

TINWATCHMAN



A FINAL FANTASY PLAYER'S INSTRUCTION MANUAL

THIRD DRAFT

A campaign setting for Dungeons and Dragons v3.5, as
inspired by the games of Squaresoft, Inc.

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1: WHAT YOU NEED TO KNOW

Introduction

A long time ago, three gods called the Archons – more commonly referred to as the Three – descended upon the void and created the world and all of its races. Then one of the Three rebelled against the other two; the result of that decision was a war between the Archons that lasted for uncounted ages which nearly destroyed their creation. This was the Long War. At the end of it, the rebel was killed, and the remaining two Archons, exhausted and traumatized, left the world behind, never to return.

They left behind them their servants, **the Aeons**, more commonly known as the Seven. In the thousand years since the Long War ended, the Seven and the races of the world – humans, halflings, dwarves, elves, orcs, gnomes and the strange creatures called penpens, to name just a few – have rebuilt a peaceful civilization.

But all is not well. In the last thirty years, a new power has arisen – the Empire, a vast engine of war that commands technological and arcane powers that challenge those of the Seven themselves. With an army staffed by the Goblins, a new race created to be soldiers, the Empire seems prepared to wipe out the peace the Seven have created and conquer the entire world.

Yet, even on the eve of war, there may be a glimmer of hope...



The Game

“A Final Fantasy” is a campaign setting for Dungeons and Dragons 3.5, published by Wizards of the Coast, which draws inspiration



from the classic role-playing games created by Squaresoft, Inc. (now Square-Enix), including *Secret of Mana* (*Seiken Densetsu 2*), *Final Fantasy VI* (released as *Final Fantasy III* in the United States), *Final Fantasy IV* (released as *Final Fantasy II*) and *Chrono Trigger*.

Creating Characters

Players whose gamemaster wants to follow the campaign guidelines set forward in *the Gamemaster's Instruction Manual* should consider the following suggestions when creating characters:

1. First, your character will need to be a resident of the village of Potos (see [Chapter 6: Potos](#)). He or she must be willing to take a job that might prove dangerous, be it for money, love of adventure, or just out of boredom.
2. Second, if you know anything about the Squaresoft material this campaign is going to be based on, you know that this campaign is sooner or later going to involve saving the world. So it would be a big help if your characters would be the type of people who might be interested in saving the world — if only because all their stuff's there.
3. Third, character backgrounds are **highly recommended**. In general, the more work that a player puts into his or her character, the more he or she will get out of this campaign setting.

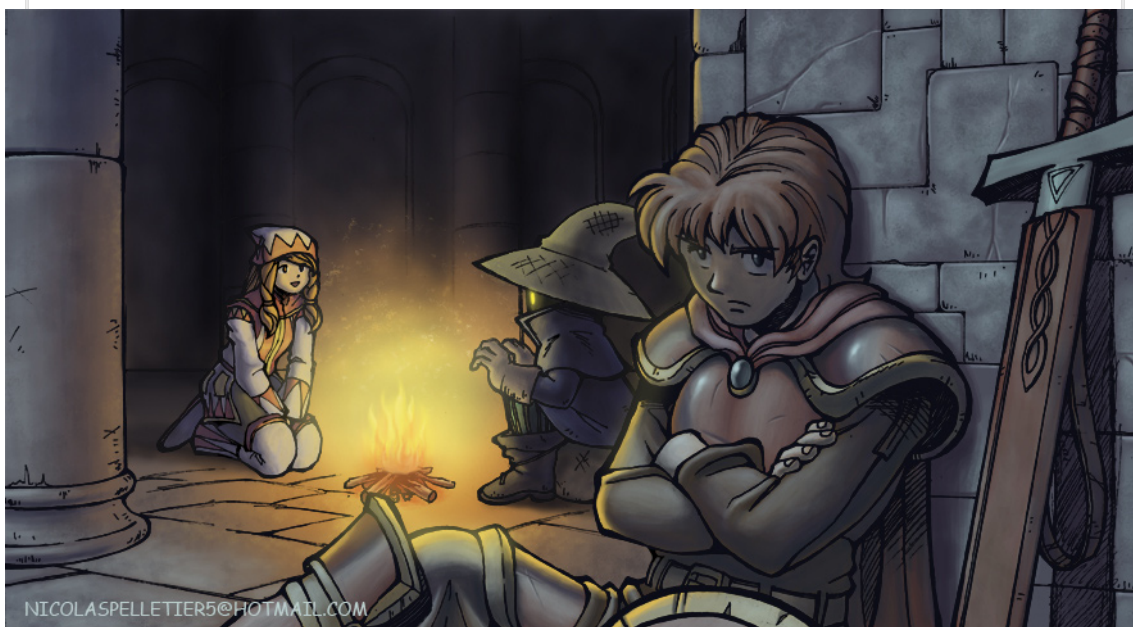
Please also note the house rules below before the game begins.

House Rules

The rules used in “A Final Fantasy” differ from standard d20 game rules in the following ways:



- Character death does not occur at -10 hit points in this campaign setting. Instead, characters die at -20 hit points. (Please note, however, that the Diehard feat still only applies while a character is above -9 hit points; afterwards, they are rendered unconscious).
- Players cannot take the Rapid Reload feat.
- Shortbows (*but not composite shortbows*) are to be considered Simple Weapons. All classes that receive proficiency with Simple Weapons are automatically proficient with the shortbow.
- Paladins may be of any good alignment. See [Chapter 7: Paladins](#) for more details.
- The Halfling language has been divided into two different languages — Thallesian and Kakkarian. See [Chapter 7: Languages](#) for more details.
- There is no such language as Goblin.
- This campaign uses the optional Spell Points system for magic and spellcasting. This system is considered open content under the Open Gaming License. It is described in [Unearthed Arcana \(a Wizards of the Coast sourcebook\)](#) and, as of this writing, can also be accessed online at the following locations: [\[1\]](#) [\[2\]](#).



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2: RACES

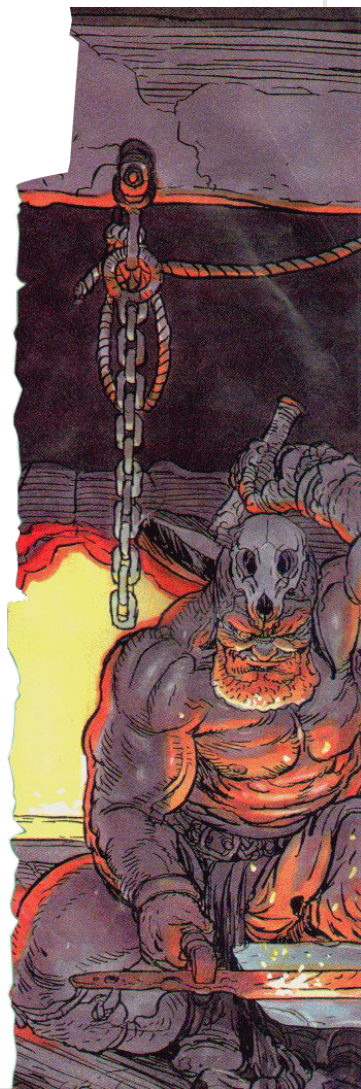
Presented here are the common races of the world. All racial traits and statistics are the same as presented in the *Player's Handbook*, unless where otherwise stated or contradicted.

Dwarves

These clever, neurotic subterranean dwellers are some of the most impressive craftsmen and magicians in the world. Unfortunately, they might also be the world's most depressed race.

Personality: For reasons only vaguely understood, dwarves tend to be somewhat unstable in personality; depression and anxiety are their constant companions, and they may often seem completely unable to relax, even when in a controlled environment. They have been known to develop agrophobia, having been raised in confined spaces. That having been said, some of the greatest minds in the world can be found among the dwarves; they are well known for producing magical and technological items of great value. Their culture values scholarship, education and hard work. Other races who get past a dwarf's eccentricities will often find an intelligent, loyal friend, who tolerates and enjoys the company of other peoples.

Relations: Dwarves tend to be extremely tolerant of other races – provided that tolerance is returned. Spritelings have found a welcome home in dwarf-held territories, for example. On the other hand, dwarves tend to be wary of gnomes. They also, while not prejudiced against other races, do tend to be biased towards their own race; a dwarf will tend to hire another dwarf before other races, and will sometimes react to a new situation or issue based solely on whether or not it is “good for





the dwarves.”

Alignment: Dwarves have a strong tendency towards law, especially the lawful neutral alignment. As with all species, there are always exceptions, of course.

Lands: There are a great number of dwarf settle-

ments under the mountains to the east of Jidoor. However, the center of the dwarf community is the underground city of Gaia's Navel, in the center of the continent. The Earth Palace, residence of Cthon, is in Gaia's Navel, for example. Dwarves can also be found either temporarily or permanently residing on the surface. Cannon Travel stations, owned by the Masmer dwarf clan, are generally staffed by dwarves.

Religion: Dwarves are devoted followers of Cthon, who they sometimes call Cthaim (in Dwarf: “great guy”). A dwarf who chooses to follow any other member of the Seven has breached a major taboo in dwarf culture; depending on the individual, reactions of the community may range from quiet disapproval to utter rejection.

Adventurers: A dwarf's motivation for leaving home generally falls into two categories: she is either pursuing economic opportunity, in the form of a job or treasure, or is seeking knowledge, of one form or another. Dwarves tend to view adventurers among their own people, if not with disdain, than with a certain kind of weariness: as if to say, *yes, it's very nice that you're seeing the world and all, but when are you going to settle down and get married?*

Dwarf Racial Traits

- **Weapon Proficiency:** A dwarf automatically receives the Martial Weapon Proficiency feats for the light pick and heavy pick. Dwarves become familiar with these items at an early stage in life, which are commonly used in subterranean dwarf culture to tunnel through rock and make home improvements. This replaces the dwarf's Weapon Familiarity.
- Dwarves **do not** receive a +1 racial bonus to attack roles against orcs, half-orcs or goblinoids, since dwarves in this world have had



little experience with fighting these races.

- Dwarves gain a +1 racial bonus to any two of the following skills (player's choice): Craft (any), Heal, Knowledge (any), Spellcraft.
- Automatic Languages: Common, Dwarven. Bonus Languages: Celestial, Kakkarian, Orc, Terran, Thallesian and Undercommon.
- **Favored Class:** Cleric. Dwarves are generally placed under a great deal of pressure by their parents to become healers.

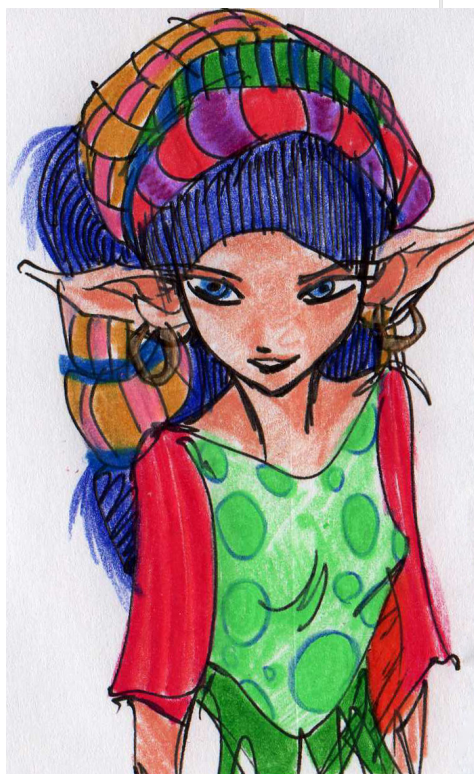
Elves

This strange, mercurial race lives freely in their home woodlands, doing as they like with very little sense of obligation or motivation.

Personality: Elves value freedom above all else. That point aside, they're too laid back to care about anything else. Elves as a species are almost completely without focus. Cheerful hedonists to the core, many spend their long lives in their home villages, following whatever whim happens to strike them. They tend to reject technology and most forms of magic, living as simply as possible, content to watch the world at large go by.

But the elves were not always this way. Only a few members of the other races have put the pieces together and realized that elves are the only ones who have lived long enough to still remember the Great War a thousand years ago. Having seen horrors that few in the modern age might understand, the elves as a whole reacted by rejecting reality as completely as possible, living for the moment to forget the past. It might be working. Might.

Relations: Other races tend to see elves as flighty, irresponsible libertines. A common expression to describe something impossible is: "That'll happen as soon as the elves get jobs," or something to that



effect. That having been said, elves are generally too mellow to hate others (except Sylphus), or to care about the opinions of outsiders; and certain humans and halflings have learned to enjoy the elves' permissive culture and unique outlook on existence.

Alignment: Elves are quintessentially chaotic.

Lands: Elves live in scattered communities throughout the Crescent Forest and the Great Forest of the Upper Land. A large population lives just south of Pandora, where a number make a decent business trading homemade arts and crafts for food and other essentials. The entire species has been banned from the mushroom citadel of Matango for a number of years, following an elf doing something unspeakably insulting to a member of the royal family.

Religion: When elves choose to follow a member of the Seven, they generally pick Dryad, with Undine (who seems particularly sympathetic to the elves' past) as a close second. As a rule, however, elves never follow Sylphus, towards whom they bear an uncharacteristically intense hatred that they refuse to explain to outsiders.

Adventurers: There's no telling what will drive an elf to walk the world. Some just leave their home forests out of boredom, seeking thrills or

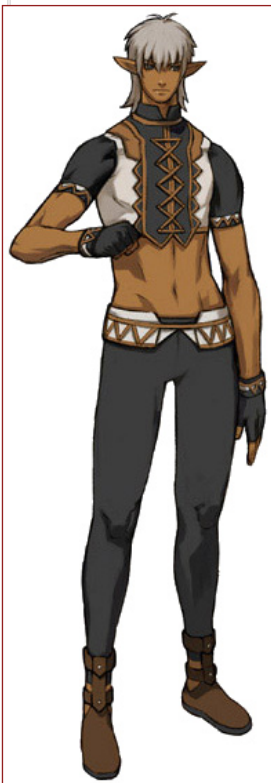
new amusements. Others might be seeking the great truths behind existence. Whatever their motivation, it's rare that an elf will find a sufficiently compelling reason to keep focused on a particular quest... rare, but not impossible.

Elf Racial Traits

- **+2 Dexterity, -2 Constitution, -2 Intelligence.** While elves have faster reflexes than other species, they are fragile and more easily damaged. Elves also tend to have too short of an attention span to be great learners or scholars.

- Receive a +1 racial bonus on all Survival and Knowledge (nature) checks.

- **Weapon Focus:** An elf receives the Weapon Focus feats for the longsword, the rapier, the longbow (including the composite longbow) and the shortbow



(including the composite shortbow). An elf who is non-proficient with these weapons does not receive this bonus until he or she learns how to use these weapons. For some reason, these weapons seem to be in the blood of the elves; they seem to become extraordinarily skilled with them in a very short amount of time... that is to say, when they actually bother to learn how to use them. This ability replaces the elf's Weapon Proficiency.

- Automatic Languages: Common, Elven. Bonus Languages: Abyssal, Draconic, Gnoll, Orc, Thallesian and Sylvan.
- **Favored Class:** Druid

Gnomes

These technologically advanced craftsmen and workers have recently taken a disturbing turn towards xenophobia, hatred and totalitarianism.

Personality: Gnomes have been suspicious of other races for a long time. Under the regime of Tom Kaiser, they have been consumed by a hatred of all other races. Military discipline has become a constant throughout gnome society; gnomes are trained from birth to be faceless soldiers for Kaiser's vision, willing to kill and be killed for the cause. A few rebels try to go against the grain; these non-conformists are either executed as traitors – sometimes turned in by their own families – or are forced to live in hiding. A handful escape the confines of Davros and go to seek the true face of the other races; even these, however, may still unconsciously carry the prejudices of their culture with them.

Relations: The regime of Tom Kaiser declares all other races to be inferior and unworthy of existence; their propaganda tends to emphasize halflings, the traditional enemies of gnomes, and, oddly enough, penpens. Members of other races, needless to say, do not react positively to this position. Thalasian halflings, in particular, are at the



very least suspicious, if not openly hostile, to all gnomes, regardless of individual merit. The only other race that gnomes tolerate – just barely – is humanity. Even this is primarily a function of politics, as Kaiser's regime sells arms to the human-dominated Empire.

Alignment: At this time, gnomes tend to be evil – or at least the ones in power. There are a great many exceptions to this rule. All the same, too few gnomes are truly good.

Lands: Gnomes hail from the city of Davros, nearby the Sunken Continent. They have no other territories... yet.

Religion: The Kaiser regime rejects the Seven, believing them to be a foreign influence. Small followings of Undine and Sylphus, predating Kaiser's assumption of power, exist in Davros, carefully watched by the secret police.

Adventurers: Gnomes who wander away from Davros fall into two categories – rebels and spies for the Kaiser regime. Rebels might be driven by the hope of returning home, someday, and driving Kaiser out of power. Spies might claim to be rebels as a cover while gathering information about the other races for Kaiser.

