



SCENARIO: THE BEACH BANDITOS

An Eorzean Scenario, Recommended for a Light Party of Level 60 Adventurers

The average expected playtime for this scenario is five to seven hours, or four to six hours for parties of experienced TTRPG players. When following the scenario as intended, the party will take part in one combat encounter.

The GM should review this scenario in full before beginning the game. To avoid spoiling the story, other players should refrain from reading the information contained here in advance.



SCENARIO SYNOPSIS (GM's NOTES)

Ever eager to revel in life's many luxuries, the wealthy merchant Gegeruju plans to throw a grand banquet in honor of the gladiatrix Avila. When an unknown assailant starts targeting the hired help, however, the adventurers are asked to hit the beach and get to the bottom of this mystery.

After a thorough investigation, the party discovers there are actually two culprits: a hulking duelist clad in red, and a band of rebellious seedkin known as the Mandragoras. With the help of Wheiskaet—Gegeruju's head of security—the adventurers hatch a plan to lure out and capture the villainous vegetables.

Yet their success is quickly overshadowed when Gilgamesh strikes again, this time besting Avila herself and making off with Sasameyuki—the bespoke blade gifted to her by Gegeruju. If there is to be any hope of holding the banquet as planned, the adventurers must face down the mighty weapons collector and wrench the stolen blade back from his many hands.



Lv. 60

The Beach Banditos

Player Information



Description

Baderon, proprietor of the Drowning Wench, approaches your party with a request to apprehend the mysterious perpetrator who has been targeting the guards for Gegeruju's upcoming banquet.

Objectives

Head to Costa del Sol and track down the mysterious assailant!

Costa del Sol



SCENARIO OVERVIEW

This scenario can be divided into the following seven parts. Given the time required to complete this adventure, you may wish to take breaks between these parts. If you do not have time to play through the entire story in a single session, you can always quicksave and continue your game at a later date (see page 193 of the Standard Rulebook).

The encounter found in part six can take between three and five hours to complete, so you may wish to quicksave at the end of part five and resume the scenario when your group has sufficient time to complete it.

1. Accepting the Request
2. Investigation in Costa del Sol
3. Catching the Seedkin
4. Gilgamesh Strikes
5. Preparing for the Clash with Gilgamesh
6. Battle on the Small Bridge
7. Epilogue

TITLES

This scenario assumes that the player characters are seasoned adventurers who have already earned at least one title. If any of the adventurers have yet to do so, allow them to permanently obtain one of the following:

Motivational Speaker

Effect: Once per encounter, you may change the party's turn order at the start of a new round. This effect can only be resolved if the other adventurers consent.

Sprinter

Effect: You may move 3 additional squares when using **Sprint**.

Tenacious

Effect: Once per encounter, ignore the first time you would be afflicted with **Weakness**.

Adventurer

Effect: Recover 1d6 HP at the start of an encounter and each new phase.

The player should fill in the blank by choosing a word that fits their adventurer's background.

A MORNING FOR ADVENTURE

Once the players are ready to begin, read the following passage aloud. Feel free to rephrase or adjust the story to better fit the adventurers' profiles. For convenience's sake, this scenario assumes that the adventurers have already formed a party and are acquainted with each other.

It's the start of what looks to be another pleasant day in Limsa Lominsa as you head to the Drowning Wench for breakfast, soaking in the morning sunlight and admiring the clear blue skies. As you enjoy a fluffy apkallu omelette, you cannot help but wonder where such a lovely day will lead you. You're mopping up the last bites of your meal when Baderon, the proprietor of the Drowning Wench, calls your names.

Baderon: *Jus' the 'venturers I was 'opin' to see. Got a job that needs takin' care o' quick as ye may, if yer interested.*

This request comes from Gegejuju—aye, the very same merchant. 'E's gettin' ready to 'old another one o' 'is big banquets in Costa del Sol, an' 'e's 'ad some troubles with some bugger goin' 'round assaultin' 'is guards o' late.

Mind, Gegejuju 'ires only the best to guard 'is estates, but this rapscaillon's got 'em right bamboozled. 'E needs some fine 'venturers like yerselves to track 'em down and bring 'em in.

If yer interested in solvin' this one, 'ead over to Costa del Sol and speak with a bloke by the name o' Wheiskaet. 'E's in charge o' security there an' will 'ave more info for ye.

Baderon explains that Wheiskaet will reward each adventurer with two points of fortune upon completion of this task.

If the adventurers accept this request, inform them that the quickest way to reach Costa del Sol would be to teleport to its aetheryte. Doing so costs a negligible amount of gil, and thus does not require them to spend any fortune.





- ◆ **Costa del Sol:** *Though this area was originally cleared for farmland, it was abandoned upon the discovery that no crops would grow in the salt-ridden soil. It then caught the eye of Master Gegeruju, a wealthy Ul'dahn entrepreneur, who purchased the land and set about developing it in the style of the south sea isles. Gegeruju has not only altered the area's flora to match his tastes—going as far as introducing species native to more tropical climes such as the Cieldalaes—but also changed its name to Costa del Sol.*
- *Encyclopædia Eorzea ~The World of Final Fantasy XIV~*
- ◆ **Baderon:** The proprietor of the Drowning Wench in Limsa Lominsa, a tavern that prides itself on fare that is both affordable and delicious. He is also the head of the Lominsan branch of the Adventurers' Guild, offering adventurers an assortment of jobs that come his way.
- ◆ **Gegeruju Shipping:** The trading company owned by the wealthy Ul'dahn merchant, Gegeruju.
- ◆ **Gegeruju:** A fabulously wealthy Lalafellin merchant who purchased a section of Bloodshore in eastern La Noscea and transformed it into the luxury beach resort of Costa del Sol, Gegeruju is a connoisseur who dines only on the finest cuisine. He is also renowned for his appreciation of the arts—and women.

COSTA DEL SOL

When the party arrives in Costa del Sol, read the following passage aloud for the other players:

🔊 Upon your arrival in Costa del Sol, a pleasant sea breeze greets you as you take in the sights of the marvelous beach resort. The palm trees and jubilant tropical atmosphere make your heart flutter with anticipation. Fun in the sun must wait, however—right now, you have a job to do.

You recall Baderon mentioning that while Wheiskaet normally works at Costa del Sol, he is currently overseeing the site for the upcoming banquet. With this in mind, you head a short distance from Gullperch Tower and are surprised to find that a grand stage surrounded by row upon row of simple seating now occupies what was once a monster-infested beach. Further back behind the seating area, you also spy a wide circle of colorful tents in various styles and sizes, as well as a number of roughshod tables covered with cooking implements.

Noticing your arrival, an imposing Roegadyn with an eyepatch covering his left eye strides forward to greet you.

Wheiskaet: *Are you the adventurers sent by the guild? I'm glad Baderon managed to find someone so quickly. My name is Wheiskaet, and I'm in charge of security here at Costa del Sol.*

As the grizzled guardsman introduces himself, his visible eye scans each of you appraisingly.

Wheiskaet: *Well, I'll be. You look as if you've seen your share of adventure already. Yes, I think you'll do nicely for this job.*

What Wheiskaet Knows

The adventurers can learn the following by speaking with Wheiskaet.

Ask About the Occasion

- ◆ **Wheiskaet:** *Master Gegeruju is throwing this banquet in celebration of Avila's recent victory in the Coliseum.*

Ask About Avila

- ◆ **Wheiskaet:** *Avila is a gladiatrix who recently earned Master Gegeruju's patronage. He is very committed to giving her his full support at the moment—in fact, he even bought her a magnificent Hingan-forged blade called Sasameyuki, which she will be unveiling during the banquet.*

Ask About the Attacks

- ◆ **Wheiskaet:** *Preparations for the banquet were proceeding apace until someone started targeting the staff we've hired for the occasion. With my men having to stand in for the sellswords put out of commission, we're so short-handed that I cannot spare anyone to investigate.*

Ask If He Can Help You Investigate

- ◆ **Wheiskaet:** *I'm afraid that I cannot afford to leave my post at the moment. I need to keep an eye on things here in case our assailant strikes again.*



Wheiskaet

Once the party has learned everything they need to know about the situation, read the following passage aloud for the other players:

🔊 **Wheiskaet:** *Anyroad, my request boils down to this: I would have you track down whoever is behind the attacks and bring them to me to answer for their crimes.*

Master Gegeruju has heeded my advice to take refuge at his private villa for the time being. However, the rest of us have our hands full trying to cover for those recovering from their injuries. We can ill afford to lose anyone else right now, especially with the feast scheduled for a mere six days hence. Invitations have already gone out, and Master Gegeruju's reputation is on the line. In short, I need these scoundrels brought in as soon as possible.

I suggest you start by speaking with the three who were accosted. Two of them are sellswords we hired on for the banquet, a Miqu'te and a Roegadyn. The last is a Lalafellin culinarian who only just recently arrived. They have all been seen to by our healers and are currently recuperating in those tents over yonder. I've posted guards in front of each one, so you should have no trouble finding them.

Once you have taken their statements, I would also like to ask that you follow up with an investigation of the areas where the attacks took place to see if you can uncover any additional clues.

Return to me once you finish your preliminary investigations so we can discuss what you have learned.

Before beginning the investigation, inform the other players that they do not need to keep track of the passage of time during this scenario. The adventurers have ample time to interview each of the victims without splitting the party.



- ◆ **Gullperch Tower:** *One of the three beacons built along the La Noscean coast in the Sixth Astral Era, Gullperch Tower is the easternmost—warning ships navigating the Strait of Merlthor of its deadly shallows, while also serving as a watchtower for pirate and Sahagin raids on Bloodshore.*
- Encyclopædia Eorzea ~The World of Final Fantasy XIV~
- ◆ **Wheiskaet:** A former captain of the Company of Heroes whose accolades include the slaying of the primals Titan and Leviathan. Now retired, he oversees security for Gegeruju's estates at Costa del Sol.
- ◆ **Avila:** A gladiatrix who has made a name for herself in Ul'dah's Coliseum. Though she once resorted to underhanded treachery in a single-minded pursuit of victory, she did so only out of a desire to improve the lives of her sister and their fellow Ala Mhigans. She has since repented and reformed, and now competes in the Coliseum with honor, courage, and skill.

INTERVIEWING THE VICTIMS

The adventurers have little trouble locating the tents Wheiskaet directed them to. Once the players are ready, ask them which of the victims they would like to interview first. No checks are required to learn what the three NPCs know.

Memoirs of a Misfortunate Miqu'te

🔊 A Miqu'te dressed in a guard's uniform awaits you inside the tent. His eyes are red and puffy, as if he had spent the night weeping.

Misfortunate Miqu'te: *Ye wanna know what happened to me? Well, do I got a tale for ye. It all went down early this mornin'—was just on me way back from the privy. They've got some set up for us guards just below the cliff the lighthouse's on, right over yonder.*

Soon as I stepped back outside after finishin' me business, well, that's when some wretches leapt at me from the shadows and splashed me in me face with a foul liquid. Burned my eyes somethin' fierce. Couldn't see a bleedin' thing through all the damn tears.

But I ain't no coward. I drew me sword and tried to fend 'em off—even managed to make the buggers bleed with a lucky hit or three. 'Course, bein' blinder than a bat in the sun, I never stood a chance. One of 'em leapt on me back, and next thing I knew, I had landed meself in the infirmary.

