Hi-Potion

3x Remedy, 2x Phoenix Down, 1x Elixir

"Welcome to your doom, starring me!"

- Rikku



Bards blur the lines between art and war. They can perform songs and dances that bestow powerful benefits for allies and vicious handicaps for enemies. Even though Bards are not the most powerful duelists, they can often turn the tide of a battle in unexpected ways.

Weapons: Dagger

Armor: Light Armor or Robe

Bard Abilities

© Cheer

Level 1

MP: 5 Target: 1u Time: Or Range: Self
Everyone in the target area can choose to either gain EnSTR or EnMAG for 2 rounds.

© Improvise

Level 2

MP: 6 Target: Single Time: Or Range: 5u
Roll 1d. Based on the result, the target gains the following Status Effect for 3 rounds:
1-EnDEF, 2-EnRES, 3-EnSTR, 4-Blink, 5-Regen, 6-Haste.

© Spotlight

Level 4

MP: 8 Target: 2u Time: Or Range: Self
You create an Obscure Field around yourself that follows you for 3 rounds, but does not affect you.

© Mighty March

Level 6

MP: 12 Target: 2u Time: Or Range: Self
You and all allies in the target area gain Haste and EnDEF for 2 rounds.

© Charm

Level 8

MP: 14 Target: Single Time: 1r Range: 4u
Choose an enemy as the target. He makes a DC 8 check and upon failure he immediately takes an extra turn following your command. The turn order is unchanged. Some enemies may be Immune to this effect.

© Mimic

Level 10

MP: ? Target: ? Time: Or Range: ?
You use an ability that was used by an ally or enemy on the battlefield since your last turn. In doing this, you have to respect the MP cost, cast time as well as the target and range specifications of the copied ability.

Bard Attributes

Level 1:	HP +19	MP +20	AGI +3	RES +1
Level 2:	HP +10	MP +10	DEF +1	
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +5	MP +10	RES +1	DEF +1
Level 5:	HP +10	MP +5	STR +2	
Level 6:	HP +5	MP +10	RES +1	DEF +1
Level 7:	HP +10	MP +10	STR +1	
Level 8:	HP +10	MP +10	DEF +1	
Level 9:	HP +10	MP +10	STR +1	
Level 10:	HP +5	MP +10	RES +1	DEF +1

Dancer Archetype

Attribute Bonus: HP +12 MP +8 STR +2 DEF +1

© Blade Dance

Level 3

MP: 6 Target: Single Time: Or Range: Weapon
Make an Attack on the target. Then you can immediately choose another target within 2u, dash towards him and make an Attack on him as well.

© Dress to Impress

Level 5

You can equip one additional Accessory. Also, as long as you have at least 2 Accessories equipped, you additionally gain DEF +1 and RES +1.

© Dirty Dancing

Level 7

Whenever you successfully evade an Attack, you can immediately inflict one of the following Status Effects on the attacker for 3 rounds: Immobile, Poison, Blind.

© Slow Dance

Level 9

MP: 12 Target: 2u Time: Or Range: Self
You create a special Field around yourself that lasts for 3 rounds and simultaneously acts as a Slow Field, Hot Field and Slippery Field. The Field moves together with you and it only affects enemies.

Singer Archetype

Attribute Bonus: HP +4 MP +16 RES +3

© Requiem

Level 3

MP: 8 Target: Single Time: Or Range: 4u
The target makes a DC 8 check and upon failure he suffers dark damage equal to two times your current Level and Zombie for 3 rounds.

© Encore

Level 5

Whenever you bestow one or more positive Status Effects on a target, additionally restore his HP by an amount equal to your current Level.

© Duet

Level 7

Whenever an ally within 1u of you performs an Attack or uses an ability on an enemy, you can immediately use an ability either on your ally or on the affected target if he is within range.

© Lullaby

Level 9

MP: 12 Target: 3u Time: Or Range: 5u
All enemies in the target area make a DC 8 check and suffer 3d damage and Sleep for 3 rounds upon failure.

"You sure are a keen observer of the obvious, kupo!"

- Montblanc



Black Mages are fragile in physical combat, but can wipe out enemies from great distances with powerful magic. They assert great control over the battlefield and are difficult to ignore for enemies.

Weapons: Rod

Armor: Robe

Black Mage Abilities

Fire

MP: 4 Target: Single Time: 0r
You deal 2d fire damage to the target.

Level 1

Range: 3u

Blizzard

MP: 4 Target: Single Time: 0r
You deal 2d ice damage to the target.

Level 1

Range: 3u

Thunder

MP: 4 Target: Single Time: 0r
You deal 2d lightning damage to the target.

Level 1

Range: 3u

Blind

MP: 6 Target: Single Time: 0r
The target makes a DC 8 check and suffers Blind for 3 rounds upon failure.

Level 2

Range: 5u

Firaga

MP: 12 Target: Single Time: 1r
You deal 6d fire damage to the target.

Level 6

Range: 5u

Blizzaga

MP: 12 Target: Single Time: 1r
You deal 6d ice damage to the target.

Level 6

Range: 5u

Thundaga

MP: 12 Target: Single Time: 1r
You deal 6d lightning damage to the target.

Level 6

Range: 5u

Flare

MP: 21 Target: Single Time: 2r
You deal 6d+20 fire damage to the target.

Level 8

Range: 7u

Ultima

MP: 28 Target: 2u Time: 2r
Deal 6d+30 dark damage to all enemies in the target area.

Level 10

Range: 7u

Black Mage Attributes

Level 1:	HP +18	MP +26	AGI +2	MAG +1
Level 2:	HP +5	MP +10	STR +1	RES +1
Level 3:	Archetype Attribute Bonus			
Level 4:	MP +10	RES +1	DEF +1	MAG +1
Level 5:	HP +10	MP +10	MAG +1	
Level 6:	HP +5	MP +10	RES +1	MAG +1
Level 7:	HP +5	MP +10	MAG +1	RES +1
Level 8:	HP +5	MP +10	RES +1	DEF +1
Level 9:	HP +5	MP +10	RES +1	MAG +1
Level 10:	HP +10	MP +10	MAG +1	

Geomancer Archetype

Attribute Bonus: HP +14 MP +6 DEF +2 RES +1

Bio

MP: 8 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers 3d damage and Poison for 3 rounds upon failure.

Field Cast

Level 5

Whenever you cast a spell that deals fire, ice or lightning elemental damage, it also creates a Field around the target that reaches up to 3u and lasts for 1 round. The Field effect depends on the elemental type of the spell:
Fire-Hot Field, Ice-Slippery Field, Lightning-Slow Field.

Gaia's Shield

Level 7

Whenever you suffer elemental damage, double your DEF and RES for calculating the damage received.

Quake

Level 9

MP: 18 Target: 3u Time: 1r Range: 7u
Deal 6d earth damage to everyone in the target area.

Scholar Archetype

Attribute Bonus: HP +7 MP +18 MAG +2

Zombify

Level 3

MP: 8 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers 3d damage and Zombie for 3 rounds upon failure.

Study

Level 5

Whenever you deal damage to an enemy, you can make a DC 7 check. If you succeed, choose one of the following aspects that you learn about your enemy: Resiliences, Weaknesses, Immunities, current HP, current MP.

Learn

Level 7

Whenever you are targeted by Magic, you can make a DC 8 check. If you succeed, you learn how to use the same spell. If you have already learned a spell in this way, you can choose to forget it to learn a new one.

Doom

Level 9

MP: 18 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers KO after 3 rounds upon failure. If the enemy is Immune to KO, he instead suffers 6d dark damage.

"Confident bastard, aren't you?"

- Kain



Dragoons are masters of aerial combat, who strike their enemies with devastating attacks from the sky. They prefer spears as their weapon and have an affinity for the fire element. Even though they are humanoid, it is said that Dragoons have the soul of a dragon.

Weapons: Spear

Armor: Heavy Armor

Dragoon Abilities

▢ Jump

Level 1

MP: 3 Target: Single Time: 1r Range: 3u
When you begin using this Tech, you jump 3u up into the air. After the cast time is up, you leap onto the target and make an Attack on him.

▢ Lancet

Level 2

MP: 3 Target: Single Time: 0r Range: 3u
You reduce the target's HP and MP by 1d and increase your HP and MP by the same amount.

▢ Double Jump

Level 6

MP: 8 Target: Single Time: 1r Range: 3u
When you begin using this tech, you jump 3u up into the air. After the cast time is up, you leap onto the target and make an Attack on him. You can then leap to another location within 3u. If you land on another enemy you can make an Attack on him too.

▢ Roar

Level 8

MP: 7 Target: 5u Time: 0r Range: Self
All enemies in the target area make a DC 9 check and suffer Immobile for 1 round upon failure.

▢ Highwind

Level 10

MP: 24 Target: Single Time: 1r Range: Self
For the next 3 rounds, you stay up to 3u in the air from where you can move your usual distance and perform one of the following 2 actions without additional MP cost or cast time on each turn:

Lance Barrage: make an Attack against a target within 10u. If you hit, you score a Critical Hit.

Fire Blast: choose a target within 10u. He and all enemies within 2u of him suffer 4d fire damage.

Dragoon Attributes

Level 1:	HP +23	MP +16	AGI +2,	STR +1
Level 2:	HP +10	MP +5	STR +1	RES +1
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +5	MP +10	DEF +2	
Level 5:	HP +10	MP +10	STR +1	
Level 6:	HP +10	MP +10	RES +1	
Level 7:	HP +10	MP +5	STR +1	DEF +1
Level 8:	HP +10	MP +10	RES +1	
Level 9:	HP +10	MP +10	STR +1	
Level 10:	HP +10	RES +1	DEF +2	

Dragon Knight Archetype

Attribute Bonus: HP +8 MP +12 STR +1 RES +2

▢ Fire Breath

Level 3

MP: 7 Target: 3u (front) Time: 0r Range: Self
You deal 2d fire damage to everyone in the target area.

▢ Flametongue

Level 5

You gain permanent Resilience against fire damage. Furthermore, whenever you deal physical damage to an enemy, you can choose to let the damage dealt be of magical and fire type instead.

▢ Dragonheart

Level 7

Whenever you deal or receive fire damage, you gain EN-STR until the end of your next turn.

▢ Dragon Dive

Level 9

MP: 16 Target: 3u Time: 1r Range: 7u
When you begin using this Tech, you jump 3u up into the air. After the cast time is up you leap onto the target and deal 4d fire damage to everyone in the target area except yourself. Also, you create Hot Field in the target area that lasts for 3 rounds but does not affect you.

Valkyrie Archetype

Attribute Bonus: HP +13 MP +7 STR +2 DEF +1

▢ Full Thrust

Level 3

MP: 6 Target: 5u (line) Time: 0r Range: Self
You dash forward in an up to 5u long line. Make an Attack on everyone in the way by making one damage roll that is applied to all targets that fail to evade.

▢ Duelist

Level 5

As long as you are in combat within 3u of one enemy and there is noone else within 3u of you, the STR bonus added to your Attacks and Abilities is doubled.

▢ Arm's Length

Level 7

Whenever an enemy walks within 2u of you, he has to make a DC 7 check and upon failure he cannot move any further towards you on this turn.

▢ Revenge

Level 9

MP: 12 Target: Single Time: 0r Range: Weapon
Make an Attack on an enemy that has damaged you since your last turn. On hit, you inflict the damage that he dealt to you before instead of your usual damage.

"I play the leading man; who else?"

- Balthier



Marksman are experts of all kinds of ranged weapons that strike from great distance. Skilled Marksman can see through their enemies, allowing them to know a target's strengths and weaknesses. Therefore they can not only deal significant ranged damage, but also disable enemies with special techniques.

Weapons: Bow or Gun

Armor: Light Armor

Marksman Abilities

Ⓐ Libra

Level 1

MP: 4 Target: Single Time: Or Range: 5u
You analyse the target thoroughly and know his Resiliences, Weaknesses, Immunities, as well as his current HP and MP.

Ⓐ Big Shot

Level 2

MP: 6 Target: Single Time: Or Range: Weapon
Make an Attack on the target. If you hit, the damage dealt ignores the target's DEF.

Ⓐ Quick Shot

Level 6

MP: 8 Target: Single Time: Or Range: Weapon
You make an Attack after which you can immediately begin using another Ability in the same turn.

Ⓐ Smoke Bomb

Level 8

MP: 10 Target: 3u Time: Or Range: 8u
You create an Obscure Field in the target area that lasts for 3 rounds.

Ⓐ Barrage

Level 10

MP: 22 Target: Single Time: 1r Range: Self
For the next 3 rounds you gain Haste and EnSTR. In addition, all of your Attacks and Techs which target a single enemy instead affect all enemies within 2u of the chosen target.

Marksman Attributes

Level 1:	HP +19	MP +17	AGI +2	STR +1
Level 2:	HP +10	MP +10	DEF +1	
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +5	MP +5	STR +2	RES +1
Level 5:	HP +5	MP +10	DEF +1	RES +1
Level 6:	HP +10	MP +10	RES +1	
Level 7:	HP +5	MP +10	STR +1	RES +1
Level 8:	HP +10	MP +5	DEF +2	
Level 9:	HP +5	MP +10	RES +1	STR +1
Level 10:	HP +10	MP +10	STR +1	

Ranger Archetype

Attribute Bonus: HP +13 MP +12 DEF +2

Ⓐ Lay Trap

Level 3

MP: 4 Target: 1u Time: Or Range: Self
You set a trap where you are standing. An enemy that walks over it makes a DC 9 check and suffers 1d damage and Immobile for 1 round upon failure. The trap disappears once it is activated.

Ⓐ Recoil

Level 5

Whenever you make a successful Attack, you can immediately move 1u in any direction.

Ⓝ Magic Evade

Level 7

You can evade Magic by passing an evasion check. When you evade an Attack or Magic, you also regain an amount of MP equal to your current Level.

Ⓐ Poison Ammo

Level 9

MP: 10 Target: Single Time: Or Range: Weapon
Make an Attack on the target. If you hit, the damage dealt is magical and the target makes a DC 8 check. Upon failure, he suffers Poison, DeSTR and DeDEF for 3 rounds.

Sniper Archetype

Attribute Bonus: HP +5 MP +15 STR +3

Ⓐ Pierceshot

Level 3

MP: 6 Target: 10u (line) Time: Or Range: Self
Make an Attack against all targets in a line, by making one damage roll that applies to everyone that fails to evade.

Ⓐ Concentrate

Level 5

Whenever you Attack an enemy, he has Disadvantage on the evasion check.

Ⓝ Camouflage

Level 7

Whenever you end a turn in which you have not moved, you gain Blink until the start of your next turn.

Ⓐ Aim

Level 9

MP: 8 Target: Single Time: Or Range: Weapon
Make an Attack on the target and choose one of the following spots to inflict an additional effect if you hit:

Head: the target's evasion DC is reduced by 2, but if you hit you score a Critical Hit.

Heart: MP is reduced by same amount as HP.

Leg: the target suffers Immobile for 1 round.

"Now I know why I have these stupid muscles!"

- Sabin



Monks are adept melee fighters that possess a deadly combination of strength and technique. While they do not have expertise in using magic, Monks can produce similarly incredible effects by tapping into their inner life force. A skilled monk absorbs what is useful, discards what is useless and adds what is specifically his own.

Weapons: None

Armor: Light Armor

Monk Abilities

Ⓐ Brawler

Level 1

In combat, you can use your bare fists as your weapon. They have the same DMG as weapons of the highest equipment class that you can use. Also, you can carry a third Accessory in place of your weapon slot and you gain STR +1 for every equipped Accessory.

Ⓐ Kick

Level 2

MP: 4 Target: 1u Time: Or Range: Self
You make an Attack against all enemies within 1u of you, by making one damage roll that applies to all affected targets that fail to evade. All targets that fail to evade are also knocked back by 1u.

Ⓐ Chakra

Level 4

MP: 6 Target: Single Time: 1r Range: Self
You regain 1d HP and recover from one Status Effect that you are currently suffering.

Ⓐ Pummel

Level 6

MP: 8 Target: Single Time: Or Range: 1u
You make 2 consecutive Attacks against the target.

Ⓐ Blitz

Level 8

MP: 3 Target: Single Time: Or Range: Self
You use two different Techs consecutively in the same turn. In doing this, you have to respect additional MP costs and cast times of both Techs.

Ⓐ Final Heaven

Level 10

MP: 22 Target: Single Time: Or Range: 1u
You deal 6d damage to the target and knock him back by 5u. If he hits a wall or a similarly solid object in doing so, you deal another 3d damage to him.

Monk Attributes

Level 1:	HP +20	MP +13	AGI +4	
Level 2:	HP +10	MP +5	STR +2	
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +5	MP +10	STR +1	RES +1
Level 5:	HP +10	MP +5	DEF +1	STR +1
Level 6:	HP +10	MP +5	STR +1	RES +1
Level 7:	HP +10	MP +5	STR +1	DEF +1
Level 8:	HP +10	MP +5	DEF +2	
Level 9:	HP +5	MP +10	STR +1	RES +1
Level 10:	HP +10	MP +10	DEF +1	

Black Belt Archetype

Attribute Bonus: HP +17 MP +8 STR +2

Ⓐ Bonecrusher

Level 3

MP: 6 Target: Single Time: Or Range: 1u
Make an Attack against the target. If you hit, the target makes a DC 8 check and suffers Slow for 1 round upon failure.

Ⓐ Unscarred

Level 5

As long as your current HP is equal to your maximum HP, the STR bonus that is added to the damage dealt by your Attacks is doubled.

Ⓜ Strikeback

Level 7

Whenever you successfully evade an Attack by an enemy, you immediately make an Attack on him, if he is within range.

Ⓐ Meteor Strike

Level 9

MP: 14 Target: Single Time: Or Range: 1u
You slam the target into the ground dealing 5d damage. In doing this, you can also leap to a location of your choice within 3u.

Templar Archetype

Attribute Bonus: HP +4 MP +16 DEF +1 RES +2

Ⓐ Aurablast

Level 3

MP: 6 Target: Single Time: Or Range: 3u
You deal 2d magical damage to the target.

Ⓐ Lifestream

Level 5

If you do not have enough MP to use an ability you can instead choose to reduce your HP by the amount of its MP cost in order to use it.

Ⓜ Replenish MP

Level 7

Whenever you suffer physical damage, you regain an amount of MP equal to half your current Level.

Ⓐ Revive

Level 9

MP: 14 Target: Single Time: 1r Range: 1u
You remove KO from the target and increase his HP by 1.

"Oh, I'll show you how lightning strikes."

- Lightning



Red Mages are very versatile and possess a wide variety of abilities, but can also hold their own in melee combat. Although they excel in neither discipline, Red Mages are still a force to be reckoned with.

Weapons: Rod or Sword **Armor:** Light Armor or Robe

Red Mage Abilities

Cure

MP: 4 Target: Single Time: 0r
The target regains 2d HP.

Level 1

Range: 3u

Fire

MP: 4 Target: Single Time: 0r
You deal 2d fire damage to the target.

Level 2

Range: 3u

Blizzard

MP: 4 Target: Single Time: 0r
You deal 2d ice damage to the target.

Level 2

Range: 3u

Thunder

MP: 4 Target: Single Time: 0r
You deal 2d lightning damage to the target.

Level 2

Range: 3u

Blind

MP: 6 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers Blind for 3 rounds upon failure.

Level 4

Range: 5u

Esuna

MP: 6 Target: Single Time: 0r Range: 3u
You remove all negative Status Effects except KO from the target.

Level 6

Range: 3u

NullElement

MP: 10 Target: Single Time: 0r Range: 5u
Choose an element (e.g. fire). The target does not suffer any damage of the chosen element for 3 rounds.

Level 8

Range: 5u

Dualcast

MP: 4 Target: Single Time: 0r Range: Self
You begin casting and concentrating on two spells of your choice simultaneously, but need to spend the necessary MP for both.

Level 10

Red Mage Attributes

Level 1:	HP +20	MP +21	AGI +3	STR +1
Level 2:	HP +5	MP +10	MAG +1	DEF +1
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +10	MP +5	STR +1	RES +1
Level 5:	HP +5	MP +10	MAG +2	
Level 6:	HP +5	MP +10	STR +1	MAG +1
Level 7:	HP +10	MP +10	DEF +1	
Level 8:	HP +10	MP +5	STR +1	MAG +1
Level 9:	HP +5	MP +10	RES +2	
Level 10:	HP +10	MP +10	STR +1	

Ravager Archetype

Attribute Bonus: HP +6 MP +14 MAG +2 RES +1

Poison

Level 3

MP: 6 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers Poison for 3 rounds upon failure.

Stagger

Level 5

Whenever you inflict one or more Status Effects on an enemy, he additionally suffers an amount of magical damage equal to your MAG.

Swiftcast

Level 7

When you suffer damage from an enemy, you can immediately use an ability on him if he is within range.

Imperil

Level 9

MP: 8 Target: Single Time: 0r Range: 5u
The target suffers DeDEF and DeRES for 3 rounds.

Wall

Level 9

MP: 8 Target: Single Time: 0r Range: 5u
The target gains EnDEF and EnRES for 3 rounds.

Spellblade Archetype

Attribute Bonus: HP +14 MP +6 STR +2 DEF +1

Elemental Strike

Level 3

MP: 4 Target: Single Time: 0r Range: Weapon
Choose an element (e.g. fire) and make an Attack. If you hit, the damage is of magical type with the chosen element and you also add your MAG to the damage dealt.

Magic Weapon

Level 5

Whenever you cast Magic, you can choose to store the spell inside your weapon. In this case, the spell's MP cost is halved. All stored spells take effect together with your next successful Attack and you can chose targets within their range including yourself. You cannot store more than two spells at once inside your weapon.

Mana Shield

Level 7

Whenever your HP is reduced, you can instead choose to reduce your MP by the same amount.

Phantom Blade

Level 9

MP: 5 Target: Single Time: 0r Range: 5u
Make an Attack on a target within range as if you were standing next to him. This Attack cannot be evaded.

"Allow me to shatter your delusions of grandeur."

- Beatrix



Sentinels are masters of defensive combat who will rarely fall in a battle. Their special abilities allow them to not only withstand incredible amounts of damage, but also provide protection to their allies. A capable Sentinel is often the last thing standing between the party and certain death.

Weapons: Sword

Armor: Heavy Armor

Sentinel Attributes

Level 1:	HP +27	MP +18	AGI +3	DEF +1
Level 2:	HP +10	MP +10	STR +1	RES +1
Archetype Attribute Bonus				
Level 4:	HP +10	MP +5	DEF +1	STR +1
Level 5:	HP +10	MP +5	RES +1	DEF +1
Level 6:	HP +10	MP +10	STR +1	
Level 7:	HP +10	MP +5	DEF +2	
Level 8:	HP +10	MP +5	STR +1	DEF +1
Level 9:	HP +10	MP +10	STR +1	
Level 10:	HP +10	MP +10	DEF +1	

Defender Archetype

Attribute Bonus: HP +17 MP +3 STR +2 DEF +1

Ⓐ Powerbreak

Level 3

MP: 6 Target: Single Time: Or Range: 1u
Make an Attack on the target. If you hit, he suffers DeSTR and DeMAG for 3 rounds on top of the damage dealt.

Ⓑ Provoke

Level 5

Whenever you successfully Attack an enemy, you can try to provoke him. If you do so, he has to make a DC 8 check and upon failure he has to target you with an action on his next turn if possible.

ⓧ Block

Level 7

Whenever an enemy within 2u of you tries to move away from you, he has to make a DC 8 check. Upon failure, he suffers Immobile until the start of his next turn, preventing him from moving any further on this turn.

ⓧ Threaten

Level 9

MP: 8 Target: Single Time: Or Range: 5u
The target makes a DC 8 check and suffers 2d damage and Immobile for 3 rounds upon failure.

Sentinel Abilities

ⓧ Guard

Level 1

MP: 3 Target: Single Time: Or Range: Self
You gain EnDEF until the end of your next turn.

ⓧ First Aid

Level 2

MP: 5 Target: Single Time: Or Range: 1u
Choose a target that has received damage since your last turn, including yourself. The target regains 2d HP.

ⓧ Mediguard

Level 6

MP: 10 Target: Single Time: Or Range: Self
You gain EnDEF and Regen for 3 rounds.

ⓧ Barrier

Level 8

MP: 10 Target: 3u Time: Or Range: Self
You and all allies within the target area gain Blink for 2 rounds.

ⓧ Vengeance

Level 8

MP: 14 Target: Single Time: Or Range: 1u
Make an Attack against the target. If you hit, the target suffers the difference between your current and your maximum HP instead of your usual damage.

ⓧ Mighty Guard

Level 10

MP: 26 Target: Single Time: 1r Range: Self
For the next 3 rounds, you gain Resilience against all physical and magical damage.

Paladin Archetype

Attribute Bonus: HP +10 MP +15 RES +2

ⓧ Earth Wall

Level 3

MP: 8 Target: 3u (line) Time: Or Range: 8u
You create a 3u tall and wide wall of earth that blocks the path. The wall breaks down after 3 rounds or upon suffering a total of 15 damage. You cannot use this ability if a previous wall still exists.

ⓧ Holy Guard

Level 5

As long as there is at least one ally within 1u of you, you and all allies within 1u gain EnRES.

ⓧ Cover

Level 7

Whenever an ally within 1u of you receives physical damage, you can decide to direct half of the total damage dealt on yourself instead of onto your ally.

ⓧ Astra

Level 9

MP: 8 Target: Single Time: Or Range: 5u
For the next 5 rounds, the target becomes Immune to all Status Effects.

"I don't like your plan. It sucks."

- Yuna



Most powerful heroes are able to call summons, but the bonds created **Summoners** are far stronger. While Summoners are competent with Magic, they thrive when fighting alongside their summons on the battlefield.

Weapons: Rod or Staff

Armor: Robe

Summoner Abilities

Summon: Carbuncle

Level 1

MP: 10 Target: 1u Time: 1r Range: 1u
You gain the ability to summon **Carbuncle**. In combat, summons always take their turn right after yours, following your command. Summons are dismissed when they suffer KO, when you summon again or when you decide to dismiss them. The current HP and MP of a summon is the same as when it was dismissed, if it suffered KO, it is summoned with 1 HP. Summons fully recover their HP and MP when you go to sleep. Details on all Summons are shown on the next page. Summons Level Up together with you where they gain the same attribute increases as you and learn new abilities as shown in their ability lists.

Image

Level 2

MP: 6 Target: Single Time: 0r Range: 5u
The target gains Blink for 3 rounds.

Dispel

Level 6

MP: 10 Target: Single Time: 0r Range: 5u
All Resiliences and active beneficial Status Effects of the target are removed for 3 rounds.

Summon: Bahamut

Level 8

MP: 8 Target: 2u Time: 1r Range: 1u
You gain the ability to summon **Bahamut**.

Morph

Level 10

MP: 24 Target: Single Time: 1r Range: 5u
The target is turned into a harmless creature of your choice for 3 rounds. In this form he cannot take any action and only move 1u on his turn. Some enemies may be Immune to this effect as decided by the GM. Also, you cannot use this ability consecutively on the same target.

Summoner Attributes

Level 1:	HP +16	MP +25	AGI +2	STR +1
Level 2:	HP +5	MP +10	RES +1	MAG +1
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +5	MP +10	RES +1	DEF +1
Level 5:	HP +5	MP +5	RES +2	MAG +1
Level 6:	HP +10	MP +10	DEF +1	
Level 7:	HP +5	MP +10	RES +1	MAG +1
Level 8:	HP +5	MP +10	DEF +1	
Level 9:	HP +10	MP +5	MAG +1	RES +1
Level 10:	HP +10	MP +10	STR +1	

Devout Archetype

Attribute Bonus: HP +7 MP +13 STR +1 RES +2

Pray

Level 3

MP: 5 Target: 1u Time: 0r Range: Self
You and all allies in the target area regain 2d HP.

Inferno

Level 5

You gain the ability to summon **Ifrit** and permanent Resistance against fire damage. Also, whenever your summon deals damage, add your STR and MAG to the summon's for calculating the total damage dealt.

Blood Pact

Level 7

Whenever your currently active summon receives any damage, you can redirect half of the total damage dealt to your own HP.

Healing Wind

Level 9

MP: 14 Target: 5u (line) Time: 0r Range: Self
You and all allies in the target area regain 4d HP.

Evoker Archetype

Attribute Bonus: HP +12 MP +8 MAG +2 DEF +1

Aero

Level 3

MP: 6 Target: Single Time: 0r Range: 4u
You deal 2d wind damage to the target.

Water

Level 3

MP: 6 Target: Single Time: 0r Range: 4u
You deal 2d water damage to the target.

Ice Queen

Level 5

You gain the ability to summon **Shiva** and permanent Resistance against ice damage. Also, you can use all spells and techs known by your currently active summon.

Absorb Summon

Level 7

Whenever one of your summons suffers KO in combat, you regain an amount of HP and MP equal to 3 times your current Level, as well as EnMAG for 3 rounds.

Aeroga

Level 9

MP: 14 Target: Single Time: 1r Range: 6u
You deal 6d wind damage to the target.

Waterga

Level 9

MP: 14 Target: Single Time: 1r Range: 6u
You deal 6d water damage to the target.

Carbuncle

HP: 10 MP: 12
STR: 1 DEF: 1
MAG: 0 RES: 1
AGI: 3 Size: S

**Level 1**

Bite: 1d DMG (increased to 2d at Level 5)

Thunder

MP: 4 Target: Single Time: Or Range: 3u
You deal 2d lightning damage to the target.

Reflect

MP: 10 Target: Single Time: Or Range: 3u
The target gains a shield that reflects the next spell that targets them back to its caster.

Thundaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d lightning damage to the target.

Ruby Light

MP: 18 Target: 2u Time: 1r Range: 5u
All allies in the target area recover 2d HP and gain a shield that reflects the next spell that targets them back to its caster.

Comet

MP: 20 Target: 2u Time: 1r Range: 5u
Everyone in the target area makes a DC 8 check and suffers 6d damage upon failure.

Ifrit

HP: 32 MP: 24
STR: 4 DEF: 2
MAG: 1 RES: 0
AGI: 3 Size: M

**Level 5**

Claw: 2d DMG (increased to 3d at Level 8)

Resilience: 🔥**Weakness:** ❄️**Fire**

MP: 4 Target: Single Time: Or Range: 3u
You deal 2d fire damage to the target.

Burning Strike

MP: 5 Target: Single Time: Or Range: Weapon
Make an Attack on the target. If you hit, he additionally suffers 2d fire damage.

Mad Rush

MP: 8 Target: 5u (line) Time: Or Range: Self
You dash forward in an up to 5u long line and deal 4d damage to everyone in the way.

Firaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d fire damage to the target.

Hellfire

MP: 20 Target: 2u Time: 1r Range: Self
All enemies in the target area suffer 6d fire damage.

Bahamut

HP: 65 MP: 80
STR: 6 DEF: 5
MAG: 4 RES: 4
AGI: 3 Size: L

**Level 9**

Claw: 3d DMG

Immune: All Status Effects

Resilience: 🔥 🔮

Final Attack: If you are about to fall to 0 HP you may use one of your abilities without cost or cast time before falling KO.

Impulse**Level 9**

MP: 12 Target: 3u Time: Or Range: Self
All enemies in the target area suffer 3d dark damage.

Obliterating Breath**Level 9**

MP: 14 Target: 3u (front) Time: Or Range: 3u
Everyone in the target area makes a DC 8 check and suffers 3d damage as well as Poison and Blind for 3 rounds upon failure.

Megaflare**Level 10**

MP: 28 Target: 2u Time: 2r Range: 8u
All enemies within the target area suffer 6d+25 fire damage.

Shiva**Level 5**

HP: 28 MP: 45
STR: 2 DEF: 1
MAG: 3 RES: 4
AGI: 2 Size: M

Icicle: 2d DMG, 2u Range (increased to 3d at Level 8)

Resilience: ❄️**Weakness:** 🔥**Blizzard****Level 5**

MP: 4 Target: Single Time: Or Range: 3u
You deal 2d ice damage to the target.

Deprotect**Level 5**

MP: 5 Target: Single Time: Or Range: 5u
The target suffers DeDEF for 3 rounds.

Deshell**Level 5**

MP: 5 Target: Single Time: Or Range: 5u
The target suffers DeRES for 3 rounds.

Ice Wall**Level 7**

MP: 12 Target: 3u (line) Time: Or Range: 5u
You create a 3u tall and wide wall of ice that blocks the path for 3 rounds. You cannot use this ability again as long as the previous wall still stands.

Blizzaga**Level 8**

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d ice damage to the target.

Diamond Dust**Level 10**

MP: 20 Target: 3u (front) Time: Or Range: Self
All enemies in the target area suffer 6d ice damage. In addition, they make a DC 7 check and suffer Immobile for 1 round upon failure.

"I PREFER the term "treasure hunter!"

- Locke



Thieves are mobile melee fighters, who can quickly traverse the battlefield and are difficult to hit with physical attacks. They excel at "borrowing" items and money from enemies and have a heightened sense for worthwhile business.

Weapons: Dagger

Armor: Light Armor

Thief Attributes

Level 1:	HP +20	MP +19	AGI +4	
Level 2:	HP +5	MP +10	STR +1	DEF +1
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +10	MP +5	STR +1	DEF +1
Level 5:	HP +10	MP +10	STR +1	
Level 6:	HP +5	MP +5	DEF +2	RES +1
Level 7:	HP +10	MP +10	STR +1	
Level 8:	HP +10	MP +5	RES +2	
Level 9:	HP +5	MP +10	STR +2	
Level 10:	HP +10	MP +10	DEF +1	

Ninja Archetype

Attribute Bonus: HP +14 MP +11 STR +2

© Throw Level 3

MP: 2 Target: Single Time: Or Range: 5u
You throw a piece of equipment from your inventory on the target and deal an amount of damage depending on its equipment class. The damage dealt is 1d for Beginner, 2d for Advanced and 3d for Expert level equipment. You can collect all thrown objects at the end of the battle.

© First Strike Level 5

When an ally chooses you to take the next turn, you can immediately take it instead of waiting for a turn of the opposing party.

■ Counter Attack Level 7

When an enemy hits you with an Attack, you can immediately make an Attack on him if he is within range.

© Assassinate Level 9

MP: 14 Target: Single Time: Or Range: 3u
Move to the target and make an Attack on him. If you hit, he makes a DC 7 check and suffers KO upon failure.

Thief Abilities

© Steal Level 1

MP: 4 Target: Single Time: Or Range: Weapon
Make a DC 7 check and "borrow" something from the target if you succeed. Roll 1d and the you get 2d times 10 Gil on 1 or 2, a Potion on a 3, a Remedy on a 4, an Ether on a 5 and a Phoenix Down on a 6. The item may also be determined in any other way by the GM.

© Flee Level 2

MP: 3 Target: 3u Time: 1r Range: Self
You and all allies in the target area can move twice as fast when running away from enemies for 3 rounds.

© Poison Dart Level 6

MP: 6 Target: Single Time: Or Range: 4u
The target makes a DC 7 check and suffers 2d damage and one of the following Status Effects for 3 rounds upon failure: Poison, Immobile, Sleep

© Vanish Level 8

MP: 8 Target: Single Time: Or Range: Weapon
You become invisible for up to 5 rounds or until you take an action. While invisible, you gain Blink and have Advantage on all stealing related checks. Also, if you hit an Attack while invisible, you always score a Critical Hit.

© Mirror Image Level 10

MP: 23 Target: Single Time: 1r Range: 1u
You create an exact copy of yourself. The clone lasts for up to 3 rounds and acts with you on your turn, following your command. The clone can use the same abilities except this one. You cannot create a clone while a previous one is still active.

Treasure Hunter Archetype

Attribute Bonus: HP +10 MP +20 DEF +1 RES +1

© Quick Pockets Level 3

MP: 6 Target: Single Time: Or Range: Self
Make an Attack after which you can immediately use an Item.

© Gillionaire Level 5

Whenever you deal damage to an enemy, you also receive an amount of Gil equal to the damage dealt.

■ Counter Steal Level 7

Whenever you evade an Attack by an enemy, you can immediately use "Steal" on him without any cost.

© Gil Toss Level 9

MP: 8 Target: Single Time: Or Range: 5u
Throw an amount of Gil on the target up to maximum of 100 Gil. The target suffers 1d damage for every 20 Gil thrown.

"I don't give a rat's ass whether it's science or magical power. No, I guess if I had to choose, I'd rather put my money on the power of science." - Cid



Tinkers are technical experts who defeat their enemies by using the power of science. They can create special items and devices that cause fantastic effects in combat. Tinkers prove that any sufficiently advanced technology is indistinguishable from magic.

Weapons: Bow or Gun

Armor: Light Armor

Tinker Abilities

Ⓐ Stimulant

MP: 5 Target: Single Time: Or
The target gains Regen for 3 rounds.

Level 1

Range: 1u

Ⓐ Automatic Fire

MP: 4 Target: 3u (front) Time: Or Range: Self
Make an Attack against every enemy in the target area.

Level 2

Ⓐ Propel
MP: 6 Target: 1u Time: Or Range: Self
You shoot up to 3u into the air from where you can move and act as usual. After 2 rounds, you land on the ground in your current position.

Level 4

Ⓐ Flash Bomb
MP: 8 Target: 2u Time: Or Range: 5u
All enemies in the target area make a DC 8 check and suffer Blind for 2 rounds upon failure.

Level 6

Ⓐ Shockwave
MP: 9 Target: 3u Time: Or Range: Self
Everyone in the target area except you receives 3d damage and is pushed back by 3u. In addition, all affected targets make a DC 8 check and suffer Immobile for 1 round upon failure.

Level 8

Ⓐ Pandora's Box
MP: 26 Target: 5u Time: 1r Range: Self
All enemies in the target area suffer 5d damage. In addition, all affected targets roll 1d and suffer the following Status Effects for 3 rounds based on the result: 1-Immobile, 2-Slow, 3-Silence, 4-Poison, 5-Blind, 6-Sleep.

Level 10

Tinker Attributes

Level 1:	HP +17	MP +23	AGI +2	STR +1
Level 2:	HP +5	MP +10	RES +1	DEF +1
Archetype Attribute Bonus				
Level 4:	HP +5	MP +10	STR +1	DEF +1
Level 5:	HP +10	MP +10	STR +1	
Level 6:	HP +10	MP +10	RES +1	
Level 7:	HP +5	MP +10	STR +1	DEF +1
Level 8:	HP +10	MP +10	RES +1	
Level 9:	HP +10	MP +10	RES +1	
Level 10:	HP +5	MP +10	RES +2	

Chemist Archetype

Attribute Bonus: HP +8 MP 17 RES +2

Ⓐ Turbo Vaccine

Level 3

MP: 6 Target: Single Time: Or Range: 1u
The target regains 1d HP and becomes Immune to Poison, Silence, Blind and flu-like viruses for 3 rounds.

Ⓐ Item Lore

Level 5

You can use Items on targets in a range of up to 3u. Optionally, you can decide your Item should also affect everyone within 1u of the target. Both effects also apply to the Stimulant, Turbo Vaccine and Mix Techs.

Ⓐ Auto-Potion

Level 7

Whenever you suffer damage, you can immediately use an Item. You can only use this effect once per round.

Ⓐ Mix

Level 9

MP: 10 Target: Single Time: Or Range: 3u
Use 2 Items on the target and roll 1d. If the target is an ally, he recovers 3d HP on 1-2, gains Blink for 3 rounds on 3-4 and Haste for 3 rounds on 5-6. If he is an enemy, he suffers 3d damage on 1-2, suffers Immobile for 3 rounds on 3-4 and suffers Slow for 3 rounds on 5-6.

Machinist Archetype

Attribute Bonus: HP +10 MP +10 STR +2 DEF +1

Ⓐ Flamethrower

Level 3

MP: 6 Target: 2u Time: Or Range: 5u
Create a Hot Field in the target area for 3 rounds.

Ⓐ Synthesis

Level 5

You can slot one Materia into every Accessory that you have currently equipped.

Ⓐ Ballistic Defense

Level 7

Whenever you would suffer damage from an enemy that is further than 2u away from you, make a DC 8 check. If you succeed, the damage dealt is negated.

Ⓐ Satellite Beam

Level 9

MP: 12 Target: ? Time: 0r Range: ?
All affected enemies suffer 5d damage. Choose one of the following target shapes to determine the affected targets: draw a 1u thick ring around you with an outer radius of up to 8u **or** draw a 1u wide line with both ends within 8u of you **or** all enemies within 5u of you make a check and everyone who rolls an odd number is affected.

"Time... It will not wait."

- Ultimcia



Time Mages are masters of time and space, who understand that imagination is more important than knowledge. They can manipulate the flow of time and bend the fabric of reality to their advantage. While Time Mages rarely fight on their own, they can decide an ongoing battle with their incredible abilities.

Weapons: Staff

Armor: Robe

Time Mage Abilities

Gravity

MP: 6 Target: Single Time: 0r Range: 3u
The target suffers 2d damage and can only move half his usual distance on his next turn.

Level 1

Haste

MP: 8 Target: Single Time: 0r Range: 5u
The target gains Haste for 3 rounds.

Level 2

Slow

MP: 8 Target: Single Time: 0r Range: 5u
The target suffers Slow for 3 rounds.

Level 2

Float

MP: 8 Target: Single Time: 0r Range: 3u
The target levitates up to 3u above the ground for 3 rounds, where he is unaffected by Field Effects. If he is an ally, he can move his usual distance while in the air.

Level 6

Stop

MP: 15 Target: 30u Time: 0r Range: Self
All enemies in the target area make a DC 8 check and suffer Sleep for 1 round upon failure.

Level 8

Banish

MP: 26 Target: Single Time: 0r Range: 5u
You temporarily banish into another dimension. If the target is an ally, he can still take turns, but not interact with the battlefield. After 3 rounds, the target re-appears in the same spot, anyone else in the same space is pushed aside and suffers 6d damage. You cannot use Banish consecutively on the same target or if the previous target has not returned yet.

Level 10

Time Mage Attributes

Level 1:	HP +17	MP +30	AGI +2	MAG +1
Level 2:	HP +5	MP +10	RES +1	STR +1
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +10	MP +10	MAG +1	
Level 5:	HP +10	MP +10	RES +1	
Level 6:	HP +5	MP +10	DEF +1	RES +1
Level 7:	HP +5	MP +10	RES +2	
Level 8:	HP +10	MP +10	DEF +1	
Level 9:	HP +5	MP +10	RES +2	
Level 10:	HP +5	MP +10	MAG +1	RES +1

Illusionist Archetype

Attribute Bonus: HP +5 MP +20 MAG +2

Warp

Level 3

MP: 6 Target: 1u Time: 0r Range: 5u
You teleport to an unoccupied location of your choice that you can see within 5u.

Tunneling

Level 5

Whenever you cast a spell, you can choose to double its range by also doubling its MP cost.

Quick Warp

Level 7

Whenever you receive damage, you may use the Warp ability immediately after. In doing so, you have to respect its MP cost.

Graviga

Level 9

MP: 14 Target: 2u Time: 1r Range: 6u
All enemies in the target area suffer 6d damage and you create a Slow Field in the target area that lasts for 3 rounds.

Oracle Archetype

Attribute Bonus: HP +8 MP +17 STR +1 RES +1

Extend

Level 3

MP: 4 Target: Single Time: 0r Range: 5u
Choose a target that benefits or suffers from a Status Effect. The duration of the effect is extended by 3 rounds.

Read Ahead

Level 5

Right before the start of each combat, you can take one extra turn, even if the enemy has a surprise round.

Kismet

Level 7

When you or an ally within 3u uses a Fortune Die on a roll while in combat, add 3 to the total result of the roll.

Quicken

Level 9

MP: 10 Target: Single Time: 0r Range: 5u
The target takes an extra turn immediately before yours is finished. The round continues as usual afterwards, so you still have to pick the next combatant for your side. You can only use this ability once per round.

"I dreamt I was a moron."

- Squall



Warriors are specialists in melee combat, because of their strong physical offense and defense. They are proficient with powerful swords and armor, allowing them to become even more dangerous and durable. In his pursuit of ever stronger opponents, the experienced Warrior knows that there is always a bigger fish.

Weapons: Sword

Armor: Light or Heavy Armor

Warrior Abilities

Ⓐ Rush

Level 1

MP: 3 Target: Single Time: Or Range: Weapon
Make an Attack against the target. If you hit, you push him back by 1u on top of the damage dealt.

Ⓐ Beatdown

Level 2

MP: 5 Target: Single Time: Or Range: Weapon
Make an Attack where the target has Advantage on the evasion check. If you hit, you score a Critical Hit.