Gnome Racial Traits

- **+1 racial bonus on attack rolls against halflings and penpens.** Gnomes are trained from birth in techniques to exterminate these races. This replaces the gnome's +1 racial bonus on attack roles against kobolds and goblinoids.
- **+1 racial bonus to any two of the following skills (player's choice):** Craft (any), Intimidate, Knowledge (architecture and engineering), or Search. This bonus is cumulative with all other racial bonuses.
- **Weapon Familiarity:** Gnomes may treat the following weapons as martial weapons, rather than exotic weapons – the gnome hooked hammer, repeating heavy crossbow, repeating light crossbow, hand crossbow, flamethrower, and poisonthrower. As a race, gnomes tend to be extremely capable with technologically advanced weaponry.
- **Spell-Like Abilities:** 1/day – *detect magic* (duration 1 minute). This replaces the gnome's speak with animals ability. The gnome's other spell-like abilities remain unaffected; however, due to the anti-magi-



cal bent of the Kaiser regime, public use of these abilities is heavily punished. The Davrosian police often use this ability to hunt down illegal arcane practitioners.

- Automatic Languages: Common, Gnome. Bonus Languages: Abyssal, Draconic, Dwarven, Infernal, Orc and Thallesian.
- **Favored Class:** Fighter

Half-Elves

Half-elves tend to be more focused than their elf parents, deriving more of a sense of purpose and motivation from their human sides. Some half-elves are known to become stodgy and conservative in order to distance themselves from the elves, whose free-wheeling culture they view with deep embarrassment and contempt. Other half-elves embrace the ways of the elves, joining the endless revelry of their long-lived relatives. Still others choose to strike out on their own path, neither defining themselves by nor forgetting about their heritage.



Half-Elf Racial Traits

- +1 racial bonus to any two of the following skills (player's choice): Bluff, Disguise, Forgery, Knowledge (any) or Perform (any).

Halflings

There are three different types of halflings in the world – the Kakkarian halflings of the Great Desert, the Thallesian halflings, who live near the Sunken Continent, and the spritelings, who originally are from the Upper Land, but have recently been spread out across the world by a natural calamity.



Thallesian Halflings

The solid merchants and sailors of the city of Thalla are well-known throughout the world.

Personality: The Thallesians are a commercial people, first and foremost. They tend to have high standards of behavior, in terms of etiquette and morality; their culture emphasizes hard work and material success. The flip side to these attitudes is a certain amount of contempt for the less fortunate. As far as Thallesian society is concerned, if you haven't achieved a measure of success or stability in your life, you have no one to blame but yourself. The extent to which these principles are believed in vary widely from individual to individual.



Relations: The Thallesians generally have excellent relations with the peoples and countries of the world, as benefiting their entrepreneurial spirit. They trade with everyone, regardless of race or background – even the Empire. They are held in particularly high esteem by the Oni Kingdom; of all the races, only the halflings of Thalla are directly allowed to trade in the capital of Doma. The great exception to this tolerance are gnomes, whom the Thallesians are generally hostile towards. They have a superiority complex regarding the Davrosians; they see the gnomes as merely resenting their economic and social betters. The situation has not improved with the rise of Tom Kaiser.

Alignment: Generally neutral, with a certain tendency towards law in the high echelons of Thallesian society.

Lands: Thallesian halflings come from the city of Thalla. However, they can be found all over the world.

Religion: Popular members of the Seven among Thallesians include Undine, Salamandus, Lumos, and Sylphus. The cult of Luna is also popular among Thallesian thieves and merchants, though they generally do not express their religious convictions in public.

Adventurers: Thallesian halflings can have any number of motivation to explore the world. They are found throughout the world as merchants,



traveling entertainers, bandits and explorers.

Thallesian Halfling Racial Traits

- +1 racial bonus to any two of the following skills (player's choice): Appraise, Diplomacy, Knowledge (architecture and engineering), Knowledge (geography), Knowledge (history), Profession (any) or Swim.
- Automatic Languages: Common, Thallesian. Bonus Languages: Dwarven, Draconic, Gnome, Kakkarian and Orc.
- **Favored Class:** Rogue



Kakkarian Halflings

These desert nomads combine a fierce warrior spirit with a sense of charity and generosity.

Personality: These halflings tend to be cautious around other races, expressing little and hiding their faces, at least at first. However, once an individual has earned a Kakkarian's trust, they will find few better friends in the world. Kakkarian culture focuses on

generosity and hospitality; there are few lengths to which a Kakkarian will not go to assist an ally.

Relations: Kakkarians have cordial relations with the humans of Figaro, a settlement on the outskirts of the Great Desert. They trade freely with other races, even with the Empire; they have a strange relationship with dwarves, who they simultaneously resent and value as trading partners. They generally welcome Thallesian halflings and spritelings as cousins. The Kakkarians have not had much contact with gnomes; generally, when they learn of Kaiser's philosophy, they react with hostility.

Alignment: Kakkarians tend to be more neutral than good or evil.

Lands: Kakkarians wander the Great Desert in individual tribes. Their only permanent settlement is the holy city of Kakkara, near the great Star Crater. They are also commonly found in Figaro and Kaipo, trading with the humans and dwarves there. Some Kakkarians have left the Great Desert and moved south, in search of economic opportunity.



Religion: Kakkarians have their own religion that revolves around the Star Crater and Kakkara. When they choose to follow a member of the Seven, they generally prefer Cthon, who they worship in their own way, separate from the dwarf traditions. A few bandits and thieves prefer Luna, but these are considered outcasts by the majority of Kakkarians.

Adventurers: When Kakkarians leave the desert, they generally do so to find economic opportunity. Though curiosity and searching for knowledge sometime come into play, the Kakkarians generally hold that any knowledge that isn't in the desert isn't worth knowing. Wandering Kakkarians leave behind close-knit family groups, with whom they go to extraordinary lengths to keep in touch with.



Kakkarian Halfling Racial Traits

- +2 racial bonus to Survival checks in desert environments. Kakkarian halflings are well-adapted to the dry, arid conditions of the Great Desert.
- **Weapon Proficiency:** Kakkarian halflings automatically receive the Martial Weapon Proficiency feats for the scimitar and the kukri.
- +2 racial bonus to Hide and Slight of Hand checks. Kakkarian halflings do not receive a +1 racial bonus to thrown weapons and slings, as do other halflings, since their culture emphasizes melee combat. They also do not receive a +2 racial bonus to Climb and Jump checks.



- Automatic Language: Common, Kakkarian. Bonus Languages: Celestial, Dwarven, Ignan, Orc and Thallesian.
- **Favored Class:** Scout

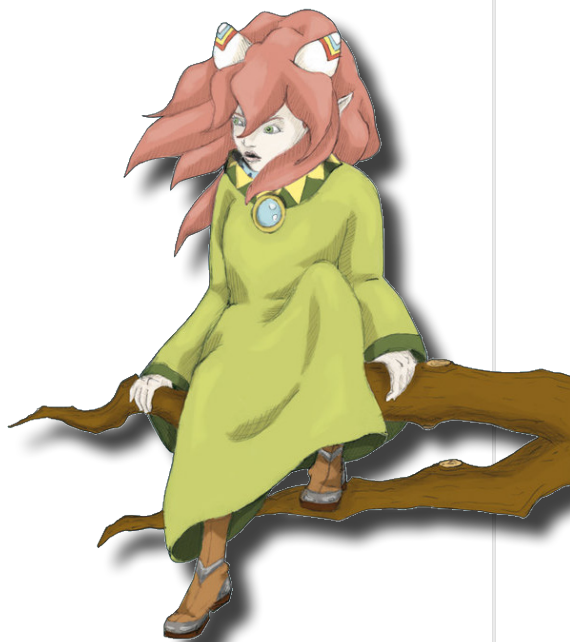
Spritelings

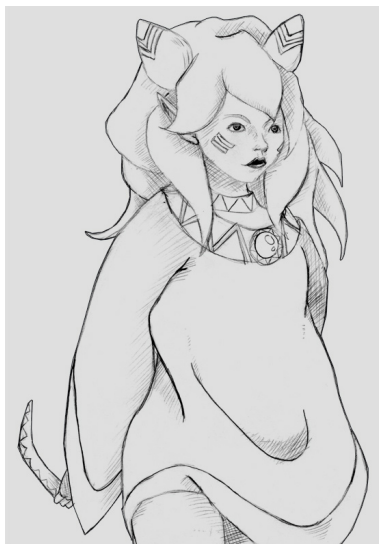
This magical race, small even by halfling standards, have been spread across the world by a natural disaster.

Personality: It's possible to walk into a room with a spriteling and not even know she's there – even if she isn't invisible. Fragile and vulnerable, spritelings generally prefer it if larger people don't notice them – understandable for a displaced race that has lost their home. When placed in a more supportive environment – around trusted individuals – their personalities blossom. Under these conditions, spritelings are energetic and boisterous, even loud-mouthed.

Physical Description: Spritelings are both the shortest of the halflings, and the shortest-lived. They are generally an average of two feet and ten inches tall (2'10"), with a base height of two and a half feet (2'6") for both men and women. In terms of lifespan, a spriteling reaches adulthood at 15 years, reaches middle age at 25 years, is considered old at 30 years, and generally does not live past the age of 50. In terms of other physical traits, they look about the same as other halflings, though the vast majority of spritelings have some form of red hair.

Relations: Spritelings get along best with races of similar height – the other halfling races and the dwarves, for instance. They tend to be wary around medium-sized creatures, including humans, elves and penpens, though they can be talked out of it with time and patience. If a spriteling sees a gnome, he runs for it – preferably while invisible.





Alignment: Spritelings are more often good than evil, and more chaotic than lawful.

Lands: Spritelings originally came from somewhere in the Upper Land. But about fifteen years ago, a plague decimated their population and forced them away from their village and into other lands. Spritelings are now found wherever they can find a place to live – among their cousins in Kakkara, for example, or with the dwarves in Gaia's Navel.

Religion: Spritelings can end up following any one of the Seven.

Adventurers: A spriteling out on the road is generally looking for a place in the world – be it in terms of enough gold to buy a new home, or just friends to replace a lost family. A wanderer from a refugee people isn't that uncommon.

Spriteling Racial Traits

- **-2 Strength, +2 Dexterity, -2 Constitution, +2 Charisma.**
- +1 racial bonus to Knowledge (arcana) and Spellcraft checks.
- **Spell-Like Abilities:** 1/day *invisibility* (self only). This effect lasts 1 minute, or until the halfling attacks another creature.
- Spritelings do not receive a +2 racial bonus to Climb, Jump and Move Silently checks, or a +1 racial bonus to attack rolls with thrown weapons and slings; they are much less athletic than their halfling brethren.
- Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Sylvan and Thallesian.
- **Favored Class:** Sorcerer





Humans

Humans are humans. What more do you want?

Lands: Humans are the most widespread race in the world, living on all three continents and in all environments; from the genteel kingdom of Pandora to the desert republic of Figaro, to the great and mysterious Empire, which is primarily human.

Human Racial Traits

- +1 racial bonus to any two class or cross-class skills of the player's choice. If the skill in question cannot be used untrained, the player must place a rank in the skill to gain his or her racial bonus.



Orcs and Half-Orcs

There are quite a few “uncivilized” orcs and half-orcs living throughout the world, as nomadic wanderers, bandits, or pirates. These individuals follow the standard rules for orcs and half-orcs in *Dungeons and Dragons* with little modification (see below for the exceptions). However, the main center of orc civilization is the Oni Kingdom, far to the east of Pandora.

The Oni Kingdom was founded shortly after the Great War by Emperor Shizi I, a half-orc who collected a great number of his people together on the large island on the east of the Pandorian continent. The result was the oldest monarchy in the world, which still exists today amid a culture that emphasizes honor, tradition, and communal obligations.

Personality: The orcs and half-orcs of the Oni Kingdom tend to strike other races as reserved and inexpressive to the point of being almost mechanical. This impression is further emphasized by the Kingdom's rigidly observed rules of behavior and etiquette. It thus comes as a shock to those individuals who develop this opinion to see Oni warriors in the



heat of battle; here, the aggression that is a part of the orc heritage, otherwise checked, is unleashed with terrifying results.

Relations: The orcs and half-orcs of the Oni Kingdom are unfailingly polite when dealing with other races. It can be extremely difficult for outsiders to get past this façade. The Kingdom maintains cordial relations with all of the other world powers; if they have any suspicion of the Empire whatsoever, they keep it well hidden. Their best relations may be with the human settlement of Tascina, a city-republic founded with the permission of the Oni Emperor a hundred years ago. The city is a major trading point, and one of the few locations where the Oni come into contact with other cultures and races.

Alignment: The Oni Kingdom orcs and half-orcs have a strong tendency towards law.

Lands: The administrative capital of the Oni Kingdom is Damcyan. The true capital, however, is the city of Doma, slightly to the north. This is where the Oni Emperor officially resides, though more often than not he and his court divide their time between the two cities. It is also where the Fire Palace, residence of Salamandus, is located. The Kingdom also holds the three islands in the Strait of Shizi.

This is well-known for being a relatively lawless area; the island of Ichi, in particular, is a magnet for pirates and other criminals. A few tribes of “uncivilized” orcs live scattered across this area.

Religion: The Oni have an excellent relationship with Salamandus, whom they consider their national patron. They tend to follow him when choosing a religious calling. Other popular members of the Seven include Lumos and Undine, respected as the consort of Salamandus.

Adventurers: Oni explore the larger world for a variety of reasons – among them the acquiring of knowledge for their homeland, diplomatic missions, or simple curiosity.

Oni Kingdom Orc and Half-Orc Traits



- +1 racial bonus to Bluff and Diplomacy checks.
- **Weapon Familiarity:** Orcs and half-orcs from the Oni Kingdom may treat the katana and the bastard sword as martial weapons, rather than as exotic weapons.
- Automatic Languages: Common, Orc. Bonus Languages: Celestial, Draconic, Dwarven, Ignan and Thallesian.
- **Favored Class:** Fighter

Uncivilized Orc and Half-Orc Traits

- +1 racial bonus to any two of the following skills: Bluff, Craft (any), Heal, Intimidate, Knowledge (geography), Profession (farmer), Profession (sailor), Ride, or Search.
- Automatic Languages: Common, Orc. Bonus Languages: Abyssal, Giant, Gnoll, Infernal and Thallesian.

Penpens

Also called “gwyniads,” these odd creatures are the loyal guardians of Sylphus and the Ice Country.

Personality: Penpens are highly intelligent creatures, highly skilled in magic and in the technical sciences, but often seem absent-minded or lacking a certain amount of common sense. They are great lovers of theory over practice. They are a mostly harmless race – unless their homeland, the Ice Country, is threatened. When defending their home, they become focused, coldly logical warmages, willing to use any strategy, regardless of the cost in sentient life.

Physical Description: Penpens resemble nothing so much as five-foot-tall penguins, capable of speech and with long, claw-like fingers extending from their “wings.” They usually weigh between 180 and 250 pounds. They are generally live to be about 65 years old, having a slightly shorter lifespan than humans. Skin color ranges from light grey to black, spotted with white.

Relations: Penpens get along fine with most races, being a tolerant, well-meaning species. They find the hatred of the gnomes hard to under-





stand. Though they rarely express this emotion, penpens as a whole are extremely hostile to the Empire.

Alignment: Penpens are usually neutral good. They are almost never evil.

Lands: The penpens live in the Ice Country, which contains the Ice Palace, residence of Sylphus. Their three main cities – Whitehead, Gywnius and Todo – stand on the otherwise inhospitable north coast of the country. Since there are very few sailors willing to venture within this area, the penpens have also established the cosmopolitan trading center of Archangel on the south coast. These four settlements – plus the massive fortifications around the Ice Palace – are politically aligned in a civil republic; this nation is generally referred to as the Gwyniad.

Religion: The penpens as a whole tend to follow Sylphus, with very few exceptions. The second most favored religious alignment is atheist, in so far as it is possible to deny the existence of the Seven. Penpens of this persuasion tend to make a go of it in any case; their arguments tend to revolve around mirages, naturally-occurring illusion magics, and swamp



gas.

Language: Penpens have their own language, an extremely complicated tongue that makes use of grammatical structures from nearly every other language on the planet. However, this language, generally called Penpen, is under constant revision, with an individual often creating new words on her own without telling anyone else. The language has gotten increasingly complex to the point that every individual has a different concept of how it should be spoken, which makes the common tongue more or less non-existent. The penpens thus generally tend to speak Common when they must resort to mere communication.

Names: Just as penpens frequently borrow the languages of other races, they are also known for borrowing their names. A penpen might bear an orcish, human or even gnomish personal name; he or she might even change this name if they find one they like better. There are only two things that do not change in a penpen's name: first, their family name, which ties them to a larger clan group, generally remains the same. This surname is also frequently borrowed from other cultures; hyphenated names are popular, especially when a family can't make up their minds as to which clan name they want. Second, since changing one's personal name is a common occurrence, in order to be able to practically conduct affairs, a penpen is given, as their middle name, their date of birth. A typical penpen name might therefore well be Jebeddo 12 December Stevens-Ivellios. Outsiders dealing with this particular aspect of gywniad culture tend to either come up with nicknames for their penpen friends, or develop headaches.