Hey, wipe that look off yer sorry faces. I know I let 'em catch me with me pants down. But while I might not've gotten a look at 'em, these keen ears haven't failed me yet. Not a doubt in me mind it was a group what did me in. The strangest thing 'bout it though was that they didn't nick a damn thing offa me. I ain't got the foggiest clue what they were after, but I'm guessin' it weren't gil.



A Rumpled Roegadyn Recounts

☞ You enter the tent to find a Roegadyn whose face and uniform are in such an awful state that it makes you wonder if he stumbled face-first into a sea wasp.

Rumpled Roegadyn: *Wheiskaet send you, eh? Well, here's what happened. I was out patrolling out on the eastern beach, just outside the venue around lunchtime yesterday when this strange bloke approached me and challenged me to a duel.*

He was clad in these unusual red garments, and even bigger than me. I couldn't tell you if he was Hyuran, Elezen, or something else entirely, but I'm fairly certain he was no monster. And his spear... Never seen anything like it. The bleeding thing was topped with an axe blade, and there was a musket barrel welded to the haft!

Now, I know I shouldn't be dueling with strange men when I'm on the clock and all, but I'm pretty confident in my skills. Thought I'd teach him a lesson and send him scurrying off right quick. Never have I been more wrong in all my life. His skills were beyond the pale—doubt I even lasted all of five seconds before I was eating sand. And to add insult to injury, that bastard stole my sword as a trophy! It was brand-new, too, freshly forged for me by this blacksmith buddy of mine.

Wheiskaet's paying you to track down the culprit, right? Promise you'll catch him and get my blade back! I can't rightly call myself a sellsword without an edge to ply my trade with.

A Lalafell's Laments

☞ Inside the tent, you find a Lalafell with a chef's hat perched despondently atop her disheveled head. Her eyes appear bleary, as if she's been lamenting some tragic loss.

Lamenting Lalafell: *By the gods, what did I do to deserve this? I can wield a mean frying pan, but I've never had to do so in defense of my life. What's worse, I wasn't even hired to cook for this shindig—I'm just here to keep the larder stocked!*

Naturally, only the highest-quality ingredients will do for one of the great Gegeruju's banquets. So imagine my dismay when I showed up two days ago to find that someone had made off with my entire stock in the dead of night!

I wasted no time putting in an order to restock everything we'll need, and since the shipment was due to arrive yesterday evening, I headed over to the docks at Costa del Sol to pick it up. I was on my way back when... Oh, the horror of it all!

The woman shudders, and when she has composed herself enough to continue, it is in a frightened whisper that you have to strain your ears to make out.

Lamenting Lalafell: *Just as I was passing by the cliff below Gullperch Tower, some creatures leapt at me from at me from the shadows and snuffed out my lantern. One of them blew some kind of powder into my face, and the*

next thing I knew, I couldn't stop crying and coughing—and at the same time, too! Oh, it was just so awful!

I did catch a glimpse of my assailants just before they blinded me, though. There were three, maybe four of them? They were all two-legged monsters with big, bulbous heads. They shrieked at me in their shrill monster tongue, so I did what any Lalafell in fear of becoming monster chow would do: I picked a direction and ran as fast as my little legs would carry me. I thank my lucky stars that they didn't give chase.

When I took this job, I'd been assured that all of the monsters in the area had been cleared out. Some job they did, eh? Now the ingredients for the banquet are gone. Again! Gegeruju may be the one footing the bill, but I'm not looking forward to explaining why I had to order all those ingredients a third time. If you catch those monsters, make sure they pay for all the trouble they've caused!

INVESTIGATING THE CRIME SCENES

After finishing all three interviews, the party can begin investigating the crime scenes. Should the players choose to return to Wheiskaet immediately after speaking with the victims, he reminds them that they should complete their investigation before discussing their next steps.

In order to uncover the clues required to track down the culprits, the adventurers must now investigate the three sites where each of the victims was attacked. When the party arrives at a crime scene, ask each player to make a check with a CR of 16 using a primary attribute of their choosing. Regardless of success, the party learns all the information needed to advance the plot.

Each time a player makes a check, ask them to describe how their character goes about the investigation. If you feel that an adventurer's approach is particularly insightful or well suited to the situation at hand, feel free to award them an advantage die on that check. You can always refer to the following list for ideas if your players are at a loss.

STR: You set about clearing the scene of debris that might obfuscate important evidence, making it easier to grasp the full picture.

DEX: You carefully gather up any evidence left behind by the culprits and preserve all footprints or other traces you discover.

VIT: You take your time thoroughly inspecting every ilm of the area, ensuring no rock remains unturned.

INT: You utilize your sharp intellect to analyze what each piece of evidence reveals about the attack.

MND: You place your trust in your intuition to lead you to clues others might overlook.

Crime Scene 1: The Misfortunate Migo'te

Have each adventurer make a check to investigate this crime scene, then relate the following information. Be sure to keep track of the number of successful checks, as this will affect their confrontation with the Mandragoras later in the scenario. Do not reveal this to the other players at this time.

- ◆ As you examine the area around the privies, your eye is drawn to the splatters of blood and scraps of cloth littering the ground.
- ◆ When you bend down to examine one of the scraps of cloth, your sense of smell is assaulted by the overpowering stench of onions. It would appear that the offending monster is capable of spraying its victims with an atrocious, alliaceous liquid.
- ◆ Something else on the ground then catches your eye—a piece of plant matter, neatly severed as if by sword. You recall that the sellsword had mentioned that he wounded his attackers, and this lends credence to his tale. The leaf resembles that of a mandragora, but is far too big to have come from one of them. Regardless, you are fairly certain the monster in question is indeed a seedkin of some sort.
- ◆ You discover tracks that appear to be heading towards the cliff, but they are too faint and infrequent for you to follow.

Crime Scene 2: The Rumpled Roegadyn

Have each adventurer make a check to investigate this crime scene, then relate the following information. Do not keep track of the number of successes for these checks.

- ◆ While examining the site of the duel, you discern two distinct sets of footprints, one of which matches the route taken by the rumpled Roegadyn as he made his rounds. It stands to reason, then, that the other was made by his nameless opponent. Judging by the size of the prints, the man must have towered over the Roegadyn sellsword.
- ◆ Traces of the duel are present throughout the clearing where the fight began. One spot in particular draws your attention: a wide, roughly circular section of disturbed sand and concentric slashes in the ground speaks of some powerful technique that scourged an area several yalms wide.

Crime Scene 3: The Lamenting Lalafell

Have each adventurer make a check to investigate this crime scene, then relate the following information. Be sure to keep track of the number of successful checks, as this will affect their confrontation with the Mandragoras later in the scenario. Do not reveal this to the other players at this time.

- ◆ A careful search of the area reveals several sets of tracks. You have little doubt that the trail of tiny shoeprints was left by the lamenting Lalafell. The other sets, however, appear to have been made by some kind of monster. Unfortunately, the shape of the prints is not distinctive enough to determine exactly what sort of monster left them.
- ◆ There appears to be a powdery, pollen-like substance scattered about the area. You imagine this must be what was flung into the poor culinarian's eyes. It is safe to assume that the monster you're tracking can attack with choking clouds of pollen.
- ◆ The monster tracks lead towards the grassy area to the north of Gullperch Tower, at which point the trail grows cold.



- ◆ **Seedkin:** *To be classified as seedkin, flora must exhibit the capacity for controlled mobility with the purpose of hunting, defense, or reproduction. Said reproduction is most commonly carried out with seeds or spores, those seeds requiring a medium or host within which to grow until mobility (most commonly seen in a seedkin's developed root systems) is achieved.*
- ◆ **Mandragora:** *The enigmatic mandragoras were first observed in the aftermath of the Seventh Umbral Era. It is not known whence they came, or if they even existed prior to the Calamity. Preliminary studies appear to suggest that the diminutive seedkin are sentient and capable of an advanced form of non-verbal communication, but further research is required to confirm these findings. The rest is mere speculation.*
- *Encyclopædia Eorzea ~The World of Final Fantasy XIV~*

PUTTING THE PIECES TOGETHER

Once the adventurers have finished investigating the crime scenes, they will need to return to Wheiskaet to share what they have discovered. Allow the adventurers to explain their findings, then read the following passage aloud for the other players:

🔊 **Wheiskaet:** *Two separate culprits, is it? Aye, I suspected as much. It sounds as if we're dealing with a pack of pesky seedkin as well as a large spearman dressed in red. Whether or not the two are working together remains to be seen, though I would rather err on the side of caution until we learn more.*

Wheiskaet raises a hand to scratch at his beard as he takes a moment to mull over your findings.

Wheiskaet: *Hmm. The way I see it, there's one common link connecting each of these cases: the victim was alone when they were attacked. Perhaps we could make use of this to expose the culprits. We need to get to the bottom of this before Master Gegeruju's banquet, and apprehending those responsible would be the surest way to put a stop to the attacks.*

This is what I have in mind: a shipment of ingredients is due to arrive at the docks this evening. One of you, posing as a laborer, will pick up and transport them to the venue. The rest of you will follow from a distance, keeping an eye out for potential threats. If the assailants strike, you are to move in and apprehend them. Otherwise, just make sure the shipment gets where it's going in one piece.

I know it's not the safest of plans, but there you have it. Can I count on you to see this matter through?

As recompense for their trouble, Wheiskaet agrees to reward each adventurer with one additional point of fortune if they successfully deliver the supplies.



Adapting the Scenario for Player Proposals

If the players decide not to accept Wheiskaet's request and come up with their own plan to capture the seedkin instead, don't hesitate to adjust the events described on the following pages. Though this will take a good deal of improvisation on your part, incorporating your players' ideas is a fantastic way to give them greater agency within the world and make this scenario a memorable experience. So long as the adventurers find their way to a confrontation with the Mandragoras, feel free to change things as you see fit.

Of course, this approach may prove challenging for inexperienced GMs. If you aren't comfortable straying from the script, you can always explain to the other players that you are still learning how to run the game and ask them to go along with Wheiskaet's plan this time around.

CATCHING THE SEEDKIN

🔊 You arrive at the docks and rendezvous with the merchant galley as it glides into a waiting berth on schedule. After a brief exchange of credentials, an amiable deckhand passes over a hefty burlap sack filled with an array of exotic fruits and vegetables. Heavy it may be, but its weight is no obstacle to adventurers of your caliber—any of you is more than capable of transporting it without undue trouble.

Ask the other players to choose which of their characters will play the part of the decoy. Any of the adventurers can assume this role, regardless of their job. Once this is decided, read the following cutscene aloud for the other players.

Note that in the Final Fantasy XIV TTRPG, player characters are unable to take action or otherwise intervene during cutscenes. While reading the following cutscene, insert the name of the adventurer who volunteered to be the decoy any time the text refers to the decoy.

🔊 Knowing that danger lurks in the seaside shadows, you ready yourself before setting out, sack of supplies in hand. The last rays of the setting sun stain the sandy beach a deep purple as you set out—it won't be long before La Noscea is enveloped in the curtain of night.

Recalling the path the Lalafellin culinarian had taken when she was accosted, you decide to follow the road west from Costa del Sol rather than walking along the

shoreline. After all, it's said that criminals always return to the scene of the crime, and if true, Wheiskaet's plan may indeed pay off.

You remain on guard, but nothing seems amiss on the way to Gullperch Tower. When the adventurer acting as decoy passes safely through the area your earlier investigation had taken you, you can't help but sigh with disappointment. But this disappointment is suddenly interrupted in a most surprising fashion—a creature springs from the shadows of a nearby boulder to attack!

