



Final Fantasy XIV

A Realm Reborn

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It is the Seventh Umbral Era.

Five Years ago, the Eorzea Alliance gathered to face the VIIth Legion of the Garlean Empire under the baleful red moon, Dalamud. It was from this celestial body that the Ancient Primal known as Bahamut was freed upon the Carteneau Plateau and wreaked havoc upon the land of Eorzea. This was the Seventh Umbral Calamity. None know how it was stopped, only that it was. For once, a Calamity had not been the end of civilization.

However, many people remember a bright light and the shadows of heroes during that dark time. Individuals of great courage and strength that turned back the Garlean Empire's forces. Their faces may have been forgotten, but their deeds have not.

They were the Warriors of Light.

In the five years since, the free Nations of Eorzea have rebuilt, but their problems are plentiful. But the Grand Companies and the Adventurer's Guild, though strained, are up to the task. Against greater threats like the Primals, a small band of like-minded individuals take up the call.

They are the Scions of the Seventh Dawn.

In this time of rebuilding and strife, you arrive. But you are no simple individual. You are a Jumper, a being of the multiverse, and you have arrived to answer Hydaelyn's call.

For a decade, you shall roam and have grand adventures. To aid you in your journey, Hydaelyn has allowed us to give you **1000 Crystal Points (CP)** to aid you.

Note:
There will be Spoilers

Location

The world of Hydaelyn is vast and there are plenty of places one may start their journey. You may roll randomly to decide where you start, or you may freely choose.

- **Eorzea:** The realms of Eorzea are on the continent of Aldenard and are where most of the action occurs. A land that is steeped in history and ancient lore. You may find yourself in one of the many city-states in the region.
 - **Ala Mhigo (1)** - Conquered by the Garlean Empire, the northeastern city-state is rife with conflict as the Resistance fights the Garleans. You appear in one village hidden in its mountainous territory.
 - **Gridania (2)** - Located in the eastern reaches of Aldenard, the city-state of Gridania calls the forests of the Black Shroud home. Under the protection of the Elementals, the peoples of Gridania are an insular and rather xenophobic society that has recently opened its borders to others.
 - **Ishgard (3)** - The city-state of Ishgard lies along the Abalathia Mountain Range in the North and Northwestern portions of Eorzea. For centuries, the faithful people of Ishgard have fought the Dragon Nidhogg's Horde. You start in the Coerthas Central Highlands, since the city itself is locked to outsiders.
 - **Limsa Lominsa (4)** - A maritime power known for its navy and piracy, Limsa Lominsa is on the island of Vylbrand to the southwest of Aldenard. The city-state has to contend with two local tribes and the pirates that refuse the Admiral's rule of law.
 - **Ul'dah (5)** - Located in southern Aldenard, the city-state of Ul'dah is the trade power of the continent. Known for its wealth, a good deal of travel to it in search of fortune. This has led to a refugee crisis and an increase in criminal activity.
- **Ilsabard:** The continent that is home of the Garlean Empire. Starting here requires dealing with a society that rules with an iron fist and where only Garleans are considered true people.
 - **Bozja (6)** - The deep jungles of Ilsabard were once home to the Garlean Empire's Meteor Project. Its peoples are currently subject to the Empire's cruel regime. Maybe, it is near time for resistance to rise?
 - **Garlemald (7)** - The seat of power for the Garlean Empire is a cold, inhospitable place that the Garleans' ancestors escaped to when they were forced from their southern homes. It would be wise not to be anything but Garlean if you are to start here.
 - **Thavnair (8)** - The home of Radz-at-Han and its alchemists, the Island nation lies to the south of Ilsabard's mainland and ruled by a wise Satrap.
- **Othard:** The lands of the Kami. The continent of Othard is the easternmost of the Three Great Continents.
 - **Azem Steppes (9)** - The wild steppes of Azem are home to the many tribes of the nomadic Xaela.
 - **Dalmasca (10)** - A sandy region of Othard that was once home to a mighty empire in ancient times. Now lost to the sands of time and legend.
 - **Doma (11)** - In the region of Yanxia lies the Kingdom of Doma, now under the rule of the Garlean Empire.
 - **Hingashi (12)** - The easternmost islands of the Three Continents, Hingashi is closed to all except for the port city of Kugane.

Race

There are no backgrounds or origins, save for what you make for yourself. You may be an Adventurer wandering the lands, or you may put down roots and serve a cause. Whatever you choose, you may start out with a history in this world or be a drop-in with not a lick of lore to your name. You may also pick your gender and age at no cost.

Au Ra

The horned peoples of humankind, with lizard-like tails and scales on various parts of their bodies. Some believed them to be the descendants of dragons, but that by large is false. Their horns give them enhanced hearing and spatial awareness. The Au Ra have a greater sexual dimorphism than most, with the males being as tall as some Roegadyns and the females appearing small, dainty individuals. There are two known clans of Au Ra: the Xaela and the Raen.



Elezen

A tall, slender people that were once the predominant group in Eorzea, they are a deeply prideful people. They have acute hearing and live one to two-tenths longer than other races. They have three known clans: Wildwood, Duskwight, and Ishgardian.

Garleans

A Hyur-like people that originally hailed from southern Illsabard, they were forced to move to the frigid northern climes by invaders. They are a people distinct from Hyur with their 'third-eye', greater physical prowess, and lack of usable aether. Because of this, they have developed magitek and created an empire that has conquered most of Illsabard with some sections of Aldenard and Othard. ***You automatically take the Aetheric Deficiency Drawback.***



Hrothgar

A burly, lion-like people that hail from Illsabard, the Hrothgar have a population that heavily skews toward the masculine. Few females are born among them. Most of them congregate around the Bozja area of Illsabard. The three known clans of Hrothgar are the Helions, the Lost, and the Xbr'aal of Tural.



Hyur

The Hyurs are a ubiquitous people that span the length and breadth of Hydaelyn. They are very much like humans in appearance. Compared to other races, the Hyur are said to have average height and build. There are six known clans of Hyur: Midlanders, Highlanders, Ilsabardians, Near-Easterns, Easterns, and Tonawawta of Tural.



Lalafell

The smallest of races that call Eorzea home, the Lalafell, originated from the South Islands but migrated to Eorzea in the pursuit of trade. While lacking in physical strength and endurance, they are quick of foot and wit. The known clans of the Lalafell are the Plainsfolk and the Dunefolk.



Miqu'te

A felinoid people that migrated to Eorzea during the Fifth Umbral Calamity, the Miqu'te are known for their keen sense of smell and powerful legs. The Miqu'te population is heavily skewed towards females, which has led to two distinct cultures found in Eorzea. The known clans of Miqu'te are the Seekers of the Sun, the Keepers of the Moon, and the Hhetsarro of Tural.

Roegadyn

The massive Roegadyn are the most rugged of all Eorzea's people. Descended from maritime peoples originating from the northern seas, they possess incredible endurance and resilience. Fierce and competitive, some may consider them to be barbaric compared to other races. The known clans of Roegadyn are the Sea Wolves and the Hellsguard.