Adventurers: A penpen who leaves her homeland generally does so in the pursuit of knowledge or interesting experiences. They are generally uninterested in material wealth; that having been said, penpens have been known to join adventuring parties on little more than a whim.

Penpen Racial Traits

- **-2 Dexterity, +2 Intelligence, -2 Wisdom.** Penpens are extremely intellectual creatures, with an average intelligence far into the range of genius among humans. However, they are physically awkward creatures, especially on land, and tend to be absent-minded and easily confused.
- Medium size.



- Base land speed of 20 feet.
- Base swim speed of 40 feet.
- **Cold resistance 5.** Penpens are adapted to cold temperatures and climates.
- Penpens receive a -4 penalty to all Fortitude saves made to resist **heat dangers**.
- Tremorsense 60 feet in water.
- +2 to Intuition checks with other penpens. Due to the particularities of their language, penpen children learn early on to become extremely sensitive to their parents' body language. Otherwise, they would have no clue what was being said.
- Automatic languages: Common, Penpen. Bonus languages: Aquan, Auran, Celestial, Draconic, Ignan and Terran.
- **Favored class:** Wizard.



3: THE SEVEN AEONS

The Aeons, also commonly called the Seven, are magical beings who were created as servants and companions by the Archons, the three deities who created the world. For a time, it was good, until the Three fell to warring among each other, in what became known as the Long War. When the Long War was over, the two surviving Archons left the world forever, leaving the Aeons behind to put the pieces back together. In the thousand years that have passed since then, the Aeons have helped mortals reconstruct civilization. They are, in return, worshipped by many as gods, though they lack many of the attributes and powers commonly accorded to deities in *Dungeons and Dragons*.

For all of their powers, the Seven are still physical beings. They can be killed, be it via physical force or sufficiently powerful magic – two resources that the Empire, their primary foe, has in spades.

Aeon Domains & Favored Weapons			
Name	Alignment	Domains	Favored Weapon
Cthon	NG	Earth, Knowledge, Magic, Mind*, Rune*	Scimitar or quarterstaff
Lumos	LN	Sun, War, Glory*, Inquisition*, Purification*	Lance
Luna	CN	Chaos, Trickery, Luck, Greed*, Moon*	Dagger
Salamandus	LG	Fire, Law, Protection, Courage*, Nobility*	Katana
Sylphus	CG	Air, Knowledge, Travel, Creation*, Windstorm*	Longbow
Tifereth	N	Plant, Animal, Celerity*, Elf*, Renewel*	Spear
Undine	NG	Water, Healing, Strength, Family*, Ocean*	Trident

* for specifications for the marked domains, see this.



Cthon

- Alignment:** Neutral Good
- Domains:** Earth, Knowledge, Magic, Mind, Rune.
- Holy Symbol:** The Celestial letter *dal* — 𐄂
(see Chapter 7: Languages for more details)



The Aeon of earth is also the patron of scholarship. The most eccentric of the Seven, he officially resides in the underground city of Gaia's Navel, where he is often seen wandering the streets of the city, lost in an absent-minded haze. Cthon appears to be a six-foot-tall dwarf shaped from stone with glowing blue eyes. He usually dresses in a tattered white bathrobe, and wears a pair of dwarf-made bifocals that he frequently loses track of.

From his home in the Earth Palace, Cthon collects the wisdom and knowledge of generations in his immense library. He is the great patron of the dwarves, who affectionately call him "Cthaim" (dwarf: "great guy"). He is also worshipped by the Kakkarian halflings, who do so in a manner completely different from his dwarf followers. He is on generally good terms with all other members of the Seven, with the exception of Sylphus, who he greatly distrusts, for unknown reasons (though it may have something to do with their overlap in domains).

Lumos

Alignment: Lawful Neutral

Domains: Sun, War, Glory, Inquisition, Purification.

Holy Symbol: The letter *uath* — 𐌚

Lumos is the Aeon of light and the sun. He sees it as his purpose in life to spread his life throughout the world, through whatever means he considers necessary. A great defender of truth and justice, his followers are often judges, officials of the law, military officers, or hunters of the undead. He is the head of an organization called the Inquisition of Light; its members roam the world, seeking out and destroying inequity and transgression wherever they see fit. Of all the Seven, Lumos is the most passionate in his hatred for the Empire; this is somewhat understandable, since the Empire forced him from his home in the city now known as Vector. He has since relocated his residence, the Light Palace, to the city of Mysidia. Undine and Salamandus often visit him there.





Ten years ago, Lumos quietly assumed patronage of the Black Citadel in Mysidia – a surprising turn of events, since he and the black mages could not be more different. Nonetheless, he has not asked any of the other Aeons to take over for him since then. He may consider himself the individual best suited to reign in the black mages' free-wheeling, anything-goes curiosity.

Luna

Alignment: Chaotic Neutral

Domains: Chaos, Trickery, Luck, Greed, Moon.

Holy Symbol: The letter *pha* — ☾

The black sheep of the Aeons, Luna lives in and out of the public eye. The other Seven do not discuss her. The only one of their number who still maintains contact with her is Undine. Sullen and selfish, Luna is the patron of the ever-changing moon and the thieves who work in its light. She is followed by rogues, pirates, spies and other residents of the underworld. The location of her palace is unknown. She may not even have one. She is rumored to be something of a wanderer; some of her followers claim to have seen her in the form of a beautiful, pale woman, drinking in bars across the world.

Salamandus

Alignment: Lawful Good

Domains: Fire, Law, Protection, Courage, Nobility.

Holy Symbol: The letter *shin* — 𐄂

Salamandus is the Aeon of fire and law; he appears in the form of a large, calm creature with the head of a dragon and the body of an orc.



He is the protector of all life in the world, and gives help to honorable warriors everywhere. Quiet and polite to a fault, he is well-matched to the Oni Kingdom, of which he is the official patron; his residence, the Fire Palace, is located in the city of Damcyan. He is the husband of Undine, one of the few people able to make him smile. He is also the patron of the Red Citadel in Mysidia and of red mages.

Sylphus

Alignment: Chaotic Good

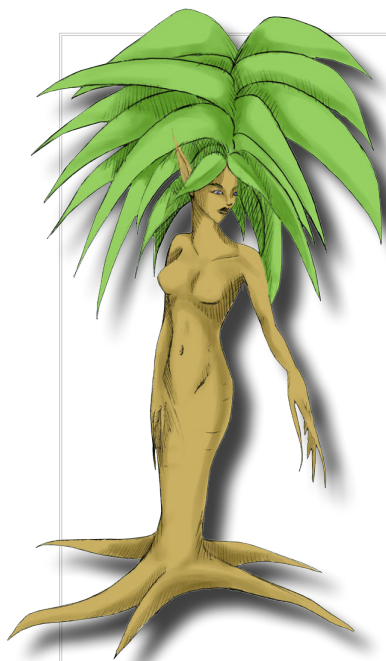
Domains: Air, Knowledge, Travel, Creation, Windstorm.

Holy Symbol: The letter *alif* — ٱ

Sylphus, otherwise known as Father Winter or Father Christmas, usually manifests in the form of a stout, somewhat worn but still jolly old man in his mid-sixties. He is the patron of the penpens, with whom he shares the Ice Country.

With the exception of Undine and Lumos, he is the most widely worshipped of the Seven. Even non-worshippers join in the celebration of his holiday, known by various names, around the time of the winter solstice. During this holiday, Sylphus comes out of his Palace deep in the Ice Country and makes his way around the world, teleporting from house to house, spreading good cheer and charity to the good children of the world. No one knows where exactly he gets all of the toys from; cynics and paranoiacs also like to point out the ambiguities surrounding someone who knows exactly who's been bad or good, every single time. Many have been known to refrain from Wintermas. These include, in particular, the dwarves and Kakkarian halflings – followers of Cthon, whose distrust for Sylphus is well-known – and the elves, who harbor a strange hatred for the old man that they refuse to explain to outsiders.





Tifereth

Alignment: True Neutral

Domains: Plant, Animal, Celerity, Elf, Renewal.

Holy Symbol: The letter *resh* — 𐤔

The Aeon of nature, also called Dryad, is the most reclusive of the Seven. The protector of plants, animals and the environment, she is rarely known to leave her residence in the Tree Palace, on a small island that juts out from the Sunken Continent. Her followers – who include druids, rangers and others linked to nature – often go on pilgrimages to the Tree Palace to seek her out. On the rare occasions that she greets her followers, she is known to be shy and nervous, and easily scared away. It is said she lets her guard down to a small group of trusted priests, who reside with her in the Tree Palace, and to her sister, Undine.

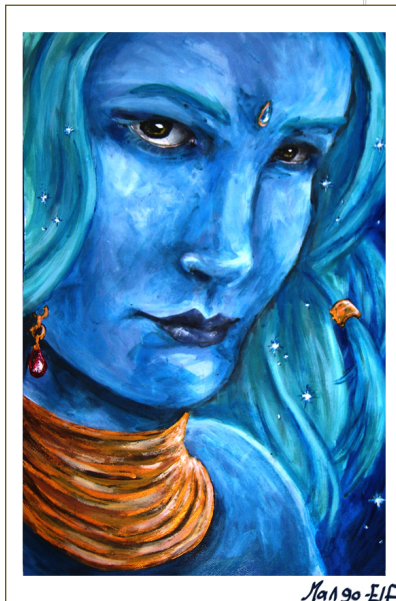
Undine

Alignment: Neutral Good

Domains: Water, Healing, Strength, Family, Ocean.

Holy Symbol: The letter *mim* — 𐤍

Undine is the patron of water; as such, she sees herself as linked to every aspect of life in the world, from the largest ocean to the tiniest stream. Well known for her charity and good nature, the Sea Queen (as she is sometimes called) tends to appear in the form of a beautiful, blue-skinned human woman. She is generally the peacemaker among the Seven, trying her best to resolve the various personality conflicts within the pantheon. She is the wife of Salamandus and the patron of the White Citadel in Mysidia.



Nail Elf



4: EQUIPMENT AND ITEMS

The contents of this chapter are divided into three sections: **weapons** (including magic weapons), **armor** and **items** (including wondrous items, potions and common equipment).

Weapons

Game statistics for the **light repeating crossbow** and the **heavy repeating crossbow** can be found in the core *Dungeons and Dragons* rulebooks.

Blood Sword

Sometimes called “Drain,” these +2 *longswords* are highly esteemed among Imperial Army officers. Three times per day, the wielder can choose to use the spell *vampiric touch* (as if a 6TH-level wizard) while attacking with the weapon; if the next melee attack succeeds, the *blood sword* drains an additional 3d6 points of damage from the target and transfers it to the wielder in the form of temporary hit points. See *vampiric touch* for more details.

Weapons By Price

Weapon	Price
Bokken	5 gp
Claw	30 gp
Flamethrower	300 gp
Poisonthrower	300 gp
Mute arrow	347 gp
Flame knuckle	8,302 gp
Kazekiri	8,815 gp
Blood sword	24,515 gp
Midge hammer	53,312 gp
Moogles halberd	74,310 gp
Dragon claw	97,130 gp
Break blade	153,010 gp

New Exotic Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range Inc.	Weight	Type
Light Melee Weapons							
Claw	30 gp	1d3	1d4	19-20/x2	--	2 lbs.	Slash
One-Handed Melee Weapons							
Bokken	5 gp	1d4	1d6	19-20/x2	--	3 lbs.	Bludg.
Ranged Weapons							
Flamethrower	300 gp	2d4	2d6	x3	5 ft.	28 lbs.	Special
Fuel tank	50 gp					12 lbs.	
Poisonthrower	300 gp	Special	Special	Special	5 ft.	27 lbs.	Special
Tank	200 gp	Special	Special	Special		3 lbs.	Special
Primer	20 gp					1.5 lbs.	



Moderate necromancy; CL 6TH; Craft Magic Arms and Armor, *vampiric touch*; Price 24,515 gp; Cost 12,415 gp + 968 XP.

Break Blade

Only two of these rare +3 *adamantine battleaxes* – artifacts from the Long War – are known to exist. The first is in the private collection of the Emperor of the Oni Kingdom. The other was last seen on a merchant ship that sunk somewhere off the coast of Bolgan three hundred years ago. In addition to the properties mentioned, any living creature hit by the *break blade* must make a Fortitude save (DC 19) or be turned to stone.

Moderate transmutation; CL 11TH; Craft Magic Arms and Armor, *flesh to stone*; Price 153,010 gp; Cost 76,500 gp + 6120 XP.

Bokken

Cost: 5 gp; Damage (Small): 1d4; Damage (Medium): 1d6; Critical: 19-20/x2; Weight: 3 lbs.; Type: Bludgeoning

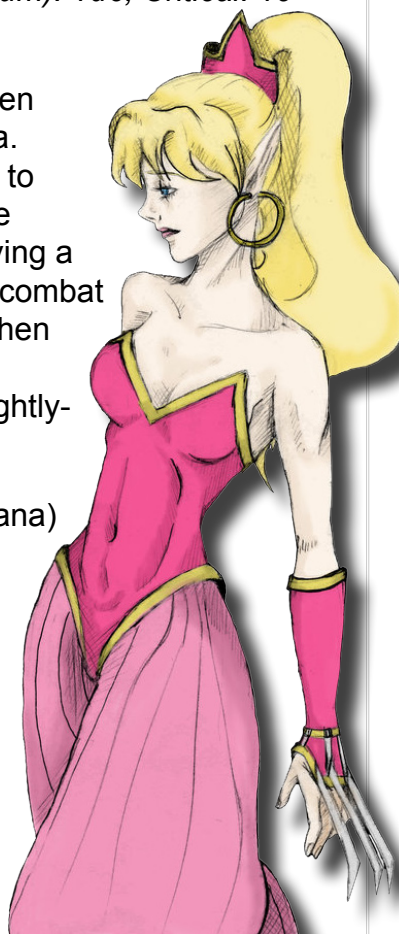
This one-handed exotic melee weapon is a wooden practice sword fashioned in the shape of a katana. It is often used by samurai trainees who have yet to accumulate the skill or the capital necessary to be worthy of a sword. A bokken is easily broken (having a hardness of 5 and 10 hp) and easily sundered in combat – the wielder of a bokken receives a -2 penalty when rolling an opposed sundering check. However, if wielded properly, it can break bones and knock lightly-armored or unarmored individuals unconscious.

Anyone who has Exotic Weapon Proficiency (katana) is proficient with a bokken.

Claw

Cost: 30 gp; Damage (Small): 1d3; Damage (Medium): 1d4; Critical: 19-20/x2; Weight: 2 lbs.; Type: Slashing

This weapon consists of a metal glove with three sharp blades extending from above the knuckles.



The claw is considered a special monk weapon; a monk can make attacks with a claw using their unarmed attack bonus. An attack with a claw is considered an armed attack. The listed price and weight is for a single claw. Your opponent cannot use a disarm action to disarm you of claws.

Dragon Claw

These powerful magic weapons – rumored to have been forged by Salamandus himself – appear almost exclusively in the hands of a few highly esteemed monks in the service of the Aeon of Fire. In addition to the listed statistics for the claw, the *dragon claw* has a +4 enhancement bonus. Three times per day, its wielder can create a cone of fire projecting from the claw that extends 60 feet outwards and deals 12d6 points of fire damage (Reflex save for half, DC 18).

Strong evocation; CL 12TH; Create Magic Arms and Armor, *cone of cold*, *fireball*; Price 97,130 gp; Cost 48,400 gp + 3872 XP.

Flame Knuckle

This +1 *flaming gauntlet* is highly prized among the monks of Fabul.

Moderate evocation; CL 10TH; Craft Magic Arms and Armor, *fireball*; Price 8,302 gp; Cost 4,000 gp + 320 XP.

Flamethrower

Cost: 300 gp; Damage (Small): 2d4; Damage (Medium): 2d6; Critical: x3; Range Increment: 5 ft.; Weight: 28 lbs.; Type: Special (fire)

Flamethrower Fuel Tank (5 shots):

Cost: 50 gp; Weight: 12 lbs.

This horror of gnomish technology, produced by the Davros Workers' Collective, shoots a short burst of flame out of a rifle-like device, held in the user's hands. The rifle is in turn connected by a hose to a large tank, carried on the wearer's back.

The device is considered a two-handed ranged weapon. Its use within melee combat provokes an attack of opportunity, as is standard for ranged weapons. The device also has a maximum range of 20 feet; it



cannot hit a target that is further than this distance away. It is extremely effective against wooden items; when sundering a wooden (or paper) item or object, a flamethrower does an additional die of damage (+1d4 for Small, +1d6 for Medium). It also ignores the object or item's hardness.