The adventurer acting as decoy deftly evades the blow, then drops the sack and raises their weapon in a defensive stance. Moments later, the remainder of the party dashes out of hiding to complete the trap. Revealed by your torchlight and with nowhere to run, the identities of the assailants become clear: a trio of mandragoras, though they are anything but your average garden variety. Each is as tall as an average Hyur and boasts their own defining features.

The first and most impressive of the bunch has a ripe red tomato for a head and carries itself with an air of regal dignity. The second is a rosy mandragora with large round eyes, long eyelashes, and a bright pink flower growing from the side of its bulbous head. The third's head looks like an eggplant, and though it has neither sword nor steed, it gazes back at you with the discerning eyes of a knight.

The mandragoras quail in what you imagine to be shock at their foiled ambush. Yet they soon recover and let loose an incomprehensible shriek as they resume their assault.

Mandragora?: △▽○×□☆◇○!

You parry their blows and whirl just in time to notice that they have backup—two more mandragoras rush straight at you from behind! Like the others, the reinforcements are larger than any mandragora you've seen before. One has an onion for a head, the other, a bulb of garlic.

To your surprise, the newcomers deftly dart around you, ignoring you entirely. It turns out that they have their eyes on another prize: the burlap sack of tasty ingredients! It takes both of them to shoulder its weight, but once they have it secured, they scuttle away as quickly as their little stick legs can carry them.

Time is of the essence. You must quickly subdue the three attackers so you can pursue their fleeing comrades before they get away with the supplies!

The Mandragoras



DEALING WITH THE MANDRAGORAS

Have each character make a check with a CR of 18 using a primary attribute of their choosing to determine the outcome of their confrontation with the Mandragoras.

Depending on how successful they were while investigating the crime scenes earlier in the scenario, the party may earn advantage dice on this check. Refer to the following table and award each adventurer an appropriate number of advantage dice for the total number of successful checks you made note of during the investigation.

Successes	Advantage Dice
0 - 3	0
4 - 6	1
7 - 8	2

Regardless of success, the adventurers manage to subdue the three seedkin without losing any HP or expending any items. Encourage the other players to contribute to the story by describing how their adventurers participated in the battle.

If even a single adventurer succeeded on their check, the party makes short work of their assailants and has little trouble retrieving the sack of supplies from the fleeing mandragoras. If, however, the entire party failed their checks, the battle takes longer than anticipated. By the time the party catches up with the thieves, the ingredients are bruised and in no condition for cooking.

If the Party Succeeded on the Check

If the ingredients survived the confrontation with the Mandragoras, read the following passage aloud for the other players:

Through practiced teamwork, you quickly subdue the trio of mandragoras and set off after the two that escaped with your ingredients. It doesn't take you long to catch up, and when the fleeing seedkin notice you giving chase, they stumble and fall flat on their faces. Trembling with fear, they throw down the stolen sack and raise their arms in surrender. Not only have you successfully apprehended the culprits behind two of the attacks, you also retrieved the ingredients before they could come to harm.

If the Party Failed the Check

If the ingredients did not survive the confrontation with the Mandragoras, read the following passage aloud for the other players:

Cute though they may be, the three mandragoras prove to be surprisingly feisty. By the time you dispatch the last one, the two that fled are nowhere to be seen. However, you notice a deep furrow in the sand; perhaps the sack was too heavy for the seedkin to carry, forcing them to drag it instead?

You hurriedly set out in pursuit, following the furrow along the beach. Scattered here and there in its wake, you find bruised fruit, crushed vegetables, and other fallen foodstuffs. It seems as if the mishandling of the sack has caused it to tear, spilling its contents to spoil on the sand.

You press on, soon catching up to the thieving mandragoras. Knowing the jig is up, they drop the sack and throw up their arms in surrender. Though you have apprehended the villainous victual-swipers, the supplies they stole are ruined and can no longer be used for the banquet!

The adventurer with the highest **INT** realizes that this must be the notorious band of rogue vegetables (and a fruit) known as the Mandragoras that has been terrorizing the realm's farmers in the years since the Calamity. A further investigation of the rocky outcrop towards which they were fleeing reveals a crate laden with high-quality ingredients hidden in the shadows—the previous shipment that the vegetal villains had absconded with.

Read the following passage aloud for the other players, regardless of whether the party managed to recover the supplies:

There's no doubt that the monsters you just wrangled match the descriptions provided by the Miqu'te and Lalafellin victims you interviewed. You've heard that these verdant insurgents have made it their mission to rid the land of meat to pave the way for the founding of a kingdom in which all vegetables will be free of persecution. You now suspect that their intentions had been to liberate these poor ingredients from a most gruesome fate.

Although you conduct a thorough search of the rocky outcrop and the surrounding area, you do not find any evidence that suggests that the Mandragoras were in league with the duelist who bested the Roegadyn guardsman. For now, you tie up the seedkin saboteurs and march them back to Wheiskaet to face justice for their crimes.



- The Mandragoras:** A band of mandragoras that roams the land, viciously assaulting any farmers they come across and absconding with their crops. They continue to sow the seeds of rebellion by planting ever more mandragoras to join their ranks. One day soon, their army will rise and vegetables will dominate all of Eorzea.

Mythril Eye Logo



A NEW VICTIM

☞ With frequent prodding to keep the Mandragoras toddling along, you make your way back to the event grounds. But when you arrive, you notice a change in the camp. Sellswords and servants are rushing this way and that, and urgent, hushed whispers can be heard from every direction. Sensing trouble, you quicken your pace and hasten to Wheiskaet's tent.

Wheiskaet: *Welcome back. I can see your mission was a success. Are these the monsters responsible for our troubles? They have much to answer for. Excellent work!*

I'm afraid that your full report must wait, however. While you were out, another of our recently hired sellswords was found unconscious. We brought the poor Elezen to the infirmary in the next tent over.

Would you mind inquiring as to how he's doing and finding out what happened to the fellow? Meanwhile, I'll see to it that these mandragoras are locked up so they won't be able to cause any more trouble.

You give the Mandragoras a push, and their leafy arms droop as they trudge over to throw themselves on Wheiskaet's mercy.

Wheiskaet: *Thanks again for catching this lot. And let me know if you learn anything new about the other assailant still at large.*



Gilgamesh and Enkidu

The Plot Thickens

When the party enters the tent to speak with the latest victim, read the following passage aloud for the other players:

☞ You head over to the infirmary, which is much larger than the other tents you have visited thus far. Several sickbeds are set up inside, one of which is occupied by an Elezen man with bandages wrapped around his head. Two people sit at his bedside: a Miqu'te conjurer and a Hyuran man with a quill and notebook, the latter of whom raises a hand in greeting when he notices your approach.

Ganelon: *You're the adventurers hired to solve this string of attacks, I take it? Allow me to introduce myself. The name is Ganelon, a reporter for the Mythril Eye. I have a column on the Coliseum and came here to cover Gegeruju's celebratory banquet for Avila, but recent events have piqued this reporter's interest. I was, in fact, just about to interview this poor fellow. Care to join me?*

Ganelon beckons you to sit down next to him, so you grab a seat and pull it over to the injured man's bedside. Once everyone is seated, the Elezen takes a deep breath before beginning his tale.

Injured Elezen: *It happened when I was out patrolling the perimeter. The boss warned us to work in pairs, but my partner must've eaten something his stomach disagreed with, 'cause he suddenly found himself preoccupied in the privy. There wasn't time to find a replacement, so I had to handle my shift alone.*

No more than half a bell ago, just when I'd reached a lonely stretch of beach, a boulder of a man appeared and challenged me to a duel. He wore the most outlandish scarlet robes, and wielded a rather unusual spear. Stranger still, he was accompanied by a green chicken of all things!

When I was bested, he claimed my spear as a trophy and walked off into the night. As he left, I heard him speaking to his feathered friend: "I say, I did not expect a wealthy merchant to have such low standards for his guards. Why, none of them could even hold a candle to certain previous adversaries of mine. No matter. 'Twas but a diversion to pass the time as we wait for our true prize: the warriorress in possession of that bespoken blade. Surely, she must be headed this way now."



As the Elezen concludes his tale, Ganelon lets out a gasp of surprise.

Ganelon: *I know of only one man who has a green chicken for a pet: Gilgamesh, the nefarious thieving duelist! Some time ago, one of my colleagues and I teamed up to write a feature on him in the Mythril Eye. I have no doubt that he's our man!*

He said he's after a warriorress, yes? My intuition is telling me that his next target must be none other than Avila. I don't think she's arrived yet, but I would urge you to check with Wheiskaet to make certain.

Ganelon explains that Gilgamesh became infamous in Ul'dah as the thieving duelist after he challenged several seasoned Coliseum competitors to single combat and stole their weapons as his trophies. He had no ulterior motive beyond finding worthy opponents to test himself against; claiming their weapons was naught more than proof of his victory.



◆ **Gilgamesh:** *Precious little is known of Gilgamesh—not his age, race, or whence he came. He wanders the realm as though searching for someone, challenging those he meets on the road to combat. After winning such bouts, he will spare his opponents' lives, instead claiming their weapons.*

◆ **The Mythril Eye:** *The premier paper in the commercial hub of Ul'dah, the Mythril Eye employs expert teams of financial correspondents and economists who gather and analyze information on the latest market trends. Ever-laden with trade forecasts, it commands a dedicated readership among Ul'dahns and any else with aspirations for profit.*

- Encyclopædia Eorzea ~The World of Final Fantasy XIV~

THE RACE TO AVILA

Not wanting to miss any developments in this case, Ganelon decides to accompany you to see Wheiskaet. An unusually panicked look crosses the battle-hardened Roegadyn's face as you tell him of your latest discoveries.

Wheiskaet: *Gilgamesh? I heard my men sharing tales of his misdeeds over a pint once, but never did I think I would cross paths with him here. From what I have heard, he does not seem the type to collude with foodstuff-filching mandragoras. I think we can safely conclude that the two were not working together.*

As for the matter of his next target being Avila, the fact that Master Gegeruju is hosting a banquet in her honor is no great secret. He could have heard about it from anywhere.

Wheiskaet crosses his arms as he continues, his tone growing grave.

Wheiskaet: *We would have a disaster on our hands were something to happen to the guest of honor. Much as I hate to impose, I don't have the men to spare for an escort. Could I ask you to find Avila and ensure she arrives here safely? I doubt she would let herself be easily bested, but I would rather not take any risks.*

Time is short, though. It is likely Gilgamesh is searching for Avila even now. Luckily, he has no way of knowing what route she will take, so we have that advantage. I believe you have a good chance of reaching her first if you leave now. I'll lend you chocobos so that you can rendezvous with her as quickly as possible. Godsspeed.

Wheiskaet explains that before heading to Costa del Sol, Avila planned to travel to the Moraby Drydocks and board a ferry bound for the Wolves' Den. The gladiatrix expressed an interest in testing her mettle in the Den's proving grounds, so Gegeruju made certain to include it in her travel itinerary.

After her stop at the Wolves' Den, she was to return to the Moraby Drydocks and make her way north to Costa del Sol in a chocobo carriage hired by her patron. Assuming her journey is proceeding according to schedule, she should soon be crossing from the Gods' Grip into Moraby Bay by means of the bridge known as Oschon's Embrace. That would be the ideal spot for a rendezvous.

