

Echoes of Lost Time

An FfD20 Module



Table of Contents

Table of Contents	1
Introduction	2
Clan Centurio Hunts	3
Hunt 1: Green Archon	3
Hunt 2: Crestclaw	3
Sharlayan Research	5
Temperature and Weather	6
Encounters	7
Act I	13
Starting Out (Level 9)	13
Side Quest: Remedial Lessons	13
Side Quest: Long Overdue	13
Side Quest: Scholarly Cuisine	14
Side Quest: “Fixing” the Books	15
Hunt 1: Green Archon	16
Quest: Ticket to Sail	16
Act II	31
Arriving at Daguerreo (Level 10)	31
Quest: Quiet in the Library	31
Hunt 2: Crestclaw	34
Side Quest: Mognet: Kupon to Noggy	34
Side Quest: Lost in the Stacks	34
Quest: Keytome	35
Quest: Seeking Myrrh	39
Act III	41
To the Ridorana Cataract (Level 12)	41
Quest: Delving into the Past	41
Quest: In the Heavens	42
Characters and Enemies	45
Named NPCs	45
Francois Foucault (CR 8)	45
Appendix	47
Allagan Lore	47
Loisoix’s Legacy Trivia	47

Introduction

Welcome to “Echoes of Lost Time,” a module for [Final Fantasy d20](#). This module was created by me, Virgil; the *Louisoix’s Legacy* map included in the “Maps” section below is also my own. The FFd20 system was created by Viladin. 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/>). This world map serves as the cover image above.

“Echoes of Lost Time” is meant as an intermediate adventure for a party of characters starting at Level 9 and a point-buy of 20 points or “High Fantasy.” This module is constructed with the Eos Terra setting and maps in mind. 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. This is to allow the GM to provide characterization and additional detail (whether planned or improvised) as desired and as would best suit the play-style and atmosphere of the party as desired.

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 all of the available sidequests and participating in an average number of encounters would bring the party members to level 13 at the conclusion 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 fifteen 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, but skews more towards combat as the module progresses. 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. Having a variety of Knowledge skills available to the party is especially beneficial. 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 1.0.1: Updated links.

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 party may add a circumstance bonus of 5 to all their Survival or Perception checks by making the appropriate Knowledge roll; an additional bonus of 2 is added for every 5 by which they exceed the DC. 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 also 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. Failing to meet the DC on any other roll prompts the GM to roll on the area’s encounter table, and to subtract 2 from any subsequent encounter DC.

Hunt 1: Green Archon

Location: Labyrinthos

- CR 9, DC 25 (Knowledge: Dungeoneering)
- Encounter checks needed: 2
- Uses the [Greater Flan](#) stat block with Wind elemental traits and spells
- Accompanied by two [Medium Flans](#) (Wind)

Reward: 4,250 gil; xxx. EXP: 8,000 (from combat)

Hunt 2: Crestclaw

Location: Daguerreo

- CR 11, DC 27 (Knowledge: Dungeoneering)
- Encounter checks needed: 2
- Uses the [Havocfang](#) stat block

- Accompanied by two [Saberclaws](#)

Reward: 7,000 gil; random magic item. EXP: 16,000 (from combat)

Sharlayan Research

Reading for up to eight hours in a given Knowledge field and/or Linguistics at the Sharlayan library (“The Noumenon”) will give up to a +6 on the corresponding check in a particular circumstance (i.e. a specific topic or topics within that Knowledge/Linguistics field), per the GM’s discretion. Additional time has marginal returns (total downtime of 2 days for +7, 4 days for +8, 8 days for +9, 16 days for +10, etc.), but each additional day allows for broader use, and reaching a certain threshold (7 days) grants proficiency in the area, allowing you to consult key works/indexes when available and typically find specific answers to various queries within an hour.

Temperature and Weather

Temperature Table:

d%	Variation	Duration
1-5	-2d10° F	1d2 days
6-15	-1d10° F	1d4 days
16-35	No variation	1d4+1 days
36-65	+1d10° F	1d6+1 days
66-85	+2d10° F	1d4+1 days
86-95	+3d10° F	1d4 days
96-100	+4d10° F	1d2 days

The base temperature is 65° F, if it goes below 40 or above 90 the characters will be at risk to extreme temperatures. Due to the season, it is possible that the temperature will become too cold.

If the temperature goes below 40° F the party will need to make a Fortitude saving throw each hour (DC 15, +1 per previous check) or take 1d6 nonlethal damage as per the cold weather rules.

If the temperature goes above 90° F the party will need to make Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d4 nonlethal damage as per the hot weather rules.

The temperature is also affected by the weather, which is listed below. Combine these effects to get the final temperature.

Wet clothing will lose any protection and incur a -5 to survival checks against the cold.

Weather Table:

d%	Type	Duration
1-5	Heavy Winds	1d12 hours
6-15	Calm All Day	All Day
16-35	Sunny	All Day
36-65	Overcast	All Day
66-85	Light Winds	1d8 hours
86-95	Rain	1d6 hours
96-100	Thunderstorm	1d3 Hours

- **Calm:** The weather incurs no special conditions.
- **Heavy Winds:** 25 mph winds that incur a -2 penalty to ranged weaponry, and Fly checks as well as sound-based perception. Tiny creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.
- **Light Winds:** 10 mph winds that may blow tiny debris, but otherwise incur no penalty.
- **Overcast:** Clouds covering the sky grants concealment for creatures flying at higher altitudes. It also drops the temperature by another 10° F.

- Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. Rain automatically extinguishes unprotected flames (candles, torches, and the like) and imposes a -4 penalty on ranged attacks.
- Sunny: Heavy sun rays that may stop some monster abilities that require shadow. Shadows are less common. It also increases the temperature by another 10° F.
- Thunderstorm: A storm with severe winds and rain, along with rain. Ranged attacks take a -4 penalty, as do perception checks. Sight ranges are reduced by half. Small creatures need to make a DC 10 Strength check to walk, or DC 20 Fly check to fly.

Encounters

The following tables are used for random encounters in specified areas.

Encounter Table 1: Outside Old Sharlayan (Labyrinthos, wilderness, etc.)

d%	Type	Details (CR)
1-10	Combat	1d4+2 Green Wisp (5)
11-20	Combat	1d4+3 Vamplant (5)
21-30	Combat	1d6 Ereshkigal (6)
31-40	Combat	1d6 Dual Horn (6)
41-50	Combat	1d4 Ochu (7)
51-60	Combat	1d4 Live Oak (7)
61-70	Combat	1d3 Bandersnatch (8) + 1 Valaha (8)
71-82	Treasure	2d4 Cure Potions, 1d3 Ethers
83-94	Treasure	2d3 Ethers, 2d100 Gil
95-100	Camp	Unused Tent , 4x Rations, 4d50 Gil, 5x Whetstones, 2d20 arrows, 3x Feed.

Encounter Table 2: Aboard Loisoix's Legacy

d%	Type	Details (CR)
1-10	Combat	1d4+2 Undine (5)
11-20	Combat	1d4+3 Sea Snake (5)
21-30	Combat	1d6 Wyvern (6) or 1d6 Devourer (6)
31-40	Combat	1d6 Wyrmling Blue Dragon (6)
41-50	Combat	1d4 Rukh (7)
51-60	Combat	1d4 Shark Crab (7)
61-70	Combat	1d3 Hitobosu (8) + 1 St. Elmo (8)
71-100	Nothing	Nothing

Encounter Table 3: Outside Daguerreo

d%	Type	Details (CR)
1-10	Combat	1d4+3 Magnanir (5)
11-20	Combat	1d4+2 Hippogriff (6)
21-30	Combat	1d6+1 Korrigan (6)
31-40	Combat	1d4+2 Halma (6)
41-50	Combat	1 Alphatusk (7) + 1d4+3 Saberclaw (5)
51-60	Combat	<p>1 Young Crystal Dragon (11) GM rolls 1d100 for its starting attitude: 1-19: Hostile 20-39: Unfriendly 40-59: Indifferent 60-79: Friendly 80-99: Helpful 100: gifts the party with a magic item or materia of the GM's choice</p>

61-70	Combat	2 Tonberry (10)
71-82	Treasure	2d4 Cure Potions , 1d3 Ethers
83-94	Treasure	2d3 Ethers , 2d100 Gil
95-100	Camp	Unused Tent , 4x Rations, 6d50 Gil, 5x Whetstones, 2d20 arrows, 3x Feed.

Encounter Table 4: Oeilvert

d%	Type	Details (CR)
1-10	Combat	1d3+1 Ghosts (7)
11-20	Combat	1d3+1 Dolmen (8)
21-30	Combat	1d2+1 Mad Ogres (9)
31-40	Combat	1d2 Gheists (10)
41-50	Combat	1 Stone Golem (11)
51-60	Hazard	Twilight Mushrooms (7)
61-70	Hazard	Sanguinary Cloud (6)
71-82	Treasure	2d4 Cure Potions , 1d3 Ethers
83-94	Treasure	2d3 Ethers , 2d100 Gil
95-100	Camp	Unused Tent , 4x Rations, 8d50 Gil, 5x Cure Potions , 2d20 arrows, 3x Feed.

Encounter Table 5: Iifa Tree

d%	Type	Details (CR)
1-10	Combat	1d2+1 Zombie Dragon (7)
11-20	Combat	2 Malboro (8)

21-30	Combat	1d2 Treant (8) and 1 Death Cap (9)
31-40	Combat	1d2+1 Skuldier (9)
41-50	Combat	1 Rathalos (10)
51-60	Combat	1 Foras (11)
61-70	Hazard	1 Kukulcan (12)
71-82	Hazard	Parasite Grass (8): Perception/Survival/Knowledge (Nature) DC 20 to spot
83-94	Treasure	2d4+2 Cure Potions , 1d3+1 Ethers
95-100	Camp	Unused Tent , 4x Rations, 10d50 Gil, 5x Cure Potions , 2d20 arrows, 3x Feed.

Encounter Table 6: Ridorana Cataract Ruins

d%	Type	Details (CR)
1-10	Combat	1d3+2 Water Naga (8)
11-20	Combat	1d3+1 Greater Water Elemental (9)
21-30	Combat	1d3+1 Grief Witch (9)
31-40	Combat	1d2 Sea Devil (10) + 1 Squidraken (10)
41-50	Combat	1d2+1 Death Claw (11)
51-60	Combat	1 Iron Golem (13)
61-70	Combat	1 Great Malboro (14)
71-82	Hazard	Arcane Energy Leak (10): Perception/Spellcraft/Knowledge (Arcana) DC 22 to spot
83-94	Treasure	2d4+2 Cure Potions , 1d3+1 Ethers
95-100	Camp	Unused Tent , 4x Rations, 12d50 Gil, 5x Cure Potions , 2d20 arrows, 3x Feed.

