

# Chaos in Cornelia

An FFd20 Module



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## Introduction

Welcome to “Chaos in Cornelia,” a module for [Final Fantasy d20](#). This module was created by me, Virgil; the Cornelia Castle Town map included in the “Maps” section below is also my own. The FFd20 system was created by Viladin. The module’s climax is intended to use Luphey’s [Chaos Shrine](#) dungeon module, as presented on the FFd20 site. The world map and climate map for the Eos Terra setting were created and provided by Sir Edmund (<https://www.reddit.com/user/Delicious-Tie8097/>). A portion of this world map serves as the cover image above.

“Chaos in Cornelia” is meant as an introductory adventure for a party of characters starting at Level 1 and a point-buy of 20 points or “High Fantasy.” This module is constructed with the Eos Terra setting and maps in mind, but could easily be set in another world or use other maps with very little adjustment. Likewise, the module text is intended to be flexible enough to provide a framework for GMs to lead the party as desired; dialogue and description are left to the GM’s imagination, as is the ultimate resolution of the main quest. This is to allow the GM to move the party to another location or shift the adventure focus after the players have established their characters, or else to simply set the stage for a longer AP to follow (whether in a continuation of this series or in an adventure of the GM’s own design). Some suggestions for possible directions this could take are included at the module’s climax, with some additional hooks afterward to wrap up loose ends and provide room for the GM and the players to choose their own path moving forward.

The module lists several landmark points at which the characters could automatically level up, but the GM may instead use EXP and just reference the landmarks as suggestions. Theoretically, completing half of the available side quests (not counting EXP earned from combat) should take the party to Level 2 or beyond; completing all side quests will likely take them to Level 3, or close to it; and the party would likely be at least Level 3 by the end of the module. Listed EXP and rewards are based on medium progress, but may be adjusted as the GM wishes or judges necessary. The length of time that it takes to complete this adventure could be around six sessions if each session is 4 hours, but this will depend on the party, GM style, and how much content is pursued.

The module presents a mix of diplomacy and combat scenarios. A balanced party with capabilities in various skills and party roles (such as social interactions, healing, fighting, tracking, etc.) will have the most success in achieving their objectives. The module does not specify the use of Hero Points or any of FFd20’s optional systems, but they should be available at the GM’s discretion.

**Recommended Skills:** Diplomacy, Heal, Intimidate, Knowledge (All), Perception, Stealth, Survival.

Errors in the module can be brought to my attention on the FFd20 Discord server (<https://discord.gg/ut5wDht>), and I will attempt to update it as I am able. GMs are, of course, able to make adjustments as they desire in the course of running the module.

Change Log:

V 1.0.5: Updated links and added Table of Contents.

V 1.0.4: Fixed spelling.

V 1.0.3: Added additional check options for some side quest content; clarified section on the journey to the Chaos Shrine; updated “Locations and Encounters” and “List of Enemies/Monsters in Module” sections with more accurate Chaos Shrine information; updated “Trophies and Loot” table; fixed some punctuation.

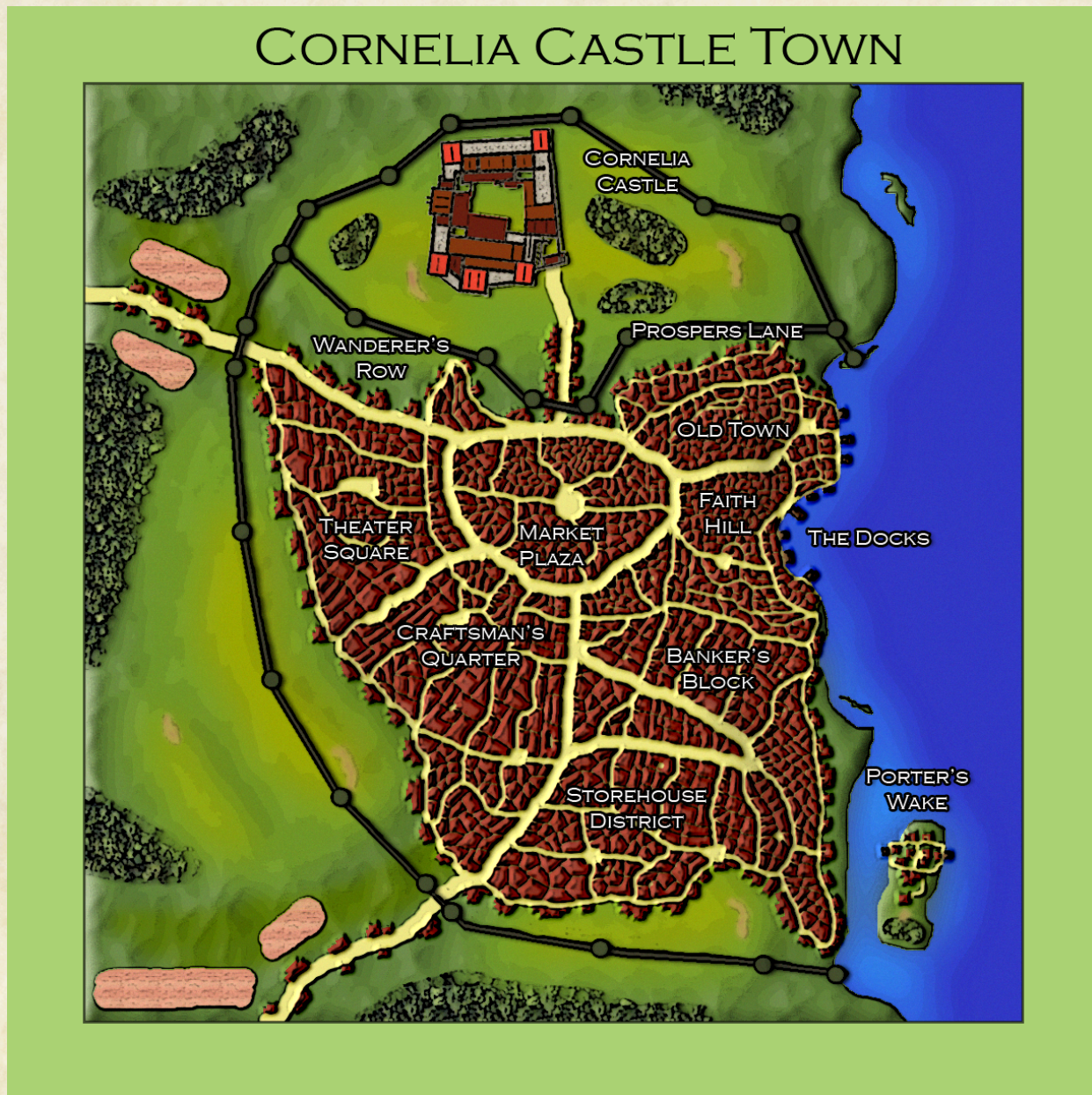
V 1.0.2: Added a “Maps” section and moved the Cornelia Castle Town map to it; corrected two instances of “Wanderer’s Way” to “Wanderer’s Row”; renamed Princess Susannah to Princess Sarah; reordered Locations for proper alphabetical listing.