The adventurers may depart for Oschon's Embrace as soon as they are ready. Despite his earlier eagerness, Ganelon opts to stay behind with Wheiskaet so that he can start drafting his next feature article.





- ◆ **Moraby Bay:** *On the southern coast of Vylbrand, Moraby Bay encompasses the cove and surrounding lands—all of which one can see from just below Limsa Lominsa. This breathtaking view explains why the area is a favorite for trysts...despite being rife with deadly stinging aureliae.*
- ◆ **The Gods' Grip:** *Legend has it that the hands of the Wanderer and Navigator shaped this peninsula, which extends along the western shores of Moraby Bay.*
- ◆ **Oschon's Embrace:** *When the Gods' Grip bore the brunt of a great wave generated during the Calamity, one section of the peninsula crumbled under the force of the water, leaving the tip cut off from the mainland. Naldiv & Vymelli's subsequently set about constructing this mighty bridge to cross the ravine, reconnecting the severed docks and communities with the mainland.*
-Encyclopædia Eorzea ~The World of Final Fantasy XIV~
- ◆ **The Wolves' Den:** *Initially a Maelstrom training facility, the Wolves' Den's doors are now open to recruits from all of the realm's Grand Companies. Through the wide array of staged battles held within, the Eorzean Alliance hopes to forge their most promising recruits into stalwart defenders of the realm.*

GILGAMESH STRIKES

When the party draws near to Oschon's Embrace, read the following cutscene aloud for the other players:

Evening melts into night as you ride like the wind, heading south on chocoback towards lower La Noscea. The moon hangs high in the sky as you approach Oschon's Embrace, its silvery light glinting off bared blades as two people clash atop the bridge. One is a towering man clad in red, and the other, a fearless gladiator. A short distance away, a nervous Lalafellin coachman watches the battle's ebb and flow from his perch atop a parked chocobo carriage.

With no time to lose, you spur your feathered steeds onwards in the hope that you can reach Avila in time. As you ride closer, the warrioress unleashes a furious battle cry and leaps at Gilgamesh, a gleaming marvel of a blade raised to strike. This must be Sasameyuki, the sword Gegeruju gifted her. You have little time to admire it, however, for in the next moment, Gilgamesh roars back in challenge and dashes forward to meet her. The clash of metal on metal rings out as their blows take each of them a step beyond the other. A heartbeat later, Gilgamesh sinks to one knee, followed soon after by Avila, who slumps to the ground, seemingly unconscious.

One Step Behind

When the party arrives at Oschon's Embrace, read the following passage aloud for the other players:

Gilgamesh slowly rises to his feet and walks over to where Sasameyuki lies abandoned on the ground. A look of triumph lights up his face as he recovers the blade.

Gilgamesh: *Phew. She certainly lived up to her reputation. A worthy opponent indeed. And now, I claim this blade as my prize. Come, Enkidu! A well-earned victory such as this deserves to be celebrated.*

The coachman cowers in his seat as Gilgamesh strides by, his faithful rooster strutting along behind him. You reach the carriage moments later, and the terrified Lalafell hops down to hide behind you.

Cowering Coachman: *Help me, oh please, help me! That man appeared from nowhere and blocked the road, refusing to budge unless Lady Avila faced him in single combat. And now, Lady Avila's been wounded! What will Master Gegeruju say when he hears of this!?*

The adventurers are now able to interrogate Gilgamesh. Refer to the following list for answers to some common questions they might have for him. You are more than welcome to paraphrase or come up with your own responses, particularly should a player ask something that is not included below.

Ask If He Is the Thieving Duelist

- ◆ **Gilgamesh:** *A duelist, yes, but a thief? Hah! I am but a humble traveling warrior. My name is Gilgamesh, and this is my companion, Enkidu.*

Ask If He Attacked the Guards in Costa del Sol and Stole Their Weapons

- ◆ **Gilgamesh:** *In my quest to seek out other warriors against whom to test myself, I challenged two of the guards there, yes. But never have I stolen a weapon in my life. They were mine by rights, each a trophy for besting my opponent in single combat! So too does Sasameyuki now rightfully belong to me. 'Tis a fine blade indeed, worthy of a special place in my collection.*

Demand That He Return Sasameyuki

- ◆ **Gilgamesh:** *You would have me return this blade to its former owner? Ha ha! If you wish to claim Sasameyuki, then you shall have to best me in combat! ...Hmm. I daresay, you look as if you've celebrated your fair share of victories. Face me, then, that I might add your weapons to my collection as well!*

If the party demands that Gilgamesh return Sasameyuki or attempts to stop him from leaving, read the cutscene on the following page aloud for the other players:



Oschon's Embrace

🔊 You move to stop Gilgamesh, and without a moment's hesitation he draws Sasameyuki in one smooth motion, a smile springing to his lips.

Gilgamesh: *Come now, we are all men and women of honor here. If you're so keen to reclaim this blade, then prove your worth by wresting it from mine hand!*

Gilgamesh makes as if to engage you, only to immediately flinch in pain and grab his side.

Gilgamesh: *Oww, oww, oww... All this excitement nearly made me forget my wounds. And I imagine you must be exhausted after all that dashing about fighting those nettlesome monsters earlier. Why, I would even go so far as to say that a bout now would be meritless for everyone involved.*

Let us postpone this engagement until three days hence. I shall await you here at noon for our clash of mettle. Win, and Sasameyuki is yours. And just so we are clear, I agree to fight you four, and you four alone. Bring any others, and you will never see this sword again.

Now, it is high time we were well on our way! With me, Enkidu!

Before you have a chance to reply, Gilgamesh dashes towards the south end of the bridge. You take a step forward to pursue him, but concern for the unconscious Avila causes you to falter. Without your assistance, it is unlikely that the Lalafellin coachman will be able to carry her to safety.

Abandoning the chase, you hurry to Avila's side. After ascertaining that it's safe to move her, you gently ease her into the carriage. Given the late hour and the day's events, the frantic coachman begs you to escort them the rest of the way to Costa del Sol.



Roleplaying NPCs from Final Fantasy XIV

Premade scenarios for the Final Fantasy XIV TTRPG often feature a multitude of NPCs that players are likely to remember from the online game. Gilgamesh, for one, is a particularly beloved character that features prominently in the adventures of the gentleman inspector, Hildibrand.

It can be daunting to assume the role of such memorable characters, but rest assured that your players are not going to be grading you on your performance. What matters is that you convey the information your players need in order to advance the plot; if you're able to have some fun while doing so, that's just icing on the cake. Regardless of your acting skills, your players are sure to appreciate your efforts to further immerse them in the world.

With this in mind, there are a number of ways to approach your portrayal of Gilgamesh and other familiar NPCs during this scenario. You can always choose to read their lines aloud as written, but simply describing their responses is an equally valid option. For example, instead of reading out a line of dialogue, you can just state, "Gilgamesh tells you that if you want Sasameyuki back, you'll have to fight him." Of course, you are always welcome to imagine yourself as Gilgamesh and improvise the entire conversation instead.

In Dire Straits

When the party returns to Wheiskaet to report what happened, read the following passage aloud for the other players:

☞ After seeing Avila to the infirmary, you head straight to Wheiskaet's tent and explain the events that took place at Oschon's Embrace.

Wheiskaet: *Seven hells! After all that, I can't believe Gilgamesh got to her first. Gegeruju's cooking something special up with that sword, and it's supposed to be the showpiece for the banquet. We can ill afford to let the guests find out it's been stolen. It is most fortunate that Gilgamesh is willing to stake the blade on his match with you. Master Gegeruju's reputation is on the line here; please, do whatever it takes to get it back.*

Ganelon: *Easier said than done. Gilgamesh is a fearsome foe, as you witnessed firsthand. Why, he even gave the Warrior of Light a run for their money when I encountered him in Ul'dah. And it wouldn't surprise me if he intends to wield Sasameyuki against you in your upcoming battle.*

Fortunately, time is on your side here. If you can formulate a clever enough strategy to use against him, you might just stand a chance. I would suggest you speak with Avila and the other victims to learn more about his fighting style. I'd wager reading articles about him published in the Mythril Eye would be equally informative as well.

You mentioned that the bout is set to take place in three days, yes? Use that time wisely, and with a little luck, you may well emerge victorious.

PREPARING FOR THE CLASH WITH GILGAMESH

The party has three days to prepare for their battle with Gilgamesh. Explain the following to the other players.

Researching Gilgamesh's Abilities

Gilgamesh's prior misadventures have earned him a measure of notoriety in Eorzea, and as a result, the adventurers are able to uncover information about some of his techniques. The Researchable Abilities Summary on page 24 contains the data for all eight of these *researchable* abilities, and should be shared with the other players at this point in the scenario.

The data for *researchable* abilities is presented in three tiers to reflect how familiar the adventurers are with a given ability. All *researchable* abilities begin at Familiarity I. In the days leading up to their bout with Gilgamesh, the adventurers can research these abilities to learn more about them. Researching an ability increases the party's Familiarity with it by one tier, up to a maximum of Familiarity III.

The players should come to an agreement regarding which abilities to research before their encounter with Gilgamesh, and may do so up to eight times in any combination. They could, for example, attain Familiarity II for all eight *researchable* abilities, or attain Familiarity III for four and leave the other four at Familiarity I.

While researching Gilgamesh's abilities affords the party an advantage during the upcoming encounter, keep in mind that these preparations are also a valuable part of the story. Consider asking the other players to describe how their characters gain insight into Gilgamesh's combat capabilities. If they aren't sure where to begin, you can provide the following options to get them started:

- ◆ Speak with the hired sellswords who faced Gilgamesh to get a blow-by-blow recap of their battles.
- ◆ Visit Ul'dah and interview the gladiators Gilgamesh bested during the Mythril Cup.
- ◆ Read through articles covering the thieving duelist in back numbers of the *Mythril Eye*.

Researchable Abilities Summary

When sharing the data for Gilgamesh's *researchable* abilities, begin by showing the other players the Researchable Abilities Summary on page 24. Use this summary to explain how each ability works and how researching a given ability changes its effects. If the other players have questions or want more detailed information, you can explain further using the encounter data found on the following pages.

Offering Advice

Certain jobs are better equipped to deal with particular *researchable* abilities than others. Be sure to consider the party's composition when offering the players advice on which abilities to research. Refer to the Researchable Abilities and Party Composition section on page 22 for more information.

Purchasing Items and Augmentations

Before confronting Gilgamesh, the adventurers can purchase items (see page 149 of the Standard Rulebook) with a shop tier of high. However, the party as a whole can only purchase one of each Special shop tier item, provided that item would normally be available to them. If they wish, the adventurers can also purchase augmentations (see page 154 of the Standard Rulebook) while preparing for the coming encounter.

If the players purchase a Warding Talisman, be sure to choose Gilgamesh as the enemy for its effects.

Keeping the Game Moving

It's very possible that your players will take their time deciding which of Gilgamesh's abilities to research. If you're concerned that a prolonged discussion will impact your group's ability to finish the scenario, don't be afraid to impose a time limit. Between thirty and sixty minutes should be enough for them to work out a plan and purchase items and augmentations. If your players are still undecided at the end of the allotted time, they can either determine which abilities to research at random or choose to research each ability once.

BATTLE ON THE SMALL BRIDGE

Once the party has finished their preparations, read the following cutscene aloud for the other players:

☞ Three days have passed since Gilgamesh made off with Sasameyuki. Having seen to every conceivable preparation, you depart for Oschon's Embrace in lower La Noscea to confront the brazen thief.

