

"The Garden of Wonders"

A dungeon design concept for *Final Fantasy XIV: A Realm Reborn*
by Quintalian Palidor (Sargatanas)

Introduction

Hello and (/welcome)!

This is a design document for a dungeon named "The Garden of Wonders." Almost everything that appeals to me about the *Final Fantasy* series and *Final Fantasy XIV: A Realm Reborn* in particular is in this dungeon design. This is ultimately a game design exercise, for fun. However, given the chance to meet the development team members face to face, I wanted to more fully realize this concept and take the opportunity to gain opinions and feedback.

About the Author

I play *FFXIV: ARR* as Quintalian Palidor on the Aether data center, Sargatanas world. I represent the Quetzal Coterie, a free company with a handful of active members. I've been playing *FFXIV* since the original launch and had previously played *Final Fantasy XI* from shortly after launch until 2011. I'm a longtime fan of Final Fantasy and Square Enix games, especially *Final Fantasy VI*, *Vagrant Story*, *Chrono Trigger*, *Secret of Mana*, and *Dragon Quest VIII*. I have been awaiting the *FFXIV* Fan Festival with great anticipation, and had previously attended two *FFXI* Fan Festivals in 2006 and 2008.

About the Document

In a Lodestone thread named *Some dungeon ideas, share yours!* started 4/16/2014, I posted what would become the seed for this concept, originally called Tinker's Toybox. On /r/ffxiv/, in a thread named *What kind of dungeon themes do you want to see?*, on 8/26/2014 user lorerei posted, "Something cute. Maybe something like a 'prank dungeon constructed by a toymaker or moogles' where it's a dungeon full of pranks and obviously-not-alive things that attack you, like giant toys or something, accompanied by super cute, peppy background music." My response: "I'd like you to please stop reading my mind. You'll spoil everything."

In the last six months, I have done my best to rebuild and refine that concept into something I would want everyone to play. For me, this is the game design equivalent of a NaNoWriMo (National Novel Writing Month, in November) project, taking an idea from start to finish.

A Few Quick Disclaimers

Despite some effort, there are parts of this design concept that went unrealized. My area maps are rudimentary at best and are not of a consistent scale. I did not have enough of the event script ready, so it has been left out completely. I apologize for the absence of these crucial elements. As for music choices, I had given some thought to it, and I think something similar to "The Magic House" from *FFVI* would be an excellent fit for the Garden.

This document is a fan work based on *Final Fantasy XIV: A Realm Reborn*.
The author makes no claims to any trademarked or copyrighted material herein.

Overall Concept, Visual Design and Themes

The Garden of Wonders borrows elements from both fictional and historical sources, as described below.



The Gran Grimoire. An important plot element from *Final Fantasy Tactics Advance* and *Vagrant Story*, the Gran Grimoire can alter the world. In the *FFTA* games, it is a tome that responds to the reader's wishes. In *Vagrant Story*, it is the ruined city of Lea Monde, where spells are engraved in the very stones upon which the city is built. The Garden of Wonders is meant to emulate Lea Monde, while its layout and color palette draws from artwork of the *FFTA* grimoire.

The Hanging Gardens of Babylon. A wonder of the ancient world and legendary palatial estate and man-made oasis. The Hanging Gardens, as described in one account, was built by an influential ruler for his wife, who desired an environment reminiscent of the lush greenery of her homeland. The Garden of Wonders similarly reflects the tastes of a noble's daughter.



Amusement Parks and Animatronics. The idea of featuring mammals, wind-up toys, and other minions brought to mind theme parks with automated rides as attractions. The pace of exploration in the Garden of Wonders follows this structure: first an outdoor lobby (The Illusive Terraces), then the ride proper (The Meandering Menagerie), and last a staging area (The Illuminated Veil).

Illusions and Tricks. Since dungeon content is designed to be played many times over via daily roulettes, gimmicks and surprises have to make a strong first impression. I wanted to make a dungeon with some unexpected moments. For example, I'm fond of the mimic enemy, and feel there are still opportunities to surprise players using mimics and unusual treasure chests.



Lore: The Garden of Wonders, Cait Sith and the Wind-up Witch

The Garden of Wonders is located in a narrow valley in Eastern Thanalan, near the present day Golden Bazaar. The original structure existed before the Sixth Astral Era, repurposed and expanded upon by a succession of Belah'dian sultans. It became a splendid residence and retreat for high-ranking persons in service of the sultanate.

The last known occupant was a Lalafell woman named Bubumi Bumi. In her youth, the estate's library and her many wind-up dolls were her greatest joys. Her "meandering menagerie" was tolerated as a harmless curiosity by other residents. However, she had no peers her own age. Bubumi would take solace in the library, favoring especially a collection of Midlander myths and legends, gifts of a Hyur ambassador, from which she learned of Cait Sith.