Viera

A leporine people originating from Othard, the Viera are the longest living people to exist on Hydaelyn. A matriarchal society, the two genders live apart from each other until they need to mate. Few Viera leave their home forests, but those that do may never return to them. The three known clans of Viera are the Rava, the Veena, and Shetona of Tural.



Other - Free / 300 CP

If none of these are to your liking, you may become any other race found on Hydaelyn and its Reflections. From the diminutive Moogles of the Black Shroud to the massive Yok Huy of Tural. You may also be a hybrid of the above races, like the Hyur-Elezen found in Ishgard. Most of these races are free, but if you wish to become something more, like a Dragon or Omicron, you will need to pay 300 CP. *You cannot be an Unsundered Being.*



Perks

You may pick two Tier One perks for free. In Tiers Two and Three, you may pick two perks per tier at a discount. You may only pick one Tier Four perk at a discount. Upgradeable perks receive discounts at appropriate levels.

Upgradeable

The Echo (Free / 100 / 200 / 400 / 600 CP)

The Echo is a phenomenon many do not understand, for it comes in so many varieties. Many say it is a sign of favor granted by Hydaelyn. Whether that is true is up for debate, but none can deny the power of the Echo.

At its most basic, the Echo is said to make one immune to being Tempered by Primals. This allows an individual to maintain their freedom despite a Primals ability to Enthrall others. This initial ability is free for this world only. Technically, this ability isn't part of the Echo itself. Think of it as a gift. Spending 100 CP will give it to you permanently and can be taken along on your journey. This allows you to become immune to mind control, brainwashing and abilities that enslave the soul.

For 200 CP, You also gain the Power to Transcend Words, an ability that will carry on throughout your Journey. Language no longer becomes a barrier for them, as they understand others with no linguistic interpretation. This includes sapient non-humans and those without an actual language as well.

For 400 CP, you gain the Power to Transcend Time. With this, you can mentally travel back in time using precognition to view events in the third person. At first, this can only be done while being near the memory holder, but in time you may use residual aetheric energy to view these memories.

For 600 CP, you gain the Power to Transcend Worlds. On Hydaelyn, this allows you to enter another plane spiritually to speak to Hydaelyn herself. In other worlds, this can contact otherworldly beings that can interact with your reality (like a local deity). In time, you may even be granted immortality that allows you to leave your body and inhabit another that will take on your form, eventually. This may only be used once per jump. You may also use a variant of this ability to travel to a parallel or sidereal dimension, if one is available. Using this requires a great deal of power and the ability to find such realms, though.

Aetheric Studies (100 / 200 / 400 / 600 CP)

Hydaelyn is a wondrous world filled with mystery. It is aether and its uses that create wonders beyond imagining. With the basic studies of the arcane under your belt, you are equal to an average Disciple of Magic. In fact, you've probably studied multiple disciplines to some extent. Maybe you are a Conjurer of Gridania or Sharlayan, a Thaumaturge of Ul'Dah, or an Arcanist of Limsa Lominsa.

At 200 CP, you are at the level of an expert in at least one field of the arcane and have dabbled in others to the point you are adept. Your aetheric capacity is greater than the average person and so is your control over it. Many of these scholars may delve deeper into the mysteries of the arcane with the help of Soul Crystals. But that would require much research and luck to find.

For 400 CP, Sharlayan scholars are your peers. They may even consider you a trusted source or expert to call upon in the fields of magic. If you publish a paper, you might even reach the status of Archon.

Spending 600 CP will net you the aetheric capacity just shy of a Primal and the skill to wield that aether in ways many find unimaginable. Some primitive societies might think you are akin to a demigod in mortal flesh. Just be careful, voidsent may find you to be the tastiest of morsels to sup upon.

Artisanal Artificer (100 / 200 / 400 CP)

Pick up a trade, child. Or pick many trades if you are capable. The artisans of Hydaelyn have been on the forefront of aetheric enhancement and the creation of wonders. At 100 CP, you are the equivalent of an apprentice in any *one* field. Such fields include Alchemists, Armorers, Blacksmiths, Carpenters, Culinarians, Goldsmiths, Leather workers, and Weavers. You can create the most basic of items and gear with ease, but not so much any aetheric enhanced equipment.

With 200 CP, you may reach the skills level of a journeyman in any of the above trades. Aetheric enhanced equipment is now in the realm of your ability and anything mundane you create is of masterwork quality. Spending this much CP also unlocks more advanced trades like the Magitek Engineers of Garlemald or the Machinists of Ishgard.

Spending 400 CP will make you an expert of your craft. No — an expert in all crafts. You become a legendary Omni-crafter! All of your creations are masterpieces and your name spreads throughout the land. Trades people strive to become individuals of your skill. Just be wary. You may have drawn the attention of a certain lady merchant.

Combat Training (100 / 200 / 400 / 600 CP)

Hydaelyn is a dangerous world, and sometimes you just need a good sword to get by. One must know how to fight both man and monster to survive. At its most basic, your combat training is equal to that of an average Disciple of War. You can wield every weapon adeptly and know how to maintain them. You've probably heard of these individuals: the Archers and Lancers of Gridania, the Marauders and Rogues of Limsa Lominsa, the Pugilists and Gladiators of Ul'dah. There are also skills lesser known to Adventurers, like Musketeers and such.

For 200 CP, your skill and ability puts you equal to veterans of the Grand Companies or the Adventurer's Guild. This includes the physical fitness to run for malms without rest and fight after a long march. Many of these veterans may be lucky enough to find Soul Crystals for the many **Jobs** found on Hydaelyn. But that would require finding them.

At 400 CP, you are the cream of the crop. Younger adventurers and soldiers come to you for tips and tricks. Even the great Raubahn will have difficulties fighting you in melee and your aim in top-notch for ranged combat.

When you spend 600 CP, you become akin to a legend. Songs are sung about your combat prowess. Reaching this level draws the attention of combat addicts world-wide, including a certain Prince of Garlemald.

Lay of the Land (100 / 200 / 400 CP)

Whether it be the mountains, the forests, or the waters, Eorzea is rich in quality resources. All you need is the knowledge and the ability to harvest them. For 100 CP, that is exactly what you gain. You can find any sort of material or item in the wilds of this world and can pick out the best method to extract high-quality material from the source. Many categorize their efforts based upon their focus, such as the Botanists of Gridania, the Miners of Ul'Dah, and the Fishers of Limsa Lominsa.

At 200 CP, this ability is improved and sharpened. You have a sixth sense for knowing the best location for materials based on their usage or characteristic. Anything you harvest is of the highest quality.

For 400 CP, you gain the insight and capability to cultivate certain plants and animals to create hybrids of them with the best characteristics of both. Anything produced by this process can breed / blossom without your further intervention and will not harm the ecosystem it is introduced to.



Tier One

A Smile Better Suits a Hero (100 CP)

A hero is someone who uplifts and inspires. Their smile is a calming balm to those in need. You gain a presence that will affect the moods of others. If used for the best, you will calm the panicked and inspire the downtrodden. If used against foes, you may intimidate the weak-willed or draw the attention of the powerful. To ignore you is a dangerous thing, after all. Though, you can turn this ability off if you're looking to blend in.