Gilgamesh awaits you at the north end of the bridge, eyes closed and arms crossed. At his feet, an uncommonly green rooster pecks disinterestedly at the dusty ground.

Gilgamesh: *And so you have come. Alone, as promised. Excellent. I have hidden the blade nearby. It is yours... should you manage to best me!*

The hulking duelist's eyes snap open as he takes up his spear, falling into a practiced stance with one arm outstretched before him. In his quest to seek out the strongest of weapons, Gilgamesh has clearly become a force to be reckoned with. Though history may never hear of your duel this day, it is here atop the bridge dedicated to the god of wanderers that your mettle will be put to the proof.

Gilgamesh: *Let the battle be joined!*

Sharing Encounter Data

In addition to Gilgamesh's *researchable* abilities, enemy attributes, HP, and traits must be shared with the other players during the upcoming encounter. Enemy starting positions and encounter timelines should not be disclosed. You may decide whether to share any other encounter-related information with the other players at this time.

Using the Better Part of Valor

After being reduced to 0 HP in phase 2, Gilgamesh's **Better Part of Valor** trait ensures that the encounter continues until the end of the current round. This guarantees that any markers generated during the beginning of that round's [Adventurer Step] are resolved and discourages the party from ignoring markers and other effects in favor of an all-out offensive. It also paints an accurate picture of Gilgamesh, who frequently throws in the towel despite having the strength to keep fighting.

Given that this differs from the majority of other encounters, be sure to explain the **Better Part of Valor** trait at the start of phase 2.

Encounter Enfeeblements

Gilgamesh can inflict a variety of enfeeblements on the adventurers during the upcoming encounter. The effects of these enfeeblements can be found to the right, and should only be revealed to the other players once inflicted.

Confusion

- At the start of a **Confused** character's turn, they use **Sprint** as their primary action, then use a standard movement action to approach the nearest ally. If they are adjacent to an ally after moving, they use **Confused Strike** as their secondary action to attack that ally.
- A **Confused** character cannot use abilities other than **Sprint** and **Confused Strike**, nor can they use items.
- Confusion** can only be removed via the means detailed in the description of the effect that inflicted it. It cannot be removed by effects that remove enfeeblements.

Confused Strike

Secondary, Physical

Target: Single **Range:** 1 square

Base Effect: Deals damage to the target equaling double the user's highest primary attribute.

Minimum

- A **Minimized** character has their size reduced to small.
- When a **Minimized** character makes an ability check, the values of all dice rolled change to 1. The values can still be modified or rerolled via other effects.
- Characters receive one advantage die when making ability checks targeting a **Minimized** enemy.
- Minimized** can only be removed via the means detailed in the description of the effect that inflicted it. It cannot be removed by effects that remove enfeeblements.

Reduced Damage

- When a character afflicted with **Reduced Damage** rolls to determine the amount of damage dealt by an ability, the die with the highest value changes to a 1. The value can still be modified or rerolled via other effects.

Researchable Abilities

Gilgamesh's *researchable* abilities have effects that can be weakened if the adventurers research them in the lead-up to the encounter. The default data for these abilities assumes that the party has not researched them. Any elements that are affected by the party's research are **highlighted in brown**.

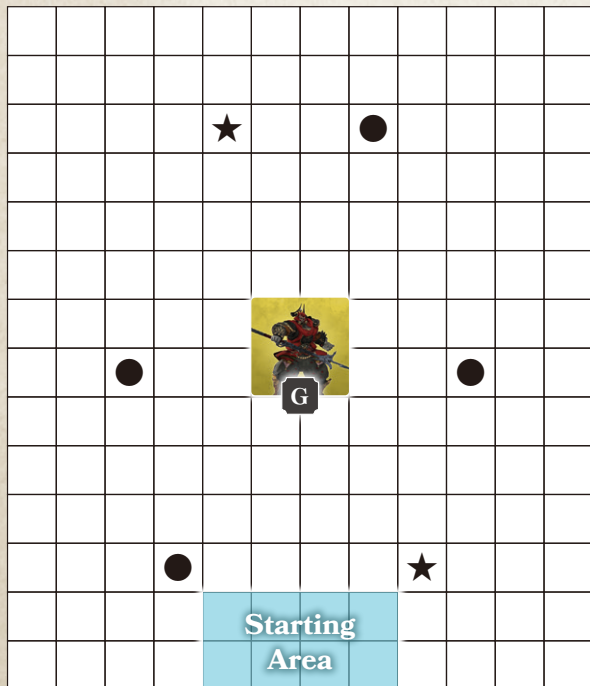
Each time the party researches an ability, they increase its Familiarity by one tier. The effects of all tiers are cumulative, though effects of the same type—such as damage values—are replaced by the higher tier's.

Making the Most of Gilgamesh's Abilities

Because of the complex interrelationship between the tactics described in the encounter's timelines and the *researchable* abilities mechanic, Gilgamesh may not make full use of his abilities during this encounter. As this can make the clash less challenging than intended, feel free to have Gilgamesh employ any unused *instant* abilities or actions on his turn. Keep in mind that if Gilgamesh doesn't perform a standard movement action, he can focus to use an additional *secondary* ability.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Gilgamesh x1 (G)



● & ★ = Lightning Orbs

When Gilgamesh uses **Electrogenetic Force**, create a lightning orb in the squares marked with ● and ★. If the adventurers have attained Familiarity II or higher for this ability, do not create lightning orbs in the squares marked with ★.

Encounter Timeline (Phase 1)

Gilgamesh will act according to the timeline described below.

Round 1

At the beginning of the [Adventurer Step], Gilgamesh uses **Electrogenetic Force**.

Enemy Tactics

Gilgamesh: Attack two DPS using **Rocket Punch**, then use **Combo (Bitter End → Pradamante)**.

- ◆ **Bitter End:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
 - ◆ **Pradamante:** Attempt to hit the adventurer with the highest HP and as many other adventurers as possible, regardless of whether a tank has **Enmity** on this character.
- If there are any lightning orbs remaining on the encounter map at the end of Gilgamesh's turn, resolve the rest of **Electrogenetic Force**'s effects.

Round 2

At the beginning of the [Adventurer Step], Gilgamesh attacks using **Giga Jump**. Place the marker on the encounter map. This marker is resolved at the end of Gilgamesh's turn.

Enemy Tactics

Gilgamesh: Use **Haste**, then attack using **Combo (Bitter End → Pradamante)**.

- ◆ **Bitter End:** Same as round 1.
- ◆ **Pradamante:** Same as round 1.

On all subsequent rounds, enemies will alternate between the tactics outlined for rounds 1 and 2.

Transitioning to Phase 2

The encounter transitions to its second phase once Gilgamesh has been reduced to 450 or less HP. This occurs at the end of the round.

When phase 2 begins, read the following passage aloud for the other players:

🔊 Gilgamesh's reputation proves well earned as he delivers blow after bruising blow with his trusty spear. Owing to your efforts over the last three days, however, you manage to parry the worst of his strikes and turn the tables on the scarlet-clad thief.

Reeling from your attacks, Gilgamesh stumbles back, hand pressed to his wounds. Sensing a chance to bring the bout to a close, you prepare to strike the finishing blow. But before you can follow through, Gilgamesh turns and flees across Oschon's Embrace!

Gilgamesh: *Goodness gracious! I, uh, just remembered something!*

Taken aback by this unexpected display of cowardice, it takes you a moment to recover before you can give chase. It quickly becomes clear that Gilgamesh has no intention of abandoning your duel, as he awaits you at the south end of the bridge. When he turns to face you, he holds a magnificent katana that shines white in the sunlight: the stolen blade, Sasameyuki.

ENCOUNTER DATA

GILGAMESH (PHASE 1)

Size: Large (2x2) - ???

Vigilance: 10

Defense: 17

Magic Defense: 15

Max HP: 650

Speed: 6 squares

STR
+9DEX
+4VIT
+5INT
+7MND
+2

TRAITS

Elite Foe: Itinerant Duelist

This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

ABILITIES

Rocket Punch

Secondary, Physical

Target: 2 characters **Range:** The entire encounter map**Base Effect:** Deals 20 damage and **Confuses** all targets until their HP equals their **Max HP**.

Haste

Secondary, Magic

Base Effect: Grants this character one advantage die on all ability checks they make this turn.**Limitation:** Twice per phase

Combo

Primary, Unique

Base Effect: Attack using **Bitter End**, then use **Pradamante**.

Bitter End

Primary, Physical

Target: All enemies within range**Range:** A 6x2 area whose longest side is centered on 2 squares directly adjacent to this character**Check:** STR (d20 + 9) **CR:** Target's **Defense****Base Effect:** Deals 15 damage to all targets.**Direct Hit:** Deals an additional 4d6 damage.

Pradamante

Primary, Magic

Target: All enemies within range**Range:** A 3x3 area within 10 squares of this character**Check:** INT (d20 + 7) **CR:** Target's **Magic Defense****Base Effect:** Deals 15 damage to all targets.**Direct Hit:** Deals an additional 2d6 damage.

Electrogenetic Force

Instant, Magic, Lightning-Aspected, Researchable

Trigger: The beginning of the [Adventurer Step]

Base Effect: Creates a lightning orb in each square marked with ● and ★. Lightning orbs are objects that cannot be targeted by abilities or other effects. If an adventurer moves into a square occupied by a lightning orb, remove that lightning orb from the encounter map. That adventurer then takes 20 damage. At the end of this character's turn, deals 20 damage to all adventurers for each remaining lightning orb, then removes all lightning orbs from the encounter map.

Familiarity II: This ability no longer creates lightning orbs in the squares marked with ★.**Familiarity III:** Reduces the damage taken when entering a square occupied by a lightning orb to 10 and the damage taken at the end of this character's turn to 10 for each remaining lightning orb.

If a pet moves into a square occupied by a lightning orb, that lightning orb is removed from the encounter map. However, pets do not take damage.

Giga Jump

Instant, Stationary Marker, Physical, Fire-Aspected, Researchable

Trigger: The beginning of the [Adventurer Step]**Origin:** A 2x2 area in the center of the encounter map**Marker Area:** The entire encounter map**Target:** All enemies within the marker area**Marker Trigger:** The end of this character's next turn**Marker Effect:** Move to the origin. After moving, deals damage to all targets based on their proximity to the origin. Damage begins at 75 and decreases by 5 for each square separating a target from the origin.**Familiarity II:** Reduces the base damage to 55.**Familiarity III:** Reduces the base damage to 45.

Gilgamesh: *You thought me a coward, did you? H-How absurd! I merely came to retrieve this peerless blade from whence it was hidden, that I might test its edge against warriors true!*

But enough banter! Now we fight like men! And ladies! And ladies who dress like men! For Gilgamesh...it is transmogriying time!

Gilgamesh extends his left palm skyward, and a dark portal forms at his feet. Slowly, he descends into the void until he vanishes from sight. Then, with a sudden flash, the portal begins to glow, and Gilgamesh reemerges much changed. Where he once had two arms, he now has eight, each clutching a different weapon, Sasameyuki first among them!

Gilgamesh: *You have impressed me, so I shall fight with all my strength! Prepare to taste Sasameyuki's frosty bite!*

Gilgamesh assumes a battle stance, balancing on one leg with all eight of his weapons at the ready.