Ⓐ Army of One

Level 6

MP: 10 Target: 3u Time: Or Range: Self
Make an Attack against every enemy in the target area by making one damage roll that applies to all affected targets that fail to evade. After using the ability, you can move next to any of the affected targets.

Ⓐ Bravery

Level 8

MP: 10 Target: 2u Time: Or Range: Self
You and all allies within the target area gain EnSTR and EnMAG for 2 rounds.

Ⓐ Omnislash

Level 10

MP: 23 Target: Single Time: Or Range: Weapon
Make 3 separate Attacks against the target. Each time he rolls 4 or less on an evasion check, you score a Critical Hit.

Warrior Attributes

Level 1:	HP +25	MP +18	AGI +3	STR +1
Level 2:	HP +10	MP +5	STR +1	DEF +1
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +10	MP +5	STR +2	
Level 5:	HP +10	MP +10	DEF +1	
Level 6:	HP +10	MP +5	DEF +1	RES +1
Level 7:	HP +10	MP +10	STR +1	
Level 8:	HP +10	MP +5	RES +2	
Level 9:	HP +5	MP +10	STR +1	DEF +1
Level 10:	HP +10	MP +5	DEF +2	

Dark Knight Archetype

Attribute Bonus: HP +5 MP +15 DEF +1 RES +2

Ⓐ Defensebreak

Level 3

MP: 6 Target: Single Time: Or Range: Weapon
Make an Attack on the target. If you hit, he suffers DeDEF and DeRES for 3 rounds on top of the damage dealt.

Ⓐ Souleater

Level 5

Whenever you successfully Attack an enemy, you can additionally inflict dark damage equal to half of the total damage dealt, to yourself and all enemies within 3u.

Ⓝ Blood Price

Level 7

Whenever an enemy that you can see spends MP, you can force him to spend an equal amount of HP instead if he has enough HP to do so. Afterwards, increase your own HP by half the amount spent.

Ⓐ Berserk

Level 9

MP: 12 Target: Single Time: Or Range: 5u
For the next 3 rounds the target can only take the Attack action, but every successful Attack is a Critical Hit. If you target an enemy with this ability, he makes a DC 8 check and only suffers this effect upon failure.

Samurai Archetype

Attribute Bonus: HP +16 MP +9 STR +2

Ⓐ Focus

Level 3

MP: 5 Target: Target Time: Or Range: Self
For the next 3 rounds, whenever you Attack an enemy, he has Disadvantage on the evasion check.

Ⓐ Cripple

Level 5

Whenever the target of your Attacks rolls a 5 or less on the evasion check he additionally suffers one of the following Status Effects of your choice for 1 round upon failure: Immobile, Blind, DeSTR.

Ⓝ Bushido

Level 7

You can evade Techs by passing an evasion check the same way that you evade Attacks. Also, whenever you evade an Attack or Tech, you regain an amount of MP equal to your current Level.

Ⓐ Razor Gale

Level 9

MP: 8 Target: 5u (line) Time: Or Range: Self
Everyone in the target area suffers 4d wind damage.

"Hey, that's Cloud's line! 'It's too dangerous, I can't get you involved...' Blah blah blah."

- Aerith



White mages are experts of defensive magic and boast a variety of recovery and protective spells. While mediocre in physical combat, they also feature incredible resistance against magic. Where others will succumb to the God of Death, a skilled White Mage will face him and say: "Not today".

Weapons: Staff

Armor: Robe

White Mage Abilities

Cure

MP: 4 Target: Single Time: 0r Range: 3u
The target regains 2d HP.

Drain

Level 2
MP: 6 Target: Single Time: 0r Range: 4u
Deal 1d damage to the target and increase your own HP by the total amount of damage dealt.

Esuna

Level 4
MP: 6 Target: Single Time: 0r Range: 3u
You remove all negative Status Effects except KO from the target.

Curaga

Level 6
MP: 14 Target: 2u Time: 1r Range: 5u
Everyone in the target area regains 6d HP.

Holy

Level 8
MP: 21 Target: Single Time: 2r Range: 7u
You deal 6d+20 holy damage to the target.

Auto-Life

Level 10
MP: 28 Target: Single Time: 2r Range: 3u
You summon a guardian angel that watches over the target. The next time he falls KO, he is instantly revived with 1 HP. This effect does not stack and if not activated, it expires when the target goes to sleep.

White Mage Attributes

Level 1:	HP +19	MP +27	AGI +2	RES +1
Level 2:	HP +5	MP +10	MAG +1	STR +1
Level 3:	Archetype Attribute Bonus			
Level 4:	HP +10	MP +5	MAG +1	DEF +1
Level 5:	HP +5	MP +10	RES +1	STR +1
Level 6:	HP +5	MP +5	MAG +2	
Level 7:	HP +10	MP +10	RES +1	DEF +1
Level 8:	HP +5	MP +5	MAG +2	DEF +1
Level 9:	HP +5	MP +10	RES +1	MAG +1
Level 10:	HP +10	MP +10	RES +1	

Sage Archetype

Attribute Bonus: HP +11 MP +9 MAG +2 STR +1

Sleep

Level 3

MP: 6 Target: Single Time: 0r Range: 3u
The target makes a DC 8 check and suffers Sleep for 3 rounds upon failure.

Silence

Level 3

MP: 6 Target: Single Time: 0r Range: 3u
The target makes a DC 8 check and suffers Silence for 3 rounds upon failure.

Ancient Wisdom

Level 5

All magic damage that you deal ignores the RES of its targets. In addition, you can inflict Status Effects on targets that are Immune against them.

Absorb MP

Level 7

When you are the target of an enemy ability, increase your MP by half the amount that the caster spent on it.

Drainga

Level 9

MP: 18 Target: 3u Time: 1r Range: 7u
Deal 4d damage to all enemies in the target area and increase your HP by the total amount of damage dealt.

Medic Archetype

Attribute Bonus: HP +7 MP +13 RES +2 DEF +1

Protect

Level 3

MP: 4 Target: Single Time: 0r Range: 5u
The target gains EnDEF for 3 rounds.

Shell

Level 3

MP: 4 Target: Single Time: 0r Range: 5u
The target gains EnRES for 3 rounds.

Doctor's Code

Level 5

Whenever you use Magic on an ally within 1u, you can also immediately use an Item on him in addition.

No Collateral

Level 7

Whenever you would be affected by a spell or tech that you are not the primary target of, you can choose that you and all other secondary targets are unaffected.

Full-Life

Level 9

MP: 22 Target: Single Time: 2r Range: 5u
Remove the KO status from the target and fully restore his HP.

"Oh, really, don't you know? These days all it takes for your dreams to come true is money and power."

- President Shinra



A character's combat potency can be further improved through **Equipment**. While **Weapons** increase the damage dealt, **Armor** protects against incoming damage and **Accessories** are miscellaneous pieces that complement a character's gear. In addition, all equipment pieces may provide boosts to attributes or other useful effects. Every character can wear one weapon, one armor and two accessories. All weapons have a range of 1u unless specified otherwise. Instead of armor, characters can also wear regular clothes which only provide DEF +1. Accessories can be worn by everyone, but characters can only equip specific weapon and armor types depending on their job. Equipment pieces are classified into different **Equipment Classes** depending on their potency and rarity. While everyone can carry Beginner equipment, characters need to be at least Level 4 to use Advanced equipment and Level 8 to use Expert equipment. All characters can also use **Items**, that provide quick benefits in and outside of combat, but are consumed after a single use.

All items and unequipped possessions are stored in your character's **Inventory**. Equipment and items can be looted from defeated foes and treasure chests or earned as rewards for completing a given task. But the party may also buy or sell specific goods to shops and merchants. The currency used for trading is called **Gil** and typically comes in the form of golden coins. You can try buying and selling almost anything, as long as someone is willing to trade.

Example: Trading

Terra and her party visit an auction house to bet on rare items. Today is their lucky day, the item up for bid is a talking Chocobo! The party is impressed by this talented creature and decides to bid all of their savings, a total of 10000 Gil! It looks like they are outbidding everyone, but in the last second a loving father bids 500000 Gil and acquires the Chocobo as a present for his son. Maybe the party has better luck (or more money) next time...

"Cloud, sign this. It's a contract that says when the war is over, all the materia will belong to me." - Yuffie

Weapons and armor can be improved through the use of **Materia**. Materia usually appear as crystal-like artifacts that concentrate magical forces inside them, ready to be used by anyone. They can be slotted into weapons and armor to grant their wielder additional abilities or effects. Slotted Materia can also be removed and swapped out easily. Although their availability may vary, Materia can be stored and traded just as any other item. Unless explicitly stated otherwise, every weapon or armor can carry one Materia, but clothes and accessories cannot carry any Materia. Materia can be divided into two categories: command and support Materia. Command materia allow the wielder of the imbued equipment to use new abilities, while support Materia grant passive effects. If a Materia allows the use of an existing ability, the user has to adhere to its usual rules including MP cost and cast time. Finally, some Materia can only be slotted into weapons, while others are only compatible with armor.

"Yes, the twelve legendary weapons. They are weapons. They are legendary. There are even twelve of them." - Ghido

Unless the GM decides otherwise, every character gains 1500 Gil at Level 1, from which they can buy their starting equipment as follows:

- Buy any Beginner weapon for 500 Gil or a Beginner Myhtril weapon for 250 Gil.
- Buy any Beginner armor for 500 Gil, a Beginner Myhtril armor for 250 Gil, or clothes for 100 Gil.
- Optionally, you can buy one Beginner accessory for 500 Gil.
- Optionally, you can buy any set of Items that you can afford.
- Optionally, you can buy one Materia that you can afford.

The following pages give various examples of Items, Materia and Equipment pieces that you can choose. The equipment classes of the listed weapons and armor are decided by the GM. Make sure to read the **Notes**, which define special rules and effects for different equipment categories. Finally, the table below summarizes the most important points about Equipment Classes.

Level	Equipment Class	Weapon DMG	Armor DEF/RES	Value
1 - 3	Beginner	1d	+0 / +0	~500 Gil
4 - 7	Advanced	2d	+1 / +1	~2000 Gil
8 - 10	Expert	3d	+2 / +2	>4000 Gil

Bow	Effect	Dagger	Effect
Mythril Bow	Has an additional Materia slot.	Mythril	Has an additional Materia slot.
Elfin Bow	Whenever you Attack a target that is suffering a Status Effect, add 3 to the damage dealt.	Knife	
Killer Bow	On a Critical Hit, the target instantly suffers KO.	Nightshade	When the target of your Attack rolls a 5 or less on the evasion check, he suffers Poison for 3 rounds.
Crossbow	This weapon does not suffer from the same penalty as other bows, so you can move and Attack on the same turn. But its range is only 3u.	Assassin	On a Critical Hit, the target instantly suffers KO.
Aplu	Attacks by this weapon ignore all effects that would grant the target advantage on the evasion check.	Orichalcum	When you use a Fortune Die on an Attack damage roll, add 2 to the total amount.
Anteros	When the target of your Attack rolls a 5 or less on the evasion check, he suffers Blind for 3 rounds.	Gladius	The DC of all checks related to stealing is reduced by 1.

Note: Bows have 5u range. If you Attack with a bow or use a Tech with an Attack and you move on the same turn, the target has Advantage on the evasion check.

Gun	Effect	Sword	Effect
Mythril Gun	Has an additional Materia slot.	Mythril	Has an additional Materia slot.
Fomalhaut	The damage dealt by this weapon is of magical type.	Sword	
Tiny Bee	On Critical Hit, you gain 10 Limit Points.	Buster	When the target of your Attack rolls a 5 or less on the evasion check, the damage dealt ignores his DEF.
Machine Gun	If the target evades your Attack, he still suffers 1d damage.	Sword	
Dragon Breath	Damage dealt by this weapon is of fire type. Also, everyone who ends his turn within 1u of you, suffers 3 fire damage.	Gunblade	You can make an up to 3u long ranged Attack. In this case, you do not add your STR to the damage dealt.
Spirit Cannon	Whenever you successfully Attack a target who is suffering the Zombie status, you score a Critical Hit.	Organyx	Whenever you successfully Attack an enemy, you regain 2 MP.

Note: Guns have 3u range. Unlike Bows, their damage is not directly increased by STR. Instead, a gun's DMG is increased by 1d for every 3 STR that its wielder has.

Spear	Effect	Dagger	Effect
Mythril Spear	Has an additional Materia slot.	Mythril	Has an additional Materia slot.
Gae Bolg	Score a Critical Hit also when your opponent rolls a 3 on the evasion check.	Knife	
Vel	The damage dealt by all of your Techs is of magical type.	Nightshade	When the target of your Attack rolls a 5 or less on the evasion check, he suffers Poison for 3 rounds.
Longinus	When the target of your Attack rolls a 5 or less on the evasion check, he suffers Sleep for 3 rounds.	Assassin	On a Critical Hit, the target instantly suffers KO.
Trident	Attacks target both the original target and anyone directly behind him.	Orichalcum	When you use a Fortune Die on an Attack damage roll, add 2 to the total amount.
Naginata	On every Critical Hit, triple your usual damage, instead of just doubling it.	Gladius	The DC of all checks related to stealing is reduced by 1.

Note: Spears have 2u range.

Sword	Effect
Mythril	Has an additional Materia slot.
Sword	
Buster	When the target of your Attack rolls a 5 or less on the evasion check, the damage dealt ignores his DEF.
Sword	
Gunblade	You can make an up to 3u long ranged Attack. In this case, you do not add your STR to the damage dealt.
Organyx	Whenever you successfully Attack an enemy, you regain 2 MP.
Bloodsword	When you reduce an enemy to 0 HP, you regain an amount of HP equal to your current Level.
Murasame	The range of all your Techs is increased by 1u.
Yoshihara	Whenever you perform a counter Attack through an evasion check, you always score a Critical Hit.
Vorpal Blade	On Critical Hit, quadruple your usual damage, instead of just doubling it.
Save the Queen	Whenever you or an ally within 1u is affected by Magic, you can halve the damage suffered by passing a DC 9 check.

Note: When rolling an evasion check, you can make a counter Attack not only when you roll a 12 but also when you roll an 11.

Staff	Effect
Mythril Staff	Has an additional Materia slot.
Healing Staff	Whenever you restore HP with Magic, add 2 to the amount.
Oak Staff	While you are concentrating, you can use the Defend action.
Malboro Staff	When you use Magic that requires the target to pass a check, its DC is increased by 1.
Rune Staff	When you deal magical damage to an enemy that is suffering a Status Effect, he also suffers Silence for 3 rounds.
Power Staff	Whenever you perform a successful Attack, also add your MAG to the damage dealt.
Sage's Staff	You can add the holy type to damage dealt by Attacks and Magic.
Oracle Bone	The range of all HP restoring or Status Effect causing spells is increased by 1u.

Note: Staves increase the wielder's maximum MP by 5 per increase in equipment class (for example a Beginner staff grants maximum MP +5). In exchange, staves cannot have more than 1d damage.

Rod	Effect
Mythril Rod	Has an additional Materia slot.
Elemental Rod	This weapon has to be of a specific element (e.g. fire) and can have an according name (e.g. Flame Rod). Whenever you deal damage of that element, add 2 to the amount.
Adamantine Rod	This weapon does not suffer from the same penalty as other rods. It has the same DMG as any other weapon in the same class.
Stardust Rod	When you reduce an enemy to 0 HP, you regain an amount of MP equal to your current Level.
Lilith Rod	While you are concentrating, you can still use the Dash action.
Whale Whisker	You can add the water type to damage dealt by Attacks and Magic.
Magus Rod	When you use a Fortune Die on a roll related to your Magic, add 2 to the total amount.

Note: Rods increase the wielder's MAG by one per increase in equipment class (for example a Beginner rod grants MAG +1). In exchange, rods cannot have more than 1d damage.

Heavy Armor	Effect
Mythril Armor	Has an additional Materia slot.
Crystal Mail	Resilience: ice
Demon Mail	Resilience: dark
Diamond Armor	Resilience: lightning
Dragon Mail	Resilience: fire
Knight's Armor	STR +1
Mirror Mail	Immunity: Silence
Achilles	DEF +1
Fullplate	Maximum HP +5
Karuta-gane	When you Dash you can move twice as far as usual.

Note: All Heavy Armor provide an additional DEF +2.

Light Armor	Effect
Mythril Vest	Has an additional Materia slot.
Gaia Gear	Resilience: earth
Kenpo Gi	Immunity: Blind
Minerva	Resilience: ice
Mirage Vest	Immunity: Sleep
Ninja Gear	Immunity: Immobile
Power Vest	STR +1
Red Jacket	Resilience: fire
Survival Vest	Maximum HP +5
Flak Jacket	Resilience against damage dealt by Bows and Guns.
Nemean Lionskin	Resilience against damage dealt by Swords and Daggers.
Behemoth Suit	RES +1

Note: All Light Armor provide an additional DEF +1 and RES +1.

Robe	Effect
Silk Robe	Has an additional Materia slot.
Black Robe	Immunity: Poison
Coat of Many Colors	DEF +1
Cotton Robe	Resilience: wind
Luminous Robe	Resilience: holy
Magus Robe	MAG +1
Scholar's Robe	Maximum MP +5
Necromancer Shroud	Resilience: dark
White Robe	Immunity: Sleep
Hagoromo	Immunity to all Field effects.

Note: All Robes provide an additional RES +2.

Accessory	Class	Effect
Mythril Shield	Beginner	DEF +1
Power Armlet	Beginner	STR +1
Rune Bracers	Beginner	RES +1
Crystal Ring	Beginner	MAG +1
Battle Boots	Beginner	Immunity: Immobile
Silver Glasses	Beginner	Immunity: Blind
Star Pendant	Beginner	Immunity: Poison
White Cape	Beginner	Immunity: Silence
Berserker Badge	Beginner	You gain EnSTR as long as your current MP is 5 or less.
Force Ring	Beginner	You gain EnMAG as long as your MP is at its maximum.
Ninja Tabi	Beginner	Whenever you use the Dash action, you can move twice as far as usual.
Life Pendant	Beginner	Whenever you recover from KO, you gain Regen for 3 rounds.
Utility Belt	Beginner	You can use the Re-Equip action and still take another action.
Buckler	Beginner	Whenever you use the Defend action in combat, you also regain 3 HP.
Silent Boots	Advanced	Your footsteps are completely silent.
Thief Gloves	Advanced	You have Advantage on all checks related to stealing.
Protect Ring	Advanced	Whenever you suffer an Attack, you gain EnDEF for 1 round.
Elemental Cufflink	Advanced	This Accessory is of one elemental type (e.g. Fire Cufflink). Whenever you deal damage of that type, add 2 to the damage dealt.
Item Holder	Advanced	While not in combat, you can put one Item into it. During combat, you can use this Item and still take another action.
Circlet	Advanced	RES +1, MAG +1
Grand Helmet	Advanced	STR +1, DEF +1
Safety Bit	Advanced	RES +1, Immunity: KO
Champion Belt	Advanced	STR +1, Immunity: DeATR
Germinas Boots	Advanced	You can jump twice as high as usual.
Black Belt	Advanced	Maximum HP +10
Heart Ring	Advanced	Maximum MP +10
Moogle Charm	Advanced	Glow when there is a monster within 50u of you.
Muscle Belt	Advanced	Whenever the target of your Attacks rolls 3 or less on the evasion check, you score a Critical Hit.
Aegis Shield	Expert	Whenever you are targeted by Magic that does not involve a check already, you can try to pass a DC 10 check to avoid its effect.
Rosetta Stone	Expert	You are able to understand any written or spoken language.
Hermes Shoes	Expert	In every battle, you have Haste on your first turn. Immunity: Slow
Hero's Shield	Expert	DEF +1, RES +1, Immunity: Sleep
Protect Bangle	Expert	You gain EnDEF and EnRES as long as your HP is below 50% of its maximum.
Feather Boots	Expert	You can levitate up to 1u above the ground.
Hermes Sandals	Expert	AGI +1
Divine Sandals	Expert	You can walk on water and other liquids.
Genji Helmet	Expert	RES +2, DEF +1.
Genji Shield	Expert	DEF +2, RES +1.
Genji Gloves	Expert	STR +2, MAG +2.
Gold Hairpin	Expert	The MP costs of all your abilities are reduced by 2.
Ribbon	Expert	In all checks to resist a Status Effect, the DC is reduced by 2.

Note: For some accessories it does not make sense to wear two of the same kind (for example shields).

Item	Value	Effect
Gysahl Greens	25 Gil	Vegetable well-known as a Chocobo's favorite food.
Antidote	50 Gil	Removes Poison.
Eyedrops	50 Gil	Removes Blind.
Echo Grass	50 Gil	Removes Silence.
Gold Needle	50 Gil	Remove Immobile.
Arctic Wind	100 Gil	The target suffers 2d ice damage.
Bomb Fragment	100 Gil	The target suffers 2d fire damage.
Lightning Gem	100 Gil	The target suffers 2d lightning damage.
Potion	100 Gil	The target regains 8 HP.
Holy Water	150 Gil	Removes Zombie.
Ether	150 Gil	The target regains 12 MP.
Light Curtain	200 Gil	The target gains EnDEF for 3 rounds.
Lunar Curtain	200 Gil	The target gains EnRES for 3 rounds.
Giant's Tonic	200 Gil	The target gains EnSTR for 3 rounds.
Faerie's Tonic	200 Gil	The target gains EnMAG for 3 rounds.
Elemental Oil	250 Gil	This Item is of one elemental type (e.g Fire Oil). Apply it to your weapon and your next Attack deals an additional 6 damage of that element type.
Malboro Vine	250 Gil	The target makes a DC 8 check and suffers Poison for 3 rounds upon failure.
Remedy	250 Gil	Removes all negative status effects, except KO.
Sleep Powder	250 Gil	The target makes a DC 8 check and suffers Sleep for 3 rounds upon failure.
Scanner	300 Gil	Analyses the target thoroughly and know his Resiliences, Weaknesses, Immunities, as well as his current HP and MP.
Warp Stone	300 Gil	You teleport to a place you can see within 10u.
Spider Web	350 Gil	The target makes a DC 8 check and suffers Slow for 3 rounds upon failure.
Hi-Potion	400 Gil	The target regains 20 HP.
Turbo Ether	500 Gil	The target regains 30 MP.
Vaccine	500 Gil	Removes Poison and the target becomes Immune to it for the rest of the battle.
Megaphone	500 Gil	Removes Silence and the target becomes Immune to it for the rest of the battle.
Magic Lenses	500 Gil	Removes Blind and the target becomes Immune to it for the rest of the battle.
Pain Killer	500 Gil	Removes Immobile and the target becomes Immune to it for the rest of the battle.
Phoenix Down	500 Gil	Removes KO and the target regains 1 HP.
Dark Matter	500 Gil	The target suffers 6d dark damage
X-Potion	650 Gil	The target fully regains all HP.
Transfusion	800 Gil	Removes Zombie and the target becomes Immune to it for the rest of the battle.
Silver Hourglass	800 Gil	Removes Slow and the target gains Haste for 3 rounds.
Mega-Potion	800 Gil	Everyone within 1u regains 6d HP.
X-Ether	900 Gil	The target fully regains all MP.
Elixir	1000 Gil	The targets fully regains HP and MP.
Tent	1000 Gil	Allows the party to sleep outside comfortably.
Magicite Shard	1000 Gil	Roll 1d, based on the result use the following summoning abilities: 1-Ifrit, 2-Shiva, 3-Ramuh, 4-Odin, 5-Phoenix, 6-Bahamut.
Gold Hourglass	1000 Gil	Time freezes for everyone except yourself within 5u for 10 seconds (1 round).
Summon Magicite	1500 Gil	This Item is for one Summon (e.g. Ifrit Magicite). When used it activates the summoning ability of that Summon.
Mega-Elixir	1500 Gil	Everyone within 1u fully regains their HP and MP.
Mega-Phoenix	2000 Gil	Removes KO from everyone within 3u and fully restores their HP and MP.

Command Materia	Value	Effect
Fire Materia	500 Gil	Allows you to use the "Fire" ability (see Black Mage job)
Ice Materia	500 Gil	Allows you to use the "Blizzard" ability (see Black Mage job)
Bolt Materia	500 Gil	Allows you to use the "Thunder" ability (see Black Mage job)
Medic Materia	500 Gil	Allows you to use the "First Aid" ability (see Sentinel job)
Rage Materia	500 Gil	Allows you to use the "Beatdown" ability (see Warrior job)
Courage Materia	500 Gil	Allows you to use the "Flee" ability (see Thief job)
Kung-Fu Materia	500 Gil	Allows you to use the "Kick" ability (see Monk job)
Impromptu Materia	750 Gil	Allows you to use the "Improvise" ability (see Bard job)
Mirage Materia	750 Gil	Allows you to use the "Image" ability (see Summoner job)
Reflect Materia	750 Gil	Whenever you are targeted by Magic, you immediately reflect its effect back to its caster. This item is destroyed after its effect is used. (armor only)
Decoy Materia	750 Gil	Whenever you fail to evade an Attack, you can immediately summon a decoy that absorbs all the damage dealt. This item is destroyed after its effect is used. (armor only)
Restore Materia	750 Gil	Allows you to use the "Cure" ability (see White Mage job)
Dragon Materia	750 Gil	Allows you to use the "Fire Breath" ability (see Dragoon job)
Runic Materia	1000 Gil	Whenever you are targeted by Magic, you can negate its effect and increase your MP by the same amount that its caster spent on the action. This item is destroyed after its effect is used. (armor only)
Signal Materia	1250 Gil	You can use your action to shoot an orb of light into the air that is visible from up to 1000u. (weapon only)
Bomb Materia	1250 Gil	You can use your action to create a blast wave that pushes everyone within 1u of you back by up to 2u.
Vacuum Materia	1250 Gil	You can use your action to pull all enemies within 3u towards you by up to 2u. (armor only)
Fly Materia	1500 Gil	Allows you to use the "Propel" ability (see Tinker job)
Time Materia	1500 Gil	Allows you to use the "Haste" ability (see Time Mage job)
Item Materia	1500 Gil	Allows you to use the "Quick Pockets" ability (see Thief job)
Jump Materia	1500 Gil	You can use your action to make a 5u high or long jump.
Magnifying Materia	1500 Gil	You can conjure a magnifying lens that allows to see everything in a location up to 5000u away as if it was right next to you (weapon only).
Mend Materia	2000 Gil	You can use your action to remove one Status Effect that your are suffering.
Wet Floor Materia	2000 Gil	You can use your action to create a Slippery Field that is centered around a point within 3u, reaches up to 3u and lasts for 3 rounds. You cannot use this effect while the previous field is still active.
Lava Materia	2000 Gil	You can use your action to create a Hot Field that is centered around a point within 3u, reaches up to 3u and lasts for 3 rounds. You cannot use this effect while the previous field is still active.
Alarm Materia	2500 Gil	You can use your action to create an invisible sphere of 5u diameter where you are standing. The sphere stays for up to 1 hour and whenever someone other than you steps through it, the sphere is destroyed and emits a loud noise that is audible in a distance up to 500u. You can not use this ability again until the previous sphere is destroyed.
Chameleon Materia	3000 Gil	While not in combat, you can blend in with your environment. Enemies can only notice you by passing a DC 9 check. (armor only)
Blaze Materia	2500 Gil	Allows you to use the "Firaga" ability (see Black Mage job)
Freeze Materia	2500 Gil	Allows you to use the "Blizzaga" ability (see Black Mage job)
Shock Materia	2500 Gil	Allows you to use the "Thundaga" ability (see Black Mage job)
Heal Materia	3000 Gil	Allows you to use the "Curaga" ability (see White Mage job)

Support Materia	Value	Effect
Water Materia	250 Gil	Allows you to breathe normally under water. (armor only)
Weather Materia	250 Gil	Your weapon or armor starts glowing to signal you that a storm or rain is incoming within roughly one hour.
ATR Plus	500 Gil	This materia is of one the following attributes: STR, DEF, MAG or RES and increases the according attribute by 1 (e.g. STR Plus increases STR by 1).
Resilience Materia	500 Gil	This materia is of one elemental type (e.g. fire). The armor it is slotted into grants permanent resilience against that type. (armor only)
Elemental Materia	500 Gil	This materia is of one elemental type (e.g. fire). Every Attack that you make with your weapon deals damage of this type. (weapon only)
Immunity Materia	700 Gil	This materia is of one status effect and grants immunity against it (e.g. Blind Materia grants immunity against the Blind status). (armor only)
Glow Materia	750 Gil	Your weapon glows to grant visibility within 10u. (weapon only)
Status Materia	750 Gil	This Materia is of one status effect (e.g. Poison Materia). Whenever you hit an Attack, where the target rolls a 5 or less on the evasion check, the target suffers that status effect for 3 rounds in addition. (weapon only)
Angel Materia	750 Gil	Whenever you fall KO with this materia equipped, you are instantly revived with 1 HP. This item is destroyed after its effect is used. (armor only)
Consumer Materia	1000 Gil	Whenever you use an Item on yourself, you regain an additional 3 HP.
Chocobo Materia	1000 Gil	When you fall from any height, you can glide down gracefully.
HP Plus	1250 Gil	You maximum HP is increased by 10. (armor only)
MP Plus	1250 Gil	You maximum MP is increased by 10. (armor only)
Alert Materia	1500 Gil	Allows you to evade Attacks while concentrating. (armor only)
Moogles Materia	1500 Gil	The weapon or armor glows whenever there is a monster within 25u.
Nightvision Materia	1500 Gil	You can see in the dark. (armor only)
Sense Materia	1750 Gil	You can see the remaining HP of all enemies within 3u.
Berserk Materia	1750 Gil	Whenever your current HP is below half of its maximum, add 3 to the damage dealt by Attacks with your weapon. (weapon only)
Toughness Materia	2000 Gil	Whenever you make a check to withstand a status effect, the DC is reduced by 1. (armor only)
Counterspell Materia	2000 Gil	Whenever you suffer damage by Magic that you know or you know a spell with the same elemental type, you can immediately cast it on the perpetrator without cast time.
Concentration Materia	2250 Gil	Whenever it is your turn and you cannot use your action due to concentrating, you instead regain MP equal to your current Level.
Float Materia	2250 Gil	You are unaffected by Fields. (armor only)
Climb Materia	2500 Gil	Allows you to walk on vertical walls the same as you can on horizontal ground.
Lure Materia	2500 Gil	Each monster within 3u will choose you as target whenever possible. Some enemies may be immune to this effect as decided by the GM.
Upgrade Materia	2500 Gil	When you slot this materia into a weapon or armor, it is immediately upgraded to the next equipment class. This item is destroyed in the process.
Counter Materia	2500 Gil	Whenever you roll a 10 or higher on an evasion check, you can immediately make an Attack against the attacker. (weapon only)
Drain Materia	2750 Gil	On every successful Attack, your HP is increased by 3. (weapon only)
Osmosis Materia	2750 Gil	On every successful Attack, your MP is increased by 3. (weapon only)
HP/MP Materia	2750 Gil	Your maximum HP and your maximum MP are switched.
Range Materia	3000 Gil	Increases the range of your weapon by 1u. (weapon only)
Nimble Materia	3000 Gil	You can move 1u further per turn than your usual distance.
Ghost Materia	3000 Gil	Allows you to walk through people, monsters and solid objects. (armor only)

"Sweet Christmas, it's a talking turtle!"

- Bartz



Talents are non-combat related skills that a character is especially proficient with. Every character gains a Talent when they reach **Level 2**, but the GM may allow characters to gain additional Talents under special circumstances. Below is a list of possible talents, the GM may also allow players to create their own talents using the ones given as examples.

Example: Talents

Kefka leads the army of the Gestahlian empire in a siege on Doma Castle, who are accused of supporting rebel groups. Their first attempt at a frontal attack fails spectacularly. The castle is well fortified and led by a powerful soldier named Cyan. Kefka devises a vicious plan to secure victory: he uses his Clown Talent to create a powerful liquid poison that leaves no trace. Despite protest among his allies, he pours the poison into Doma's water supply, resulting in the death of most its population. Although Cyan survives, Doma is severely weakened and the Gestahlian army is able to take the castle with ease.

Alchemist: After every successful battle against monsters you can create a Bomb Fragment, Arctic Wind or Lightning Gem out of their remains.

Apothecary: You can spend an hour to create a Potion or a Remedy from ingredients found in nature or stores.

Archylte Hunter: You have Advantage on all checks related to hunting or fishing.

Artist: Given enough time, you can create beautiful works of art in the form of paintings, sculptures or photographs. If you find interested buyers, each piece is worth an amount Gil up to 100 times your current Level.

Blue Mage: You can quickly learn most simple non-combat skills by carefully observing someone proficient during the act for a while. Such simple skills are for example cooking a meal or riding a Chocobo.

Book Worm: You can understand the most important contents of any book or text in a matter of seconds.

Calculator: Given enough time, you can solve any mathematical problem. Furthermore, you can make reliable numerical estimates, e.g. for various distances or the amount of people in a group.

Camping Again: While outside, you can spend an hour to build a comfortable shelter to spend the night out of materials found in nature.

Carpenter: Given enough time and materials, you can create and repair any object that is mostly made out of wood, such as furniture or vehicles.

Chocobo Sage: You can comfortably tame and build friendships with friendly animals and monsters.

Cid's Apprentice: Given enough time and materials you are able to repair any broken machine or vehicle.

Clown: You can spend multiple hours to create a potent poison out of materials found in nature or in stores. The poison is liquid, tasteless and odorless and can only be detected by experts such as yourself. A character that consumes the poison makes a DC 8 check and suffers KO upon failure.

Concealer: You can spend a few minutes of time to change your appearance such that you are not easily recognized. People who have seen you before have to pass a DC 9 check to realize the deception.

Conjurer: You can spend a few minutes to perform a ritual that creates an illusion of a character or an at most similarly sized monster or object. To understand that it is an illusion, a character either has to touch it or pass a DC 8 check.

Dedicated Driver: You are able to perfectly drive or navigate any vehicle including ships and airships.

Deja Vu: When you meet a new character, you may declare that you have met them before. In this case, the GM determines your connection. You can only use this effect a total of 3 times in the entire adventure.

Flower Girl: You can identify any plant and know how to grow them even in very unfavorable conditions.

Force of Nature: You have Advantage on all checks that require proficiency and experience related to nature, such as following tracks in a forest.

Guardian Corps: You do not suffer damage by falling from any height.

Hope's Assistant: Given any object or trace, you can determine its date and place of creation accurately.

Investor: You can lend Gil at an interest to any business of your choice. After at least one week has passed, you can collect back your money plus an additional amount equal to 10% of the loan.

It's a Unix System: You have no problems with understanding and using even the most complex technologies such as computer or communication systems.

King's Shield: You have Advantage on all checks that rely on pure strength such as lifting heavy objects or opening tight jar lids.

Leading Man: You have Advantage on all checks that involve impressing or persuading through speech.

Let's Mosey: You can perfectly imitate the behavior and mannerisms of a person that you have spent a few days of time with.

Llymlaen's Disciple: You never lose your way, even in locations that you are unfamiliar with. Moreover, you have no issues with reading maps or following given directions.

O'aka XXIV: Whenever you sell goods to someone, you can convince him to buy them at their original value despite being used.

Opera Floozy: You have Advantage on all checks that involve acting, singing, dancing or performing.

Orator: Whenever you talk to a character that you know, you can spend a few minutes of time to motivate and inspire them. The character then has Advantage on the next check that they perform.

Pharmacologist: Whenever you use an Item outside of combat on yourself, you additionally regain an amount of HP equal to your current Level.

Pyrotechnician: You can spend an hour to create a potent explosive from almost anything that can be found in stores or in nature. An explosive takes a few minutes to set up and can for example be used as a distraction or to open a hole in a wall.

Scan: While you are not in combat, you can observe a character or monster and immediately know their Level and current HP.

Sceptic: You have Advantage on checks related to noticing whether someone is lying to you or withholding information.

Shrouded One: You have Advantage on all checks related to hiding or staying undetected.

Simdemehkiym: You are fluent in 2 languages and can learn new ones in a matter of days.

Skywatcher: You can accurately predict the weather in your current location for the next week.

Spira's Historian: You have knowledge on most important historical facts about the world. Furthermore, you have Advantage on checks related to recollecting and making connections to historical events.

Spoony Bard: You have perfectly mastered one music instrument of your choice. Furthermore, you can play any music piece on any music instrument to a convincing degree.

Starplayer: You are among the best in the world in one sport or game of your choice.

Strange Gourmand: You can spend an hour to prepare a tasty meal from almost anything that can be found in stores or in nature.

Story Teller: You have advantage on all checks related to telling convincing lies or omitting the truth.

Tantalus Performer: You can use magic to create simple illusions, including various voices and noises, small flames and gusts of wind.

Telepathy: You can send telepathic messages to any person that you can see. If the recipient is further than 100u away, you have to pass a DC 7 check first.

Theologian: You have perfect knowledge on all religions in the world, including their deities, as well as their different customs and factions.

Thief's Caution: You have Advantage on all checks related to noticing possible ambushes or hostile intentions of characters.

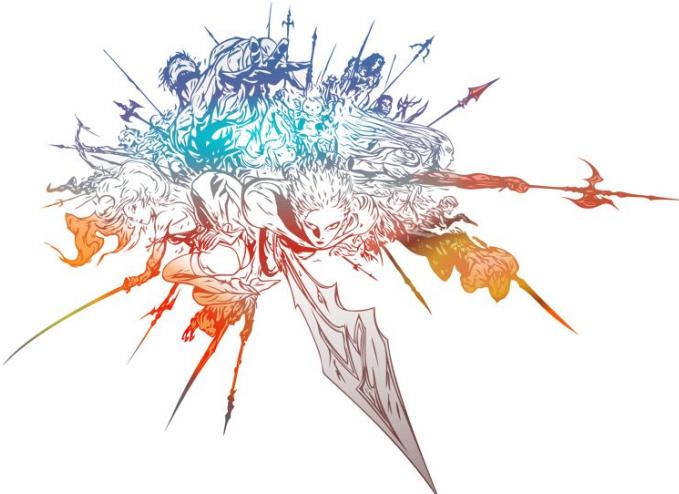
Wandering Gambler: You have Advantage on all checks that involve in-game random events such as dice rolls or card draws.

Walkthrough: You have Advantage on all checks related to finding hidden locations and passages.

Weaver: Given enough time and materials, you are able to create any kind of cloth or clothing.

Yin & Yang: While not in combat, you can meditate for a few minutes to gain the following benefit: reduce your MP by an amount of your choice and increase your HP by the same amount.

"This is the scene where you swear your undying hatred for me!" - Seifer



"Let's just fire like crazy and make a big hole, BOOM!"
- Selphie



In clutch situations, heroes can push beyond their usual limits to unleash incredibly powerful abilities called **Limit Breaks**. When characters reach **Level 4**, they can create their unique Limit Break ability. To use a Limit Break, characters have to gather 10 **Limit Points (LP)** as a prerequisite, which are consumed upon activating Limit Break. Every character also chooses a **Limit Mode** to decide under which circumstances they gain Limit Points, but they can never have more than 10 Limit Points. All available Limit Modes, their conditions and how much Limit Points you receive by fulfilling the condition are shown on the next page. Furthermore, the GM can award additional Limit Points whenever a player character performs a particularly heroic or outstanding feat. The chosen Limit Break ability and the Limit Mode can be changed on every subsequent Level Up.

Example: Limit Points

Vivi and his friends are traveling on an airship, when suddenly a hostile mage named Black Waltz descends on the deck. The fiend immediately inflicts KO to 5 passengers using a powerful lightning spell. Vivi has currently selected the Avenger Limit Mode, so he immediately gains 10 Limit Points as he watches this incident. He vows to take revenge and engages in combat with Black Waltz. Vivi activates his Limit Break Trance, which empties his Limit Bar and temporarily grants him powerful combat benefits. The Limit Break gives Vivi and his party a much needed edge in the ensuing battle which ultimately allows them to defeat their mighty adversary.

Limit Breaks are used in the same way as Magic and Techs, but they always have no MP cost or cast time. You can start creating your unique Limit Break by choosing any of your known spells or techs as its basis. Then, you can add a set of improvements and effects to turn the chosen ability into a Limit Break. Each additional effect increases the **Rating (RTG)** of your Limit Break and this Rating cannot exceed 5 points. However, there is no benefit to staying below this cap. Finally, you should choose a new name for your Limit Break and try to visualize what it looks like when its effect is activated. All possible improvements that you can use to create your Limit Break together their Rating costs are listed on the next page. You cannot pick the same improvement more than once, but the GM may allow other improvements than the ones listed below by assigning them a Rating cost.

Example: Limit Breaks

Cloud, who has the Warrior job, reaches Level 4, so he can create his own Limit Break. He chooses his Beat-down ability as its basis, which allows its user to make an Attack with low accuracy that always grants a Critical Hit if successful. Furthermore, Cloud chooses the Automatic Hit, Reposition and Increased Damage improvements to bring his Limit Break's Rating to 5 points. Therefore, the new ability allows him to reposition himself and then perform a guaranteed Critical Hit with an additional 2d damage. Being a Limit Break it also has no MP cost or cast time. Cloud chooses the name Braver for his Limit Break and describes its use as follows: you run towards the target and right before you reach him, you jump into the air to perform a powerful strike downwards.

Limit Mode	LP	Condition	Additional Effect	RTG
Altruist	5	You donate to a charitable organization or a person in need.	The ability gains one elemental type and deals an additional amount of damage equal to half of your current Level to its targets.	+1
Assailant	10	You get a surprise round at the start of a battle.	Change the type of the damage dealt between physical and magical.	+1
Avenger	4	An ally that you can see suffers KO.	Targets suffer additional damage equal to your current Level.	+1
Brave	5	You pass a check where you have Disadvantage.	Targets recover HP equal to your current Level.	+1
Coward	5	You flee from an ongoing battle.	The Range is increased by 5u.	+1
Criminal	5	You break the law of the land.	The Target area is increased by 2u.	+1
Culinary	5	You prepare and eat a warm and tasty meal.	If targets have to make a check, the DC is increased by 2.	+1
Daredevil	5	At the end of a battle and your current HP is less than half of your maximum HP.	Targets become Immune to a Status Effect of your choice for 3 rounds.	+1
Dominator	5	At the end of a battle your HP is full.	Targets recover MP equal to your current Level.	+1
Elusive	2	You evade an Attack.	Move up to 3u before or after using ability.	+1
Explorer	10	You enter a new ruin, cave, dungeon or other natural structure.	Push all targets away by 3u.	+2
Greedy	5	You receive Gil for completing a task.	Take the Defend action after using the ability	+2
Haggler	5	You convince a merchant to give a discount on a bought item or pay a greater price for a sold item.	Effects that last for a duration are increased by 2 rounds.	+2
Healer	4	You remove KO from an ally.	Targets suffer a Status Effect of your choice except KO.	+2
Loner	1	In combat you are picked last in the turn order of your party.	After using the ability, make an Attack against a target within range.	+2
Last Stand	10	You are the only one in the party not suffering KO.	Damage dealt ignores the targets' DEF and RES.	+2
Lucky	3	You use a Fortune Die.	Use the ability as a reaction under specific condition. Condition examples: you receive damage, a round ends, an enemy walks into range.	+2
Pacifist	5	You successfully avoid combat.	Use an Item from your Inventory.	+2
Shadow	5	You sneak past someone without being noticed.	You gain an amount of Gil equal to your current Level times 200.	+2
Slayer	2	You reduce an enemy to 0 HP.	The MP of all targets is reduced by amount equal to your current Level.	+2
Saboteur	2	You inflict Status Effects on one or multiple enemies.	Only enemies in target area are affected.	+2
Sleepy	3	You sleep for at least 8 hours.	Attacks made during ability cannot be evaded.	+2
Spiritual	4	You perform a religious ritual such as a prayer.	An ally within 3u can use a known ability on the same target without cost or cast time.	+2
Supplier	1	You use an Item.	The ability targets all enemies on the battlefield.	+3
Social	2	You have a conversation with a person you haven't met before.	Targets become Immune to all Status Effects for 3 rounds.	+3
Unlucky	4	You fail a check where you have Advantage.	Remove KO from all targets.	+3
Urban	10	You enter a new village, town or city.	Take another action after using ability.	+3
Victim	5	You suffer KO.	Create a Field of your choice that reaches up to 3u around the target and lasts for 3 rounds.	+3
Wanderer	5	You walk to a destination for multiple hours by foot.	Add a 6 to the pool of Fortune Dice before using the ability.	+3
Warmed Up	2	You use the ability that your Limit Break is based on.	After using the ability, you gain EnSTR, EnMAG, EnDEF and EnRES for 3 rounds.	+3

"This battle is ours as much as anyone's. Cecil said so himself. And having some Eidolons along can't hurt, can it?" – Rydia



Summons, also known as Espers or Eidolons, are extraordinarily powerful magical beings that exist beyond the realm of humans and monsters. They reside within their own plane of existence, but can manifest themselves in the real world when necessary. In rare cases, when a Summon is impressed by an outstanding mortal, it will lend its powers to aid his or her cause. When reaching **Level 5** each player chooses one Summon that bonds with their character. The bond grants a permanently available supportive effect, as well as a summon ability that can be activated using an action in combat. All summon abilities have a cast time of 1 round and cost 10% of your current HP and MP to use. However, this cost cannot fall below a minimum of 1 HP and 1 MP. All available Summons are listed below.