Encounter Table 7: Solheim

d%	Type	Details (CR)
1-10	Combat	1d3+2 Ganymede (9)
11-20	Combat	1d3+2 Clockwork Mage (9)
21-30	Combat	1d3+2 Heavy M-Tek Armor (9)
31-40	Combat	1d2+1 Amalthea (11)
41-50	Combat	1 Iron Golem (13)
51-60	Combat	1 Iron Giant (13)
61-70	Combat	1 Io (14)
71-82	Treasure	2d4+2 Cure Potions , 1d3+1 Ethers
83-94	Treasure	1 Tomestone of Enchantment (18,000 gil value)
95-100	Camp	Unused Tent , 4x Rations, 14d50 Gil, 5x Cure Potions , 2d20 arrows, 3x Feed.

If the party is traveling for an extended period of time in the areas above, roll on the above table at the beginning of the day to determine what happens. If you have ongoing weather, roll a d8 to decide when the combat occurs if any does.

While the party sleeps, you may also roll on this table for any nighttime ambushes, though any roll above 71 will mean that no encounter occurs during the night. Roll a d8 to decide at what hour at night this ambush occurs.

Camp:

The party stumbles across an old camp, which is unused or has seen signs of battle. There are no bodies lying around, and the rations have some dust on their packets. This is found towards the end of the day, so the party may camp here if they so wish.

Combat:

These are battle encounters that cannot be avoided through diplomacy, though they can be snuck around via the stealth skill. A perception check (DC 20),

will allow the party to see the encounter before it occurs. If they spot the encounter they may roll stealth to avoid the encounter, but if they fail the opposing force will gain a surprise round.

Apply any penalties to Perception based on weather. For rewarding random encounters, you may use any of the specific day encounters to reward loot; for example, if you had 2 encounters before day 3, add more loot to the camp encounter.

Treasure:

The party will stumble across some items, either strewn across the road or by the side. There can be signs of battle or corpses, but whatever the cause, the items have been left here for a while.

The party may utilize Survival to conceal their camp at night to hide from ambushes. The survival check will determine the party's stealth roll while sleeping, but will not hide the person on watch.

When determining how an ambush will play out, use the stealth bonus of each individual monster as they approach the camp, versus the perception of the character on watch. Sleeping characters get a -10 to their perception to any noise.

Act I

Starting Out (Level 9)

The adventurers begin play in the city of Old Sharlayan; presumably they are either recent arrivals or are locals looking to form a party. They are introduced to Kytte (female Hume), a receptionist at The Confluence (Old Sharlayan's aetheryte research institution); she suggests they attune to the city's primary aetheryte if they have not already, and explains how to use the aetheryte network. The party is then sent to speak with Osmon (male Hume) at Clan Centurio headquarters, who invites them to join the Clan if they are not already members. In the ensuing week of downtime, he provides postings for side quests, hunt opportunities, and suggestions on things they could do, including:

- Conducting research at the Noumenon for Knowledge bonuses
- Hunting for bargain items
- Learning additional spells through tutoring/scrolls
- Making Profession rolls for income, gaining connections
- Crafting
- Buying a building
- Creating an organization or business to be managed from afar via linkpearl (where reception is possible)

- Odd jobs suited to party member skills and dispositions

Encounters taking place outside the city (for example, in Labyrinthos) use the entries on Encounter Table 1 in the "Encounters" section near the start of this document.

Where EXP rewards are listed in this AP, the total amount gained is listed; that amount is then divided among the party members according to their number per the standard Pathfinder rules.

Side Quest: Remedial Lessons

Location: The Studium

Quest Giver: Qih Aliapoh (female Mithra)

Sewell (male Roegadyn) at the downtown market Agora needs some tutoring (in a random Knowledge field) so he can pass exams. An afternoon and evening of study and a Knowledge check (DC 25) or a relevant Profession roll (such as Instructor or Academic) (DC 20) should suffice for imparting the necessary knowledge and test-taking skills to get him through his class... for the time being.

Reward: 260 gil; 15% discount on his wares. EXP: 400

Side Quest: Long Overdue

Location: The Noumenon

Quest Giver: Nogeloix (male Elvaan)

Nogeloix needs a courier to pick up some books from the Leveilleur Estate

that are terribly overdue; the library pages are all busy with exam preparations and the mammals are proving unreliable at present.

Baucharldaire (male Elvaan) at the Leveilleur Estate can provide the aforementioned books upon inquiry.

Reward: 260 gil; extended borrowing privileges with the Noumenon and access to reference services providing the [Equipment \(Library\)](#) modifier to untrained Knowledge checks made there.
EXP: 400

Side Quest: *Scholarly Cuisine*

Location: The Last Stand

Quest Giver: Dickon

Dickon needs someone to taste some exotic dishes and provide a good layman's description of their flavors for his menu; in addition, he needs some research done on their cultural background so he can share the information if any patrons ask.

The party could find some books on the topic of food at the Noumenon. Taking 2d3 hours to research and making a Knowledge (Local) check (DC 20) should be sufficient.

Reward: 260 gil; one meal for each party member chosen from the list below (can be packed to go, and will last for three days unless otherwise preserved; these meals can also be purchased). EXP: 400

- Kukurū Rusk: The slightly bitter notes in the kukurū butter used to

make this crisp bread give it its distinctive mellow sweetness.

- Adds a +3 circumstance bonus to confirm critical hits for 24 hours.
- Pixieberry Cheesecake: Rich, indulgent cheesecake swirled through with a ribbon of sweet pixieberry sauce.
 - Add +2 circumstance bonus to attack rolls for spells for 24 hours.
- Popoto Salad: A creamy side dish of eggs, colorful vegetables, and hearty russet popotoes.
 - Adds 2HD temporary hit points (taking the average or rolling) for 24 hours.
- Rare Roast Beef: The finest quality dzo, seared lightly to add a note of smokiness to the still-bleeding meat's naturally savory flavor, and topped with a drizzle of salty au jus.
 - Adds +2 circumstance bonus to Fortitude, Reflex, and Will Saves for 24 hours.
- Robe Lettuce Salad: Fresh, crisp robe lettuce garnished with a drizzle of delectable frantoio oil.
 - Adds +1 circumstance bonus to weapon attack rolls for 24 hours.
- Archon Loaf: Baked with either fish or vegetable flour, this fluffy loaf of rye bread is—from a nutritional standpoint—wholesome indeed.

- Regains 2 MP per hour (but not surpassing maximum MP) for 24 hours.

Side Quest: “Fixing” the Books

Location: Variable

Quest Giver: Variable

The party may come across a piece of parchment with a cipher on it through various means:

- A light-fingered party member picking pockets in the city
- A studious party member happening across it tucked in the pages of a discarded book at the Noumenon

Regardless of how the party finds the parchment, a Linguistics check (DC 25) is sufficient to decode the message. If they are unable to decode the message themselves, they may elect to find and ask someone who is able to decode it for them (whether a specialist at Clan Centurio or a linguist at the Studium) for a fee of 250 gil and 1d3 hours.

The parchment contains the arrangements of a meeting at a particular street corner at 11 p.m. that evening; it is sparse on further details, but the words “confirm financials” are written on the slip.

The party may choose to set up a stakeout of the location by arriving early and rolling Stealth (DC 25). They may also Disguise themselves as nondescript locals (DC 20) to add a +10 circumstance bonus

to their Stealth roll. If they are successful, they will soon observe a Thief (male Hume, level 8) and a Scholar (male Elvaan, level 8) making contact at the mouth of an alleyway in the shadows.

A Perception check (DC 18) will allow the party to overhear their conversation at a distance; if they are unable to hear it, they may approach and try again (DC 15), rolling Stealth again (DC 25) to avoid detection.

The Thief is checking in with the Scholar to ensure that certain accounts at the Studium are continuing to be filled and emptied regularly; it appears that a minor noble and a sitting member on the Forum (Davos Verres) is using the Studium for money-laundering, disguising his pay-offs from foreign interests seeking to influence Sharlayan’s affairs. The Thief is gruff and intimidating, while the Scholar is slightly nervous but arrogant. The Thief notes that the transfer amounts have varied more than was agreed, which has prompted suspicion that someone is skimming off the top; the Scholar is adamant that this is to avoid detection by the Studium’s other administrators, and that nothing is being stolen from Verres.

If the party wishes to engage and capture the pair (or one of them after the meeting has concluded), they may initiate combat. After successfully capturing one or both of the conspirators, they can turn them over to the authorities, who will secure confessions and further evidence to reveal the nobleman’s corruption. The

authorities would offer 4,250 gil as a reward for uncovering the scheme.

The party may also let both conspirators go their way, and instead attempt to extort Verres with this knowledge. Doing so would require presenting the nobleman with some proof of his crimes, and ensuring that he will not be able to retaliate against the party... at least for the time being. Verres will offer 8,000 gil, but will provide up to 10,000 gil (with sufficient persuasion via a Diplomacy or Intimidate check with a DC 30) to ensure his secret is kept.

If the party wishes to use or benefit from this knowledge in some other way, the GM may improvise the remainder of the events that unfold.

Reward: 4,250 or 8,000-10,000 gil.
EXP: 6,400 (from combat or successfully dealing with Verres in some other way)

Hunt 1: Green Archon

Location: Labyrinthos

- CR 9, DC 25 (Knowledge: Dungeoneering)
- Encounter checks needed: 2
- Uses the [Greater Flan](#) stat block with Wind elemental traits and spells
- Accompanied by two [Medium Flans](#) (Wind)

Reward: 4,250 gil. EXP: 8,000 (from combat)

After a week of downtime, which may include the activities, side quests, and Hunt listed above, Osmon sends messages

to the party members directing them to report to Louelle Baldesion at the Baldesion Annex for an assignment.

Quest: Ticket to Sail

Location: The Baldesion Annex

Quest Giver: Louelle Baldesion (level 15 Scholar)

Louelle Baldesion (female Hume Scholar 15) and her companions Galen Valhame (male AI Bhed Sage 15) and Cicero Lucanus (male Nu Mou Summoner [Allagan Arcanist] 15) are the heirs to Louisoix Baldesion, a heroic world-trotting scholar. In recent years, their organization—the Disciples of Baldesion—has dwindled in membership and prestige; despite their best efforts, other groups have made more headway in matters of magical research and scholarship. Cicero in particular has suspicions that subterfuge and academic espionage have played a key role in allowing other such parties to take the credit for many of the Disciples' own discoveries by publishing results before they could reasonably be expected.