Seasons passed, and Bubumi's wish for a friend grew fervent. Her intense silent call stirred something deep within the palace, and inadvertently summoned Cait Sith. Ecstatic at the appearance of her favorite faerie tale creature, Bubumi promised to keep Cait Sith's existence a secret. The cat spirit too took joy in having such an enthusiastic playmate. Together they conversed, played games, and practiced magic, with the other residents none the wiser.

As Bubumi matured, she inherited her family's estate and turned her attention to the outside world. She learned her appreciation for Hyur culture was not shared by her countrymen. As the Hyur Migration was seen by Belah'dia as a foreign incursion, all force was used to drive out the immigrants. Bubumi felt a responsibility to ease the suffering of those affected by the conflict. She sought out orphaned children, Lalafell and Hyur alike, and invited them to the Garden of Wonders, where they would find a new home.

For her act of sympathy, Bubumi was charged with treason, but when an arrest was about to be made, Cait Sith made her presence known. Through a lifetime of love and care, Bubumi had infused her wind-up toys with spiritual energy, which the faerie cat used to "transmogrify" them, lending them a semblance of life. Suddenly the "harmless curiosity" became an automaton army which in short order ousted Bubumi's would-be subduers.

The sultanate accused Bubumi of witchcraft and began to incite fear and hatred toward her. Soon Belah'dians and some Hyur considered her a dangerous traitor. When the panic reached fever pitch, Belah'dian soldiers converged on the Garden of Wonders to eliminate anyone and anything inside. While Cait Sith tended to the children, Bubumi and the "meandering menagerie" routed the threat. As the Belah'dians retreated, they caused a landslide that isolated the Garden until the Seventh Astral Era.

The fate of Bubumi Bumi is unknown to history. Rumors would emerge about a "Wind-up Witch" and her demon cat familiars, who abducted children and spirited them to an ancient temple as sacrifices to the void. However, others told tales praising Cait Sith as a protector of the innocent and punisher of injustice. How many more versions of this story might be told?

Journal: A Child's Garden of Purrs

Reward:

- [Bumblebee] Minion
- 2520 Gil



Description:

Quintalian would unravel the enigma of Cait Sith and its connection to a lost wonder of ancient Belah'dia.

Summary:

Quintalian seeks to quell the rising panic over rumors of an enigmatic demon cat luring children to their doom – a panic he claims to have inadvertently caused. He relates how he and his mammets had assisted with a geological survey near the Golden Bazaar. However, the excavation uncovered not mythril ore, but a crevice leading to an ancient ruin. With haste, Quintalian sent the mammets to survey the site. Since then, a week has passed, yet neither case nor cog has been seen of them. Speak with Momodi at the Quicksand to learn more of the rumor's origins.



Ask Momodi about the rumors.

Momodi explains that some superstitious smallfolk believe that an imprisoned demon was loosed by the recent excavation. Rumor has it that the demon has the lithe form of a feline, black and white, with "something pointy" on its head. She attributes these traits to Cait Sith, stating that in Lalafell legend it is a fiend that abducts children. However, Serendipity overhears this and argues that many others believe Cait Sith is benevolent, a protector of the innocent. Speak with patrons of the Quicksand and gain further perspectives on this legend.



Ask the Quicksand patrons about the rumors. 4/4

As befits so capricious a creature, no consensus is reached on Cait Sith's true nature and motivations. A first-hand account may be the only way to ascertain the truth. Proceed to the excavation site and seek entry to the ruins.



Find Quintalian at the Golden Bazaar.

Quintalian has placed his faith in you to retrieve the missing mammets and put this rumor to rest.
*The Garden of Wonders can be accessed via the Duty Finder.



Use the Duty Finder to enter the Garden of Wonders.

After facing down numerous magically enhanced clockwork bodyguards, you meet Cait Sith. She relates the tale of Bubumi Bumi, the "Wind-up Witch", and thanks you for your perseverance in safeguarding the realm. Return to Quintalian with the recovered surveyor mammets, as well as the truth behind the old legends and new rumors.



Speak to Quintalian at the Golden Bazaar.

Quintalian congratulates you, at last satisfied that the wave of panic caused by the rumors will subside. After a round of thanks from his mammets, he takes his team to work on some less troublesome task.