Odin



Support: You can perform a short ritual to summon Odin's horse, Sleipnir. When riding on its back, you are twice as fast as usual. Sleipnir disappears whenever it takes any damage or when you dismiss it.

Summon: Choose any enemy on the battlefield. He makes a DC 8 check and suffers KO upon failure. If he succeeds or is Immune to this effect, the target suffers physical damage equal to 3 times your current Level.

Alexander



Support: Whenever you use an Item, you can additionally increase the target's HP by an amount equal to your current Level.

Summon: All enemies on the battlefield suffer holy damage equal to 2 times your current Level. In addition, all affected targets suffer Immobile for 1 round.

Gilgamesh



Support: Whenever you choose the Re-Equip action, you gain EnSTR for 2 rounds.

Summon: For 1 round, whenever you or an ally performs a successful Attack you always score a Critical Hit.

Ifrit



Support: You can always conjure a small flame in a location within 10u of you. It does not deal any damage, but can for example be used to ignite wood.

Summon: You create a Hot Field centered around you, that reaches 3u and lasts for 5 rounds. The field follows you, but does not affect you.

Shiva

Support: You can freeze any liquid that is smaller than 1u in every dimension with your touch. In addition, you can create a solid path of ice over a lake or river up to a length of 50u.

Summon: Choose any enemy on the battlefield. He and anyone within 3u of him suffer ice damage equal to your 2 times your current Level. In addition, you create a Slippery Field in the targeted area, that lasts for 3 rounds.

Titan

Support: Whenever you are in a natural environment such as a forest or cave, you gain Resilience against all elemental damage except dark and holy.

Summon: You grow 3 times in size for the next 3 rounds, accordingly you take up 3u in diameter when viewed from above. As long as this effect is active, you gain EnDEF and EnRES.

Magus Sisters

Support: Choose 2 allies. The three of you can communicate telepathically over a distance of up to 100u. You can change your chosen allies when you go to sleep.

Summon: You can take 3 actions on your next turn.

Phoenix

Support: Whenever you wake up from sleep or are revived from KO, you gain a temporary shield that breaks upon taking total damage equal to your current Level.

Summon: Remove KO from all allies on the battlefield and increase their HP by 1.

Bahamut

Support: Whenever you fall from any height, you can gracefully glide down to avoid damage. In addition, you can levitate 1u above ground for a distance up to 15u. While levitating you can move half as fast as usual.

Summon: Choose any enemy on the battlefield. After 3 rounds, the target suffers fire damage equal to 5 times your current Level.

Siren

Support: You have Advantage on all checks related to deescalating a situation through speech.

Summon: You create a noise-absorbing field that follows you and reaches up to 10u for 15 minutes. Nobody outside of the field can hear any noise that is created inside of it.

Ramuh

Support: You can send out barely perceptible electric pulses, which travel through solid structures up to a distance of 25u and allow you to detect the presence of nearby living beings.

Summon: You conjure a storm that covers the entire battlefield and acts as an Obscure Field. It lasts for 3 rounds and does not affect you.

Leviathan

Support: You can stay underwater indefinitely. In addition, you gain permanent Resilience against water damage.

Summon: From the point you are standing, you conjure a stream of water that is 5u wide, reaches up to 10u and lasts for 3 rounds. It acts as a Slow Field that only affects enemies.

Asura

Support: Whenever you use a Fortune Die, you can replace two dice in your roll with the value removed from the pool.

Summon: Roll 1d. You and all of your allies gain one of the following effects based on the result.
1-2: regain HP equal to 2 times your current Level.
3-4: EnDEF and EnRES for 3 rounds,
5-6: Haste for 3 rounds.

Carbuncle

Support: Whenever you want, you can make one of your hands glow in a bright red color. The emitted light allows you to see a distance of up to 20u in darkness.

Summon: You and all of your allies gain a magical shield that reflects the effect of the next spell that targets you back to its caster. This shield does not stack and lasts up to 3 rounds if not activated.

Diabulos

Support: While you are asleep, you still have a strong sense of your surroundings. Therefore, you cannot be surprised by an ambush at night.

Summon: All enemies on the battlefield suffer damage equal to 10% of their maximum HP. The damage dealt ignores the targets' DEF and RES.

Atomos

Support: Using an action, you can pull an object to yourself that is within 10u and less than half your size.

Summon: You conjure a portal that lasts for 1 minute (6 rounds) and teleports everyone who steps through it to another location. The portal can lead to any location in which you have used this ability before.

"Tough... Don't blame us. Blame yourself or God."

- Delita



The **Game Master** has a different role compared to the players, who play from the perspective of the protagonists. He creates the world and setting of the adventure and takes the role of all non-player characters. Furthermore, the GM describes the environment and narrates the outcomes of all actions. Unlike the players, the GM is not bound by strict rules and may make his own rulings when necessary. This chapter can be separated into two major sections: the following short one discusses general guidelines on the various tasks of a GM, such as world creation and handling of social and combat encounters. The second section of this chapter is a large collection of optional and modular supplements to the game, including pre-prepared content and specialized rule sets.

Most adventures are too long to be completed in a single sitting and have to be divided into multiple **sessions**. Therefore, it is sufficient to prepare content only for the next session instead of everything in advance. Often, it also makes sense to dedicate the very first session of an adventure on its setup, including an introduction of the setting and the player characters. During gameplay, look out for opportunities to gracefully end an ongoing session, for example after the conclusion of a quest. Sessions can be planned according to adventure Milestones, where Level ups should occur roughly every one to four sessions. Still, you will not be able to prepare for everything, so do not be afraid to improvise when necessary.

Checks are a powerful tool that help you to decide the outcome of uncertain actions. When players attempt actions you can ask them for checks by assigning a secret DC to the task. In some situations you can also proactively ask players to make checks, for example to decide whether the party notices an ambush. All non-player characters controlled by you may also have to do checks, as they follow the same rules. However, you can refrain from using checks whenever the outcome of an action is reasonably clear. Also note that you have two tools to modify checks: **(Dis)advantage** and **Fortune Dice**. Giving Advantage on a check allows you to express that the odds are unusually in the favor of the actor, for example because he is very well prepared or has help from another character. In contrast, Disadvantage usually implies that something is actively working against him, which could be a natural circumstance but also a particularly clumsy or unsuitable approach to the problem by the actor. In comparison, Fortune Dice allow the party to benefit from random luck in some situations, but suffer from misfortune in others. While players can use them to improve their odds in crucial moments, you can use them to create dramatic and unexpected moments. For example, while the party is running away from their pursuers, they perform a check to avoid an obstacle on the ground and you can use a low Fortune Die to make sure that a character trips. Will the rest of the party help their friend and be confronted with the pursuers or will they leave him behind and return to save him later?

Example: Using Checks

Zidane and Blank try to deliver a convincing staged sword fight to an audience of nobles. The GM decides that this is difficult (DC 9), because the nobles have high expectations. Zidane rolls 2d with the result 9, so he barely passes the check. The GM decides that most of the nobles are happy with the delivered performance, but Queen Brahme is not impressed.

The players can get familiar with the world, by **exploring** different locations. However, travelling on foot is often not the best choice due to difficult terrain, weather or ambushes. Depending on the setting, more comfortable forms of transportation might be available such as ships, trains, airships, cars or Chocobos. Usually, the party needs to employ such a service, but as they become more wealthy, they may acquire their own vehicles. For longer journeys, keep track of the amount of time that passes, which also affects the rest of the world. **Time** often passes at a different speed in the game than at your table, because uneventful aspects of the adventure can be narrated quickly, while important decisions need to be thought through more carefully. To immerse yourself and the players into your world, it is also helpful to give short, vivid descriptions of the party's

current surroundings. In doing so, focus on elements that could be interesting for the players to interact with. Likewise, picture the descriptions given by players about their character's actions to create your narrations of the outcome. This often requires you to take the role of many different characters yourself to interact with the party. In that case, understand the perspective of the character to portray how they would talk and act when confronted with the party.

Example: Narrating & Roleplaying

Yasumi (Game Master): As you enter Riovannes Castle, you find yourself inside a large hall with narrow water streams running on both sides. Among multiple dead knights that lie scattered on the ground, you can see a man standing at the end of the central stairway. He turns around and you realize it is none other than Wiegraf Folles!

Yasumi (playing as Wiegraf): There you are Ramza. Draw your sword.

Akihiko: I don't draw my sword yet. Maybe we can solve this peacefully.

Yasumi (playing as Wiegraf): What's wrong? If you don't, I will.

Akihiko (playing as Ramza): How miserable you are. Giving away your spirit just to avenge yourself.

Yasumi (playing as Wiegraf): Revenge? That's not what I'm after. I want to bring chaos into the world... But, don't worry. I'll kill you myself!

Akihiko: OK, NOW I definitely draw my sword!

Yasumi: Alright, you can take the first turn.

To keep the game balanced and challenging, keep an eye on the **Wealth** of the party, ensuring that they are rewarded fairly. A party without sufficient Gil will not be able to afford essential items and equipment, but one with too much money may be able to avoid too many consequences. The table below gives a rough guideline for combat rewards. Note that rewards do not have to be directly in Gil, but can also be equipment, items or materials of similar value and by default they are divided between all party members. Aside from combat, the party can also receive rewards for completing quests, but in comparison the amount may vary greatly. As a rule-of-thumb we recommend to hand out between one and three times the amount as for a combat encounter depending on the length and difficulty of the quest. Another important aspect that affects the party's bottom line is the trade of goods and services. By interacting with various traders and shopkeepers, the party can buy powerful items and equipment or sell loot to increase their wealth. You can allow yourself and the players to

negotiate, for example a merchant selling her goods in a remote and dangerous location might ask for a higher price than a village store. Furthermore, rarely any trader will be willing to pay more than half the original value of an item to stay profitable. A similar approach can be taken with services, where especially the price of resting in Inns or Tents has great impact on the overall difficult of the game.

Level	Combat Reward per Player
1	200 Gil
2	300 Gil
3	500 Gil
4	800 Gil
5	1000 Gil
6	1200 Gil
7	1500 Gil
8	2000 Gil
9	2500 Gil
10	3000 Gil

Although adventurers spend most of their time on the road, they may sometimes rest for extended periods in towns and villages. During this **Downtime**, characters may, aside from resting, pursue a number of side activities. You do not need to play this out in detail, instead you can quickly narrate downtime portions. Usually, it is sufficient to assign a cost and a time frame to the activities, but for particularly difficult tasks you can also ask the player for a check to decide whether he can successfully complete it. The list below gives some generic examples of such downtime activities and their approximate costs and durations.

Downtime Activity	Cost	Time
Build a small house	5000 Gil	weeks
Build a boat or carriage	1500 Gil	
Learn a simple skill (e.g. cooking or sewing)	250 Gil	a week
Help locals with simple tasks (e.g. harvest)	0 Gil	a week
Send a letter or messenger	100 Gil	a day
Attend a local festivity	50 Gil	a day
Build a platonic relationship	10 Gil	a week
Conduct research (e.g. on a location or person)	100 Gil	days
Craft a simple tool or gadget (e.g. an axe or watch)	200 Gil	days
Explore the local area	0 Gil	a day
Write a book	100 Gil	weeks

"World very simple place. World only have two things: things you can eat and things you no can eat."

- Quina



Creating a **World** is one of the most difficult, but also most rewarding parts of being a GM. The players become part of your world, where they interact with the environment and change it through their actions and decisions. Therefore, you can catch their interest by offering engaging content that allows for meaningful choices. Most adventures revolve around a **Central Conflict**, which the party aims to solve as the goal of their adventure. Usually, this conflict involves multiple forces with opposing interests and the adventurers can be part of either of these sides. Accordingly, there is also an opposing side, a common enemy or antagonist that acts against the party. As the GM, you take the role of characters on different sides of this conflict, so you need to consider their different perspectives.

A good way to start building an adventure is to establish what the world looks like on a **Map**. Begin by creating its natural layout including landmasses, water, forests, mountains and deserts. Afterwards, place and mark locations that could be interesting for players to visit, like cities, dungeons or ruins. Then add more detail only to the places that the players will likely visit in the beginning, you can do the rest later on. You may provide the players with this map at some point in the game to make them aware of these locations you have created. After creating some detailed locations, think about who might live in these places. These **Non-Player Characters** are roleplayed by you when interacting with the party. They live their own lives, independent of the players and have their own personalities, goals, abilities and outlooks on life. Accordingly, they often have knowledge about the world that the players do not. They can be allied, neutral or enemies of the party depending on the circumstances. For creating detailed non-player characters, you

can use the standard character creation rules, but usually it is sufficient to write down some notes about them.

In general, the rules try to make as few assumptions as possible to allow for greater freedom in world building. Nevertheless, some fantasy elements are deeply ingrained into the game such as **Magic**, monsters and summons. As such, think about the role they take in your world, but you can feel free to interpret them in your own way. For magic it is important to establish its sources, for example in Final Fantasy games, crystals are often portrayed as powerful magic sources and are thus at the center of many conflicts. The portrayal of summons can vary greatly, as they sometimes appear as god-like beings, but in other instances they are interpreted as a mortal race. In contrast, monsters take a similar role as wild animals, but just as summons, they are usually connected to the sources of magic and thus are able to make use of its powers. Finally, even though we assume the existence of these magical elements, we give no restrictions concerning their prevalence, so magic in your world can be pervasive and ubiquitous, but it could also be rare and alien.

Another important aspect that shapes your world is the progression of **Technology**. Different technologies, such as machines, vehicles and weapons can complement the magical forces in the world, but may also stand in conflict against them. Thus, the societies of your world may prefer or rely on magic and technology to varying degrees in their daily lives. However, the lines between these two forces can sometimes be blurry, after all, sufficiently advanced technology is indistinguishable from magic. During their adventure, the party can make use of available technologies and might even contribute to the current state of art.

Example: Worldbuilding

The world we create consists two parts: Pulse and Cocoon. Pulse is a huge uncharted planet with a vast nature that is home to various monsters. In contrast, Cocoon is a small planet that floats above Pulse and is inhabited by an advanced human society. The Cocoon citizen depend on the god-like beings for necessities such as food and electricity. These powerful beings are called fal'Cie and can directly or indirectly assert control over humans. The fal'Cie of Cocoon stand in conflict against the fal'Cie of Pulse and accordingly humans are conditioned to be hostile towards Pulse. Our adventure starts on Cocoon, where an ancient Pulse fal'Cie has been discovered some days ago. In a radical answer, the Cocoon government orders the deportation of all humans that have been near the Pulse fal'Cie. Small rebellion groups form among the citizen to fight back against this so-called "Purge".

With each passing day, the world finds new and exciting ways to kill a man.” – Balthier



During **Combat**, you play the role of all non-player characters and all regular combat rules apply to them. However, unlike the players, you may keep some crucial information secret, such as remaining HP and dice rolls of enemies. While playing as an enemy party, make decisions from their perspective without using your own knowledge. When creating combat encounters, aim to balance out the number of participants on both sides. Large hordes of weaker enemies will often overwhelm the party, while lone ones rarely stand a chance. A healthy mix of different enemies makes combat more interesting and balanced. In addition, it also helpful to use visual aids like maps to keep track of the battlefield. Combat is a matter of life and death, so it usually takes up a significant portion of playtime. Therefore, we recommend to keep the focus on the important battles of the adventure.

Apart from non-player characters, **Monsters** are another type of adversary that the party will often be confronted with. Monsters are wild beings similar to animals, that inhabit uncivilized places in the world. Compared to animals, monsters can vary even more in their appearance and abilities due their link to magical forces. Monsters have a natural habitat where they try to survive, so upon contact with the party they usually feel threatened and attack. Different types of monsters often work together against hostiles, though this might not always be the case. The party might also come across more powerful and intelligent monsters with accordingly more complex goals. Monsters are often part or cause of ongoing conflicts and thus your adventure may feature various monsters at the center of its plot. In the following, we discuss the various technical aspects of creating monsters. Note that most of these suggestions also apply for creating simple non-player character combatants. For important antagonist characters, we recommend to use the standard character creation rules and make additions and changes as needed.

When creating a monster, first consider under the **Circumstances** of the battle. For example, granting a surprise round to either side can often tip the scale in an otherwise fair battle. The composition of the player party is also crucial in determining their combat effectiveness. A party consisting only of melee fighters will have no issues with ordinary enemies, but will likely struggle against ones with ranged damage and status effects. In comparison, a well thought out party composition can present strategies and synergies that allow them to punch well above their weight. In summary, understanding the strengths and weaknesses of the player party helps you to design fun and challenging encounters. In addition, try to consider the level of experience and knowledge that the players have with the game. Inexperienced players are prone to miss many opportunities, while very experienced ones often have unexpected tricks up their sleeves.

You can assign the **Attributes** of monsters with the following rule-of-thumb: each Level grants 6 points worth of attributes, where a point equals either 5 HP/MP or 1 STR/DEF/MAG/RES. AGI usually ranges between 1 and 4. Compared to characters, monsters can also vary greatly in size. Monsters are classified as Medium (**M**) if they take up roughly 1u in diameter, as Large (**L**) if they take up more than 2u and as Small (**S**) if they take up less than 0.5u when viewed from above. Monsters do not use regular weapons and armor, but they have equivalent parts integrated into their bodies, that follow the same rules. Usually, we consider natural armor in the total DEF and RES and for weapons we assign the DMG of the equipment class appropriate to the monster’s level. Just like characters, monsters can also use Magic and Techniques, as well Passive and Reaction **Abilities**. However, we recommend keep the number of monster abilities low to allow for quick decisions during combat. Still, you can feel free to give monsters access to unique and exotic abilities. You can also add more depth to a monster by assigning resiliences and weaknesses to specific damage types. Note that monsters can also be inherently immune to some status effects. During combat, you can give subtle hints about these specialties to the players when narrating combat actions and their effects. Below is an example of a monster that was created using the guidelines discussed above.

Bomb	Level 3	
HP:	25	MP: 15
STR:	3	DEF: 2
MAG:	2	RES: 1
AGI:	3	Size: M
Tackle: 1d DMG	Resilient: 🔥	Weak: ❄️
⌚ Self-Destruct		
MP: 15	Target: 2u	Time: 1r
	Inflict KO on yourself to deal 4d fire damage to everyone within the target area.	Range: Self

Gladio: "So, this Blademaster."

Cor: "He's a master of blades. What, were you expecting something profound?"

Even though we generally recommend to balance the participant count on both sides in combat, it can sometimes be interesting to have the party face very strong enemies, so-called **Bosses**. A Boss is usually significantly stronger than a player character and is either faced alone or only with some weak minions by his side. To make up for his lack of numbers, a Boss needs not only significantly higher attributes, but also special abilities that increase his durability and allow him to take additional actions. The table below gives some examples of such Boss Traits that you can add to enemies you create to make them feel more like Bosses. Note that we do not make a strict distinction between Bosses and regular enemies, but rather use the following rule-of-thumb: the more Boss Traits an enemy has, the better he can stand on his own.

Boss Trait	Effect
Auto-Blink	You permanently have Blink.
Auto-Haste	You permanently have Haste.
Auto-Regen	You permanently have Regen.
Auto-Quicken	You can take 2 turns per round.
All-Immune	You have permanent Immunity against all negative Status Effects.
Counter	Once per round, when you suffer damage by an enemy, you can immediately make an Attack against the perpetrator if he is in range.
CT-0	All of your cast times of your spells and techs are reduced to 0.
Dual Attack	Whenever you perform an Attack, you can make an Attack against two different targets within range.
Final Attack	When you suffer KO, you may immediately take one action before falling unconscious. That action cannot prevent you from suffering KO.
Revert	Once per round, you may re-roll an entire die roll directly after seeing its result.
Retaliate	Once per round, when you suffer damage by an enemy, you can immediately use any ability against the perpetrator if he is in its range.
Surge	When your current HP falls below half of its maximum, you gain EnSTR, EnDEF, EnMAG and EnRES until the end of the battle.

Wait, he says... Do I look like a waiter?"

- Kefka

The following pages are a large collection of modular **Supplements** to the game. These modules can be separated into two categories: rule changes and prepared content. Rule changes are optional rule modifications and additions that you can use to customize your adventures. In contrast, the prepared content provides you with optional world building blocks that you can easily incorporate in your game. Even if you do not have a direct use for these supplements, you can still regard them as examples to create your own content. Whenever you do use any of the given content, we strongly encourage you to make changes and additions whenever you feel it is necessary. Note that all of the following content is inspired by their appearance in various Final Fantasy games. The list below gives an overview of all available supplements in the correct order with a short synopsis for each one.

Rule Changes:

Optional Rules: a set of small rule changes and additions that can help you to customize the feeling of the game.

Races: rules and examples for incorporating different humanoid races in your game world, both for player and non-player characters.

Chocobos: rules for incorporating bird-like creatures called Chocobos as full-fledged party members.

Triple Triad: rules for a fun card game, allowing the party can collect cards and play against non-player characters.

Blitzball: rules for a fun team-based sports game similar to water polo.

Prepared Content:

Chaos in Cornelia: a short adventure in which the party has to save a kidnapped princess. We highly recommend this for beginners!

Tomb of Raithwall: a short adventure in which the party has to recover an ancient artifact from a dangerous tomb.

Gold Saucer: a massive amusement park where the party can blow off steam and win rare prizes.

Maria & Draco: a single-session adventure in which the party ensures the success of an opera performance.

Siege of Dollet: a single-session adventure in which the party has to pass a practical test to become members of an elite mercenary force.

Worldbook: a detailed book about the history and world of the Final Fantasy Tactics video game.

Bestiary: a large collection of prepared monsters.

"Listen up! Teamwork means staying out of my way.
It's a Squad B rule." – Seifer



You may decide to change the existing rules or add new rules to customize the game to your preferences. We strongly encourage you to explore such ideas to optimize the rules for group's playstyle. However, be aware that the game's content is designed around the default rules and we cannot guarantee that everything will work well once you change them. Nevertheless, this subsection gives you some examples of interesting rule changes and additions to consider.

Survival: The default rules do not focus on realism and survival, which should generally come second to existing fantasy elements. However, with some small additions you can make your world significantly more unforgiving.

- The inventory capacity of characters is limited to a total of 10 items or equipment pieces.
- Characters who have not eaten properly in one day suffer DeATR for all attributes except AGI.
- At night or inside unlit areas, characters permanently suffer Blind.
- Character who have less than half of their maximum HP have Disadvantage on all checks.

Surrender: In some cases the party might want to resolve combat more peacefully than simply beating the enemies until they are KO. The following rule allows players to conclude battles in a more graceful way: a combatant can use his action to intimidate a target within 1u to surrender the battle. In this case, the target performs a check and if he fails, he lays down his arms and stops fighting. The check usually has DC 7, but is increased to DC 10 if the target's current HP is less than 10% of his maximum HP. However, the check always succeeds if either the target's current HP is more than half of his maximum HP or if the target has at least as many allies as enemies within 3u.

"I can't stop thinking about dark knights! They're cool, and by cool, I mean totally sweet!" – Young Villager

Unrestricted Archetypes: With this rule, you may allow for more customization in the job system: when players select an Archetype for their character, they may select an Archetype from any job instead of just the ones from their own jobs.

Experience Points: You can use an experience point system to track character experience instead of the default milestone based scheme. In this system, each party member gains one experience point per Level of an enemy defeated in combat, for example the party is awarded 10 points when a Level 10 enemy is defeated. In addition, you can award the party experience points for other achievements such as completing certain tasks. The table below shows how many total experience points a character needs to reach a certain Level, which you can modify as you see fit.

Level	Cumulative Experience Points
1	0
2	20
3	50
4	100
5	175
6	300
7	450
8	600
9	800
10	1000

Equipment Upgrades: This rule allows player characters to upgrade their weapons and armor to higher equipment classes. Upgrading an equipment piece from Beginner to Advanced class costs 1000 Gil and from Advanced to Expert costs 2000 Gil worth of materials. The GM may enforce additional restrictions on upgrades, such as requiring specific materials or expertise to complete them. Alternatively, the party may seek out a smith with enough expertise to perform the upgrade.

Cinematic Finishers: This rule allows you to put additional emphasis on heroic moments in combat. Whenever a player character causes KO to an enemy with a Critical Hit, Limit Break, Summon or by using a Fortune Die, they can perform a special finishing move. In this case, the player describes in detail how his character finishes off the enemy and if he wants he can also strike a pose or utter a cheesy one-liner afterwards. All enemies on the battlefield then make a DC 8 check and everyone who fails becomes frightened and cannot target the player character on their next turn.

"Once Lady Yuna fixes her hair, we leave."

- Auron

Short Rests: When the players have to face many challenging combat encounters per day, they may struggle with sustaining themselves. You can use the following rule to provide the party with an additional tool that dampens the stress of long days. Characters can take a short rest for 30 minutes to regain half of their maximum HP and MP. A party can take up to 3 such rests per day, and any further short rests afterward have no effect.

Unlimited Progression: Characters usually cannot increase in Levels past a total of 10, but you can remove this limitation to allow for further progression. Accordingly, only the most powerful antagonists will be able to provide a challenge to such a high Level party. We recommend to use this rule in conjunction with the Job Change rule to allow characters to progress past Level 10 by mastering different aspects of combat.

Job Change: This rule allows character's to change their job, but only once during the adventure after reaching a Level up. Instead of increasing the Level of his or her old job, your character starts at Level 1 in the new job. When changing your character's job, he or she keeps all of the learned abilities, attribute improvements and equipment expertise from the old job. The only exception to this is the AGI attribute, where your character only gains the higher bonus between the two jobs. However, your character can only have a total maximum of 10 Levels between both jobs. Accordingly, the flexibility of changing jobs comes at the cost of not being able to become an expert in either one.

Example: Job Change

After fighting through the Wind Shrine and reaching its top, Bartz and his party realize that the Wind Crystal has already been destroyed. Regardless, the GM awards the party with a Level Up and everyone in the party except Bartz advances from Level 2 to 3. Bartz picks up one of the crystal shards and suddenly feels a rush of energy, which imbues him with magical powers. Instead of leveling up, he changes his job into Black Mage, starting at Level 1. Nevertheless, he keeps his attributes and the ability to equip swords and armor from his old Warrior job. In addition, his attributes are increased as noted in the job description for Level 1 Black Mages. The only exception is the AGI attribute, which he keeps from its old job since it is higher. Bartz also learns the spells "Fire", "Ice" and "Lightning" in addition to the "Rush" and "Beatdown" Techs that he already knows.

Legendary Equipment: Apart from normal weapons and armor, there is a special class of equipment that may exist in your world called the Legendary Equipment. These are extraordinarily powerful weapons and armor with great relevance to the game world and accordingly tremendous effort is required to find them. Legendary Equipment pieces are always unique and can only be wielded by Level 10 characters. Legendary Weapons provide 4d DMG, Legendary Armor provide DEF +3 and RES +3, but they are still subject to specific rules of their type. Below is a list of all legendary equipment pieces.

Weapon	Type	Effect
Omega Weapon	Any	Maximum HP +10. This weapon can be of any type (e.g. Sword).
Ultima Weapon	Any	Maximum MP +10. This weapon can be of any type.
Artemis	Bow	Attacks by this weapon cannot be evaded.
Mage Masher	Dagger	Inflict the same damage on the target's MP as on his HP.
Death Penalty	Gun	Whenever you KO an enemy, instantly make another Attack.
Godhand	Knuckle	Damage dealt by this weapon is of magical and holy type.
Gungnir	Spear	Whenever you leap on a target from above, deal 2 additional lightning damage.
Nirvana	Staff	Whenever you cast Magic that causes damage or heals HP, add 2 to the amount.
Zeus Mace	Rod	Whenever you successfully cast Magic you regain 2 MP.
Excalibur	Sword	On hit, deal 2 holy damage in addition.
Masamune	Sword	Damage dealt by this weapon ignores Resilience.

Armor	Type	Effect
Genji Armor	Heavy Armor	STR +2
Maximillian	Heavy Armor	Maximum HP +10
Black Garb	Light Armor	AGI +1
Brave Suit	Light Armor	All benefits gained by the EnATR status are doubled.
Lordly Robes	Robe	Resilience: All elemental damage
Sage Robe	Robe	Maximum MP +10

"Lucky you. You get front row seats!"

- Rikku



This optional rule presents the **Row Combat** system as an alternative to the default combat system. The main advantages of Row Combat are that it does not require tracking the positions of combatants on a map and it resolves battles more quickly than the default system. However, the game is designed around the default combat system and you might run into some issues with this optional rule. Row Combat is implemented as a set of changes on the default combat rules as listed below. All aspects not mentioned remain unchanged.

The Row Combat system divides the battlefield into rows and each party has a Front Row and a Back Row. Combatants may position themselves in either the Front Row or the Back Row before the battle commences, but the GM may enforce a layout under special circumstances, for example in surprise rounds. Movement is absent in this system so every combatant only takes an action on his or her turn. All effects, including Attacks, Spells, Techs and Items, that have a range of 2u or less are defined as **Melee** effects and ones with a range of 3u or more are defined as **Ranged** effects.

The **Front Row** is where the maelstrom of battle takes place. Combatants in this row can target the opposing Front Row with all effects, but the opposing Back Row only with Ranged effects. There is one exception to this: if the opposing Front Row is empty, then you can also target the opposing Back Row with Melee effects. In contrast, the **Back Row** is better suited for ranged combatants with lower defense. Combatants in this row can target the opposing Front Row only with Ranged effects, but cannot reach the opposing Back Row. Targeting your allies, for example with supportive abilities or Items works similarly: you can target allies in your own row with all effects but allies in the other row only with Ranged effects.

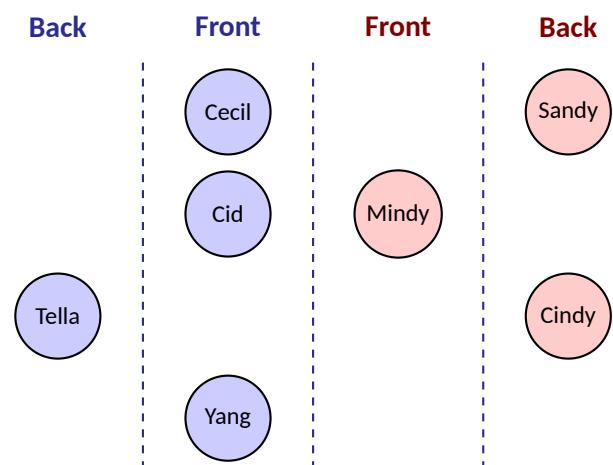
When using effects that target an area, you can choose one additional target on the same row for each 1u of target distance. For example, if an effect has a target distance of 2u, you can target up to 3 combatants on the

same row with it. If the effect has a target distance of 3u or more, you can choose targets from both rows. To use effects with the target shape **Front**, you have to be in the **Front Row** and you can only target enemies in their **Front Row**. When using effects with target shape **Line**, you can always choose two targets regardless of which row you are in.

The Dash action is replaced with the **Switch Row** action which you can use to switch between the **Front** and **Back Row**. While in the **Back Row**, you can also use the **Escape** action as follows: make an evasion check and if successful, you flee from the battle. Furthermore, the **Immobile** status is replaced by **Sleep** in every instance and the **Slow** status has a new effect: you can only take an action on every other turn. You could also encounter other effects that rely on movement or positioning. In these cases, the GM may reinterpret the effect in a way that works with the Row Combat system.

Example: Row Combat

Cecil and his friends fight the Magus Sisters with the current layout as shown below. It is Mindy's turn and she uses her Passado ability, which damages enemies in a 1u **Front** shape. She targets Cecil and Yang and afterwards ends her turn by selecting Sandy as next in order. Then it is Tella's turn and he uses the Ranged spell Fire and he targets Mindy with it, dealing enough damage to cause KO. Tella ends his turn by picking Cecil as next in order. Now it is Sandy's turn and she uses her Razzia ability which damages enemies in a **Line** shape and she targets Cid and Tella with it, causing KO to both of them. Then it is Cecil's turn and because the enemy **Front Row** is empty now, he can target the **Back Row** with Melee Attacks. He chooses to Attack Sandy and deals enough damage to KO her. Cindy, as the last standing Magus Sister, tries to Escape, but fails the evasion check. Finally, Yang takes his turn and uses the Melee Kick ability on Cindy and deals enough damage with it to cause her KO. The Magus Sisters are defeated!



"I suppose you think we look ...odd, don't you? That's fine. We Guado are used to that sort of thing. But if you ask me, you humans look absolutely disgusting. Still, what does it matter? Such nonsense is beneath us, no? Once, a human child simply looked at me and then burst into tears. That hurt." - Female Guado



We generally differentiate between two kinds of living beings: characters, which by default we assume to be human and monsters, which we assume to be similar to animals. As in the real world, one can identify different tribes and races within those groups and for monsters we present a wide variety of different species in the bestiary. In the following, we will explore character races that are fictional, but resemble humans in both appearance and intelligence. These, so-called **Humanoid Races** can be interesting for both players and game masters, because they increase the diversity of the game world, while still fulfilling the same roles as humans.

We dwarves have a saying: Be bold. But if things look grim, run away and be bold another day instead.

- Male Dwarf

As the GM, you can create multiple humanoid races to make up the population of your world. Usually, those races fall somewhere in-between humans and monsters. On the one hand, they are intelligent, can interact and communicate with humans and create their own civilizations and technologies. On the other hand, humanoid races can have a vastly different appearance, language, outlook and way of life compared to humans. Furthermore, races with a different anatomy might prefer living conditions that are unpleasant to humans, such as underwater, underground or on treetops. Naturally, the existence of such different races will have consequences on the state of the world: just as human tribes, different races may create conflicts and alliances within themselves and between each other. Accordingly, each race will write its unique history and shape the world in its own regard.

"I have to find out who I am. I'm scared. What if I'm not even human?" - Vivi

As inhabitants of the game world, player characters can also be part of any humanoid race that exists in it. Therefore, it is important that the GM briefly introduces the existing races to the players before they create their characters. When a player chooses his or her character to be from a non-human race, this usually implies the following consequences: firstly, it is important that the players consider their character's race and origin as part of their background story. Furthermore, the appearance of a character will be heavily influenced by their race and they might show specific personality traits that are common within their people. During the adventure, party members of different races may be perceived and treated differently, depending on who they interact with.

The choice of race should not fundamentally change the mechanics of the game for player characters. Nevertheless, it is beneficial to explore gameplay elements that help players to consider their character's race when role-playing. Each race usually has at least one craft or discipline which they excel in, usually enabled by their unique anatomy or knowledge. Such expertise can be expressed through race exclusive Talents, so-called **Racial Talents**. They work exactly as regular Talents, but are only available to characters of specific races. When players create their characters, they can choose one Racial Talent for their character's race in addition to their regular Talent. In the following, some examples of humanoid races are given, which are inspired by races that appear in various Final Fantasy games. They are to be understood as examples and GMs are not expected to include them as part of the world they create. Their primary purpose is to provide inspiration to GMs that want to create their own races. Finally, note that two Racial Talents are given for each example to allow players regardless of the chosen race.

Example: Racial Talents

Kimahri Ronso is a guardian of Summoner Yuna, who he has sworn to protect her on her pilgrimage. When a young boy named Tidus also tries to become her guardian, Kimahri decides to test his combat prowess. He hides on top of some ruins and waits for Tidus to walk by to surprise him. The GM asks both of them to make a check to decide whether the ambush is successful. Kimahri has the Mighty Hunter racial talent for Ronso, so he gains Advantage on this check. He rolls [1, 5, 4] while Tidus only rolls [3, 2]. The GM therefore decides that Tidus is taken off guard and Kimahri starts the ensuing battle with a surprise round.

"It takess a lot of nerve to call a Bangaa a lizard!"
 - Male Bangaa



With their skin covered in scales, as well as their long heads and tails, **Bangaa** clearly resemble reptiles. Another notable trait are their four long ears which hang off from the sides of their faces. Their impressive physique and unusual features make Bangaa appear intimidating towards other races. Even though they are quite intelligent, the anatomy of their mouth makes it difficult for them to speak human languages properly. Bangaa have no rigid societal structures. They often travel or reside in big cities and have no problems with living among other races. Although Bangaa are traditionally a race of warriors, many have advanced beyond that and towards disciplines such as trade, politics or craftsmanship. Most Bangaa shy away from Magic, but they make up for it with their physical strength and intelligence. They also have a preference towards using well-crafted weapons and armor.

Racial Talent - Regenerate: Bangaa scales not only protect against incoming damage, but also help them to recover from injuries much more quickly. After every successfully completed battle, you immediately regain an amount of HP equal to your current Level if you are not suffering KO.

Racial Talent - Brute Force: As one of the most physically formidable races, you receive Advantage on checks related to lifting, moving, and other unopposed feats of strength.

"Although we Guado differ from humans in appearance, our respect for the dead is the same."
 - Male Guado



The most prominent features of **Guado** are their long arms that end in claw-like fingers and their long ears. Their hair grows out of their head in an unusual manner and is often compared to branches of a tree. Guado are slightly thinner and more flexible than humans, which enables them to be surprisingly agile. Nevertheless, they prefer wearing long clothes or heavy armor. Guado usually build their settlements in natural environments such as forests or caverns. They are a religious race that practices elaborate rituals to commemorate their dead. The so-called Maester is the official religious and the de facto political leader of the tribe. Guado are extremely well versed in Magic and prefer it to using advanced technology. They believe themselves to be superior to other races and are in return perceived as arrogant by others.

Racial Talent - Farplane: Guado have a unique connection to the world of the dead, which they call the Farplane. You can perform a 10 minute long ritual and if you successfully pass a check, you can speak to the ghost of a dead character. The DC is determined by the GM, but it becomes easier the closer you are to the persons place of death and the closer your relationship with the dead person was.

Racial Talent - Fleet of Foot: Guadao receive Advantage on races and other opposed checks based on pure speed.

"A stuffed animal!? I'll have you know I'm a moogle, kupo!" - Montblanc



Moogle are very short, usually no taller than 1u and have rather high pitched voices. With their long ears and their fur, which can be of almost any color, they resemble rabbits. In addition they have small wings on their back as well as an antenna on their head, with a large ball of fur at its end. This "pom pom" is very sensitive to touch and thus Moogles are usually very protective of it. Moogles are very diverse: while some live in hidden forest tribes, others prefer traveling alone or living in large cities. They are an ambitious race that loves to explore and discover different disciplines. While they have traditionally relied on Magic to survive, modern Moogles have also become skilled tinkerers, artists, traders and even warriors. Their diet mostly consists of nuts and plants, as they rarely touch meat at all. Moogles are generally perceived as kind and trustworthy, but are often not taken seriously due to their appearance.

Racial Talent - Glide: Using their wings, Moogles can fly up to 0.5u above the ground and can cover a distance of up to 10u before landing. While flying, they can move only half as fast compared to their walking speed. Furthermore, Moogles can glide down from heights of up to 10u without taking any damage.

Racial Talent - Magnet: Due to your magical abilities, you are able to telepathically communicate with any known Moogles or any willing non-Moogles you share a close bond with, for example someone in your party.

"It's hard when everyone thinks of you as a genius"
- Ezel



Nu Mou are slightly shorter than most other races and the color of their smooth skins can vary greatly between its members. They have rather round bodies and faces that together with their long tails, remind of canine animals. Their long ears branch off towards the end, leaving large holes that they often decorate with earrings. The average Nu Mou life span is also significantly longer than any other race, with some living for more than 300 years. It is believed that Nu Mou are by far the oldest race in existence, that once ruled over the most rich and powerful civilizations. Nowadays, the members of their race are scattered across the world with barely any cohesion. They have always been highly skilled Magic users, but more and more Nu Mou also show interest in the research of alchemy, astronomy and monster taming. Most of them also tend to be introverted and focused on one area of expertise, which is why other races perceive the Nu Mou as odd, but harmless beings.

Racial Talent - Ancient Wisdom: Bits and pieces of ancient Nu Mou wisdom have survived through the centuries and are still known among its members. Accordingly, you are capable of reading and understanding almost any old language or dialect regardless of how long it has not been in use.

Racial Talent - Nu Mou Noble: As a member of a noble clan of Nu Mou, you are more knowledgeable in the way of the magical Arts. You can always identify any spell or magical affect similar to one of your own and receive Advantage when attempting to identify unfamiliar magics.

"You have angered Kimahri! The spirits of the Ronso will guide Kimahri's spear!" - Kimahri



Ronso appear like a mixture between humans and lions. While they show many feline features such as claws and a tail, their mannerisms are closer to humans. However, Ronso differ from both with their blue-colored fur and their horn on their forehead. They prefer light clothing, as their fur already covers their entire body. Ronso tribes prefer to live in cold climates, usually on top of mountains, which they consider to be sacred. They are a race of warriors first and foremost who rarely deal with Magic or technology. Ronso tend to be religious and take special pride in their horns, which they understand to be the source of their strength. Still, they are generally indifferent to outsiders and occasionally engage with other races and civilizations on friendly terms. Therefore, Ronso are perceived as a kind, but primitive people by other races.

Racial Talent - Tough Hide: Their thick fur allows Ronso to be comfortable regardless of their surroundings. You are not slowed down by difficult terrain such as swamps or snow and you do not require shelter even under extreme weather conditions.

Racial Talent - Mighty Hunter: As a carnivorous species, the Ronso have become hunters par-excellence. You gain advantage on rolls involving both stalking prey and avoiding notice.

"The Viera may begin as part of the Wood, but it is not the only end that we may choose." - Fran



Viera look similar to humans, except for a few distinguishing features: their long ears are covered with fur and their claw-like hands and pointed feet are reminiscent of feline limbs. Most Viera wear gloves and heeled shoes that are made to fit their unique anatomy. In general, they prefer light and revealing clothing that does not impede their movement. Viera tribes live in forests that are closed off to the rest of the world. They not only consider the forest to be their own, but they also feel a spiritual connection to the flora and fauna. As such, they usually do not engage with other races and are hostile towards outsiders. Viera who decide to leave the forest are immediately considered as exiles and treated like outsiders. While Viera tribes mostly consist of hunters and gatherers, some also have a strong affinity towards Magic. Exiled Viera are often not as proficient in their traditional disciplines, but may possess a wider set of skills due to their experiences in other civilizations.

Racial Talent - Naturally Perceptive: Viera have much sharper senses compared to other races. You gain Advantage on all checks that involve noticing nearby sounds, smells, traces and movements.

Racial Talent - Outcast of The Wood: As one of the Viera who has left their ancestral home, you have learned to survive by honing your wildcraft. You are adept at identifying healing herbs, setting up camp, and disguising your past whereabouts and gain Advantage on such checks.

"When a person has someone they care about that much, giving their life is sometimes the least they can do. And maybe that's what makes us human." – Vincent



Humans, by any other name, are just as adaptive and adventurous as their real-world counterparts. Hailing from seemingly every world in the multiverse, these beings have a tendency to be ambitious, cunning, inquisitive, and have made for as many heroes as they have villains! Indeed, their drive for self improvement and to simply know is seemingly boundless. As a testament to their drive and power, humanity is one of the most prevalent species to be found on many planets and planes. One of the humanities strengths is the staggering variety of languages and social institutions they exhibit. This is said to account for their conviction in individual freedom, though it also results in a relative lack of solidarity and group cohesion.

Racial Talent - Will to Power: Some people are driven by the desire for perfection and self-improvement, letting nothing stand in their way save their own moral compasses. You are one such person, with the blood of conquerors coursing through your veins. In situations requiring leadership or negotiation.

Racial Talent - By the Skin of My Teeth: Be it a blessing of the Fates, or merely a reflection of their inner essence, many humans have an uncanny knack at surviving the greatest perils and in this you are no exception. Whenever you pass a check that you had Disadvantage on, you gain Advantage on the next check you make.

"yawn ...You want to fight? After this map, maybe..."