Bardic Pizzazz (100 CP)

With deft fingers and a keen ear, you can play enticing melodies on any type of instrument. This also gives you the ability to compose music for others to play. If you acquire the Soul Crystal of a Bard, this amplifies the effect of any music played.

Feline Agility (100 CP)

With the grace of a dancer and the quiet footsteps of a rogue, your agility is your greatest strength. Avoiding traps, dodging attacks, sneaking past guards, your capabilities are at the peak of what humankind is capable of. With a bit of aether or great experience, it may even go further beyond that in time.

Limit Break (Free/100 CP)

A powerful ability found only through working in concert with others. When teamed up in groups of four to eight, your combined aetheric energies will build up during stressful situations. It takes time and a lot of effort, but eventually the energies reach a plateau. Only then, may you break through that limit to unleash a powerful ability. A stalwart Paladin may form a resilient barrier between the enemy and his allies, reducing or even stopping a powerful attack. A stoic Conjurer may use those energies to heal all wounds or even revive unconscious allies. The ferocious Dragoon must channel those energies into his spear to deal a powerful blow to the group's foe, or a Black Mage may rain fire down upon a swarm. However, once used, the energies will need to be built up again, so plan accordingly. To take this ability beyond this world, you will need to pay 100 CP or take it as one of your discounted perks.

Mercantile Sense (100 CP)

You've got a mind for trade that is the envy of any merchant. With such knowledge and skill, you can game the Marketing Board of any city for a good profit. This comes with a boost to your charisma and intellect in order to make a deal with people and calculate your accounting.

Motherly Strength (100 CP)

Many say there is nothing stronger than a mother protecting their child. Or is it a mother wielding a frying pan? Regardless, you have great strength and physical fortitude — the peak of all humankind, to be honest. This can further be improved upon through training and the addition of aetheric empowerment.

Rapier Wit (100 CP)

A Sharlayan scholar might be envious of your intellect and quick wit. Your information retention is impeccable and your ability to absorb that information quickly is stellar. You could probably attend the Studium at the tender age of nine, if you were at Old Sharlayan. This does not even compare to your wit. Quick as a viper and may be just as venomous, you can counter any fool hoping to beat you with words. A Little Sun may be traumatized should he encounter you.

Slots in the Gear (100 CP)

You'll learn about materia a bit later. For now, you just need to know that materia requires slots in order to be melded to equipment. Many items on Hydaelyn already have these, but what about your future equipment? With this, you can add materia slots to equipment in other worlds without such wonders.

The Spirit of Gear (100 CP)

In the lands of Hydaelyn, the spirit of an individual and their equipment can be joined. This binds the equipment to that individual. Through the use of that equipment, the binding grows stronger until it plateaus. What you can do with that binding is something for later. This allows you to continue using this ability once you leave Hydaelyn. Any equipment you use will slowly bind to your soul and become unusable by others. This is quite handy when your blade finds itself in the wrong hands.



Tier Two

Desynthesis (200 CP)

Sometimes you just get something that is absolutely useless to you. Maybe it's a weaker piece of equipment or an item that you literally have no use for. In times like these, the base components may seem more valuable than the actual product. You now can perfectly break down a finished product into its ingredients. Normally, you would just receive a couple of ingredients out of the entire batch. However, you can receive 100% of used materials whenever you desynthesize an item.

Festival Planning (200 CP)

Hydaelyn and her myriad of cultures has one constant among all of them. A desire to celebrate and party. With your time management skills and ability to multitask, you're quite good at planning these events. You can take a small group of like-minded individuals and with a few hours can create a festival that would entice all who would visit. To make it even better, reality seems to warp to ensure the event will run smoothly. Should someone look to ruin your festive day, you will receive a mental warning and maybe an ally who is just moseying nearby willing to assist you.

Materia Management (200 CP)

When individuals and equipment are fully bound, the product of this can lead to interesting results. Drawing upon the energy of this binding, the individual may materialize it into a crystalline sphere called Materia. These crystals may then be melded (attached) to equipment to improve their characteristics, thus improving the wielder. In order to meld materia to equipment, an individual must have a crafting ability. With this, you may perform both extraction and melding with perfect precision, even after you have left Hydaelyn. You will still need the ability to soul bind to equipment, of course. The number of materia slots available limits the amount of materia that can be melded to equipment. You can remove materia from equipment without issue.

The Redemption Arc (200 CP)

The Warrior of Light had a tendency to bring out the best in others, even their enemies. Now you have a similar ability. If there is an enemy or villain that has a tragic backstory or a noble ideal they seem to uphold, then there is a chance for them to be redeemed. Through discourse, actions, or even beating them up, you can open up their eyes to what they have done wrong — changing their viewpoint even just a bit. This cannot be used for everyone as there are some people that are so irredeemable that nothing can help them.

Transmuting Materia (200 CP)

A system created by Mutamix Bubblypots where adventurers trade in five materia to get one of a different type at random. It's not an efficient system, nor is it particularly useful, even if you can get one of higher quality. However, you are much more efficient than Master Bubblypots. You can take two materia and transmute them into a single materia one grade higher. This also works on materia not found on Hydaelyn, but such acts might yield far different results.

Tier Three

Manderville Luck (400 CP)

Say what you will about Hildibrand, despite his buffoonery, the man often comes out on top. Or maybe it's because of the buffoonery he always seems to triumph. Anyroad, I'm willing to bet some of that luck will rub off on you. In fact, I'm pretty sure it has given your current situation. Your luck seems on par with Hildibrand, allowing you to escape certain disasters or even stumble upon a clue to a mystery. Don't rely too much on this, however. Just because you are luckier than normal does not mean you're invincible.

Memoria (400 CP)

I don't know how you did it, but you've developed a strange ability compared to many on Hydaelyn. Memoria is an ability from the Thirteenth Reflection, a place mired in Darkness. It is the ability to seal aetheric beings into auracite, binding them away so that they may not harm another. A skill perfect for dealing with the likes of voidsent. Once sealed, their memories are laid bare for the sealer to observe. A potent tool for gaining intelligence should the voidsent be part of a group. You seem to take it a step farther, though. Once sealed with auracite, the being you have captured can now be used by you. They become your minion to command against your foes — or even just for tasks you don't wish to do. And with your seal in place, any creature that needs to live off of other living beings for sustenance are no longer bound by this requirement. Instead, they are forever sustained by the auracite you captured them in. When they have completed their task, the bound creature can be returned to the auracite where they remain in stasis.

The Forbidden Meld (400 CP)

There are many names for this ability: overmelding, pentamelding, but the most known term is the Forbidden Meld. The ability to meld more materia to a piece of equipment than it has accessible slots. This advanced melding practice is a tricky technique known to only a few and has caused many broken materia by artisans. After all, each successive meld decreases the chance that the next will succeed.

But that type of talk is for amateurs. You find this forbidden meld no more difficult than melding materia in the normal fashion. The more materia melded to a piece of gear, the more tuned it becomes to the characteristics you wish to imbue. Still, it's best not to go beyond five. No one has gone beyond that, and who knows what's likely to happen.