Duty Finder: The Garden of Wonders

Reward:

- [Allagan Tomestone of Soldierly] 60
- [Allagan Tomestone of Mystery] 25

Description:

Situated in a narrow valley on the edge of the Sea of Spires, this marvel of Belah'dian engineering is a testament to the ingenuity of this Sixth Astral Era civilization. Over fifteen hundred years after its construction, the aqueducts and water screws still function, creating a lush and thriving oasis in the middle of the desert. Legend has it that a cavalcade of clockwork contraptions once defended the grounds from unwanted visitors, though whether they are still functional after fifteen centuries is something only the brave – and the foolish – will ever know.

Information:

Location: The Garden of Wonders/Time Limit: 90m

Requirements:

Party Size: Four players (1 tank, 1 healer, 2 DPS)

Class: Disciples of War or Magic

Level: 60

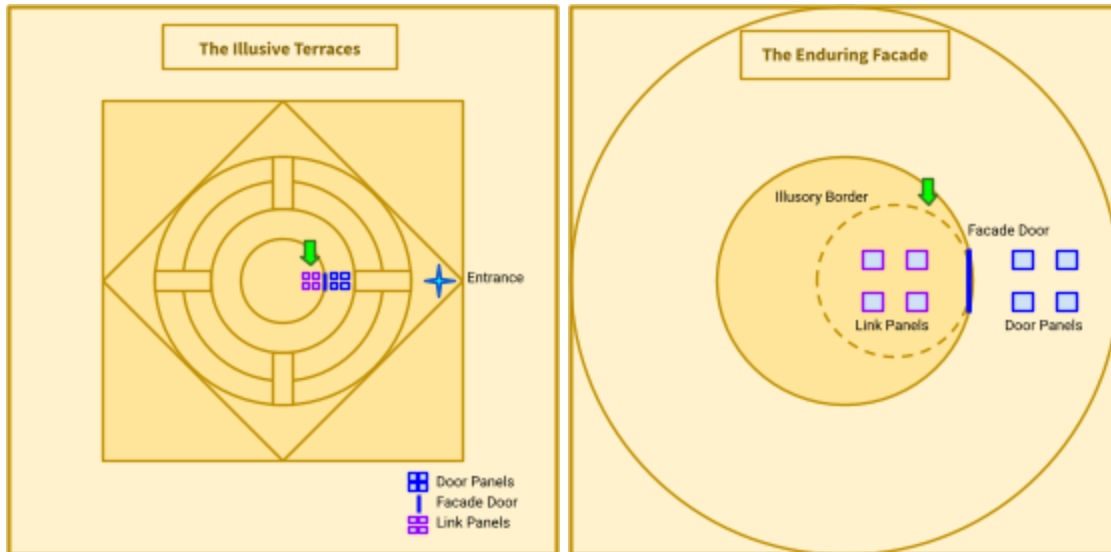
Avg. Item Level: 120

The Illusive Terraces

A squared rooftop plaza, with stonework the colors of sandstone, coral and turquoise, stocked with all manner of brightly colored foreign flora and fauna. Though ancient and partially broken, aqueducts still supply flowing water to three levels of concentric circular terraces, connected by stairs at each cardinal direction, which descend toward a round building capped with a great crystalline dome. In the table below, enemies in the same row are linked.

Objective 1

Aid the surveyor mammals #027S 4/4



Enemy	Enemy
Garden Ladybug	Coddled Colibri
Bumblebee Cloud x2	Coddled Colibri
Overfed Orobon x2	Goobbue Gardener
Garden Ladybug x2	Bumblebee Cloud x2
Overfed Orobon	Coddled Colibri x2
Overfed Orobon x2	Garden Toad
Goobbue Gardener	Garden Toad

NPC	Interaction
Surveyor Mammot #027S x4	Rendering Aid (5 seconds)
Object	Interaction
Exit	Ends the duty
Treasure Coffe (Bronze) x2	Contains treasure (bronze coffe loot table)
Minion	Interaction
Nutkin	/handover, Treasure Coffe (Bronze) appears
Tiny Tapir	/doze, Treasure Coffe (Bronze) appears

Each stray minion successfully interacted with in this dungeon rewards players with a hidden bronze Treasure Coffe. Both of these minions appear to be hungry. While the Nutkin will eat from your palm with /handover, sating the Tiny Tapir's appetite requires the less obvious solution of willingly starting to /doze.

The Enduring Facade

At the center of the Illusive Terraces stands a round building whose entrance, the Enduring Facade, is now enclosed by a great slab of engraved stone. Before the door are four square Door Panels, arranged in a square, which each require the weight of two persons in order to open the door. The rescued Surveyor Mammets #027S will each stand upon one Door Panel, then each party member must stand with one mammet.

Lying in wait inside the door at the Enduring Facade is the Queen Coeurl. She's no tougher than any other torama, but her presence is meant to fool the party into thinking that her defeat will fulfill the objective "Depose the regal feline." A treasure coffer appears instead, which, upon examination, turns out to be Mystery Box, a mimic which the true regal feline, Cait Sith, causes to triple in size. After Mystery Box is defeated, a silver Treasure Coffer appears.