Gilgamesh: *The mightiest warrior ever to grace Eorzea stands before you—by which I mean I, Gilgamesh! Prepare yourself!*

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Dragon's Head x4 (D)
2. Gilgamesh x1 (G)

Move Gilgamesh to his new starting position, then allow the players to choose new starting positions for their adventurers.

At this point in the encounter, the adventurers can use their limit breaks. Make sure to inform the players of this now.

Gilgamesh retains his HP from phase 1.

Encounter Timeline (Phase 2)

Gilgamesh and the dragon's heads will act according to the timeline described below.

Round 1

At the beginning of the [Adventurer Step], Gilgamesh uses **Winter's Heart**. These markers are resolved at the end of Gilgamesh's turn.

Enemy Tactics

Dragon's Head: Attack using **Combo (Dragonfang → Dragonspirit)**.

- ◆ **Dragonfang:** Target the nearest adventurer. If a tank is within 7 squares and has **Enmity** on this character, target the tank instead.
- ◆ **Dragonspirit:** Attempt to hit a random non-tank adventurer and as many other adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Gilgamesh: Use **Haste**, then attack using **Combo (Bitter End → Pradamante)**.

- ◆ **Bitter End:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- ◆ **Pradamante:** Attempt to hit the adventurer with the highest HP and as many other adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Round 2

At the beginning of the [Adventurer Step], Gilgamesh attacks using **Moonlight**. Place the markers on the adventurers. These markers are resolved at the end of Gilgamesh's turn.

Enemy Tactics

Dragon's Head: Same as round 1.

Gilgamesh: Attack the nearest and most distant adventurers using **Tiny Song**, then use **Armor Breaker**, followed by **Combo (Bitter End → Pradamante)**.

- ◆ **Bitter End:** Same as round 1.
- ◆ **Pradamante:** Same as round 1.

At the end of Gilgamesh's turn, remove all remaining ice pillars from the encounter map.

Round 3

At the beginning of the [Adventurer Step], Gilgamesh uses **Enchain**. Place the marker on the healer, regardless of whether a tank has **Enmity** on this character. If the healer is **Knocked Out**, place the marker on the tank instead. If the tank is also **Knocked Out**, place the marker on a random adventurer. This marker is resolved at the end of Gilgamesh's turn.

Enemy Tactics

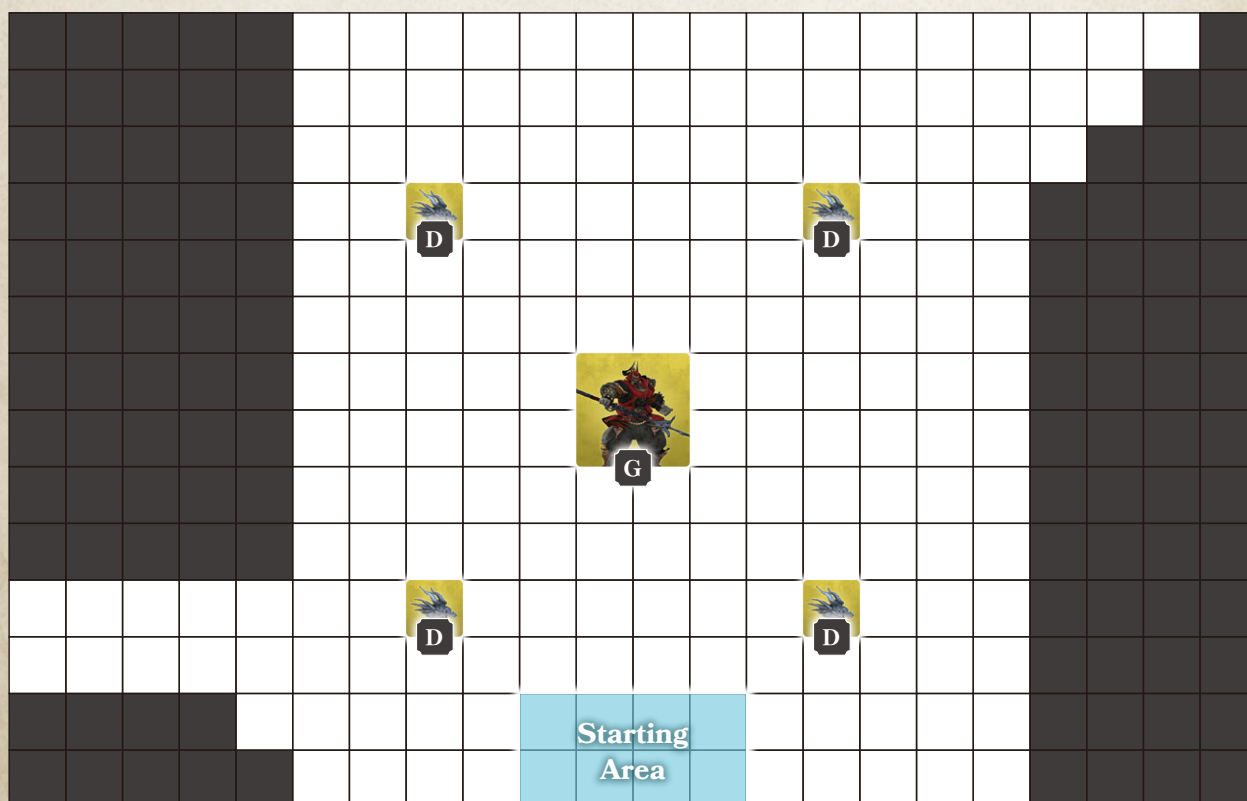
Dragon's Head: Same as round 1.

Gilgamesh: Attack the tank and two DPS using **Intimidating Stance**, then use **Combo (Bitter End → Pradamante)**.

- ◆ **Bitter End:** Same as round 1.
- ◆ **Pradamante:** Same as round 1.

At Familiarity II, target two DPS with **Intimidating Stance**. At Familiarity III, target one DPS instead.

 = Impassable Squares



Round 4

At the beginning of the [Adventurer Step], Gilgamesh attacks using **Blade Art - Sasameyuki** (**Blade Art - Snowsweeper** → **Blade Art - Icebreaker**). Place **Blade Art - Snowsweeper**'s marker on the encounter map and **Blade Art - Icebreaker**'s marker on the tank. These markers are resolved at the end of Gilgamesh's turn.

Enemy Tactics

Dragon's Head: Same as round 1.

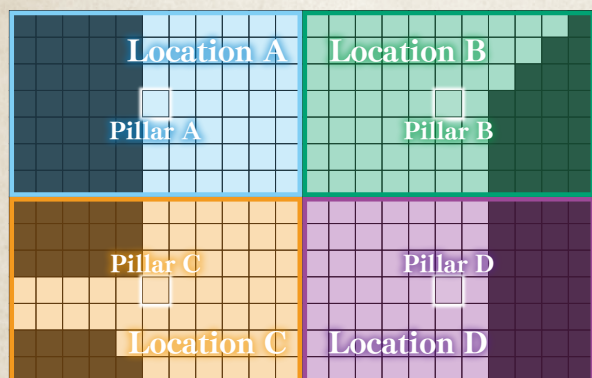
Gilgamesh: Use **Haste**, then attack using **Combo** (**Bitter End** → **Pradamante**).

◆ **Bitter End:** Same as round 1.

◆ **Pradamante:** Same as round 1.

On all subsequent rounds, enemies will repeat the tactics outlined above, beginning with round 1.

Winter's Heart Marker Diagram



When **Winter's Heart**'s markers are resolved, create an ice pillar in the squares marked with Pillar A, Pillar B, Pillar C, and Pillar D.

ENCOUNTER DATA

DRAGON'S HEAD (PHASE 2)

Size: Medium (1x1) - Elemental			Vigilance: 10	
Defense: 15		Magic Defense: 15		
Max HP: 60		Speed: 6 squares		
STR	DEX	VIT	INT	MND
+8	+4	+5	+6	+4

ABILITIES

Combo *Primary, Unique*
Base Effect: Attack using **Dragonfang**, then use **Dragonspirit**.

Dragonfang *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 8) **CR:** Target's **Defense**
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 2d6 damage and inflicts **Heavy**.

INVK Dragonspirit *Primary, Magic, Invoked*
Target: All enemies within range
Range: A 3x3 area within 10 squares of this character
Check: INT (d20 + 6)
CR: Target's **Magic Defense**
Base Effect: Deals 10 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

GILGAMESH (PHASE 2)

Size: Large (2x2) - ???			Vigilance : 10	
Defense: 17		Magic Defense: 15		
Max HP: 650		Speed: 6 squares		
STR	DEX	VIT	INT	MND
+9	+4	+5	+7	+2

TRAITS

Elite Foe: Itinerant Duelist

This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this before continuing the encounter.

Better Part of Valor

When this character takes damage that would reduce them to 0 HP, they are instead reduced to 1 HP and do not take damage for the rest of the round. Be sure to inform the players of this before continuing the encounter.

ABILITIES

Haste *Secondary, Magic*
Base Effect: Grants this character one advantage die on all ability checks they make this turn.
Limitation: Twice per phase

Tiny Song *Secondary, Magic*
Target: 2 characters **Range:** The entire encounter map
Base Effect: Inflicts **Minimum** on all targets until they move to a square adjacent to another ally or until there is only one character afflicted with **Minimum** remaining on the encounter map.

Combo *Primary, Unique*
Base Effect: Attack using **Bitter End**, then use **Pradamante**.

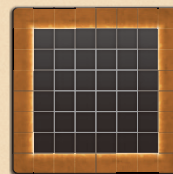
Bitter End *Primary, Physical*
Target: All enemies within range
Range: A 6x2 area whose longest side is centered on 2 squares directly adjacent to this character
Check: STR (d20 + 9) **CR:** Target's **Defense**
Base Effect: Deals 15 damage to all targets.
Direct Hit: Deals an additional 4d6 damage.



Pradamante *Primary, Magic*
Target: All enemies within range
Range: A 3x3 area within 10 squares of this character
Check: INT (d20 + 7) **CR:** Target's **Magic Defense**
Base Effect: Deals 15 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Intimidating Stance *Secondary, Unique, Researchable*
Target: 3 characters
Range: The entire encounter map
Base Effect: Inflicts **Reduced Damage** on all targets.
Limitation: Twice per phase
Familiarity II: This ability only targets 2 characters and can only be used once per phase.
Familiarity III: This ability only targets a single character.