The weight of the fuel tank is *not* accounted for in the flamethrower's listed weight.

Flamethrower fuel detonates if it is exposed to air. If this occurs, the fuel reacts as if it were alchemist's fire, one flask per each unexpended shot remaining in the tank. Flamethrower tanks tend to be sturdy objects as a result; the tank has a hardness of 12 and 15 hit points. The tank must be fully destroyed, when sundering, in order to ignite the fuel.

If a flamethrower is being worn or carried by a character who fails his saving throw against a magical fire attack, that character is in trouble. If the damage done by the attack overcomes the fuel tank's hardness – in other words, does more than 12 points of damage – the fuel must itself make a saving throw against the spell, with a bonus of +7. If this saving throw fails, part of the tank melts and the fuel ignites.

Flamethrower fuel itself may theoretically be used as a thrown weapon, like alchemist's fire; however, the tank is not designed to be thrown.

The fuel must therefore be somehow poured out and prepared to be thrown – a dangerous operation, since any exposure to air will cause it to ignite – or the tank must be modified to allow its use as a large grenade. To use the second option, a player must make a Craft (Weaponsmithing) check (DC 30). The operation takes six hours, during which the player cannot be disturbed.

Kazekiri

The name of these +1 *katanas* roughly translates to "Tempest Blade" in Common. These blades are made in a small village near Doma, and are highly sought after by retainers of the Oni Kingdom nobility. Three times per day, the wielder of a *kazekiri* can use the spell *gust*



of wind, as if a 3RD-level sorcerer.

Faint evocation; CL 3RD; Craft Magic Arms and Armor, *gust of wind*; Price 8,815 gp; Cost 4,240 gp + 339 XP.

Midge Hammer

This +1 *merciful warhammer* was crafted by a beautiful black mage in Pandora who was frustrated by the horde of young men attempting to court her. Anyone attacked with the midge hammer must make a Fortitude save (DC 17) or be immediately reduced in size, as if via the spell *reduce person*. Unlike *reduce person*, however, this effect is permanent. The victim's former height can be regained via the spells *break enchantment*, *greater dispel magic* (targeted dispel, DC 20), *polymorph any object*, and (temporarily) via *alter self* and *polymorph*.

Moderate transmutation; CL 9TH; Craft Magic Arms and Armor, *baleful polymorph*; Price 53,312 gp; Cost 26,500 gp + 2120 XP.

Moogles Halberd

Anyone hit by this +1 *speed halberd* must make a Fortitude save (DC 14) or be immediately *moogled* as per the spell (see [Chapter 7: Moogles](#)). This effect lasts 7 rounds.

Faint transmutation; CL 7TH; Craft Magic Arms and Armor, *haste*, *moogle*; Price 74,310 gp; Cost 37,000 gp + 2960 XP.

Mute Arrow

This +1 *arrow* creates a silence effect centered in a 20-foot radius on whatever (or whoever) it hits. Any caster caught within this area must make a Will save (DC 13) or be rendered unable to cast spells with verbal components. The effect of a *mute arrow* lasts 3 minutes. The listed price is for a single arrow.

Faint illusion; CL 3RD; Craft Magic Arms and Armor, *silence*; Price 347 gp; Cost 20 gp + 2 XP.

Poisonthrower

Cost: 300 gp; Damage (Small): Special (see text); Damage (Medium): Special (see text); Critical: Special (see text); Range Increment: 5 ft.;



Weight: 27 lbs.; Type: Special (poison).

Poisonthrower Standard Tank (5 shots):

Cost: 200 gp; Poison: Injury, Fort Save DC 11, initial/secondary damage 1 Dex.; Weight: 3 lbs.

Poisonthrower Primer

Cost: 20 gp; Weight: 1.5 lb.

This gnomish device allows the user to deliver a dose of injury or contact poison from long range. The poisonthrower looks similar to the gnomish flamethrower, though slightly lighter, having been derived from the same technology: the user holds a short rifle, connected via a hose to a tank on the back. When the trigger is pulled, the rifle produces a short spurt of clear liquid capable of arching across a battlefield.

The poisonthrower is a two-handed ranged weapon. Its use within melee combat provokes an attack of opportunity, as is standard for ranged weapons. The device also has a maximum range of 30 feet (slightly longer than the flamethrower's, due to a relatively lighter payload); it cannot hit a target that is further than this distance away. The tank has a hardness of 12 and 5 hp.

While the Davrosian army typically uses [tiny centipede poison](#) (contained within the standard tank; see above), the poisonthrower is capable of delivering any injury or contact poison. The poison must be dissolved within a chemical primer in order to be useable. The amount of primer sold above is sufficient to prepare five doses of poison.

The poisonthrower does not produce an injury; therefore, a poisonthrower using an injury poison can only affect targets that have already been wounded. In game terms, a target must have taken at least 1 hp of damage to be vulnerable to a poisonthrower using this type of payload.

If a poisonthrower is sundered, the poison can leak out and affect the wearer or carrier. The bearer must have sustained at least 1 hp of damage to be vulnerable to an injury poison. The tank must be completely destroyed in order for the bearer to be at risk.



Armor

Mirage Vest

This light, multicolored garment can be worn over normal clothing or armor. On command, the *mirage vest* will grant the wearer a permanent *blur* effect (see *blur* for more details).

Faint illusion; CL 3RD; Create Wondrous Item, *blur*; Price 24,000 gp.

Tiger Bikini

The black mages of Mysidia have produced some of the finest magic items in the known world. Unfortunately, quite of few of them are also immature dorks.

Take the *tiger bikini*, for example. This highly revealing two-piece outfit was first created as a joke gift by a team of (male) black mages twenty years ago*. When worn, the item – despite its lack of, er, coverage – surrounds the wearer with an invisible or tangible field of force, granting her (or in some cases, him) a +8 armor bonus to AC.

Due to the particular spellwork involved, the bonus granted by the *tiger bikini* does not stack with any other armor or deflection bonus. Furthermore, the item is considered to take up the torso, body and cloak slots when worn – any additional magic items worn in these areas will render the *tiger bikini* non-functional. In fact, any clothing, magical or otherwise, worn over the item makes it non-functional, as the *tiger bikini* was deliberately designed to force the wearer to expose as much skin as possible. Unfortunately, the item’s effectiveness as a replacement for armor is without question, and many are the heroes who have been forced to choose between survival and dignity.

** Rumor has it that female black mage Professor Alya the Reasonably Mad spent some time researching what she considered an appropriate response to this item. Her creation is still spoken of in fearful whispers by student mages as “the Tiger’s Revenge.” However, when Lumos assumed patronage over the Black Citadel, he immediately ordered Alya’s funding cut – and all notes relating to her research burned, just for good measure. He probably would have also suppressed the tiger bikini, had not the secrets of its manufacture already escaped Mysidia by that*

Armor By Price	
Armor	Price
Tiger bikini	18,000 gp
Mirage vest	24,000 gp



time.

Moderate conjuration; CL 8TH; Craft Wondrous Item, *mage armor*, *protection from law*; Price 18,000 gp; Weight 1.5 lbs.

Items

Bandana

These thin scraps of enchanted cloth, worn on the head, grant a +1 resistance bonus to all Reflex saves.

Faint abjuration; CL 3RD; Craft Wondrous Item, resistance; Price 249 gp; Cost 166 gp.

Calming Chocolate

These gourmet chocolate bars, manufactured and distributed by the Lupin Company of Gaia's Navel, alleviates fear effects as per the spell *remove fear* when consumed. The effect lasts 10 minutes. If two or more bars of calming chocolate are consumed within the same 10-minute period, the effects do not stack. It also tastes pretty good.

Faint abjuration; CL 1ST; Craft Wondrous Item, *remove fear*; Price 50 gp.

Fae Acorn

See *fae seed* (below). This item is indistinguishable from an everyday acorn, except for a magical aura that a spellcaster can sense. When eaten, a fae acorn restores 2 spell points to a spellcaster.

Cost: 300 gp.

Items By Price

Item	Price
Healing candy (level 0)	25 gp
Calming chocolate	50 gp
Goblin gas mask	50 gp
Healing candy (level 1)	75 gp
Fae seed	100 gp
Phoenix elixir	125 gp
Bandana	249 gp
Fae acorn	300 gp
Healing candy (level 2)	350 gp
Fae walnut	500 gp
Healing candy (level 3)	825 gp
Potion of <i>unmoogle</i>	900 gp
Healing candy (level 4)	1500 gp
Healing candy (level 5)	2375 gp
Moogles pin	7500 gp

See also — Chapter 6: the *penitent's collar* and *monitor ring*.





Fae Seed

This small, bitter kernel is harvested by the villagers of Kohlingen from the neighboring Haunted Forest and sold throughout the world. It looks more or less like a sunflower seed. When eaten, it restores 1 **spell point** to a spellcaster.

A spellcaster who eats more than one fae item in one day must make a Fortitude save (DC 20 + spell points recovered) or become **nauseated** for three hours. This condition cannot be healed or resisted by any spell or magical effect. Thereafter, any fae seed, acorn or walnut that the caster eats will not restore spell points. The spellcaster must make this check with every additional nut eaten after the first. Fae seeds, acorns and walnuts cannot restore more spell points than the caster already has.

Cost: 100 gp.

Fae Walnut

See **fae seed** (above). This large, brown nut tastes somewhat sweet. When eaten, a fae walnut restores 3 spell points to a spellcaster.

Cost: 500 gp.

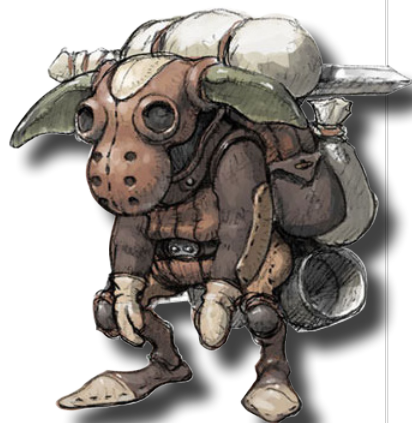
Goblin Gas Mask

This Imperial device is made out of a porous, rubber-like material that – while difficult to breathe through – provides some minor protection against chemical warfare. The wearer gains a +2 bonus to Fortitude saves made against inhaled poisons. It is often issued to goblins in service of the Red Wings division.

Cost: 50 gp. Weight: 1.5 lbs.

Healing Candy

These small, foil-wrapped treats were created by a white mage researching a method to make cure potions more palatable for children. In the century since their



invention, however, *healing candy* has become popular among all ages, and some estimate that roughly half of the White Citadel’s annual budget is derived from its sale.

Healing candy heals an exact number of hit points. The candy’s price depends upon its “level” – see the table to the right for details.

Faint conjuration; CL 11TH; Create Wondrous Item, *heal*, *cure minor wounds*; Price special (see sidebar).

Moogle Pin

This item grants immunity to the spell *moogle* (but not *permanent moogle*). If worn by a creature who has been *permanently moogled*, the pin allows its wearer to return to its natural form – but only as long as it continues to wear the pin. Should the creature ever be separated from the pin, it will again revert to a Moogle.

Faint transmutation; CL 5TH; Craft Wondrous Item, *unmoogle*; Price 7,500 gp.

Phoenix Elixir

This extraordinarily popular potion, found throughout the entire world, has saved countless numbers of lives. When applied to a person who is dying – in other words, between 0 and -20 hp – a *phoenix elixir* immediately stabilize them and automatically restores them to 1 hp, regardless of their level of damage. The *phoenix elixir* can be used as either a potion or an oil (it tastes horrible). The potion, instantly recognizable to anyone in the world, is made and sold by various merchants in glass jars, marked with the emblem of a phoenix.

Cost: 125 gp. Weight: ½ lb.

Potion of *Unmoogle*

This potion bestows a single use of *unmoogle*.

Faint transmutation; CL 5TH; Brew Potion, *unmoogle*; Price 900 gp.

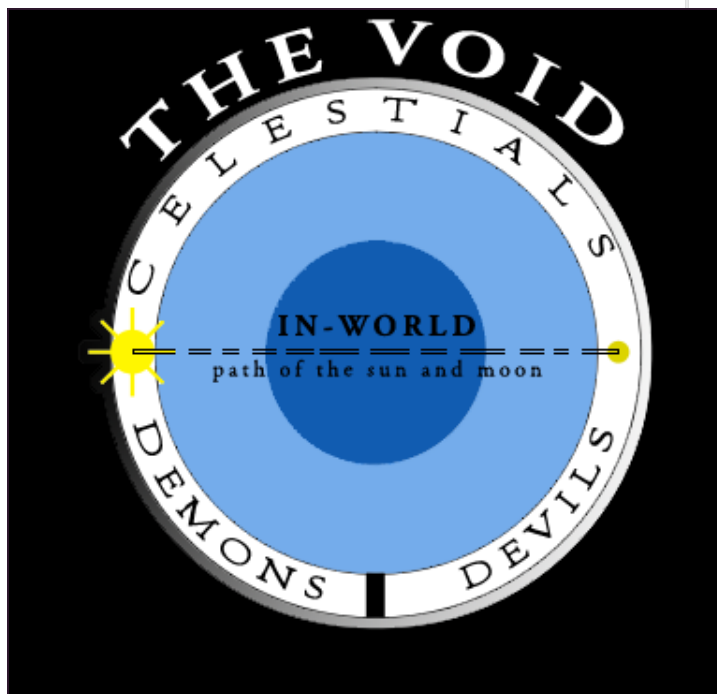
Healing Candy		
Level	Heals	Price
0	1 hp	25 gp
1	10 hp	75 gp
2	20 hp	350 gp
3	30 hp	825 gp
4	40 hp	1500 gp
5	50 hp	2375 gp



5: THE WORLD

Cosmology

The world in which “A Final Fantasy” takes place is a round planet called **In-World**. It is surrounded by two crystalline spheres called **the Barriers**, the innermost of which begins about a hundred miles above In-World’s sea level. Outside of the two Barriers, there is nothing save the endless and empty **Void** that the Archons came from and departed into. The sun and the moon are contained in the space between the two spheres, where through magical processes incomprehensible to mortal spellcasters they are moved around In-World.



The Barriers, the sun and the moon are maintained by the celestials, the demons and the devils. Their cities are visible to the peoples of In-World as the stars in the sky. The celestials live in the upper half in between the Barriers; their section is called Up-world. The devils and demons divide the lower half in between each other; their section is called Under-world. The celestials are ruled by the Voice, who is elected through a perfect democracy every century. The devils are ruled by King Death. The demons are ruled by Prince Despair.

The outsiders generally do not fight amongst themselves. The demons occasionally cause trouble by “mistakenly” allowing their section of the Barriers to degrade. When this occurs, the celestials and the devils send in joint work crews to pick up the slack. Ultimately, however, maintaining



the Barriers is in the best interests of the outsiders; contact with the void outside of their domains destroys them.

The outsiders tend to stay within their own realms. While powerful in their own right, the Celestial Voice, Death and Despair are not worshipped among mortals, since they cannot grant their powers to others. Furthermore, the outsiders were restricted from interfering in mortal affairs by the Archons, who decreed that In-World was the domain of the Aeons. While the Archons have long since left the world behind, their laws still remain in effect.

Summoners can draw celestials and fiends from Up-world and Under-world through spells, as in the standard D&D cosmology. Elementals are not drawn from their own particular planes, but instead are called together from the elements that exist within In-World.

List of Locations

- Bolgan
- Crescent Forest
- Damcyan
- Davros
- Doma
- Eblan
- The Empire
- Fabul
- Figaro
- Gaia's Navel
- Gold Isle
- Haunted Forest
- Ice Country
- Ichi, Ni and San
- Jidoor and Zozo
- Kaipo
- Kakkara
- Kippo Village
- Kohlingen Village
- Mandela
- Matango
- Mysidia
- Narshe
- Nikeah
- Oni Kingdom
- Pandora
- Potos
- Silvera
- Solos and Inis
- Sonra Village
- Tascina
- Thalla
- Tree Palace
- Uncharted Land
- Water Palace
- Witch Castle

Geography

The following is a description of the world map, which can be found on the next page.

BOLGAN is mostly known for being a haven of refugees. Enemies of the Kaiser regime in Davros, displaced persons from the Empire and exiles from the Oni Kingdom are all known to make their way to this island.

The **CRESCENT FOREST** contains the largest population of elves in the world. They are scattered throughout the region in a number of autonomous communities, consisting of no more than a hundred individuals. One of the more well-known communities is the collective of Tyuru, just south of Pandora, known for the export of handcrafted objects and crafts. Some small tribes of wild gnolls roam the area.

DAMCYAN is the official residence of the Oni Emperor Okatta IX. It is also the location of the Fire Palace, residence of Salamandus of the Seven.