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# Maps

## Cornelia Castle Town



## Locations and Encounters

Alfheim Forest: a forest of old growth within the borders of Cornelia.

- 2 special encounters
  - [Funguar](#) (CR 2) x 1: when searching for Funguar Caps or herbs
  - [Ragora](#) (CR 2) x 1 and 1d2: when searching for herbs and accompanying the Rogue Tomato Mark
- 6 random encounters
  - 1-15: [Bee](#) (CR 1) x 1; 1d3 by level 2
  - 16-25: [Hobgoblin](#) (CR 1) x 1d3; 1d3 + 2 by level 2
  - 26-35: [Imp](#) (CR 1) x 1d2
  - 36-45: [Minor Kobold](#) (CR 1/3) x 1d3; 1d4 + 1 by level 2
  - 46-60: [Wolf](#) (CR 1) x 1d2; 1d2 + 1 by level 2
  - 61-70: [Zombie](#) (CR 1/2) x 1d3 + 1; 1d6+1 by level 2
- 3 random hazards
  - 71-80: [Bullhorn Acacia](#) (CR 1)
  - 81-90: [Poison Oak](#) (CR 1)
  - 91-100: [Grasping Undergrowth](#) (CR 2)

Banker's Block: a district of Cornelia Castle Town that hosts the majority of the kingdom's most exclusive financial activities.

Chaos Shrine: an ancient temple now in ruins. Legends say it was once the resting place of a magical artifact, or perhaps a mystic crystal, but it has

been empty and abandoned for as long as anyone can remember. [Here the GM may use Luphey's [Chaos Shrine](#) module, as presented on the FFd20 site. Note: where the module mentions "Kobolds," "Giant Bees," and "Vampire Bats," the current FFd20 Bestiary entries are [Minor Kobold](#), [Bee](#), and [Minor Bat](#); "Goblin" is also mentioned, for which [Kobold Watch](#) is an equivalent in CR.]

- 6 random encounters on trek to shrine
  - 1: [Minor Kobold](#) [a.k.a. "Goblin"] (CR 1/3) x 1d4 + 1
  - 2: [Kobold Watch](#) [a.k.a. "Kobold"] (CR 1/2) x 3
  - 3: [Wolf](#) (CR 1) x 2
  - 4: [Imp](#) (CR 1) x 1
  - 5: [Zombie](#) (CR 1/2) x 1d6 + 1
  - 6: [Bee](#) [a.k.a. "Giant Bee"] (CR 1) x 1d4
- 2 random hazards on trek to shrine
  - 7: DC 10 Perception check to notice a 10 ft. wide, 10 ft. deep pit trap hidden under some leaves. PCs that fail to notice it [fall in](#).
  - 8: A dense fog settles over the forest. The party must make a DC 12 Survival check to maintain the correct path. Roll for a new encounter if they fail.
- 3 dungeon encounters
  - [Imp](#) (CR 1) x 1 and 1d4 + 2
  - [Minor Bat](#) [a.k.a. "Vampire Bat"] (CR 1/6) x 1d6 and 3
  - [Zombie](#) (CR 1/2) x 3

- 2 dungeon hazards
  - Chasm, [15 ft. fall](#) (1d6 damage)
  - Chest trap, blinding
- 1 boss
  - Garland (CR 3)

**Constabulary:** the headquarters for Cornelia Castle Town's constabulary force, led by Chief Constable Amedan. The force's headquarters are on the edge of Banker's Block and the Market Plaza.

**Cornelia:** a small kingdom on the southwest tip of the continent of Ivalice, known for its export of crafted and artisan goods. Cornelia is ruled by King Janus and Queen Jayne; their daughter, Princess Sarah (age 19) is a visible figure in the court, as she often takes it upon herself to serve as hostess to the castle's guests, as well as to meet with the citizens of Castle Town.

**Cornelia Castle:** the seat of government for the Kingdom of Cornelia and home to its royal family.

**Cornelia Castle Town:** the simply-named capital of Cornelia. Its market bustles with artisans and craftsmen, as well as traders making their rounds between neighboring regions.

- 2 or more special encounters
  - [Cutpurse](#) (CR 1/2) x 2 and x 2: special encounters
  - [Thug](#) (CR 1) : x 1 and x 1: special encounters
    - Jasper and Bernard use the Thug stat

block with maximized HP

**Craftsman's Quarter:** a district of Cornelia Castle Town, serving as the center of the kingdom's artisans and production of crafted goods.

**The Docks:** a district of Cornelia Castle Town, serving as a harbor for trade ships.

**Faith Hill:** a district of Cornelia Castle Town known for its places of learning and religion.

**Market Plaza:** a district of Cornelia Castle Town, serving as a center of trade and street commerce.

**Old Town:** a district of Cornelia Castle Town densely filled with residential buildings and aged landmarks of the city's early history.

**Orva Mines:** a relatively undeveloped system of exploratory mines to the northwest of Cornelia Castle Town. It's likely that it mostly contains tin and copper deposits, but it's also possible that there might be some mythril to be found. There are few workers there currently because of a combination of management disputes and some recent monster attacks.

- 6 random encounters
  - 1-15: [Bat](#) (CR 1/2) x 1d4 + 1
  - 16-35: [Cave Bat](#) (CR 1) x 1
  - 36-45: [Centipede](#) (CR 1/2) x 2
  - 46-60: [Floating Eye](#) (CR 1/2) x 2
  - 61-70: [Minor Kobold](#) (CR 1/3) x 3
  - 71-80: [Hobgoblin](#) (CR 1) x 1 + [Minor Kobold](#) (CR 1/3) x 2

- 2 random hazards
  - 81-90: [Bat Colony](#) (CR 2)
  - 91-100: [Purple Moss](#) (CR 2)

Porter's Wake: a small island just off the coast from Cornelia Castle Town proper, and home to a lighthouse meant to guide ships safely into port.

Prosper Lane: a district of Cornelia Castle Town, where one can find larger and more posh dwellings (especially for the nobility and the upper class).

Quail Cup Inn: an out-of-the-way inn on Faith Hill that plays host to an unlicensed healer who has ties to organized crime in the city.

Stone Sage Inn: a popular inn and tavern in Cornelia's Castle Town on Wanderer's Way.

Storehouse District: a district of Cornelia Castle Town, less populated than other areas of the city but replete with warehouses and storage facilities.