Objective 2	Depose the regal feline
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Enemy	Species
Queen Coeurl	torama
Mystery Box	mimic (300% size)
Jack-in-the-Box	mimic

NPC	Interaction
Surveyor Mammet #027S x4	Casts Mirror on linked party member
Object	Interaction
Door Panel x4	Requires two persons to depress
Facade Door	Opens when four Door Panels pressed at once
Mystery Box (treasure coffer)	Summons Mystery Box (enemy) when opened
Link Panel x4	Links party member with Surveyor Mammet #027S
Treasure Coffer (Silver)	Contains treasure (silver coffer A loot table)

Boss: Mystery Box

The interior of the Enduring Facade appears as a illusory mirror image of the exterior, including a set of four square Link Panels arranged in a square, upon which the Surveyor Mammets #027S will each stand. From the outside edge of the arena, Jack-in-the-Box mimics will spawn in waves and target the mammetts. If a mammet is defeated, it will reactivate after a brief period. Mystery Box has the usual mimic skills, plus a spell named **Pandora's Box**, which causes immense damage. Active mammetts can link with one party member each and grant the **Reflect** status, which nullifies all magic damage of **Pandora's Box** and returns the damage to Mystery Box.

Enemy Ability	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Pandora's Box	Spell	0	100	5	30

Cannot be interrupted, stunned or silenced. Can be reflected.
Deals unsuspected damage with a potency of 500.

Ally Ability	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Mirror	Skill	0	0	Instant	20

Nullify and return all magic damage.
Can only be used when member is closer than 10 yalms.
Grants **Reflect** | **Duration:** 12

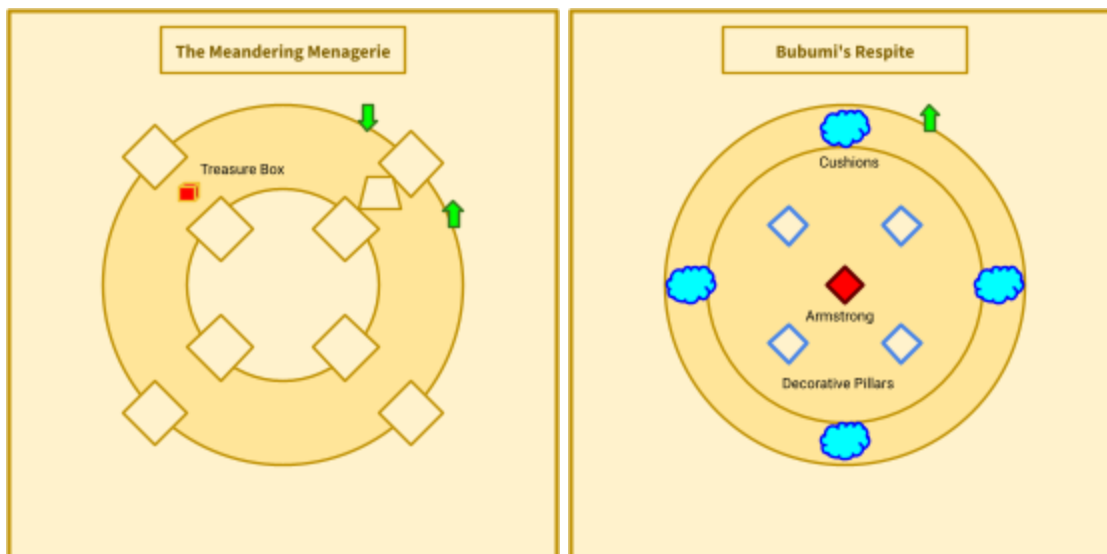
Reflect	Status
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Nullifies and returns all magic damage.

The Meandering Menagerie

Curving covered halls branch off into comfortably appointed apartments, lined with colored glass windows. Assorted minions are scattered about, some wandering, some on display, and some performing tricks seemingly for their own amusement. The path leading to the downward stair is obstructed by an obnoxious Treasure Box minion which demands florid coral from those seeking right of passage.

Objective 3	Feed flroid coral to the treasure box
Objective 4	Clear the Meandering Menagerie



Within the Meandering Menagerie are eight Cait Sith. Each one attacks along with an enemy transformed from a minion, which cannot be dealt significant damage until the Cait Sith are defeated. Aoi (floating in midair upside down) attacks first, then Dha and Tri (asleep), then Ceithir (favors **Marvelous Cheer**), Coig (**Cat Rain**) and Sia (**Regal Scratch**), then Seachd and Ochd. Bubble text is spoken by each Cait Sith.