- Male Miqo'te



A species of humanoid felines, the **Miqo'te** are much fewer in number and more insular than other races. With their pronounced ears and fur-covered tails, Miqo'te appear as a mixture between humans and cats. However, unlike other races, they prefer a clothing style that is very similar to human fashion. Most Miqo'te live in isolated tribes with strict hierarchical structures, but some of them have also successfully integrated themselves into other cultures. Traditionally, the Miqo'te worship the Sun and the Moon as their gods. A wide range of personalities is represented within the race: some are quick-witted, prone to action, and bore easily while others are more reserved and brooding, yet tenacious. Miqo'te are well suited to various environments, be it jungle, desert, or plains and have remarkable skills in hunting and fishing due to their high dexterity.

Racial Talent - Catlike Reflexes: Your greatest blessings are your eyes, your ears, and your tail. You receive Advantage on rolls that involve stalking prey and balancing, while ignoring Disadvantage due to darkness.

Racial Talent - Nine Lives: Sometimes you just can't keep a good Mithra down. Whenever you suffer KO, you can recover from it by resting for 1 hour instead of requiring a full night's sleep.

"There's no wrong way to love a chocobo."

- Noctis



Chocobos are large, flightless avian creatures with yellow feathers and a long neck. They are very intelligent and even understand humanoid languages to some degree. Therefore, Chocobos are often domesticated and used as mounts, making them comparable to horses. Due to high demand, renting out Chocobos is often a lucrative business for farmers. Although prices may fluctuate, the party can usually rent a Chocobo for about 10 Gil per day. In rare cases, farmers also sell Chocobo at extremely expensive prices, starting at around 3000 Gil. Alternatively, the party can try to catch Chocobos that roam in the wild, they can usually be found in forests or wide grasslands. Such Chocobos generally consider them to be hostile by default and engage in combat when feeling threatened. When taking any damage, a wild Chocobo performs a DC 7 check and upon failure it becomes scared and flees as quickly as possible. A character can gain its trust by using their action to feed it a Chocobo's favorite food, the **Gysahl Greens**. In this case, the player performs a check with a DC of 6 + the Chocobo's Level and if successful, it will join the party and follow his or her command from now on.

As most avian creatures, Chocobos lay eggs from which their babies hatch. However, they grow surprisingly quickly: an egg hatches a few weeks after it is laid and after another month, most Chocobos are already as large as their owner. They are usually bred in stables, where they can be kept in a warm and safe environment. Chocobos can be of different types, which is determined by the color of their feathers. The most common one is the yellow Chocobo, other types are rather rare compared to it. A Chocobo's type depends on

its parents and the following table shows the outcome of different pairings. In all cases that are not listed, a Chocobo has its parents' type if they are both the same and it is yellow otherwise.

Parent 1	Parent 2	Child
Yellow	Blue	Green
Yellow	Red	Green
Blue	Green	Red
Red	Green	Blue
Blue	Blue	White
Red	Red	Black
Black	White	Gold

This knowledge is available at many experienced Chocobo breeders or in books about the topic. The party can try to breed some of the rare types, which often come with special abilities. Details about the different Chocobo types are shown at the end of this document. In some cases a newly born Chocobo's type might not adhere to the table above. Whenever a new Chocobo is born, make a DC 11 check and if you succeed, its type is instead determined as follows: roll 2d, the Chocobo is white on 2-3, blue on 4-5, yellow on 6-8, red on 9-10, black on 11-12. Raising a Chocobo is not a simple task, as they require a lot of care and attention. In return, a Chocobo can help the party in various ways through their unique capabilities, which improve throughout the adventure. As such, the current experience of a Chocobo is tracked through its Level, the same way as for player characters. However, Level ups are performed slightly differently for Chocobos. Firstly, a Chocobo can only learn a pre-determined set of abilities depending on its type. Secondly, the attribute increases at Level up are also handled differently for Chocobos: their maximum HP and MP increase both by 5 at each Level up. In addition, its owner can spend an additional 3 points to further improve the Chocobo's attributes as desired. The table below shows how many points need to be spent for different attribute bonuses. A final noteworthy difference compared to player characters is that Chocobos possess the additional **Stamina (STA)** attribute, which determines their affinity for long distance travel.

Attribute Bonus	Required Points
Max. HP +5	1
Max. MP +5	1
STR +1	1
DEF +1	1
MAG +1	1
RES +1	1
STA +1	2
DMG +1d	3
AGI +1	3

"My hair does NOT look like a Chocobo's butt!"

- Prompto

Characters can ride Chocobos for a fast and comfortable travel experience. Riding domesticated ones is simple, but a more experienced rider may come out ahead in sticky situations. They can carry a reasonable amount of weight without being affected. Nevertheless, Chocobos get tired after too much uninterrupted travel time. A Chocobo can walk an amount of hours equal to its Stamina attribute before it needs a break. This time is halved, if the carried total weight significantly exceeds that of two average humans. Even though Chocobos usually follow their owner's orders, they might refuse to keep going whenever they are particularly scared or caught by surprise. Chocobos can also be very capable combatants and thus crucial additions to the party line-up. They can fight alongside the party, in which case they are treated as any other allied combat participant. A Chocobo is controlled by the player whose character is its owner and it obeys their commands. Alternatively, characters can also decide to stay mounted on their Chocobo during combat. If they do so, the Chocobo and its owner always take their turn together, where only the Chocobo handles the movement. Whenever the rider Attacks a small or medium sized enemy while mounted, the target has Disadvantage on the evasion check. However, when the Chocobo suffers damage while carrying a rider, it has to make a check with a DC of 12 minus its STR attribute. If it fails this check, the rider is thrown off and suffers Immobile for 1 round.

Ya know, all I want to do is ride on a chocobo. Faster than the wind! - Clasko

Yellow Chocobo

Level 1

HP:	19	MP:	17
STR:	1	DEF:	0
MAG:	1	RES:	0
AGI:	2	STA:	2



Beak: 1d DMG

Ⓐ Cure (Level 1)

MP: 4 Target: Single Time: 0r Range: 3u
The target regains 2d HP.

Ⓐ Esuna (Level 3)

MP: 6 Target: Single Time: 0r Range: 5u
Remove all Status Effects except KO.

Ⓐ Enrage (Level 6)

MP: 10 Target: Single Time: 0r Range: 5u
The target performs a DC 8 check and upon failure he has to move towards you on his next turn and if possible perform an Attack on you.

Ⓐ Fat Chocobo (Level 9)

MP: 20 Target: Single Time: 1r Range: 5u
Everyone in the target area suffer 8d damage and Immobile for 1 round.

Ⓐ Choco Glide: You can glide down slowly from heights up to 30u without taking any damage.

Red Chocobo

Level 1

HP:	21	MP:	13
STR:	2	DEF:	1
MAG:	0	RES:	0
AGI:	2	STA:	2

Beak: 1d DMG

Ⓐ Choco Kick (Level 1)

MP: 4 Target: Single Time: 0r Range: Weapon
The target suffers 2d damage and is knocked back by 1u.

Ⓐ Choco Dash (Level 3)

MP: 7 Target: 5u (line) Time: 0r Range: Self
You dash in a line of up to 5u dealing 3d damage to everyone in the target area and knocking them to the side by 1u.

Ⓐ Choco Blaze (Level 6)

MP: 14 Target: 3u Time: 0r Range: Self
Everyone in the target area except you suffers 5d fire damage.

Ⓐ Choco Counter: Whenever you are hit by an Attack, immediately make an Attack on the perpetrator.

Ⓐ Choco Jump: You can perform a powerful high jump to cover a distance of up to 10u vertically.



Resilient: ⚡

Blue Chocobo

Level 1

HP:	15	MP:	25
STR:	0	DEF:	0
MAG:	2	RES:	1
AGI:	2	STA:	2



Resilient: ⚡

Blue Chocobo

Level 1

HP:	15	MP:	25
STR:	0	DEF:	0
MAG:	2	RES:	1
AGI:	2	STA:	2

Beak: 1d DMG

Ⓐ Water (Level 1)

MP: 6 Target: Single Time: 0r Range: 4u
You deal 2d water damage to the target.

Ⓐ Accumulate (Level 3)

MP: 3 Target: Single Time: 0r Range: 3u
The target gains EnMAG for 3 rounds.

Ⓐ Waterga (Level 6)

MP: 14 Target: Single Time: 1r Range: 6u
You deal 6d water damage to the target.

Ⓐ Supersonic Wave (Level 9)

MP: 18 Target: 3u (front) Time: 0r Range: Self
All enemies in the target area suffer 4d damage and make a DC 8 check. Upon failure they suffer Silence for 3 rounds.

Ⓐ Choco Swim: You can swim slowly through any river or sea without excessive current.

Green Chocobo

HP:	16	MP:	21
STR:	0	DEF:	1
MAG:	1	RES:	1
AGI:	2	STA:	2

**Level 1****Beak:** 1d DMG**Immune:** ☣ ☣ ☣**Protect (Level 1)**MP: 5 Target: Single Time: 0r Range: 3u
The target gains EnDEF for 3 rounds.**Regen (Level 3)**MP: 6 Target: Single Time: 0r Range: 3u
The target gains regen for 3 rounds.**Reflect (Level 6)**MP: 10 Target: Single Time: 0r Range: 3u
The target gains a shield that reflects the next spell that targets them back to its caster.**Full-Life (Level 9)**MP: 24 Target: Single Time: 1r Range: 3u
Remove KO status from the target and fully restore his HP.**Choco Mend:** Whenever you are not in combat, you can spend 10 minutes of time to cure an ally from any Status Effect except KO.**White Chocobo**

HP:	18	MP:	24
STR:	1	DEF:	0
MAG:	1	RES:	1
AGI:	2	STA:	3

**Level 1****Beak:** 1d DMG**Resilient:** ☣**Haste (Level 1)**MP: 8 Target: Single Time: 0r Range: 3u
The target gains Haste for 3 rounds.**White Wind (Level 3)**MP: 14 Target: 4u (line) Time: 0r Range: Self
All allies in the target area regain an amount of HP equal to half of your current HP and are cured of all negative Status Effects except KO.**Recharge (Level 6)**MP: 8 Target: 3u Time: 1r Range: Self
All allies within the target area except you regain 3d MP.**Holy (Level 9)**MP: 20 Target: Single Time: 2r Range: 7u
You deal 6d+20 holy damage to the target.**Choco Sense:** You can sense the presence of hostile monsters in distance of up to 200u.**She'll tell us when she's ready, so just hold your Chocobos until then, ya? - Wakka****Black Chocobo**

HP:	19	MP:	23
STR:	1	DEF:	1
MAG:	1	RES:	0
AGI:	2	STA:	3

**Level 1****Beak:** 1d DMG**Resilient:** ☣**Gravity (Level 1)**MP: 5 Target: Single Time: 0r Range: 3u
The target suffers 1d damage and can only move half his usual distance on his next turn.**Petrify (Level 3)**MP: 7 Target: Single Time: 1r Range: 3u
The target makes a DC 8 and suffers Immobile for 3 rounds upon failure.**Imperil (Level 6)**MP: 10 Target: Single Time: 1r Range: 3u
The target suffers DeDEF and DeRES for 3 rounds**Ultima (Level 9)**MP: 25 Target: 2u Time: 2r Range: 7u
Deal 6d+35 dark damage to all enemies in the target area.**Choco Fly:** You can fly up to 50u above the ground.**Golden Chocobo**

HP:	25	MP:	35
STR:	1	DEF:	1
MAG:	1	RES:	1
AGI:	3	STA:	3

**Level 1****Beak:** 2d DMG**All-Immune****Shine (Level 1)**MP: 5 Target: 3u Time: 0r Range: Self
All enemies in the target area perform a DC 7 check and suffer Blind for 2 rounds upon failure.**Good Breath (Level 3)**MP: 8 Target: 3u (front) Time: 0r Range: Self
Remove all Status Effects except KO from all allies in the target area.**Diaga (Level 5)**MP: 14 Target: Single Time: 1r Range: 6u
You deal 6d holy damage to the target.**Curaja (Level 7)**MP: 20 Target: 3u Time: 2r Range: 5u
All allies in the target area regain 8d+10 HP.**Choco Meteor (Level 8)**MP: 27 Target: 3u Time: 2r Range: 10u
Everyone in the target area suffers 10d+30 damage.**Final Phoenix (Level 10)**MP: 30 Target: 3u Time: 2r Range: Self
Remove KO from all allies in the target area and fully restore their HP.**Choco Sense:** You can sense the presence of hostile monsters in distance of up to 200u.**Choco Fly:** You can fly up to 50u above the ground.

"I knew we were destined to play. Let's begin!"

- Quistis



Triple Triad is a card game that was invented by the psychic Orlan, inspired by tarot cards. At first, it was played by soldiers to pass time between deployments, but eventually became popular with people of all ages and occupations. Before starting a game of Triple Triad, each player chooses a hand of 5 cards from his collection. The GM decides who goes first and both players take alternating turns until the game ends. During each turn, a player has to place one card on an empty space on a 3-by-3 board. Every Triple Triad card has a number on each of its four sides and when you place a card next to one of your opponent's, the numbers on the touching sides are compared. If your number is higher, you capture the other card. Players can only capture cards during their turn, a card that was just placed cannot be captured. You can place small tokens to keep track of who currently owns which cards on the board. The goal is to capture as many cards as possible and after the board is completely filled, the player with the most cards in his possession wins the game. Cards that are still in your hand also contribute to your total score. When the final score is tied, the game is started from the beginning, until one player wins. While the rules above always apply, additional rules may be used by some players depending on the location. Below are some of the most common special rules.

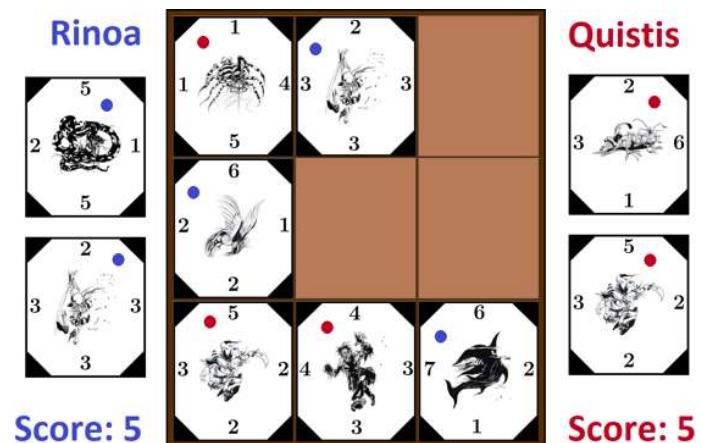
Rule	Description
Open	Both players play with open hands.
Same	When you place a card next to one with the same number on the touching side, you still capture it.
Combo	When you capture a card, then you also capture all of its other adjacent cards that have a lower number than it does on the respective touching sides. The rule is then applied to all further captured cards.
Random	The players cannot choose their hand. Instead they draw 5 random cards from their collection.
Sudden Death	In case of a draw, the game is restarted and both players use their captured cards from the previous game as their hand.

I can tell you have collected and played cards all over the world. And you remind me of her... Her talent especially. Oh, now I have said too much.

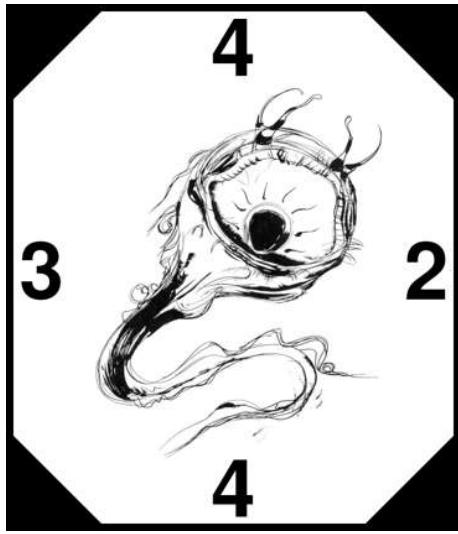
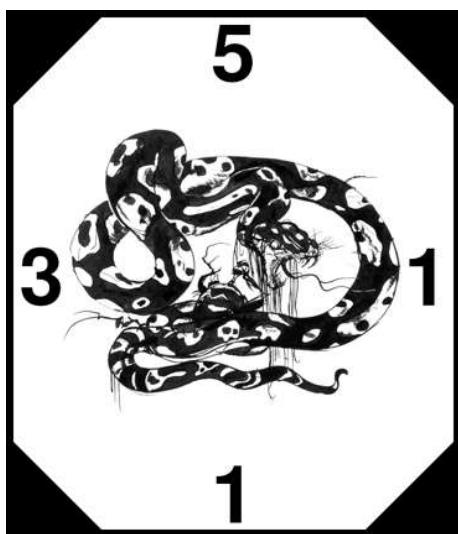
- Prince Spade

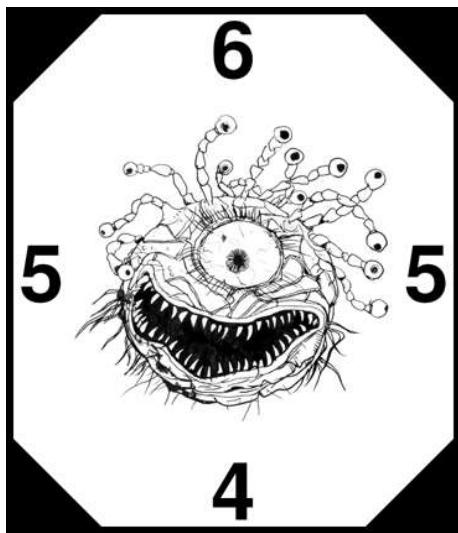
While Triple Triad tournaments usually award Gil, Items or Equipment for winning, casual games focus on acquiring new cards. With the most commonly used rule, the winner takes one card of his or her choice from the loser's hand. However, there are also different rules for card rewards, some of which are listed below. In addition, cards may also be bought, sold and traded just as any other good. Prices may vary significantly depending on the popularity of the game and the rarity of the card.

Rule	Description
Diff	Winner takes an amount of cards from the opponent's hand equal to the difference of their final scores.
Direct	Both players take all cards that are in their possession at the end of the game.
All	The winner takes all 5 cards from the loser's hand.

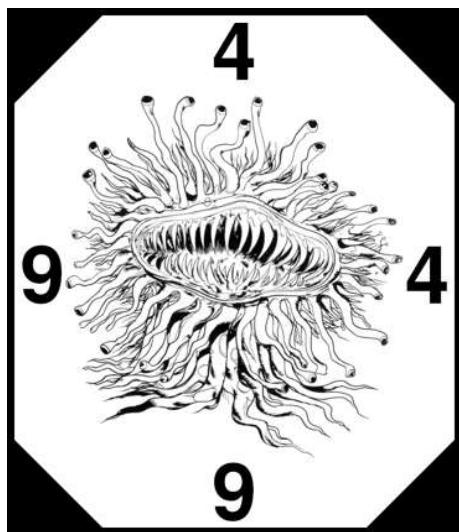


In the example above, both players have already placed 3 cards and the score is tied. The colored markers on the cards indicate which player currently owns which cards. It is Quistis' turn, so she has to play one of the two cards in her hand onto one of the free spaces. A strong move would be to place the Goblin card (the bottom one) in the central space, as that would allow Quistis to capture both the center-top and the center-left cards. Another smart move would be to place the basilisk card (the top one) in the central space, which would only capture the center-left card, but have a stronger defense against the open space on the center-right. Quistis could also safely place any of the two cards in one of the other two free spaces, but in this situation it would not allow her to capture any of Rinoa's cards. Below is a list of Triple Triad cards that is sorted by card rarity from top to bottom. At its end, there is a page with backsides, which you can use to print both sides of the cards.







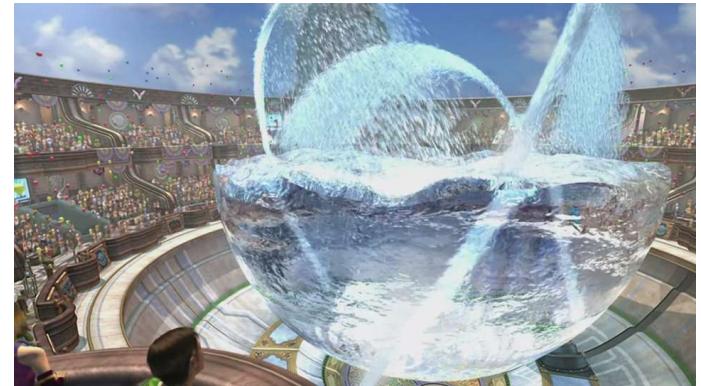


**TRIPLE
TRIAD**

"The players fight with all their strength: the fans cheer for their favorite team. They forget pain, suffering... Only the game matters! That's why Blitz has been around for so long. Least that's what I think."

- Wakka

Blitzball is a team sport that can be compared to water polo except that the game is played underwater, inside a large water sphere. The water itself is imbued with magical properties to allow players to stay submerged for an extended period. In Blitzball two opposing teams play against each other and the team which scores the most points wins. A point is scored by shooting the ball inside the enemy goal. Each team consists of one goalkeeper and 2-5 players. Blitzball is similar to combat, except that the game is centered around controlling the ball. The turn order is determined in the exact same way as in combat and the player who takes the first turn catches the ball after kick-off. Each game consists of two halves, where each half consists of 10 rounds. After finishing the first half, the teams take a break where every player fully recovers their SP. Blitzball is played inside a 15u diameter sphere filled with water, but you can use the simplified layout shown below to illustrate games.



During each turn, a player can swim a total distance of up to his PC+1 units and take one of the following actions. The only exception is the goalkeeper, who stays in front of the goal at all times and only reacts to enemy shots. The set of actions you can take changes depending on if you have the ball or not.

Pass: You pass the ball to another player. The ball can travel a maximum distance of your OFF+1d units. While playing the pass, every opponent within 1u of you can try to block the ball. In doing this, each blocker reduces the passes distance by their DEF+1d. If an opponent reduces the passes distance to 0, they catch the ball. If the ball gets past all blockers, but does not reach its target, the player closest to it catches the ball.

Shoot: You shoot the ball on the goal. The ball can travel a maximum distance of your OFF+1d units. Firstly, each shot can be blocked by nearby opponents in the same way as a pass. Then, if the ball reaches the goal, the goalkeeper can try to catch it. If the goalkeeper's DEF+1d is higher than the ball's remaining distance, he catches the ball, otherwise you score a goal. If the keeper catches the ball, he can immediately make a pass that cannot be blocked. If you successfully score a goal, a new kick-off is performed like at the start of the game. Each shot costs you an amount of SP equal to your OFF.

Tackle: You try to steal the ball from a player that is within 1u. If your DEF+1d is higher than the target's DEF+1d, then you successfully steal the ball. Also, add 1d to your roll, for each tackle that the target has suffered since his last turn. In performing the tackle, you can additionally dash a distance of your PC+1 units. Each tackle cost you an amount of SP equal to your DEF.

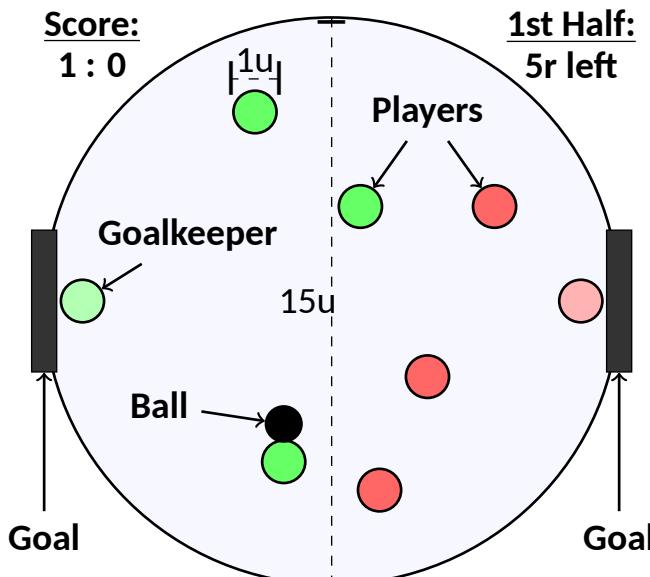
Tech: Techs are special abilities that can help you win the game. Each tech contains its effect and SP cost in its description. A list of techs is shown on the next page.

During a Blitzball game, players may suffer the following effects for a limited duration.

Poison: At the start of each turn, your current SP is reduced by an amount equal to 10% of your maximum SP.

Wither: Your OFF, DEF and PC are halved.

Nap: Your turns are skipped and you cannot catch or block the ball. When a player passes to you while asleep, you immediately wake up and the ball is received by the nearest player.



Each player's proficiencies in different aspects of the game are defined by the following 4 Blitzball attributes:

Stamina Points (SP): Represent your durability during the game. Most actions cost an amount of SP to perform. When your current SP reaches 0, you can keep playing, but cannot perform actions that cost SP.

Offense (OFF): Improves your chances of successfully passing and shooting the ball.

Defense (DEF): Improves your chances of stealing and intercepting the ball.

Pace (PC): Determines how fast you can swim.

"That was the Jecht shot, wasn't it?"

- Yuna



All blitzball attributes of a player are derived from and improved by their combat attributes as follows:

Stamina Points = Health Points + Mana Points

Offense = Strength + Magic

Defense = (physical) Defense + Resistance

Pace = Agility

So if a player character levels up outside of Blitzball and gains STR+1, his OFF is also increases by 1. To avoid confusion, Blitzball attributes should be tracked separately from combat attributes. In the beginning each player already knows one tech of their choice. Each player can learn up to 3 techs at most, by observing other players who perform them. If during a game, someone within 3u of you performs a tech, you can try to pass a DC 9 check to learn it. If you already know 3 techs, you have to forget one of them to make place for a new one. Playing Blitzball is a source of experience for player characters, which can help them to reach adventuring milestones more quickly. Furthermore, winners of Blitzball are usually awarded with various rewards and prices, including Equipment, Items and Gil.

Tech	SP	Effect
Jecht Shot	20	You make a shot, that cannot be blocked by any player except the goalkeeper.
Grip Gloves	8	Until the start of your next turn, add 1d to your DEF while you are trying to catch a pass or shot.
Brawler	8	Until the end of your next turn, your DEF is increased by an amount equal to your OFF.
Aurochs Spirit	12	All allies within 5u increase their OFF and DEF by 5 until the start of your next turn.
Drain Pass	8	You make a pass, where you add 3u to its distance. Every player that fails to intercept it loses 5 SP and your SP is increased by the same amount.

Tech	SP	Effect
Sphere Shot	15	You make a shot, where you add 2d units to its distance.
Volley Shot	6	When you receive a pass or catch a ball before the start of your next turn, you can immediately make a shot.
Venom Shot	10	You make a shot, where you add 3u to its distance. Every player that tries to block it makes a DC 8 check and suffers Poison for 3 rounds upon failure.
Wither Shot	10	You make a shot, where you add 3u to its distance. Every player that tries to block it makes a DC 8 check and suffers Wither for 3 rounds upon failure.
Nap Shot	10	You make a shot, where you add 3u to its distance. Every player that tries to block it makes a DC 8 check and suffers Nap for 3 rounds upon failure.
Wither Pass	8	You make a pass, where you add 3u to its distance. Every player that tries to block it makes a DC 8 check and suffers Wither for 3 rounds upon failure.
Venom Pass	8	You make a pass, where you add 3u to its distance. Every player that tries to block it makes a DC 8 check and suffers Poison for 3 rounds upon failure.
Nap Pass	8	You make a pass, where you add 3u to its distance. A player that tries to block it makes a DC 8 check and suffers Nap for 3 rounds upon failure.
Venom Tackle	10	You make a tackle, where you add 3 to your usual DEF. Every player that tries to block it makes a DC 8 check and suffers Poison for 3 rounds upon failure.
Nap Tackle	10	You make a tackle, where you add 3 to your usual DEF. Every player that tries to block it makes a DC 8 check and suffers Nap for 3 rounds upon failure.
Wither Tackle	10	You make a shot, where you add 3u to its usual distance. Every player that tries to block it makes a DC 8 check and suffers Wither for 3 rounds upon failure.
Drain Tackle	10	You make a tackle, where you add 3 to your usual DEF. In addition, the target makes DC 8 check and upon failure his SP is reduced 5 and your SP is increased by the same amount.
Tackle Slip	7	Until the start of your next turn, every opponent that tries to tackle you has to make a DC 8 check first and upon failure, their tackle misses.
Elite Defense	8	Until the start of your next turn, when an opponent moves within 1u of you, you can immediately make a tackle on him.

"I, Garland will knock you all down!"

- Garland



Chaos in Cornelia is a pre-prepared adventure that is suitable for inexperienced players and GMs. In this adventure, the party is tasked with finding the abducted princess Sarah of Cornelia, a plot based on the beginning of the first Final Fantasy game. A map with all interesting locations is shown below. The players can create their characters by following the standard character creation rules. Since the adventure starts on a ship to Cornelia, their stories should explain why they set off on this journey. All characters start at Level 1 with the following equipment: a Level 1 Mythril weapon they can use, Clothes, a Potion and 100 Gil.

"The moon'd tire of waitin' around for your ass!"

- Cid

The party is on a small transport ship named **Tiny Bronco**, which is on its way to deliver cargo to Cornelia. Captain has agreed to let the party board the ship for a small fee and apart from there are only two more sailors on the ship named Biggs and Wedge. The two sailors are

wearing white bandannas and shorts as well as red shirts with stripes. Both of them are young and inexperienced, but friendly towards the party. The same cannot be said of the older captain, who retreats to his cabin and prefers to be left alone.

"I don't look like it, but I'm a coward at heart."

- Wedge

If the adventurers are not familiar beforehand, they should introduce each other first after which they are free to explore the ship. They can also talk to the sailors who are happy to kill time during the journey. Biggs and Wedge tell them about recent pirate attacks on sea, which seem to have increased recently. Furthermore, they also tell the party about Cornelia, as they have heard that the princess has disappeared. If they ask about Cid, the sailors tell them about his past as a former soldier. As it starts getting dark outside, the crew retreats to their cabins. When the adventurers prepare to finish the day, they suddenly hear loud noises surrounding the ship. They quickly realize that several pirates have boarded the Tiny Bronco! In the ensuing battle, the enemy party should consist of roughly one Pirate per player and due to restricted space you can assume that all participants within distance of each other. Meanwhile, the crew is out of sight, fighting other pirates who have entered the ship below deck. When the pirates are defeated, remember to award the party with the dropped Gil for each slain enemy.

Pirate	Level 1	
HP:	10	MP: 0
STR:	1	DEF: 0
MAG:	0	RES: 0
AGI:	3	Size: M
Scimitar:	1d DMG	



Drops: 150 Gil

After the battle, the crew comes together with the party and Cid thanks them for their help. He explains that this is not the first time they have been raided by these pirates, who are part of Captain Bikke's crew. The party may now go to sleep below deck to fully recover their HP and MP. Shortly after they wake up in the morning, the ship arrives at Cornelia Port. Once there, the crew begins unloading the goods and parts ways with the party. Cornelia Port is small and accommodates only a handful of cargo ships like the Tiny Bronco. The sailors at the port are unloading boxes from the ships, either to store them in warehouses or carry them directly to Cornelia.

"By the by, you need anything? Take a look at my wares! You might just be surprised at what you find..." - Dyce

After getting off the ship, the party can ask around to find the way to Cornelia. The sailors warn them to be careful on the way, as the castle guards are not patrolling the route anymore. Cornelia is not far from the port and the path mostly leads through fields and grassland. The party can meet a traveling merchant named **Dyce** at the port. Dyce is a well built, tall man, bald with beard and wears a dark outfit. He also has a Chocobo at his side that he travels on. Dyce provides the party with information on the troubles in Cornelia, as he has heard rumors about the princess being abducted. He also sells Potions for 125 Gil each, but he has more inventory which the party cannot afford at this point. Dyce is a traveler, so it is likely that the party will run into him again in the future. However, his prices are usually be higher compared to regular stores.



"You must have cannonballs of steel to challenge me!"
- Bikke

When talking to Dyce or other sailors, the party finds out that the port has often been raided by pirates recently. Usually, the area is protected by Cornelia's guards, but since the disappearance of the princess, the king has recalled all troops to the castle. The pirates always attack at night and if the party waits around the port until after dark on any day, they will witness a raid. As the party knows about their plan, they can try to take

defensive measures such as setting up an ambush or traps beforehand. The attack commences with a large pirate ship docking the port and several pirates storming out to pillage the warehouses and other ships. The pirates are, once again, Captain Bikke's crew, but this time Bikke himself is present as well. In the ensuing fight, Bikke stays in the back lines and immediately retreats to his ship once he receives any damage. There are also some of his men beside him, again roughly one pirate for each party member. As Bikke likely runs away from this battle, the party may run into him again in the future. After successfully scaring off the pirates, the sailors at the port are very thankful to the party and offer them free food accommodation for the night.

Bikke

Level 2	
HP:	32
STR:	1
MAG:	1
AGI:	2
MP:	25
DEF:	2
RES:	2
Size:	M

Scimitar: 1d DMG

Thunder

MP: 4 Target: Single Time: Or Range: 3u
You deal 2d lightning damage to the target

Cheer

MP: 5 Target: Single Time: Or Range: 3u
The target gains EnSTR for 1 round.



Below is map of **Cornelia**, there are also some farms outside the city walls that are not shown. All important locations are marked with numbers and in the following you can find paragraphs with corresponding numbers that give more details about the locations. The party arrives in Cornelia from the southern gate, where two guards stop them as they do not recognize the adventurers. They advise the party to stay clear of the castle and leave the town after finishing their business. Most townspeople are too scared to leave their homes since the princess has disappeared.



"Hello, there! I'm a dancer! What's that? You fancy a dance? Hee hee!" - Arylon

1. Fountain: The party notices a beautiful fountain standing out in the otherwise unremarkable town. Nearby is a blue-haired, cheerful, young woman in a red dress who practices dancing, her name is Arylon. When asked about the princess or the castle, she reveals rumors that princess Sarah is being held hostage for a hefty ransom. Accordingly, the castle is in chaos and has been locked off. She also reveals that there have been multiple unsuccessful attempts at rescuing Sarah.

"Please, come in! We charge 50 Gil per night. Would you like to stay?" - Elia

2. Inn: The party enters into a small room with a red rug on the ground and a counter at its end. Behind the counter stands a young woman with dark blue hair wearing a long green dress, her name is Elia. To the left is a large room with multiple beds and minor decorations on the walls where the guests sleep. To the right is another room, with wooden chairs and tables where guests can sit to eat and drink. The party can sleep at the Inn for 50 Gil per night per person. They can also ask Elia for information, as she overhears a lot from visitors. She points the party towards various people in town that may need their help such as the smith and the mages.

3. Smith: The party enters a large shop with a forge. Behind the counter is an older man with brown hair and a full beard, his name is Todo. He informs the party that the store is closed, he cannot work due to not receiving essential shipments from the port. To help him, the party has to talk to Dyce at Cornelia Port, who is looking after the shipments. They consist of a large wooden box on a small wagon, which slightly slows down the carrier's movement. On their way back to Cornelia, a bizarre monster named **PuPu** makes an attempt to steal the shipments! PuPu is sitting in the trees, and uses his **Abduct** ability to make the box disappear. If the players look for him in the trees while he is doing this, he is easy to spot, because the top of his head is glowing. Afterwards, he is difficult to spot, a player has to succeed on a check that can vary between DC 6-8. The party may fail to find PuPu, but he will be nearby if they return later. If detected, PuPu does not fight, he instead uses **Potions Please!** and returns the stolen goods if the party complies. They can also just attack him, in which case the shipment reappears after PuPu is defeated. Upon successfully returning the cargo, Todo rewards the party with 500 Gil. The smith can work again, but he will be busy completing outstanding orders for some time. When the party returns in a few days, Todo may upgrade their weapons or armor and he may sell any Level 1 weapon or armor of your choice.

PuPu		Level ?	
HP:	10	MP:	10
STR:	0	DEF:	0
MAG:	0	RES:	0
AGI:	2	Size:	S

Drops: All abducted objects

Ⓐ Abduct

MP: 0 Target: Single Time: 1r Range: 5u
An object that you can see within range disappears to an unknown location.

Ⓑ Potion Please!: Ask your enemies to give you a Potion, if they comply make a DC 8 check. If you succeed you disappear to an unknown location (KO), otherwise you keep asking for more Potions.



4. Store: This general goods store is dominated by a large counter in the center and heaps of wares and items around it. Behind the counter is a young man with dark hair and a green bandana, his name is Guston. He is not particularly concerned about the princess, but he is annoyed that the troubles in Cornelia have dampened his sales. Accordingly, he is very friendly towards potential customers and sells the items listed below.

Item	Price	Effect
Echo	50 Gil	Removes Silence.
Grass		
Potion	100 Gil	Regain 8 HP.
Ether	150 Gil	The target regains 12 MP.
Phoenix	300 Gil	Remove KO status and regain 1 HP.
Down		
Tent	500 Gil	Allows the party to sleep outside.
Lantern	100 Gil	Illuminates area up to 10u.

"Do not lose heart, brave warriors."

- Gregory

5. Chapel: The chapel is small and cozy with few wooden banks, but it is also completely empty except for one person, father Gregory. Gregory is an old man with a long white beard wearing a red hooded robe, he speaks slowly and quietly. He laments that nobody has been visiting the chapel since the disappearance of Sarah. Apparently, most townspeople believe that the incident is a divine punishment, so they avoid the chapel. Gregory asks the party to restore the faith of Cornelia's citizen. The party can for example convince people by clarifying details about Sarah's disappearance (she was kidnapped), that many are unaware of. If the party manages to convince at least any 3 people in Cornelia to attend the chapel, Gregory is satisfied and rewards them with 500 Gil. Moreover, he offers his services to the party for free: he can cure the KO status by performing a 1 hour long ritual.

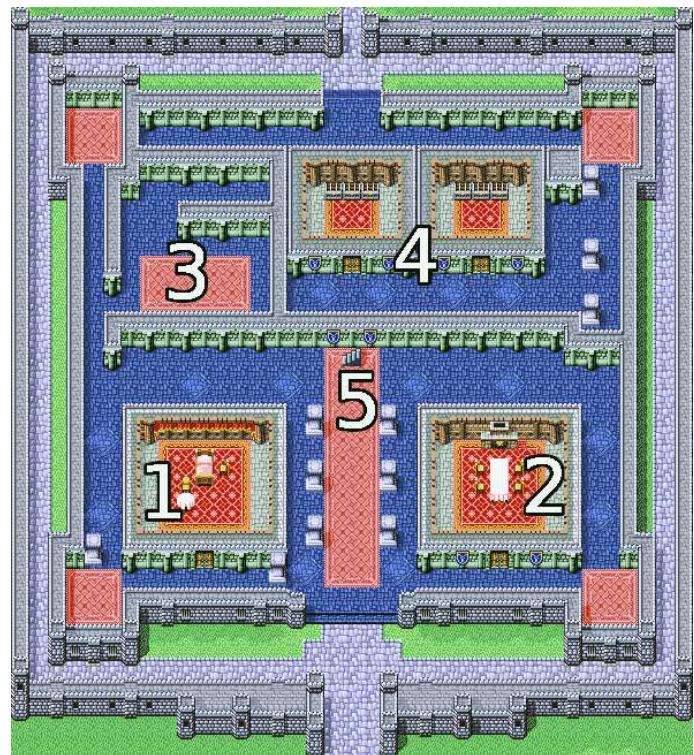
6. The Mages: These two buildings are almost identical, each one consists of a single large room with a bed and shelves with heaps of magic and alchemy goods and books. They are inhabited by the eccentric and stubborn twin brothers Gilles and Noah. Gilles is a Black Mage who wears a blue robe and a pointed hat, while Noah is a White Mage who wears a white hooded robe with red accents. The other townspeople usually avoid the brothers, except when they need their services. Getting annoyed by this, the mages have decided to develop a flask, which allows them to store their magic, so that others can use it without their presence. Unfortunately, something went wrong during its development, causing the item to break apart in a violent explosion, the result of which the party can see in the back yard. Out of pride, both of them blame their brother for the accident and they have stopped talking since. The party can resolve the dispute by convincing them that they were both at fault. First they have to repair the broken flask either through mechanical or magical means, which is easy. Then, they have to study the flask and the recipe for creating it, which they can receive from the mages. A character that can use magic himself immediately understands the issue, one that cannot use magic has to pass a DC 8 check: the flask broke, because after its creation each mage cast 2 spells into it, causing the flask overload as it cannot hold more than 3 spells. This can be demonstrated by casting only 3 spells into the flask, which works fine. If the party manages to convince the mages, they accept their wrongdoing and apologize to each other. They gift the flask to the party as a token of gratitude and the party may visit them in the future to buy the accessories shown below, to which you may add any other of your choice.

Accessory	Price	Effect
Magic Flask	900 Gil	Can store up to 3 spells that are cast into it. The wearer can use an action to unleash a stored spell's effect on a chosen target.
Rune Bracers	500 Gil	RES +1
Mythril Shield	500 Gil	DEF +1

7. Abandoned Building: This building has been left purposefully empty in case you may need it. It could be related to one of the character's stories or it may have content that you want to add to the adventure. Otherwise, the house is empty and the players can ask around to find out that it used to be a shop that has been abandoned due to not being profitable.

8. Well: It's a well. It looks like you could climb down it, but you can't. Really.

9. Castle Entrance: This entrance directly leads to **Castle Cornelia** and is permanently blocked by guards. However, they let the adventurers through if they explain that they want to help find the princess. The guards ask the party to report to the chancellor on the upper floor. A map of the castle's ground floor with all relevant location is shown on the right. The central stairway leads to the throne room, while the back entrance leads to the palace garden. The palace is filled with armed guards at all times.



"Please bring my daughter, my Sarah, back to me safely." - Queen Jayne

1. Queen's Room: Queen Jayne is a middle-aged woman with turquoise hair and blue eyes, wearing a long red dress and a golden tiara. She has been depressed since her daughter's kidnapping and only talks to the party after they have won the king's trust. Once she talks, she tells the party about the night of the kidnapping, which she has witnessed personally. On that night, she woke up and encountered Garland who was escaping with the unconscious princess in his arms. Garland told her to hand over control Cornelia if she wants to see her daughter alive again. Then he disappeared with Sarah through the back entrance of the palace. The Queen is traumatized by this event and she blames herself for not preventing it.

2. Sisters's Room: This room is inhabited by Sarah's sister Alison, an emotional teenager who resembles her mother. The guards at her door tell the party that she has locked herself in and won't open the door. If they can convince her, for example by assuring that they will save Sarah, she opens the door to talk. Alison knows

her sister well, as she looks up to her very much. She tells the party about Sarah's passion for music and that her precious lute has disappeared with her. If the party manages to calm her down, they have a better chance at convincing the king, who is worried about his daughter.

"Garland was once the greatest knight in the kingdom. But power corrupted him, and he turned away from his own true nature." - Ian

3. Captain: The captain of the guard is a young man with long blond hair named Ian, he is wearing a decorated heavy armor and a longsword on his back. He is reluctant to talk the adventurers and they notice that he is missing his left arm. If the party has convinced the king, the captain is willing to talk to them about the mission to rescue Sarah, which he led. Right after Sarah disappeared, him and his men followed Garland and confronted him at the Big Bridge, north of Cornelia. However, Garland bested all of them in the ensuing battle and the captain was the only one survivor, albeit without his arm. He is ashamed of his failure and seems deeply disturbed and scared of Garland's power.

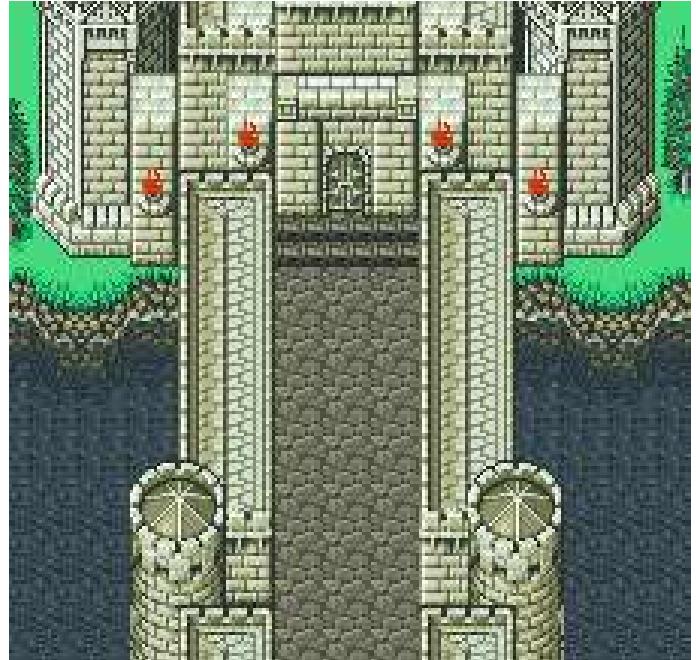
4. Treasure Room: Both rooms of the treasury are guarded by two men in heavy armor. If the party has obtained a letter from the king, they are given the following items by guards: A large Tent that fits the entire party plus a Potion and 200 Gil per party member.