Theater Square: a district of Cornelia Castle Town, bustling with activity and entertainment both night and day.

Wanderer's Row: a district of Cornelia Castle Town, well known for its accommodations and services aimed at adventurers.

Wholestaff Brewery: a brewery and warehouse on the edge of Old Town and the Docks, but also an organized hive of scum and villainy.

## NPCs

Where an NPC has a check listed, players may roll accordingly to find out

whether they know something about the NPC.

Aerise: Chief Constable Amedan's highborn wife.

Amedan: the chief constable of Cornelia Castle Town. He is overworked and understaffed currently, but is determined to make the best of things and ensure the safety of Cornelia's citizens as best he can.

Argus Raines: a member of a wealthy noble family in Cornelia (relative newcomers to the region, within the last 30 years) with a shipping business and foreign ties (Knowledge [Local] DC 20 or [Nobility] DC 15); heavily involved in the Leblanc Syndicate and local black market dealings, though this is not generally known.

Bernard: a low-life glitterstim dealer and head of the drug ring. His operations are centered on the Wholestaff Brewery on the edge of Old Town and the Docks. Rosie is his girlfriend.

Jasper: a black market dealer in rare books, among other items. He has some business ties to both Bernard and Argus Raines, but especially with the Rat Tails gang.

Karl: an innkeeper at the Stone Sage Inn. He is a Cornelia native (Knowledge [Local] DC 12), though he traveled widely before buying his inn (DC 16), and is considered knowledgeable on a broad number of topics.

Kupo: a Moogles native to Cornelia; he is the assigned postmaster of the region, and is frequently stressed and

overworked (Knowledge [Local] DC 12).

Jarvil: an ore tradesman in Market Plaza.

Janus (King): a generous king, but somewhat blustery and bumbling when under stress (Knowledge [Local/Nobility] DC 15). Mid 40s.

Jayne (Queen): a quiet monarch who rarely steps into the public eye (Knowledge [Local/Nobility] DC 15). Mid 40s.

Jessie: a local of Castle Town; she is one of the city's apothecaries and has a shop in Old Town close to the Market Plaza.

Marian: a librarian on Faith Hill.

Montblanc: a Moogle leader of Clan Centurio. Though he usually operates out of the Dalmascan capital of Rabanastre, he is currently on a tour through various Centurio offices across Ivalice (Knowledge [Local] DC 17).

Monty: a Moogle native of Cornelia Castle Town. Friends with Kupo.

Oscar: a dead actor found in the Theater Square. He was having an affair with Rosie, the girlfriend of the dealer who runs the glitterstim ring in town.

Qualis: a Qu chef who owns a restaurant called "Doga's Diner" on Wanderer's Row.

Roran: one of the city's synthesists, having just recently set up shop in the Craftsman's Quarter.

Rosie: the girlfriend of glitterstim dealer Bernard. She works as an unregistered healer in a small clinic out of the Quail Cup Inn on Faith Hill. She was carrying on an affair with the stage actor Oscar until his death.

Sarah (Princess): a courteous and hospitable girl of 19 who delights in meeting the people of her parents' kingdom and their guests (Knowledge [Local/Nobility] DC 12).

## List of Enemies/Monsters in Module

### Enemy

- CR, Knowledge DC
- Location(s)

### Bat

- CR 1/2, DC 5
- Orva Mines

**Bee** [a.k.a. "Giant Bee" in Chaos Shrine module]

- CR 1, DC 11
- Alfheim Forest, Chaos Shrine

### Cave Bat

- CR 1, DC 11
- Orva Mines

### Centipede

- CR 1/2, DC 10
- Orva Mines

### Cutpurse

- CR 1/2, DC 10
- Cornelia Castle Town

### Floating Eye

- CR 1/2, DC 10
- Orva Mines

### Funguar

- CR 2, DC 12
- Alfheim Forest

### Hobgoblin

- CR 1, DC 11
- Alfheim Forest, Orva Mines

### Imp

- CR 1, DC 11

- Alfheim Forest; Chaos Shrine

[Kobold Watch](#) [a.k.a. “Goblin” in Chaos Shrine module]

- CR 1/2, DC 10
- Chaos Shrine

[Minor Bat](#) [a.k.a. “Vampire Bat” in Chaos Shrine module]

- CR 1/6, DC 5
- Chaos Shrine

[Minor Kobold](#) [a.k.a. “Kobold” in Chaos Shrine module]

- CR 1/3, DC 5
- Orva Mines; Alfheim Forest; Chaos Shrine

[Ragora](#)

- CR 2, DC 12
- Alfheim Forest

Rogue Tomato

- CR 2, DC 17
- Alfheim Forest
- Mark for Clan Centurio Hunt
- Uses the [Microchu](#) stat block, but calls Ragora with its Plead ability

[Spider Swarm](#) ([Bullhorn Acacia](#))

- CR 1, DC 11
- Alfheim Forest
- [Swarm](#)

[Thug](#)

- CR 1, DC 11
- Cornelia Castle Town
- Jasper and Bernard use the Thug stat block with maximized HP

[Wolf](#)

- CR 1, DC 11
- Alfheim Forest

[Zombie](#)

- CR 1/2, DC 10
- Alfheim Forest; Chaos Shrine

## List of Bosses

Garland ([Chaos Shrine module](#)):

- CR 3, DC 18

## Groups and Organizations

Clan Centurio: a group of monster hunters and freelancers who submit and take contracts for various quests, especially organizing Hunts for dangerous Marks. They have guild offices in many cities and kingdoms across the continent of Ivalice. Montblanc is its leader.

Leblanc Syndicate: a complex criminal organization with foreign ties. To accomplish their overall goals, they set up and distribute unsavory work to local unaffiliated “rings,” which serve to destabilize various regions, markets, and industries. Bernard commands the ring working out of Cornelia Castle Town, and he focuses on dealing glitterstim. Argus Raines, a nobleman in Cornelia, is heavily involved in the Syndicate in a more official capacity.

Rat Tails: a group of small-time thieves with ties to the black market, especially through Jasper, and more tangentially to Bernard’s glitterstim ring.

## Clan Centurio Hunts

To protect civilians and travelers, Clan Centurio keeps tabs on dangerous monsters, and it issues bounties on

particularly noteworthy threats called “Marks.” These bounties are posted through local guild chapters, commonly on guild boards or otherwise distributed as posters. Each hunt has a posted difficulty rating (corresponding with the encounter’s CR) and also lists any reward of gil, consumable items, and/or equipment, which can be claimed from Clan Centurio headquarters after the Mark has been slain and proof of the same is presented. The creature’s CR and Knowledge DC is included below for the GM’s information, as well as any pertinent information about the creature’s characteristics, abilities, location, etc.