Things stand to turn around for the Disciples now, though, with the discovery of a priceless artifact: an Allagan toimestone discovered six months ago in pristine condition, encrypted with data that is yet to be deciphered. Although its contents are currently unknown, it marks a potential breakthrough in Allagan studies, shedding further light on the ancient empire. The Disciples came into

possession of this artifact through an archaeologist acquaintance on an exploratory expedition to the Ridorana Cataract—an extremely difficult endeavor that has not been successfully attempted before due to the near-impenetrable well of miasma that fills that massive chasm in the sea. Though this expedition was short-lived and did not return with more than cursory findings, their acquaintance (a female Hume Red Mage named Karlette) found this tomesstone in a set of ruins within the Cataract and gifted it to the Disciples on her return.

The Disciples have been invited on short notice to attend an academic conference on such matters aboard the aptly-named *Louisoix's Legacy*—a cruise ship set to depart Old Sharlayan the following day, and slated to arrive at Daguerreo in Vana'diel after 10 days at sea. Louelle, Galen, and Cicero are unable to attend, but their part-time assistant and burgeoning researcher Wesley Cushley (male Tarutaru Scholar 7) will be going in their place. Because the conference attendees are expected to display artifacts and items relevant to the proceedings, Wesley will be bringing the Allagan tomesstone with him. As a result, the Disciples would like to have additional security for this trip, and they have contacted Clan Centurio to arrange for this.

Louelle explains the circumstances and promises the party reasonable compensation for their time. She notes that they are also welcome to participate

in the cruise's various activities, provided they keep an eye on the excitable Wesley and the invaluable item he has been entrusted with. She then tells the party that the Disciples' full-time assistant Ojika Tsunjuika (female Tarutaru) at the front desk of the Baldesion Annex can arrange for their tickets and any necessary paperwork; she will likewise pay them on their return, offering 11,600 gil.

The party is expected to meet Wesley at the docks at 9 a.m. the next morning so that they can depart.

After the party boards the ship, Captain "Frost Sea" Rymmmerl (male Roegadyn) will meet them on deck and give a brief overview of potential activities that may take place during the 10-day cruise, including:

Fishing

On days without formal conference activities, players may spend a portion of the day fishing on the top deck, either using their own gear or renting a simple fishing rod for 20 gil. Players roll a Survival check (DC 14) every 30 minutes to see if they get a bite. [Fishing Tackle](#) equipment can also be purchased for 20 gil, providing a full fishing gear set and a +1 circumstance bonus (for both initial bites and landing fish) as long as the player uses it. Using quality bait (whether purchased onboard for 5 gil each or using fish acquired by fishing) adds a +2 circumstance bonus to the players' initial Survival checks for a bite, though each

bite will consume the bait currently being used.

On a successful bite, the GM rolls a d100 to determine what the player caught; some catches will require additional Survival checks and possibly Strength checks to successfully land the fish.

Rolling a natural 20 on the Survival check to fish will improve the tier of fish caught up to two tiers.

- 1-10: Small fry, throw it back.
 - No skill check required to land.
- 11-20: Small fish, use as bait.
 - Survival check DC 5 to land.
- 21-35: Medium fish, meal for one.
 - Survival check DC 10 to land.
- 36-50: Medium fish, meal for two.
 - Survival check DC 12 to land.
- 51-65: Large fish, meal for four.
 - Strength check DC 10 and Survival check DC 13 to land.
- 66-80: Large Fish, Meal for six or suitable for selling (5 gil).
 - Strength check DC 13 and Survival check DC 15 to land, two chances for one or the other.
- 81-95: Huge Fish or Shark, meal for ten to fifteen, suitable for selling (50 gil) or kept as a trophy catch.
 - Strength check DC 15 and Survival check DC 16 to land, two chances for one or the other.
- 96: Coin purse containing 15 + 2d12 gil.
- 97-99: Rare Fish, can be harvested for meat and body parts. Can be sold for 200 gil or kept as a trophy catch.
 - Strength check DC 18 and Survival check DC 20 to land, two chances for each.
- 100: An unusual item, possibly magical.

Trophy catches may allow access to more prestigious fishing locations elsewhere in the world, as well as granting EXP (400 each).

Additionally, using any kind of fish caught as bait will ensure that the next successful catch is 1 tier higher on the table above than the roll would normally provide (ex: using Small Fish as bait with a roll of 38 will result in a Large Fish bite instead of a Medium Fish bite), with the exceptions of coin purses and unusual items.

Skeet Shooting

On days without formal conference activities, players who are equipped with firearms (or who know ranged damaging magical cantrips, if the GM permits it) may compete in skeet shooting on the top deck. Trainee shotguns are available for rent for 20 gil each if a player does not have his own weapon. Participating players take turns making attacks in a gauntlet of increasingly swift clay discs flung into the air; the discs require a series of ranged attacks with the following touch ACs in each round: 14, 16, 18, 20, 22.

Players will compete against three NPCs (Dax Dayne, Xander Carnelian, and Jolie Cairne, who have attack bonuses of +4, +6, and +8 respectively), totaling their number of destroyed discs at the end. There are three rounds of shooting by default. A first place finish takes the full reward amount, second takes half, and third takes a quarter.

Reward: 2,000 gil. EXP: 800

Gambling

Several gambling options are available in the dining hall on days without formal conference activities.

- *Blackeyes:* player wagers up to 100 gil to roll two d20s, recording a low number and a high number with his rolls. At this point, he may wager up to an additional 100 gil if the difference between the rolls is equal to or less than 10. The house then rolls a third d20; if the house's roll is between these two numbers, the player wins double his wager (house wins ties); if the player wagered additional gil before this, the player wins triple his wager (player wins ties); otherwise, the house wins. Playing three times represents an hour's time.
- *Toss Ante:* buy any number of d20s for 100 gil each, rolling each against the house. Rolling higher than the house wins the player 200 gil; rolling a 20 wins the player 300 gil; the house wins ties, unless both the player and the house roll a 20.

Playing three times represents an hour's time.

- *Sticks and Stones:* player wagers up to 20 gil and rolls 2d6. If the rolls are two even numbers, the player gets double his wager back; two odd numbers is a house win; one odd and one even adds that pot to the next roll's pot. If the player has not won or lost by the end of the third round, he may cash out without winning or losing on the whole; alternatively, he may continue play into the next hour. Playing three times represents an hour's time.
- Alternatively, roll *Bluff* or *Profession: Gambler* once per hour spent gambling (up to four hours per day), with a DC of 22. Failure to meet the DC results in an overall loss. Use the following formula to calculate total losses or winnings for that hour:
 - *Bluff* or *Profession: Gambler* roll x the player's CHA modifier (for *Bluff*) or WIS modifier (for *Profession: Gambler*) = gil lost or won

Scholarly Conversation

On days without formal conference activities, interested party members may attempt to engage the cruise's scholars in in-depth conversation concerning their fields of academic focus. Doing so requires passing a *Diplomacy* check (DC 24) to prove their interest, and a

Knowledge or Linguistics check (DC 24) in that scholar's area of academic focus to show competency in the topic; exceeding the Diplomacy check by 2 reduces the Knowledge DC by 2, exceeding by 4 reduces it by 4, etc. Bonuses gained from earlier research may also be applied to this role.

Per Sharlayan research rules, having such a conversation with an expert for a total of 4 hours in one day will give up to a +3 on the corresponding check in a particular circumstance (i.e. a specific topic or topics within that Knowledge/Linguistics field), per the GM's discretion. A player may only gain this bonus from one such conversation per scholar during the cruise; to gain additional bonuses (either in the same Knowledge/Linguistics field or in another), the player must persuade another scholar to engage in conversation on another day. This bonus stacks with bonuses acquired from previous research conducted at the Noumenon, etc.

The captain also notes that, as hired guards, the party will be expected to help defend the ship from attacks by sea or flying monsters, and they will be called to the top deck on such occasions. The GM should roll on Encounter Table 2 once every two days (beginning on the second day of sailing) for these counters.

The captain then has a deckhand show the party members to their rooms. When introduced to their cabins, the deckhand will note that the doors may be

locked from the inside, that only one key is provided to passengers who use the room, and that the master key is kept only by the captain. Furthermore, magical wards on the doors ensure their security, and any attempt to tamper with or bypass the lock without the guest's key or the captain's master key results in a blaring alarm and an alert on the ship's bridge.

While aboard the ship, the party may encounter the following NPCs (listed in alphabetical order), each with a class level of 9; if an NPC has a field of academic focus, it is noted:

- Arianna (female Burmecian; Gambler)
- Barnier (male Elvaan; Sage; Technology; a member of the Forum)
- Dax Dayne (male Mithra; Gunner)
- Francois Foucault (male Elvaan; Scholar; Local)
- Janene Jadal (female Tarutaru; Medic; Nature)
- Jean Descartes (male Elvaan; Fencer; Nobility)
- Jolie Cairn (female Viera; Gunner)
- Josef Krantz (male Hume; Gambler)
- Louis Paschal (male Hume; Engineer; Engineering)
- Louise (female Genome; Geomancer; Geography)
- Marie d'Arc (female Hume; White Mage; Religion)
- Mohg (male Mooglee; Gambler)

- Montichaigne (male Elvaan; Sage; History; a member of the Forum)
- René Rousseau (male Hume; Scholar; Planes)
- Ruby Rosen (female Hume; Gambler)
- Sevestre Albright (male Hume; Astrologian; Arcana; a member of the Forum)
- Teuel Tokuel (male Tarutaru; Bard; Linguistics)
- Xander Carnelian (male Hume; Gunner; Dungeoneering)

On the **second** day of sailing, the academics among the cruise's passengers will begin their conference in the morning. The party will find that several rows of seats have been placed in the ballroom, and that multiple scholars are scheduled to give lectures or presentations at various points during the day. Wesley Cushley invites the party to attend so that they can meet the other academics; he also notes that he is giving the second-to-last lecture, and he appears to be slightly nervous (and likely wants friendly faces in the crowd).

Numerous short presentations take place throughout the day, but the following NPCs give hour-long lectures in the following order on the following topics:

- Montichaigne: History
- Wesley Cushley: Technology
- Jean Descartes: Nobility

Characters with an INT score below 14, 16, and 18 have to make a Will save of DC 24, 20, and 18 respectively to avoid falling asleep during each of these three lectures. The GM should note that each successful or automatic save during these lectures can provide a clue that will be helpful to the party later and/or a +2 bonus to certain rolls later made on the topic (as per research rules). For each lecture that at least one player was able to remain awake throughout, the GM should provide the party up to three relevant points of lore information from the *Appendix: Allagan Lore* section at the end of this module.

Montichaigne's lecture is relatively engaging and lighthearted; Wesley's is full of enthusiasm and some slight fumbling, but is still received well by the audience; Descarte's delivery is somewhat pretentious, as he apparently regards himself as an inheritor of Allag's noble legacy (literally when including his family bloodline, which he traces back to a minor governing family that survived the Hundred Years of Hell).