Void Hunger (400 CP)

The voidsent hunger. Their lack of aether creates a torturous existence where they must hunt and consume aether in order to thrive. Without this aether, they weaken and become prey to those stronger than themselves. While you may not have the predacious hunger the voidsent suffer, you have something they are capable of — feasting upon aether. Luckily, you were born in a realm where aether is bountiful. You can absorb aether from your surroundings, or from living beings if you're willing, to empower yourself and your abilities. This boost is a temporary thing overall, the stolen energies being the first to be used whenever you use aether. Yet, the only limit to the amount of aether you can absorb is what your body can handle. And your body can handle much more aether than the average person, my friend. Much more so should you possess **The Echo** as well.

Tier Four

Innovation of Garlond (600 CP)

Have you ever noticed that Cid Garlond has delved into quite a bit? He and his team always seem to find the answer to some very esoteric problems with very little issues: except for the occasional lack of exotic materials. It gets even more bizarre when Nero joins in as a consultant now and then. Suddenly, their team is working with advanced metaphysics involving super-intelligent machines. It's more than just intellect or networking, there is something beyond all that. It's almost as if Cid is a living Deus ex machina.

Your mind works differently from those around you. Whether or not you are a genius, you just spot things that others might miss. It could be a weakness to a specific exotic material on an enemy, a long forgotten theory that many thought disproven, or even a sudden spark of intuition that allows you to discover a solution to a complex problem. This sudden epiphany is a powerful thing that takes a lot out of you. Because of this, you receive three *charges* of this ability. Spending a charge will enact this near-reality bending innovation / intuition to help you find solutions to a crisis and existential threat. These charges are renewed yearly.

Primal Urges (600 CP; Requires the Echo)

A young Elezen woman possessing the Echo and a great grudge accomplished a feat no mortal has ever thought possible. The ability to control a Primal. With the protection of the Echo, Ysayle summoned the Primal Shiva, using herself as a focus. This allowed the Primal to form around her, using the young woman as a core for their manifestation. A normal mortal would have been tempered and overridden on the spot, but the Echo prevents such things. Because of that, Ysayle herself controlled the Primal as if the creature was her own body. The power of a Primal at her very fingertips.

Should you have the Echo, you can do this too. With enough crystals and aether, you may summon a primal with you as its core. Normally, this act is devastating to the surrounding land and is an act that could damage the ecosystem. But you're just built differently. Other than the initial aether used, the primal you summon will not drain a single drop of aether from the environment, allowing you to use their powers as if they were your own without cause for concern.

Slayer of Gods (600 CP)

The Echo may protect from tempering, but it does not imbue one with the skill and power to defeat godly beings. For all the vaunted actions of the Warrior of Light, others have been able to slay Primals as well. The Company of Heroes was one such group. An eclectic group with skills and abilities that made it all possible.

With this, you have gained a seed. A seed of something great. If even you do not have the Echo, you have something grander. Whether it is the brains or the brawn, you have developed a keen ability that allows you to kill what many call unkillable. You won't be able to take out the mightiest of Primals at first, maybe those that have been summoned too soon or with less aether than usual. But with practice and experience, this ability will develop into something far greater.

Companions

Companions may spend CP to purchase perks, items, and followers. They cannot purchase companions.

Import / Create Companion (Free / 100 CP / 200 CP)

Have friends you brought with you? Want to make friends on your journey? You may import or create three individuals to create a **Light Party**. These individuals may pick any of the free races and gain a stipend of 800 CP.

Want to bring four friends or more with you? By spending 100 CP, you may upgrade your Light Party to a **Full Party**, allowing you to import or create four more individuals. Like the Light Party, they may pick any of the free races and gain a stipend of 800 CP.

That's a lot of friends. For 200 CP, you may upgrade your Full Party to a **Free Company**. This allows you to import or create many individuals with a free race. However, anyone beyond an Alliance worth of people (24) will only receive freebies instead of the 800 CP stipend.

Friends We Meet (50 CP)

There are some influential individuals to be found on Hydaelyn. Maybe you have befriended a few along the way. For 50 CP, you are guaranteed a **chance** to invite them along once you leave Hydaelyn. They gain a stipend of 800 CP upon joining you for purchasing perks and items from here.



Followers

Adventurer Squadron (100 CP; Requires Grand Company Membership)

Are you a member of a Grand Company? Have you reached an officer's rank? Then you may have the skills and authority to have your very own Adventurer Squadron! A special force of soldiers trained and operated by veteran adventurers for the sake of Eorzea. You may recruit a maximum of eight and a minimum of four into your Squadron. Once you leave this world, they will retire from service and join you as your personal special forces unit, loyal only to you. After all, you've trained them up from a green recruit to an expert warrior — I hope. Each member of your Adventurer Squadron comes equipped with:

- Either **Combat Training** or **Aetheric Studies** at the first tier
- An **Adventurer Starting Gear** package.

Retainers (50 CP)

A life of adventure and travel can be rough. Why not hire a retainer to aid you? Retainers are managers of inventory and specialists of a field that assist adventurers from the sidelines. Some may have combat prowess, while others may hold skills in gathering or production. Any retainer purchased receives:

- The one of the first tier for:
 - **Aetheric Studies**
 - **Artisanal Artificer**
 - **Combat Training**
 - **Lay of the Land**
- **Mercantile Sense**
- **Adventurer Starting Gear** (or) **Artisan's Tools** (or) **Gatherer's Gear**
- **Retainer Inventory**
 - A special pocket dimension used specifically for storing your items and equipment. This pocket dimension is limited to items that can be carried, not property or vehicles. Any item stored by a retainer merges into stacks of 999, at most. The retainer can hold 175 of these stacks in this inventory. Currency may also be stored in the Retainer Inventory and is separate from the standard items. All currency is converted into the money of your choice, and the Retainer can hold 999 million at any time.

Servants (50 CP)

Have an estate and need some menial help? Hire servants to maintain the property and perform much needed tasks. Each purchase gives you two servants who can perform all the domestic work on your estate. You can even assign your servants specific roles, which all gain **Mercantile Sense**:

- Junk monger - purchases and inventories dyes, garden supplies, and catalysts.
- Materials Supplier - purchases and inventories crafting materials.
- Materia Melder - melds materia to equipment
- Mender - repairs equipment and items
- Steward - cooks, cleans, and purchases furnishings.

Equipment and Gear

You may pick two Tier One items for free. In Tiers Two and Three, you may pick two items per tier at a discount. You may only pick one Tier Four item at a discount. Upgradeable items receive discounts at appropriate levels.

Upgradeable

Estate (100 / 200 / 400 / 600 CP)

Congratulations, you now own property! How big and what type of property is all based on how much you're willing to spend. Any property you own will be self-cleaning and is completely customizable in both exterior and interior appearance. You will still need to purchase specialized equipment and buildings, though. All estates come with a mailbox and a miniature aetheryte for free.

A mailbox is self-explanatory, but a miniature aetheryte is a small Aetheryte crystal that enables the estate owner to teleport to the estate at will. This ability is also available to estate staff, retainers, and companions.