ENCOUNTER DATA

Armor Breaker*Instant, Unique, Researchable***Condition:** **Armor Breaker** can be used in addition to another *instant* ability this turn**Trigger:** Immediately before this character performs a primary action**Base Effect:** The next *physical primary* ability this character uses this turn automatically scores a **critical**.**Limitation:** **Twice** per phase**Familiarity II:** This ability can only be used **once** per phase.**Familiarity III:** The next *physical primary* ability this character uses this turn automatically scores a **direct hit** instead of a **critical**.**Winter's Heart***Instant, Stationary Marker, Magic, Ice-Aspected, Researchable***Trigger:** The beginning of the [Adventurer Step]**Origin:** Pillar A, B, C, and D**Marker Area:** Four stationary 11x7 areas, one centered on each origin (see diagram on page 18)**Marker Trigger:** The end of this character's next turn**Marker Effect:** Creates an ice pillar in each origin and changes all non-impassable squares on the encounter map into frozen earth. Ice pillars are objects with a **Defense** and **Magic Defense** of 14, a **Max HP** of 30, and a barrier of 40 HP. They can be targeted by abilities and other effects, but characters cannot move into or through squares they occupy. If an ice pillar takes damage from a *fire-aspected* ability, that damage is subtracted from its HP, regardless of whether it still has a barrier. Ice pillars are removed from the encounter map when they are reduced to 0 HP or at the end of this character's turn during the next round. When an ice pillar is removed from the encounter map, all squares of frozen earth in that ice pillar's location revert back to regular squares.**Familiarity II:** Reduces each ice pillar's **Max HP** to 20 and barrier to 30, and reduces the CR of the check made when moving into a square of frozen earth to 15.**Familiarity III:** Reduces each ice pillar's **Max HP** to 10 and the CR of the check made when moving into a square of frozen earth to 13.**Frozen Earth:** Each time an adventurer moves into one of these squares via a standard movement action, they must make a **DEX** or **MND** check with a CR of 17. Any character who succeeds on this check is not required to make this check again when moving into squares of frozen earth that turn. Characters who fail this check lose 2 squares of movement until the end of that turn.Characters who lose squares of movement due to this effect are not required to undo their move. If a character with a **Speed** of 5 squares fails this check after moving 4 squares, they simply remain where they are and cannot use standard movement for the remainder of the turn.**Moonlight***Instant, Stationary Marker, Physical, Researchable***Trigger:** The beginning of the [Adventurer Step]**Origin:** All squares occupied by enemies**Marker Area:** One stationary 7x7 area centered on each origin**Target:** All enemies within the marker areas**Marker Trigger:** The end of this character's next turn**Marker Effect:** Deals 10d6 damage to all targets.**Familiarity II:** Reduces the damage dealt to 7d6.**Familiarity III:** Changes each marker area to a 5x5 area and reduces the damage dealt to 5d6.**Enchain***Instant, Mobile Marker, Unique, Researchable***Trigger:** The beginning of the [Adventurer Step]**Origin:** 1 enemy**Marker Area:** A mobile area centered on the origin that moves with the origin**Target:** The origin**Marker Trigger:** The end of this character's next turn**Marker Effect:** When this ability is used, move to the closest empty square adjacent to the origin. When this marker is resolved, creates an iron chain in 1 square occupied by the origin. Iron chains are objects with a **Defense** and **Magic Defense** of 12 and a **Max HP** of 130. They can be targeted by abilities and other effects, and characters may move through or end their turn in the same square as them. When this object is created, its **Max HP** is reduced by 5 for every square separating it from Gilgamesh, to a minimum of 50. An adventurer who shares a square with this object cannot use abilities or items, and their turn ends immediately after it begins. Enemies receive one advantage die when making ability checks targeting an adventurer who shares a square with this object. The iron chain is removed from the encounter map when it is reduced to 0 HP.**Familiarity II:** Reduces the iron chain's base **Max HP** to 100.**Familiarity III:** When the iron chain is created, its **Max HP** is reduced by 10 for every square separating it from Gilgamesh, to a minimum of 30.**Blade Art - Sasameyuki***Instant, Physical, Researchable***Trigger:** The beginning of the [Adventurer Step]**Base Effect:** Move to the center of the encounter map, then use **Blade Art - Snowsweeper** and **Blade Art - Icebreaker**.**Familiarity II:** After moving, use **Blade Art - Snowsweeper** but not**Blade Art - Icebreaker**.**Familiarity III:** Reduces the damage dealt by **Blade Art - Snowsweeper** to 10d6.**Blade Art - Snowsweeper***Instant, Stationary Marker, Physical***Marker Area:** A stationary area centered on the encounter map that excludes a 6x6 area centered on the encounter map**Target:** All enemies within the marker area**Marker Trigger:** The end of this character's next turn**Marker Effect:** Deals 10d6 + 20 damage to all targets.**Blade Art - Icebreaker***Instant, Mobile Marker, Physical***Origin:** 1 tank**Marker Area:** A mobile 5x5 area centered on the origin that moves with the origin**Target:** All enemies within the marker area**Marker Trigger:** Immediately after **Blade Art - Snowsweeper**'s marker effect is resolved**Marker Effect:** Deals 90 damage divided evenly (rounded up) amongst all targets.

Ending the Encounter

The encounter ends at the end of the round during which Gilgamesh has been reduced to 0 HP. Any remaining dragon's heads vanish as Gilgamesh surrenders. Read the following passage aloud for the other players:

After a long and ferocious battle, you finally manage to land a decisive blow that sends Gilgamesh stumbling to his knees. As you make ready to subdue him, however, your adversary pounces, weapons raised high...only to dive to the ground, body hunched and head bowed in surrender.

Gilgamesh: *Enough! I yield! Sasameyuki is yours, as are the weapons I claimed from Gegeruju's guards.*

Still groveling, Gilgamesh sheathes the stolen blade and throws it down at your feet. The guards' stolen weapons soon follow.

Gilgamesh: *There will be no more mischief from Gilgamesh—on that, you have my word. Just spare my life, I beg you!*

Cautiously, you retrieve the mismatched assortment of weapons, keeping one eye on Gilgamesh all the while. With Sasameyuki in your possession, your task is nearly done. All that remains is to escort Gilgamesh back to Costa del Sol and place him into Wheiskaet's custody.

You step forward to bind Gilgamesh's hands with a length of rope produced from one of your packs, but before you can reach him, the weapon collector springs to his feet and launches himself over the bridge's guardrail, his verdant rooster companion Enkidu a mere moment behind him. A triumphant smirk flashes across Gilgamesh's face as he grabs hold of Enkidu's legs, and for a moment, the two hover there in midair...before plunging towards the churning sea below. Seconds later, you hear a distant splash.

Certain that a fall from this height would be fatal, you peer down to survey the scene. To your astonishment, Gilgamesh survived, and is swimming swiftly towards the far shore, Enkidu perched atop his head. Judging that it would be folly to leap after him, you can only watch as he disappears into the distance.

While you may not have apprehended the thief, you managed to recover Avila's treasured sword. For the time being, you decide to return to Costa del Sol to report to Wheiskaet.

RETURNING TO COSTA DEL SOL

You return to Costa del Sol, where the preparations for the banquet have ground to a standstill. No sooner have you set foot in the venue than Wheiskaet approaches you, relief writ plain on his face.

Wheiskaet: *Ah, there you are! I'm pleased to see you return in one piece. And with the stolen Sasameyuki, no less! From the looks of you, Gilgamesh's reputation as a duelist is well earned. It's a shame he managed to elude you, but if the reports are to be believed, he'll likely lay low to lick his wounds after his ignominious defeat. I doubt the scoundrel will make trouble for anyone for the time being.*

We owe you a great debt, adventurers. Now that the sword is back where it belongs, the banquet can proceed as planned. Master Gegeruju would be delighted were you to attend. Oh, and the healers assure me Miss Avila will make a full recovery in a day or two. I've no doubt she will want to thank you personally for your aid.

Pleased with the party's success, Wheiskaet rewards the adventurers with two points of fortune each, plus another point of fortune each if they successfully recovered the supplies from the Mandragoras earlier in the scenario. At the start of the next adventure, award each character the corresponding number of additional points of fortune.

EPILOGUE

Read the following passage aloud for the other players:

Costa del Sol is a hive of activity as Gegeruju's household hurries to make up for lost time. Skilled carpenters work day and night to prepare the venue, and talented culinarians bustle about the kitchens preparing a sumptuous feast. Despite her reservations, Avila acquiesces to her patron's sudden and ardent entreaty to perform a sword dance, and arranges for Gegeruju's dancing girls to instruct her in the performing arts. Her good humor does not extend to his choice of revealing costumes, however, which she rejects out of hand.

Finally, the night of the banquet arrives. Dignitaries come from all across Eorzea to take part in the festivities, and you find yourselves among them as honored guests. Avila takes the stage as planned, and though she had little enough time to practice after recovering from her injuries, the gladiatrix proves an adept dancer as she spins and leaps, her blade flashing in the moonlight.

To the west, atop Gullperch Tower, a red-garbed spearman looks down on the festivities. At his feet, a painted rooster pecks idly at the wooden floorboards.

Gilgamesh: *Thrice now, the mighty Gilgamesh has been bested by the adventurers of this realm. But to lose to such underhanded schemers!? Bah!*

Well, there is naught to be done now. My new techniques yet want for refinement, and Sasameyuki proved too dull to add to my collection. Only the strongest of swords will suffice if I am to defeat the Warrior of Light when next we meet. Tell me, Enkidu—where might I find such a blade?

Deep in thought, Gilgamesh's gaze drifts to Avila and the scintillating katana in her hands.

Gilgamesh: *...Now there's an idea! Mayhap in the distant land of Hingashi, I shall find a sword powerful enough to defeat my Eorzean rival. Make ready, Enkidu, for we are headed east!*

With that, man and feathered beast vanish into the night...

TO BE CONTINUED...

Scenario Writer: Satoshi Sasamiya



Increasing Encounter Difficulty

While this scenario strikes a balance between roleplaying and combat, the clash with Gilgamesh can easily be repurposed into a standalone encounter. This streamlines the action for groups who wish to jump right into battle, and gives groups the option to easily revisit the fight with new party compositions or try researching different combinations of *researchable* abilities.

If your players hunger for a more harrowing fight, you can transform this encounter into a challenge duty by applying the following changes.

- ◆ Share all encounter-related information with the other players, including the encounter timelines for both phases.
- ◆ Players cannot research Gilgamesh's *researchable* abilities to weaken their effects.
- ◆ Increase Gilgamesh's **Max HP** to 750.
- ◆ Increase the damage dealt by **Bitter End** and **Pradamante**'s base effects to 20.

APPENDIX

This appendix provides additional information and clarification for the special rules used in this scenario. Keep in mind that these rules only apply when playing this scenario.

Repositioning Characters for Ice Pillars and Gilgamesh's Movement Effects

If a character is present in a square in which an ice pillar is created, follow the rules for repositioning characters as explained on page 161 of the Standard Rulebook. The same applies if a character is present in a position that Gilgamesh moves to via a movement effect.

Clarifying the Distance Between Characters and Origins

Characters in adjacent squares are considered to be within 1 square of each other. The same is true of a character in a square adjacent to a marker's origin. As such, if **Giga Jump**'s default marker effect is resolved, adventurers in a square adjacent to the origin would take 70 damage, while adventurers with 1 square between them and the origin would take 65 damage instead.

Handling Party Defeat

The adventurers' jobs and the abilities the players choose to research can have a significant impact on the difficulty of this scenario's encounter. As such, there is a good chance that the party will be defeated if their strategy doesn't take these elements into consideration.

Should this occur, refer to page 192 of the Standard Rulebook and discuss how best to proceed with the other players.

RESEARCHABLE ABILITIES AND PARTY COMPOSITION

If the other players have trouble deciding which abilities to research while preparing for their bout with Gilgamesh, refer to the following information and offer advice tailored to the party's composition.

Electrogenetic Force

Scholars and summoners can use their pets to remove lightning orbs created by **Electrogenetic Force** without taking damage, and can also move into squares occupied by lightning orbs themselves to remove two or more lightning orbs in a single turn. Jobs with abilities that allow them to move via movement effects also have an edge when dealing with this ability, as they can race across the encounter map and remove multiple lightning orbs on their turn.