If the players make a note of inquiring into the audience's reception of Wesley's lecture, they can determine that several scholars in particular were in rapt attention:

- Francois Foucault (who has a general interest in how modern Eos Terra society has been influenced by its Allagan history,

and thinks it should be emulated wherever possible)

- Jean Descartes (who seems to have a particular interest in technology that descendants of Allagan nobility are able to use)
- Josef Krantz (an amateur scholar on the cruise for the experience of it)
- Louis Paschal (who is looking for ways to apply ancient Allagan engineering principles to current problems)
- René Rousseau (who studies summoning and has theories about how to sustain a summoned being's presence through technological means)
- Sevestre Albright (who wishes to keep tabs on all knowledge that Sharlayans share with outsiders)

The GM has the liberty to invent other topics and speakers throughout the cruise as desired to fill up conference days, though additional Knowledge bonuses should only be offered sparingly. The GM is encouraged to draw from the list of scholars noted above, however, and should at various points during the cruise allow the party to encounter the following points:

- Louis Paschal has developed a prototype aetherometer informed by Allagan design, and he has made a standing offer to demonstrate its use; it is able to detect the usage of

spells in a given area up to a week after they have been cast;

- Janene Jodal has recently returned from an aid mission to the continent of Eorzea, where she performed triage and first aid on fighters wounded in skirmishes with various beast tribes.

The **third** day of sailing is a free day, and the players may pursue any of the activities detailed at the beginning of this section, or others as they and the GM might imagine.

On the **fourth** day, the scholars' activities include a challenging trivia contest, to which all are invited. Players who wish to participate should indicate this to the GM; they may form a team and answer questions collectively, or compete solo if they wish. The GM will then randomly select five questions from the *Appendix: Loisoix's Legacy Trivia* section, reading the questions aloud to the players; these questions represent a full round of questions on that particular subject. The players must then make the corresponding Knowledge check if they are able to do so. The first three questions have a DC 26 to come up with the correct answer; the fourth is DC 28; and the fifth is DC 30.

The GM should both note and explain to the players that player knowledge will not count as answering the trivia questions; only a character's Knowledge rolls and meeting the

question's DC will provide a correct answer. Bonuses gained from earlier research, scholarly conversations on the cruise, and successfully listening to the second day's lecture series may apply to the characters' rolls if they match the questions' Knowledge categories.

Players tally the number of questions they have successfully answered and compare it to the results from three other teams of NPCs (who have Knowledge bonuses of +10, +12, and +15 respectively in each Knowledge category). The GM may either roll for these teams and tally their correct answers or use the following results:

- NPC team 1: 1
- NPC team 2: 1
- NPC team 3: 2

A first place finish takes the full reward amount below, plus a random magic item; second takes half; and third takes a quarter. In the event of a tie, both teams take the amount listed for that place.

Reward: 2,000 gil. EXP: 800

Following the trivia contest, the conference's attendees will be invited to examine the artifacts on display at various locations within the ballroom, which has been set up accordingly for the remainder of the day.

The party might notice that some of the non-scholarly guests are in attendance, and appear to be serving

(much like the party's characters) as guards for various scholars and their artifacts. Jolie Cairn, Arianna, and Ruby Rosen are among these.

If the players make a note of who pays special attention to the display of the toimestone, they will determine (as yesterday) that Foucault, Descartes, Krantz, Paschal, Rousseau, and Albright were most interested in examining and asking Wesley questions about it (Perception, DC 22).

The evening concludes with a social hour on the top deck under the stars. If the party is in attendance, they will be prompted to make a Perception check (DC 20); successfully making the check will have them realize that Wesley looks a bit seasick and is occasionally heaving over the side. He eventually excuses himself and heads to bed shortly before the party winds down. If he meets the party, he will ask for advice about any potential remedies for seasickness.

The *fifth* day of sailing is another free day. The only matter of note is that, if the characters are present together at dinner with Wesley, they might notice that he looks a little under the weather; by the end of the meal, he complains of an upset stomach, probably caused by seasickness and rich food (and drink), and excuses himself to his cabin. If the party elects to roll Perception (DC 24), they will note that he has been eating and drinking tea as normal; meeting a DC 30 will allow a character to notice that his teacup has a

loose-leaf tea bag of higher quality than those offered than those offered at the serving tables or by the waiters. If a player asks Wesley about this before he retires, he will say that another passenger offered a blend that is supposed to help with these symptoms (but he cannot recall who if asked).

If the party elects not to attend dinner for some reason or another, this information will not be made available to them.

On the morning of the *sixth* day, the party's morning is disturbed. The party may either attempt to check on Wesley or are asked by a crewman around 10 a.m. to find him since he missed a scheduled breakfast with the scholar and Forum member Montichaigne. Asking around the ship will determine that no one reports having seen him since he retired the previous evening; investigating his cabin shows that the door is locked from the inside, resisting entry. Knocking and calling for Wesley brings no response from within.

If consulted, a crewman or the Captain will note that the cabin's magical ward is intact, and the Captain will use his master key to open the door. If the party attempts to pick the lock or force open the door, the magical ward will trip and the party will be subjected to its blaring alarm, and will quickly be rushed by the ship's crew with the Captain behind them; they will then need to explain the situation. Either way, the party and the

crew will discover that Wesley is lying dead in his bed, and the Allagan tomes he had been guarding is missing.

Wesley's cabin and his body appears mostly undisturbed aside from the missing tomes, a bucket of seasick by the side of the bed, and an ordinary dagger driven through his heart. There are no signs of a struggle or resistance on Wesley's part, suggesting he was killed while he was asleep or otherwise incapacitated and unresisting. A high enough Perception check (DC 30) suggests, based on the angle of the dagger's entry, that the killer could have been left-handed. A Heal or Profession: Doctor (or a similar vocation) check (DC 22) suggests, from body temperature, that Wesley could have been killed around 2 a.m.; a high enough check (DC 30) might also pick up evidence of the tea having induced nausea. Alternatively, consulting with the medical scholar Janene Jodal will reveal this information if she is invited to examine the body for a time.

The party might attempt to pursue several lines of inquiry at this stage. They could suppose that an expert in magic was able to bypass the alarm ward on the door; a Knowledge (Arcana) or Spellcraft check (DC 26) will determine that it was not tampered with, but intense concentration shows that there does seem to have been a spell of some sort cast in the area. If, after learning this much, a member of the party happens to

know the [Bend Space and Time](#) spell, they will be able to deduce that this spell was cast to gain access to the cabin.

Alternatively, if the party consults with the engineer Louis Paschal and asks him either to use his prototype aetherometer or if they can borrow it, they can determine the above information using the device in the cabin.

If the party elects to search the cabins of persons of interest, they can discover the following items in their respective cabins with Perception checks:

- Arianna (female Burmecian; Gambler) - several handwritten essays on political topics, possibly written for classes at the Studium (DC 14)
- Barnier (male Elvaan; Sage; Technology; a member of the Forum) - ancient schematics annotated with an obscure language, along with pencil-sketched designs that appear to be Barnier's own versions of them (DC 15); the designs appear to be for skystone engines of unusually grand size and power
- Dax Dayne (male Mithra; Gunner) - various vials of gun oil and cartridges with custom ammunition (DC 12)
- Francois Foucault (male Elvaan; Scholar; Local) - a journal detailing his travels abroad and meetings

with various scholars in different fields, with some recent notes regarding various tea blends, which appears to be a subject of interest to him (DC 16); a Knowledge (Local), (Arcana), or (Technology) check (DC 26) will allow the party to recognize some of the names of the scholars he has met, including one infamous Shinra Company scientist rumored to have been involved in human experimentation

- Janene Jodal (female Tarutaru; Medic; Nature) - an ant farm and a collection of small fossils (DC 15)
- Jean Descartes (male Elvaan; Fencer; Nobility) - multiple genealogical volumes and sheets of parchment folded within them with copious notes on Descartes' family tree, stretching back to the Allag Empire (DC 16)
- Jolie Cairn (female Viera; Gunner) - still-life pencil sketches and candid portraits befitting of an amateur artist (DC 12); one sketch is of Wesley drinking a cup of tea at a meal in the dining hall
- Josef Krantz (male Hume; Gambler) - several notices of debt owed by Krantz to various individuals and groups in Old Sharlayan, and standard items expected of a gambler: a deck of cards, several sets of dice, and other small baubles (DC 14); a higher check (DC 22) will show that the cards are marked, the dice are

weighted, and the other items equally lend themselves to cheating

- Louis Paschal (male Hume; Engineer; Engineering) - a puzzle box of curious design (DC 15); a Disable Device check (DC 26) will successfully solve the puzzle, revealing a valuable gem worth 2,000 gil (Appraise, DC 22)
- Louise (female Genome; Geomancer; Geography) - a selection of poetry books mostly revolving around themes of alienation and loneliness (DC 12)
- Marie d'Arc (female Hume; White Mage; Religion) - passionate love letters written to a Black Mage who is on a globe-trotting quest (DC 14)
- Mohg (male Moogle; Gambler) - a varied collection of floppy and fluffy hats (DC 12)
- Montichaigne (male Elvaan; Sage; History; a member of the Forum) - a lockbox containing correspondence with other members of the Forum discussing matters of policy (DC 16); Montichaigne will open the box if asked, else a successful Disable Device check (DC 26) will open it
- René Rousseau (male Hume; Scholar; Planes) - various formulae and notes that appear to be related to summoning (DC 16); a Knowledge (Planes) check (DC 26) suggests that he is tweaking the

formulae to achieve more formidable results using insights from Allagan writings

- Ruby Rosen (female Hume; Gambler) - a set of valuable, ornamental throwing knives with ancient runes carved into the blades (DC 14)
- Sevestre Albright (male Hume; Astrologian; Arcana; a member of the Forum) - a series of polemical letters harshly criticizing the scholarly work of a professor at the Studium, supposedly for slipshod research methods which rely on the work of scholars from Archadia (DC 14)
- Teuel Tokuel (male Tarutaru; Bard; Linguistics) - drafts of a novel with fantastic elements (DC 14)
- Xander Carnelian (male Hume; Gunner; Dungeoneering) - maps detailing a newly discovered dungeon on an island off the coast of Spira, and a list of materials that might be helpful in exploring it (DC 15)

However, a more successful Perception check (DC 28) in the cabin of Francois Foucault will also uncover a Teleport materia hidden at the back of a drawer, which allows the wielder to cast the spell [Bend Space and Time](#). If the party did not previously determine that this spell was cast to gain entry to Wesley's cabin, they can return with the materia and confirm this fact with an

additional Knowledge (Arcana) or Spellcraft check, this time with a DC 16.