For 100 CP, you own an apartment. A single room that you can subdivide to your liking. You cannot add rooms, though. The single room cannot be expanded beyond that of a normal studio apartment either. Specialized equipment and buildings are unavailable for this level. In future worlds, this apartment will appear in any apartment complex near your starting location.

For 200 CP, you own a small plot of land with a cottage on it. This cottage is large enough to give a Light Party a room for everyone, plus a dormitory for retainers / servants. A cottage has two floors: the first and the basement. There is only enough room in the house for four crafting facilities. The yard has enough space for a single garden patch. This is the smallest Estate in which you can add specialized equipment and buildings.

For 400 CP, you gain a medium plot of land with an equivalent sized home. This home is double the size of the cottage and large enough to give a Full Party a room for everyone, plus a dormitory for retainers / servants. The house has three floors: first, second, and basement. There is enough room in the house for six crafting facilities. The yard has enough space for two garden patches.

For 600 CP, you gain a large plot of land with a three-floor mansion. The mansion is double the size of a house and gives a Free Company enough rooms for everyone. Unlike the other estates, a mansion also gives retainers and servants their own rooms too. There is enough room for eight crafting facilities and the yard has space for three garden patches. The mansion may be expanding to house five hundred individuals.

You may import your cottage, home, or mansion into any future world you visit. It will include the land it is on and any additions purchased. Or you can attach it all to your Cosmic Warehouse.

Soul Crystal (100 / 200 / 400 CP)

Since the Third Astral Era, crystals have been used to store and impart knowledge. This has especially been true in the realm of Eorzea. This type of crystal is worn close to the skin, where its clear facets catch and transcribe the ebb and flow of the wielder's aetheric flow to the soul. Soul Crystals capture the imperfect echo of countless wielders so that their skills and knowledge may be passed down to future generations.

For 100 CP, you gain either a blank soul crystal or a single active one. This active crystal can be from any of the known **Jobs** available. The blank soul crystal would be a good start in creating your very own **Job**, but you will be on your own in creating it.

Spending 200 CP will net you a set of five Soul Crystals. They can all be blank or active, or a combination of the two. Having five blank soul crystals would be a nice start to creating your own **Job**. You might even create a Guild from this.

At 400 CP, you will gain a single soul crystal from every known **Job** on Hydaelyn. You will also get a set of five blank Soul Crystals, with an additional one being added to your inventory every year.

Soul Crystals purchased here may be used beyond Hydaelyn, allowing the formation of new **Jobs** even on worlds that are not as mystical.



Tier One

Adventurer Starting Gear (100 CP)

Equipment fit for any Adventurer starting out. You gain a full set of attire, some basic armor of your choice, a weapon of your choice, and a bag that is much larger on the inside. The clothing, armor, and weapon, while nothing to scoff at, are mundane as can be. They can break, but will repair themselves overnight.

The Bag is something completely different. It has five pouches: four for regular items and one for equipment. The standard pouches can hold thirty-five stacks each. A stack is essentially 999 of the same item. The fifth pouch, also known as the armor chest, divides equipment by its type and may hold thirty-five of each type of equipment. Equipment is not stackable.

A Fist Full of Gil (100 CP)

Money! It makes the world go round. You gain 100,000 Gil starting out. This can be purchased multiple times. If this is one of your discounted items, only the first 100,000 Gil is free. Every purchase after is 50 CP.

Armoire and Glamour Dresser (100 CP)

A two for one deal. The Armoire is a simple furnishing. It stores clothes. Technically, it is normally used to store special armors and equipment. Here, it may store any piece of clothing or equipment. The only difference between this and a mundane Armoire is that this one has infinite storage capacity.

But the item you're probably looking for is the Glamour Dresser. You may place any sort of clothing or piece of equipment into it, converting it into a jewel-like prism. These prisms may be set into specific plates. What do Glamour Plates do? They form an illusionary shell over your worn attire to make them look different. Glamour is the true End Game here and as a special bonus for purchase, you gain unlimited space for glamourised attire and plates!

Artisan's Tools (100 CP)

You gain an unbreakable set of tools for a specific trade (i.e. Armorer, Blacksmith, etc). They will return to you the next day should you lose one. A must for any crafter on the move. Every set of tools after the first may be purchased at a discount. If this is one of your discounted items, only the first set is free. Every purchase after will be 50 CP.

Crafting Facility (100 CP)

A station with all the tools and accoutrements necessary for a single trade that can be placed in any property you own. There is also a space to store materials within the station. Any materials stored will be copied, and any copied materials will respawn every day after they're used. This can be purchased multiple times so you may have a station for each trade. Every station after the first may be purchased at a discount. If this is one of your discounted items, only the first station is free. Every purchase after will be 50 CP.

Fishing Log (100 CP)

Give a man a fish and you feed him for a day. You're not the type to look for handouts, though. This booklet gives you an image and a general location for each fish in the world of Hydaelyn. You'll still need to find and catch the fish though. The log automatically records and updates the sizes and quality of each fish you catch. Unlike other fishing logs, this one stores each fish you catch and preserves it in stasis. You may summon the fish you caught by tapping its record on the page. Why would you want this? Maybe you want to show what you've caught? Or maybe you want fresh fish to cook up later...

Gatherer's Gear (100 CP)

To harvest the bounty of the land, you will need an excellent set of tools for the job. With this, you gain a set of unbreakable gatherer's tools needed to reap, mine, or fish around the world. If you lose any of them, the lost piece will return to you the next day. Every set of tools after the first may be purchased at a discount. If this is one of your discounted items, only the first set is free. Every purchase after will be 50 CP.

Grand Company Membership (100 CP)

The Grand Companies of Eorzea are a unified military force for each City-State: the Twin Adders of Gridania, the Maelstrom of Limsa Lominsa, and the Immortal Flames of Ul'dah. The Warrior of Light only received an offer to join their vaunted ranks after killing the Primal Ifrit. With this, you are already a member — or are guaranteed membership later, if that is more to your liking. You start off at the lowest ranks, but you can climb the ranks to officer with enough meritorious service.

Hunting Log (100 CP)

Sometimes you just want to look for worthy prey. A creature that will give you the thrill of the hunt. This little log will give you just that. In the pages of this booklet, you may find pictures and general locations of creatures to hunt. You will still have to find these creatures the old-fashioned way, though. Once you have completed a hunt, that creature can be summoned as a minion by simply tearing its page from the log. These pages respawn the next day. In future worlds, the hunting log is updated to include wild and dangerous animals in those locations.

My Little Chocobo (100 CP)

A ubiquitous creature in the realm of Eorzea, the humble Chocobo has been used as a mount and pack animal for as long as humanity has known them. You now have your own Chocobo mount. It comes in any color you wish along with a saddlebag and basic barding. Its saddlebag may store items in stacks of 999 and a maximum of 70 such stacks. Your Chocobo is also combat capable and comes with all the skills needed to battle.

Orchestrion (100 CP)

The Eorzean's Jukebox. A tabletop Orchestra. Whatever you call it, the Orchestrion plays music for the enjoyment of all. This Orchestrion has the entire Final Fantasy XIV soundtrack installed on it, including those that would be in Special Events. You can transfer music from other background music perks and items onto the Orchestrion.