Enemy	Companion (Minion)	Bubble Text
Cait Sith Aoi	Stuffed Billy (wind-up alldgoat)	How did you get on the ceiling?
Cait Sith Dha Cait Sith Tri	Stuffed Bunny (dust bunny) Stuffed Booby (fledgling dodo)	Right pleased to meet you all! Is there no time for a catnap?
Cait Sith Ceithir Cait Sith Coig Cait Sith Sia	Stuffed Bear (bear cub)	Awfully purr-sistent, aren't you? You're pad wise, pounce foolish! Get past us? Scratch that idea!
Cait Sith Seachd Cait Sith Ochd	Stuffed Bison (buffalo calf)	Want me to read your fortune? Give me a diamond, meow!

Object	Interaction
Florid Coral x3	Adds a piece of florid coral to Key Items
Treasure Coffre (Bronze)	Contains treasure (bronze coffre loot table)
Minion	Interaction
Treasure Box	Feed it three pieces of florid coral to proceed
Plush Cushion	/sit, Treasure Coffre (Bronze) appears

The Treasure Box is hungry hungry hungry hungry! In a throwback to *FFVI*, it wants to eat the fragments of florid coral found scattered around the Meandering Menagerie. The Plush Cushion doesn't flaunt its presence, but it will appreciate you helping it fulfill its purpose with a quick /sit.

Unique Enemy: Cait Sith

Cait Sith's abilities are inspired by those of previous incarnations. **Transform** refers to his *FFVI* magicite spell Imp (with similar animation) and his Slot Limit Break from *FFVII*. **Mammet Manipulation** refers to his initially equipped materia, Manipulate. **Regal Scratch** is his level 1 Blood Pact: Rage ability from *FFXI*. **Cat Rain** is his summon spell in *FFVI*. **Marvelous Cheer** (aka HP Shout) is his ultimate weapon in *FFVII*.

Enemy Ability	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Transform	Spell	0	0	Instant	Instant

Cannot be interrupted, stunned or silenced. Summons a companion resembling your minion.

Additional Effect: Grants **Mammet Manipulation** to companion

A cloud of green smoke envelops the target, releasing the minion and summoning a related monster.

Mammet Manipulation	Status
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A minion is loyally serving its master. Damage taken is greatly reduced.

Cannot be dispelled. Stack maximum of 3. Effect ends when caster is defeated.

Regal Scratch	Skill	0	0	2	10
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Delivers an attack with a potency of 50 that hits the target three times consecutively.

Cait Sith swipes at the target three times, leaving a claw mark afterimage effect with each swipe.

Cat Rain	Skill	20	0	2.5	90
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Delivers a jumping attack with a potency of 170 that ignores enmity.

Additional Effect: Inflicts **Confused** status

*Cait Sith jumps and lands on the target's head in a jaunty pose similar to its *FFVI* summon sprite art.*

Marvelous Cheer	Spell	0	0	3	10
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Cannot be interrupted or stunned. Can be silenced.

Grants healing over time effect to target. Can only be used on your companion.

Cure Potency: 150 | **Duration:** 21s



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¹Left: Cait Sith (*FFXIV*) concept art

Right: Armstrong (*FFIX*) concept art

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Bubumi's Respite

A skylit courtyard surrounded by brightly colored glass windows. Enormous piles of plush cushions are scattered around the portico on the perimeter of the circular grassy lawn. The centerpiece is a charming cottage scaled to the size of a child, or a Lalafell. However, as the party approaches, it appears to *stand up on sixteen cat feet and scurry away*. Shortly thereafter, a second surprise appears as a giant cannon sprouts from the cottage's doorway. Cait Sith alights on the roof and directs it to charge! After Armstrong's defeat, it sets down in its original location and a Portentous Portal appears in place of the cannon. A silver Treasure Coffe appears in front of the Portal.

Objective 5	Defeat Armstrong
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Enemy	Species
Armstrong	hell house
Object	Interaction
Decorative Pillar (x4)	Can be targeted and destroyed by Vacuum
Portentous Portal	Transports user to Bubumi's Reverie
Treasure Coffe (Silver)	Contains treasure (silver coffe B loot pool)

Unique Enemy: Armstrong

Armstrong is a forgekin resembling a country cottage with several eccentric decorations. It's been outfitted with a large cannon protruding from its front door and a missile launcher hidden in the chimney. It's made mobile by eight Cait Sith supporting it from below (standing in two columns of four, their feet are visible underneath!) and the ninth stands atop it, giving orders.