If the party succeeds at this higher check, or if they specifically mention to the GM that they are paging through Foucault's journal, they will also find a note with a single name written on it tucked between two pages: "das Weiss." A Knowledge (Local) check (DC 32) will reveal that this is an underground pseudonym for "Leblanc," suggesting a connection with the international Leblanc Syndicate, a secretive and well-connected criminal organization.

If the party examines the personal belongings in the cargo hold, they may find a case of materia marked for research (Perception, DC 25). If the party examines the case, they will find that one of the materia is missing; a higher check (DC 30) will uncover a manifest tucked into a sleeve under the lid. The manifest will note that the missing materia is a Teleport Materia containing the spell [Bend Space and Time](#).

Successfully reasoning that Foucault is the killer and that he used the Teleport materia to gain entry to Welsey's room will allow the party to confront him. Careful reading of Foucault's journal will also suggest that Foucault had recently acquired an expensive tea from abroad that causes nausea and confusion in tarutarus when they drink it, which sheds a new light on Wesley's seasickness; the party might deduce that this mild

poisoning was an effort to incapacitate Wesley and make him less aware or able to defend himself. If confronted, Foucault will confess to the crime, though he is evasive about his motives. Foucault will offer to lead the party to the toместone's hiding place in exchange for leniency, but after doing so he will attempt to grab the toместone and run to a lifeboat on the upper deck. Alternatively, he may use the materia to teleport away and escape, relying on his associates to recover the toместone later in the cruise.

Other creative investigation methods may be permitted to lead the party to this conclusion at the GM's discretion. Accusing another passenger or crewman on the ship incorrectly, and then failing to prove their case will result in an atmosphere of greater suspicion and distrust aboard the ship.

A careful interrogation of Foucault (Diplomacy, DC 30 or Intimidate, DC 28) before or after the toместone's retrieval will shed more light on the situation: he hopes to decrypt the toместone and reveal Allagan secrets that might have significant impact on the modern world—though it is unclear if Foucault even knows precisely what the toместone could tell him or do. Questioning Foucault specifically about the name "das Weiss" will elicit fear which he then attempts to hide; pressuring him through either clever roleplay or more thorough interrogation techniques will further reveal that

Foucault is not a lone actor, that he was in fact recruited for this task by the Leblanc Syndicate, and that he himself does not know the full picture. A last push (Diplomacy, DC 34 or Intimidate, DC 32; alternatively, one character hitting a Diplomacy, DC 28 and a second character hitting an Intimidate, DC 24 in tandem) will cause Foucault to reveal a nearby island base for the Syndicate that he might have attempted to escape to. After the interrogation concludes, the captain will place Foucault under armed guard in a makeshift brig below decks.

The tomes itself is hidden on the top shelf of a bookshelf in the small aft library on the third deck (the same deck where the passengers' cabins are located, near the back of the boat); it has been placed within a hollowed out book which requires great concentration to notice. The party might uncover the tomes themselves during their investigation with a thorough search of the ship; a Perception check (DC 32) specifically initiated by a player in this area will reveal signs of magical illusion, at which point a Spellcraft or Knowledge (Arcana) check (DC 24) will disable the illusion and allow the party to remove the tomes from the book. The illusion can be reactivated at will from this point on. Alternatively, the party might discover the illusion if they use Louis Paschal's aetherometer in the library.

If the party discovers the tomes in this way before discovering

the identity of Wesley's killer, they may either take it back and attempt to guard it themselves, or leave it as bait for the killer now that they know where to watch for its eventual retrieval. If they do retrieve it and publicize this fact, Foucault will attempt to regain control of it from them (with some measure of desperation) when he has the opportunity; if they do not publicize this fact, Foucault will guess that the party has it and begins to make such attempts starting on the morning of the eighth day of the cruise.

The **seventh** day may either allow for a continuation of the party's investigations from the previous day, or (if they identified Foucault as the killer and captured him) will simply be a free day nevertheless tainted by the previous day's tragedy.

If the party does not determine Foucault's culpability by midnight after this day has ended, or if they have found the tomes and set a trap for the killer, he will attempt to retrieve the tomes from its hiding place and then steal a lifeboat to escape the ship. The party might catch him in either act (whether because of their trap and vigilance, or by a chance Perception check, DC 30—whichever best suits the situation), which prompts him to confess, but he will initiate combat if they attempt to restrain him. If the party does not notice Foucault's actions, he will successfully escape the cruise ship in the middle of the night.

On the **eighth** day, the conference will resume its final day of lectures and presentations, albeit with a somber and wary atmosphere.

If the party did not prevent Foucault's escape with the Allagan tomes the night before, the conference's attendees will soon notice that Foucault is not in attendance or even aboard the ship, and the crew will report that a lifeboat is also missing. At this stage, the party is presented with the option of tracking him down. Captain Rymmerl will theorize that Foucault may have attempted to land on a small island that they passed in the middle of the night; he will give them leave to take a lifeboat (equipped with an outboard motor and piloted by a crewman) to investigate the island if they wish, noting that the cruise ship will remain in place for a day before continuing to Daguerreo and calling for backup. If they choose this option, the party will be able to navigate to and then land on the island, discovering a small pirate outpost hidden on it.

The party has the options of either sneaking in to retrieve the tomes, or simply assaulting the outpost. The outpost is manned with the following NPCs:

- 2 Hume Swashbucklers (level 6)
- 2 Roegadyn Warriors (level 6)
- 1 Mithra Gunner (level 6)
- Foucault (Elvaan Scholar; level 9)

If taking the first option, the party should roll Stealth checks against the pirates' Perception checks at various stages on a suitable map of the GM's choosing, avoiding their patrols and lookouts. If they are detected, the pirates will sound the alarm and initiate combat. Successfully avoiding detection will allow the party to catch Foucault alone and unawares in a small tent or structure as he examines the tomes.

Successfully reaching or defeating Foucault and the pirates in combat will give the party the opportunity to interrogate one or more of these NPCs (using the Diplomacy/Intimidate checks and DCs noted above for Foucault's interrogation) and learn that these are not in fact pirates, but are instead members of the Leblanc Syndicate tasked with retrieving the tomes—either with Foucault's help or without if he failed.

If the party successfully recovered the tomes prior to this morning (even if they did not identify Foucault as the culprit or capture him), the conference will suddenly be attacked by the same pirates that the party would have faced if they had sailed to the outpost island; there will, however, also be an additional level 9 Elvaan Scholar using Foucault's stat block if Foucault has been captured. The pirates appear to be seeking the tomes, and also trying to retrieve Foucault if he is still alive; Foucault joins the pirates in fighting against the party (in place of the level 9

Elvaan Scholar) if he was not identified as the culprit and captured at any point prior to this. If the party wins the fight, they will have the opportunity to capture and interrogate at least one pirate and/or Foucault. This provides the opportunity to learn the same information they would have if they had:

- Questioned Foucault after capturing him aboard the ship;
- Stealthily reached and interrogated Foucault on the pirate outpost island;
- Defeated Foucault and the pirates on their outpost island and interrogated them afterward.

Captain Rymmerl will take any surviving pirates and/or Foucault captive and place them under armed guard in a makeshift brig below decks.

When all is said and done, the **ninth** day of the cruise is a final free day for things to wind down and for the party to decompress.

The cruise ship will arrive and dock at the island which hosts Daguerreo on the **tenth** day, signaling an end to the voyage and the conference.

Reward: EXP: 34,000

At this point in the adventure, the party's characters will likely have reached level 10. Although the party (almost

certainly) could not prevent Wesley's death, they will receive experience points for solving his murder and retrieving the totemstone. If the party somehow did prevent Wesley's death through admirable roleplay, diligent observation, and luck, the subsequent events should still reflect Foucault and the pirates' attempts to retrieve the totemstone.

Act II

Arriving at Daguerreo (Level 10)

Quest: *Quiet in the Library*

The shocking death of Wesley, the attempted theft of the Allagan tomes, and the activity of “pirates” will trouble the local authorities, who meet the party at the dock. They suggest placing a linkpearl call to the Baldesion Annex in Old Sharlayan to report the whole affair to the Disciples there, as disappointing as this might be to them.

They also suggest attuning to the Daguerreo aetheryte, though they note that international aether travel is on hold while they conduct an investigation into these events.

Louelle, Galen, and Cicero express horror at the death of their young colleague, but given the involvement of the Leblanc Syndicate and the manner of his death, they refrain from blaming the party for Wesley’s demise; the unexpectedly grave threat that this organization represents shows that the Disciples of Baldesion weren’t prepared for the attention the tomes has attracted, which begs the question of why it is so important.

Because aetheryte travel is not available, the Disciples are unable to retrieve the tomes themselves at the moment. In lieu of this (and because the party did not successfully fulfill all of the

original terms of their agreement for escort and protection), they ask the party to take the tomes to a fellow researcher, Harley (female Hume Scholar 10), in Daguerreo for her to examine it. They hope that she will be able to unearth some clue as to its contents, especially given the urgency of the situation.

If the party somehow managed to prevent Wesley’s death, aetheryte travel will still be locked down as a result of the investigation, and the Disciples will still request that the party seek out the scholar Harley for answers. They will, however, award the party the agreed-upon 11,600 gil for escorting and protecting Wesley, who will be shaken by the whole experience and will remain in Daguerreo with Harley as events unfold.

Harley, housed at the Damcyan Annex, is intrigued by the mystery of the tomes’s contents and will happily provide her research skills, but she notes that her annex has been infested by a powerful but slippery fiend, and she hasn’t been able to dislodge it herself or enlist help to do so yet. She asks that the party assist in removing the pest so that she can examine the tomes properly and consult her resources after putting them back in order.

On entering the Annex proper, the party will see a large number of bookshelves in rows throughout the first floor. Each row corresponds to a type of

Knowledge. Characters may examine each row, rolling the appropriate Knowledge check (Arcana, Dungeoneering, etc.) as they attempt to locate the fiend as it hides in a random section. Meeting a DC 28 is necessary to spot the creature as it hides; if the characters do not have the requisite Knowledge, they may instead roll Perception, meeting a DC 33 to spot it. If needed, the party may Take 20 to find it. The GM randomly chooses which section the creature is in.

When the party first discovers the creature, they find that it is a Tantarion nestled between some books on the shelves. Upon its discovery, the Tantarion will leap away and conceal itself in another random section, forcing the characters to search for it a second time. Successfully finding it a second time will cause it to flee once more; finding it a third time will force a confrontation as the Tantarion attacks.

Alternatively, the party could attempt to attract the Tantarion to a pile of rare books if they conceal themselves (Stealth DC 25), and then spring a trap.