Sightseeing Journal (100 CP)

A small journal written by Milith Ironheart, it contains many clues to interesting and wondrous vistas. Your version comes fully written with vistas from all over Hydaelyn. If you ever wish to view those vistas again, all you need to do is touch its specific entry and a facsimile of it will appear before you. In future worlds, this journal will be updated with vistas you can visit in the current setting.

Tier Two

Chocobo Stable (200 CP)

An addition to your Estate, a Chocobo Stable is a place to store your personal Chocobo when you're home. Unlike other stables, this one magically cleans itself and restocks its feed containers every day. Depending on the size of your estate, the Stable may expand to allow for the stabling of every resident's mounts.

Company Chest (200 CP)

An addition to any Estate, the Company Chest is normally a storage vault for a Free Company that can hold 50 stacks of 999 regular items or 50 pieces of equipment per compartment. A Company Chest starts out with two compartments and a separate space for currency and crystals, but can be improved to have five compartments later on. This gives a fully decked out Company chest space for 250 stacks / pieces of gear and is accessible by everyone in the Free Company.

This Company Chest is different. Your chest has unlimited space. You can divide it up into five compartments and a separate space for currency and crystals, but each compartment now holds an unlimited number of stacks / gear. What's more is that it is only accessible by you, your companions, and your followers. Anyone else cannot open it. I hope you've at least bolted it to the floor.

Estate Customizing Kit (200 CP)

An entire inventory of furnishings and decorations needed to customize your estate's interior and exterior that can be summoned at will. While the Estate easily handles paint and light fixtures itself, this choice revolves around all the things that can be placed and moved around. Floor lamps, beds, partition walls, are all included here. This extends to even some of the rarer designs as well. Should you purchase or construct new furnishes and decorations, they will automatically be included into this inventory. This inventory may be used on other properties you own as well.

Inn Room (200 CP)

An Adventurer is always on the go, and a good Inn can sometimes be hard to find. With this, you will always have a room available at a decent Inn for any city or town you visit. Even in small villages or hunting camps, there is at least a room or a free tent available for you. This, by itself, is an amazing thing, but your free Inn Room comes with a customary Armoire and Glamour Dresser that links to your personal ones. It also includes a special bell that allows you to summon your retainers and companions to your side when you need them.

Magitek Armor (200 CP)

From the brilliant mind of Solus zos Galvus comes the Magitek Armor, a potent armored walker running off of Ceruleum and packing enough firepower to wipe out squadrons of Eorzea's best knights/warriors. How you got one in your hands is up for debate, but no one can deny that it is yours. You get to choose which model of armor you have and its color scheme. Unlike the mount the Warrior of Light gets, yours is war-capable and equipped with rapid fire turrets, missile systems, and beam cannon. The actual load-out varies depending upon the model you pick, but that's what the common Reaper model has.

Tier Three

Company Workshop (400 CP)

An addition only accessible for the House Estate, the Company Workshop is a room specifically used in the creation, maintenance, and refit of Airships and Submarines run by a Free Company. Well, normally run by a Free Company. You don't need one to have this Workshop. It is staffed by half a dozen researchers and artisans, as well as the technicians to maintain any Airship or Submarine created. While you do not receive the Airship or Submarine automatically, any Airship or Submarine you build will have unlimited fuel and air. They will also automatically receive a crew to operate the vehicle. This workshop may be expanded to hold a greater number of airships and submarines, all of varying size and quality.

Guild Hall (400 CP)

Through hard work and much politicking, you have created your own Guild. A guild of what, you ask? It could be anything. Maybe it is a Guild for a **Job** you have created. Or maybe it's a trade guild operating out of a city. It could even be a branch office for an already established guild. Either way, you now own a Guild Hall with all the included staff needed to operate it. It will now be the center of that specific **Job** or trade in your starting location. If you work at the guild, you will receive a steady stream of commissions or missions that pay appropriately. If you don't work there, you receive discounts and preferential treatment when you need something done. In future worlds, you may import this to any city or town you wish.

Merchant Ship (400 CP)

You have a boat. It's a nice boat. Well, it's more like a blue water vessel used to trade over the open seas. It has some defensive weaponry and a neat little Aetheric Shield to protect it from some pretty nasty storms and weapons fire. But other than that, it's just like any boat you'd find from the Age of Sails. It comes with its own crew, and you can customize it to your liking. Any damage to it will need to be repaired by the crew, but that damage will never be too much for the old girl. If it is destroyed or lost, though, you will find a replacement at port the following week with all your customizations set up. You get the chance to rename it every time this occurs. If you have a Sanctuary Island, purchasing this will give you a free port to place upon it.

Relic Blueprints (400 CP)

A thick journal composed of diagrams and detailed descriptions for forging legendary weapons and tools. Coming from a variety of origins and needing the expert abilities of a master crafter as well as exotic elements, these artifacts are the penultimate of their type. With this in hand, you now have the capability of either forging them yourself or commissioning their creation from another master crafter.

Supply of Crystals (400 CP)

You receive a lifetime supply of crystals! You get two tons of various elemental crystals directly to your warehouse (or property of choice). Crystals are the backbone of this world, especially when crafting a variety of items. However, they also hold more power to them. All crystals come in their Clustered state and can be shaved down to their lower tiered versions with ease. You may also get periodic deliveries of corrupted crystals for esoteric purposes. These will be properly sealed and safe for storage in the long-term.

Tier Four

Chosen's Crystal (600 CP)

You have a crystal. There are many like it, but this one is yours. Specifically, it is a crystal imbued with the power of Hydaelyn, and it is normally associated with a Warrior of Light. What does it do? With the Warrior of Light, it is a symbol of their power. They draw it into themselves to strengthen their powers of the Echo and such. The Warrior gathered six unto themselves to reach just their basic potential.

You don't need that many. Just the one will do. This Crystal will empower all your Echo abilities to that of the Warrior of Light at the point they faced the Ultima Weapon. It will continue to increase in potency the longer you possess it. This crystal is stored within your own soul, but may be pulled out and used as a focus for protection and attack. It is also a handy little way to commune with Hydaelyn herself, though she might not have much to say given her current state. In future worlds, you may use it to communicate with entities outside the bounds of normal reality or beings linked to the planet you live on.

Crystal Tower (600 CP)

Also known as the Syrcus Tower by Ancient Allag, it was once the ultimate power station of the Allag Empire. A literal fortress of crystal, it was protected by the barriers of the Eight Sentinels and the army of bioengineered horrors in its depths. Its sole purpose was to absorb energy from the sun so that it could be converted into power to be transmitted to the rest of the Empire. Of course, it was also responsible for the Fourth Umbral Calamity and was eventually buried for centuries.

Your version is smaller than the actual tower, yet no less powerful. This 1:50 sized replica (~36 meters tall) of the Crystal Tower is a hyperefficient power station protected by barriers of aether from ground and sky infiltration. Its interior has also been scaled to fit its newly reduced size. It does not contain the horrors, though. It does come with a lockdown mode and the ability to place those inside into stasis, but can only be unlocked by you.