An encounter requires a successful skill check by a representative of the party, made in the correct location with a DC determined by the Mark’s Knowledge DC: either a Survival or a Perception check may be used, though using only a Perception check increases the encounter DC by 5. The GM may allow a substitute check with other modifiers depending on the circumstances. Gathering information from NPCs, via spells, or by other creative means may lower the hunt encounter DC. Some marks require more than one successful check; these instances are noted in the GM’s hunt information.

A natural roll of 1 on the encounter skill check increases the number of successful checks needed for the hunt encounter, and is also an automatic encounter with another enemy from the location’s encounter table. A natural 20 check is an automatic hunt encounter.

#### Hunt 1: Rogue Tomato

- CR 2, DC 17. 300 gil, Cure Potion x 2, Ring of Protection +1. Encounter checks needed: 1. Accompanied by 1d2 Ragora.
- Uses the [Microchu](#) stat block, but calls Ragora with its Plead ability.
- Location: Alfheim Forest

#### Hunt 2: Thextera

- CR 3, DC 18. 500 gil, [magical item of GM’s choice]. Encounter checks needed: 1. Accompanied by 2 Wolves.
- Uses the [Blood Taste](#) stat block.

#### Hunt 3: Flowering Cactoid

- CR 4, DC 19. 500 gil, Cure Potion x 10. Encounter checks needed: 2
- Uses the [Cactuar](#) stat block, but has only 42 (6d8+12) HP, and its Thousand Needles ability only deals 6d4 damage.

#### Hunt 4: Wraith

- CR 5, DC 20. 500 gil, Ether, [magical item of GM’s choice]. Encounter checks needed: 2
- Uses the [Apparition](#) stat block.

#### Hunt 5: Nidhogg

- CR 6, DC 21. 800 gil, Cure Potion x 3, [magical item of GM’s choice]. Encounter checks needed: 2
- Uses the [Black Lizard](#) stat block.

#### Hunt 6: White Mousse

- CR 7, DC 22. 1,000 gil, Cure Potion x 5, [two magical items of GM’s choice]. Encounter checks needed: 3
- Uses the [Huge Flan](#) stat block with the Water element type.

## Trophies and Loot (Optional)

An appropriate [Knowledge](#) roll tells the player something about a monster/enemy:

- Arcana (dragons, magical beasts)
- Dungeoneering (aberrations, oozes)
- Engineering or [Technology](#) (constructs, Magitek)
- Local (humanoids, monstrous humanoids)
- Nature (animals, fey, plants, vermin)
- Planes (outsiders)
- Religion (undead)

Knowledge rolls have a DC of 10 + enemy's CR; players receive one additional piece of information for every 5 points by which the roll exceeds the DC. Common enemies have a DC of 5 + CR, while rarer enemies have a DC of 15 + CR.

Most enemies (generally, but not exclusively non-humanoid) also have a Knowledge DC of the same type for identifying possible trophies; trophies are items which may be used as ingredients (ex: for crafting or cooking), quest items, or simply sellable loot. By rolling Knowledge after combat, a player has a chance to see whether he can collect a trophy from a fallen foe, and if so, how to do so. Survival checks are subsequently rolled for taking some trophies (horns, claws, fur, etc.); Heal checks for others (internal organs, bones, blood, etc.); and

Knowledge (Engineering) for mechanical pieces of Constructs. Only one Knowledge check per type of enemy encountered is needed; once learned, it does not need to be made again as long as the players or GM record it as having been learned. Only one player can roll a harvest check per creature, but normal assist rules can apply.

With a successful trophy harvest, there is a chance (optional according to GM's discretion) of either acquiring 2 trophies or instead receiving a magical item. If 18-19 is rolled, the player receives 2 trophies. If a 20 is rolled, roll an additional 1d20, with the following possible results:

- 1 - 5 = Consumable item
- 6 = Weapon
- 7 = Armor
- 8 = Ring
- 9 = Headband
- 10 = Head
- 11 = Eyes
- 12 = Neck
- 13 = Shoulders
- 14 = Body
- 15 = Chest
- 16 = Hands
- 17 = Wrist
- 18 = Waist
- 19 = Feet
- 20 = Level 0 Materia

Especially difficult and/or uncommon enemies have a chance of dropping masterwork quality or even magical items in this way.

The table below indicates the values associated with typical enemies based on their CR.

CR	XP	Trophy Harvest DC	Trophy Value	Knowledge DC
1/6	65	8	10 gil	8
1/3	135	9	15 gil	9
1/2	200	10	20 gil	10
1	400	11	25 gil	11
2	600	12	30 gil	12
3	800	13	35 gil	13
4	1,200	14	45 gil	14
5	1,600	15	55 gil	15

An example table of common monsters and their trophies is found below.

Monster	CR	XP	Knowledge Type	Knowledge DC	Trophy	Harvest DC	Trophy Value	Trophy Weight
<a href="#">Minor Bat</a>	1/6	65	Arcana	5	Tattered Bat Wing	Survival: 8	10 gil	0.1 lb.
<a href="#">Minor Kobold</a>	1/3	135	Local	5	Tattered Kobold Ear	Survival: 9	15 gil	0.1 lb.
<a href="#">Bat</a>	1/2	200	Arcana	5	Small Bat Wing	Survival: 10	20 gil	0.1 lb.
<a href="#">Centipede</a>	1/2	200	Nature	10	Carapace	Survival: 10	20 gil	0.5 lb.
<a href="#">Floating Eye</a>	1/2	200	Dungeoneering	10	Leathery Wing	Survival: 10	20 gil	0.5 lb.
<a href="#">Kobold Watch</a>	1/2	200	Local	10	Kobold Ear	Survival: 10	20 gil	0.1 lb.
<a href="#">Zombie</a>	1/2	200	Religion	10	Zombie Bone	Heal: 10	20 gil	0.5 lb.
<a href="#">Bee</a>	1	400	Nature	11	Bee Stinger	Heal: 11	25 gil	0.2 lb.
<a href="#">Cave Bat</a>	1	400	Arcana	11	Bat Wing	Survival: 11	20 gil	0.1 lb.