That said, it's important to remember that adventurers take damage each time they remove a lightning orb. If the majority of the adventurers have low **Max HP** or lack abilities with movement effects, the players may want to research this ability twice to attain Familiarity III.

Giga Jump

Giga Jump deals damage based on the distance between an adventurer and the marker's origin, so jobs that can attack from afar have less to fear from this ability. The same is true of tanks and other jobs with high **Max HP**, as their sizable HP pool lets them shrug off the damage.

Melee DPS jobs have a harder time coping with this ability as the only way to avoid damage is to move away from Gilgamesh, preventing them from hitting him with the majority of their attacks.

Winter's Heart

Jobs with *fire-aspected* abilities are well equipped to bring down the ice pillars created by **Winter's Heart**. Even without researching this ability, ninjas, black mages, and summoners can destroy an ice pillar singlehandedly. Ninjas in particular have an advantage here due to their high **Speed**. Dragoons can also deal significant damage to an ice pillar by using **Dragonfire Dive**, although they'll likely need help from their allies to finish it off.

It's worth keeping in mind that characters traversing the map via movement effects do not have to make checks when entering a square of frozen earth. If the party is composed of jobs that have access to abilities with movement effects, destroying ice pillars is less of a priority, as they'll be removed anyway at the end of next round.

Moonlight

Moonlight's markers cover a significant number of squares, and can easily overlap. If the adventurers aren't careful, they could end up taking damage from two or three markers simultaneously, making this a potentially devastating ability.

Unless the party's jobs can use movement effects to escape to safety, the players may want to attain Familiarity III for this ability to reduce the size of the marker areas. Alternatively, if the party includes a paladin, warrior, or scholar, they can forgo researching this ability and instead use a limit break to mitigate the damage.

Enchain

White mages fare well against **Enchain**, as they can use **Aetherial Shift** to move away from Gilgamesh, reducing the iron chain's **Max HP** and making it easier for their allies to destroy it. Parties that include melee DPS can simply focus their attacks on the iron chain and destroy it with their raw damage output.

If the party lacks both a white mage and melee DPS jobs, they may want to research this ability to protect their healer.

Armor Breaker

Armor Breaker guarantees that Gilgamesh's next *physical* primary ability will score a critical, which can set up punishing combinations. Paladins can use **Bulwark** to change the automatic critical to a direct hit, mitigating this effect. Parties without paladins can purchase a Warding Talisman with Gilgamesh as the chosen enemy to accomplish the same outcome.

Without a paladin or a Warding Talisman, the adventurers should consider researching this ability at least once, if not twice.

Intimidating Stance

Intimidating Stance inflicts **Reduced Damage**, which severely impairs afflicted characters' damage output. While this is hardly ideal for any job, it can be particularly troublesome for dark knights, as it prevents them from taking advantage of **Darkside**.

Fortunately, this enfeeblement can be removed via abilities such as **Esuna** and **The Warden's Paean** or items such as Remedy. Parties that include astrologians, bards, or other jobs with access to effects that can reroll dice when determining the amount of damage dealt by an ability have less to fear from **Intimidating Stance**.

Blade Art - Sasameyuki

Blade Art - Sasameyuki is among the most powerful of Gilgamesh's abilities, as it allows him to use **Blade Art - Snowsweeper** and **Blade Art - Icebreaker** to generate markers. The most effective strategy when dealing with this ability is for all of the adventurers to move into the center of the encounter map to avoid **Blade Art - Snowsweeper**'s marker, then split the damage from **Blade Art - Icebreaker**'s marker evenly between them. If all four adventurers are within the marker area, each of them will take 23 damage. Scholars can use barriers to prevent a fair amount of this damage. Alternatively, a paladin can survive taking the entirety of this damage on their own by using **Hallowed Ground**.

This strategy assumes that the adventurers either plan ahead so that they can move into the center of the encounter map or have access to movement effects. If doing so would prove difficult, they should consider using a limit break or researching this ability at least once to make it easier to deal with.



QUICK REFERENCE TIMELINE

The following timeline provides a concise overview of the actions enemies perform during this scenario's encounter. **Start** refers to the beginning of the [Adventurer Step] and **End** refers to the end of Gilgamesh's turn. **Secondary** and **Primary** represent the secondary and primary actions enemies use, and include any *instant* abilities used in tandem.

Phase 1

Round 1

Start: **Electrogenetic Force**

Gilgamesh

Secondary: **Rocket Punch**

Primary: **Combo** (**Bitter End** → **Pradamante**)

End: Resolve the rest of **Electrogenetic Force**'s effects

Round 2

Start: **Giga Jump**

Gilgamesh

Secondary: **Haste**

Primary: **Combo** (**Bitter End** → **Pradamante**)

End: Resolve **Giga Jump**'s marker

On all subsequent rounds, enemies will alternate between the actions outlined for rounds 1 and 2.

Phase 2

Round 1

Start: **Winter's Heart**

Dragon's Head

Primary: **Combo** (**Dragonfang** → **Dragonspirit**)

Gilgamesh

Secondary: **Haste**

Primary: **Combo** (**Bitter End** → **Pradamante**)

End: Resolve **Winter's Heart**'s markers

Round 2

Start: **Moonlight**

Dragon's Head

Primary: **Combo** (**Dragonfang** → **Dragonspirit**)

Gilgamesh

Secondary: **Tiny Song**

Primary: **Armor Breaker**, then **Combo** (**Bitter End** → **Pradamante**)

End: Resolve **Moonlight**'s markers and remove all remaining ice pillars from the encounter map

Round 3

Start: **Enchain**

Dragon's Head

Primary: **Combo** (**Dragonfang** → **Dragonspirit**)

Gilgamesh

Secondary: **Intimidating Stance**

Primary: **Combo** (**Bitter End** → **Pradamante**)

End: Resolve **Enchain**'s marker

Round 4

Start: **Blade Art - Sasameyuki** (**Blade Art - Snowsweeper** → **Blade Art - Icebreaker**)

Dragon's Head

Primary: **Combo** (**Dragonfang** → **Dragonspirit**)

Gilgamesh

Secondary: **Haste**

Primary: **Combo** (**Bitter End** → **Pradamante**)

End: Resolve **Blade Art - Snowsweeper** and **Blade Art - Icebreaker**'s markers

On all subsequent rounds, enemies will repeat the tactics outlined above, beginning with round 1.



Gilgamesh

RESEARCHABLE ABILITIES SUMMARY

Electrogenetic Force*Instant, Magic, Lightning-Aspected, Researchable*

At the beginning of the [Adventurer Step], creates **six** lightning orbs on the encounter map. If an adventurer moves into a square occupied by a lightning orb, remove that lightning orb. That adventurer then takes **20** damage. At the end of this character's turn, each lightning orb deals **20** damage to all adventurers, after which all lightning orbs are removed. At Familiarity II, this ability only creates **four** lightning orbs. At Familiarity III, the damage taken when entering a square occupied by a lightning orb and the damage taken for each lightning orb at the end of this character's turn is reduced to **10**. If a pet moves into a square occupied by a lightning orb, that lightning orb is removed. However, pets do not take damage.

Giga Jump*Instant, Stationary Marker, Physical, Fire-Aspected, Researchable*

At the beginning of the [Adventurer Step], generates a stationary marker on the encounter map with a 2x2 area in the center of the encounter map as the origin. At the end of this character's turn, this character moves to the origin. This marker is then resolved, dealing **75** to all enemies. This damage is reduced by 5 for each square separating an enemy from the origin. At Familiarity II, this ability's damage begins at **55** instead. At Familiarity III, this ability's damage begins at **45** instead.

Intimidating Stance*Secondary, Unique, Researchable*

Inflicts **Reduced Damage** on **3 characters**. This ability can be used twice per phase. At Familiarity II, this ability only targets **2 characters** and can only be used **once** per phase. At Familiarity III, this ability only targets a **single character**.

Reduced Damage

- When a character afflicted with **Reduced Damage** rolls to determine the amount of damage dealt by an ability, the die with the highest value changes to a 1. The value can still be modified or rerolled via other effects.

Armor Breaker*Instant, Unique, Researchable*

The next *physical primary* ability this character uses this turn automatically scores a **critical**. This ability can be used **twice** per phase. **Armor Breaker** can be used in addition to another *instant* ability this turn. At Familiarity II, this ability can only be used **once** per phase. At Familiarity III, the next *physical primary* ability this character uses this turn automatically scores a **direct hit** instead of a **critical**.

Moonlight*Instant, Stationary Marker, Physical, Researchable*

At the beginning of the [Adventurer Step], generates four stationary **7x7** markers, each centered on 1 square occupied by 1 enemy. At the end of this character's turn, these markers are resolved, dealing **10d6** damage to all enemies within the marker areas. At Familiarity II, this ability deals **7d6** damage instead. At Familiarity III, this ability generates four stationary **5x5** markers and deals **5d6** damage instead.

Enchain*Instant, Mobile Marker, Unique, Researchable*

At the beginning of the [Adventurer Step], generates a mobile marker on the healer and moves to an empty square adjacent to them. At the end of this character's turn, this marker is resolved, creating an iron chain with a **Defense** and **Magic Defense** of 12 and a **Max HP** of **130** in the same square as the healer. This object's **Max HP** is reduced by **5** for every square separating it from this character, to a minimum of **50**. Until the iron chain is reduced to 0 HP, the healer cannot use abilities or items, and their turn ends immediately after it begins. At Familiarity II, the iron chain has a **Max HP** of **100**. At Familiarity III, the iron chain's **Max HP** is reduced by **10** for every square separating it from this character, to a minimum of **30**.

Blade Art - Sasameyuki*Instant, Physical, Researchable*

At the beginning of the [Adventurer Step], this character uses **Blade Art - Snowsweeper** to generate a stationary marker that excludes all squares within a 6x6 area centered on the encounter map and **Blade Art - Icebreaker** to generate a mobile **5x5** marker on the tank. At the end of this character's turn, these markers are resolved. **Blade Art - Snowsweeper's** marker deals **10d6 + 20** damage to all enemies within its marker area and **Blade Art - Icebreaker's** marker deals 90 damage divided evenly amongst all enemies within its marker area. At Familiarity II, this character does not use **Blade Art - Icebreaker**. At Familiarity III, **Blade Art - Snowsweeper's** marker deals **10d6** damage instead.

Winter's Heart*Instant, Stationary Marker, Magic, Ice-Aspected, Researchable*

At the beginning of the [Adventurer Step], generates four stationary markers. At the end of this character's turn, these markers are resolved, creating four ice pillars on the encounter map and changing all non-impassable squares into frozen earth. Ice pillars are objects with a **Defense** and **Magic Defense** of 14, a **Max HP** of **30**, and a barrier of **40** HP. Ice pillars are removed from the encounter map when they are reduced to 0 HP or at the end of this character's turn during the next round. When an ice pillar is removed, all squares of frozen earth in that ice pillar's location revert back to regular squares. At Familiarity II, ice pillars have a **Max HP** of **20** and a barrier of **30**, and the CR of the check made when moving into a square of frozen earth is reduced to **15**. At Familiarity III, ice pillars have a **Max HP** of **10** and the CR of the check made when moving into a square of frozen earth is reduced to **13**.

Frozen Earth: Each time an adventurer moves into one of these squares via a standard movement action, they must make a **DEX** or **MND** check with a CR of **17**. Any character who succeeds on this check is not required to make this check again when moving into squares of frozen earth that turn. Characters who fail this check lose 2 squares of movement.