DAVROS is an industrial city, homeland of the gnomes. Twenty-five years ago, the city was taken over by a dictator named Tom Kaiser. Ever since then, the city has marched to the orders of Kaiser's Gnomish Revolutionary Party. The Party promulgates a vicious dogma based on the hatred of other races, who are fit only to be exterminated. Gnomish culture has accordingly grown more militaristic and xenophobic. However, Kaiser hasn't made any attempt to spread his rule or follow through on his promises of genocide... yet.

DOMA is the administrative capital of the Oni Kingdom, a metropolis of over fifteen thousand orcs and half-orcs. Note that this is not the official residence of the Oni Emperor, who holds court in the city of Damcyan. The only foreigners allowed in the city, other than the occasionally diplomatic mission from Tascina, are Thallesian merchants.

EBLAN is one of the rare Dwarf settlements on the surface. It sits directly above a major entrance to the Dwarf underground. It has the only Cannon Travel station in the mountains, and is often used as a layover point for travelers heading to Jidoor or Tascina.

The EMPIRE may be the most powerful state in the world. Founded forty years ago in the small port of Tzen, the Empire abruptly expanded across its entire continent. It has since proven that it has the military and arcane ability to dominate world affairs – even to the point of matching the Seven, as the Empire proved when it pushed Lumos out of Vector during the Incursion. Among the many examples of advanced Imperial technology are the infamous Goblins, an entirely new species *created* by the Empire for war. The state is ruled by Emperor Obedius I, a former ship's captain who has somehow managed to gain power unheard of by other kings. Obedius and his supporters argue that the mortal races have allowed themselves

Timeline

Thousands of years ago:

The Archons arrive from out of the Void and create the world.

Approx. 2000 years ago:

One of the Archons, since called the Rebel, revolts against the other Two. The Long War begins.

1000 years ago:

The Two Archons, called the Lord and the Lady, defeat and kill the Rebel. They then depart into the Void, leaving the Aeons in charge of their creation.

40 years ago:

The Empire is founded in the village of Tzen and begins to spread across the continent.

25 years ago:

Tom Kaiser's Gnomish Revolutionary Party assumes power in Davros.

20 years ago:

The Incursion — the Empire launches a surprise attack on the rest of the world. The Aeon Lumos is pushed out of Vector. Tascina, Pandora and Archangel are bombed. The Pandorean Navy is completely destroyed. The Empire deploys Goblins, a species created for war, for the first time. After a week of military operations, the Empire declares success and pulls back its forces. Civilian casualties are estimated to be in the tens of thousands.

Present Day:

Since the Incursion, the Empire has held back from open aggression, but has still clearly been preparing for a coming war. It seems that the question is not *if* another war will occur, but *when*.



The Battle Lines

Politically, In-World is currently divided into three factions – the Empire, the nations supporting the Aeons, and the neutral nations. Shortly after the Incursion, the Aeon-allied nations signed the *Treaty of Tascina*, a mutual defense pact against the Empire. These nations are called the Treaty States.

TREATY STATES

- Kingdom of Pandora (*inc. Narshe, Kohlingen, Kippo, Sonra and Potos*)
- Republic of Tascina
- The Dwarf Union (*inc. Gaia's Navel, Eblan and Kaipo*)
- The Gwyniad (*i.e. the Ice Country*)
- Thalla
- Mysidia
- Figaro
- The Aeons

EMPIRE-ALLIED

- The Empire
- The Gold Isle (*technically an Imperial property*)

NEUTRAL STATES

- The Oni Kingdom
- Davros (*but favorable towards Empire*)
- Jidoor and Zozo
- Kakkara
- Nikeah
- Matango (*though favorable towards Treaty States*)

The **GOLD ISLE** is a large, temperate island to the west of the Empire. As its name suggests, it is well-known for the massive deposits of gold and other valuable minerals beneath the island's surface. Historically, the island was unclaimed by any specific nation, and was instead "owned" by a number of different mining companies and landowners – that was, until just over twenty

to be ruled by the Aeons for too long, and that it is time for a unified, enlightened and representative government to take control of the world's destiny... by force, if necessary.

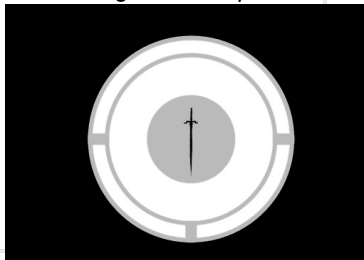
Key locations in the Empire include the capital, Tzen; Vector, now the industrial center of the Empire; the city of Baron, home of the Imperial Aerial Corps, better known as the Red Wings; and the Gold Isle, which joined the Empire shortly before the Incursion. While the vast majority of the Empire's population is human, the Empire officially accepts citizens of all races.

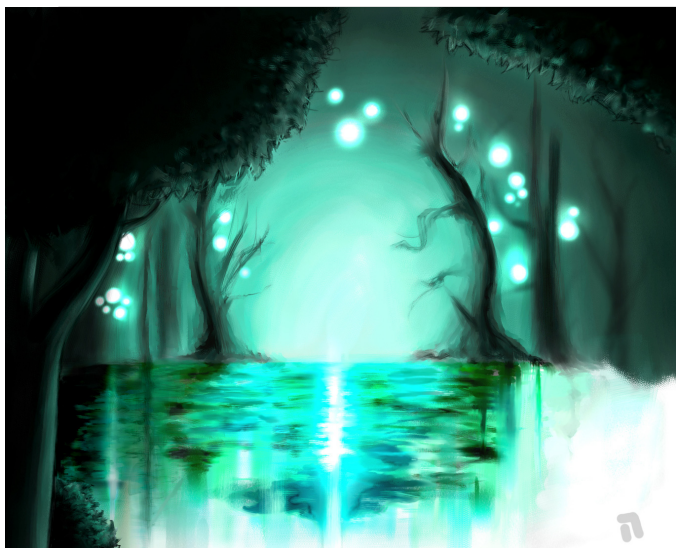
FABUL is an isolated monastery fortress, established by orcs from the Oni Kingdom. It is the training grounds for the Kingdom's elite guards. The monastery trains ninja and monks, among other classes. Only orcs and half-orcs are accepted into the citadel.

FIGARO is a city in the Great Desert. The majority of the city was built out of ruins from the Long War; Figaro Castle, at the center of the city, may be one of the few examples of pre-War architecture left. The city is a kingdom unto itself; its current ruler is King Edgar VII.

GAIA'S NAVEL is the underground capital of the Dwarf Union. It is accessible through the waterfalls at the end of the Middle River. The city contains, among other things, the headquarters of the Cannon Travel Commission and the Earth Palace, official residence of Cthon of the Seven.

flag of the Empire





years ago. Just a few months before the Incursion, a dwarf robber-baron named Mamon Farshtinkener allowed the Empire to occupy his property (and subsequently the rest of the Isle) in exchange for his being made the Imperial Governor. The island has since been one of the Empire's most valuable territories, providing much of the raw capital behind the Imperial war effort.

The HAUNTED FOREST is a mysterious place. Large numbers of incorporeal undead have been known to wander the area. The Forest, however, is the only known source of fey acorns and walnuts, which are harvested by the inhabitants of the local village of Kohlingen. The inhabitants do so in teams of at least a dozen individuals, heavily armed, who enter, gather all the nuts they can find, and leave as quickly as possible. Not all of these teams have been known to return.

The ICE COUNTRY – more formally known as the Gwyniad – is a frozen continent far to the north of the Empire. This inhospitable wasteland is home to the penpens and the Ice Palace, official residence of the Aeon Sylphus. The three main penpen cities – Whitehead, Gwynius and the capital of Todo – stand on the inhospitable north coast of the country. Since there are very few (non-penpen) sailors willing to venture within this area, the penpens have also established the cosmopolitan port of Archangel on the south coast.

The Empire has long resented the penpens' intrusion into regional trade. As a result, Archangel was one of the cities attacked by Imperial forces during the Incursion. Ever since then, the majority of penpens have been – perhaps understandably – hostile to the Empire.

ICHI, NI and SAN are the three islands in the Shi-zi Strait, between the mainland and the Oni Kingdom. They are relatively lawless areas; Ichi, in particular, is a known haven of pirates.

JIDoor and ZOZO, the Twin Cities, are a combined, independent city-state on the coast of the Shi-zi Strait. The city's affairs are dominated



by the aristocracy of Jidoor, the wealthier of the two cities. Jidoor is known for being clean, well-regulated, and cultured; its Opera House, for instance, is a famous landmark. Zozo, in comparison, is known for being poor and crime-ridden. Zozo is also well known for its large population of ogres, uncivilized orcs, and the mysterious race known as the **kenku**.

KAIPO is a Dwarf settlement in the Great Desert. It contains the only Cannon Travel point in the entire desert, Figaro and Kakkara having refused the Commission's offer to build sites in their towns.

KAKKARA is the holy city of Kakkarian halflings, near the mysterious Star Crater. The Kakkarians have banned all outsiders from the area on pain of death. The city's population is in constant fluctuation, as the otherwise nomadic inhabitants enter and leave the city during various parts of the year.

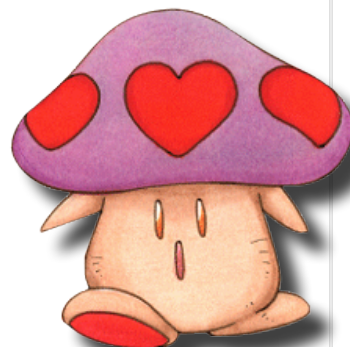
KIPPO VILLAGE is a community of two to three hundred individuals, lying in between the larger cities of Pandora and Narshe. The town is mainly notable for serving as a waypoint between Pandora, Narshe and Gaia's Navel.

KOHLINGEN VILLAGE is a community of about two hundred individuals. Its main export is fae seeds, acorns and walnuts, which grow in the Haunted Forest to the north.

MANDELA, also known as the Great Monastery, is a peaceful community in the mountains east of Pandora. Monks have lived there at least since the Long War, quietly seeking enlightenment. The monastery-city, home to hundreds of individuals of all races, is ruled by a wise and mysterious man called the Saint or the Enlightened One. Not much is known about him outside of the community. The Seven are known to visit the monastery occasionally. Undine and Salamandus are known to meet there, since it is roughly equidistant between their palaces.

Players should note that Mandela is the only place of origin for non-orcish monks.

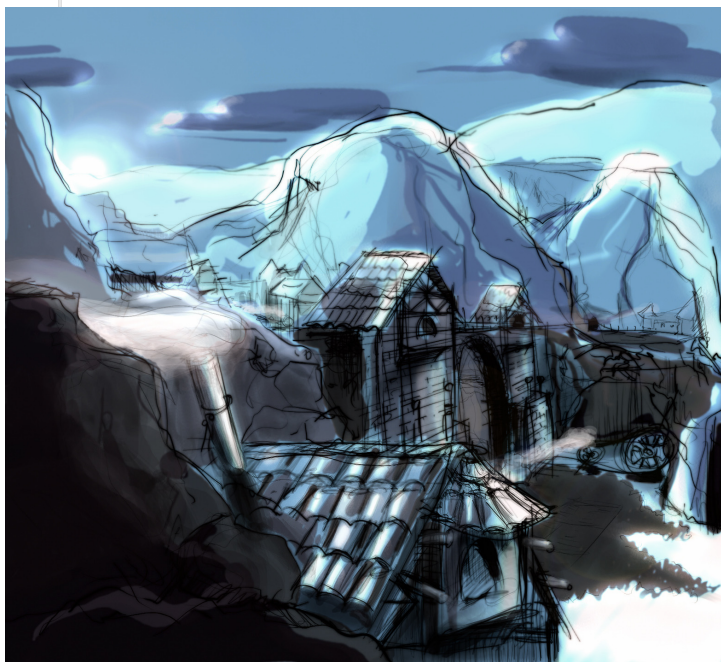
MATANGO is a unique city; it is the only known community of the sentient mushroom-like myconids in the world. The myconids – also known as the “mushroom people” – exist simply in a small community of anywhere between a hundred to a thousand individuals (reports vary).



They are not necessarily isolationist; they have been known to trade with Nikeah and Figaro, mostly in alchemical creations. A small group of elves live in the woods just outside of the city, having been banned from the city proper some time ago.

MYSIDIA is a large city dominated by the three famous Colleges of magic, known as the White, Black and Red Citadels. The Colleges were founded roughly a hundred years after the Long War by the Seven, in order to better train their followers in the magical arts. The colleges have since taken on a life of their own; while each Citadel has one of the Seven as official patron, they run themselves more or less independent of the Seven's control. The White Citadel trains white mages; the Black Citadel, black mages; and the Red Citadel, red mages. For details on white, black and red mages, see Chapter 7.

Mysidia is also home to the Light Palace, official residence of Lumos. Lumos was forced to relocate to the city when the Empire forced him and his followers out of their previous capital, now known as Vector. The Aeon has since become a force to be reckoned with within the city.



NARSHE is a industrial city of over ten thousand individuals, making it the largest community in the Kingdom of Pandora. It is mainly known for coal mining. The industry is managed by the powerful Narshe Mining Corporation, under charter from the King of Pandora. The NMC owns and operates the vast majority of the town.

NIKEAH is an independent port in the Upper Land. It is

easily the largest and most well-traveled port on its entire continent, rivaled only by Jidoor, and the smaller port of Sonra to the south. The city is well-known for its free-trade attitudes. It trades with anyone and everyone; even the Empire and Davros do a fair share of business in the town.



The **ONI KINGDOM** is the center of orc civilization and the oldest of the world's nations. It was founded shortly after the Long War by the half-orc Emperor Shizi I, who led a large group of war refugees across the Strait that now bears his name.

The current Oni Emperor is Okatta IX. Despite the nation's historically close relationship to the Aeon Salamandus – who officially resides in the Imperial capital of Damcyan – Okatta has chosen to keep his nation out of the conflict between the Aeons and the Empire, inhering instead to a policy of neutrality and strict isolationism. As a result, the Oni Kingdom was not attacked during the Incursion twenty years ago, and has not signed the Treaty of Tascina. Despite Salamandus' best efforts to change the emperor's mind, it does not seem likely that the Oni Kingdom will participate in the coming war.

PANDORA is the capital of the Kingdom of Pandora. It is also a city of roughly five to six thousand individuals, with many more in the outlying farmsteads throughout the neighboring countryside. King Cecil II rules the city from the Tower of Pandora, in the center of the city.

POTOS is a large village on the Mainland, populated by about three to five hundred individuals. It was founded about three hundred years after the Long War, and was absorbed without conflict by the Kingdom of Pandora. Historians have found some indications that the village was built on the site of a pre-War settlement, but of what size and type, none can say. The village is a crossroads for trade between Nikeah, Pandora and Gaia's Navel. It is a popular stop among pilgrims heading towards the Water Palace. One notable landmark is the Sages' Leap, the largest waterfall on the continent.

SILVERA is a small town and port, which exists primarily as a point of departure for pilgrims on their way to the Tree Palace. The town is inhabited by a variety of different races, including a large number of elves. They are nearly all, however, priests or worshippers of Tifereth.

SOLOS and **INIS** are mostly uninhabited islands, south of the Imperial continent. Inis is well known to be the habitat of various monstrous creatures, including trolls, giant vermin and dire animals. Sailors accordingly tend to give the island a wide berth.

SONRA VILLAGE is a port town of about a thousand individuals. The port handles trade from the larger port of Nikeah, to the north, as well as the city of Thalla, the island of Bolgan, and the Republic of Tascina. It is



also the base for what little remains of the Pandorean navy.

The **REPUBLIC OF TASCINA** is a heavily fortified city located on the coast of the Oni Kingdom. About four hundred years ago, the Oni Emperor allowed a group of humans to found a city there; Tascina soon became a popular port, being one of the few locations through which trade with the Oni was possible. Most of the city was reduced to rubble by the Empire twenty years ago during the Incursion. Rather than reconstruct from scratch, the Tascinians connected the remaining buildings and turned the entire city into an enclosed fortress. The city remains a powerful force in trade and commerce.

THALLA is one of the largest cities in the world, a famous commercial metropolis. The city is dominated by the Thallesian halflings, a reserved, business-minded people. Thalla is one of the greatest trading ports in the world; all matter of individuals and goods pass through the city every day. The inhabitants of the city are mortal enemies of the gnomes of Davros.

The **TREE PALACE**, residence of Tifereth of the Seven, is on a small island that juts out above an otherwise sunken continent. It is a massive fortress, constructed around a gigantic tree. Pilgrims visiting the Palace must generally do so by boat, usually from the nearby town of Silvera.

The **UNCHARTED LAND** is just that – a blank spot on the map. Powerful currents keep vessels from approaching this area; what fragmentary reports have come back describe a blasted, icy wasteland, surrounded by mountains and rocked by a never-ending storm. It's said that even the Seven are reluctant to approach the land. Explorers sometimes try their luck; very few have ever returned.

The **WATER PALACE** is the official residence of Undine of the Seven. The goddess herself is often out and about, but, when home, has been known to greet pilgrims and boon-seekers personally. The complex is overseen by the Chief Priestess, Luka Chere.