"Garland is no longer the man I once knew. I beg of you. Please return my daughter to me quickly!"

- King of Cornelia

5. Throne Room: The door is guarded by two guards with glaives and heavy armor. Inside, the king sits on his throne and the chancellor stands beside him. The king is a middle-aged man with light blue eyes and brown hair with a long brown beard, he is wearing a golden crown and long red robes. The chancellor is slightly younger with dark hair, also wearing noble clothing. The king is happy to see the adventurers, as he is desperate to find his daughter, but the chancellor is very skeptical. In the following conversation, the party can try to convince the king that they can rescue Sarah, but the chancellor convinces him that they have to prove their trustworthiness first. The king then laments that he has been neglecting his people while trying to rescue his daughter. He asks the party to help the people of Cornelia to prove that they are capable of saving Sarah, in return he promises to provide them with supplies for the journey. Completing some of the following tasks may convince the king: help the smith to receive his shipments, resolve the dispute between the two mages, defend the port against the pirates, help the chapel regain its members.

After the party wins the king's trust, he reveals further details on the kidnapping: Sarah was kidnapped by a former knight of Cornelia named Garland, the most powerful swordsman in the kingdom. Garland used to be close to the king, but power has corrupted him and he demanded to become his successor. When the king denied, Garland abducted his daughter as ransom for control over Cornelia. Many other knights have tried to save her and even though none succeeded, they found out that Garland keeps Sarah in the Chaos Shrine, north of Cornelia and past the Big Bridge. The king keeps his promise and writes a letter to confirm that they were officially given the task of rescuing the princess. This letter allows the party to retrieve supplies from the treasury and other members of the palace are more willing to talk to them. After successfully convincing the king, the party is also rewarded with a **Level Up!**



"Let's see how you handle the mighty me! And by me, I mean Gilgamesh!! And by handle, I mean DIE!" - Gilgamesh

When departing from Cornelia and heading north, the party finds themselves in the forests and grasslands surrounding the city. After several hours of travel through the quiet nature, they arrive at the Big Bridge, which is massive but also old and brittle. When they reach its end, they encounter Gilgamesh who seems to have been awaiting them. Gilgamesh is not necessarily good or evil, he travels the world to find powerful weapons for his collection. Garland has convinced Gilgamesh to work for him, in return he has gifted him the legendary sword "Excalibur". Upon meeting the party, Gilgamesh recognizes them as potentially worthy opponents and draws his weapons, his combat details are shown below. When reduced to 0 HP, Gilgamesh does not immediately faint, instead he finally draws Excalibur for one last attack. Upon trying to use it,

the sword deals no damage and immediately breaks. Gilgamesh realizes that he was tricked and seeing no other option, he flees. As he remains alive, the party may meet Gilgamesh again in the future. The party can now finally cross the bridge to reach the dark forest before the Chaos Shrine. The forest is unusually quiet and most of its trees and plants seem to have died out. The adventurers can very likely not reach the Shrine before sunset, so they should rest the night in the forest.

Gilgamesh

HP:	45	MP:	40
STR:	2	DEF:	1
MAG:	0	RES:	0
AGI:	4	Size:	M

Polearm: 1d DMG

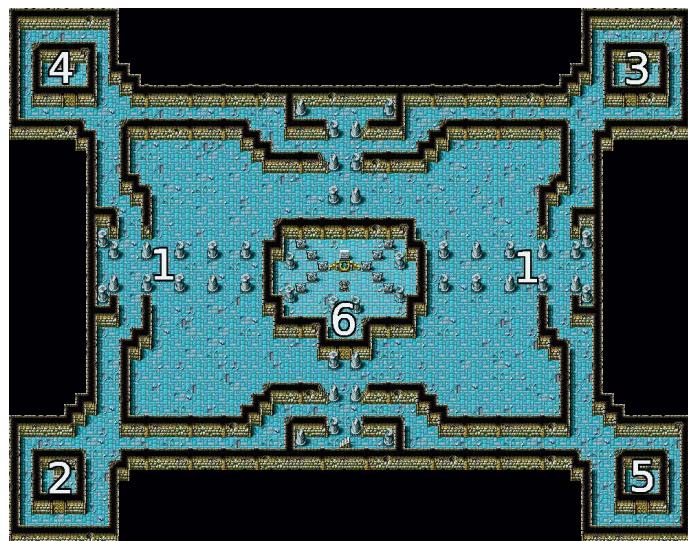
Death Claw

MP: 6 Target: Single Time: Or Range: Weapon
Make two Attacks against the target and if at least one of them hits, he suffers Immobile for 1 round.

Sword Dance

MP: 8 Target: 3u Time: 1r Range: Self
You make an Attack against every enemy in the target area.

Critical Strength: When reduced below 20 HP, you gain EnSTR until the end of battle.



As the party reaches the edge of the dark forest, they can see the menacing **Chaos Shrine** in the distance. As they move closer, they notice that the shrine has been claimed by nature, as its walls are damaged and overgrown and the foundation has begun to sink into the ground. An unnatural serenity surrounds the shrine with no other living being in sight and the only entrance is a set of brittle stairs that lead down into darkness. After descending the stairs, the party arrives at the south of the map shown below and can barely see in the dark. The way north is blocked from rubble that is a product of pillars and large rocks which have broken off from the ceiling. Upon closer inspection, the party realizes that this blockade has been created purposefully.



Drops: 500 Gil

1. Traps: Both marked locations contain a magical trap on the ground that has been placed by Garland to alert him and impede intruders. A character that is actively looking for traps or taking similar precautions notices it by passing a DC 7 check. The trap explodes when stepped, dealing 1d+3 fire damage to everyone within 1u of its center.

2. Mimic: Inside this room is a single large chest that once touched reveals itself to be a vicious Mimic. A character can notice that something is wrong with the chest beforehand by passing a DC 9 check. If they fail to do so, the Mimic gets an surprise round at the start of the ensuing battle.

Mimic

HP:	20	MP:	0
STR:	2	DEF:	0
MAG:	0	RES:	0
AGI:	2	Size:	M

Bite: 1d DMG



Drops: 200 Gil

3. Healing Spring: The heavy door of this room is locked and can be broken or lockpicked, by passing a check whose DC can vary from 6 to 9 depending on the character's expertise. Inside the room, the party finds a large chalice that stands on a stone pedestal and is filled with what seems to be water. Upon closer inspection, a character can understand that the liquid is of magical nature and a character that drinks it, fully recovers his HP and MP immediately. However, the chalice itself has no magical properties and contains only 5 portions of the healing water.

4. Chests: This room contains 2 chests, one can be opened easily and contains 3 Potions and a Phoenix Down. The other one contains **Sarah's Lute** and can only be lockpicked by passing a check where the DC varies between 7 and 10 depending on the character's expertise. It can also be opened with a key that Garland carries with himself, but the chest is too robust to be broken through force.

5. Secret Door: This room is empty except for a large stone tablet on the left wall with multiple different symbols on it. Upon closer inspection, the party can understand that the symbols describe a short music piece. The wall next to it contains a secret door which is revealed by playing the piece on Sarah's Lute, which only Sarah herself should able to perform properly enough. The secret door leads into a small room with a stone pedestal which has a golden ring on it. The accessory is named **Angel Ring**, it is worth 2000 Gil and has the following effect: when you suffer KO while wearing it, you can activate it to immediately get revived with 1 HP. The ring is destroyed after using this effect.

"Hmph. The king's lapdogs. Do you have any idea who you're messing with?" - Garland

6. Garland: At the center of the temple, the party finally confronts Garland. Sarah is also in this room, locked in a cage that stands in the corner. Garland is a tall, well-built man in full heavy armor wearing a purple cape and carrying a sword. He is very arrogant and believes that he deserves to rule Cornelia, because he is the strongest warrior in the kingdom. Garland has studied the dark secrets of the Chaos Shrine since his arrival to expand his power. He sees the party as just another annoyance standing in the way of his grand plans.

"You really think you have what it takes to cross swords with ME? Very well..." - Garland

Garland draws his weapon to commence the fight and he also summons multiple bats to aid him, one for each party member. During the battle, he focuses on his positioning to pick off lone party members while he avoids getting outnumbered himself. In the original story, Garland uses a magical artifact to escape after being defeated and goes on to become the main antagonist of the game. If you want to continue the adventure differently, he may also die at hand of the adventurers or you can let the players decide his fate. After being freed from her prison, Sarah is understandably still very scared and traumatized. She thanks the party for rescuing her and asks them to find her precious lute, which Garland has taken. The party can refuse her request to quickly return to Cornelia, which Sarah will understand but not be happy about.

Garland

Level 3



HP:	42	MP:	50
STR:	3	DEF:	2
MAG:	2	RES:	1
AGI:	2	Size:	M

Longsword: 1d DMG
Auto-Blink, Dual Attack, Revert

Fire

MP: 4 Target: Single Time: 0r Range: 3u
The target suffers 2d fire damage.

Drain

MP: 6 Target: Single Time: 0r Range: 4u
Reduce the target's HP by 1d and increase yours by the same amount.

Silence

MP: 6 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers Silence for 3 rounds upon failure.

Bat

Level 1



HP:	6	MP:	0
STR:	0	DEF:	0
MAG:	0	RES:	2
AGI:	4	Size:	S

Teeth: 1d DMG

Drops: 100 Gil

Absorb: On every successful Attack you regain 1d HP.

"You... you've come to rescue me? I don't know how I can ever thank you..." - Sarah

After rescuing Sarah, the party has to return her safely to Cornelia and therefore, they have to travel back the long way they came from. The journey should be uneventful, but you can feel free add some surprises of your own. Sarah is a young princess with turquoise hair like her mother and wears a gold colored dress as well as a golden pendant with red jewels. She is polite but also very quiet and absent, because she is suffering from the physical and mental scars of the kidnapping. Sarah is not capable of looking after herself, she needs the adventurers' guidance during the journey. While travelling, she often asks about the state of Cornelia and her family because she blames herself for what has happened.

"Thank you for returning my daughter to my side."
- King of Cornelia

When entering Cornelia with the princess at their side, the adventurers are hailed as heroes by the townspeople and guards. The inhabitants of the castle are surprised when meeting the party, as they had already given up on ever seeing the princess again. The king is very grateful to the adventurers and orders his servants to prepare a banquet in their honor. Furthermore, the king offers them very generous rewards for rescuing his daughter as he had promised. In the original story, the king commands his men to rebuild a broken bridge, that leads to another continent for the adventurers to explore. Depending on how you want to continue the game, his gift should be something that helps the party on their upcoming adventures. He could for example gift them a ship that allows them to reach new lands or a house in Cornelia if the city will stay relevant. By rescuing princess Sarah and defeating Garland, the party has grown together and developed their individual skills. Accordingly they are rewarded with another **Level Up!** Even though they still have a lot to learn, they have proven themselves to be capable adventurers that can stand up against the evil in the world. From here, you can continue the adventure by building on the presented content and creating your own locations, characters and challenges.

"Though he is called the Dynast King, upon establishing the alliance, he showed compassion for his people, and disdain for war. A philosophy passed on to his successors. One that would bring peace and prosperity for hundreds of years to follow." – Ashe



Tomb of Raithwall is a pre-prepared adventure that is self-contained and can be played either standalone or integrated into a larger campaign. In this adventure, the party explores an ancient tomb in search of a powerful artifact of legends. Tomb of Raithwall is designed for a Level 3 party, but depending on factors such as party size and experience, you may need to adjust some of the enemies and rewards. In case the players create new Level 3 characters, they can use the standard rules for choosing starting equipment and everyone receives an additional 1500 Gil in cash. Also, the story of every character should explain why he or she joined this dangerous treasure hunt. Note that detailed maps of the tomb are given at the end of this document.

"There's no guarantee we'll make it out alive. Vicious beasts. Fiendish traps. Something like that?"

– Balthier

After a march through the vast Nam-Yensa Sandsea, the party arrives in front of a tall cliff and they spot a narrow gap leading inside. Next to this entrance, they meet the traveling merchant **Dyce** who has enacted a camp. Dyce is a well built, tall man, bald with beard and wears a dark outfit, he also has a Chocobo at his side that he travels on. He informs the party that the path through the cliffs leads to the Tomb of Raithwall and tells them about its history: The tomb is the resting place of **King Raithwall**, also called the Dynast King. Legends say that in ancient times, Raithwall was a generous king who united many warring kingdoms under his banner, bringing peace and prosperity to the land. It is believed that the key to his power was a magical artifact, named the **Dawn Shard**. According to the legend, with his last breath, King Raithwall sealed the tomb with himself and the Dawn Shard inside to prevent its power from falling into the wrong hands. Many adventurers have tried to claim the Dawn Shard, but they only found their doom in the many dangers and traps of the tomb. Through further inquiry, the party can find out that Dyce is not

here by coincidence, in fact he is hoping to profit of the many adventurers passing through this spot. As such, he also offers to sell his goods to the party, at a 50% higher price compared to regular stores (he calls this the "risk premium"). Dyce also assures the party that he will remain in this spot for some time, in case they need to make more purchases in the future. He has the following Items and Accessories in his inventory: Potion, Ether, Hi-Potion, Turbo Ether, Phoenix Down, Light Curtain, Lunar Curtain, Rune Bracers, Mythril Shield, Silver Glasses, White Cape, Star Pendant.



After the party steps through the narrow gap in the cliffs, they find themselves in the so-called **Death Valley** with the massive tomb right in front of them. A set of tall stone pillars on both sides mark the way to a long flight of stairs leading into the Tomb of Raithwall. As the party makes it half way through the valley, they are suddenly disturbed by a deafeningly loud screeching and a huge bird-like creature descends upon them. **Garuda** as one of the many guardians of the tomb, protects its entrance in the ensuing fight. Only after defeating the beast, the party can make their way into the tomb through the central flight of stairs.

Garuda

Level 3

HP:	50	MP:	120
STR:	3	DEF:	2
MAG:	4	RES:	3
AGI:	2	Size:	L



Beak: 2d DMG

Drops: 800 Gil, Phoenix Down

Resilient:

Immune:

Weak:

Aero

MP: 8 Target: Single Time: Or Range: 4u
You deal 2d wind damage to the target.

Aerial Blast

MP: 10 Target: 10u (line) Time: 1r Range: Self
All enemies in the target area suffer 4d wind damage.

Fly

MP: 4 Target: Single Time: Or Range: Self
You ascend up to a height of 3u. While in the air, you can move as usual. After 3 rounds, descend next to an enemy within 8u and make an Attack on him.

Wing Slap: Whenever you make an Attack against an enemy within range, you can also make second Attack against another enemy within 2u.

"Fight or run, we better decide fast!"

- Vaan

After entering the tomb, the party find itself inside a large hall, the **Hall of the Destroyer**. Its entrance is built on an elevated platform and by using one of two parallel stairways the party reaches the central corridor that leads further into the tomb. On their way, they notice that the tomb is lit by many fire sources such as torches and fire pits that seem to burn perpetually and in an unnatural manner, presumably through magical means. Moreover, they pass a heavily decorated piece of wall, with what looks like the statue of a monster sunk into it, looking into the corridor. Suddenly, as they step into the corridor, the ground begins to shake and a loud noise emerges from behind them. As they turn around, the party is confronted with the massive wall that has come alive to block the path to the entrance.



Demon Wall is another guardian of the tomb and in the ensuing fight, he keeps moving forward on every turn, pushing the party towards the opposite side of the corridor. He receives no surprise round, but takes the first turn. The party cannot walk past Demon Wall, because it blocks the entire passage, so they either have to defeat it or flee through the door on the other side. When a player reaches the heavy double door, he has to use his action and pass a DC 8 check to open it. Upon failure, he is only able to move the door a little bit, but the next one to try the same receives Advantage on the check. When Demon Wall reaches the door, it closes in and crushes everyone in the way. After some time, Demon Wall retreats to its original position, but whenever the party steps through the corridor again it emerges and Attacks in the exact same manner. However, it does not regenerate any HP, so the party can try to wear it down over multiple attempts. You can describe that parts of it are crumbling and breaking to visualize the damage that Demon Wall takes. The party does not immediately have to defeat Demon Wall, but they have to do so eventually as it blocks the only entrance out of the tomb. A major advantage of defeating it early is that it allows the party to step outside either to rest or to buy more Items from Dye.

Demon Wall

Level 4

HP:	100	MP:	150
STR:	4	DEF:	3
MAG:	3	RES:	4
AGI:	2	Size:	L



Swords: 2d DMG,

Drops: 1000 Gil, Hi-Potion

Resilient:

Immune:

Weak:

Poison

MP: 6 Target: Single Time: Or Range: 5u
The target makes a DC 8 check and suffers Poison for 3 rounds upon failure.

Blind

MP: 6 Target: Single Time: Or Range: 5u
The target makes a DC 8 check and suffers Blind for 3 rounds upon failure.

Silence

MP: 6 Target: Single Time: Or Range: 5u
The target makes a DC 8 check and suffers Silence for 3 rounds upon failure.

Slow

MP: 8 Target: Single Time: Or Range: 5u
The target suffers Slow for 3 rounds.

Quickcast: Whenever you make an Attack, you can cast a spell immediately afterwards.

Push: Whenever you walk forward, push away all enemies in your path. You can use this ability to crush enemies between yourself and a wall or door, immediately causing them KO.

"But you must consider the prize. The Dawn Shard lies within. And Raithwall's treasure."

- Ashe

After passing through the door, the party finds themselves in a chamber called the **Royal Passage**. On the other side of the room, they notice a decorated double door, which the party is unable to open at present. The door also has two circle shape cavities on it, one on each wing. To the left and right side of the room, there are two smaller stairways leading downwards. Additionally, the party notices a mural that has been engraved into the floor of the room, it shows a man holding up an object, a bird to his left and a wall to his right. The image is supposed to depict the creation of Garuda and Demon Wall through the use of the Dawn Shard. Furthermore, next to the door they came in from, the party notices a man lying on the ground. He seems to have succumbed to his heavy wounds and upon closer inspection, they can deduce that he fell victim to Demon Wall. From the way he is dressed, he gives the impression of being a bandit or grave robber, the party can loot the following from him: an Advanced Level weapon (pick something one of the players can use), 500 Gil and 2 Potions. To progress further, the party has to explore the Northfall and the Southfall passages through the stairs in this room. However, before they set off, every player receives a **Level Up!**

"In vainglory they arose, shouting challenges at the gods. But prevail they did not. Their doom it was to walk the mist until time's end."

- Fran, reciting a legend

If the party takes the stairs on the right hand side of the Royal Chamber, they find themselves inside a large corridor of the **Northfall Passage**. Most of the floor in this room has a checkerboard pattern with black and white tiles, the right hand side wall is black while the left hand is white colored. Furthermore, the left wall contains a row of cone shaped cavities at a height of roughly 1u. In case the party investigates the room in more detail, they notice that the black tiles are slightly elevated and the cavities on the left wall have holes in their center. The room is a trap, as soon as the party steps on any of the black tiles, the cones on the left wall start spraying fire. If the trap is sprung, every party member makes a DC 9 check to decide whether they can duck quickly enough and every one who fails, suffers 3d fire damage. The trap can be avoided by only stepping on the white tiles or by crawling on the ground.

After the corridor, the party enters a larger chamber that is empty, except for six stone sarcophaguses that are spread across the room. As they enter, the players notice the words "**GUARDIANS OF THE ARMOR**" engraved into the floor. Once the players move towards the other side of the room, suddenly the sarcophaguses break open and a set of mummies emerge from them to attack the party. The number of mummies should be equal to the party size and in the ensuing fight they gain a surprise round. However, if the players tried to investigate a sarcophagus beforehand, they gain the upper hand against the ambush and thus the surprise round. After defeating the enemies, the party can investigate the now open sarcophaguses to find the following items: a Power Armlet, 2 Hi-Potions and a Turbo Ether. The room has two exits, one to the right hand side and another one opposite to the entry.

Mummy

Level 4



HP: 38

MP: 0

STR: 2

DEF: 3

MAG: 1

RES: 1

AGI: 2

Size: M

Bite: 2d DMG

Drops: 300 Gil, Potion

Immune: ☣ ☣

Weak: ⚡

Blizzard

MP: 4 Target: Single Time: Or Range: 3u
The target suffers 2d ice damage.

▢ Zombietouch: Whenever you successfully Attack a target he makes a DC 8 check and suffers Zombie for 1 hour upon failure.

▢ Undead: You permanently suffer the Zombie status.

By passing through the door on the right hand side, the party steps into a long corridor and upon entering they notice two chests on the left hand side. One is made out of wood and its lock can easily be broken by force, it contains a Bomb Fragment and an Ether. The other chest is made out of metal and cannot be opened by force, instead characters can attempt to pick its lock by passing a DC 8 check. After unlocking it, the party finds a MP Plus Materia and a Phoenix Down inside the chest. The corridor seems to lead to a dead end, but the wall at its end is decorated with a very striking image: it depicts King Raithwall using powerful fire magic against a monster. Upon closer inspection, the party notices that the fire depicted in the image emits a faint red glow, presumably of magical nature. If they deal any fire damage to the wall, a magical mechanism is activated that opens up a small gap in the wall, revealing a secret room. In the middle of this small room stands a pedestal on which the party finds a Fire Cufflink Accessory as well as a Dragon Materia.



After walking through the other door past the sarcophaguses, the party enters a large room with a statue at its center, which is roughly 2u in height. The statue depicts King Raithwall clothed in heavy armor and his arm is stretched out as if he was holding a weapon, however his hand is empty. In front of the statue is a pedestal with a set of heavy armor on it which looks very similar to the armor that the statue is wearing. The walls in this room are engraved with images of King Raitwall fighting various monsters with a decorated longsword. When the party recovers **Raithwall's Sword** from the Southfall Passage and puts it in the hand of the statue in this room, they hear a soft noise, as if a mechanism has been activated. After solving the puzzle in this room and making their way back to the Royal Chamber, they notice that one of the two engravings on the sealed door has now started glowing. The armor on the pedestal is **Raithwall's Armor**, which the party needs for the Southfall Passage. However, after solving the complete puzzle and opening the sealed door, they may claim the armor, in this case it is treated as an Advanced level heavy armor that increases its wearer's maximum MP by 10.

"Call me old-fashioned, but i was hoping for a treasure whose worth we COULD measure."

- Balthier

If the party takes the stairs on the left hand side of the Royal Chamber, they find themselves in the **Southfall Passage** which consists of two rooms. The first one is a very big hall with two doors on the opposite side of its entrance. As they enter, the players notice the words "**GUARDIANS OF THE SWORD**" engraved into the floor. Towards the center of the hall stand three pairs of large Gargoyle statues on opposite sides of the room facing each other. Furthermore, faint red lines are drawn on the ground that connect each pair and in case a player crosses a red line, the two Gargoyle statues connected to it come alive and attack the party. However, there is also some space behind each statue, so the players can avoid the traps by walking along the walls instead of through the center of the room. If the party manages to reach the other end of the hall without triggering any statue, they suddenly hear a faint noise as the red lines on the ground disappear. Moreover, a small compartment opens up at the pedestal of the statues in total containing the following treasures: 1000 Gil, 3 Light Curtains and 3 Lunar Curtains.

Gargoyle	Level 4
HP:	38
STR:	3
MAG:	0
AGI:	2
MP:	30
DEF:	2
RES:	0
Size:	M

Claw: 2d DMG



Drops: 300 Gil
Weak: 

Petrify
MP: 8 Target: Single Time: Or Range: 5u
The target makes a DC 7 check and suffers Immobile for 3 rounds upon failure.

 **Stoneskin:** All damage that you suffer from bladed weapons is halved.

At the other end of the hall, the players find themselves in front of two doors. The one on the left hand side is a regular double door that opens easily and leads into another room. The other door is made of massive stone and looks distinctly different with its various decorative engravings. Also, it does not seem to have a handle or knob, but instead what looks like a button at its center. In case the players investigate the door before pressing the button, they notice that its facade is badly damaged and the floor right in front of it has an unusual amount of cracks and fractures. Once a character presses the button, the door immediately falls out of its hinge and onto everyone standing right in front of it. All affected targets make a check with a DC equal to their evasion DC and everyone who fails the check cannot escape the falling door and suffers 4d physical damage. In addition, all targets that fail the

check become trapped under the door, but manage to free themselves either through their own struggle or with the help of other party members. The trap can be avoided by finding a way to press the button without standing in front of it, for example by throwing a small object at it. After the door is open, the party can enter the tiny chamber behind it which contains only one large wooden chest without a lock. Upon opening it, they find 500 Gil as well as a Grand Helmet accessory. If the players enter the hall at a later time, they notice that the door seems to have mysteriously moved itself back into its original position.

I can hear its call...

- Fran

The second room of the Southfall Passage mostly mirrors the final room of the Northfall Passage with some key differences. Firstly, the statue of King Raithwall in the center of this room has the same pose, but it is holding a sword and wearing no armor. Furthermore, a decorated longsword lies on the pedestal in front of the statue. Finally, the images on the walls in this room also depict battles of King Raithwall against various adversaries, but focus on the merits of his armor by showing that it withstands all his enemies' attacks. When the party recovers **Raithwall's Armor** from the Northfall Passage and puts it in the body of the statue in this room, they hear a soft noise, as if a mechanism has been activated. The sword on the pedestal is **Raithwall's Sword**, which the party needs for the Northfall Passage. However, after solving the complete puzzle and opening the sealed door, they may claim the sword, in this case it is treated as an Advanced level sword that increases its wearer's maximum HP by 10.



After solving the puzzle in this room and making their way back to the Royal Chamber, they notice that another one of the two engravings on the sealed door has now started glowing. At this point, the previously locked door leading to the Chamber of First Light can now be opened. As they step through the door, all party members have to perform a DC 8 and everyone who succeeds gets a feeling that they are being watched but they cannot figure out why.

"My family tells a story of the dynast-king and an esper. The story goes that in his youth, the dynast-king defeated a mighty gigas. For which the gods took heed of him. Thereafter, it was bound to him in thralldom."

- Ashe

Stepping out of the Royal Chamber, the party finds themselves in a corridor with three doors. As they take the door on the left hand side, the party enters an ancient library. However, none of the many books seem to have withstood the test of time and the party is unable to find any readable ones. Moreover, the room contains two wooden chest, that can both be opened easily. Inside the first one, the party finds an X-Potion, a Phoenix Down and a Turbo Ether. In the other chest, the party finds a heavy book that appears to be in a much better condition than the other ones in the library. The book seems to tell the story of **Belias the Gigas** and even though most of it is unreadable, with some effort, the party is able to make out the following excerpt:

"Called the Gigas for his appearance: man and monster fused as one. Considered a mistake upon his making, and receiving not his intended role, the Gigas challenged the gods and lost. Scorned by his masters, he found another: the Dynast-King, whose tomb he swore to protect for eternity."

By passing through the door on the right hand side of the corridor, the party enters what seems to be a small armory, with weapon and armor racks scattered across the room. Unfortunately, most of the equipment found in this room has become unusable, because they have been locked up here for many years, but the party is still able to salvage some particularly durable pieces. As such, the party finds the following Advanced level equipment pieces: an Oracle Bone, a Nemean Lionskin and a Trident. In case the party cannot use some of these equipment pieces, feel free to exchange them for ones that are useful to them.

At the end of the corridor, the party enters a massive hall, the **Chamber of First Light**. On its opposite end, a wide stairway leads to an altar on which the players see the statue of a four-armed giant with ram-like horns that is sitting with a decorated spear by its side. Furthermore, the hall is supported by various decorated pillars, similar to the ones found at the entrance of the tomb. All characters capable of using Magic feel a vast amount of magical energy flowing through the hall. As the party moves closer to the stairway, the statue of the giant comes to life, slowly stands up and grabs its weapon to attack the party!

Belias		Level 5	
HP:	90	MP:	150
STR:	4	DEF:	2
MAG:	5	RES:	3
AGI:	2	Size:	L

Spear: 2d DMG, 2u Range

Resilient:    



Drops: 1000 Gil

Immune:     

Painflare

MP: 20 Target: 3u Time: 1r Range: Self
All enemies in the target area suffer 4d fire damage.

Firaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d fire damage to the target.

Greater Barrier

MP: 10 Target: Single Time: 1r Range: 5u
You gain EnDEF and EnRES for 3 rounds.

 **Auto-Haste:** Take two actions on each turn.

After being defeated, Belias disintegrates in a sea of flames. The party now notices that the absence of the statue reveals another small chamber. Inside the it stands a golden sarcophagus containing the remains of King Raithwall. Various chests are spread around the room, containing gold and jewels with a total value of 15000 Gil. In addition, a decorated pedestal stands in front of the sarcophagus on which lies a glowing orb-like object, the Dawn Shard. The Dawn Shard is an artifact that can bend the fabric of reality in subtle ways and it can be equipped as an Accessory with the following effect: whenever you perform a check, you may spend any Fortune Die from your pool to re-roll the result instead of exchanging a die.



As they examine the Dawn Shard, the party suddenly hears the sound of a slow clap behind them and when they turn around, they see two people standing at the entrance of the hall. They reveal themselves as **Fran and Balthier**. Balthier is a handsome young man with short brown hair and fancy clothing. Furthermore, he is very charismatic and cunning, making him almost impossible to trick. Fran is very tall with an athletic build, long white hair and she is wearing a dark, revealing light armor. Although she looks mostly humanoid, Fran possesses many distinct feline features such as her long ears and claw-like hands. Socially, she is almost the polar opposite of her partner as she stays quiet and passive most of the time, observing the situation from a distance. Fran and Balthier are wanted criminals, while Balthier seems solely motivated by the pursuit of money and wealth, Fran is willing to follow his lead. Nevertheless, they are not inherently malicious or violent. Balthier opens the conversation by congratulating the party for making it this far. He reveals that the two have entered the tomb after the party and have been following them ever since, making them do all the dirty work. Balthier then asks the party to hand over the treasure and the Dawn Shard if they want to leave the tomb alive. At this point, there are different decisions the party can make, some of which are discussed below. Still, you likely have to improvise some aspects of this final section.

Don't hand over anything: Even though they were hoping to avoid this situation, Fran and Balthier immediately draw their weapons and attack the party, gaining the first turn in the ensuing fight. During the battle, they focus on keeping their distance and utilizing their ranged weapons. When necessary, they temporarily hide in other parts of the tomb, hoping to catch members of the party off guard. In case the entire party suffers KO, Fran and Balthier will not kill them, but leave them unconscious. As they awake many hours later, they notice that the two are gone together with the treasure and the Dawn Shard. In case the party wins the battle, they may decide the fate of Fran and Balthier. They may for example decide to finish them off, leave them unconscious or they may convince them to join their cause, which the two accept as they have no other choice. Furthermore, the party can keep both the treasure and the Dawn Shard.

Hand over the treasure, but keep the Dawn Shard: In this case, Fran notes that the Dawn Shard, despite still being a powerful artifact, seems to have lost most of its original power. Therefore, she suggests that they should agree to the deal to avoid a fight. Balthier agrees, they pack up the treasure and both parties leave the tomb to go their separate ways.

Convince them to join forces: The party may try to convince Fran and Balthier to join their party. To succeed in this endeavor, they have to make the two believe that they can achieve great profit and wealth as members of the party. Any argument that does not promise a significantly increased bottom line does not convince them at all. If the party manages to make a reasonable but not fully convincing case for their proposal, they have to make a DC 9 check to determine whether Balthier is persuaded. They may use the power of their Dawn Shard to improve their odds. If successful, Fran and Balthier join the party, at least for a while and they are controlled by the GM. They leave the tomb together with the treasure and the Dawn Shard.

Balthier Level 5

HP:	50	MP:	40
STR:	4	DEF:	3
MAG:	0	RES:	1
AGI:	2	Size:	M



Gun: 2d DMG, 3u Range

▢ Aim: Legs

MP: 8 Target: Single Time: Or Range: Weapon
Make an Attack against the target and if you hit he additionally suffers Immobile for 1 round.

▢ Big Shot

MP: 6 Target: Single Time: Or Range: Weapon
Make an Attack on the target. If you hit, the damage dealt ignores the target's DEF.

Fran Level 5

HP:	45	MP:	45
STR:	3	DEF:	3
MAG:	1	RES:	4
AGI:	3	Size:	M



Bow: 2d DMG, 5u Range

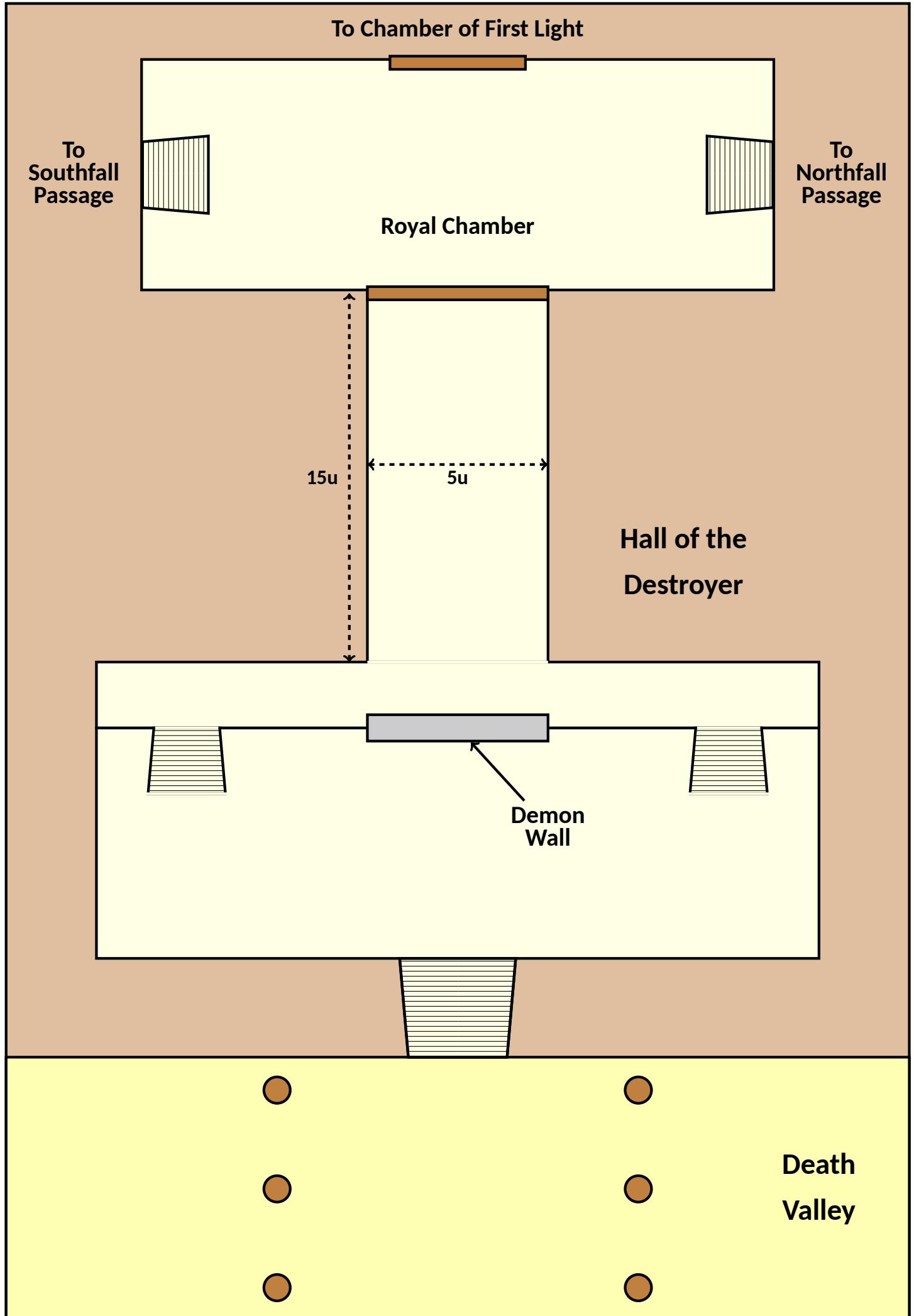
▢ Pierceshot

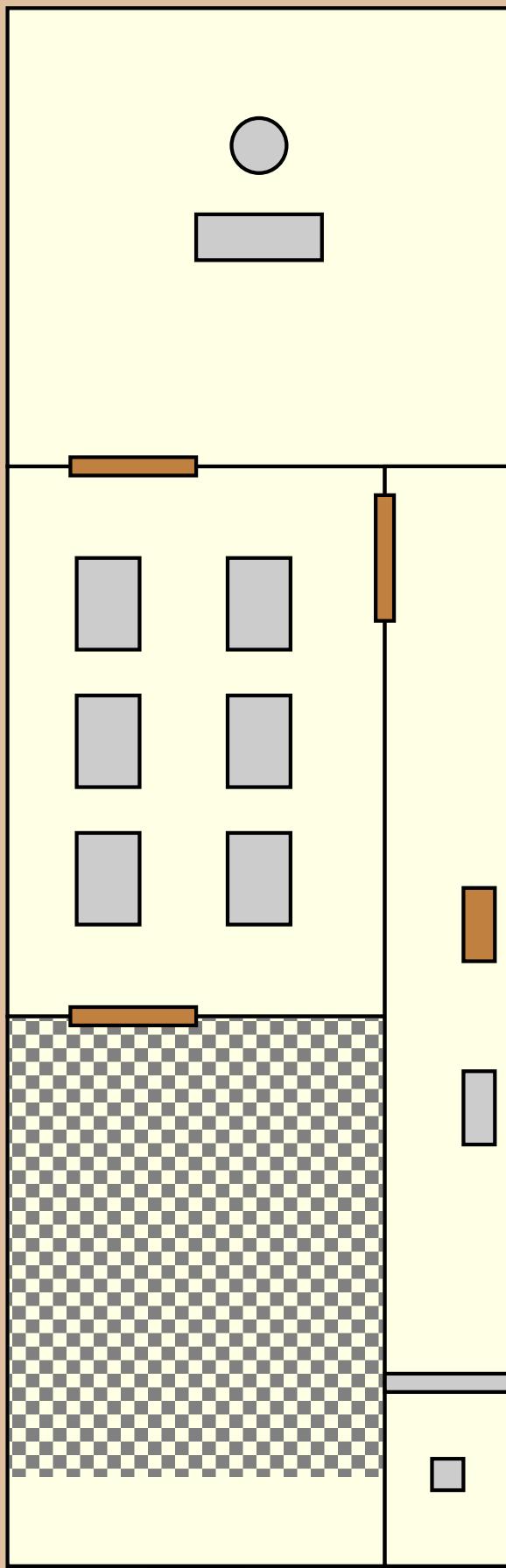
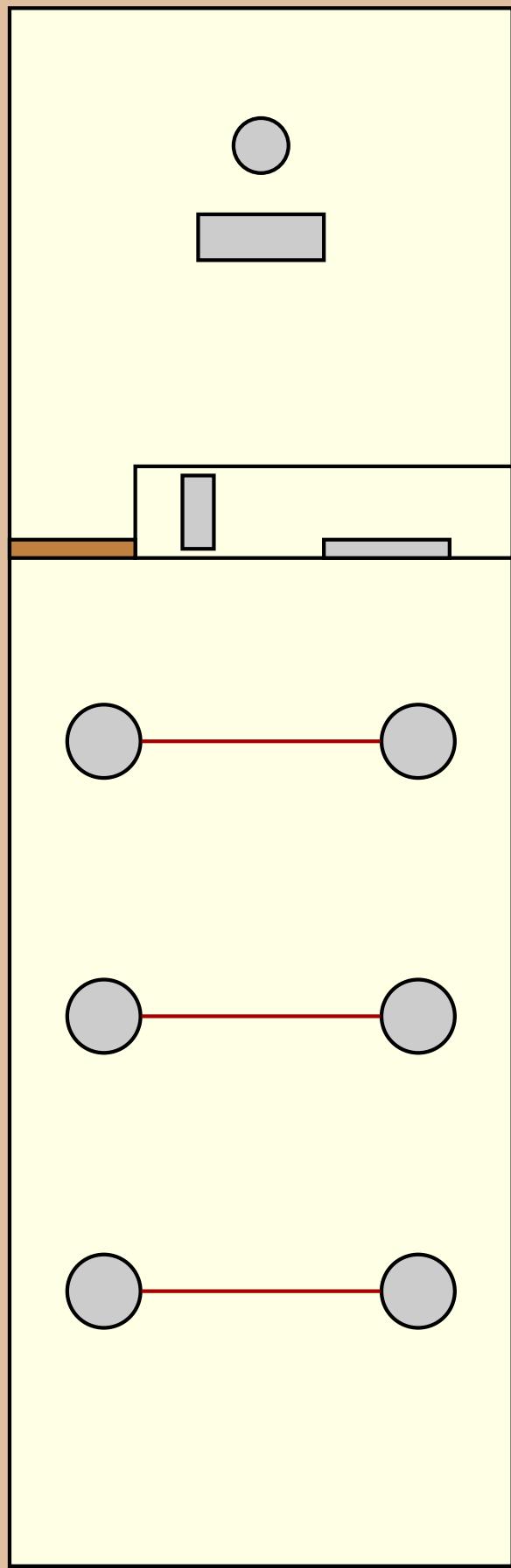
MP: 8 Target: 10u (line) Time: Or Range: Self
Make an Attack against all targets in a line, by making one damage roll that applies to all that fail to evade.

▢ Aim: Arm

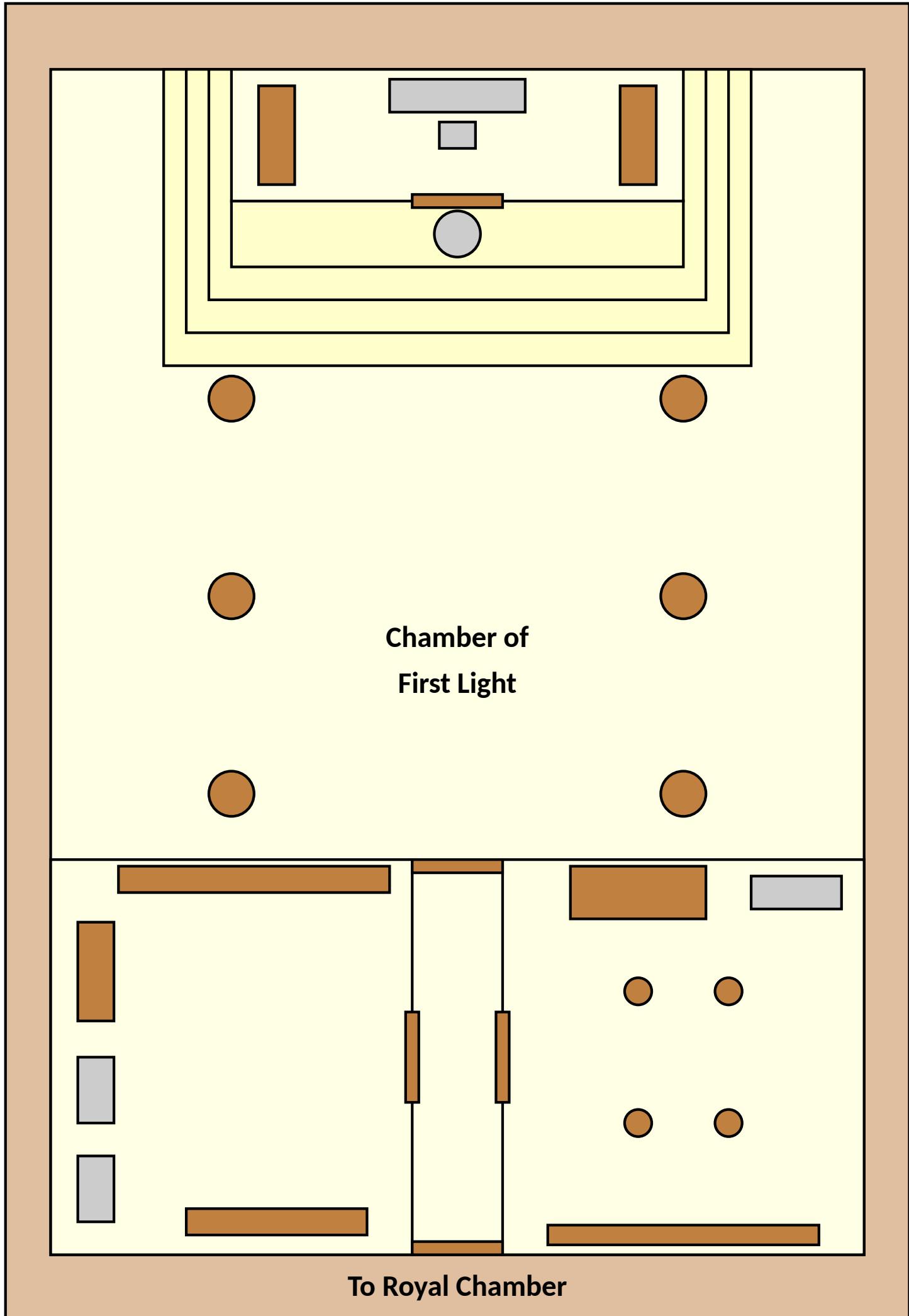
MP: 8 Target: Single Time: Or Range: Weapon
Make an Attack against the target and if you hit he additionally suffers DeSTR and DeMAG for 1 round.