Its signature attack, **Cannon**, attempts to use a **Vacuum** to load itself with a party member, then fires him or her into another party member. This can be avoided by hiding behind a Decorative Pillar or another party member, causing Armstrong to **Vacuum** them instead. When targeted by the **Cannon**, positioning oneself in front of a cushion to dampen the impact of the shot can help keep a captured ally from taking heavy damage when fired.

Enemy Ability	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Fence Swing	Skill	5	5	Instant	8

Delivers an attack with a potency of 150 to all enemies in a cone before it.
Armstrong's fence is awkwardly swung at the enemy.

Settle	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Settle	Skill	3	0	2.5	Instant

Delivers an attack with a potency of 50 to nearby foes.
Additional Effect: inflicts **Heavy** +40% | **Duration:** 20s
Armstrong sets down with great force, producing a dust cloud and cartoon-like stars.

Matra Magic	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Matra Magic	Spell	100	3	5	30

Fires three missiles over three seconds at all enemies within range.
Deals unsuspected damage with a potency of 70.
Missiles are fired upward from the chimney and drop down onto their targets.

Vacuum	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Vacuum	Skill	100	0	6	Instant

Cannot be interrupted or stunned.
Inflicts **Cannonball** | **Duration:** 20s
A laser sight and target reticle marks a player. The marker can be shifted onto another player or an object by causing the laser sight to intersect with them. If the target is an object, it is destroyed.

Cannonball	Status
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Being loaded into a cannon is preventing the execution of actions. Damage taken is increased.
*Cannot be erased. Effect ends after **Cannon** is used.*

Cannon	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Cannon	Skill	40	0	3	6

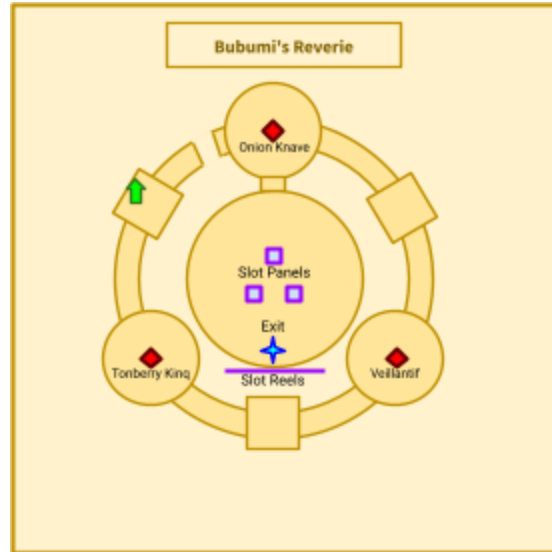
Delivers an attack with a potency of 200.
Additional Effect: 15y knockback
A target reticle marks a player. The target affected by Cannonball status is ejected during this attack.

Bubumi's Reverie

Through the Portentous Portal lies an ethereal expanse. A series of smooth stone platforms and circular landings float in space, spiraling downward. Cartoon-like suns, moons and stars hang in mid-air. Water pours down from nowhere, flowing toward the lowest and largest platform, the Illuminated Veil. Each enemy here initially appears as a minion, stationary on its platform, which transforms when the party reaches the perimeter of the platform.

Objective 6

Clear Bubumi's Reverie



Minion	Enemy	Species Class
Wind-Up Tonberry	Tonberry King	tonberry king
	Tonberry Sycophant x3	tonberry scholar Arcanist

That's Tonberry King, with a Q. He's attended by three Tonberry Sycophants, who use Arcanist abilities.

Enemy Ability	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Somebody's Grudge	Skill	0	0	2.5	Instant

Delivers an attack with variable potency based on accumulated **Rancor**.

Can only be executed when under the effect of **Rancor**. All **Rancor** is lost when used.

Each defeated Tonberry Sycophant grants one stack of **Rancor** to the Tonberry King.

Minion	Enemy	Species Role
Princely Hatchling	Veillantif	chocobo defender

Veillantif's coat of feathers is Metallic Gold. The Sovereign Barding on his head is all the armor he needs.

Minion	Enemy	Race Class
Wind-Up Onion Knight	Onion Knave	lalafell male (300% size) Gladiator

The Onion Knave has a Break Blade, Onion Shield, and Onion set: Helm, Armor, Gauntlets, Sarouel and Boots, all red.