The **WITCH CASTLE** is spoken of in whispers by the inhabitants of Kohlingen. Some of them claim that is a massive, unaccountably ancient building somewhere in the Haunted Forest to the north. It is said to be the home of "Elinee," an evil, insane witch of immense power. She has taken the position of boogeyman in the folklore of the town; children are known to lock their windows at night, lest they be stolen away by Elinee.



6: POTOS

The Village

Potos is a large village on the Mainland, populated by about three to five hundred individuals. It was founded about three hundred years after the Long War, and was absorbed without conflict by the Kingdom of Pandora. Historians have found some indications that the village was built on the site of a pre-War settlement, but of what size and type, none can say.

The village's central position between Pandora and the Great Forest places the community as an excellent trading point. The village is often a staging point for pilgrims on their way to the nearby Water Palace of Undine; goods from Gaia's Navel, Pandora and the ports of Nikeah and Sonra often cross through the town. Durring the summer months, a large marketplace called the Spring Market is open on all weekdays in the Town Square (*#8 on the town map; see next page*). The general store, managed by a Mr. Benjamin Jeyyid, is open throughout the year, and is well regarded within the merchant community. There is a Cannon Travel Station just outside the village limits.

The village is well known for its care facilities. The Temple of Undine in the village is the best healing center north of Pandora, second only to the Water Palace. The village priestess, a Miss Elizabeth, is well-known as a miracle-worker. The Potos Orphanage is another notable feature of the village; run by a Mrs. Rose Farrell, the institution raises between twenty and forty children at any given time.

The village is surrounded by a short wall made out of stacked rock, about five feet high, sufficient to keep the local predators out. There are two entrances through two wooden gates into the village; the first, to the west, leads to the Sages' Leap, a great waterfall and popular tourist attraction about a mile's hike in that direction. The second, to the south, connects to the King's Road, which in turn leads to the Water Palace, Nikeah, and Pandora.





Village Personalities

The **VILLAGE ELDER** (commonly called “Elder” or “Grandfather” by the other people in the village) is a man by the name of Rev Branford, a widowed gentleman in his late sixties. He is more or less the leader of the community, though he answers to a Village Council, made up of himself and six other long-time residents. He’s a peaceful man who tends to bear most things with a patient and gentle nature – compromised only when some of the more unruly orphans vandalize his vegetable garden. He lives in the house on top of the short mound in the center of the village (7). He hasn’t always stayed in Potos; rumor has it that, as a younger man, he traveled the world as an officer in the Pandorean Navy. His career came to a close when the navy was wiped out by the Empire twenty years ago. He returned to the village soon afterwards. He’s been the Village Elder for about ten years.

LUCIUS FARRELL owns and runs the Lord and Lady Tavern (9). A big, burly ox of a man, who, even though in his mid-fifties, can still beat any man or woman in the village in arm-wrestling. Given his physique, it comes as a surprise to many people that he studied at the Black Citadel in Mysidia. Though he doesn’t use magic very often, he’s still a competent wizard; he runs a side business identifying enchanted and magical items. He is the husband of Rose Farrell, who operates the Potos Orphanage.

BENJAMIN JEYYAD (*“that’s Mr. Jeyyad to you”*) is the middle-aged Kakkarian halfling who runs the village’s General Store. A shrewd businessman, he is the center of the commerce that passes through Potos, as well as a member of the Village Council. He lives in the basement underneath his store with his wife, Rachail, and his three young sons, Omar, James, and Al-Cthon (commonly called “Al”).

ROSE FARRELL owns and runs the Potos Orphanage (6). She’s the sort of woman who can raise twenty children at the same time, combining a gentle and loving nature with a violent temper that is the terror of every man, woman and child in the village. Rumor has it that she used to be a red mage; however, she no longer seems to practice magic. Why this is, no one can say – though it might have something to do with her husband, Lucius, a former black mage. She is a medium-sized woman in her early fifties. All the children in the Orphanage call her “Grandma Rose.”



XAGU SEIKAKU is the middle-aged half-orc who runs the Pilgrims' Inn (1). His business is popular among the large number of travelers who pass through Potos; though a quiet person, generally, he's known for running a tight ship. His employees talk secretly in terrified whispers as to what happens when towels are lost, or when a guest's wake-up call is late. Originating in the Oni Kingdom, Mr. Seikaku somehow ended up serving with Elder Branford in the Pandorean Navy. When the Navy was destroyed, he followed Branford to Potos, where he bought the Inn from the previous owner.

HYM KANDIJ is the young dwarf who runs the Cannon Travel Platform just outside of town (11). An entrepreneur, he's constantly trying to find ways to upgrade or better market his business. He is somewhat unhappy with his posting in Potos; he'd prefer somewhere closer to Gaia's Navel. He has a strange relationship with Mr. Jeyyad; they seem to get into a screaming match outside the Lord and Lady Tavern every Wednesday night a few hours after sunset.

PRIESTESS ILSE ELIZABETH, the village healer, manages the Temple of Undine (5). She is an excellent healer, known for being one of the few magicians in the area capable of resurrection magic. Personality-wise, "Miss Elizabeth," as she's often known around the village, is somewhat neurotic and introverted. She shelters about twenty cats in her Temple, each of whom has a name and a distinct genealogy, which she keeps careful track of. She is nonetheless regarded as one of the more attractive bachelorettes in the village, though she doesn't seem to realize it. She is very good friends with Rose Farrell, who runs the Potos Orphanage.

Creating Characters Who Live In Potos

Players in a campaign following the guidelines written in the Gamemaster's Instruction Manual will need to create characters who are residents of Potos. When creating said characters, players should keep in mind that much of the above information is negotiable, and it is suggested that gamemasters feel free to modify the above descriptions to accommodate players' ideas.

Character Hooks

- orphan at the Potos Orphanage



- tour guide who shows visitors the Sages' Leap.
- mercenary who hires out his services as a guard/escort to travelers.
- flight attendant at the Cannon Travel Center
- village fool
- village drunk
- village lush
- bartender at the Lord and Lady Tavern
- trainee black mage seeking tutelage from Lucius Farrell
- thief who quietly robs the merchants who come into town.
- schoolteacher
- merchant who ran out of money and is in hiding from debtors.
- traveler who is only staying in town long enough to work up the money he/she needs to backpack to Nikeah.

Sample Characters

These sample characters were created by the players in the first "A Final Fantasy" campaign. They can be used either by players, or by the gamemaster as non-player characters.

ANYA BRANFORD

Level 1 Human Paladin of Lumos
Character Concept by Alison Fisher

Hit Points: 13 (1d10+3)

Initiative: +0 (Dex)

Speed: 20 feet (30 feet w/o armor)

Armor Class: 15 (+5 chainmail), touch



Penitent's Collar & Monitor's Ring

Penitent's Collar

Moderate necromancy; CL 9TH; Craft Wondrous Item, *mark of justice*; Price 1,125 gp.

Monitor's Ring

Faint divination; CL 3RD; Craft Wondrous Item, *status*; Price 7,560 gp; *Special*: Wearer must be a paladin (see text).

These paired items are often loaned out to paladins operating in isolated locales far from jails, where prison sentences for minor crimes (like pickpocketing, for instance) are impractical to enforce. Each *penitent's collar* is keyed to a particular monitor ring. When placed around the neck of a criminal, the *penitent's collar* forces him to stay within a half-mile radius of the wearer of the corresponding *monitor's ring*. If the criminal moves outside of this area, the item will curse him as if with the spell *bestow curse*. Once the criminal returns within the general area of the *monitor ring*, the curse will be (temporarily) lifted, at least until the next trespass.

The *penitent's collar* can be removed with a *break enchantment*, *limited wish*, *miracle* or *wish* spell, or by *remove curse* if cast by a cleric of 9TH level or higher. Otherwise, the item can only be removed by the wearer of the corresponding *monitor's ring*. Physical force or finesse is ineffective. After a *penitent's collar* has been removed, it cannot be used again. If the wearer of the *monitor's ring* dies, the curse immediately springs into effect.

The wearer of a *monitor's ring* can activate or dismiss the *penitent's collar's* curse on command. He or she can also immediately learn the relative location and general condition of the bearer of the corresponding

(continues on next page)

10, flat-footed 15.

Base Attack/Grapple: +1/+4

Attacks: Greataxe +4 melee (1d12+4; x3; slashing); or throwing axe +1 ranged (1d6+3; x2; range 10 feet; slashing).

Special Attacks: Smite evil 1/day

Special Qualities: Aura of good, detect evil at will.

Saves: Fort +5, Ref +0, Will +2

Abilities: Str 17 (+3), Dex 10, Con 16 (+3), Int 13 (+1), Wis 14 (+2), Cha 15 (+2).

Skills: Concentration +4, Climb* +4, Diplomacy +3, Handle Animal +3, Heal +3, Intimidate* +5, Knowledge (nobility and royalty) +3, Knowledge (religion) +2, Ride +4, Sense Motive +3.

Feats: Power Attack, Cleave.

Challenge Rating: 1

Gear: Chainmail, greataxe, 3 throwing axes, *monitor's ring* (see sidebar), wooden holy symbol of Lumos, hooded lantern, 2 pints of oil, backpack, flint and steel, 50 feet of hempen rope, grappling hook, winter blanket, bedroll, 2 days of trail rations, 1 gp, 2 sp.

Alignment: Lawful good

Languages Known: Common, Kakkarian.

The nineteen-year-old granddaughter of Village Elder Rev Branford, Anya was appointed the acting Sheriff of Potos a year ago. She lives with her grandfather in his house at the center of the village. Anya spent most of her adolescence training as a paladin at the Light Palace in Mysidia. This experience left her with a rather severe attitude when it comes to matters of the law and propriety – not to mention a highly aggressive style in combat. In more social situations, however, Anya is a warm and friendly girl, if perhaps a little naïve.

Other than the occasional wandering monster, Anya's term as sheriff has been uneventful. The one exception was her capture of the thief Celeste in the midst of a major heist. Rather than send the



(continued from last page)

penitent's collar (as if through the spell *status*). A *monitor's ring* is only functional when worn by a paladin. Should a non-paladin attempt to put on the *monitor's ring*, the item is rendered non-functional and the curse of the *penitent's collar* goes into effect. Should the wearer of the *monitor's ring* lose his or her paladin abilities – as might occur through the abuse of a paladin's authority – the bearer of the *penitent's collar* is immediately freed.

The *penitent's collar* worn by the thief Celeste was placed on her by Anya Bradford, a few days after the former was caught stealing in the town of Potos. Should Celeste move any further than a half-mile away from Anya (who wears the corresponding *monitor's ring*), she will suffer a 50% chance each round of being unable to take an action (see *bestow curse*). These expensive items were loaned to Anya by a superior officer in Mysidia. (In other words, the gamemaster gave the players these items for free to make things more interesting.)

thief south to serve a prison sentence in Pandora, Anya chose to use the *penitent's collar* loaned to her by a superior in Mysidia, in a bid to try and reform the thief. Results have been decidedly mixed, but Anya has yet to give up.

Motivation: Protection. Anya feels highly protective of her community, and takes any infraction of its security and well-being as a personal affront.

CELESTE

Level 1 Elf Rogue
Created by Molly Schlemmer

Hit Points: 6 (1d6+0)

Initiative: +4 (Dex)

Speed: 30 ft.

Armor Class: 16 (+4 Dex, +2 leather armor), touch 14, flat-footed 12.

Base Attack/Grapple: +0/+0

Attacks: Composite shortbow +5 ranged (1d6; x3; range 70 feet; piercing); or dagger +0 melee (1d4; 19-20/x2; range 10 feet; piercing or slashing).

Special Attacks: Sneak attack +1d6

Special Qualities: Trapfinding, immune to magic *sleep* effects, +2 saving bonus against enchantment, low-light vision, Weapon focus

(shortbow).

Saves: Fort +0, Ref +6, Will +2.

Abilities: Str 10, Dex 19 (+4), Con 10, Int 13 (+1), Wis 14 (+2), Cha 15 (+2).

Skills: Balance +5, Bluff +6, Disguise +3, Escape Artist +8, Forgery +2, Gather Information +6, Hide +8, Knowledge (geography)* +2, Move Silently +8, Open Lock +5, Sleight of Hand +8, Spot +8, Survival* +4.

Feats: Light Sleeper**

Challenge Rating: 1

Gear: Leather armor, *penitent's collar* (see sidebar), composite shortbow, 12 arrows, dagger, thieves' tools, 50 feet of silk rope, grappling hook, winter blanket, bedroll, 4 sp.

Alignment: Chaotic neutral

Languages Known: Common, Elvan, Thallesian.



This quirky, happy-go-lucky girl wandered away from the small elven commune of her birth to seek adventure several years ago. She was making a good living as a thief and a pickpocket until she attempted a major con/robbery against a merchant caravan on its way through Potos... and was caught by Anya Branford (see *above*).

Needless to say, Celeste's life has been a lot less fun ever since. Thanks to the *penitent's collar* she now bears, she's been forced to stay in Potos to honestly work off her sentence under Anya's close watch, a situation she detests. She currently resides in the basement of the Village Elder's house.

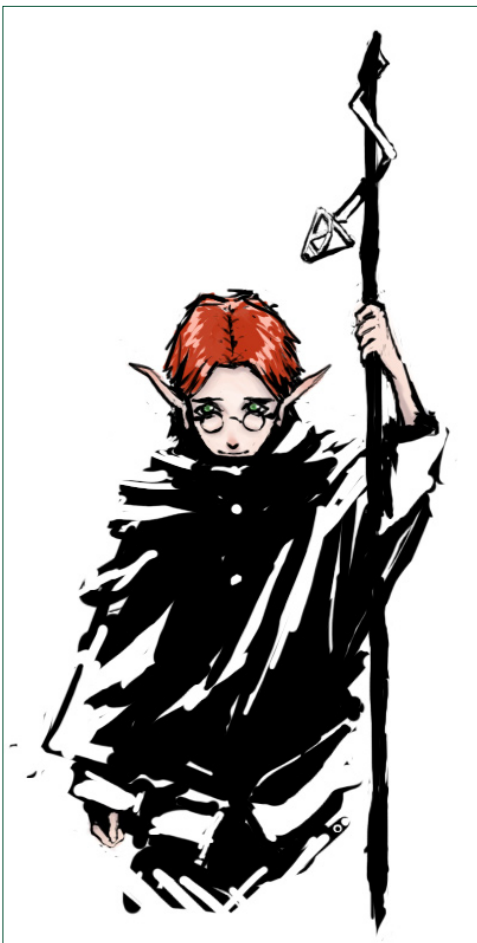


... or at least, that's the story she tells people.

In truth, Celeste only got caught in the first place because she was *ordered* to. Back when she first left the Crescent Forest, she brought along her younger brother, Loki. Things were going fine until the pair ran afoul of the Empire. Loki was taken into "protective custody" and Celeste was forced to be an Imperial spy, with her brother being held to assure her cooperation. Her first assignment was to go to Potos and infiltrate the community there. Why exactly her handlers would be interested in such a hole-in-the-wall village, Celeste doesn't know (and hasn't been told). However, until she can figure out some way to get her brother out of this mess, she has little choice but to play along.

Motivation: Celeste is actually highly protective of her younger brother, and will do just about anything to assure he isn't harmed. That said, she keeps the truth very well-hidden. As far as the people of Potos are concerned, she is solidly a fun-first sort of character, shirking responsibility and seeking amusement whenever she has the chance. She otherwise hates physical labor and anything that bores her. On a side note, Celeste is also highly amused and fascinated by penpens (in a matter that Zill finds more than a little disturbing).





DABICL

(pronounced "Dabikal")

Level 1 Spriteling Cleric of Undine

Created by Jeff Force

Hit Points: 7 (1d8-1)

Initiative: +4 (Dex)

Speed: 20 ft.

Armor Class: 17 (+4 Dex, +3 studded leather armor), touch 14, flat-footed 13.

Base Attack/Grapple: +0/+1

Attacks: Quarterstaff +1 melee (1d4+1; x2; bludgeoning); or sling +4 ranged (1d3+1; x2; range 50 feet; bludgeoning).

Special Attacks: Spells

Special Qualities: Aura of good, spontaneous casting (heal), turn undead, *invisibility* (self only) 1/day.

Saves: Fort +1, Ref +4, Will +5

Abilities: Str 13 (+1), Dex 18 (+4), Con 9 (-1), Int 15 (+2), Wis 17 (+3), Cha 19 (+4)

Skills: Concentration +1, Diplomacy +6, Heal +7, Knowledge (religion) +6, Spellcraft +7.

Feats: Resistance to Magic**

Challenge Rating: 1

Gear: Studded leather armor, sling, 50 bullets, walking stick/quarterstaff, spell component pouch, explorer's outfit, backpack, bedroll, bullseye lantern, two flasks of oil, winter blanket, 50 feet of silk rope, wooden holy symbol, wooden flute.

Alignment: Neutral good

Languages Known: Common, Celestial, Dwarven, Sylvan.