<a href="#">Hobgoblin</a>	1	400	Local	11	Goblin Ear	Survival: 11	25 gil	0.1 lb.
<a href="#">Wolf</a>	1	400	Nature	11	Wolf Pelt	Survival: 11	25 gil	1 lb.
<a href="#">Imp</a>	1	400	Planes	11	Imp Claw	Survival: 11	25 gil	0.2 lb.
<a href="#">Blood Eye</a>	2	600	Dungeoneering	12	Scaly Wing	Survival: 12	30 gil	0.5 lb.
<a href="#">Cactuar</a>	2	600	Nature	12	Needle	Survival: 12	30 gil	0.1 lb.
<a href="#">Dualizard</a>	2	600	Arcana	12	Hydra Gizzard	Heal: 12	30 gil	0.5 lb.
<a href="#">Funguar</a>	2	600	Nature	12	Funguar Cap	Survival: 12	30 gil	0.1 lb.
<a href="#">Ghoul</a>	2	600	Religion	12	Ghoul Bone	Heal: 12	30 gil	0.5 lb.
<a href="#">Gigantoad</a>	2	600	Arcana	12	Frog Lung	Heal: 12	30 gil	0.5 lb.
<a href="#">Hobgoblin Guard</a>	2	600	Local	12	Goblin Guard Ear	Survival: 12	30 gil	0.1 lb.
<a href="#">Hundlegs</a>	2	600	Nature	12	Dark Carapace	Survival: 12	30 gil	0.5 lb.
<a href="#">Imp Devil</a>	2	600	Planes	12	Imp Devil Claw	Survival: 12	30 gil	0.2 lb.
<a href="#">Nakk</a>	2	600	Nature	12	Nakk Pelt	Survival: 12	30 gil	1 lb.
<a href="#">Poison Bat</a>	2	600	Arcana	12	Poison Gland	Heal: 12	30 gil	0.2 lb.
<a href="#">Ragora</a>	2	600	Nature	12	Tough Tendril	Survival: 12	30 gil	0.1 lb.
<a href="#">Vice</a>	2	600	Local	12	Vice Ear	Survival: 12	30 gil	0.1 lb.
<a href="#">Wasp</a>	2	600	Nature	12	Wasp Stinger	Survival: 12	30 gil	0.1 lb.
<a href="#">Blood Bones</a>	3	800	Religion	13	Bloody Bone	Heal: 13	35 gil	0.5 lb.
<a href="#">Cockatrice</a>	3	800	Arcana	13	Cockatrice Eye	Heal: 13	35 gil	0.2 lb.
<a href="#">Mesmanir</a>	3	800	Arcana	13	Sickle-horn	Survival: 13	35 gil	0.5 lb.

<a href="#">Ogre</a>	3	800	Local	13	Ogre ear	Survival: 13	35 gil	0.2 lb.
<a href="#">Evil Eye</a>	4	1200	Dungeoneering	14	Evil Eyeball	Heal: 14	40 gil	0.5 lb.
<a href="#">Garchimacera</a>	4	1200	Planes	14	Devil's Claw	Survival: 14	40 gil	0.2 lb.
<a href="#">Ghast</a>	4	1200	Religion	14	Ghast Bone	Heal: 14	40 gil	0.5 lb.
<a href="#">Mandragora</a>	4	1200	Nature	14	Mandragora Leaf	Survival: 14	40 gil	0.1 lb.
<a href="#">Zuu</a>	4	1200	Arcana	14	Zuu Heart	Heal: 14	40 gil	0.5 lb.
<a href="#">Coerl</a>	5	1600	Arcana	15	Coerl Whisker	Survival: 15	45 gil	0.1 lb.
<a href="#">Large Air Elemental</a>	5	1600	Planes	15	Air Mote	Survival: 15	45 gil	0.2 lb.
<a href="#">Wyvern</a>	6	2000	Arcana	16	Wyvern Claw	Survival: 16	50 gil	0.5 lb.

## Story

### *Starting Out (Level 1)*

#### Quest: Joining Clan Centurio

The party begins in Cornelia Castle Town, having come together because of various reasons and circumstances suitable to their backstories. The Clan Centurio leader Montblanc (on tour, originally from Rabanastre) stops at the Stone Sage Inn and announces a recruitment program for members at their new regional headquarters in the city. He suggests that all interested parties register with him at the guild (or even on the spot) and undertake various tasks and errands in the area to confirm their membership and prove their talents. He notes that some jobs are posted on guild boards, but they should investigate other options as well.

Once their memberships are confirmed, adventurers can pursue Marks (monsters with bounties on their heads) in order to open up further opportunities for advancement in skill and reputation.

The party can explore the city and shop for [goods/supplies](#). At this time, only Masterwork armor/weapons are available beyond base items.

If the characters try to seek employment in the city, some locals may point them to Clan Centurio and the guild board for odd jobs; others may have errands to run within the city (delivering

mail/packages) or into the nearby forest (retrieving ingredients, searching for a lost item).

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#### Side Quest: Culinary Masterpiece

*Location:* Wanderer's Row

A Qu chef (Qualis) with an iron stomach and a restaurant called "Doga's Diner" on Wanderer's Row is in need of a second opinion on his newest recipe. If a character agrees to try it, a Fortitude save (DC 14) is needed to withstand a random negative status effect that lasts for 1d3 hours. Regardless, Qualis supposes that the recipe needs something to complete it. He asks if the party can bring him the following quality ingredients: a fresh Funguar Cap, 1 pound of yan cheese, 8 ounces of Ala Mhigan Mustard, and a bottle of starfruit wine. The party can ask Qualis where to look for ingredients; a Knowledge (Nature) (DC 14) for each item will also provide some likely information.

1. Funguar Caps can be harvested as trophies in the Alfheim Forest while looking for Funguars (treat as a hunt encounter check: Survival, DC 12 or Perception, DC 17).
2. Yan cheese can be bought at the market at 15 gil/lb. or at a farm for 8 gil/lb. A Profession: Merchant roll (DC 12) will reveal this to be a fair market price, if a little on the high end. A high enough Diplomacy/Intimidate roll (DC 12)

can reduce the price to 12 gil/lb. Alternatively, the party could do a favor for a local farmer in managing a herd of yan for a couple of hours (Handle Animal, DC 12).

3. Ala Mhigan Mustard is imported from Eorzea, and can only be bought at 40 gil per pound in the market. A Profession: Merchant roll (DC 15) will reveal this as an inflated price. A high enough Diplomacy/Intimidate roll (DC 15) can reduce the price to 36 gil (or 34 gil, DC 18). Note that the party only needs to buy half a pound for Qualis.
4. Starfruit Wine can be acquired at the market for 75 gil a bottle (non-negotiable), or (suggested by the vendor with a DC 15 Diplomacy/Intimidate: “if you’re not going to buy from me, you might get it cheaper...”) at Wholestaff Brewery for 60 gil. A Profession: Merchant roll (DC 15) reveals that this is a rather fair price, and unlikely to be very flexible. Alternatively, the party could deliver a book-shaped package from Bernard at Wholestaff Brewery to a nondescript Thug (Jasper or his replacement if Jasper has been killed) in the Storehouse District.