Object	Interaction
Perplexing Pyxis	Contains treasure (special coffer loot table)
Treasure Coffer (Bronze)	Contains treasure (bronze coffer loot table)
Minion	Interaction
Wind-Up Sun	/poke three times, Treasure Coffer (Bronze) appears
Wind-Up Cursor	/point while targeting Perplexing Pyxis to unlock it

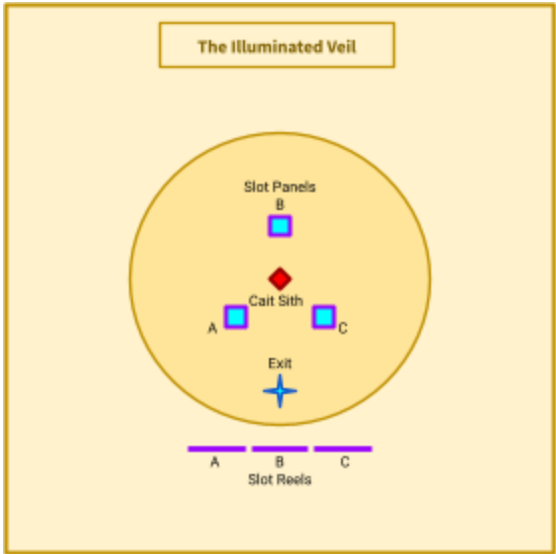
In the dark expanse of Bubumi's Reverie, a little light goes a long way. To wake up the Wind-up Sun, /poke it thrice.

The Perplexing Pyxis can be opened by the Wind-up Cursor. Target the pyxis and /point to show it what you're after.

The Illuminated Veil

The center platform serves as an arena for the last confrontation with Cait Sith. The Veil has three square Slot Panels in the floor, arranged in a equilateral triangle pattern. The edges of the platform feature sheets of water continuously flowing downward, onto which the images of three Slot Reels are projected. After Cait Sith is defeated, a golden Treasure Coffers and the Exit appear.

Objective 7	Defeat Cait Sith
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Enemy	Species
Cait Sith	toysaurus
Object	Interaction
Slot Panel (A, B, C)	Requires Button Mash or two persons to depress
Slot Reel (A, B, C)	Stops when corresponding Slot Panel is pressed
Treasure Coffers (Golden)	Contains treasure (golden coffer loot table)
Exit	Ends the duty

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²Above: Cait Sith (FFVII) character design
Artwork © Square Enix Co. Ltd. All Rights Reserved.

Unique Enemy: Cait Sith (Mega Moogle)

Cait Sith Naoi combines with the other eight, changing her appearance slightly: her crown is golden and she wears red riding boots. She immediately summons a Wind-Up Moogle minion and transforms it into a large rotund mount, the Mega Moogle. They work in tandem as one target. All of Cait Sith's abilities are inspired by the FFXVII Cait Sith.

Cait Sith's **Slot Machine** ability causes the Slot Reels to spin. Cait Sith will then use **Button Mash** to stomp on the three Slot Panels in turn to stop each Reel. When all three Reels show matching symbols, a special effect will be executed (see ability table below for results). It is possible for the party to interfere with the Slot results by having two players step onto the same Panel before Cait Sith can **Button Mash** it. However, after having its HP reduced below 50%, once only, **Button Mash** hits all Panels simultaneously and wins with **3 Moogles (Transmogrify)**.

Enemy Ability	Type	Range (y)	Radius (y)	Cast (s)	Recast (s)
Wind-Up Punch	Skill	3	0	Instant	Instant

Delivers an attack with potency of 100.

Transmogrified Bonus: Increases range to 6y and attack potency to 200.

Wind-Up Punch looks similar to FFXVII Cait Sith's standard attack animation.

Dice Roll	Skill	50	5	3	20
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Delivers an attack with variable potency in a cone.

Cait Sith tosses a number of dice into the air which bounce slightly as they land. The number of dice rolled starts at two and increases by one for every 20% of Cait Sith's maximum HP lost, to a maximum of six dice. The damage formula is $(10x+10)$ where x equals the total number of pips shown on the top side of all dice.

Button Mash	Skill	30	5	3	Instant
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Can only target an active Slot Panel. Delivers an attack with a potency of 70.

Transmogrified Bonus: Increases radius to 10y and attack potency to 140.

Cait Sith jumps up and smashes down onto a Slot Panel to activate it, damaging nearby players.

Slot Machine	Skill	0	0	Instant	Instant
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Activates the Mega Moogle's built-in Slot Machine function. Refer to the results table below.

Mega Moogle raises its arms and its eyes flash. Cait Sith jumps atop its left arm and yanks it downward, which starts spinning the three Slot Reels and activates the three Slot Panels.

3 Crowns	Toy Soldiers	Skill	40	0	2.5	0
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Summons six toy soldiers who each deliver an attack with a potency of 140 in a straight line.

Six toy soldiers, Miqu'te musketeers in Grand Company officer gear, fire their guns once and vanish.

3 Hearts	Lady Luck	Skill	0	0	Instant	Instant
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Summons Lady Luck. Increases target's critical hit rate by 30% and evasion by 25%.