Spell Points: 3

Domains: Water, Healing

Typical Spells Prepared: 0 – *Detect magic*, *light*, *read magic*. 1st – *Bless*, *shield of faith*, *obscuring mist*.

This sickly-looking but good-natured young spriteling has been a resident of Potos from a young age. Years ago, a group of spriteling refugees passed through Potos. Some of these spritelings – including a young infant – seemed to be infected with a strange illness that resisted magical treatment. Unable to provide for their child's health, the infant's



parents left him at the Potos Orphanage, in the hopes that the priests at the Village Temple might someday be able to find a cure.

That child was Dabicl, of course. He is now sixteen years old. He has never really recovered from his childhood sickness; he still walks with a limp (often relying on a walking stick for additional support), and he has a cough which comes and goes. The strange illness has also left its mark on him in that he seems to have gained some of its resistance to magic. In any case, he has survived, and chose to join the priesthood of Undine. He has been serving Priestess Elizabeth as an assistant for the past several years.

Motivation: Faith. Dabicl is sincerely and honestly devoted to Undine, to whom he attributes his survival as a child. That said, Dabicl remains interested in the fate of his parents. If he ever gains the strength, he might end up leaving Potos to search for them.

XHAO SEIKAKU

(pronounced “zhao”)

Level 1 Half-Orc Samurai

Character Concept by Thomas Gonyea

Hit Points: 13 (1d10+3)

Initiative: +1 (Dex)

Speed: 30 feet

Armor Class: 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14.

Base Attack/Grapple: +1/+6

Attacks: Bokken +6 melee (1d6+7; 19-20/x2; bludgeoning); or handaxe +6 melee (1d6+5; x3; slashing); or shortbow +2 ranged (1d6; x3; range 60 feet; piercing).

Special Attacks: —

Special Qualities: Darkvision 60 feet, orc blood, daisho proficiency.

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 20 (+5), Dex 12 (+1), Con 16 (+3), Int 13 (+1), Wis 13 (+1), Cha 15 (+2).

Skills: Concentration +4, Craft (woodworking) +2, Diplomacy +5,



Intimidate +3, Knowledge (history) +2, Knowledge (nobility and royalty) +2, Profession (innkeeper)* +2, Ride +2, Sense Motive +3.

Feats: Quick Draw, Exotic Weapon Proficiency (katana) (*class feat*).

Challenge Rating: 1

Gear: Chain shirt, bokken, handaxe, shortbow, 20 arrows, woodworking tools, backpack, tent, bedroll, flint and steel, winter blanket, waterskin, 4 days of trail rations, traveler's outfit, 15 gp, 4 sp.

Alignment: Lawful good

Languages Known: Common, Orc, Ignan.

Xhao is the son of the village innkeeper, Xagu Seikaku. He and his father settled in Potos when Xhao was an infant. Now a quiet, eighteen-year-old half-orc, Xhao spends most of his time helping out at the inn and being trained by his father in Oni fighting techniques. If Xhao resents his father's overbearing influence in his life, he bears it quietly – or perhaps he is merely waiting for the right moment to assert his independence.

Xhao currently wields a *bokken*. While Xagu does own a *katana* and a *wakizashi* – the two swords traditionally carried by a samurai – he has yet to judge Xhao to be of sufficient skill to practice with them.

Motivation: Xhao is intensely curious about the identity of his mother – a subject that his father flatly refuses to discuss. A very long time ago, Xagu let drop that her name was Liira; he also once mentioned that Xhao is three-quarters orc, making his mother a half-orc. Other than these small details, however, Xagu has kept utterly silent about his past. Curiosity regarding his heritage may be the only thing keeping Xhao in the village and under his father's thumb.

ZILL

Level 1 Penpen Conjurer (**Wizard Variant**)

Created by Matt Gruen

Hit Points: 6 (1d4+2)

Initiative: +2 (Dex)

Speed: 20 ft., swim 40 ft.

Armor Class: 12 (+2 Dex), touch 12, flat-footed 10.

Base Attack/Grapple: +0/-1

Attacks: Club -1 melee (1d6-1; x2; bludgeoning); or light crossbow +2 ranged (1d8; 19-20/x2; range 80 feet; piercing).

Special Attacks: Spells.

Special Qualities: Cold resistance 5, -4 to Fort saves against heat





dangers, tremorsense 60 ft. in water, +2 to Intuition checks vs. other penpen, rapid summoning, spontaneous casting (*summon monster*).

Saves: Fort +2, Ref +2, Will +4.

Abilities: Str 9 (-1), Dex 14 (+2), Con 15 (+2), Int 18 (+4), Wis 11 (0), Cha 13 (+1).

Skills: Concentration +6, Decipher Script +8, Gather Information* +2; Knowledge (arcana) +8, Knowledge (the planes) +8, Speak Language* 1, Spellcraft +8.

Feats: Iron Will, Augmented Summoning (*class feat*).

Challenge Rating: 1

Gear: Club, light crossbow, 20

bolts, spellbook (contents: level 0 – all; 1ST level – *mage armor*, *summon monster I*, *identify*, *feather fall*, *grease*, *burning hands*, *magic missile*), spell component pouch, flask of seal whiskey, chalk, waterskin, small mirror, ink, inkpen, two glowrods, bottle of alchemist's fire, 10 gp.

Alignment: Chaotic neutral

Languages Known: Common, Aquan, Auran, Draconic, Terran, Celestial.

Spell Points: 3

Typical Spells Prepared: 0 – *Detect magic*, *ray of frost*, *read magic*.

1ST – *mage armor*, *magic missile*. (Note: Can also spontaneously cast *summon monster I*.)

The middle-child in a family of good standing in the Ice Country, Zill was enrolled in the one of the finest magical academies with the hope that he would live up to the example of his older brother, a famous ice mage. He soon proved to have a highly independent spirit, a rabid desire for knowledge, and a complete lack of concern for safety. His habit of jumping head first into advanced arcane experimentation caused great problems for the academy – with one academic building burned down and another permanently infested by several minor horrors (and an especially frisky medium-sized horror). The administration couldn't simply kick Zill out, as his influential family was a major financial



benefactor of the institution. Instead, they awarded him the rare honor of “foreign study” for his achievements. A location was chosen through an intricate divination process (involving a map, a dartboard and a bottle of seal whiskey) and Zill was off. He wandered into Potos soon after. He can be found daily in the Lord and Lady Tavern, drinking through his travel stipend and bugging Lucius Farrell for leads into magical research.

Motivation: Discovery. Part of Zill’s deal with the academy administration is that he will only be allowed to graduate if he returns from his “studies” with a major breakthrough or innovation in magical research. Zill is determined to earn his diploma – if only so that he can flaunt his success in front of his former teachers.

* denotes cross-class skill

** In the prototype AFF campaign, players were allowed access to the Talent feats described in Monte Cook’s *Arcana Evolved*, published by Malhavoc Press. *Arcana Evolved* © Monte J. Cook, 2005–2007. Used with the express permission of the author/publisher.



7: ADDITIONAL RULES

Black, Red and White Mages

Bards, clerics, sorcerers and wizards are common in the world of “A Final Fantasy.” Less common, however, are the famed black mages, white mages and red mages – all graduates of the three great colleges of magic in the city of Mysidia.

Legend holds that Mysidia was founded sometime during the Long War by three magicians named Gevurias, Gedulla and Hod, who are traditionally believed to have been students of the Archons themselves. The city is said to have been a fortress of learning, intended to protect whatever shreds of knowledge could be saved from the war’s devastation. Following the War, the Aeons incorporated Mysidia into their plans to rebuild the world. The Seven chartered three universities within the city to further train their followers in the magical arts. These were the Black Citadel (which focused on magical research), the White Citadel (focused on the healing arts and divination), and the Red Citadel (focused on the use of magic for defense and warfare). Graduates of these institutions are called black mages, white mages and red mages, respectively, and are hailed as the most powerful mortal spellcasters in the entirety of In-World.

The titles of black mage, white mage and red mage have little to do with gameplay mechanics, as they do in the Final Fantasy games. Instead, they are primarily social roles within the game world. Not all clerics are considered white mages, just as not all wizards and sorcerers are black mages (though many aspire to be). The mages are simply considered the elite among these classes. Furthermore, as a result of their education in Mysidia, player characters who

Mage Feats

The classes and prestige classes listed in this section are available only to mages in “A Final Fantasy.” In order to take levels in these classes, player-characters must be initiated as a black, red or white mage. This is represented in-game by the player taking one of the following feats:

BLACK MAGE INITIATE [GENERAL]

Prerequisites: Spellcaster lvl 1
Benefit: You have either trained at or been accepted into the Black Citadel at Mysidia, and have therefore been granted access to the teachings and techniques of the black mages. You gain access to the black mage prestige classes, and can dress in the traditional uniform. You additionally gain a +2 bonus to all Knowledge (arcana) and Spellcraft checks.
Special: This feat replaces any Special prerequisites otherwise required by any of the black mage prestige classes.

RED MAGE INITIATE [GENERAL]

Prerequisites: Str 12+; Con 11+
Benefit: You have either trained at or been accepted into the Red Citadel at Mysidia, and have therefore been granted access into the teachings and techniques of the red mages. You gain access to the red mage prestige classes, and can take levels in the beguiler,
(continues on next page)



are mages have access to character options and prestige classes that other magicians do not. *(note: this system has not been playtested.)*

Black Mages

The headaches of the arcane world, the black mages are an order known equally for their enthusiasm, their love of raw magical power, and their lack of restraint. While not necessarily evil, it is true that there are very few lines that a black mage won't cross. The driving force behind a black mage's personality is ultimately a kind of curiosity; as an order, they are fascinated by all forms of magic, and will go to any lengths to make the latest discovery – be it in the form of a new spell, the latest magical effect, or a new summoning technique. The resulting mess might be as little as a singed hair on a lab assistant's head, or as big as a tarrasque (though that's only happened once, and official representatives of the Black Citadel swear they know what went wrong).

Black mages traditionally dress in dark robes and wide-brimmed, pointed hats. Most applicants to

the Black Citadel are sorcerers and wizards, though the university recently added a program for bards (after a professor decided he could teach bards “*real* magic”; see the *sublime chord* prestige class). The official patron of the Black Citadel is currently Lumos – who took over patronage of the Citadel from Cthon twenty years ago, much to the surprise of the world.

BLACK MAGE PRESTIGE CLASSES

Arcane Trickster; Archmage; Argent Savant; Effigy Master; Malconvoker; Mage of the Arcane Order; Master Specialist (*schools of*

(continued from last page)

duskblade and warmage classes. You additionally gain a +2 bonus to all Intimidate and Survival checks.

Special: This feat replaces any Special prerequisites otherwise required by any of the red mage classes or prestige classes.

Note: Players who wish to begin play at first level as a beguiler, duskblade or warmage *must* take this feat.

WHITE MAGE INITIATE [GENERAL]

Prerequisites: Spellcaster Lvl 1

Benefit: You have either trained at or been accepted into the White Citadel at Mysidia, and have therefore been granted access to the teachings and techniques of the white mages. You gain access to the white mage prestige classes, and can dress in the traditional uniform. You additionally gain a +2 bonus to all Heal and Knowledge (religion) checks.

Special: This feat replaces any Special prerequisites otherwise required by any of the white mage prestige classes.

Characters can only take one of these feats; one cannot be both a black mage and a white mage, for example. Gamemasters are encouraged to toughen the prerequisites of these feats as they feel necessary, or to link the acquisition of these feats to plot events.



Conjuration, Evocation, Necromancy and Transmutation only); Master Transmogrifist; Spellwarp Sniper; Sublime Chord; Ultimate Magus; Wild Mage.

Red Mages

Trained at the Red Citadel, the red mages are the elite warrior-magicians of the world. Their training focuses on creating soldiers who are formidable in both conventional and magical combat.

Initially founded as to train the guards and law enforcement operatives of the Seven, the Red Citadel is known for being the most selective of the Mysidia academies. Less than a hundred applicants a year are accepted, after grueling mental and physical testing. As a result, red mages have a reputation for being the toughest of the tough. Applicants are usually warriors with some magical ability (especially paladins, rangers and bards), though some sorcerers and wizards have been occasionally known to “toughen up” sufficiently to make the grade. In addition, with the rise of the Empire, the Red Citadel has also begun to train red mages as spies and intelligence operatives.

Red mages (when “in uniform”) traditionally dress in red robes and cocked or three-cornered hats. The patron of the Red Citadel is Salamandus.

RED MAGE CLASSES

Beguiler; Duskblade; Warmage.

RED MAGE PRESTIGE CLASSES

Eldritch Knight; Abjurant Champion; Master Specialist (*schools of Enchantment and Illusion only*); Mountebank; Occult Slayer; Spellsword; Unseen Seer; Warpriest.

White Mages

Known as the best doctors and diviners in existence, the white mages



are among some of the Seven's most valued servants and followers. They are highly esteemed throughout the world, even within the Empire; during the Incursion, Imperial forces refrained from attacking hospital ships operated by white mages. These "White ships" were some of the few surviving vessels in the Pandorean navy.

Even more so than the other schools, the White Citadel focuses on training followers of the Seven. Applicants are generally clerics, though some arcane casters devoted to a particular Aeon are accepted. The university's curriculum emphasizes defensive or peaceful forms of magic... though rumor has it that this has begun to change. Word has it that some students and teachers who are particularly loyal to the Seven have begun to prepare themselves for the coming war with the Empire. Some worry that, when the war begins, the Empire may correspondingly be less merciful...

White mages traditionally dress in white habits and headdresses. The White Citadel's official patron is Undine.

WHITE MAGE PRESTIGE CLASSES

Hierophant; Mystic Theurge; Thaumaturgist; Contemplative; Divine



Note from the Author: Black, Red and White Mages

Back when I was writing the first "A Final Fantasy" campaign, I decided to make black, red and white mages prestige classes rather than specific spellcasting classes – mostly because I was unsure of my ability to successfully revise the base classes and the d20 magic system (both of which would have been necessary to completely mimic the *Final Fantasy* series). I figured that at least that way, while players would be unable to start off playing a black/red/white mage, they could work their way up to becoming them. So I set out to

make a prestige class for each type of mage.

Basically, it didn't work out. I couldn't come up with a way to completely encapsulate everything a red mage or black mage was within a single prestige class. The system described here was ultimately the best I could come up with. Gamemasters who believe they can improve on this system are welcome to do so.

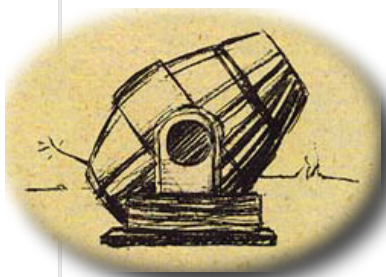
In retrospect, I could have also replaced all of the D&D spellcasting classes with black, red and white mage base classes.

In that case, I might have used the [sorcerer](#) and [wizard](#) classes for the black mage; the [cloistered cleric variant](#) for the white mage; and the [battle sorcerer](#), [beguiler](#), [duskblade](#) and [war-mage](#) classes for the red mage. While not perfect, I admit that this translation might have been a little more accurate to the source material. Gamemasters who prefer this system are again welcome to use it; they should be forewarned, however, that I have not playtested it, and cannot vouch for how it affects game balance. – JS



Oracle; Elemental Savant (*fire, worshippers of Salamandus only; cold, worshippers of Undine or Sylphus only; electricity, worshippers of Sylphus or Lumos only; acid, worshippers of Cthon only*); **Master Specialist** (*schools of Abjuration, Conjuraton and Divination only*); **Ollam** (*dwarf worshippers of Cthon only; in this setting, members of this class are called rabs rather than ollams, singular rab*); **Paragnost** (*Apostle; Radiant Servant of Pelor (as Radiant Servant of Lumos; followers of Lumos only); Sacred Exorcist; Sanctified One (path of Ehlonna only; open only to worshippers of Tifereth).*

Cannon Travel



This unique form of transportation was created by the Masmers, a large dwarf clan, by reverse engineering a cache of magical objects from before the Long War that the dwarves stumbled upon deep underground. The Masmers founded the Cannon Travel Commission, and have since expanded across the globe.

Simply put, Cannon Travel involves the traveler being placed in a large cannon (capable of fitting one Large creature, two Medium creatures, and four Small creatures) and being fired in the direction of the intended destination. Upon ignition of the cannon's powder, powerful enchantments step in to toss the traveler magically to their destination in a speedy fashion. The effect is somewhat like a *fly* spell, with the following exceptions: first, the speed of travel is equal to 200 feet per round, or 30 miles per hour. Second, the traveler has no control over his or her flight path, including descent. Third, there is no limitation in duration; the effect lasts until the traveler has reached the maximum range of 100 miles. Fourth, a powerful magic shield falls into place around the traveler, protecting him or her from wind friction, mid-air collisions, and powder burns. In game terms, the traveler gains a +4 magical bonus to AC. Fifth and finally, the Masmers have never been able to integrate a feather fall effect into the cannons. As a result, they were forced to go with the next best method; the traveler falls from the air and strikes the ground at full speed. However, thanks to the shielding effect, he or she does not take any damage of any sort from the fall whatsoever.