**Reward:** 200 gil; 5 meals of temporary +2 ability bonus (GM’s choice of ability for 1d3 hours). EXP: 400

### Side Quest: Herblore

*Location:* Old Town

Jessie, a city apothecary, is running short on supplies; she asks the party to forage 2 sylleblossom and 2 whisperweed bundles in the Alfheim Forest. The party can make checks of Survival (DC 12) or Perception (DC 17) to find the herbs growing in the woods. Each check attempt also brings a 1d4 chance of encounter with one Funguar or one Ragora; rolling a 4 guarantees an encounter.

**Reward:** 200 gil; 2 Cure Potions.  
EXP: 400

### Side Quest: Madam Librarian

*Location:* Faith Hill

Marian, a scholar at a library on Faith Hill, has found that some of the library’s more valuable tomes have gone missing and offers a reward for their recovery. If pressed, she notes that there was a somewhat skulky looking fellow perusing the shelves the other day, and that he was wearing a red bandana around his neck beneath his shirt. A Knowledge (Local) roll (DC 16) suggests that this is the symbol of a small-time thieves’ group calling themselves “the Rat Tails”; a Diplomacy/Intimidate roll (DC 14) with some nearby street urchins will provide the same info, though they would accept 10 gil in exchange for the info.

The Rat Tails have a warehouse in the Storehouse District; two Cutpurses are guarding the location. They will attack if

they see the party (Stealth, DC 15 in the day or 12 at night to avoid being seen), but could be followed to a dead-drop location closer to Prosper Lane. An Intimidate check (DC 14) on their defeat will yield similar information to following them.

Jasper is a seller of, among other things, rare books stolen by the Rat Tails. He has a shop called “Secondhand Stuff” in the Storehouse District where he makes his deals. If the party learns about this arrangement and decides to confront Jasper about the stolen items directly, he may be persuaded one way (Diplomacy, DC 20) or another (Intimidate, DC 18) to divulge details about his shady dealings; if the party fails these checks (they may make two attempts), he will attack. Alternatively, the party could buy the books back from him for a total of 100 gil, leaving him none the wiser and potentially securing his future services.

Jasper might also be persuaded, with sufficient incentive in either of these scenarios (DC 24/20, having been beaten to a pulp, or given a substantial bribe of 250 gil), to share information about some of his more notable customers, including a certain nobleman named Argus Raines.

**Reward:** 30 gil; White Mage Level One spell scroll ([Heal](#)) or alternative. EXP: 400.

### Side Quest: Mognet: Kupo to Monty

*Location:* Market Plaza

A Moogles named Kupo, found in the Market Plaza, can propose that the party (or at least one of them) become a mail carrier with [Mognet](#), and gives them a

letter to deliver to Monty on the road north of town, just outside the Alfheim Forest (Survival, DC 10 or Perception, DC 15 to find him). The party will find Monty being attacked by 1d3 Wolves.

**Reward:** 200 gil. EXP: 400

### Side Quest: Synthesizing a Solution

*Location:* Craftsman’s Quarter

Roran, a city synthesist, is new to town and is still building up his inventory for business in the Craftsman’s Quarter. He’s in need of some mythril ore for a time sensitive special order since his supplier hasn’t made his first shipment yet. A Knowledge (Geography) check (DC 14) will tell the party that some could be found in the Orva Mines to the northwest.

Alternatively, Knowledge (Local) (DC 15) will prompt the party to visit a particular local tradesman (Jarvil) in the Market Plaza who might be willing to either sell (120 gil) or trade the ore in return for a favor; gathering information from the locals with Diplomacy (DC 11) will also point them his way. A Diplomacy/Intimidate check (DC 16/18) could induce him to lower the price to 110; a botched Intimidate check (failure of -8) will have him threatening to call for the city guard. If the trading option is selected, Jarvil will note that two [Cure Potions](#) would go a long way to setting his sick mother on the mend, but he hasn’t had the time to buy them as of yet.

**Reward:** 100 gil; Ring of Protection +1. EXP: 400

### Side Quest: Murder in the Narrows

*Location:* Theater Square

The party finds Chief Constable Amedan with a single deputy examining a crime scene: a dead actor named Oscar has been found in an alley in the Theater District. Understaffed and overworked (there are two other murders and a series of thefts on his plate on opposite sides of town), Amedan is willing to accept the party's assistance in a consultant role if they prove perceptive enough or note that they're with Clan Centurio. A Heal check (DC 12) or Perception check (DC 17) reveals the cause of death as a slender knife wound of surgical precision. A higher roll (Heal DC 15 or Perception DC 20) will reveal a glittering white powder under the victim's coat collar. A Knowledge (Nature) check (DC 15), Profession: Apothecary (DC 14), or a visit to the Apothecary Jessie in Old Town (suggested by Amedan if the substance is discovered but not immediately identified) will reveal that it is glitterstim, an illegal stimulant derived from Purple Moss which can lead to hallucinations.

A Craft: Alchemical Item check (DC 12), a Profession: Alchemist check (DC 14), or speaking with Jessie will reveal it has both saltwater and limestone dust contamination, putting its cooking location on the border of Old Town and the Docks; a Knowledge (Geography/Local) check (DC 12) pinpoints this area. A higher Craft: Alchemical Item roll (DC 15) suggests that it was stored in an oak barrel, of the sort typically used for

aging whiskey—placing the likely location as the Wholestaff Brewery. Advice from Jessie will provide the same info if needed.

The victim was killed by his supplier's girlfriend, named Rosie, who was seeing him on the side but was unwilling to run away with him. His supplier, Bernard, denies involvement upon confrontation, but does say that he's not sorry to hear it; he won't say why without a high enough Diplomacy/Intimidate check (DC 18/20), but the party can guess someone else was involved by finding a half-hidden love note on a table at the Brewery from Oscar to Rosie asking her to leave and run away with him, despite the danger (Perception, DC 14; Sleight of Hand, DC 12 to retrieve the note unnoticed; Bernard rolls Perception against the result if the Sleight of Hand check fails). If antagonized, Bernard and two Cutpurses will attack.

The party can either confront Rosie (who works as an unlicensed healer out of a side room at the Quail Cup Inn) or turn the information directly over to Amedan. If they do the former in Bernard's presence, he, his two Cutpurse companions, and Rosie will attack; if they meet her alone, a high enough Diplomacy/Intimidate check (DC 18/16) will persuade her to turn herself in. If the party only shares information with the constable, then Amedan will confront and arrest Rosie for the murder on his own time. If the party gets Bernard arrested for the murder instead, Amedan will find that he alibis out for the murder (though not for other possible drug charges). If

Bernard is taken out of the picture by his arrest or by killing him in combat, Rosie may seek revenge against the responsible parties—or she could flee town.

Relationships are complicated.