Grants **Lucky!** | **Duration:** 15s

Lady Luck, a female Miqu'te in Moogle Cap and Moogle Attire, casts a buff (/rally) and vanishes.

Lucky!				Status	
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Lady Luck has blessed you with her favor. Critical hit rate and evasion are increased.

3 Stars	Moogle Dance	Skill	0	0	Instant	Instant
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Summons a moogle trumpeter. Grants a healing over time effect to target.

Cure Potency: 100 | **Duration:** 10s

A moogle with a trumpet sounds a blast, which casts a cure effect before it vanishes.

3 Moogles	Transmogrify	Skill	0	0	Instant	Instant
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Grants **Transmogrified** | **Duration:** 45s

Guaranteed result which only occurs once per duty at less than 50% HP. Can only affect Cait Sith.

Transmogrified				Status	
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Size is doubled. Damage dealt is increased and damage taken is reduced.

Cait Sith and her Mega Moogle become twice as large and gain a Vulnerability Down effect.

No Match	Mystery Box	Skill	50	5	3	Instant
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Deals unsuspected damage with variable potency based on which random effect occurs.

Mystery Box, the giant coffer, appears and opens, causing one of the following effects:

Stone II, Blizzard II, Fat Chocobo (inflicts Confuse), Armstrong (inflicts Heavy) or Starstorm.

Some Final Thoughts

There were a number of other ideas I wanted to use in the Garden of Wonders, many of which were discarded or replaced. However, a handful of ideas stood out as better than bad, but not good enough to work.

Alternate names. For the dungeon access quest, "Wind Me Up, Wind Me Down" or "All Wound Up and Nowhere to Go" tied for second place. The Queen Coeurl's alternate name is Coeurlregina, and her presence is due to the first use of the Cait Sith name in *FFIV*. This inspired the "regal feline" boss bait and switch. A "Mini Mega Moogles" minion was an alternate reward for the quest, but felt too spoiler-like.

Calcabrina and Luca. At first this *FFIV* reference felt like a "Eureka!" moment, a natural fit for a palace full of automated dolls. I tried to work in the Calcas and Brinas and a giant Calcabrina using the standard mammet model -- this was after Halatali Hard Mode was added, but before Ovgang, and before I learned about Mnejing. However, I didn't want to add Calcabrina without an analog to Luca, the dwarven princess who owns the dolls, considering her expanded role in *FFIV: The After Years*. Eventually I felt the "Final Fantasy reference quota" had been met with Cait Sith and Armstrong, and I decided not to ditch my mimic boss fight to make room for Calcabrina. Oh well!

Belhmel. My original lineup of bosses for the Garden always included Cait Sith and Armstrong, but instead of Mystery Box (or Calcabrina) was a bizarre enemy from *FFVIII* named Belhmel. It was a clockwork face with attached blades which changed attack patterns as its face flipped between "laughing" and "furious" states. This sounded like an interesting mechanic around which to design a battle, possibly implementing emotes.

I tried to rework Belhmel as a tough regular monster, but gave up. I do think the idea could be used for a "Clockwork Wheel" monster type. It would utilize a stance changing mechanic like that of Belhmel. Design elements could reference past FF foes such as Buer from several titles, Lost Number from *FFVII*, Zorn and Thorn from *FFIX*, Seymour Omnis and his Mortiphasms from *FFX*, the Caturae from *FFXI* or Orphan from *FFXIII*.

Four Mamnets. Four standard model mamnets appear as allies in the first section of the dungeon. Originally they had an unrelated purpose as the focus of a Trial that I tried to design before starting Garden. It was based on melding some *FFXI* automaton lore with what there is so far in *FFXIV*. It involved an Eorzean equivalent to Cardians, touching on lore of the four keystones found in Temple of Qarn, entitled "Fresh Prints of Belah'dian Heirs."

There is a severely long story about my appreciation for the mamnets and how that's rooted in *FFXI*, but it would take pages. Suffice to say, I think they're neat and would love to see a Puppetmaster job or a mamnet companion.

Special Thanks

Listed below are the player names of several people who helped me with this project by sharing ideas, opinions and enthusiasm, or by simply being a sounding board for my impassioned ranting.

Quetzal Coterie Free Company (Sargatanas)

Glaph Palidor	Willow Rosenburg
Kairenai Cariadseren	Haru Konowichi

Legion of Light Linkshell (Sargatanas)

Mynerva Mcguire	Elyenora Skinner
Nolwe Winters	Ultima Drago

Internet Resources

www.reddit.com/r/ffxiv	ffxiv.gamerescape.com	finalfantasy.wikia.com
www.xivdb.com	www.ffxiclopedia.com	

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