Needless to say, the population has been reluctant to embrace this new form of transportation. When all is said and done, though, the Cannon



Cannon Travel Rates

Base price	100 gp
Per each mile to destination (maximum 100 miles)	+1 gp
10 to 50 lbs. of luggage or gear	+100 gp
50 to 100 lbs. of luggage or gear	+150 gp
100 to 150 lbs. of luggage or gear	+200 gp
200 lbs. "Cannon Capsules"	+400 gp
Halfling discount	-100 gp
Child discount	-50%
Blindfolds and earplugs (sold separately)	10 gp
Sleeping potion	50 gp

Travel Commission offers rates much cheaper than what a wizard typically charges for a teleportation spell; and it's much faster and even cheaper than any form of conventional transportation. Slowly, people are being won over. Slowly.

The Cannon Travel Commission owns platforms throughout the Kingdom of Pandora. Other terminals include Jidoor, Tascina, Eblan, Nikeah, Kaipo, Thalla, and Mysidia. These stations are generally manned by at least one dwarf, who may or may not have hired a number of assistants from the local population. The Oni Kingdom has respectfully declined the Commission's offer to build travel platforms in their territories. The Empire has warned the Cannon Travel Commission that any breach of its airspace – by anyone – will be met with deadly force. The Commission's

flight paths therefore tend to give Imperial territory a wide berth.

The Cannon Travel Commission charges extra from the base price of 100 gp based on distance and weight of luggage carried. An individual cannot use cannon travel while carrying more than 150 pounds. As an alternative, the Commission offers "Cannon Capsules" – essentially a small, aerodynamic capsule that can carry up to 200 pounds of gear.

The Commission will not transport any animal larger than Small size. Even these animals must be, for humane reasons, be given a sleeping potion to induce unconsciousness during the flight. The Commission absolutely will not transport horses in any size, shape or form; when asked about this, the Commission dwarves will mutter something underneath their breaths about "that Kippo incident" and refuse to comment any further.

Moogles

Moogles are colorful, fluffy creatures that resemble winged teddy bears. They are not an naturally-occurring species within In-World; they are, in fact, creatures of *other* species that have been magically transformed



(either temporarily or permanently) through the use of a magic spell.

Moogle Spells

MOOGLE

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes



This spell – invented by an ancient black mage as a way of both disabling and humiliating his enemies – works somewhat like *baleful polymorph*, with the exception that the targeted creature – rather than being permanently transformed into a small animal – is instead temporarily turned into a Moogle. A Moogle is a strange-looking creature, unknown in the natural world save through the use of this spell, resembling a winged teddy bear. It is generally incompetent at combat.

The target of the spell immediately gains the Moogle template (*see the next page for details*). When the change occurs, all equipment on the target's person – including weapons, armor and worn magic items – meld into the new form and become nonfunctional. Furthermore, a Moogle is incapable of speaking in anything except a high-pitched, infant-like gibberish – and is therefore incapable of casting any spells or using any magic items that require a verbal trigger or component. Please also note the effect of the target's alignment upon their coloration as a moogle.

Creatures with the undead or ooze type, or the incorporeal or gaseous subtype, are immune to this spell. A creature with the shapechanger subtype (such as a lycanthrope or a shapechanger) can revert to its natural form as a standard action (which ends the spell's effect).

Moogle is countered and dispelled by *unmoogle*. *Dispel magic* and *remove curse* also remove the spell's effects. The spell *alter self* has no effect on a moogled creature.



Moogles

CREATING A MOOGLE

Size and Type: Size decreases by one category (i.e. Medium to Small, Small to Tiny, etc.). Type changes to Magical Beast. Do not recalculate base attack bonus, hit points, or saves.

Hit Die / Hit Points: Unchanged.

Speed: Based on creature size after size decrease. Tiny or Small Moogles, 30 feet; Medium Moogles, 40 feet; Large Moogles, 50 feet.

Armor Class: Natural armor increases by +5.

Attacks: The creature loses all natural weapons it has. It gains two claw attacks (if it does not already have them), which become its primary attack.

Damage: Claw base damage is based on size after size decrease – Tiny, 1d2; Small, 1d3; Medium, 1d4; Large, 1d6.

Special Attacks: None. In addition, moogles are unable to use spells, spell-like abilities or any magical effect that requires a verbal component (unless they have the Silent Spell metamagic feat or the [Moogles Dance feat](#)).

Special Qualities: A Moogles gains the following special qualities, if it does not already possess them in its natural form:

- Darkvision 60 feet
- Low-light vision
- *Sanctuary (Su):* Any opponent attempting to strike or otherwise directly attack a moogles – even with a targeted spell – must make a Will save (DC = 11 + moogles's Cha modifier). If the attacker's save fails, he or she is unable to attack the moogles for the next round. If the save succeeds, the attacker may proceed normally, and cannot be influenced by this ability for 1 hour. This ability is permanent. It is otherwise identical to the spell [sanctuary](#) as cast by a 1st-level cleric.

Abilities: Increase and decrease from the base creature as follows: Str -6, Cha +4.

Skills: Unchanged.

Challenge Rating: Same as base creature.

Alignment: Same as base creature. *Note:* the color of a moogles's fur is determined by its alignment. If it is good, its fur is ecru; if neutral, pink; and if evil, cerulean with lavender polka dots. Any spells that hide or obscure alignment – such as *undetectable alignment* – defeat this effect, in which case the moogles is pink by default.



SAMPLE MOOGLE

Moogled 1st-level Human Bard

Small Magical Beast

Hit Dice: 1d6+1 (7 hp)

Initiative: +1 (Dex)

Speed: 30 feet

Armor Class: 17 (+1 Dex, +1 size, +5 natural), touch 12, flat-footed 16.

Attack: Claw -3 melee (1d3-3; x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Darkvision 60 ft., sanctuary, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1.

Saves: Fort +1; Ref +3; Will +1.

Abilities: Str 4 (-3); Dex 13 (+1); Con 12 (+1); Int 14 (+2); Wis 8 (-1); Cha 19 (+4).

Skills: Bluff +5, Diplomacy +6, Escape Artist +2, Hide +4,

Knowledge (local) +3, Move Silently +3, Perform (dance) +8, Perform (guitar) +8, Sleight of Hand +4, Tumble +2, Use Magic Device +6.

Feats: Dodge, [Moogles Dance](#).

Challenge Rating: 1

Treasure: Standard

Alignment: Chaotic good; Advancement by character class.



Material Components: A small, hand-sewn teddy bear.

PERMANENT MOOGLE

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *moogle*, except that this spell's victims are permanently turned into a Moogle. Furthermore, all items worn or carried by the subject fall to the ground at the subject's feet, even if they could be worn or carried by the new form.

Permanent moogle can be dispelled or countered by *remove curse*, *greater dispel magic*, and *polymorph any object*. *Unmoogle* and *dispel magic* are only temporarily effective, returning the creature to its natural form for 1 minute per caster level; after this duration, however, the creature again reverts to a Moogle.

Material Components: A small, hand-sewn teddy bear – with two polished buttons carved from malachite (worth 10 gp) as eyes.

UNMOOGLE

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One moogled creature

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

Counters and dispels *moogle*. This spell has no effect on creatures who are not moogled. This spell is only partially effective against *permanent moogle*; the target reverts to its natural form for 1 minute per caster

Feat: Moogle Dance

MOOGLE DANCE [GENERAL]:

You are able to cast spells while moogled. By engaging in a fast-paced, awkward dance, you manage to compensate for your inability to speak the verbal components and cast spells normally. You must have both hands and feet free, as well as a relatively free range of movement, in order to use this ability; for example, you could not make use of Moogle Dance while bound. You cannot use this ability while sharing your square with another character, even an ally. Even with this feat, you cannot use magic items with verbal triggers while moogled.



level, but afterwards becomes a Moogles once again.

Languages

Many of the languages in “A Final Fantasy” have the same characteristics and fulfill the same functions that they do in the standard *Dungeons & Dragons* rules. The exceptions are described below.

Language	Parent Language	Alphabet	Typical speakers
Abyssal	–	Abyssal	Demons
Aquan	Celestial	Aquan	Water-based creatures
Auran	Celestial	Auran	Air-based creatures
Celestial	–	Celestial	Spritelings, good outsiders
Common	–	Common	Pretty much everyone
Draconic	–	Draconic	Magicians
Druidic	Celestial	Druidic	Druids, followers of Tifereth
Dwarven	Celestial	Dwarven	Dwarves
Elven	Draconic	Elven	Elves
Giant	Infernal	Common	Giants, ogres
Gnome	–	Common	Gnomes
Gnoll	Abyssal	Common	Gnolls
Ignan	Celestial	Ignan	Fire-based creatures
Infernal	–	Infernal	Devils
Kakkarian	Celestial	Kakkarian	Kakkarian halflings
Orc	Draconic	Orc & Draconic	Orcs, half-orcs
Penpen	All	Any	Penpens
Sylvan	Celestial	Draconic	Dryads, fae
Terran	Celestial	Terran	Earth-based creatures
Thallesian	–	Common	Thallesian halflings, merchants
Undercommon	Dwarven	Common	Underground creatures, dwarves

CELESTIAL is commonly believed to be the oldest language in the world. Legend says that it was the tongue spoken by the Archons when they first came out of the Void. While Celestial is still spoken by spritelings and good outsiders, not many others bother to learn it. Still, most people can recognize at least a few letters of the Celestial alphabet, since the Seven use them as holy symbols.

DRACONIC is a mostly dead language used mainly in arcane practice and scholarship, as most of the dragons and draconic creatures in the world were wiped out during the Long War. Orc and Elven are linguistic



The Celestial Alphabet

alif	𐌰	tao	○	pha	𐌱
beith	𐌲	ya	⦿	tha	𐌴
gim	𐌶	ka	+	ki	𐌷
dal	𐌸	lam	𐌺	resh	𐌻
hey	𐌼	mim	𐌽	shin	𐌾
va	𐌿	nuin	[teine	⊙
zai	𐍂	sad	𐍄		
uath	𐍆	ailm	𐍇		

descendants of Draconic; some orcs in the Oni Kingdom utilize the Draconic writing system in formal letters and compositions.

DRUIDIC is a secret language invented by the Aeon Tifereth sometime in the distant past for her followers. It is generally only known to druids and clerics that follow her.

DWARVEN is the harsh, guttural and somewhat whiny tongue of the dwarves. It is also highly popular among scholars, as it is the language of choice within Cthon's Great Library in Gaia's Navel. Speakers of Kakkarian have a 25% chance of understanding the gist of spoken Dwarven, as the languages share many similarities.

ELVEN is the language of the elves. Though it bears some linguistic similarities to Orc, the two languages sound almost nothing alike.

KAKKARIAN is the language of the desert-dwelling Kakkarian halflings. Speakers of Dwarven have a 25% of understanding the general meaning of spoken Kakkarian, as the languages share many similarities.

ORC is the official language of the Oni Kingdom. Like Common, many dialects of Orc exist, from the flowery poetry traditionally written by the



nobility to the rough cant of dockworkers and pirates. This language is also unique in that it uses two different writing systems – the vernacular Orc, used for everyday matters, and the more obscure Draconic system, used exclusively for formal communication.

PENPEN, the tongue of the penpens, is an unusual language in many respects. To begin with, it is a invented tongue, first created about five hundred years ago when the penpen government decided that its species (who had up until then utilized either Common or Aquan) required its own language. Unfortunately, the massive committee of linguists the government assembled to complete the task proved unable to decide on just one proposal (one preeminent member is recorded to have said, “they just all look so *neat...*”). Ultimately, consensus was only reached by combining *all* of the proposed languages into one single, unwieldy language, the mere mention of which can send scholars across the world into screaming fits. To make matters worse, the committee – known as the Linguistic Council – continues to operate to this very day, issuing major revisions and changes to the language on an annual basis.

Penpen combines vocabulary and linguistic features from every single language on the planet. Due to its nature as a fusion of languages, even non-penpens have a chance (10%, +10% for each additional language spoken, maximum 80%) of understanding the general meaning of a spoken phrase in Penpen.

Written Penpen, on the other hand, is infamously difficult to read. The Linguistic Council tends to change the writing system (currently Draconic with Celestial numerals, and with certain features of Auran and Infernal orthography included for good measure) at the metaphorical drop of a hat. Non-native speakers suffer a -10 penalty to all **Decipher Script** checks when attempting to decode written Penpen. Even penpens must make a Decipher Script check to read writing that is over twenty years old.

THALLESIAN is the language of the halflings of Thalla. Given that city’s preeminence in the world economy, Thallesian has more or less become the language of high commerce and banking. It is the second most popular language in the world after Common.

UNDERCOMMON is a fusion of simplified Dwarven and Common, invented long ago by dwarves to better facilitate communication with other species. It is especially popular among underground-dwelling





creatures. On a side note, roughly a third of the language's known vocabulary consists of obscenities.

Paladins

Paladins fill a specific role in the world of “A Final Fantasy.” First and foremost, they are agents of the law, similar to modern-day police officers, appointed and empowered by the Seven to protect the peoples of In-World. Like police officers, paladins are required to take an oath of service, and are beholden to courts of law throughout the world – as well as to, ultimately, the Seven themselves.

Unlike the [standard class rules](#) in *Dungeons & Dragons*, paladins in “A Final Fantasy” may be of different alignments than lawful good. In general, paladins may be of any good alignment (*except those of Lumos; see below*). The Seven recognize that, at times, a paladin's allegiance may need to be with the spirit of the law as opposed to its exact letter. Lawful good and neutral good paladins are therefore common.

Chaotic good paladins are rare, but possible. In order to be acceptable as a paladin, a chaotic good character's personal sense of morality must be more or less in line with the principles of the Paladin's Oath. These characters – who generally take the [paladin of freedom](#) class variant – are usually employed by the Seven specifically against the Empire.

Paladins of Lumos are an exception to these rules. Lumos, who generally holds his paladins to an even higher standard than the other Aeons do, requires his servants to be of either lawful good or lawful neutral alignment. A certain number of Lumos' paladins – members



of the so-called Inquisition of Light – act as a kind of “internal affairs” service for paladins. The Inquisitors monitor the conduct of paladins worldwide and report any violations or suspicions directly to the Seven themselves. Even veteran paladins tread lightly around Inquisitors.

Regardless of their alignment, the Seven do hold all paladins accountable to their Oaths, and will very quickly disempower a paladin for violations of conduct – even in situations where a paladin’s actions may have been justified (if only as a precaution). A paladin so disempowered must either repent for his action or argue his case in front of a cleric or representative of his Aeon – who, if honestly convinced, may cast *atonement* on the paladin as per the standard *D&D* rules. In addition, the Seven themselves have been sometimes known to personally decide or debate issues regarding a paladin’s conduct.

The Paladin’s Oath

A paladin generally swears the following oaths:

- To protect and to serve the greater interests of the mortals under the Seven’s protection, even if it should be at the cost of one’s own life or well-being;
- To execute one’s duties as a paladin to the absolute best of one’s abilities;
- To be honest and to show integrity in one’s actions – except where deception is necessary to save one’s own life or the lives of others;
- To act with fairness and impartiality;
- To abstain from abusing one’s authority or powers as a paladin in any way;
- To obey all lawful orders and regulations which have been approved or authorized as lawful by a majority vote of the Seven¹;
- To exercise reasonable care to prevent damage to property owned

¹ *Note that this excludes the laws of states deemed non-lawful by the Seven – which currently consist of the Empire, the Gold Isle, Davros, and the Twin Cities of Jidoor and Zozo. Non-orc paladins are also exempt from having to enforce the more... rigorous laws of the Oni Kingdom.*



by others, and to act to restore stolen property to its proper owners²;

- To constantly maintain one's armor, weaponry and fighting abilities to one's utmost;
- To avoid acting in any way that might bring discredit upon all paladins.

Paladins of Salamandus also add:

- To honor and keep the traditions of one's ancestors, and to respect the aged.

Paladins of Lumos also add:

- To abstain from any form of intoxication;
- To refrain from actions motivated by lust or love.

² *Exceptions to this rule: Paladins in a time of war are legally allowed to confiscate enemy property as salvage. Right of salvage also applies to property where the true owners are long-dead or forgotten – such as treasure within dungeons and ruins. Paladins should keep in mind, however, that they may be required to prove items were properly salvaged in a court of law; for example, in one famous case a hundred years ago, a paladin was stripped of his powers and title when a tribe of gnolls brought suit against him in a Pandorean court for the unlawful confiscation of their property. In general, however, a paladin can safely invoke right of salvage when in an unlawful or hostile environment, when under attack, or during a time of war. A paladin can also (temporarily) commandeer property when he or she deems it necessary for the greater good.*



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