**Reward:** 400 gil; improved relationship with Chief Constable Amedan.  
EXP: 400

### Side Quest: Supply and Demand

*Location:* The Docks

Bernard, the owner of the Wholestaff Brewery, is in need of some “purple fungus” (Purple Moss) from the Orva Mines for “brewing potent beer.” He offers 1,000 gil for this dangerous endeavor, but he could be persuaded to offer up to 1,250 (Diplomacy, DC 20). Attempts to Intimidate Bernard will have him dropping the price, and potentially becoming hostile instead if the party persists.

The Purple Moss is in fact used for cooking the glitterstim drug which has proven a particularly thorny problem for local law enforcement. Discreet investigation of the brewery (Perception, DC 16) will reveal lower quality or stale samples of Purple Moss stored in various containers in the brewery, packed in alcohol-soaked padding to dampen its effects.

A high enough Knowledge (Nature) (DC 18) or Profession: Alchemist (DC 16) check could reveal to the players, if they wished to know, that it is possible to weaken or even make the glitterstim drug inert during the cooking process if the Purple Moss used is treated beforehand

with muscmaloi by a chemist/apothecary (Craft: Alchemical Item, DC 15, or by approaching Jessie).

Completing this quest as Bernard wishes could have negative consequences if Cornelia Castle Town’s law enforcement learns of the party’s involvement without explanation and official endorsement. Alternatively, sabotaging the ingredients and informing law enforcement after the fact (or even setting up and participating in a sting operation beforehand) could open new doors for the party with the law.

**Reward:** 1,000 gil if Purple Moss is turned in and Bernard does not discover sabotage; worsened or improved relationship with Chief Constable Amedan depending on outcome. EXP: 400

### Side Quest: Taking Down the Ring

*Location:* Banker’s Block (or from Chief Constable Amedan directly if he is elsewhere)

Chief Constable Amedan’s forces have been stretched thin while trying to deal with the criminal ring running glitterstim throughout the city. He would happily accept help in identifying the ring’s suppliers, distribution points, and leaders. Successfully doing so (particularly in the final point) would go a long way toward weakening organized crime in Cornelia Castle Town, though it is possible that some of the various criminal enterprises will fracture into smaller organizations even if they’re placed under enough pressure and their leaders are removed.

Notable outlets for the ring are: the Wholestaff Brewery (leadership and production), suspicious ships at the Docks (distribution/supplies), a makeup vendor booth in the Theater Square (distribution and sales), and a particular warehouse in the Storehouse District (storage).

Players may try a direct approach (slash and burn, interrogation, etc.) or a more subtle surveillance of the ring—and perhaps even infiltration. The most complete resolution would involve both the identification of these outlets and the removal of local criminal leadership—specifically by taking Bernard out of the equation.

One way or another.

**Reward:** 500 gil; improved relationship with Chief Constable Amedan.  
EXP: 600

### Side Quest: Crime Pays

*Location:* Banker's Block (or from Chief Constable Amedan directly if he is elsewhere)

**Prerequisite:** the completion of Side Quest: Taking Down the Ring

Although the glitterstim ring has been broken, it looks like there's more money and influence working behind the scenes than expected. Further investigation (reading through Bernard's financial documents, interrogating prisoners, following suspected criminals and their activities, gaining intel from Jasper in the black market, etc.) will point toward Prosper Lane, where the old moneyed families call home and play society games. When presented with this

evidence, Amedan asks the party to make yet further investigations in an unofficial capacity to avoid arousing suspicion among those who may have ears in his constabulary force. Bringing solid evidence of the culprits (in the form of documentation, a confession, or a carefully managed sting operation) will identify the culpable family/families. The Raines family is foremost among these. This may require breaking into certain manors or offices by means of stealth, or the use of cunning and disguises to infiltrate high class social circles.

Investigation may also show that the family has links to a group working under the cover of simple piracy, but who are in fact serving as economic and political destabilizers in areas across Ivalice and potentially even further abroad: the Leblanc Syndicate.

**Reward:** 2,000 gil. EXP: 600

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After completing some of the side quests above (with the recommendation of at least four or five of them, so that the characters can reach Level 2), the party may start to hear about unrest in foreign lands or even closer to home. Some may suggest that the friction between the Archadian and Rozarran Empires is threatening to ignite into actual conflict, for example, or that the Kingdom of Alexandria across the southern channel has been unusually active in military "training maneuvers." Rumors might spread that the Necrohol of Nabudis far to

the north has begun to disgorge more of the undead than previously. Others may have noticed peculiar behavior in the elements, with earth, fire, water, and wind spells fluctuating in their effectiveness...

Regardless, if players stop by the Stone Sage Inn at this point, Montblanc will flag them down and announce the posting of the first Mark (Rogue Tomato). If players don't return to the Stone Sage Inn for a while, a Mooglee mailman (Kupo) may seek them out and deliver the guild announcement for him instead. Additionally, if his quest has not yet been accepted, Kupo will also offer the chance for the party to become mail carriers and make their first delivery (see Side Quest: Mognet: Kupo to Monty).

A Diplomacy check (DC 12) with Karl the innkeeper provides the party with a clue that the first Mark is likely in the Alfheim Forest; other individuals in town may provide the same information (DC 16). Either way, the hunt encounter DC is lowered by 2 if the party learns the location in this way. A Knowledge (Local) or (Nature) check (DC 16) can also provide the same general information as to the Mark's location, but does not lower the hunt encounter DC.

### Hunt 1: Rogue Tomato

The Rogue Tomato Mark is in the Alfheim Forest. CR 2, Knowledge (Nature) DC 17. Encounter checks needed: 1. Uses the [Microchu](#) stat block, but calls Ragora with its Plead ability. Accompanied by 1d2 Ragora.

**Reward:** 300 gil, Cure Potion x 2, Ring of Protection +1. EXP: 600

## *After Completing the First Hunt (~Level 2-3)*

### Quest: Searching for the Princess

Montblanc rewards the party for completing their Hunt, and then informs them that the castle has sent messengers calling for adventurers and capable fighters for a matter of great importance.

The party is led to the throne room after approaching the castle gates; there, King Janus explains that his daughter has been kidnapped by a man named Garland, who had been staying briefly as a guest while studying old documents in the castle's archives.

By asking questions of various castle residents, they can learn that Garland is a mysterious figure who appeared in the region recently (Diplomacy, DC 10) making inquiries into old magics and shrines (DC 15); rumor says that he came from overseas, but little else is known (DC 20).