As they step outside, the party feels their eyes burning from the radiant sunlight of the desert, realizing the many hours (or days?) they have spent in the darkness of the tomb. At the entrance of the Death Valley the party reunites with Dyce, who stares in awe and disbelief upon hearing of the marvels that have played out inside the Tomb of Raithwall. They stay at his camp for some well deserved rest before moving on to new adventures. Being the first to march into the Tomb of Raithwall and live to tell the story, the party establishes itself as a force to be reckoned with. As such, every party member receives a **Level Up!**



Northfall Passage**Southfall Passage**

To Royal Chamber



"Welcome to Gold Saucer! You will be moved and excited, thrilled and terrified! Led from one zone to another... unlike anything you've ever experienced! Make your memories... today." - Advertisement



Gold Saucer is an amusement park with a wide variety of games and attractions for the player characters to enjoy and compete in. You can either use the entire park as a location in your game world or just pick out attractions that you are particularly interested in. As such, the following content is mostly a list of park attractions with their respective rules. Gold Saucer is built as high tower surrounded by multiple large structures that contain the different attractions. The park's entrance can only be reached with a cable car, the entry fee of 50 Gil per person includes the fare. Alternatively, players can also buy a lifetime pass for 500 Gil. Also, taking part in an attraction usually costs an amount of Gold Points (GP), which is the only valid currency inside the park. GP can be bought and sold at the park's entrance at a rate of 1 GP per 50 Gil. Right behind the entrance, the players find themselves in a central hub, from which they can move between the major locations of the park through a series of tubes.



This document primarily focuses on the major attractions of the park and offers detailed rules for recreating them in your game. In contrast, there are also many minor attractions of Gold Saucer, some of which are listed below:

- **Fortune Teller:** a strange being that looks like a big plush toy with a cat sitting on top of it. It offers a fortune telling to the party for the cost of 2 GP, a service which they can only use once. The GM should ensure that the teller gives the party an accurate prediction or a useful advice for the future.
- **Gondola:** for a price of 1 GP per person, the party can take a ride on a big gondola, which allows them to catch a nice view of the whole park at its zenith. If the players enter the gondola at midnight, they can also observe the daily fireworks of Gold Saucer. The perfect spot for a date!
- **Haunted House:** a creepy castle that has been prepared to scare its visitors through the placement of fake props such as ghosts, skeletons and spiders. Upon entering the first time, every player has to perform a DC 8 check and upon failure he becomes scared or creeped out. The haunted house acts as a hotel, the party can spend the night here for a price of 1 GP per person.

"While your ride's going ZOOM, you're going BANG BANG, and things are going PHEW PHEW and you destroy them with a big BOOM. Pretty simple, isn't it?"

- Employee



The **Shooting Coaster** is a roller coaster game with an entry fee of 1 GP per person. Each seat has a turret built in that visitors can use to shoot various projections that appear throughout the coaster ride. Hitting a projected object grants players an amount of points and they receive prizes for reaching a high score. The duration of the ride is split into 5 rounds. At the start of each round, the GM rolls an amount of dice equal to the party size plus 1 to determine which projections appear in this round. During each round, each player takes a turn in which they can try to shoot one of the projections of their choice. To do so they have to pass a check, the DC depends on the type of the projection as some are

faster and smaller and thus harder to hit than others. However, projections that are harder to hit also grant more points. Characters that can use Bows or Guns or have other experiences with ranged weapons, gain Advantage on this check. Projections disappear either after they are successfully hit or at the end of a round. The table below shows all possible projections, the die number (Nr.) at which they appear, the DC required to hit them and the amount of points granted when done so.

Nr.	Name	DC	Points
1	Cactus	5	10
2	Balloon	6	15
3	Plane	7	20
4	Ghost	8	30
5	Star	9	50
6	UFO	10	70

During the ride, each player should keep track of the amount of points they have scored and after the 5th round is completed, every participant receives the following prize based on his or her score.

Score	Prize
less than 25	Potion
25 to 50	DEF Plus
50 to 75	X-Potion
75 to 100	Moogle Charm
more than 100	Ribbon



Super Dunk is a basketball game that costs 2 GP per player to play. All participants stand in a dedicated spot in front of the machine and balls are given out to the players who have to successfully throw it into the hoops. The game is played round by round, and in each one, every participant performs a throw. A DC 6 check decides whether a throw is successful, characters with especially good coordination gain Advantage on this check. For each successful consecutive throw, a player's prize amount is increased by 1 GP. A player that misses a shot is immediately eliminated from the game at which point his accumulated prize amount is paid out. After every 3 successful rounds the players receive a Double Chance, at which point they can decide to stop and collect their prize or continue throwing. In the latter case, a player's current prize amount is doubled if he succeeds the next throw, but if he fails, he is eliminated and receives no prize.

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"I wish we could just forget everything and have fun!"
- Aerith



Arm Wrestling is a strength competition that costs 1 GP to participate in. The game is played by a single player who faces up to three champions, one after the other, in an arm wrestling match. The state of a match is tracked as a scale from +3 to -3, the player wins when it reaches +3 and the opponent wins when it reaches -3. This score is meant to represent the angle of the competitors' arms and it starts at 0. The player and the GM who plays as the champion, make opposed checks until one side wins the match. On each check, the score increases by 1 if the player has a higher result and it is reduced 1 if the champion has a higher roll. Players with particularly high strength or athletic ability gain Advantage on this check and the champions gain a flat bonus due to their experience in the sport. After defeating a champion, the total prize amount is increased and the player can decide to either stop and collect it or to challenge the next stronger champion. In the latter case, the player gains no prize if he loses the match. The table below lists all champions, the bonus they gain on the checks and the prizes for defeating them.

Champion	Bonus	Prize
Body Builder	+1	2 GP
Sumo	+2	5 GP
Wrestler	+3	10 GP



Battler is a fighting game that costs 1 GP to play. The game is played by a single who faces up to four fighters, one by one, that are played by the GM. A match is played out in multiple rounds and in each round, the combatants can choose one of 3 actions: low attack (LA), middle attack (MA) and high attack (HA). The player can freely decide which action to take and then the GM rolls 1d to determine the action taken by the opponent. HA beats LA, MA beats HA, LA beats MA and if both take the same action they just cancel each other out. The winner of a round gains 1 point and the first one to have 3 points wins the match. After defeating a fighter, the total prize amount is increased and the player can decide to either stop and collect it or to challenge the next stronger fighter. In the latter case, the player gains no prize if he loses the match. The table below shows all fighters, which actions they take depending on the result of your rolls and the prizes for defeating them.

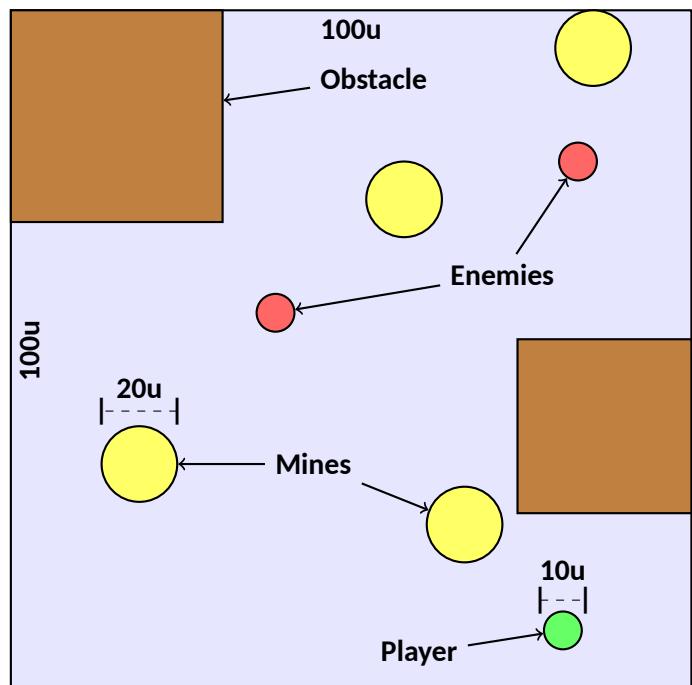
Fighter	Actions	Prize
Zell	1-4: LA, 5-6: HA	2 GP
Sabin	1: LA, 3-5: MA, 6: HA	5 GP
Tifa	1-2: LA, 3-4: MA, 5-6: HA	10 GP

"Almost... Crap! No cigar... You sure do need a lot of money here. Please, don't talk to me right now. I get so caught up in these." – Visitor

Torpedo Attack is a submarine battle game that costs 2 GP to play. The game can be played by up to 3 players who can split the 3 possible submarine actions between them. Torpedo Attack is similar to combat and the players have to defeat all enemy submarines while making sure theirs stays intact. A match is played out in multiple rounds and in each round, the player submarine can take 2 of the following 3 actions:

- **Move:** roll 1d. The result times 10 is the amount of units you can move in this round.
- **Shoot:** choose an enemy submarine within 30u. Make a DC 7 check, if you succeed, the enemy submarine is destroyed.
- **Sonar:** make a DC 7 check, if you succeed, all mines within 50u are revealed.

Enemy submarines take their actions right after the players, they can shoot in the same manner and move a distance of up to 30u, but they are not affected by mines. The player submarine can survive up to 3 damage, getting hit by an enemy shot or moving over a mine causes 1 damage. Use a map similar to the one below to visualize the game.



At the start of the game, spread the player and enemy submarines as well as possible obstacles on the map. In addition, determine the positions of the mines, but keep them secret until they are stepped on or detected by the sonar. Before the game starts, the players can choose one of 3 difficulty levels, which determines the amount mines and enemy submarines, as well as the prize received for winning.

Difficulty	Enemies / Mines	Prize
Easy	1 / 2	Dark Matter
Medium	2 / 4	Wet Floor Materia
Hard	3 / 6	Gold Hairpin



Chocobo Racing is a racing game with an entry fee of 2 GP per player. Each player is a rider in the race and they can either choose one of the following Chocobos provided by the park or they can use a Chocobo that they own. The GM adds and plays additional participants in the race until there are 5 competitors in total.

Chocobo	Stamina	Agility
Echo	4	5
Fives	5	4
Rex	6	3
Cody	7	2
Jesse	8	1

A race consists of multiple rounds and during a round, each participant performs a sprint check to determine which distance they can cover. Participants continuously add up the results of all their checks as their total score and the first one to surpass 50 points wins the race. The score of every participant should be announced at the end of each round to keep track of the current state of the race. If multiple participants reach the finish line in the same round, the one with the highest score wins the race. The sprint check performed on each turn is modified as follows:

- The result of each sprint check is reduced by the difference between the Chocobo's Stamina and its current fatigue. Everyone starts with 0 fatigue and gains 1 fatigue at the end of each round. For example, if a Chocobo has a fatigue of 10 and a Stamina of 8, the result of their check would be reduced by 2, but if it had 10 or more Stamina it would receive no penalty. This reduction cannot cause the result of a sprint to drop below 0.
- Before each check, a participant can decide to perform a dash action. In this case, they gain Advantage on the sprint check, but also an additional point of fatigue. Within a race, you can dash only a maximum amount of times equal to the Chocobo's Agility.
- Characters who are particularly good at handling Chocobos gain Advantage on all sprint checks.

When the race is finished, the winner rolls 1d and receives a prize based on the result.

Result	Prize
1	10 GP
2	Phoenix Down
3	Signal Materia
4	Elixir
5	Angel Materia
6	Hermes Boots



Snow Game is a snowboarding game that costs 1 GP to play per player. The game can be played by multiple players who race down a ski run trying to reach a high score. This score starts at 0, collecting balloons increases it, while hitting obstacles reduces it, so the score can become negative. The course has 3 lanes: left, center and right and the players start on the center lane, going down the ski run back to back. The game plays out over 8 rounds and at the start of each round, the GM rolls 3d, one die after the other, to determine the objects on the 3 lanes in front of the players from left to right. The table below shows the possible objects based on the die results and their effects that occur when a players collide with them.

Result	Object	Effect
1 - 2	Nothing	-
3	Snowman	- 1 point
4	Rock	- 2 points
5	Red Balloons	+ 1 point
6	Blue Balloons	+ 2 points

After learning about the objects in front of them, each player can decide between 1 of 3 actions:

- Move one lane to the left or right:** make a DC 6 check, if you succeed you successfully change one lane, otherwise you stay in your current one.
- Move two lanes to the left or right:** make a DC 8 check, if you succeed you successfully change two lanes, otherwise you stay in your current one.

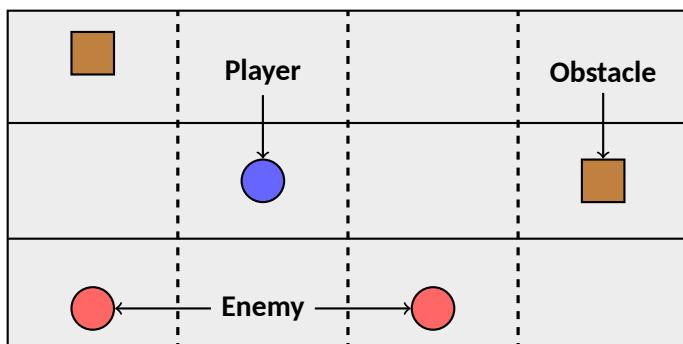
- Jump:** make a DC 8 check. If you succeed, you avoid the object in front of you and you gain 1 point. If you fail, you collide with the object in front of you and you additionally lose 1 point. You can take this action even if there are not objects in front of you.

Characters with particularly good coordination or experience with snowboards gain Advantage on these checks. After all actions have been taken, check which lane each player ends up in and whether they collide with any objects to adjust the scores accordingly before the next round starts. At the end of the 8th round, all players reaches the finish line and depending on their score each player receives one of the following prizes.

Score	Prize
< 4	Participation Trophy
4 - 5	X-Potion
6 - 7	Safety Bit
8 - 9	HP Plus
> 9	50 GP



G-Bike is a biking game where the players are chased by hostile bikers on a highway and have to fight them off to escape. The game can be played by multiple players with an entry fee of 1 GP per player. The highway has 4 lanes and the focus is always put on 3 rows, so there are 12 total positions where bikers and obstacles can be positioned at a given time. The illustration below shows how the map might look like during the game.



The game plays out over 8 rounds and during each round, first all players take one turn and then all hostile bikers. Player bikers start with 3 HP and enemy bikers start with 1 HP, when a biker is reduced to 0 HP, he is removed from the game. During a turn, each biker may make a movement and take one Attack action:

- Movement:** move either one lane to the left / right or one row to the front / back if that position is not occupied by an obstacle or another biker. Alternatively, you can try to activate the bike turbo. In this case, make a DC 8 check, if you succeed you can make two movements on this turn, if you fail, you cannot move at all. Characters with particularly good vehicle handling receive Advantage on this check
- Melee Attack:** make a DC 6 check. If you succeed, a biker who is 1 movement away from you suffers 1 HP damage.
- Ranged Attack:** make a DC 8 check. If you succeed, a biker who is 2 or less movements away from you, suffers 1 HP damage.

At the start of each round, roll 1d for every player that is still in the game. Based on the results, place the following items in any open position of your choice: 1-2:nothing, 3:red biker, 4:blue biker, 5-6:obstacle. However, do not place any more hostile bikers if there are already as many of them in the game as players. Red and blue bikers are controlled by the GM and follow the same rules as players, but red bikers can only perform ranged attacks while blue bikers can only perform melee attacks. Obstacles all follow the same rules and the GM is free to choose their appearance, they could for example be roadblocks or other vehicles. Whenever a player biker ends his turn with an obstacle in the same lane in front of him, he has to make a DC 8 check, if he succeeds he jumps over the obstacle and if not, he suffers 1 HP damage. Enemy bikers evade all obstacles automatically. At the end of each round, all bikers stay in their positions and all obstacles disappear as they are left behind the current field of focus. Every player biker who survives until the end of the 8th round wins a prize. Each winner rolls 1d and depending on the result, he receives one of the following prizes.

Result	Prize
1	Item Holder
2	5 GP
3	Turbo Ether
4	Phoenix Down
5	Alert Materia
6	Bomb Materia



Proxy Catcher is a crane game that costs 4 GP to play. The game is played by a single player who uses the controls of the machine to navigate a crane and potentially pick a valuable prize from a pile. The player only has one chance to lower the crane and grab something. To do so, the player makes a check and receives a prize based on the result as listed in the table below. However, the game is rigged as the crane has a fixed chance of properly grabbing something. Players can perform a DC 8 check to understand that the player skill has barely any influence on the odds of success.

Result	Prize
2 - 5	Nothing
6 - 7	Potion
8	5 GP
9	Ether
10	Phoenix Down
11	20 GP
12	Counter Materia



The **Colosseum** is a battle arena that costs 1 GP per player to participate in. All players that want to participate, fight up to 7 groups of monsters together as a party, one after another, on a 10u by 10u battlefield with walls on all 4 sides. After the party defeats one group, roll 1d and depending on the result, they receive an additional handicap in each subsequent fight. If you roll the same number twice, roll again until you get a handicap that is not active yet. The list below shows the 6 possible handicaps, so by time the party reaches the 7th round, all of them will be active.

Result	Handicap
1	You can no longer equip Materia.
2	You can no longer use Items.
3	You can no longer equip Accessories.
4	You can no longer equip Armor.
5	You can no longer use Limit Breaks.
6	You suffer Zombie until you leave the Colosseum (cannot be removed).

After defeating a group, everyone in the party can take an additional turn before the next fight starts. At that point, they can also decide to forfeit and collect a prize depending on how many rounds they have completed. If the entire party is defeated within a round, they do not receive any prize. In any case, the party fully recovers their HP and MP after leaving the Colosseum. The list below shows the possible prizes depending on how many rounds were completed. The following page shows the 7 types of monsters encountered from the 1st to the 7th round. At the start of each round, place as many of the current round's monster type on the battlefield as there are players.

Round	Prize
1	Potion
2	Phoenix Down
3	10 GP
4	Lure Materia
5	Blaze Materia
6	Protect Bangle
7	Genji Gloves

Python (Round 1)**Level 3**

HP:	24	MP:	18
STR:	3	DEF:	1
MAG:	0	RES:	3
AGI:	3	Size:	M

**Bite:** 1d DMG**Immune:** 🌐**Weak:** 🏹**🌀 Entangle**

MP: 6 Target: Single Time: 0r Range: 3u
The target makes a DC 8 check and suffers 2d damage and Immobile for 1 round upon failure.

Hecteyes (Round 2)**Level 4**

HP:	32	MP:	50
STR:	1	DEF:	2
MAG:	6	RES:	8
AGI:	2	Size:	M

**Tackle:** 2d DMG**Immune:** 🌐**Weak:** 🏹**🌀 Blind**

MP: 6 Target: Single Time: 1r Range: 3u
The target makes a DC 8 check and suffers Blind for 3 round upon failure.

⚡ Thunder

MP: 4 Target: Single Time: 1r Range: 3u
You deal 2d lightning damage to the target.

Mantis (Round 3)**Level 5**

HP:	46	MP:	30
STR:	4	DEF:	2
MAG:	0	RES:	2
AGI:	3	Size:	M

**Cut:** 2d DMG**Immune:** 🏹**Weak:** 🏹**🌀 Metal Cutter**

MP: 4 Target: Single Time: 0r Range: Weapon
Make an Attack against the target. If you succeed, the damage dealt ignores the target's DEF.

🌀 Leap: When moving you can jump over enemies and obstacles up to a height of 2u, instead of having to walk around them.

GriFFon (Round 4)**Level 6**

HP:	67	MP:	50
STR:	6	DEF:	3
MAG:	0	RES:	5
AGI:	3	Size:	M

**Claw:** 2d DMG**Immune:** 🏹 🌐**Resilient:** 🏹**🌀 Feather Shot**

MP: 6 Target: Single Time: 0r Range: 4u
The target suffers 3d wind damage.

🌀 Peck: Whenever you successfully Attack a target he makes a DC 7 check and suffers Blind for 3 rounds upon failure.

Big Horn (Round 5)**Level 7**

HP:	90	MP:	80
STR:	7	DEF:	5
MAG:	0	RES:	5
AGI:	2	Size:	L

**Tackle:** 3d DMG**Immune:** 🌐**Resilient:** 🏹**🌀 Charge**

MP: 8 Target: Single Time: 1r Range: 10u
Dash towards the target and deal 3d damage to him. In addition, the target is knocked back by 3u and if he hits a wall, he suffers an additional 3d damage.

⚡ Kickback: Whenever you suffer damage from an enemy within 1u, you can deal 10 physical damage to him and knock him back by 2u.

Golem (Round 6)**Level 8**

HP:	130	MP:	100
STR:	9	DEF:	8
MAG:	0	RES:	6
AGI:	2	Size:	L

**Fist:** 3d DMG**Immune:** 🌐 🌐**Resilient:** 🏹**🌀 Quake**

MP: 20 Target: 3u Time: 1r Range: 7u
Deal 6d earth damage to everyone in the target area.

🌀 Earth Wall

MP: 12 Target: 3u (line) Time: 0r Range: 3u
You create a 3u tall and wide wall of earth that blocks the path. The wall breaks down after 3 rounds or upon suffering a total of 15 damage.

Dark Dragon (Rnd 7)**Level 9**

HP:	200	MP:	180
STR:	10	DEF:	7
MAG:	9	RES:	8
AGI:	3	Size:	L

**Bite:** 3d DMG**Resilient:** 🏹 🌐 🌟**Immune:** All Status Effects**🌀 Obliterating Breath**

MP: 16 Target: 3u (front) Time: 0r Range: 3u
Everyone in the target area makes a DC 8 check and suffers 4d damage as well as Poison and Blind for 3 rounds upon failure.

🌀 Dark Flare

MP: 30 Target: Single Time: 2r Range: 5u
You deal 6d+20 dark damage to the target.

🌀 Tail Whip: Whenever you Attack, you can choose to target all enemies within 1u at once.

"The West and East were waging war. Draco, the West's great hero, thinks of his love, Maria. Is she safe? Is she waiting? The forces of the West fell, and Maria's castle was taken. Prince Ralse, of the East, took her hand by force. But she never stopped yearning for Draco..."

- Excerpt from opera "Maria & Draco"



Maria & Draco is a pre-prepared adventure that can be completed in a single session. The players can use the character sheets at the end of this document or use them as examples to create their own Level 3 characters. In this adventure, the party is tasked with preventing the kidnapping of a famous opera singer.

"This is simply horrid! I want the performance to be a success! But I don't want Maria to be abducted...!"

- Impresario

While resting at the wealthy city of Jidoor, the adventurers meet the owner of the town's opera house, he calls himself "Impresario". He is an older, well-dressed man who is in constant worry about the upcoming opera called "Maria & Draco". Impresario is desperately looking for security guards for tomorrow's opera performance. He offers 1000 Gil to the party for handling the job, which they accept, despite not being paid up front. At the morning of the opera, they meet Impresario at the opera house. As they enter, he is running around frantically and upon noticing the party, he immediately hands them the following letter.

Dearest Maria,

I have decided to take you as my wife, so I'll be coming to kidnap you.

The Wandering Gambler

After he has calmed down, Impresario explains that the "Wandering Gambler" is a man named Setzer Gabbiani, who has caused trouble to him in the past. He further describes Setzer as "a gambling vagabond who finds freedom from society's narrow views of morality aboard his airship" in a sarcastic tone. Impresario also explains that Maria is the star of the show, so her safety is of utmost importance. He proposes the following plan to keep her safe: one of the party members should play the role of Maria and act as a decoy. He expects Setzer to make his move at the end of the first and try to abduct Maria onto his airship, but if he kidnaps the decoy, they can confront him instead. He suggests that the decoy should carry a rope, so he or she can pull up the rest of party onto the airship if necessary. The party may suggest other ideas as well, but Impresario will not accept any plan that might put the real Maria in danger. If the party accepts his plans, they have to choose one of their own to play Maria's part in the opera, henceforth that character will be referred to as "Maria".

"W...wait! I'm a GENERAL, not some opera floozy!"

- Celes

Impresario will show them Maria's room, where "Maria" can get dressed and practice for her part. "Maria" has to look as similar to the original as possible, who is a short, blond haired women in a long white dress. Accordingly, the party might have to buy a new dress and wig or get creative in other ways, they can convince Impresario to cover additional costs. They are free to explore the town to shop or make other preparations until the evening. "Maria" should practice the following script for her part in the first scene:

Maria enters the stage.

"Oh my hero, so far away now. Will I ever see your smile?"

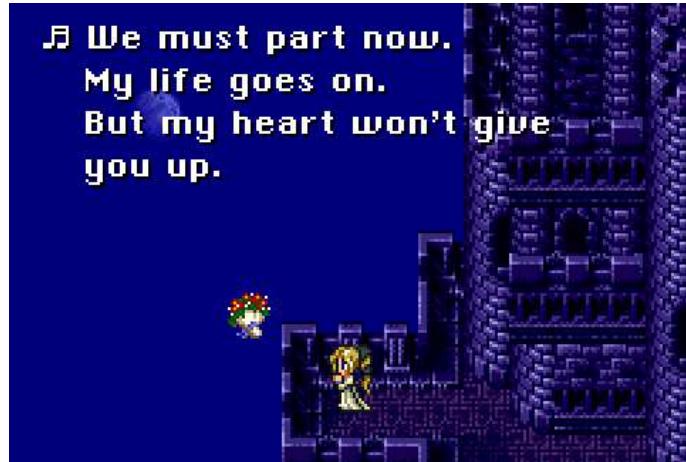
"Love goes away, like night into day. It's just a fading dream..."

"Our love is brighter than the sun. For eternity, for me there can be, only you, my chosen one..."

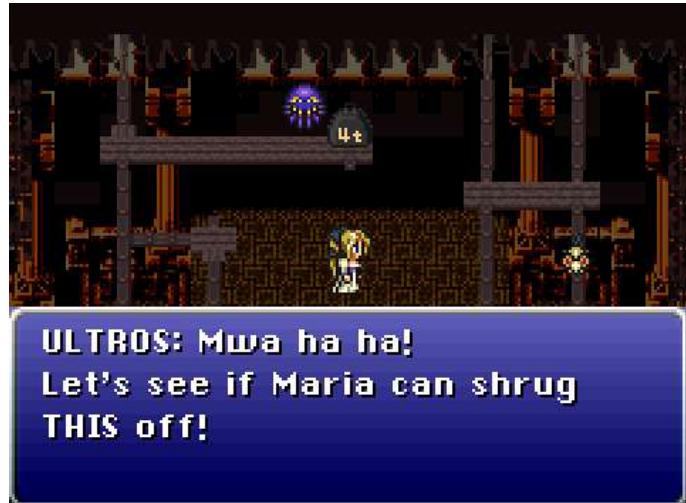
Maria picks up the flowers, climbs the stairs to the balcony high atop the castle, then raises the flowers to the stars.

"We must part now. My life goes on. But my heart won't give you up."

During the opera, "Maria" first appears at the end of the first scene, where she has to perform the above mentioned part. You as the GM have to rate "Maria's" performance on a scale from 1 to 10. Below is a list of criteria, which you can use to award points. You should keep the rating secret at this point, but you can already give a hint by narrating the reaction of the audience.



- 1 point for each line that the player correctly recites, so up to 4 points.
- 1 bonus point, if the player makes an attempt to actually sing the lines.
- Up to 3 points depending on how much effort the party has spent on making "Maria" actually look like Maria.
- 1 point if the player remembers to pick up the flowers, walk up the stairs and raise the flowers up.
- The player makes a DC 8 to determine whether his or her character manages to present themselves as gracefully as the real Maria. If the check succeeds, award another 2 points. The DC can be lower if "Maria" has any performance related experience.



As Maria's part is playing out on the stage, Impresario and the party are watching from their lodge seats. Suddenly, Impresario notices something on the catwalk: someone, or rather something, is trying to push an anvil down onto the stage! The party recognizes that it is the strange octopus named Ultros who is behind the plan. The adventurers have met Ultros before and have beaten him, so he wants to take revenge by sabotaging the opera. Impresario starts to panic and begs the party to stop Ultros's plan. He points them to a room on the right hand side of the lodge and tells them to pull the rightmost lever.

"Silence! You are in the presence of octopus royalty! A lowborn thug like you could never defeat me!"

- Ultros

After they move out of their seats, each party member has to make a DC 6 check to decide whether they disturb the audience. If at least one of them fails, deduct one point from the performance. Once in the room, the party notices four levers on the wall. The rightmost lever opens a pathway to the catwalk, the other ones have the following effects and pulling either one deducts a point from Maria's performance: lever 1 makes a sound like a barking dog, lever 2 turns off the lights in the opera hall and lever 3 opens up a trap door below the player who pulled the lever, which lets him or her slide directly onto the stage. Once the party enters the catwalk, they see that Ultros is just about to drop the anvil on "Maria". As they move closer, the fragile planks of the catwalk fail to support their combined weight and both the party and Ultros fall down onto the stage. "Maria" has to make a DC 7 check and if she fails, she falls unconscious, otherwise she can participate in the ensuing battle. The ones who fell, including Ultros, take 1d damage, but they can immediately get up to start the fight!

Ultros

Level 3

HP:	60	MP:	90
STR:	4	DEF:	2
MAG:	1	RES:	3
AGI:	2	Size:	L



Drops: 500 Gil

Immune:

Final Attack, Dual Attack

Water

MP: 6 Target: Single Time: Or Range: 4u
You deal 2d water damage to the target.

Acid Rain

MP: 8 Target: 3u Time: Or Range: Self
All enemies in the target area suffer 2d water damage. In addition, all affected targets make a DC 7 check and suffer Poison for 1 round upon failure

Tentacle

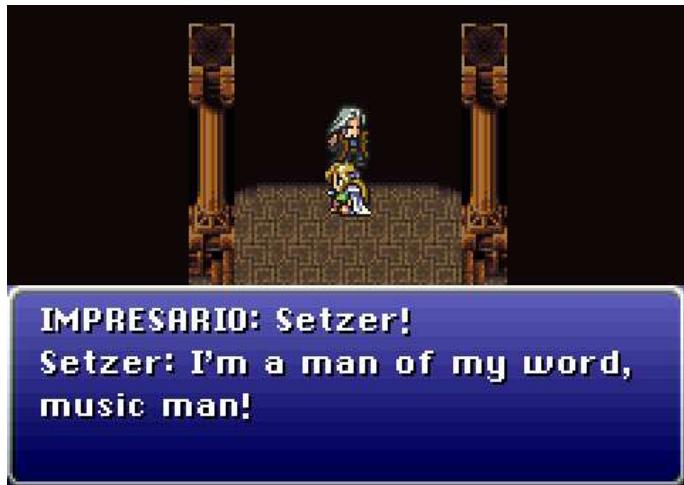
MP: 4 Target: 2u (front) Time: Or Range: Self
Deal 2d damage to all enemies in the target area.

Blindtouch: Every target that rolls below 6 on an evasion check against your Attack, suffers Blind for 3 rounds.

After the party defeats Ultros, they hear a voice loudly exclaiming: "What a performance...". Suddenly, a man descends onto the stage using a grappling hook. The man is of course none other than Setzer. He quickly grabs "Maria" and activates the device once more to pull himself back up to the lodge with "Maria" in his arms. From there he escapes to his airship, which is waiting right above the rooftop of the opera house. The party tries to follow him but they have to take a longer route to reach the roof. As they arrive at the rooftop, Setzer is just getting ready to take off with the airship.

"Nothing to lose but my life..."

- Setzer



He locks "Maria" in his cabin and gets on deck to start the engine. If "Maria" fell unconscious before she will now wake up and realize that Setzer has abducted her. If everything went according to plan up to this point, she should have a rope with her. She can let it out of one of the windows in this room and the party can reach from the roof. Optionally, you can ask each player to perform a DC 7 check to decide whether they are able to successfully grab and climb the rope. After gaining some distance on the opera house, Setzer returns to the cabin. Upon taking a closer look at "Maria" and noticing the rest of the party, he understands that he has been tricked and becomes angry. The course of this confrontation depends on the decisions the party makes. Below are some general ideas on roleplaying as Setzer, but you can, or might have to, improvise some aspects of this section.

The party tries to solve the conflict peacefully:

Setzer is generally open to this as he realizes that he is outnumbered. He can be convinced to let the party go and to stay away from the opera house in the future. He is also open to joining the party, if they offer him the prospect of exciting future adventures. Setzer is much easier to convince if the arrangement involves gambling of any sort, which he loves. If the party tries to trick him, for example with a rigged coin toss, he will show even more respect. However, he does not accept any deal that involves him being restrained or handed over to the authorities.

The party tries to kill or restrain Setzer forcefully:

For this case, Setzer's combat statistics are listed below. Despite being outnumbered, he does not give up easily and does not hesitate to use dirty tricks to get the upper hand. If the party manages to defeat Setzer, they can decide whether they want to let him live or restrain him to deliver to the authorities. Either way, they will need to maneuver and land the airship. The player that takes control of the airship has to perform a check

with a DC that can vary between 6 and 8, depending on the character's proficiency in handling vehicles. If he or she fails the check, the ship crashes near Jidoor and gets destroyed. All passengers on board survive, but everyone suffers 1d damage.

Setzer

Level 3

HP:	40	MP:	80
STR:	2	DEF:	1
MAG:	0	RES:	1
AGI:	4	Size:	M

Cards: 2d DMG, 3u Range



Auto-Haste

Slots

MP: 8 Target: ? Time: Or Range: ?
Roll 1d. One of the following effects occurs depending on the result: On a 1 or 2, the area within 3u of you is filled with smoke until the start of your next turn. Everyone inside it, suffers Blind, but gains Blink. On a 3 or 4, you teleport to a location of your choice within 3u. On a 5 or 6, an explosion deals 2d fire damage to all enemies within 2u.

Gil Toss

MP: 4 Target: 2u Time: Or Range: 5u
You throw 100 Gil to deal 2d damage to all enemies in the target area.

Vanish

MP: 8 Target: Single Time: Or Range: Weapon
You become invisible for up to 1 minute (6 rounds) or until you take an action. While invisible, you gain Blink. Also, if you hit an Attack while invisible, you automatically score a Critical Hit.

N Fixed Dice: Whenever you roll for a check or to determine damage, you can re-roll one die that has the result 1.

After dealing with Setzer, the party can return to the opera house to collect their reward. Impresario considers their contract fulfilled if they have managed to drive away Setzer. First, every party member gains a **Level Up!** In addition, they receive a reward depending on the rating of Maria's performance:

- **1-3 points:** despite driving away Setzer, the opera performance was a disaster, leaving the audience deeply unsatisfied. Impresario blames the party for being sloppy and halves his originally offered reward to 500 Gil.
- **4-6 points:** despite some hick ups, the performance went well overall. Impresario is satisfied and hands the party 1000 Gil as agreed upon.
- **7-10 points:** the party managed to amaze the audience with an outstanding performance. Impresario is thrilled and doubles the originally agreed reward to 2000 Gil.

"The elite mercenary force, SeeD! Learn from them, obey their commands and accomplish the mission. Prove yourselves worth of becoming a member of SeeD." - Headmaster Cid



Siege of Dollet is a pre-prepared adventure that can be completed in a single session. The players take the role of students who are training to become members of an elite mercenary group called SeeD. They can either use the pre-made character sheets at the end of this document or use them as examples to create their own characters. You as the GM take the role of their instructor to guide the students through their final exam.

"Sounds boring. So what you're saying is, we do all the little, dirtywork..." - Seifer

Good morning, instructor. My name is Xu and I will provide you with as much intel throughout the day as I can. You and all of your students that will be taking today's exam should currently be on one of our assault gunboats that are on the way to Dollet. Remember, your job is only to guide the students, we want to see if they can prove themselves worthy of becoming SeeD. As such you will stay on this boat during the mission, but you can talk to the students at any time using the earpiece through which you are also hearing me right now. Make sure that everyone makes it out alive!

Concerning the mission: the SeeD squads have been hired by the Dollet Parliament to defend them against a siege from the Galbadian army. Your students form squad B and are tasked with clearing out and holding the inner city of Dollet. We have intel that the majority of the Galbadian army have moved elsewhere, where the rest of the SeeD will be ambushing them. Make sure to go over these mission details with the students before you arrive. Oh, and don't forget to name one of them as the squad leader.

"Look out, it's SeeD!"

- Galbadian Soldier



You should soon arrive at Lapin Beach before Dollet. The Galbadians have built up some defenses at the shore, but those should be no match for our gun boats. After the beach is clear, squad B should leave the boat to start the exam. They can move up the stairs to their left and from there follow the alley into the town square. I can see 3 Galbadian soldiers guarding the town center, it could be more though. Each student that passes a DC 7 check should be able to notice them as well. Let's see how they handle themselves.

Galbadian Soldier Level 1

HP:	12	MP:	0
STR:	1	DEF:	0
MAG:	0	RES:	0
AGI:	2	Size:	M

Machine Gun: 1d DMG, 3u range



Drops: 100 Gil

The Galbadians sure aren't making it easy for them. They are using the fountain as a cover to avoid going into melee. After defeating these soldiers, squad B just needs to make sure that the inner city stays clear. If they decide to look around they might find some useful things like Potions. There is also a lone dog wandering around, poor guy probably got lost in this mess. It has been an hour now and I think the students are getting bored. Looks like everything is... wait a second. I can see a large group of Galbadians moving quickly towards the town square! Squad B needs to hide immediately! Hmm... it doesn't look like the soldiers want to retake the inner city, they are going somewhere else. What are they up to?

They are moving towards the mountain path, but there is nothing up there, except that old radio tower I think. I don't know if the students understood what is going on, but the dog sure has. Well at least he is howling at the mountain. What are your orders instructor? Remember, squad B needs to hold the inner city, but those Galbadians are clearly up to something. I hope the students will follow your orders...

"WEDGE! Where were you!? No pay for you this month!" - Major Biggs



Squad B is also making its way up the mountain, I hope they make sure to stay undetected. There are a few of Dollet's soldiers stationed on the path, but the Galbadians are cutting through them like butter. Still, they are suffering many casualties on the way, I think only 2 Galbadians have actually made it to the tower. Squad B should be able to reach the tower without any issues. Looks like they have almost reached the mountain top. The Galbadians have meanwhile made their way up to the platform of the radio tower and I think they are making repairs. At least they have managed to reactivate the radio tower. That also means the students can take the elevator on the ground floor to reach them.

Major Biggs

HP:	28	MP:	24
STR:	2	DEF:	2
MAG:	1	RES:	1
AGI:	2	Size:	M

Machine Gun: 1d DMG, 3u Range

Thunder

MP: 4 Target: Single Time: Or Range: 3u
You deal 2d lightning damage to the target.

Rush

MP: 3 Target: Single Time: Or Range: Weapon
Make an Attack against the target. If you hit, you push him back by 1u on top of the damage dealt.

Level 2



Drops: 300 Gil

Wedge

HP:	22	MP:	16
STR:	2	DEF:	1
MAG:	1	RES:	1
AGI:	3	Size:	M

Sword: 1d DMG

Fire

MP: 4 Target: Single Time: Or Range: 3u
You deal fire damage to the target.

Level 2



Drops: 200 Gil

I can now see squad B on the top of the tower, confronting the 2 Galbadian soldiers, one of them seems to be their leader. I think I have understood their strategy: they are trying force the students to the edge of the platform to knock them off the tower. Should that happen, I think the students should be able to hold onto something if they pass a DC 5 check and another squad member can then spend an action to pull them back up. Anyway, the Galbadians do not seem very competent otherwise. And... Squad B was able to neutralize the enemy! We have also just received an important order: all squads are to retreat back to Lapin Beach immediately, our boats depart in half an hour. Squads that do not make it to the shore in 30 minutes will get left behind! I think squad B can... wait, what the kupo is THAT?!

X-ATM092

HP:	???	MP:	80
STR:	2	DEF:	3
MAG:	0	RES:	1
AGI:	4	Size:	L

Level 4



Claw: 2d DMG, 2u Range

Ray Bomb

MP: 5 Target: 2u Time: Or Range: 5u
You deal 2d fire damage to all enemies inside the target area.

Arm Crush

MP: 3 Target: Single Time: Or Range: Weapon
The target makes a DC 8 check and suffers 2d damage and Immobile for 1 round upon failure

I don't know where the Galbadians got that thing from, but it is running after the students. It looks like the thing will overtake all squad members that fail to pass a DC 8 check, I hope the rest do not leave them behind. There is no way squad B can destroy it in combat, especially if they want to make it in time. But there is another way: if they attack its legs a few times, it will collapse and begin to repair itself, which gives them time to run. It's one of the known common vulnerabilities in Galbadian machines, so it should work. Still, I think they will have to fight the thing at least twice before they reach the shore. But maybe they can also come up with something to stop it, a blockade or distraction?

Squad B is now running through Dollet and closing in on the beach, but the machine is still following them. Instructor, there is a powerful machine gun mounted to the deck of your boat, it should melt through it! ...I think you got it, great job! Squad B has also boarded the boat, so you are ready to go! Phew... that was close, I hope everyone has made it out alive. So what do you think Instructor, how did the students do on the exam? Which ones should we promote to SeeD?

"Names don't matter. What's important is how you live your life." – Ramza Belouve



This supplement is an updated version of the original Final Fantasy Tactics worldbook written by Bruno Carvalho, Paul (Papa Quackers) and Hywel Williams in 2017. This worldbook was initially released with specific rules for the Final Fantasy Role Playing Game 4th Edition ([FFPRG 4e](#)) system. This version instead includes specific rules for [Omega Fantasy](#) at its end. Nevertheless, the vast majority of the content and ideas presented in this worldbook are system agnostic and thus should be applicable to other tabletop RPGs.

Final Fantasy Tactics (FFT) is a spin-off title in the main Final Fantasy series. Unlike most spin-offs, however, it has managed to be a great game on its own, having received universal acclaim upon its release, and critical opinion of the game has improved further over time. It is the first game of the Final Fantasy Tactics series and was released in Japan in June 1997 and in the United States in January 1998. The game combines thematic elements of the Final Fantasy video game series with a game engine and battle system unlike those previously seen in the franchise. In contrast to other 32-bit era Final Fantasy titles, Final Fantasy Tactics uses a 3D, isometric, rotatable playing field, with bitmap sprite characters. For many Final Fantasy players, this represented their first

foray into the Strategy RPG genre, with its own quirks and conventions established by several other games that came before, like Shining Force, the Langrisser series or Tactics Ogre. For this reason, and to celebrate the 20th anniversary of the original Japan release of this cult classic, this worldbook was born.

Final Fantasy Tactics uses a three-dimensional isometric battle grid. This difference in functionality led to a game type that was more akin to chess than the traditional back and forth linear combat of previous Final Fantasy games. Instead of having six characters that were all-essential to the plot, and joined your party over a period, you had a singular main character that would occasionally be joined by story important characters that would depart and re-join you when the plot demanded they do so. The bulk of your adventuring party was usually made up of interchangeable, nondescript characters whose appearance shifted radically depending on what **job class** they were. The progression of job classes in this system is quite similar to that of older Final Fantasy games, in that there were several job classes to choose from, but fundamentally different in how certain job classes were unlocked. Instead of obtaining crystals that granted certain job classes automatically, you were given two starting job classes and expanded upon them. Your job progress reveals others, and if you took multiple levels in multiple jobs, your amalgamated experience in those two jobs might reveal another job class that was unique. This system involved a lot of job class switching and of course, a small amount of class mapping to determine which job classes unlocked another.

"The best ways, don't always lead to the best results."
– Delita Hyral

The story of Final Fantasy Tactics revolves around the aftermath of [The 50 Year War](#). The kingdom of **Ivalice** is rife with political and economic discrepancies between the upper and lower class. This problem is compounded by the recent death of the king, whose only heir is an infant, and the need for a regent to rule in his place. The people are stuck between Prince Goltana, and Prince Large, known as the Black and White Lion respectively. This leads into the main plot of the game, known as [The Lion War](#), in which you take on the role of [Ramza Beoulve](#). As the name implies, The Lion Wars were conflicts between the two princes in their attempt to become the ruling regent. Ramza is a young noble who takes part in many exploits of the war, discovers hidden corruption and machinations within the most powerful church in the lands, and comes to understand the plight of the common peoples. He was a decisive factor in the resolution of the war but was actively erased from history.