The Tantarion uses the [Arcane Pot stat block](#) with the following changes:

- Initiative: +7
- Darkvision 60 ft., low-light vision
- AC 26
- Touch AC 14
- Flat-Footed AC 26
- HP 90 [144] (1d10+24); no Fast Healing
- Fortitude: +14
- Reflex: +11

- DR 5/magic
- Immune: Paralysis, Sleep, Precision damage
- Resist: All 5
- Speed: 20 ft., fly 50 ft. (perfect)
- Melee: Spine Cracker +9 (2d6 plus slow)
- Ranged: Death by a Thousand Papercuts +12 (2d6+3 plus poison), 30 ft. cone
- 16 Dexterity
- 14 Constitution
- 18 Intelligence
- CMD 21
- Knowledge (All) +13
- Stealth +12
- Languages: Common and 4 of the GM's choosing

It also has the following abilities in place of the Arcane Pot's abilities:

- Closed Cover (Ex): While in Closed Cover form, the Tantarion is immune to physical damage and uses physical attacks. Direct magic damage and damage from power weapons causes the Tantarion to shift to Open Book form. Damage dealt over time does not cause a form change.
- Open Book (Ex): While in Open Book form, the Tantarion is immune to spell damage and uses its Reindex ability. Direct physical damage causes the Tantarion to shift to Closed Cover form. Damage dealt over time does not cause a form change.

- **Reindex (Su):** When the Tantarion takes damage from a spell, it adds the spell to its index for the remainder of the battle. If the Tantarion is in Open Book form at the start of its turn, it can cast one of the spells from its index, but does so using the stats of the character that originally cast it against the Tantarion.
- **Poison (Ex):** Death by a Thousand Papercuts – injury; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* confusion and fatigue; *cure* no saves but “act normally” result on the confusion behavior table ends the effect.
- **Slow (Ex):** Spine Cracker – injury; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* slow status; *cure* 1 save.

The Tantarion begins battle in its Closed Cover form; in this form, it uses physical attacks and is vulnerable to spell damage, but has immunity to physical damage. As soon as it is hit with spell damage or attacks from a power weapon, it shifts to its Open form; in this form, it casts spells using its Reindex ability and is vulnerable to physical attacks, but has immunity to spell damage. As soon as it is hit with a physical attack, it shifts back to Closed form. This cycle repeats each time it takes direct damage from the type of attack it is currently vulnerable to. Damage dealt over time does not cause a form change.

If the party is unable to use magic attacks (because of its class composition, lack of MP, etc.) and has no power weapons, Harley will assist the party in battle as a level 10 Scholar. Otherwise, she will effectively sit out the battle in favor of protecting the materials in the Annex from the effects of the fight.

Once the Tantarion is defeated, Harley will be able to dedicate her attention to researching the toimestone. She says that it will likely take several days for her to be able to present her findings to the party, and suggests that they explore the city in the meanwhile. If the party is especially concerned with her safety, particularly given Wesley’s fate, Harley can provide the party with a decoy toimestone and assure them that she is happy to isolate herself within the Annex (which has been closed to the public since the Tantarion infestation) while she conducts her research. In addition, Harley can talk to the party over linkpearl as needed.

Reward: EXP: 16,000 (9,600 from combat with the Tantarion)

While in Daguerreo, the party has the option to take on a Hunt from the local Clan Centurio post and its Hume manager, Emet. The quarry, named Crestclaw, can be found outside the city in the wilderness.

Additionally, if the party wishes to actively pursue the Leblanc Syndicate, Harley can point them to an info broker named Argo (female Burmecian Thief). If the party meets with Argo and explains their need, Argo will ask for 1,000 gil up front for poking into the Syndicate's affairs; if the party agrees, Argo will take several days, but will eventually contact the party and inform them that a high-level Leblanc enforcer named Garrus (male Hume Gunbreaker 14) had previously been seen in both Old Sharlayan and Daguerreo over the last six months, asking questions about obscure historical topics; he had also been hired as a guard for an archaeological expedition under a pseudonym just prior to this, but hasn't been seen recently. Argo says that she will contact the party via linkpearl if she finds additional information.

Hunt 2: Crestclaw

Location: Daguerreo

- CR 11, DC 27 (Knowledge: Dungeoneering)
- Encounter checks needed: 2
- Uses the [Havocfang](#) stat block
- Accompanied by two [Saberclaws](#)

Reward: 7,000 gil; random magic item. EXP: 16,000 (from combat)

Side Quest: Mognet: Kupon to Noggy

Location: Daguerreo

Kupon, a traveling Mooglee merchant, has a letter that he'd like delivered to a local cousin named Noggy. If the party does not already have one or more members officially affiliated with [Mognet](#), he provides them the opportunity to sign up as mail carriers.

Noggy has a weakness for cooking and eating Gatta mushrooms, and has probably gone to pick some in the wooded hills nearby since they haven't been on sale in town lately. The party may search for him outside of town (Survival, DC 28 or Perception, DC 33 to find him; the party may also force encounters using the Daguerreo Encounter table to lower the DC by 5 for each successful encounter). The party will find Noggy being attacked by 5 [Korrigans](#).

Kupon's letter advises Noggy to learn to manage his cravings.

Reward: 500 gil. EXP: 12,000 (from combat)

Side Quest: Lost in the Stacks

Location: Daguerreo

Kildea (female Burmecian) is the caretaker of a small library in Daguerreo, and she has come into possession of what appears to be a dangerous magical tome. She has been told that, upon reading the book within the confines of a library, a monster will appear and attack the reader. She has requested the aid of Clan Centurio adventurers to dispatch the beast and render the tome harmless. If the party accepts this task, she will present them with the tome and retreat outside while

the party prepares for battle. After opening the book and beginning to read it, Byblos appears.

Byblos is considered a CR 12 encounter. Byblos uses the non-boss version of the CR 13 [Behemoth](#) stat block, but it has the Large size, its AC and Flat-Footed AC are reduced to 22 (+13 natural, -1 size), its Touch AC is increased to 9, its HP is reduced to 187 [268] (16d10+108), it does not have DR 5/adamantine, and Space is 10 ft.

Instead of Thunderbolt, it has the Wind Slash ability:

“3/day as a [standard action](#), Byblos can slash his claws strongly in front of him, sending forth a 60-ft. cone of slashing wind. Those caught in the cone take 15d6 wind damage, with a DC 20 Reflex save for half. Blue mages may learn this ability as an 8th level spell (Knowledge: Local DC 31).”

Instead of Shockwave, it has the Magic Hammer ability:

“3/day, Byblos can summon a magical hammer and launches (+0 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).”

It also has the Drain Touch ability, which it will use once every 1d4 rounds when it has been taken down to 25% of its maximum health:

“Byblos can absorb the blood from a target with a melee touch attack (+26). If it hits, the target take 4d6 points of shadow damage and Byblos is healed for

that much. This spell also works against undead unlike most draining abilities. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).”

In addition, once every 1d3+1 rounds, Byblos returns to his book, which flies into the air and out of sight. At the same time, a swarm of other books fly off the library’s bookshelves and arrange themselves between the stacks in the air. On the next round, the books hurtle through the air in a line attack, filling the space between the bookshelves and causing 12d6 points of non-elemental damage (20 DC Reflex save for half damage). When Byblos returns to his book, the GM may prompt the party to make a Knowledge (Dungeoneering) check with a DC 27 to recognize what is going to happen, giving the party time to move out of the line of attack (ex: by moving behind the bookshelves, on top of them, etc.). The GM may arrange the attack’s dimensions and orientation as he wishes depending on the map layout used.

After exterminating Byblos, Kildea offers the party the choice of an elemental Ring (Dark Ring, Earth Ring, etc.) as part of her task’s reward.

Reward: 2,000 gil; an elemental [Ring](#). EXP: 19,200

Quest: *Keytome*

After several days of careful study, Harley reveals that she is unable to decrypt the toместone—because the toместone is itself a decryption key. She

has determined that it could be used to decipher its other half, which is only referenced within the ancient key's metadata as having 1) the title "The Final Days," and 2) some markers of high level spell components. Given the Leblanc Syndicate's interest and the implications of this information, she says it's highly important to secure this other totemstone to prevent it from falling into the wrong hands.

The party may be reminded at this point that the Students of Baldesion originally acquired the totemstone from the Ridorana Cataract through an archaeologist acquaintance named Karlette; if the party contacts the Disciples to inquire further, Louelle Baldesion can inform them that Karlette is currently on another expedition at Oeilvert on the continent of Vana'diel—just across the strait from Daguerreo. Louelle urges the party to find Karlette and learn more about her expedition to the Cataract, and to continue guarding the totemstone in their possession. Oeilvert is in an area of dense mist, so it's unlikely that Karlette is in communication range, and she will need to be physically sought out.

Harley will note that the best and quickest way to reach Oeilvert, given the surrounding terrain, is by [airship](#). The party could: employ a local pilot to ferry them across the strait for 150 gil per passenger, lease an airship, or buy one of the party's choice from Daguerreo's airyard. Airship availability is limited to: the Medium size at the largest,

non-Military class, and wood or iron/steel material. The GM may work with the party as they shop around to determine their ideal vessel.

A readily available leasing option is:

- A two-deck Small Transport class airship made of Wood (30 squares) and Iron/Steel (10 squares) for 500 gil for twenty days.

Ready-made options for purchase are:

- A single-deck Small, Agile class airship made of Wood (26 squares) for 390 gil;
- A two-deck Small Personal class airship made of Wood (48 squares) for 1,920 gil;
- A two-deck Medium Transport class airship made of Wood (20 squares) and Iron/Steel (30 squares) for 5,650 gil.

If the party buys an airship, they may also purchase supplies and any Large-sized siege weapons which will fit on the vessel.

After securing passage or an airship of their own, the party may depart Daguerreo and cross the strait on their way to Oeilvert, which is a complex of ruined structures in the wilderness at the base of Vana'diel's central mountain range. Traveling to the site will take about a day and a half.

The party will find themselves attacked in the air on two occasions during their travel to Oeilvert. First, by 1 Tot Aegis and 2 Rukh. Second, by 1 Garuda and 6 Zuu. They may fight on the airship's deck and, if their airship is equipped with siege weapons, use them against their opponents.

During the Garuda encounter, the Garuda first addresses the party, demanding that they remove themselves from its airspace. The party can attempt to negotiate passage with Diplomacy (DC 30) or Intimidate (DC 35); failure will result in a combat encounter with the Garuda and its accompanying Zuu minions. If the party attempts to discern what the Garuda would value, they may inquire (Diplomacy DC 25, Intimidate DC 30); it will tell them that its Zuu minions have croaking singing voices, and it wishes to hear different music for a change. A Performance check by one party member (DC 27) will satisfy its musical interests, and it will depart with its avian entourage; additional members participating as an ensemble will lower the DC by 2 for each participating party member. Failing the check will frustrate the Garuda, and it will attack.