Island Sanctuary (600 CP)

A tropical island all to yourself. Or for your Free Company, if you wish it to be community property. This island is distant enough to be away from civilization, but not too distant to mean traveling to it is harsh. It is a beautiful location filled with resources and a good deal of flora and fauna. It is normally far from civilization, thus isolated from the daily grind. A great place for a relaxing vacation.

However, if you wish to exploit the resources of the island, you can build a small outpost here run by marmots to harvest resources and produce products to be sold on the open market. This outpost can be improved from a minor cottage industry to a more artisanal experience or even a local factory, depending upon your desires.

If you have local minions or pets, the island can also become a sanctuary for them. This allows them to roam the areas freely with no risk. Spaces for bedding and feed are provided for free and are self-supplying.

If you wish, you may even place your Estate here rather than the residential areas of the city-states.

Drawbacks

*If 1000 Crystal Points are not enough, you may pick up as many Drawbacks as you wish.
Be Warned! Too much may make your journey arduous and your task much more difficult.*

A Never-ending Journey (+0 CP)

A Decade may seem long, but with an entire world to explore, it may not be enough. Take this, and you can extend your time here by another forty years.

The Setting of the Sixth Sun (+0 CP)

Instead of starting five years after the Seventh Umbral Calamity, you can begin your journey in the Sixth Astral Era. During this period, you may begin during the events just prior to the Calamity or nearly fifteen years before then. At this point in time, Garlemald's invasion had just been stopped at Mor Dhona and the Adventurers' Guild had yet to form.

Warriors of Light (0 CP/-50 CP/-100 CP)

Meteor, the Hyur Midlander Warrior, is canonically the Warrior of Light. He was there at Cartenau, and he returned to fulfill his task. He is already here. Yet, what of his allies, the others that were considered Warriors of Light? Activating this will rewrite history to allow for one of the five depicted Warriors of Light to roam the world. The first Warrior of Light is free, with each additional costing 50 CP, but to have the complete set costs 100 CP. The others don't have any names, but you have your choice of a Roegadyn Paladin, a Miqo'te Bard, a Lalafell White Mage, and an Elezen Black Mage as your extra Warriors of Light.

To Be a Warrior (+0 CP; Requires The Echo)

Or maybe you want to be one of them? Instead of becoming a Warrior of Light on your own, you may replace one of the five depicted Warriors. You still need to purchase **The Echo** for 600 CP in order to have what you need.

Special Events! (+0 CP)

What's this about a rogue adventurer with an alien blade roaming around Western La Noscea? And that towering shadow in Gridania!? Oh no, the Moonfire Faire is just around the corner!! All the special and seasonal events will happen during your time here. Maybe you'll meet old friends from other worlds. Or maybe you just want to lounge by the sea during the great Moonfire Faire. Either way, better set aside some time if you want to participate.

Friends Old and New (+0 CP; Requires Special Events!)

With the potential crossover events found here, it's quite possible you will make friends of the more transient of individuals. Or maybe, you have met them before in a previous world? Should you take this drawback, characters of these events will be the ones that remember you. If you have been to Gran Pulse, Lightning will remember you. If you go to Eos in the future, Noctis will know who you are and where you have been. Whether you are friend or foe will be determined by your own actions, though.

A Certain Detective's Life (+100 CP)

There is a certain Gentleman Inquirer that leads a life both blessed and cursed. When he appears, the tone of the world seems to shift into the strange, absurd, and downright hilarious. Comedy becomes the driving force of the world. Slapstick, puns, and everything in between will take over your life. Normally, few would run into this man and their lives would be forever transformed. You seem to run into Hildebrand and his assistant more often. In fact, you'd be lucky to go a few weeks without finding the man and his entourage in action. Luckily, he never arrives when things are dire. But does everything have to get crazy that often?

Fetch Quest Extravaganza (+100 CP)

Okay, so you need to grab fifty hides from this specific animal to bring to the leather worker down the lane. Then you need to take the dozen boots that man created to the shopkeeper in the next town over. The shopkeeper is missing a shipment of cloth that is taking an overland route! You better search for them to see what the holdup is. And that apparently led to looking for wood to fix an axle. The result? You gained a bit of Gil and a popoto.

This is your life now. One giant series of fetch quests that yields minimal rewards. The upside is you get to see a lot of the world; I guess...

Under Rowena's Thumb (+100 CP)

Well, it seems you have a debt to pay. Rowena is a great merchant woman with a penchant for ancient wares and legendary toimestones. In the past, you borrowed money from her. Now she's come to collect. You will pay back your debt to her. How much did you borrow? Let's not discuss that in public. You won't be able to pay it back just from the Gil you get from here.

Comedic Relief (+100 CP)

The world of Hydaelyn sees you as someone to lighten the surrounding mood. Unfortunately, you don't get a choice in the matter. Events conspire to make you the butt of the joke, causing laughter and exasperation from the surrounding crowds. Good luck trying to have a serious moment.

I Should Have Known A Duskwight Would... (+200 CP)

For being a world where cooperation is the moral of the story, there sure is a lot of racism going on. Or maybe it's part of the conflict to drive the message home? Either way, it would seem that you're facing a lot of distrust and dislike from others. Maybe you really are a Duskwight Elezen in Gridania, but you would face the same as a basic Midlander Hyur too. Somewhere, somehow, you will run into people that dislike you for your race, and it will happen more often than you would like. Be prepared to be shunned, ignored, or have services denied by these individuals.

Monster Bait (+200 CP)

The monsters of Hydaelyn seem to love you. To them, you are a delectable morsel! From Beastkin to Vilekin, once they catch sight or scent of you, they will come running. Prepare for more frequent encounters with them, because their detection range is doubled.

Aetheric Deficiency (+200 CP)

Like the Garleans of this world, you have an extreme aetheric deficiency. This means you cannot wield Aether like magic or aether-based skills. You will need to rely on your strength, skill, and magitek to make your way in this world. Or maybe make a pact with a voidsent...

Going Native (+200 CP)

Any abilities you may have gathered throughout your travels so far are no longer available to you. Even your warehouse seems to be locked to you. You are stuck with only the abilities and items you have purchased for this world only.

A Test of Your Reflexes (+400 CP)

I don't know what you have done, but you're in for it now. Zenos yae Galvus has heard of you. Whether it be your skill in combat, magic, or just plain resilience, he knows of you. While he might not hunt you down himself, he will send others out to test you. You will face a tide of warriors, bounty hunters, and ne'er-do-wells that will constantly attack and harass you, all for the sake of being a whetstone to your blade. Only when you enter his domains will he actively hunt you. He will come at you to see what all the fuss is about, and will absolutely slaughter you if you disappoint him. Yet, is impressing him any better? All that will do is reward you with a man seeing himself in your actions. Less a partner and more like a friend. And this is a friendship that can only end in one way...