The Beginning (10000 B.C. – 2000 B.C.)

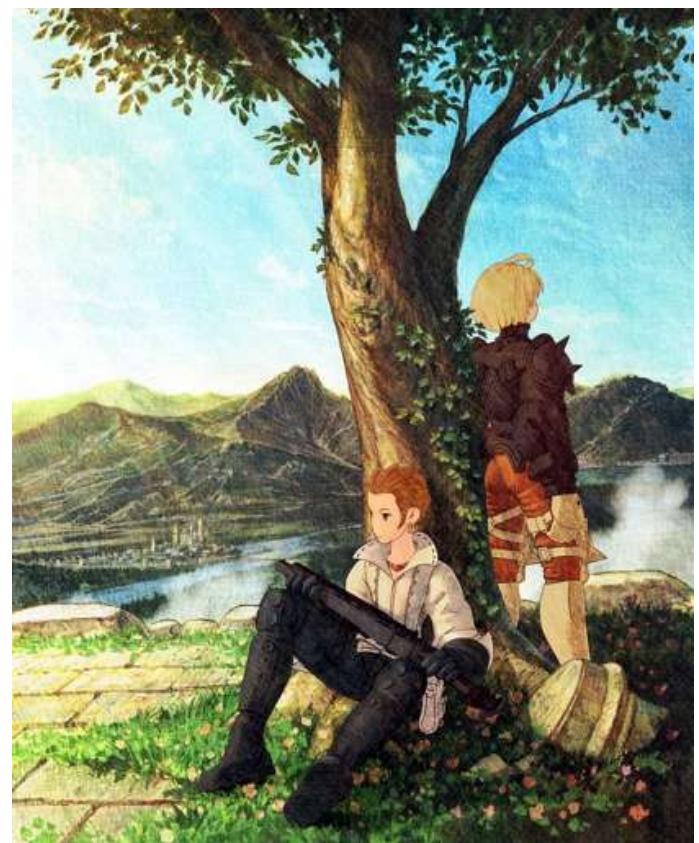
During this period of time, estimated from 10000 to 2000 B.C. on the Ajorian Calendar, the majority of humankind lived on the southwestern coast of what years later would become Kaladis. Most of the people of these times were simply tribes of hunter-gatherers. As the age neared its close, however, metallurgy was developed as well as basic magic study. Unfortunately, there are extremely few records from this period, partly in thanks to a lack of a written language, which was first developed during the age of the Ronan Empire, although there are some rare ruins left behind that have been found in remote parts of Kaladis. During this period, the countries that would later become Kaladis and Mizuno were first settled. Ivalice, Romanda, and Ordalia were first settled during the Ronan Empire.



The Ronan Empire (2000 B.C. – 700 B.C.)

History dates the first true civilization as the Ronan Empire; an empire that grew from a humble farm village near Zeltenia to a huge empire that spanned most of what would become Ivalice and parts of Romanda and Ordalia near its end, roughly estimated between 700 and 600 B.C.. Not much is known about this mysterious empire save that it excelled at the use of magic even compared to the level used by the most powerful of today's magicians. Even more mysterious is what caused its downfall. The Ronan Palace, the center of the empire, was up until its discovery during the Lion Wars a myth in and of itself. Several important ruins originated from

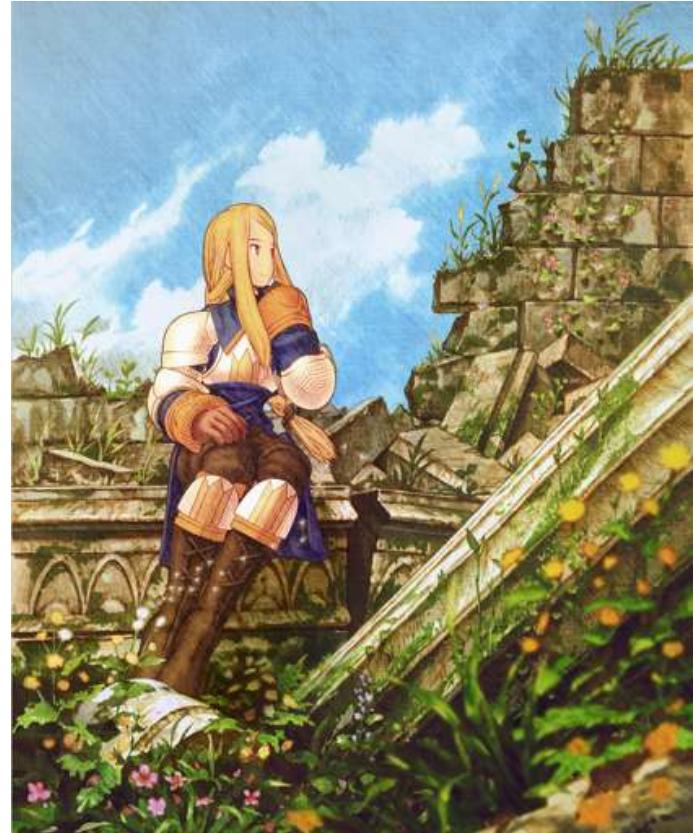
this era including Matoya's cave, the Tower of Babel, Mirage Tower, and of course the **Ronan Palace**. The Ronan Empire was the first country to develop a written language with Mizuno soon following within its own language known as Nihonjin.



The Age of Myth (700 B.C. – 50 B.C.)

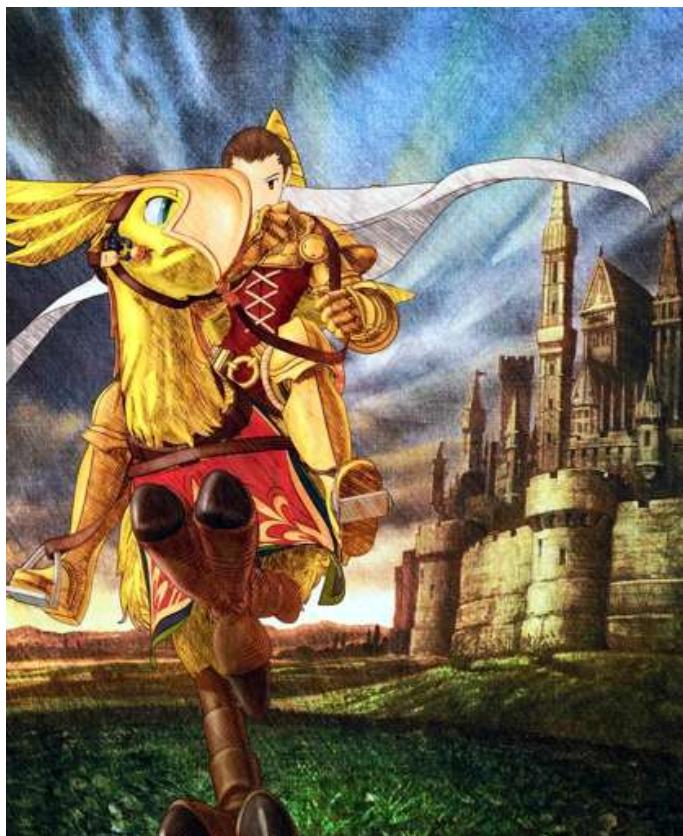
Following the downfall of the Ronan Empire, the territories splintered into four separate countries: Melmond, the Baron Kingdom, the Kushuka Kingdom, and the Palamecian Empire. Like the Ronan Empire, these four nations covered Ivalice and began making inroads into the areas that would become Romanda and Ordalia in later years. This period is largely known as the age of myth in part due to the amount of fantastic ruins that were left behind as well as the level of technology developed. **Baron Kingdom** was a kingdom whose military might rivaled many of the other nations during the age of myth. Baron supported a large number of elite knights as well as a well-known navy of airships. Baron covered much of what would become Gallione, Fovoham, and western Lesalia. Compared to its neighbors, the **Kushuka Kingdom** was a center of trade where traders from other countries would come to sell their wares. Unfortunately, for the country itself, its nobility ruled with harsh hand with little concern for their people. After years of abusing the coffers of their nation, the royal family was dethroned by a huge revolution. On a modern map, Kushuka would occupy much of central Lesalia and most of Zeltenia. Like its neighbors, the **Palamecian Empire** had a specialty, namely technology. It was the first to develop airships and maintained a fleet that was a fair equivalent of Baron's navy. In addition to its airships,

Palamecia also first developed guns that used magical ammunition as well as its "war golems", powerful robots that were used as first line soldiers and guards. The empire covered what would become Lionel. Many historians believe that its capital is deep below Goug Machine City. Palamecia was also the first to develop steam-powered devices and were the first to develop the science of magitek, which involves the fusing of magic and machine. **Melmond** was a secluded nation far to the east in what would later become southern Ordalia. More than other countries, Melmond embraced the study of magic in full and supported many academies dedicated to teaching the arcane arts to interested students. Other studies such as history, philosophy, and literature were also popular among Melmond people. Unfortunately, Melmond was considered by many of its neighboring countries to be working with the forces of Lucavi because of their magical might. Like the Ronan Empire before them, all four kingdoms of the age of myth were destroyed by unknown circumstances. The **Zodiac Brave Story** first emerged during this era. For those that do not know it, the Zodiac Brave Story is the tale of an evil king who called on the powers of Lucavi, around the year 500 B.C.. Lucavi killed the king and caused great havoc throughout the world. In the end, a small group of 12 heroes banded together and used the sacred zodiac stones to become the Zodiac Braves. The Zodiac Braves were able to defeat Lucavi and supposedly restored order. Following the defeat of Lucavi, the **Holy Ydoran Empire** was founded, emerging from the ruins of the old Baron Kingdom. The empire waged several wars, eventually defeating and conquering both Palamecia and Melmond.



The Life & Death of St. Ajora (50 B.C. – 1 B.C.)

The Ajorian Calendar begins its first year with the death of **St. Ajora** and the beginning of the **Cataclysm**. By the time Ajora Glabados came, three of the four kingdoms of the age of myth had been conquered by the Holy Ydoran Empire, and the Kushuka Kingdom was the only other state to resist the power of its neighbor. The lands that once were Melmond laid abandoned and desolate, as refugees from the Jihads that would follow the rise of the Glabados Church would only resettle them several centuries later. When Ajora Glabados was young, one day he sprang up, walked to a well, and prophesized that "soon, a calamity will befall this land. I am now sealing this well, and no one can drink from it." Several days later, the "Black Death" plagued Zeltenia. The people who drank from the contaminated well water fell ill and died one after another. However, only the families that believed Saint Ajora's words survived and did not fall to disease. Since then, Saint Ajora became worshipped as "The Miracle Child" or "The Son of God". Soon after these events, word of a new messiah spread, who would lead Ivalice out of the chaos born from years of war. By the time Ajora had reached 18 years old, he had already gained a devoted community of followers. Much like in earlier years, another ambitious king attempted to summon Lucavi. The emperor had created an army of immense size in the hopes of securing all of Ivalice under the Holy Ydoran Empire's control. Once again, a new group of Zodiac Braves was created united by St. Ajora to defeat the new Lucavi. Despite his growing widespread fame, Ajora had made many enemies. The Holy Ydoran Empire feared Saint Ajora's rise to power; they feared



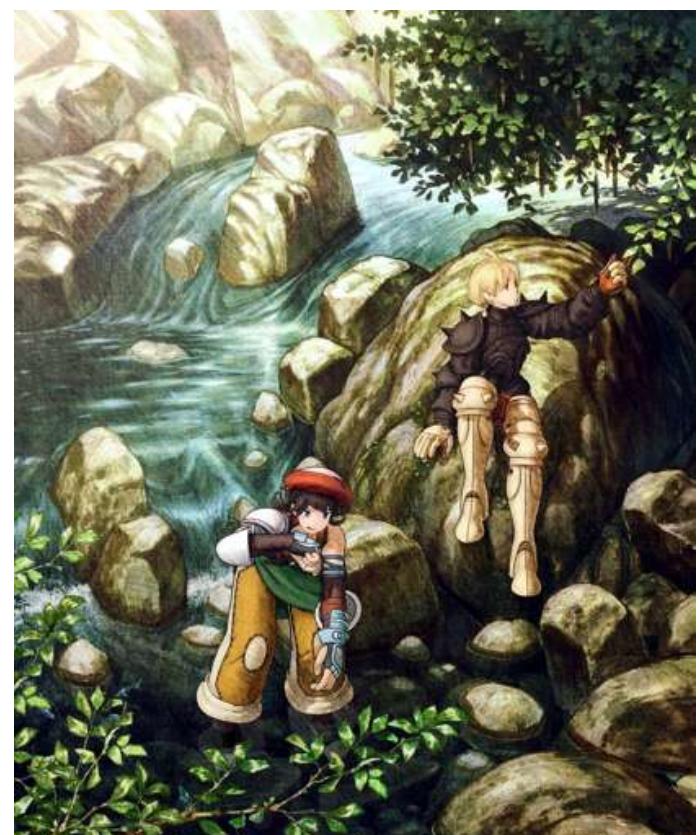
his preaching of the coming of God. The **Clergy of the Pharism** faith was the predominant religion and even though they had great influence, the clergy feared Saint Ajora's power. The conclusion is obvious. Saint Ajora was captured with a secret tip from Germonik, Ajora's 13th Apostle. Saint Ajora was executed at the Golgollada execution site. However, Saint Ajora was the "Son of God". God's anger struck at Pheisias, and the Cataclysm began, a series of seismic and volcanic events that shocked the world for the next 25 years. The Cataclysm is often assumed to be the cause behind the loss of Ivalice's most advanced technologies, though the game never outright states this. It also destroyed at least two races, the "winged ones" (possibly the aegyl), the moogles (as told in the Siedge Weald) and the Clockwork City of Goug, and if the Ivalician myth is true, threatened humanity, leading some to believe it is responsible for the disappearance of the non-human races from Ivalice. The sinking of Mullonde, involving the drowning of an entire state of the Ivalician peninsula, also relates to it. The Cataclysm created the Floating Continent, and destroyed Eureka and of the Fortress of Trials. According to legend, the Hero-King Mesa saved humanity from its effects.



Rise of Glabados Church (25 A.C - 1112 A.C.)

Following the death of Saint Ajora, his remaining apostles established a new church under his name: the **Glabados Church**, using its namesake's exploits. Soon after its establishment, it was able to cooperate with warring nations that sprung after the cataclysm and subsequent collapse of the Holy Ydoran Empire on a

working peace treaty that set up the **Atkasha** family as the rulers of Ivalice. As part of the peace treaty, Limberry was assimilated into Ivalice. Despite the end of pen warfare among the remaining nations, a new cold war developed between the remaining followers of the Fara Clergy and the newly formed Glabados Church. As Pharism was weakened thanks to the tragedy that led to the destruction of the Ydoran Empire, the Glabados church had no trouble forcing the Phara Clergy and its remaining followers from Ivalice. The remaining Phara followers would, slowly over the next 300 years, help create the nation of Ordalia to the east. The Glabados Church during the first 1000 years of its existence was very powerful, to say the least. Thanks to its iron handed fist, it helped create several different splinter factions of the Glabados religion, including the Argades church, which would later become the official religion of the Romanda Empire.



The Fifty Years War (1113 A.C - 1163 A.C.)

By 1113, King Denamda II ruled Ivalice, while King Devanne III ruled its neighboring kingdom, Ordalia. Three knightly orders defended Ivalice: the Order of the Northern Sky Knights, led by Ramza's father, **Barbaneth Beouvre**, the Order of the Southern Sky Knights led by **Cidolfus Orlandeau**, and the Order of the Eastern Sky, under the leadership of **Goffard Gaffgarion**. Gustav Margriff and **Wiegraf Folles** served within the Order of the Northern Sky. Strife erupted at Zelmonia, a once independent province near to Ivalice's border and now under Ordalian rule. About a century ago, Ordalia invaded and assimilated Zelmonia. Ivalice had secretly

provided means to weaken Ordalia; however, the Zelmonian nobles decided to petition for King Denamda's direct intervention. King Devanne III died without naming a successor. His cousin Varoi VI was named as successor, but King Denamda II proclaimed himself as rightful heir, being Devanne's uncle, and declared war against Ordalia. King Denamda II led the Ivalice army towards the Ordalian capital of Viura. On their way, knights of the three Orders fought valiantly, winning battle after battle. As they were reaching the Ordalian border, King Denamda II fell ill and died soon after, never able to return to his kingdom. The Ivalician army became lost and confused due to their leader's death and Ordalia used that as an opportunity to strengthen its army and defend the borders.



The war raged fiercely, reaching a stalemate. A successor to Denamda II, Denamda III, was hastily enthroned to replace his father. During the stalemate, Romanda's armies crossed the Rhana Strait in an invasion upon Ivalice. Romanda was a military nation ruled by a blood relative of King Varoi VI. King Denamda IV and his Ivalician army held off the invasion through the aid of Fovea's ruler, Grand Duke Gerrith Barrington, and his assassination squad Khamja. After three years of fighting, Romanda retreated. King Denamda IV was a fearless warrior who personally led his armies in battles against the combined forces of Romanda and Ordalia. The outbreak of Black Death within Romanda also led to their retreat. With Romanda's retreat, Ivalice continued with the war against Ordalia. Denamda IV died suddenly, believed to be assassinated. He was succeeded by King Ondoria

Atkascha III, although the king was a weak-willed man and unfit to rule, and all his decisions being made by [Queen Louveria](#). Ordalia's ruler Varoi VI also died, and was replaced by Prince Lennard. Due to Ondoria's weakness, Ordallia forced Ivalice to cease fighting. The last battle between Ivalice and Ordallia took place in Zeltennia, and though the Knights of the Orders fought bravely, Ordallia won and occupied the province. Ivalice and Ordallia agreed to a mutual peace treaty, though whispers persist that in reality, Ivalice had surrendered. After the Fifty Years' War, Ivalice suffered a great loss as the people harbored ill feelings and dissatisfaction to the nobles and the royal family who placed them in the meaningless war. Farmers staged riots and revolted, and many turned banners to join the [Corpse Brigade](#). Ivalice's economy suffered, as payments could not be made to the knights who had fought in the war due to the spending on weapons and defenses. Many were discharged from the army, and with less food and little money, there was high unemployment and disloyalty to the ruling factions grew. King Ondoria's two sons died, and the king adopted his younger sister, [Princess Ovelia](#), as his daughter. Soon after, Queen Louveria gave birth to Prince Orinus, causing a conflict over who should become King Ondoria's successor, setting the stage for the War of the Lions. Rumors spread of King Ondoria's failing health. Since his collapse during Prince Orinus' birthday celebration, it became obvious that he was on the brink of death. His advisers, the Board of Chamberlains, delivered news that the king was getting better, but the people knew the truth. Soon rumors surfaced that Queen Louveria and other nobles had argued over his successor. Goffard Gaffgarion was dismissed from the Eastern Sky, and Gustav from the Northern Sky, both on charges of misconduct during the war. Gaffgarion turned to the life of a mercenary, claiming allegiance to the highest bidder.



The War of the Lions (1164 A.C – 1166 A.C.)

The War of the Lions was fought between the Order of the Northern Sky Knights of **Duke Larg** under the banner of the White Lion, and the Order of the Southern Sky Knights of **Duke Goltanna** under the banner of the Black Lion. King Ondoria Atkascha III died due to the Black Death and his heir, Prince Orinus, was only two years old. A regent was sought to rule in the prince's place, and both dukes who were decorated generals in the Fifty Years' War were nominated as regent. One of the main reasons behind the War is the rift between Queen Louveria and the nobles of Ivalice. Queen Louveria was regarded as a power-mad queen who desired her offspring on the throne so that she may rule the kingdom. The Council of Nobles, out to stop her from asserting influence onto the kingdom, appointed Duke Goltanna as their preferred candidate for the regency.



The first major battle of the War of the Lions, the Battle of Lesalia Plain, was a massive assault of Chocobo Knights from Gallionne on the plains south of the Royal City of Lesalia, where the royal palace is built. The Southern Sky was driven out of the city and forced to their strongholds at Fort Besselat and Limberry Castle. The victory lead to Southern plans mostly revolving around an attack on Lesalia, by sending an army led by Cidolfus Orlandeau to take the city, though it was driven away. Further Southern attempts to attack Lesalia culminated in the Battle of Groffovia, fought on the plains

between Limberry, which was generally pro-Southern, and Lesalia proper. The battle was inconclusive, but within three months casualties reached 40,000, sapping what little public support the war had. Around this time, Queen Louveria and Chancellor Glevanne were accused of abducting Princess Ovelia to allow for Duke Larg's ascendancy to the throne. In addition, famine overtook Zeltennia, Limberry, Galionne and Fovoham due to a drought, causing mass starvation among civilians. The losses sustained by the Southern Sky are worsened by the Battle of the Fusse Plains, in which Marquis Elmdore was killed by a stray arrow. He was possessed by the Lucavi **Zalera**, and fought for the Knights Templar at the Battle of Riovanes Castle. Despite the death of countless soldiers, the war reached a stalemate.



The Northern Sky planned to make an all-or-nothing attack at Fort Besselat, planning to take it and use it as a base from which they could wage total war against Southern food supply. The War's decisive battle was the Battle of Fort Besselat, in which Ramza Beoulve intervened by opening the garrison's sluice, bringing the battle to an indecisive halt. Barich Fendsor, one of the Knights Templar, released Mossfungus poison into the air, severely weakening both sides. In the confusion, both Dukes were murdered by their respective traitors, Larg by **Dycedarg Beoulve** and Goltanna by **Delita Heiral**. As originally planned, the Church offered mediators. Despite the loss of both Order's leaders, their armies were still strong and refused the idea. This may be because of Ramza's intervention, whereas without it, both sides would have suffered major losses if the sluice were not opened. Ramza Beoulve traveled with his companions to Orbonne Monastery to stop the Knights Templar and the Lucavi's plot for **Ultima's resurrection**. Killing the Church's forces that dared to stop them, they are teleported to the Airship Graveyard beneath the

Necropolis of Mullonde and destroyed Ultima, the High Seraph, who wished to destroy Ivalice. Their own fate after that is a mystery. The war finally ended with the two sides crippled. With the two dukes killed, Queen Louveria imprisoned in Fort Besselat, High Confessor Funebris murdered, Dycedarg slain, and Orlandeau missing and believed dead, Delita Heiral exploited the situation by claiming that he rescued Princess Ovelia, marrying her to become King of all Ivalice. The Church of Glabados engineered the War so that it may take the center stage after both sides were weakened due to exhaustion. The High Confessor Marcel Funebris, wishing for the Church to gain power over the land, secretly supported both sides and assisted in their plots for the throne. The Church planned to destroy the two Lions from the inside and used the Zodiac Stones to strengthen the Church's military power.



"Your actions have meaning only if they hold true to your ideals." – Ramza Belouve

The Glabados Schism (1167 A.C. – 1250 A.C.)

By 1171, the Glabados Church executed [Orran Durai](#) as a traitor after writing the Durai Papers. This caused unrest among several ordained priests, and one of them, Karling Nox, initiated a movement in Limberry which called for reformation within the Church, seeking, in his words, a "return to St. Ajora's true ways". This rippled through Ordalia and several of the eastern provinces of Ivalice, and after the Church declared Nox's status as a

heretic, the priest started to gather a sizable following. Sensing the opportunity to seize lands and riches from the church, several barons and counts declared their conversion to this new interpretation of Ajoran faith, and gave shelter to the new converts. Weakened by the events of the Lion War, Glabados was unable to prevent the rise of the self-proclaimed Ajorans, and this religious divide kept growing for the next 80 years. In contrast, the Heiral dynasty's rule proved to be quite unsuccessful in keeping the power centralized, and had to make several concessions to the nobility to maintain its position as the Ivalice King. These concessions increased the decentralization of the kingdom, empowering the local lords. By 1240, the religious tensions had turned into violence, with hostilities between Glabados and Ajoran followers leading to several small-scale skirmishes, and culminating with the 1243 massacre of Yardrow, where an angry mob killed a congregation of 500 Ajoran faithful during a religious ritual. This sprung several mutual defense treaties between nobles, creating both the [Glabados League](#), led by the Grand Duke Rudolph Barrington of Fovoham, and the [Ajoran League](#), led by Marquis Henry Elmdore of Limberry. The creation of the two leagues only further increased the tension, but for the next seven years, peace reigned inside Ivalice. In 1250, following a severe disease, king Luther Heiral went into a comatose state. His nephew, Paul Heiral, who was a fervorous devout of the Glabados faith, was designated as Regent. Fearing to be persecuted by its religious beliefs, the Ajoran League voted for a preemptive war against the Regent, intending to replace him with another noble who is more sympathetic with the Ajoran faith. In response, the Glabados League rallied their troops and this plunged Ivalice into civil war.



Year	Important Events
< 2000 B.C.	First settlements of hunter-gatherers form. Metallurgy and magic are discovered.
~700 B.C.	The Ronan Empire, which ruled somewhere in the world from the Ronan Palace, is wiped out by a mysterious disease.
~600 B.C.	The Ronan Empire splits into 4 countries: Barron Kingdom, Kushuka Kingdom, the Palmecian Empire and Melmond. The level of technology and military develops rapidly.
~500 B.C.	Lucavi ravage the world. A great hero appears leading his twelve companions, each bearing a stone, and they become known as the Zodiac Braves. They defeat the Lucavi. The Holy Ydoran Empire rises from the ashes of the destroyed Baron Kingdom.
~200 B.C.	The Holy Ydoran Empire conquers the Palmecian Empire and Melmond. The Orbonne Monastery is built.
50 B.C.	Saint Ajora is born in Bervenia.
22 B.C.	Saint Ajora is sent as a spy to the Holy Ydoran Empire and starts preaching about the coming Paradise and gathering Zodiac stones in secret. In total, Ajora gains 13 disciples first of which is Balias, last Germonik who was actually a Ydoran agent.
1 B.C.	Saint Ajora is hanged at Golgollada Gallows by the Holy Ydoran Empire. A disaster sinks parts of Mullonde, forms the Black Coral Sea.
0	The Cataclysm occurs. Moogles and winged people are wiped out immediately, along with several flourishing civilizations. The Hero-King Mesa Ricksen saves humanity. The Holy Ydoran Empire is destroyed.
25 A.C.	The remaining disciples of Saint Ajora form the Glabados Church, which establishes itself as the mightiest power in Ivalice for many centuries.
150 A.C.	The city of Yardrow is established.
~300 A.C.	The Glabados Church extends its influence through many splinter factions. They drive the Phara Clergy out of Ivalice who go on to help the creation of Ordalia.
610 A.C.	House Atkascha unifies seven warring kingdoms, establishing the Kingdom of Ivalice.
1014 A.C.	The kingdom of Ordallia annexes the independent state of Zelmonia.
1086 A.C.	Marcel Funebris is born.
1108 A.C.	Druksmal Goltanna, son of the Duke Goltanna and cousin of Ondoria III, is born. Cidolfus Orlandeau, son of Count Orlandeau, is born.
1111 A.C.	Zalmour Lucianada is born.
1112 A.C.	Goffard Gaffgarion is born. Alphonse Delacroix is born.
1113 A.C.	King Devanne III of Ordallia dies without naming a successor. King Denamda Atkascha II of Ivalice proclaims himself heir of Ordallia and declares war. The Fifty Years' War starts.
1113 A.C. – 1136 A.C.	Ivalician forces march on Zelmonia and conquer it. King Denamda II dies on the march of Ivalician forces towards Viura, the capital of Ordallia. Denamda Atkascha III is crowned king of Ivalice. Battles between Ivalice and Ordallia continue on Ordallian ground for these few decades while King Varoi VI of Ordallia tries to push Ivalician forces away from Zelmonia.
1117 A.C.	Gerrith Barrington, son of Grand Duke Barrington, is born.
1127 A.C.	Bestrald Larg, son of the Duke Larg and relative of Ondoria Atkascha III, is born. Dycedarg Beoulve, first son of Lord Barbaneth Beoulve, is born.
1129 A.C.	Messam Elmdore, son of Marquis Elmdore, is born. Gustav Margriff is born. Ondoria Atkascha III, son of Denamda Atkascha IV, is born.
1133 A.C.	Bestrald Larg and Dycedarg Beoulve become friends.
1134 A.C.	Wiegraf Folles is born.
1136 A.C.	Zalbaag Beoulve, second son of Lord Beoulve, is born.

Year	Important Events
1137 A.C.	King Varoi VI of Ordallia succeeds in pushing Ivalician forces back to Zelmonia, a decades-long period of Zelmonian battles follows between Ivalice and Ordallia. Louveria Larg, daughter of Duke Larg, is born.
1139 A.C.	Romandan forces invade Ivalice via the Rhana Strait. Ziekden Fortress is built.
1140 A.C.	Orran Durai is born.
1142 A.C.	Ivalice regains control of Riovanes Castle from the Romandan invaders. Romandan army withdraws from Ivalice due to ferocity of resistance from King Denamda IV and appearance of Black Death at home.
1144 A.C.	Count Cidolfus Orlandeau becomes friends with Duke Druksmald Goltanna. Agrias Oaks is born.
1147 A.C.	Duke Bestrald Larg becomes general of the Order of the Northern Sky.
1148 A.C.	Delita Heiral is born.
1149 A.C.	Ovelia Atkascha, daughter of King Denamda IV, is born Alma Beouvre, fourth child of Barbaneth Beouvre, is born. Tietra Heiral is born.
1155 A.C.	Zalbaag Beouvre succeeds the position of Lord Commander of the Order of the Northern Sky after his father. The parents of Delita and Tietra Heiral die to the Black Death. Lord Beouvre takes custody of the two children. The parents of Marach and Rapha Galthena are killed. The two wander a while as orphans until Grand Duke Barrington takes them in.
1156 A.C.	King Denamda Atkascha IV of Ivalice dies of either illness or murder. Ondoria III is crowned 18th king of House Atkascha. Prince Lennard of Ordallia advances through Zelmonia and invades Zeltinia, and may have reached as far as Limberry.
1157 A.C.	King Ondoria III marries Louveria Larg and she becomes the queen.
1161 A.C.	King Ondoria III's second-born son dies shortly after birth.
1162 A.C.	Ovelia Atkascha is adopted by King Ondoria III. Orran Durai's father is killed in Count Orlandeau's service, the count adopts him.
1163 A.C.	Prince Orinus Atkascha, third son of king Ondoria III, is born. Ramza Beouvre enters the Royal Military Akademy at Garland. Lord Barbaneth Beouvre dies of poison. Delita Heiral enters the Royal Military Akademy at Garland. Goffard Gaffgarion is expelled from the position of division commander of the Order of the Eastern Sky for brutality. Veteran soldiers that fought in the ranks of the Dead Men are dismissed without pay, they protest by forming the Corpse Brigade.
1164 A.C. – 1166 A.C.	After King Ondoria III dies, a dispute about his heir sparks the War of Lions, with the Order of the Northern Sky Knights of Duke Larg on the one side and the Order of the Southern Sky Knights of Duke Goltanna on the other. Both are killed by the traitors Dycedarg and Delita respectively. Queen Louveria is imprisoned. Ramza Belouve prevents a massacre at the decisive Battle of Fort Basselat and then travels with his companions to prevent the resurrection of Ultima by the Lucavi. The war ends with both sides crippled and most of the important personalities of the period dead.
1166 A.C.	Delita Heiral marries Ovelia Atkascha and is crowned king of Ivalice. The Glabados Church exploits the situation to regain power.
1171 A.C.	Orran Durai writes the Durai Papers, and is executed as a traitor by the Glabados Church.
1173 A.C.	Karling Nox writes his thesis for Church reformation, and is branded as a heretic. Several nobles of Ordalia and Eastern Ivalice converts to the new Ajoran faith.
1243 A.C.	500 Ajoran faithuls are massacred at Yardrow. The Ajoran league is founded. The Glabados league is founded. Tensions increase at first, but peace settles for a while.
1250 A.C.	Paul Heiral, a Glabados devout, becomes Regeant after his father falls into a coma. Fearing persecution, the Ajoran League preemptively declares against him, starting the Schism War.



Fovoham is a territory in the northernmost part of Ivalice. Ruled by Grand Duke Rudolph Barrington, it is separated from the military nation of Romanda by the Rhana Strait. Fovoham played an important role in deterring the Romandan invasion in the Fifty Years' War, thanks to the Grand Duke and his assassin squad Khamja. Nowadays, it is the main force behind the Glabados League, and some even say that the Royal Regent, Paul Heiral, is nothing more than a puppet for the Grand Duke. **Riovanes Castle** is the home and stronghold of Grand Duke Barrington. This castle is distinguished by its Romandan-style towers. Its position enables not only a great defensive position but also control of all the trade that flows through northern Ivalice, as Mt. Bervenia serves as natural barrier for the movement of goods and armies. **Walled City of Yardrow**, also known as Yardrow Fort City is located east of Riovanes Castle and north of the Royal City of Lesalia. It is a fortress city with some ten centuries of history, protected by thick stone walls built to repel invaders. This walled city has an important past by securing the northern reaches of Fovoham and presenting an important threat to attacks from the Rhana Strait. For centuries, the royal family entrusted this city only to their most loyal vassals, as it is also a prime location for a sneak attack against the capital.



"Our nation exists because of the people! We exist because of them." – Cidolfus Orlando



The Yuguewood, also known as Yuguo Woods, is located east of Riovanes Castle. Two-century old yugue trees still grow here, but even this primeval forest was not spared from the ravages of war. Albeit the forest may be a great source of building materials, rumors of ghosts haunting its ancient trees keep anyone except for the most courageous or stupid lumberjacks from using it. **The Fovoham Windflats**, also known as Fovoham Plains, is located east of Ziekden Fortress, and is the location of the Windflat Mill, also known as Windmill Hut. These sprawling flatlands are covered by low grasses and battered by fierce winds from the Rhana Straight. They are the main farmland area of the Grand Duchy, and provide food not only for Riovanes Castle, but also to Igros Castle as well.



Gallionne is a duchy in the kingdom of Ivalice. Ruled by Duke Lestrade Larg, it is located in western Ivalice. Its borders are the sea to the west and south, Fovoham to the northeast and Lesalia to the east. Its seat of power is Eagrose Castle. As such, it was held by the Order of the Northern Sky knights during the War of the Lions. Lestrade is a stalwart ally of the Grand Duke Barrington, and stands for the Glabados League in the upcoming war.



Eagrose Castle, also known as Igros Castle, is the high seat of Gallionne and home to Duke Larg, its lord. This city is second in size only to the royal city of Lesalia. During the Lion War, it was the home base of House Beoulve and the Order of the Northern Sky. It is also the site where the Lucavi demon Adrammelech was defeated. **The Magick City of Gariland**, also known as Magic City Gariland, is Home to the Royal Academy for the Magickal arts, famous for producing Elidibus, a mage hero of the Fifty Years' War. It is located east of Eagrose Castle and west of the Merchant City of Dorts. During the Lion War, it was controlled by the Order of the Northern Sky and it contains the academy where Ramza Beoulve and Delita Heiral trained. **The Merchant City of Dorts**, also known as Dorts Trade City, is a city that developed as a hub for overland trade. It is a lively place frequented by all sorts of merchants. Located east of the Magick City of Gariland and north of Orbonne Monastery, it sits at a major cross-road in Ivalice. It is also home to the biggest congregation of Ajoran faithfuls in Gallionne, and a major opponent to Glabados' influence inside Gallionne.



Ziekden Fortress, also known as Fort Zeakden, is a fortress built during the Fifty Years' War to prevent a Romandan invasion from across the Rhana Strait. It is located east of Eagrose Castle. Nowadays, it is mostly undefended, as there are few hostilities between Romanda and Ivalice, but should it fall to anyone hostile to Gallionne or Fovoham, it may become an important stronghold. **The Brigands' Den**, also known as Thieves' Fort, is a small structure built upon a pier, just south of Eagrose Castle. Once a refuge for fishermen, it was, for a time, a home to brigands: the chaos that followed the Fifty Year's War turned it into a notorious hideout for thieves, and the Corpse Brigade used it as its stronghold. After the War of Lions ended, it was again occupied by fishermen and is part of an important route to Mullonde. **Mandalia Plains** is a location, famous for its large limestone spires protruding from the ground like the fangs of a great beast.

Its white limestone looks like tusks, giving it the name "Beast Plains". It is located southeast of Eagrose Castle and west of the Merchant City of Dorter. **The Siedge Weald**, also known as Sweegy Woods, is an ancient forest surrounded on all sides by mountains. Rumors say that it has once been inhabited by Moogles. It is located east of the Magick City of Gariland and west of the Merchant City of Dorter. **Lenalian Plateau**, also known as Lenalia Plateau, is a barren plateau dotted with jagged boulders, but little flora of which to speak. It is located north of the Magick City of Gariland and south of the Fovoham Windflats. As it connects the heart of the Gallionne territory with Fovoham, it is part of the main trade routes that connect Dorter to northern Ivalice.



Limberry is the easternmost region in Ivalice, ruled by Marquis Henry Elmdore, the young grandson of Messam Elmdore, one of the heroes of the Fifty Years' War who defended the borders of Ivalice from Romandan invaders. **Limberry Castle** is the stronghold of the Elmdore family, a beautiful white castle that rests on the shores of Loch Dolla. Henry Elmdore, who experienced less than twenty winters, rules the land with the passion and the religious fervor only the very young can muster. His father invited Nox himself as his advisor in his court, and was the first ruler to embrace the Ajoran reformation. Since his father's conversion, their newfound wealth has helped turn Limberry into an economic powerhouse, and the lands that used to be controlled by the church are more productive than ever. **Dorvaular Marsh**, also known as Dolbodar Swamp, is a rich marshland in western Limberry. The Dorvaular River carries fertile soil from here to the plains. It is located between Fort Besselat and Limberry Castle. In the last 60 years, there were intense construction efforts, as dams and irrigation channels were built, taming most of the old swamp areas and creating an important farmland area, transforming it into the breadbasket of Limberry. **Lake Poescas** was once a large body of water, but now is nothing but a dried

lakebed covered in white salt. It is located just east of Limberry Castle, and is haunted by the living dead. Like most of the Zeltennia-Limberry frontier, it is a wasteland devoid of much economic or political importance. Salt is mined from its outskirts, but the fear of the undead prevents this area to become the main producer of this good.



The Beddha Sandwaste, also known as Bed Desert, is a wild desert covering much of western Limberry, located north of the Order of the Southern Sky fortress of Fort Besselat, and the tombs of ancient emperors can be seen buried in the sand. Before the Cataclysm, this used to be an important site of the Holy Empire, but it has transformed from lush farmland to sandy desert almost overnight. Caravans travel through it frequently, as it is part of an important trade route, connecting northeastern Ivalice and Lionel. **Fort Besselat**, also known as Bethla Garrison was the stronghold of the Order of the Southern Sky. It is located between the Dorvaudar Marsh and the Zeirchele Falls. It lies inside the Royal lands of Lesalia, but was taken by a surprise attack by Ajoran forces, and it is under Limberry occupation. The occupation of Bethla marks the start of the Schism War, and its strategic position oversees most land-based trade routes that pass to Lionel.

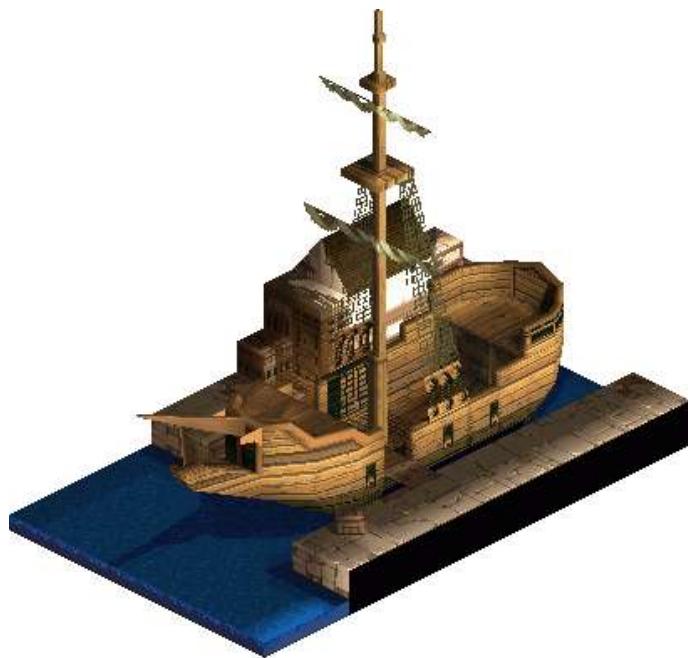


Zeltennia is a duchy located in eastern Ivalice, along with the neighboring Limberry. Zeltennia is ruled by the old Jotan Goltanna, youngest son of Druksmal Goltanna, who fought in the Fifty Years' War and is a descendant of late King Denamda II. Straddled at the easternmost border of Ivalice, Zeltennia was known as the fiercest battlefield during the Fifty Years' War. It is prone to invasion by the kingdom of Ordallia, and was almost lost to the Ordallian side, if not for the defenses led by Cidolfus Orlandeau, a knight serving House Goltanna. Nowadays, it sides with Limberry in the Ajoran League. **Zeltennia Castle** is the stronghold of the Goltanna House. It was heavily reinforced during the Fifty Years' War, and is now a formidable stronghold. Goltanna's conversion to the Ajoran faith was born not of faith, but of convenience, as the Zeltennia ruler saw itself surrounded by Ajoran believers both in the south and in the east, and foresaw the potential gains from joining the league and the war that was looming on the horizon. **Trade City of Sal Ghidos**, also known as Zarghidas Trade City, is hub of trade between Zeltennia and Ordallia. Following the events of the Fifty Years' War, it went into decadence, as the sour relations between Ivalice and Ordallia blocked most of the trade. However, following the Schism and with the newfound wealth in the Dorvaudar Marsh area, it is experiencing a renaissance, and nowadays it bursts with activity.



The Finnath Creek, also known as Finath River, is located between the Free City of Bervenia and Zeltennia Castle. It is an important defensive feature, blocking the advance of armies that could launch an attack from the Free City of Bervenia. Knowing that, Goltanna has positioned most of his armies in a defensive stand in

the riverbanks, unsure if he should trespass the imperial land - a hesitation that has not gone unnoticed by his allies. **Mount Germinas**, also known as Germinas Peak is in the far east of Ivalice. It marks the highest point of a mountain range that dot the eastern border of both Zeltennia and Limberry, directing most trade to the nearby Sal Ghidos City. Its frozen peaks are the source of most of the rivers that once filled up Lake Poescas, but now direct their course westward to the Finath River.



Lionel is one of the seven territories of Ivalice. It was once known as the land of the Holy Ydoran Empire and the center of the ancient teachings known as Pharism. Both crumbled after a catastrophe struck the capital, which occurred soon after the execution of Saint Ajora Glabados, who is the central figure in the Glabados and Ajoran faiths. Before the Lion War, Lionel continued its role as a religious territory, ruled by Cardinal Delacroix, a prominent figure in the Church and one of the heroes of the Fifty Years' War. After the War, with the debacle of the Glabados power, Lionel was reformed into a secular duchy, granted to the Lenande family by the Heiral kings. **Lionel Castle** is located in Southern Ivalice, and is the stronghold of Leonard Lenande, duke of Lionel. It is also the site of Saint Ajora Glabados's capture and of Ramza Beoulve's battle with Cúchulainn. Lionel is currently neutral in the Schism War, and emissaries from both the Glabados and the Ajoran leagues try their best to persuade the duke to join the fight. **The Castled City of Zaland** also known as Zaland Fort City, is an elevated city built atop a low mountain, and serves as a gateway to the province of Lionel. It is located in the only land connection between Lionel and mainland Ivalice, and its strategic importance to the whole duchy is paramount. **The Port City of Warjilis**, also known as Warjilis Trade City, is located south of Lionel Castle along the coast. As the only merchant city in

Lionel, this city developed as a port of transit for trade on the Bugross Sea. Warjilis is an important harbor not only for Lionel, but also for the entire Ivalice kingdom, and the Lionel fleet stationed there is the undisputed strongest naval fleet in the entire region. **The Clockwork City of Goug**, also known as Goug Machine City, is a mining city located in southwestern Lionel. It produces mechanical weapons with generation-old technology. It is said that the ruins of a lost civilization lie buried beneath the streets of Goug, relics from the age of Saint Ajora, when airships numerous beyond counting filled the skies, and men of iron walked city streets. But the art of crafting such things was lost, if it ever truly existed at all. **The Golgollada Gallows**, also known as the Golgorand Execution Site, is the site of Saint Ajora Glabados's execution. It is located south of Lionel Castle and is employed as a public execution ground by the province. **Tchigolith Fenlands**, also known as Zigolis Swamp, is located west of Lionel Castle and east of the Clockwork City of Goug. Countless people died here during the Fifty Years' War, changing this once fertile plain into a poisonous fen. Even now, more than a century after that war, the scars will not heal, and rumors that some unholy magic was unleashed there run among the common folk.