On the outskirts of Oeilvert, the airship's systems will begin to falter. The party's best course of action is to land and make an hour-long trek to the ruins. If the party persists, they will need to make a Piloting skill check (DC 25) to avoid crashing as they come down. If they crash, each party member takes 5d6

damage; making a Reflex save (DC 20) reduces the damage by half.

Upon arriving outside the sprawling Oeilvert ruins, which are permeated by dense mist, the party will find that the area has a peculiar quality: magic is of limited effectiveness within the complex. Any spell cast within this area has a 10% chance of failing, and a 25% chance of dealing/healing half damage when it is cast successfully.

The party must then explore Oeilvert, searching for the expedition. Each hour, they must make a Survival check (DC 23) or a Perception check (DC 28) to successfully track it; they must make 4 successful checks in order to locate Karlette and her colleagues. A natural roll of 1 is an automatic failure and increases the number of successful checks required to find the expedition by 1; a natural roll of 20 is an automatic success and counts as 2 successful checks. If the party fails two checks in a row, but successfully resolves two resulting combat encounters, this also counts as 1 successful check.

If the party fails a check or succeeds but only meets the check DC with a result less than 28 (Survival) or 33 (Perception), the GM rolls on the Oeilvert encounter table. If the party succeeds a check by 5 or more, the GM does not roll on the table.

At some point in their explorations, the GM may prompt the party to make a

Knowledge (Dungeoneering) check (DC 28). If successful, the party will notice an ancient disguised lockbox in a ruined structure, hidden by a switch in a mosaic under a tile of slightly different color than its surroundings. They may examine it and, if they make a successful Knowledge (Arcana) check (DC 28), they will detect glyphs inscribed at each of the box's corners that light up when supplied with 8 MP (1 for each corner). Touching the glyphs (requiring a subsequent Knowledge (Arcana) check with DC 25, or a Spellcraft check with DC 22) in the correct order will open the lockbox, revealing 1d3 Tomestones of Enchantment. These tomes each provide up to 18,000 gil worth of enchantment potential for a [weapon](#) or up to 16,000 for a piece of [armor](#). For example, it could turn a regular weapon into a +3 weapon or a piece of regular armor into a piece of +4 armor; alternatively, it could be used to add one or more special qualities to the item (in addition to or instead of a base enhancement value) up to its enchantment potential value. If used on a weapon or armor that already has an enhancement value and/or special qualities, the current value of the item does not count against the value provided by such a tomes. To apply a Tomestone of Enchantment to an item, a player must Take 20 on a Spellcraft check to meet a DC of 32.

If the party fails to open the lockbox, it will lock down and the party

will be unable to attempt to open it again for 24 hours. They may, however, take the lockbox with them after removing it from its hiding place.

After making the requisite number of successful checks, the party will find Karlette and the archaeological expedition engrossed in examining a mostly-intact structure near the far end of the Oeilvert complex. Karlette will be surprised at their arrival, but introductions will reveal that she is an affable sort who is glad to hear of the party's connections to the Disciples of Baldesion. She grows serious upon learning of the circumstances that have brought them to her, however.

Providing background on her discovery of the Allagan keytome, Karlette informs the party that the miasma filling the depths of the Ridorana Cataract has historically proven impenetrable; her expedition was only able to descend via airship and explore a small portion of the ruins that they found below because of a prototype myrrh chalice, which repels miasma. The chalice consumed myrrh too quickly for an extended stay or even repeated trips, so they were forced to withdraw after only a few hours. Karlette has been improving the design and recently finished building a new one which she has with her; this new design's protection promises to last much longer. However, its ability to function properly within the Cataract depends on extremely pure and potent myrrh, which is difficult to acquire, so her expedition has been left on

hold. She says that myrrh from the lifa Tree on the Vana'diel continent should suffice, though. Karlette is unable to leave her current work, but—given the situation—is willing to part with the chalice as long as the party takes care of it, tests its use for her, and takes great care while in the Ridorana Cataract. The chalice has enough ordinary myrrh in it to get them to the lifa Tree, which (like all sources of myrrh) is also surrounded by miasma, though of a standard and comparatively much less dangerous density.

In addition, the chalice easily clears the immediate area of concentrated mist, which makes the trek out of Oeilvert straightforward and free of monster encounters. If the party wishes to cast magic in Oeilvert while in possession of the chalice, they will find that they no longer suffer the 10% spell failure chance or 25% chance of reduced effects.

If the party asks whether Karlette has encountered anyone from the Leblanc Syndicate in the past, she will say that she doesn't think so. She did, however, find one of the expedition guards in particular very intimidating, and was suspicious about his interest both in their work while in the Ridorana Cataract and, afterwards, in the few items they found there (including the keytome). She recalls that he was a male Hume Gunbreaker who went by Garek, but she had a feeling that this wasn't his real name.

Once the party has finished learning about the keytome's original

discovery, and has acquired Karlette's myrrh chalice, they may depart, leaving Karlette and her colleagues to resume their field work.

Reward: EXP: 16,000

At this stage, the party will likely have reached level 11.

Quest: *Seeking Myrrh*

The party must now travel over the central Vana'diel mountain range via airship, flying through South Gate before crossing another strait to arrive on a large island off the north coast of the continent; the journey by airship will take about six days. On the south end of this island stands the lifa Tree, a massive tree almost 2,000 feet high and hundreds of feet thick. The tree is practically its own biome, and is surrounded by dense miasma. In order to harvest the myrrh needed to safely navigate the Ridorana Cataract, the party must land an hour away from the tree's base before ascending the trunk, which has many massive grooves in its side and gnarled branches curling around it which allow the party to march up the sides; such a journey takes at least two days as the party carefully navigates this natural structure while fighting the local wildlife, which is especially monstrous because of the surrounding miasma. As the party travels, the GM rolls on the lifa Tree Encounter Table once every six hours,

which will likely equal about three encounters per day (and six total).

Finally, after reaching the Iifa Tree's crown, they must enter the tree's core, which has grown around a massive depleted aetheryte. Within the tree's core, the party will find a fiend guarding the myrrh tree growing around the aetheryte: Soulcage. Soulcage uses the [Hidon](#) stat block.

After defeating Soulcage, the party can collect the needed myrrh and descend the tree. The party may notice a slide-like well in the wall of the myrrh tree chamber, and some investigation (or a calculated risk) will reveal that they could carefully slide down it almost to the base of the tree over the course of several hours.

Reward: EXP: 16,000

Act III

To the Ridorana Cataract (Level 12)

Quest: *Delving into the Past*

After arriving on the continent of Ivalice, the party can camp at the base of the Pharos Lighthouse; a nearby fishing village provides an opportunity to restock, with a traveling merchant caravan providing some potentially rarer items. The party may then descend via airship into the Cataract and find a complex of floating ruins not far above the ocean's floor; here, a narrow chasm continues deep into the earth. Exploring the ruins reveals mostly aquatic monsters, but also evidence of golems dating back to Allagan times.

The cataract ruins are divided into five sections on different floating islands; the party must explore each section, rolling Perception (DC 35) or Knowledge (History) (DC 30) in order to assess the area. Sharlayan Research bonuses for Knowledge (History) may be applied here. Each attempt is preceded with a 50% chance of an encounter from the Ridorana Cataract encounter table.

A success prompts a 20% chance of finding a clue to the keytome's origin; if the party explores four sections successfully but does not discover a clue, then a success in the fifth section will

ensure that they do. A failure is an automatic encounter from the encounter table. If the party fails to properly assess an area, the GM may either prompt them to continue to a different section or to try again to see if they missed something, depending on their degree of failure. The party may always try again after failing, but can be assured that there is no clue available if they succeed and do not find one.

When they successfully find a clue, the party will discover an unusual crystal archway in a round building with ornate architecture. Examination of the archway (Knowledge: Arcana, Knowledge: Engineering, or Spellcraft, DC 28, with Sharlayan Research bonuses of these types applying) will reveal that the crystal is dormant, but could be activated by providing it with 50 MP. This could be supplied by one or more party members each rolling a successful Spellcraft check (DC 30) and depleting 50 MP divided among them as they wish. If the party does not have any members with MP, are unwilling, or are unable to successfully accomplish this, they may instead retrace their steps to (or otherwise search out) two different sections of the ruins in order to activate backup generators which, after sufficiently examining the archway, they will realize must be present. Revisiting a previous section of the ruins prompts a 25% chance of an encounter from the encounter table.

Upon activating the archway, a cascading veil of colors appears within it.

There is a 50% chance that an Iron Golem passes through the archway and attacks the party. Whether after a battle with an Iron Golem or not, if the party steps through, its members will find themselves in an entirely different location, surrounded by metal buildings and structures with stained glass and crystal everywhere; these buildings are mostly intact, though there are some signs of ancient fighting and damage. A Knowledge (History) check (DC 28) will suggest that this could be Solheim, the lost Allagan capital city—which, after the party looks to the sky, they will discover is now in orbit, with the atmosphere contained by a mostly transparent array of crystalline glass and metal.

Reward: EXP: 26,400

At this point, the party will likely reach level 12.

Quest: *In the Heavens*

Solheim appears to be empty of life, but the party will find that it is not wholly abandoned. Mechanical creatures and rogue magitek automata mindlessly roam the floating city, attacking if they find any being not like themselves.

Information kiosks with flickering screens are scattered about the city; the party can encounter and use these with a successful Linguistics Skill Check (DC 25, with Sharlayan Research bonuses applying). Use of the terminals will

confirm that they are in Solheim—most of which is inaccessible because of limited power, but a few locations on a city map will stand out to the party as both accessible and potentially interesting:

- The Citadel: an administrative center
- The Archive: a record repository
- The Manifest Project: a research institution

The party can travel to these locations in their search for the keytome's counterpart. It takes about two hours to travel to each by foot, and the GM will need to roll on the Solheim encounter table once per hour as the party will likely run into roving monsters. A Perception check (DC 30) will alert the party to an approaching creature, giving them the opportunity to hide by ducking into an abandoned building or alleyway with a Stealth check (DC 30).

The Archive is a vast hall of both toimestones and traditional books. Much of the facility has been damaged, but several wings are still intact; exploration of its contents will reveal the reason for the state of things.

Automated reports compiled by monitoring devices installed throughout the city show that, on the eve of the Hundred Years of Hell that led to the fall of the Allagan Empire, a team of researchers had been engaged in crafting a 10th-level spell—a feat occasionally

attempted in history, but never successfully completed. The Solheim network's automated logs show, however, a burst of magical energy of a scale that corresponds with the theoretical output of a 10th-level spell, with Solheim at the eye of the resulting storm. Sensor readings show a cataclysmic reaction that quickly spread across the globe, with Solheim remaining mostly intact, contained within a protective shell of magic, but launched into the atmosphere with its connections to the planet below severed; all attempts to leave the city were futile as a result. Meanwhile, the residual magical energies caused Solheim's magitek guardians to go berserk; the logs record the resulting chaos that lasted for months as the population was massacred by their automated guards and servants. Reports show that no living being was detected in Solheim within a year of the cataclysm.