Attention of the Void (+400 CP)

The voidsent have caught your scent, and it's pleasing. Anytime you enter an area where voidsent exist, the creatures will slowly be drawn to your exact location. While the most powerful won't swarm you, you will have to deal with swarms of weaklings. Only once the weaklings are done while the more powerful voidsent emerge, attacking you one at a time. It will be a grueling gauntlet, but there's at least an end to them, eventually. Just be wary whenever you enter a new area...

The Flawed Legacy (+400 CP)

There was a time when the world of Hydaelyn was a horrible, horrible place. Every location lacks the vibrant environment it should, now looking drab and the same everywhere you go in a region. Your sight has dimmed, only forty beings seem visible at any time. There are moments where everything and everyone freezes in place, only to resume motion moments later as if nothing had happened at all. There are even times when people seem to move in clunky motions without reason. *You are in Final Fantasy XIV 1.0, aka Legacy, aka Rapture. Heaven help you.*

Warrior of Darkness (+400 CP)

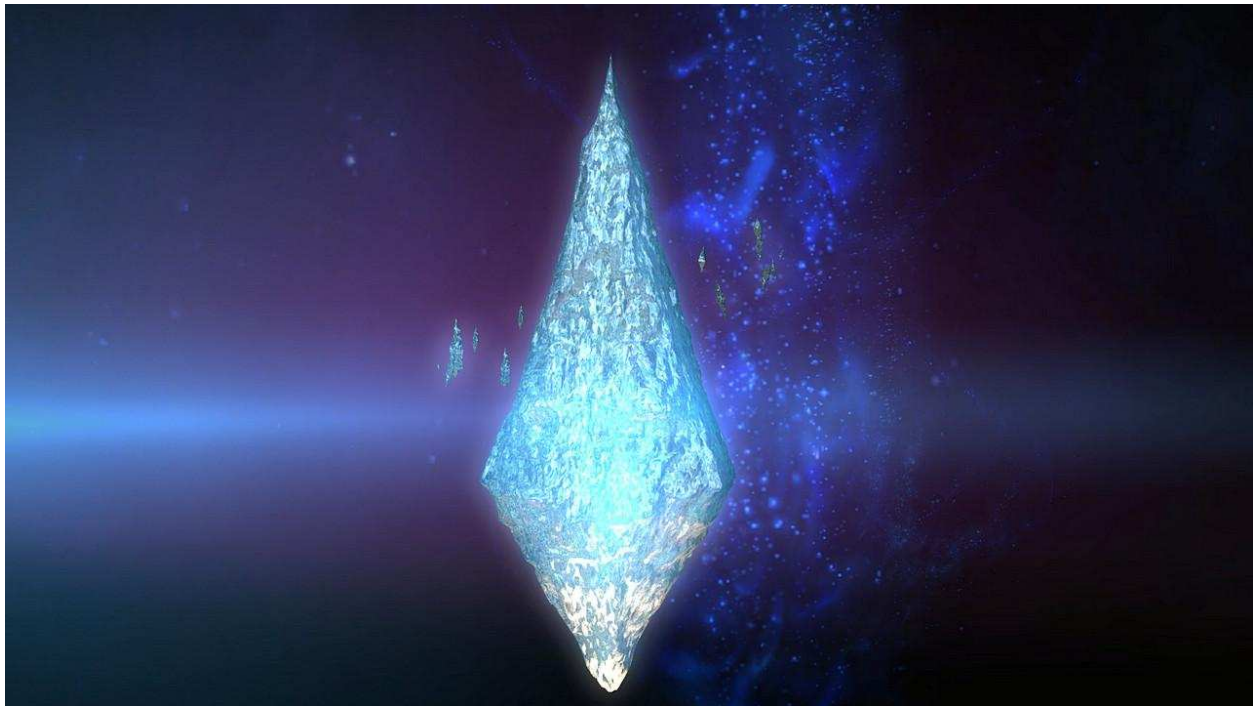
It seems you don't hail from the Source, Jumper. Instead, you come from one of her reflections. Maybe you're from the First, which is going through its own Calamity and troubles. Or maybe you're from the Thirteenth, the first one to fall and become a ruined mass of Darkness. Then again, you can hail from one of the many other Reflections, either Rejoined or Active. You are now in the Source without a single friend to call your own. You might even have creatures / people from that very Reflection after you for some reason or another. Alone (not counting companions), you are hunted.

Bringers of Chaos (+600 CP)

When you came to Hydaelyn, nay, to Eorzea, I don't think you expected to get their attention so soon. You've caught the attention of the Ascians, also known as the Paragons. While it's only their lesser members at first, that will be quick to change if you have any success against them. You'll go up against their senior members eventually, and many of them have powers beyond the reckoning of mortal ken. Survive all this, and you might draw the attention of the Triumvirate of the Ascians: Lahabrea, Elidibus, and Emet-Selch. These three are powerful enough to eclipse even Primals, so have the Warrior of Light as back-up.

Hatred of the Light (+600 CP)

Well, this is a bit of a pickle. You've garnered the never-ending hate of **THE** Warrior of Light. How is that even possible? The Warrior of Light is now hunting you for some dastardly act you have supposedly done. There is no Redemption Arc in store for you, only death. They seem to have a level of Plot Armor that makes them much harder to kill than normal — if you wish to doom all life on the Source. Yep, killing them has the possibility of ensuring the Final Days succeeds or cause a Temporal Paradox. So unless you want to take up their place in saving Hydaelyn, it might be better to just avoid them. Or you could just let it all end, but that'll likely lead to a Chain Failure.



*Should you require guidance on your journey, you may peruse the **Expansions** of this tome.*

Nevertheless...

*You have heard, felt, and thought across the face of Hydaelyn, dealing with man and monster alike.
Maybe you have even made it a better place. For now, you have a decision to make.*

~ Riding Home ~

Even an Adventurer needs rest, and you've reached your limit. It's time to head home.

Pray Return to the Waking Sands.

Despite everything that happened, you can't leave. There is so much still waiting for you on Hydaelyn.

Henceforth, We Shall Walk.

You aren't the type to rest on your laurels. Adventure awaits ahead.



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Notes:

Information on Lore and Gameplay can be found at the following sites:

- <https://ffxiv.consolegameswiki.com/wiki/>
- <https://finalfantasy.fandom.com/wiki/>

Some lore was also gleaned from the following books:

- Encyclopedia Eorzea I: The World of Final Fantasy XIV
- Encyclopedia Eorzea II: The World of Final Fantasy XIV

Some seasonal events or crossover raids have characters from their original works involved. Should you have visited those worlds before coming to Etheiys, you may fanwank the encounter to your heart's content.

Changelog:

- Initial Release - 2025/08/24
- Completed Draft - 2025/9/28
 - Spelling and grammar corrections
 - Some lore corrections and clarifications
 - Clarified that discounts work on Upgradeable Perks and Items
 - The Echo
 - Anti-tempering ability is now free to rent
 - Anti-tempering ability is 100 CP to make permanent with immunity to brainwashing, mind control, and soul tampering.
 - The Power to Transcend Words is shifted to the 200 CP option.
 - Companions
 - Created boilerplate in Companions section to iterate what they can purchase.
 - Merged **Light Party**, **Full Party**, and **Free Company** to create Import / Create