Balias Tor, also known as Bariaus Hill, is located north of Lionel Castle. It was here that the Holy Ydoran Empire put Balias, the first of Saint Ajora's disciples, to death. It is a holy place for both the Glabados and the Ajoran faithful. **Balias Swale**, also known as Bariaus Valley, is located between Lionel Castle and the Port City of Warjilis, and is the barren valley where Balias, the first of Saint Ajora's disciples, hid from pursuers from the Holy Ydoran Empire. **Mullonde Cathedral**, also known as St. Murond Temple, is the main center of the Glabados Church, and sits on an island to the west of the Lionel mainland. Once an independent archbishopric, Mullonde was incorporated into the Lionel Duchy after the Lion War, but remains under the Church's control.

Lesalia is the center of the kingdom of Ivalice in Final Fantasy Tactics. It was the seat of the Atkascha royal family, who have ruled from this region even during the Fifty Years' War and the War of the Lions, but now houses the Heiral royal family. The signs of wealth and luxury persisted even as Ivalice faced war after war. **The Royal City of Lesalia**, also known as Lesalia Imperial Capital is the capital of the kingdom Ivalice. It is the high seat of the Crown, and in it towers the luxurious keep that houses Ivalice's royal family. As the king is comatose and Paul Heiral, the regent, dances by the music played by the Fovoham Grand Duke, the royal lands are aligned with the Glabados league, but the Regent's inability to coordinate his armies has led to many early Ajoran victories. If he can join forces with the main Glabados armies, the tides of this war may turn. **The Mining Town of Gollund**, also known as Goland Coal City, is located south of the Royal City of Lesalia and contains a large coalmine. Rich in mineral resources, these highlands where the town lies are also battered by year-round snowstorms. **The Bervenia Free City**, famous for being Saint Ajora Glabados's birthplace, is under the direct control of the Church of Glabados. It is located on the road between the Royal City of Lesalia and Zeltennia Castle. It is the most direct course from Zeltennia to the capital, but it was not attacked until now.



Orbonne Monastery was built more than twelve centuries ago, and is under the control of the Church of Glabados. It houses the Underground Book Storage, a mysterious library holding old tomes from the era of St. Ajora. It is said to be filled with many great literary works, such as historical writings and scriptures including works in foreign languages. The literary works are strewn in piles of disarray on the floors, and ancient scrolls and lithographs are piled among the printed

works. Priests are restricted in going to the third underground floor. In the deepest area of the vault, the floor covers a tunnel entrance, and a magical rune is inscribed on the floor. **The Zeklaus Desert** lies north of the Merchant City of Dorter on the road to the Royal City of Lesalia, and is the location of the Sand Rat Sietch, where Marquis Elmdore was held hostage by the Corpse Brigade. Scorching in the daytime and freezing at night, it is no mystery why so few travel through this desert. Because of that, most of the trade that goes to Lesalia uses Fovoham as a route, instead of going through the most direct route by Dorter.



Mount Bervenia, also known as Bervenia Volcano is the largest active volcano in Ivalice and located southeast of Riovanes Castle. Molten lava flows down its surface, white ash and smoke darken the sky. It is the second reason Zeklaus is not used as a trade route, except for smugglers and the most daring of merchants. **Araguay Woods** is located east of the Merchant City of Dorter and is a sprawling forest covering the southern Lesalian region inhabited by a variety of rare fauna. Its wood is famous in all Ivalice, and much of it adorns the richest castles in the kingdom. **Grogh Heights**, also known as Grog Hill, is located between the Royal City of Lesalia and the Walled City of Yardrow. The heights compose the largest farmland belt in the Lesalia region, and most of the crops harvested here are destined for the capital city. It is one of the oldest and most developed farmland regions of the entire kingdom. **Zeirchele Falls**, also known as Zirekile Falls is a great waterfall located west of Fort Besselat. Few can help but be enchanted by the sight of Zeirchele Falls cascading down the stairs like Algest Mountains. The waters of the falls go eastward to Limberry, to feed the riches of Dorvaudar. **Dugeura Pass**, also known as Dogoula Pass, is located on the road between Riovanes Castle and Zeltennia Castle. Nearly 2,000 dohms in height, Mount Landria was once used by monks as a holy place of fasting and atonement. This passage is the safest route between the Grogh region and Bervenia, and even a small force could defend it from an attack, should the need arise.



Campaign Idea - Mythological Heroes: Set in the Age of Myths, the players will explore the tales of the legendary heroes of Baron, Paramicia, Kashuka and Melmond. This age is akin to more traditional Final Fantasy histories, as it includes guns, magic and magitek, airships, flying continents, non-humans, and a general high-fantasy theme. Adventure hooks include the wars between the kingdoms, the discovery of the Ronan ruins and artifacts, the Kashuka revolution and the fight of the first Zodiac Braves against Lucavi and his demons.

Campaign Idea - Ydoran Intrigue: The Holy Ydoran empire was a very busy place. Nobles and courtly intrigue abound, and while it still had the high levels of technology and magic of the previous era, the strict social order and iron fist enforced by the Ydoran rulers on their quick conquest makes this a prime candidate for espionage and social drama. Along with that, the five decades before the Cataclysm also saw the rise of St Ajora, who himself was also a Ydoran spy. Lots of religious conflict with the Pharism vs Ajora debate, along with the second Lucavi plot make this an exciting setting for adventures.

Campaign Idea - The Cataclysm: Starting with the execution of St. Ajora, this campaign explores the events around the time of the Cataclysm. Therefore, the story can give insight into the height and sudden destruction of one of the most advanced civilizations in the history of Ivalice. The players take the role of heroes who fight alongside the hero-king Mesa to save humanity and possibly also other races of Ivalice from the effects of the Cataclysm. In this foray into the supernatural, they have to face divine champions and catastrophes and maybe even the gods themselves.

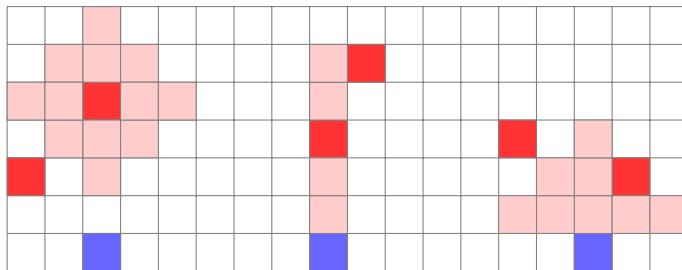
Campaign Idea - Warring Kingdoms: Set in between the first and fifth centuries after the Cataclysm, this campaign hook explores the conflicts between the six kingdoms of Kaladis and the rise to prominence of Mullonde and the Glabados Church. In this moment of time, Lesalia, Fovoham, Zeltennia, Gallonne, Lionel and Limberry were independent kingdoms, forging alliances and warring constantly between themselves. Unlike the earlier eras, there are no more non-humans and high magic, with the technology level regressing to a level comparable to the early periods of the middle ages.

Campaign Idea - Wars of Ivalice: This campaign idea is set in the sixty years between the two last major wars Ivalice has undergone: the Fifty Year's war and the War of the Lions. This period can be visited either to recreate the events of the videogame by another point of view, or to explore untold tales of unsung heroes from either side of the conflict. How was life inside Romanda and what is the aftermath of its defeat? What voices inside the Church begged for reason before they started to plot the Lion War? How did the common folk react after the fall of the Corpse Brigade? These questions can warrant interesting stories to be told.

Campaign Idea - The Schism: This is the default setting for this worldbook, set in 1250 A.C. The schism between the Ajoran and Glabados faiths sparks the underlying tensions of the kingdom, leading to the formation of the two religious leagues. Which side will the players take in this conflict? How will the other nations respond to Ivalice's weaknesses? What are the secret motives of the major political players?

The following is a collection of optional rules and content, which you can use to create a closer feeling to Final Fantasy Tactics.

Grid-based Combat: You can use a square grid to visualize combat in the same manner as FFT. Each square is 1u by 1u in size and player characters take up 1 square of space. The distance between two squares is the sum of the horizontal and vertical squares between them, this system is called the **Manhattan distance**. In other words, adjacent squares to your up, down left and right have a distance of 1u from you, but adjacent diagonal ones have a distance of 2u. Ranges and target distances for abilities are adjusted accordingly. The example below shows the normal (2u) target shape, as well as the special shapes line (5u) and front (2u). The blue squares represent the caster, while the red ones represent enemy combatants.



Directional Defense: In conjunction with a square grid, you can also change the potency of a combatant's defense depending on the direction they are attacked from. At the end of every turn, combatants have to announce the direction that they are facing. There are 4 possible directions (up, down, left and right), so the one they are facing is their front, the opposite direction is their back and the two remaining directions are their sides. Whenever combatants are Attacked from a side, their DEF is halved when calculating the suffered damage. Whenever combatants are Attacked from behind, their Evasion DC is increased by 2 while trying to evade the Attack.

Monsters of Ivalice: Below are examples of monsters that are common in the world of Ivalice. Apart from these, the following monsters from the bestiary supplement may also be encountered: Skeleton, Ghoul, Cockatrice, Ahriman, Coeurl, Mindflayer, Malboro, Behemoth, Red Dragon.

Floating Eye Level 4

HP: 32	MP: 30
STR: 2	DEF: 2
MAG: 5	RES: 4
AGI: 4	Size: S

Beam: 2d DMG, 3u Range

◎ Wing Buffet

MP: 5 Target: 3u (front) Time: Or Range: Self
Enemies in the target area suffer 2d wind damage.



Immune: ☣ ☦ ☧

Goblin Level 2

HP: 16	MP: 18
STR: 2	DEF: 1
MAG: 0	RES: 0
AGI: 3	Size: M

Knife: 1d DMG

◎ Goblin Punch

MP: 2 Target: Single Time: Or Range: Weapon
Make an Attack against the target. If you hit, you push him back by 1u on top of the damage dealt.

◎ Spin Punch

MP: 4 Target: 1u Time: Or Range: Self
Make an Attack against everyone within 1u.



Immune: ☣ ☦ ☧

Red Chocobo Level 3

HP: 28	MP: 16
STR: 3	DEF: 2
MAG: 1	RES: 1
AGI: 4	Size: M

Beak: 1d DMG

◎ Choco Kick

MP: 4 Target: Single Time: Or Range: Weapon
The target suffers 3d damage and is knocked back by 1u.

N Choco Counter: Whenever you are hit by an Attack, immediately make an Attack on the perpetrator.



Resilient: ☣

Grenade Level 4

HP: 35	MP: 20
STR: 2	DEF: 2
MAG: 0	RES: 1
AGI: 3	Size: M

Tackle: 2d DMG

◎ Flame Attack

MP: 5 Target: Single Time: Or Range: 2u
The target suffers 3d fire damage.

◎ Self-Destruct

MP: 0 Target: 2u Time: 1r Range: Self
Inflict KO on yourself to deal 6d fire damage to everyone within the target area.



Weak: ☣ ☦ ☧

Revenant Level 5

HP: 50	MP: 40
STR: 3	DEF: 3
MAG: 5	RES: 6
AGI: 2	Size: M

Touch: 2d DMG

Weak: ☣

Immune: ☣ ☦ ☧

◎ Zombie Touch

MP: 4 Target: Single Time: Or Range: Weapon
Make an Attack against the target. If you hit, he suffers Zombie for 10 rounds on top of the damage dealt.

◎ Drain Touch

MP: 5 Target: Single Time: Or Range: Weapon
Make an Attack against the target. If you hit, increase your HP by 1d on top of the damage dealt.



Bravery & Faith: To create more heroic moments in your adventure, you can allow characters to derive special powers from their Bravery or Faith. Every character tracks one resource pool for each, that can hold up to 5 points. Players roll 1d for each during character creation to determine their starting Bravery and Faith (a 6 is rounded down to a 5). Characters recover 1 point of Bravery and 1 point of Faith whenever they go to sleep and they can never spend more than 1 point of either at once. **Bravery** allows characters to channel their inner courage to reach beyond their usual abilities. Characters can spend 1 point of Bravery whenever they perform a check to add 1 to the result of their roll. They can also spend 1 point of Bravery whenever they deal any damage during combat to add 1d to the total damage dealt. When a character's Bravery drops to 0, all of their total damage dealt is halved. The GM can award additional points of Bravery whenever someone acts particularly heroic or deduct a point when they act cowardly. **Faith** helps characters to overcome failures through confidence in their beliefs. Characters can spend 1 point of Faith whenever they perform a check to re-roll one die after seeing the result. They can also spend 1 point of Faith whenever they suffer any damage during combat to reduce the total damage suffered by 1d. The GM can award additional points of Faith whenever someone acts in accordance to their belief system and deduct a point when they act against it. When a character's Faith drops to 0, they have Disadvantage on every check that they perform.

"Most people have to act the roles given to them. Then again, most of them haven't even noticed they're acting." – Delita Hyral

Hiring Soldiers: In the world of Ivalice, many capable combatants will offer their services for the right price. As such, the party can hire paid soldiers in almost any major city to improve their combat strength. These soldiers are controlled by the GM during battles and generally should not play a major role outside of it. Accordingly, you also do not need to track their current experience and progression. For characters of greater importance, we recommend to use the standard character creation rules, if necessary you can convert a hired soldier to a fully fledged character later on. When using the **Bravery & Faith** rules, a hired soldier will immediately leave the party when either their Bravery or Faith drops to 0. On the right are some examples of soldiers that can be hired, along with their required daily salary. As these are very common types of combatants, you can also use them as human enemies.

Squire		Level 1	
HP:	15	MP:	12
STR:	2	DEF:	1
MAG:	0	RES:	0
AGI:	3	Size:	M

Sword: 1d DMG **Salary:** 25 Gil per day

▢ Throw Stone

MP: 2 Target: Single Time: Or
The target suffers 1d damage.

Items: 1x Potion



Chemist		Level 2	
HP:	2	MP:	26
STR:	1	DEF:	1
MAG:	1	RES:	1
AGI:	2	Size:	M

Knife: 1d DMG **Salary:** 50 Gil per day

▢ Aid

MP: 4 Target: Single Time: Or Range: 1u
Remove one negative Status Effect from the target except KO.

▢ Auto-Potion: Whenever an ally within 1u suffers damage, you can immediately use an Item on them.

Items: 3x Potion, 1x Phoenix Down, 1x Remedy



Archer		Level 3	
HP:	27	MP:	18
STR:	1	DEF:	1
MAG:	0	RES:	1
AGI:	2	Size:	M

Bow: 2d DMG, 5u range **Salary:** 100 Gil per day

▢ Aim

MP: 2 Target: Single Time: Or Range: Self
On the next Attack that you perform, the target has Disadvantage on the evasion check.

Items: 2x Potion, 1x Eyedrops



Knight		Level 4	
HP:	38	MP:	25
STR:	4	DEF:	2
MAG:	0	RES:	1
AGI:	3	Size:	M

Sword: 2d DMG **Salary:** 150 Gil per day

▢ Rend Power

MP: 5 Target: Single Time: Or Range: Weapon
Make an Attack against the target. If you hit, the damage dealt is halved and the target suffers DeSTR for 3 rounds.

▢ Rend Magick

MP: 5 Target: Single Time: Or Range: Weapon
Make an Attack against the target. If you hit, the damage dealt is halved and the target suffers DeMAG for 3 rounds.



Items: 1x Hi-Potion, 1x Remedy

Goblin	Level 1	A small green goblin with purple hair and a mischievous grin.	Basilisk	Level 2	A large green basilisk with a long neck and red eyes.
HP: 12	MP: 10		HP: 17	MP: 16	
STR: 1	DEF: 1		STR: 2	DEF: 2	
MAG: 0	RES: 0		MAG: 0	RES: 1	
AGI: 3	Size: M		AGI: 3	Size: M	
Knife: 1d DMG		Immune: ⚡	Lick: 1d DMG	Resilient: ⚡	Weak: ⚡
Skeleton	Level 1	A skeletal warrior in armor, holding a sword.	Stonetouch: Whenever you successfully Attack a target he makes a DC 7 check and suffers Immobile for 3 rounds upon failure.		
HP: 13	MP: 5				
STR: 2	DEF: 1				
MAG: 0	RES: 0				
AGI: 2	Size: M				
Sword: 1d DMG		Weak: ⚡ ⚡			
Undead: You permanently suffer Zombie.					
Mandragora	Level 1	A small, root-like creature with a face and a single flower on its head.	Ghoul	Level 2	A zombie-like ghoul with purple skin and a skeletal frame.
HP: 10	MP: 12		HP: 18	MP: 20	
STR: 0	DEF: 1		STR: 2	DEF: 1	
MAG: 0	RES: 2		MAG: 1	RES: 2	
AGI: 2	Size: S		AGI: 2	Size: M	
Head Butt: 1d DMG		Weak: ⚡	Claw: 1d DMG	Weak: ⚡ ⚡	Resilient: ⚡
Sleep			Zombie Bite		
MP: 6	Target: Single	Time: Or	MP: 3	Target: Single	Time: Or
The target makes a DC 8 check and suffers Sleep for 3 rounds upon failure.			The target takes 1d damage and makes a DC 8 check. Upon failure, he suffers Zombie for 5 rounds.		
Tarantula	Level 1	A large, multi-legged spider with a yellow and black patterned body.	Undead: You permanently suffer Zombie.		
HP: 11	MP: 12				
STR: 1	DEF: 0				
MAG: 0	RES: 1				
AGI: 3	Size: S				
Bite: 1d DMG	Weak: ⚡	Immune: ⚡	Cockatrice	Level 2	A colorful bird with a long, forked tail and sharp talons.
Web			HP: 15	MP: 16	
MP: 4	Target: Single	Time: Or	STR: 3	DEF: 1	
The target makes a DC 8 check and suffers Immobile for 1 round upon failure.			MAG: 0	RES: 2	
			AGI: 3	Size: M	
Claw: 1d DMG		Weak: ⚡	Beak: 1d DMG		Weak: ⚡
Bite			Blind		
MP: 2	Target: Single	Time: Or	MP: 6	Target: Single	Time: Or
Make an Attack against the target. If you hit, the damage dealt, ignores the target's DEF.			The target makes a DC 8 check and suffers Blind for 3 rounds upon failure.		
Bandersnatch	Level 1	A large, golden-yellow lion-like creature with a mane.	Coeurl	Level 2	A dark, cat-like creature with a long, bushy tail and glowing blue eyes.
HP: 10	MP: 6		HP: 19	MP: 15	
STR: 2	DEF: 1		STR: 2	DEF: 1	
MAG: 0	RES: 0		MAG: 0	RES: 2	
AGI: 3	Size: M		AGI: 3	Size: M	
Claw: 1d DMG		Weak: ⚡	Claw: 1d DMG		
Bite			Blaster		
MP: 2	Target: Single	Time: Or	MP: 5	Target: Single	Time: Or
Make an Attack against the target. If you hit, the damage dealt, ignores the target's DEF.			The target makes a DC 8 check and suffers Immobile for 3 rounds upon failure.		
Sahagin	Level 2	A large, blue, tentacle-like sea creature.	Ahriman	Level 3	A large, yellow, horned demon with multiple eyes.
HP: 16	MP: 24		HP: 21	MP: 24	
STR: 1	DEF: 1		STR: 2	DEF: 1	
MAG: 2	RES: 1		MAG: 0	RES: 4	
AGI: 3	Size: M		AGI: 4	Size: S	
Spear: 1d DMG	Resilient: ⚡	Weak: ⚡	Beam: 1d DMG, 3u Range		
Water			Eerie Soundwave		
MP: 6	Target: Single	Time: Or	MP: 6	Target: Single	Time: Or
You deal 2d water damage to the target.			The target makes a DC 8 check and suffers 2d damage and Silence for 3 rounds upon failure.		

Killer Bee

HP:	20	MP:	18
STR:	3	DEF:	1
MAG:	0	RES:	3
AGI:	3	Size:	S

**Level 3****Sting:** 1d DMG**Immune:**

Venom: Every target that rolls below 6 on an evasion check against your Attack, suffers Poison for 3 rounds.

Blue Flan

HP:	12	MP:	30
STR:	0	DEF:	4
MAG:	5	RES:	1
AGI:	1	Size:	M

**Level 3****Tackle:** 1d DMG**Resilient:** **Weak:** **Blizzard**

MP: 4 Target: Single Time: Or

You deal 2d ice damage to the target.

Range: 3u

Death Claw

HP:	26	MP:	15
STR:	2	DEF:	2
MAG:	0	RES:	1
AGI:	3	Size:	M

**Level 3****Claw:** 1d DMG**Grapple**

MP: 5 Target: Single Time: Or Range: 2u
The target becomes grappled and at the start of each turn he can make a DC 8 check to free himself. While grappled, the target suffers Immobile and an additional 1d damage for each failed attempt to free himself.

Sorcerer

HP:	22	MP:	40
STR:	0	DEF:	1
MAG:	3	RES:	2
AGI:	2	Size:	M

**Level 3****Blast:** 1d DMG, 3u Range**Immune:** **Silence**

MP: 6 Target: Single Time: Or Range: 5u
The target makes a DC 8 check and suffers Silence for 3 rounds upon failure.

Drain

MP: 8 Target: Single Time: Or Range: 4u
Reduce the target's HP by 1d and increase yours by the same amount.

Antlion

HP:	42	MP:	24
STR:	2	DEF:	3
MAG:	0	RES:	1
AGI:	3	Size:	M

**Level 4****Bite:** 2d DMG**Resilient:** **Sandstorm**

MP: 8 Target: 3u Time: Or Range: Self
All enemies in the target area suffer 2d earth damage and Blind for 1 round.

Imp

HP:	32	MP:	40
STR:	2	DEF:	1
MAG:	5	RES:	4
AGI:	4	Size:	S

**Level 4**

HP:	32	MP:	40
STR:	2	DEF:	1
MAG:	5	RES:	4
AGI:	4	Size:	S

Claw: 2d DMG**Immune:** **Resilient:** **Confuse**

MP: 10 Target: Single Time: Or Range: 5u
The target makes a DC 8 check and upon failure you take control of him on his next turn. You can command him to move towards and Attack any target of your choice including himself.

Minotaur

HP:	40	MP:	24
STR:	3	DEF:	2
MAG:	0	RES:	1
AGI:	2	Size:	M

**Level 4****Morning Star:** 2d DMG**Resilient:** **Earthsplitter**

MP: 6 Target: 3u (line) Time: Or Range: Self
Everyone in the target area suffers 3d earth damage.

Beef Up: As long as your current HP is below half of its maximum, you gain EnSTR.

Ghost

HP:	35	MP:	50
STR:	2	DEF:	9
MAG:	0	RES:	0
AGI:	2	Size:	M

**Bite:** 2d DMG**Resilient:** **Weak:** **Fire**

MP: 4 Target: Single Time: Or Range: 3u
The target suffers 2d fire damage.

Non-Solid Matter: All physical damage that you suffer is halved.

Undead: You permanently suffer Zombie.

Black Knight

HP:	38	MP:	40
STR:	3	DEF:	3
MAG:	0	RES:	2
AGI:	3	Size:	M

**Level 4****Sword:** 2d DMG**Resilient:** **Weak:** **Dual Attack, Counter****Immune:** **Execute**

MP: 8 Target: Single Time: Or Range: 1u
This ability can only target enemies with at most half of their HP remaining. The target makes a DC 8 check and suffers KO upon failure.

Darkness

MP: 6 Target: 3u Time: Or Range: 5u
You create an Obscure Field in the target area that lasts for 3 rounds.

Gigas**Level 5**

HP:	70	MP:	50
STR:	5	DEF:	4
MAG:	0	RES:	3
AGI:	1	Size:	L

Fist: 2d DMG, 2u Range**Final Attack****Ⓐ Headbutt**

MP: 8 Target: Single Time: Or Range: 2u
You deal 4d damage to the target and knock him back by 3u.

Ⓑ Terrify

MP: 10 Target: 3u Time: 0r Range: Self
All enemies in the target area make a DC 7 check and suffer DeSTR and DeDEF for 3 rounds upon failure.

Wyvern**Level 5**

HP:	53	MP:	40
STR:	2	DEF:	3
MAG:	3	RES:	2
AGI:	3	Size:	M

Claw: 2d DMG**Immune:** ⚡**Resilient:** 🌱**Ⓑ Aero**

MP: 8 Target: Single Time: Or Range: 4u
You deal 2d wind damage to the target.

Ⓑ Dive: Every target that rolls below 6 on an evasion check against your Attack, suffers Immobile for 1 round.

Chimera**Level 5**

HP:	62	MP:	98
STR:	1	DEF:	3
MAG:	4	RES:	3
AGI:	3	Size:	M

Claw: 2d DMG**Resilient:** 🔥 ❄️ ⚡**Ⓑ Firaga**

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d fire damage to the target.

Ⓑ Blizzaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d ice damage to the target.

Ⓑ Thundaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d lightning damage to the target.

Cactuar**Level 5**

HP:	18	MP:	50
STR:	0	DEF:	0
MAG:	0	RES:	15
AGI:	4	Size:	S

Tackle: 1d DMG**All-Immune, Auto-Blink****Ⓑ 1000 Needles**

MP: 10 Target: Single Time: 0r Range: 1u
You deal 10d damage to the target.

Ⓑ Flee: When running away from enemies you can move 2u further than usual.

Magic Pot**Level 5**

HP:	1	MP:	0
STR:	0	DEF:	99
MAG:	0	RES:	99
AGI:	1	Size:	S

All-Immune,

Ⓐ Gimme!: When given a beneficial Item, you disappear (KO) and drop 1000 Gil. When attacked, make a DC 8 check and upon failure you suffer KO to deal 8d damage in 3u around you, dropping no Gil.

**Mindflayer****Level 6**

HP:	68	MP:	130
STR:	0	DEF:	3
MAG:	6	RES:	7
AGI:	2	Size:	M

Staff: 1d DMG**Immune:****Resilient:** ⚡**Ⓑ Waterga**

MP: 14 Target: Single Time: 1r Range: 6u
You deal 6d water damage to the target.

Ⓑ Mind Blast

MP: 15 Target: 2u Time: 1r Range: 5u
All enemies in the target area suffer 4d dark damage and Immobile for 1 round.

Lamia**Level 6**

HP:	75	MP:	115
STR:	3	DEF:	4
MAG:	5	RES:	5
AGI:	3	Size:	M

Slap: 2d DMG**Immune:****Weak:** ⚡**Ⓑ Toad**

MP: 16 Target: Single Time: 2r Range: 5u
The target makes a DC 8 check and is turned into a toad upon failure for 3 rounds or until he receives any damage. While being a toad, he cannot talk or take any action and can only move 1u per turn.

Ⓐ Entice: When an enemy successfully Attacks you, he has to make a DC 6 check. Upon failure, you can decide which movements and actions he has to perform on his next turn.

Iron Giant**Level 6**

HP:	85	MP:	70
STR:	6	DEF:	5
MAG:	0	RES:	2
AGI:	2	Size:	L

Sword: 2d DMG, 2u Range**Ⓑ Sweep**

MP: 6 Target: 3u (front) Time: 0r Range: Self
Make an Attack against all enemies in target area.

Ⓑ Tremor

MP: 12 Target: 5u (line) Time: 0r Range: Self
All enemies in the target area make a DC 8 check and upon failure suffer 2d damage, as well as Immobile and DeDEF for 1 round.

Medusa

HP:	72	MP:	125
STR:	3	DEF:	3
MAG:	6	RES:	4
AGI:	3	Size:	M

**Level 6**

Hair: 2d DMG **Immune:** ⚔️ 🗡️ 🛡️ **Resilient:** 🛡️ 🛡️

▢ Gaze

MP: 16 Target: 3u (front) Time: 0r Range: Self
Everyone in the target area makes a DC 8 check and suffers Immobile for 3 rounds upon failure.

▢ Thundaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d lightning damage to the target.

Ogre**Level 6**

HP:	90	MP:	60
STR:	5	DEF:	4
MAG:	0	RES:	2
AGI:	2	Size:	L



Immune: 🗡️ 🗡️ 🛡️

Fist: 2d DMG, 2u Range

▢ Beatdown

MP: 5 Target: Single Time: 0r Range: Weapon
Make an Attack where the target has Advantage on the evasion check. If the Attack is successful, you automatically score a Critical Hit.

▢ Change Stance: At the end of each turn you can take one of two stances. In offensive stance, you score a Critical Hit, when the target of your Attack rolls 5 or less on the evasion check. In defensive stance, when an enemy successfully hits you with an Attack, you can immediately make an Attack on him.

Cerberus**Level 7**

HP:	100	MP:	140
STR:	4	DEF:	5
MAG:	6	RES:	4
AGI:	3	Size:	L



Resilient: 🛡️ 🛡️ 🛡️

▢ Firaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d fire damage to the target.

▢ Triple Triad: You can perform each action on up to 3 different targets within its range simultaneously.

Zu**Level 7**

HP:	120	MP:	100
STR:	7	DEF:	5
MAG:	0	RES:	7
AGI:	2	Size:	L



Beak: 2d DMG

Auto-Regen

Immune: 🗡️ 🗡️ 🛡️

▢ Tornado

MP: 10 Target: 9u (line) Time: 1r Range: Self
You create a tornado with a 2u diameter that travels 3u in a line per round for the next 3 rounds. Anyone except you that gets into contact with it suffers 4d wind damage and Immobile for 1 round.

Sand Worm**Level 7**

HP:	115	MP:	125
STR:	6	DEF:	5
MAG:	2	RES:	6
AGI:	1	Size:	L



Acid: 2d DMG, 5u Range

Resilient: 🛡️ 🛡️

▢ Quake

MP: 18 Target: 3u Time: 1r Range: 7u
Deal 6d earth damage to everyone in the target area.

▢ Inhale

MP: 10 Target: Single Time: 0r Range: 3u
You inhale the target, removing him from the battle. At the beginning of every turn he may try to free himself by passing a DC 9 check.

Malboro**Level 7**

HP:	105	MP:	130
STR:	4	DEF:	4
MAG:	0	RES:	7
AGI:	2	Size:	L



Tentacle: 2d DMG

All-Immune, Dual Attack

▢ Bad Breath

MP: 16 Target: 3u (front) Time: 0r Range: Self
All enemies in the target area make a DC 8 check and are suffer Sleep, Poison, Silence and Blind for 3 rounds upon failure.

▢ Gastric Juice

MP: 8 Target: 2u Time: 0r Range: 8u
All enemies in the target area suffer 4d damage and make a DC 8 check. Every one that fails suffers DeSTR and DeMAG for 5 rounds.

▢ Entangle: Whenever you roll higher than 8 on an evasion check, the Attacker suffers Immobile for 1 round upon failure.

Zombie Dragon**Level 7**

HP:	110	MP:	120
STR:	7	DEF:	6
MAG:	0	RES:	3
AGI:	2	Size:	L



Bite: 2d DMG

Immune: 🗡️ 🗡️ 🛡️

Weak: 🌸

▢ Blindga

MP: 18 Target: 3u Time: 1r Range: 5u
All enemies in the target area make a DC 8 check and suffer Blind for 3 rounds upon failure.

▢ Poison Breath

MP: 10 Target: 3u (front) Time: 0r Range: Self
Everyone in the target area suffers 3d damage, makes a DC 8 check and suffers Poison for 3 rounds upon failure.

▢ Rebirth: Whenever you suffer KO, make a DC 7 check. If you succeed, KO is removed and you regain 50 HP.

Midgarsormr**Level 8**

HP: 160 MP: 180
STR: 6 DEF: 7
MAG: 0 RES: 4
AGI: 3 Size: L

Tail: 3d DMG **Immune:** ⚔️ 🛡️ **Counter, Final Attack**

▢ Bite

MP: 4 Target: Single Time: 0r Range: 2u
Make an Attack against the target. If you hit, the target makes a DC 9 check and also suffers Poison for 3 rounds upon failure.

▢ Constrict

MP: 6 Target: Single Time: 0r Range: 2u
Make an Attack against the target. If you hit, the target makes a DC 9 check and also suffers Immobile for 3 rounds upon failure.

▢ Burrow

MP: 8 Target: 2u Time: 0r Range: 5u
You burrow into the ground where you cannot be targeted by enemies. At the start of your next turn, you emerge at a location of your choice within 5u and cause 4d damage to all enemies within 2u.

Behemoth**Level 8**

HP: 180 MP: 190
STR: 8 DEF: 6
MAG: 5 RES: 5
AGI: 3 Size: L

Claw: 3d DMG, 2u **Immune:** ⚔️ 🛡️ **Resilient:** 🔥
Auto-Haste, Counter, Final Attack

▢ Flare

MP: 20 Target: Single Time: 2r Range: 7u
You deal 6d+20 fire damage to the target.

▢ Heave

MP: 10 Target: Single Time: 0r Range: 2u
You deal 6d damage to the target and knock him 3u into the air for 1 round.

Ochu**Level 8**

HP: 170 MP: 150
STR: 7 DEF: 6
MAG: 0 RES: 3
AGI: 2 Size: L

Vines: 3d DMG, 3u Range **Resilient:** ⚙️ **Weak:** 🔥
All-Immune, Auto-Regen, Dual Attack

▢ Seed Shot

MP: 8 Target: Single Time: 0r Range: 8u
The target suffers 6d damage and DeSTR for 1 round.

▢ Pollen

MP: 15 Target: 3u Time: 0r Range: Self
All enemies in the target area make a DC 8 check and suffer Sleep and Poison for 3 rounds on failure.

▢ Grappling Vines: Every target that rolls below 6 on an evasion check against your Attack, suffers Immobile for 3 rounds.

Red Dragon**Level 8**

HP: 190 MP: 200
STR: 7 DEF: 8
MAG: 6 RES: 5
AGI: 3 Size: L

Bite: 3d DMG **Resilient:** 🔥 **Immune:** ⚔️ 🛡️ 🛡️
Counter, Surge

▢ Burn

MP: 12 Target: 3u (line) Time: 0r Range: Self
The target area is covered in a Hot Field that lasts for 3 rounds.

▢ Blaze

MP: 14 Target: 10u (line) Time: 1r Range: Self
You deal 6d fire damage to all enemies in the target area.

▢ Tail Whip: Whenever you Attack, you can choose to target all enemies within 1u at once.

Vampire Lord**Level 8**

HP: 175 MP: 250
STR: 6 DEF: 6
MAG: 8 RES: 7
AGI: 4 Size: M

Bite: 3d DMG **Resilient:** ❄️ 🌱 🍂 **Weak:** ❄️ 🌱

All-Immune, Auto-Regen

▢ Zombiga

MP: 15 Target: Single Time: 1r Range: 5u
All enemies in the target area DC 8 check and suffer 4d damage and Zombie for 5 rounds upon failure.

▢ Blizzaga

MP: 12 Target: Single Time: 1r Range: 5u
You deal 6d ice damage to the target.

▢ Curaga

MP: 14 Target: 2u Time: 1r Range: 5u
Everyone in the target area regains 6d HP.

▢ Bloodsuck

MP: 8 Target: Single Time: 0r Range: 1u
Make an Attack against the target. If you hit, increase your HP by the amount of damage dealt.

Tonberry**Level 9**

HP: 250 MP: 100
STR: 15 DEF: 8
MAG: 0 RES: 7
AGI: 2 Size: S

Knife: 3d DMG

All-Immune, Revert

▢ Intimidate: Whenever you move within 3u of an enemy, he makes a DC 8 check and suffers Immobile for 1 round upon failure.

▢ Grudge: Every time you Attack an enemy, he makes a DC 7 check and suffers KO upon failure.

▢ Karma: Whenever an enemy that is more than 3u away reduces your HP, deal 6d dark damage back.

Kraken

Level 9	
HP: 280	MP: 400
STR: 9	DEF: 7
MAG: 12	RES: 8
AGI: 2	Size: L

**Tentacle:** 3d DMG, 2u range**Resilient:** ⚡️ ❄️**Auto-Haste, Counter, Dual Attack****Immune:** 🎰 🎯**Waterga**

MP: 14 Target: Single Time: 1r Range: 6u
You deal 6d water damage to the target.

Ink

MP: 15 Target: 3u Time: 1r Range: 6u
All enemies within the target area make a DC 8 check and suffer Blind and 4d damage upon failure.

Flood

MP: 18 Target: 100u Time: 1r Range: Self
Everyone on the target area except you suffers 4d water damage. In addition, the target area is covered in a Slow Field for 3 rounds that does not affect you.

Adamantoise

Level 9	
HP: 300	MP: 350
STR: 8	DEF: 9
MAG: 7	RES: 6
AGI: 1	Size: L

**Trample:** 3d DMG, 2u Target**Immune:** 🎰 🎯**Auto-Regen, Final Attack, Surge****Resilient:** 🏴**Ultima**

MP: 28 Target: 2u Time: 2r Range: 7u
You deal 6d+30 dark damage to all enemies in the target area.

Roar

MP: 15 Target: 5u Time: 0r Range: Self
All enemies within the target area make a DC 8 check and suffer Immobile for 3 rounds upon failure.

Lich

Level 9	
HP: 275	MP: 500
STR: 5	DEF: 6
MAG: 14	RES: 9
AGI: 2	Size: L

**Beam:** 3d DMG, 5u Range**Resilient:** ⚡️**All-Immune, Auto-Regen, Auto-Haste****Zombiga**

MP: 15 Target: Single Time: 1r Range: 5u
All enemies in the target area DC 8 check and suffer 4d damage and Zombie for 5 rounds upon failure.

Poisonga

MP: 18 Target: 3u Time: 1r Range: 5u
Everyone in the target area makes a DC 8 check and suffers Poison for 3 rounds upon failure.

Doom

MP: 18 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers KO after 3 rounds upon failure.

Deathgaze

Level 9	
HP: 225	MP: 450
STR: 8	DEF: 6
MAG: 11	RES: 8
AGI: 4	Size: L

**Claw:** 3d DMG, 2u Range**Resilient:** ⚡️ **Weak:** ❄️**All-Immune, Auto-Blink, Auto-Haste****Mega-Doom**

MP: 30 Target: 3u Time: 1r Range: 5u
All enemies within the target area make a DC 8 check. Each target that fails suffers KO after 3 rounds.

Blizzaga

MP: 12 Target: Single Time: 1r Range: 5u
Deal 6d ice damage to the target.

Retreat

MP: 0 Target: Single Time: 0r Range: Self
You make a DC 7 check and if you succeed, you immediately remove yourself from the battle.

Auto-Dispel: Whenever an enemy within 5u gains a beneficial Status Effect, you can make a DC 7 check. If you succeed, the Status Effect is immediately removed.

Ozma

Level 10	
HP: 350	MP: 900
STR: 8	DEF: 9
MAG: 15	RES: 11
AGI: 2	Size: L

**Ray:** 4d DMG, 8u Range**Resilient:** 🔥 ❄️ ⚡️ ⚡️**All-Immune, Auto-Haste, Retaliate, Revert, CT-0****Curaga**

MP: 14 Target: 2u Time: 0r Range: 5u
All allies in the target area regain 6d HP.

Thundaja

MP: 18 Target: 2u Time: 0r Range: 8u
Everyone in the target area suffers 6d+15 lightning damage

Doomsday

MP: 20 Target: 2u Time: 0r Range: 10u
All enemies in the target area make a DC 6 check and suffer KO upon failure and 6d damage otherwise.

Curse

MP: 16 Target: Single Time: 0r Range: 5u
The target makes a DC 8 check and suffers Poison, Silence and Immobile upon failure.

Absorb MP

MP: 0 Target: Single Time: 0r Range: 10u
Decrease the target's MP by 4d and increase yours by the same amount.

Turbo Cast: You can cast magic without cast time.

Turbo Counter: Whenever you suffer damage by an enemy, make a DC 8 check. If you succeed you can take an extra turn immediately after the perpetrator.

Ruby Weapon**Level 10**

HP:	500	MP:	500
STR:	13	DEF:	10
MAG:	8	RES:	9
AGI:	2	Size:	L

**Ruby Ray:** 4d DMG, 10u Range**Resilient:** 🔥 🌐**All-Immune, Auto-Regen, Counter, Surge****🌀 Whirlsand**

MP: 15 Target: 10u (line) Time: 1r Range: Self
Everyone in the target area is knocked back by 10u and suffers Blind as well as 6d+10 earth damage.

🔥 Ruby Flame

MP: 20 Target: Single Time: 1r Range: 8u
The target suffers 6d+15 fire damage. The damage dealt is not reduced by the target's RES.

☄ Comet

MP: 28 Target: 5u Time: 2r Range: 10u
Everyone in the target area suffers 6d+20 damage and DeDEF for 3 rounds.

🌀 Burrow Tentacles

MP: 8 Target: 1u Time: 0r Range: 10u
You burrow your arms into the ground and two 1u wide tentacles rise from the ground in locations within range, dealing 8d damage to everyone within the target areas. While your arms are burrowed, you cannot move and you have to use an action to unborrow them. While burrowed, your tentacles can each perform an Attack (4d DMG) against enemies that are within 3u of them in addition to your usual action on each turn.

Chaos**Level 10**

HP:	400	MP:	700
STR:	10	DEF:	8
MAG:	12	RES:	10
AGI:	3	Size:	L

**Beam:** 4d DMG, 5u Range**Resilient:** 🌐 🔥**All-Immune, Auto-Haste, Retaliate, Revert, Surge****🌀 X-Zone**

MP: 13 Target: 3u Time: 0r Range: 8u
You create a Field effect of your choice in the target area that lasts for 3 rounds.

🔥 Ultima

MP: 28 Target: 2u Time: 2r Range: 7u
You deal 6d+30 dark damage to all enemies in the target area.

🌀 Curaja

MP: 20 Target: 2u Time: 1r Range: 8u
All allies in the target area regain 6d+15 HP.

🔥 Firaja

MP: 18 Target: 2u Time: 1r Range: 8u
You deal 6d+15 fire damage to everyone in the target area.

🌀 Chaos Touch: Every target that rolls below 6 on an evasion check against your Attack, suffers Blind and Silence for 3 rounds.

Shinryu**Level 10**

HP:	450	MP:	800
STR:	12	DEF:	9
MAG:	14	RES:	9
AGI:	3	Size:	L

**Tail:** 4d DMG, 4u Range**All-Immune, Auto-Haste, Auto-Regen, Counter, Final Attack, Retaliate****🔥 Blizzaja**

MP: 18 Target: 2u Time: 1r Range: 8u
Everyone in the target area suffers 6d+15 ice damage

🌀 Tidal Wave

MP: 22 Target: 10u (front) Time: 1r Range: Self
All enemies in target area take 6d+10 water damage and suffer Immobile for 2 rounds.

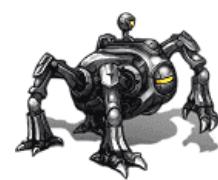
🔥 Atomic Rays

MP: 20 Target: 8u Time: 1r Range: Self
All enemies in the target area take 6d fire damage and suffer Poison for 3 rounds.

🌀 Adapt Element: At the start of every turn, choose one element (e.g. fire). You gain Resilience against the element until the start of your next turn.

Omega**Level ???**

HP:	999	MP:	999
STR:	19	DEF:	11
MAG:	17	RES:	10
AGI:	4	Size:	L

**Laser:** 4d DMG, 10u Range**Resilient:** 🔥 🌐 ⚡**All-Immune, Auto-Blink, Auto-Haste, Auto-Regen, Counter, Dual Attack, Revert, Retaliate, Surge****🔥 Meltdown**

MP: 29 Target: 10u Time: 1r Range: Self
A system vulnerability forces you to leak restricted memory content and lava. Deal 6d+40 fire damage on the target, including yourself.

🌀 Biohazard

MP: 16 Target: 3u Time: 0r Range: 10u
All enemies in the target area make a DC 8 check and suffer Poison, Blind and Slow for 3 rounds.

🔥 Flamethrower

MP: 8 Target: 3u (front) Time: 0r Range: Self
Deal 6d+10 fire damage to all enemies in the target area. Also, the target area is covered in a Hot Field for 3 rounds.

🌀 Wave Cannon

MP: 14 Target: 3u Time: 1r Range: 12u
You inflict 6d+20 dark damage and DeDEF, DeRES and DeSTR for 5 rounds on the target area.

"Man forges a weapon to fell the gods: Omega. The weapon knows nothing of compassion - only destruction! Its might knows no equal. The wise dare not cross its path, lest they meet their end." - Gentiana