With this in mind, the party may gather additional information with a Diplomacy (DC 16) or Knowledge (DC 14) check (with multiple options for the latter, including Dungeoneering, Geography, Local, and Religion). Success reveals that the most notable and possibly relevant landmark in the region is the long abandoned Chaos Shrine, on the other side of the Alfheim Forest to the north. Player characters who are Cornelian locals

add a +4 circumstance bonus to any of their Knowledge rolls. Speaking to the castle's librarian or to Marian on Faith Hill gives an additional +6 circumstance bonus to the party's Diplomacy or Knowledge roll(s); doing so also informs them that the Chaos Shrine is (according to legend) supposedly the resting place of an ancient artifact dating back to the days of the Allag Empire, or maybe even a primeval crystal—but its contents may be little more than an interesting relic if they actually exist. No one can say for sure.

Finding the Chaos Shrine requires at least three days of travel and a series of 3 successful Survival or Knowledge (Geography) checks (DC 15/12); these checks are made as the party navigates its way through the Alfheim Forest and approaches the mountain foothills. The party may make one check per day of travel. Each successful check takes the party closer to the shrine. Failing a check will likely result in a random encounter and a day spent lost in the woods. The GM may roll for random encounters as desired using the Alfheim Forest's encounter table found in the "Locations and Encounters" section of this module, the Trek to Shrine Encounters table from Luphey's Chaos Shrine module, or both.

[Here the GM may use Luphey's [Chaos Shrine](#) module, as presented on the FFd20 site. **Note:** where the module mentions "Kobolds," "Giant Bees," and "Vampire Bats," the current FFd20 Bestiary entries are [Minor Kobold](#), [Bee](#), and [Minor Bat](#);

"Goblin" is also mentioned, for which [Kobold Watch](#) is an equivalent in CR.]

### *At the Chaos Shrine (~Level 2-3)*

The stairways leading to the second floor of the Shrine are all blocked by descending grates; there is a hidden switch in each corner of the first level (Perception, DC 14 or Knowledge [Dungeoneering], DC 12), and each must be pressed in order for the grates to be lifted.

The inner doors to the shrine sanctum on the second floor are locked, and (like the staircases) require switches to be pressed in each corner before they will open (Perception, DC 14 or Knowledge [Dungeoneering], DC 12).

### *Encountering Garland (~Level 3-4)*

Garland is standing over an altar, examining a ragged old volume of indecipherable text. The princess is restrained off to the side. When the party arrives, Garland declares that he has no patience for distractions. With that, a trio of Minor Bats (called "Vampire Bats" in the Chaos Shrine dungeon module) drops from the ceiling and he attacks.

### *After Defeating Garland*

In defeating Garland, the party might capture or kill him—or else the GM may have Garland disappear in a shadowy

nimbus, depending on where the story needs to go from here.

The princess says that Garland needed her blood to open the shrine; he was looking for an ancient relic/crystal, presumably to use for some dark purpose.

The GM has several options to resolve this scenario, depending on whether it will continue, including:

- A) The party can find the relic/crystal in its hiding place. If Garland has been captured or killed, it is presumably now safe once again. Garland's motives and plans may either be revealed in some manner or left a mystery.
- B) The GM may use the storyline of the first Final Fantasy game as a guide for subsequent adventures, with Garland's eventual reappearance after the party explores other shrines, defeats various Fiends, restores vitality to elemental crystals, and participates in time travel shenanigans.
- C) The relic/crystal wasn't there when Garland opened its hiding place. The text Garland was studying is unreadable, but a Knowledge (History) or Linguistics check (DC 16) will give an indication that it is written in a royal Dalmascan script used in the days of King Raithwall, who once ruled much of the continent of Ivalice. It will likely need an expert to make anything more of it.

Regardless, the party will have had the opportunity to rescue the princess and escort her back to Cornelia Castle Town. But failure to rescue the princess could be disastrous for Cornelia...

**Reward:** 2,000 gil; Level 1 [Dark Materia](#). EXP: 1,500

### *Filling in the Blanks*

If the party returns the princess safely, the king suggests a small feast in addition to gil to reward the heroes, if they are amenable. Amedan and his wife, Aerise, are present alongside a collection of nobles (many from Prospers Lane or from manors outside the city). Inquiry among the crowd will show that they have heard of some tumult in the city, but most are more or less unconcerned with current events outside of fashion and theater. The murder of local stage actor Oscar is the biggest topic on their minds, and the possibility of a mystery lover has them atwitter. Otherwise, they're caught up in their competitions of collecting artifacts, ornamental items, and books. A high enough Diplomacy roll (DC 18) with the last group of collectors will reveal that they don't particularly care how it came about, but it is known that leaving an order with (a lot of) gil at a dead-drop location at the edge of Prospers Lane will likely land you a rare volume (see [Side Quest: Madam Librarian](#)).

If the party has not yet resolved the murder of Oscar (see [Side Quest: Murder in the Narrows](#)) by proving it was committed by Rosie, then they could be

nudged to dig up information suggesting that she has fled town at this point (for example, a nosy neighbor may have overheard Rosie muttering and incriminating herself as she left; Diplomacy, DC 16 for gathering information). If the party tracks her down in a different town or city, they could discover that she has taken a different name and a part-time job serving drinks at the Bitter Barrel Tavern.

If Garland is still at large and his motives are unclear, Chief Constable Amedan will not rest easy until they know more, but he is at a loss as to how to proceed, and suggests that either time or unorthodox investigation will be needed to shed further light on recent events. Regardless, he has plenty on his plate either tracking down the organized crime ring in town (see [Side Quest: Supply and Demand](#); [Side Quest: Taking Down the Ring](#); and [Side Quest: Crime Pays](#)) or mopping it up if the party has already succeeded in breaking it.

If the party has not yet learned about or met the nobleman Argus Raines and uncovered proof of his involvement with Bernard's glitterstim ring and the LeBlanc Syndicate, he will be present at the feast. A high enough Perception check (DC 20) will point the party toward a noble much quieter than the others; he appears to be listening to conversations about politics, economics, and magic most closely, and merely sips his drink throughout. A result lower than 20 will have the party only notice that a servant is about to spill a jug of wine at the next

table. A Knowledge (Local) check (DC 20), Knowledge (Nobility) (DC 15) check, or simply asking another guest will reveal the nobleman's name to be Argus Raines. Further inquiry will reveal that the Raines family are wealthy and relative newcomers to the region (establishing themselves within the last 30 years) with a flourishing shipping business—and possibly unsavory foreign ties (with this being reported as rumor if the source is pressed, Diplomacy DC 18). The Raines family has a well-guarded manor house outside the city in addition to a smaller home on Prospers Lane, either of which may contain information which could lead to a break in Chief Constable Amedan's case.

If the party failed to bring the princess back safely, there is no feast or celebration. The royal family will thank the party for their efforts, but will obviously be distraught and likely not impressed with the party.

The party may also begin undertaking additional Hunts handed out by Montblanc at this time.