Examination of the reports suggest that the team of researchers who began this chain of events were stationed at the Manifest Project.

If the party travels to the Citadel, they will find a stash of random magical weapons and armor of +3, as well as d3+1 Tomestones of Enchantment (which function as those the party could find in Oeilvert). In addition, while exploring the Citadel, the party can discover a central control unit for the magitek in the city. Ancient damage prevents its immediate use, but a Knowledge (Technology) skill

check (DC 30, with Sharlayan Research bonuses applicable) shows signs of attempted (but interrupted) repair immediately following the cataclysm. Discovering this will allow the party to attempt to complete these repairs; a successful Repair check (DC 25) or a successful combination of Use Magic Device and Knowledge (Arcana) checks (DC 28 each) will accomplish this, enabling them to remotely deactivate the roaming magitek that have aggressively patrolled the city for millenia.

If the party travels to the location marked as the Manifest Project headquarters, either avoiding or fighting Solheim's malfunctioning magitek creatures on the way, they will find a facility that was once likely heavily guarded and impenetrable, but was clearly broken open during Solheim's displacement, leaving the interior accessible. Within the administrative wing of the facility, the party may find notes detailing the researchers' attempts to craft a 10th-level spell, which a handwritten note morbidly refers to as a potential incantation for "The Final Days." A stray reference confirms that the product of their research is the toimestone that the party is looking for, as well as its location: a vault within the complex guarded by a gauntlet of bioweapons/primals—Sephiret, Sophia, and Zurvan, using the [Ravana](#), [Lakshmi](#), and [Diabolos](#) stat blocks (but using only Phase I special abilities).

The party will find, upon entering the restricted area, that the primals are each held in their own rooms in stasis. The party can make Knowledge (Arcana), Knowledge (History), Knowledge (Planes), and/or Knowledge (Religion) skill checks at various terminals within each of these rooms to attempt to weaken the primals while they are in stasis; each attempt (which must be for a different Skill) has a DC 30, and the party may apply prior Sharlayan Research bonuses to their rolls. Each success will reduce the primal's max HP and AC by 25%, reduce its Attack by 4, and prevent the use of one of its Special Abilities; succeeding all four times on a primal will cause it to dissipate, and the party will be able to bypass its room without fighting. Two failures will cause the primals to awaken, but the only way to progress to the next room is to awaken and defeat the primal regardless.

Once the party has defeated the three primals, they can access the Vault; within is the toместone holding the secrets of 10th-level spell creation, and the resulting spell that doomed the Allagan Empire in the distant past. The party can retrieve the toместone without further complications. They can now retreat to the portal that brought them to Solheim.

After emerging through the portal, boarding their airship, and ascending out of the Ridorana Cataract, they will discover that the Leblanc Syndicate has an airship waiting overhead. A boarding

party, including Garrus (the level 14 Hume Gunbreaker guard from Karlette's original expedition), two level 8 Mithra Thieves, and one [Viper Sniper](#) descend from ropes or launch themselves onto the deck.

Garrus notes that they have finally caught up with the party after letting them do the hard work of breaching the miasma below, as he expected from what he learned of Karlette's research on her first expedition. He demands that the party hand over the original toместone and anything else they recovered from the ruins below; he will not take "no" for an answer, and directs his syndicate members to attack if the party resists.

After defeating the Leblanc Syndicate forces, the party can board their airship in turn; on board, they will find documents detailing several previously unknown Syndicate plants within Sharlayan society, account information, and other sensitive information. They can also find 6,800 gil in various chests. If they have not already done so, the party can decide either to destroy the Final Days toместone or to return it and the keytome to the Disciples of Baldesion, who will understand if they decide on the former.

Reward: 11,600 gil. EXP: 72,000

At the conclusion of the adventure, the party will likely reach level 13.

Characters and Enemies

Named NPCs

Where an NPC has a check listed, players may roll accordingly to find out whether they know something about the NPC.

Francois Foucault (CR 8)

An Elvaan with a secretive agenda and sinister connections.

XP 4,800

Elvaan scholar 9

NE Medium humanoid (Elvaan)

Init +1; **Senses** Low-light vision;

Perception +13

DEFENSE

AC 15, **touch** 13; **flat-footed** 14 (+2

armor, +0 dodge, +0 dex, +2 deflect)

hp 47 (9d6+9)

mp 22

Fort +5, **Ref** +6, **Will** +10

Defensive Abilities +2 vs. fear effects,

+2 vs. mind-affecting effects and

poison

SR 0

OFFENSE

Speed 30 ft.

Melee +1 Dagger +6 (1d4+1+1/19-20)

Range +1 Fire Rod +7 (1d4+4+1)

Light Arts Grimoire +7 (1d4+4)

Dark Arts Grimoire +7 (1d4+2)

Spells Known (Scholar CL 9th, Concentration +0)

At Will (DC 14) - [Dark Orb](#), [Elemental Orb](#), [Holy Orb](#), [Ignite](#)

1st (DC 15) - [Aero](#), [Blizzard](#), [Cure](#), [Dark](#), [Deprotect](#), [Deshell](#), [Dia](#), [Fire](#), [Light](#), [Mage Armor](#), [Ray of Enfeeblement](#), [Regen](#), [Ruin](#), [Stone](#), [Thunder](#), [Water](#) [10 black, 8 white]

2nd (DC 16) - [Aero II](#), [Blizzard II](#), [Cure II](#), [Dia II](#), [Fire II](#), [Heal](#), [Light II](#), [See Invisibility](#), [Silence](#), [Stone II](#), [Thunder II](#), [Water II](#) [6 black, 6 white]

3rd (DC 17) - [Aera](#), [Blizzara](#), [Cura](#), [Deprotectra](#), [Deshellra](#), [Fira](#), [Immobilize](#), [Searing Light](#), [Sleepga](#), [Stonera](#), [Thundara](#), [Watera](#) [6 black, 6 white]

TACTICS

During Combat Foucault will cast Mage Armor on himself; afterward, he will

attempt to debuff the PC's party and then inflict damage with his spells.

STATISTICS

Str 12, Dex 12, Con 11, Int 18, Wis 14, Cha 12

Base Atk +4; CMB +5; CMD 16

Feats Spell Proficiency, Combat

Casting, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell

Skills Appraise +9 (2 ranks), Fly +5 (1 rank), Knowledge: Arcana +10 (3 ranks), Knowledge: Dungeoneering +10 (3 ranks), Knowledge: Engineering +10 (3 ranks), Knowledge: Geography +10 (3 ranks), Knowledge: History +12 (3 ranks), Knowledge: Local +16 (9 ranks), Knowledge: Nature +10 (3 ranks), Knowledge: Nobility +12 (3 ranks), Knowledge: Planes +10 (3 ranks), Knowledge: Religion +10 (3 ranks), Knowledge: Technology +10 (3 ranks), Linguistics +10 (3 ranks), Perception +13 (9 ranks), Profession: Academic +14 (9 ranks), Spellcraft +16 (9 ranks)

Languages Common, Elvaan, Moogleg, Mithra, Numish, Lalafellan, Vieran, Tonberry, Lupin, Dwarven

SQ

Gear Bracers of Armor +2, Echo Screen x3, Ring of Protection +2, Cloak of Resistance +2

Appendix

Allagan Lore

Downfall of the Allagan Empire (History):

- Fact 1: The fall of the Allag Empire was accompanied by a literal reshaping of many portions of the world through natural disasters and magical cataclysms which defy description—but which include a shattered moon in the heavens above.
- Fact 2: Societal unrest was likely stoked by increasing restriction of advanced magitek use to certain noble families and institutions.
- Fact 3: In addition to the floating capital of Solheim, Allag also constructed an entire miniature continent called Azys Lla—most of which fell into the sea (or on land) during the Hundred Years of Hell, but portions of which are still scattered around the world in the sky today.

Allagan technology (Technology):

- Fact 1: Modern toimestones are constructed and used based on methods originally developed by Allagan scientists.
- Fact 2: Allagan science and magic led to the field of aetherochemistry, which they used

to create clones, as well as to bioengineer chimeras and other biological weapons—some of which persist in nature today as wild monsters.

- Fact 3: In the last few hundred years of Allagan society, research was conducted in drawing energy from the Void—and using voidsent as servants and soldiers.

Allagan society (Nobility):

- Fact 1: At its height, Allag was renowned in every field of study and culture, and its remnants (whether for utilitarian or purely artistic reasons) are still highly prized in the modern world.
- Fact 2: Some noble bloodlines were magically tied to access or control over various technologies—and their descendants today still have access where they can find working terminals, toimestones, or magitek.
- Fact 3: The Allag Empire practiced and refined summoning into a near-science; the power of their strongest summoned creatures, known as primals, left indelible marks on history and instilled leeriness of the practice in some parts of the world even today.

Loisoix's Legacy Trivia

Conducting research in Sharlayan libraries can provide bonuses for the related

question. The GM randomly selects questions from the following list, of which there is one for each Knowledge type. Note that player knowledge will not count as answering the trivia questions; only a character's rolls will provide a correct answer.

- Q 1: *Dungeoneering*: On what continent is the Iifa Tree located?
 - A 1: Vana'diel
- Q 2: *History*: What was the name of the group of primals used by the Allagan Empire to wage war and later raise the floating continent of Azys Lla?
 - A 2: The Warring Triad (Sephirot, Sophia, Zurvan)
- Q 3: *Engineering*: What city is known for its use of artificial lights to simulate sunlight for the majority of its populace?
 - A 3: Midgar
- Q 4: *Religion*: What is the name of the group of deities most prominent in Eorzean and Lemurean theology?
 - A 4: The Twelve
- Q 5: *Technology*: What variety of magicite allows airships to fly?
 - A 5: Skystone
- Q 6: *Planes*: Where is summoning most revered, and where is it most scrutinized?
 - A 6: Spira and Eorzea respectively
- Q 7: *Nobility*: What is the name of the royal family of Alexandria?
 - A 7: Til Alexandros
- Q 8: *Geography*: What nation is governed in part by humans and in part by fal'cie?
 - A 8: The Sanctum of Cocoon
- Q 9: *Arcana*: Where is the greatest concentration of mist, miasma, and jagd by square mileage?
 - A 9: Western Ivalice
- Q 10: *Local*: Which two nations have seen the most number of wars with each other in the last hundred years?
 - A 10: The Archadian and Rozarrian Empires
- Q 11: *Nature*: What is the national flower of the Kingdom of Lucis?
 - A 11: Sylleblossom