

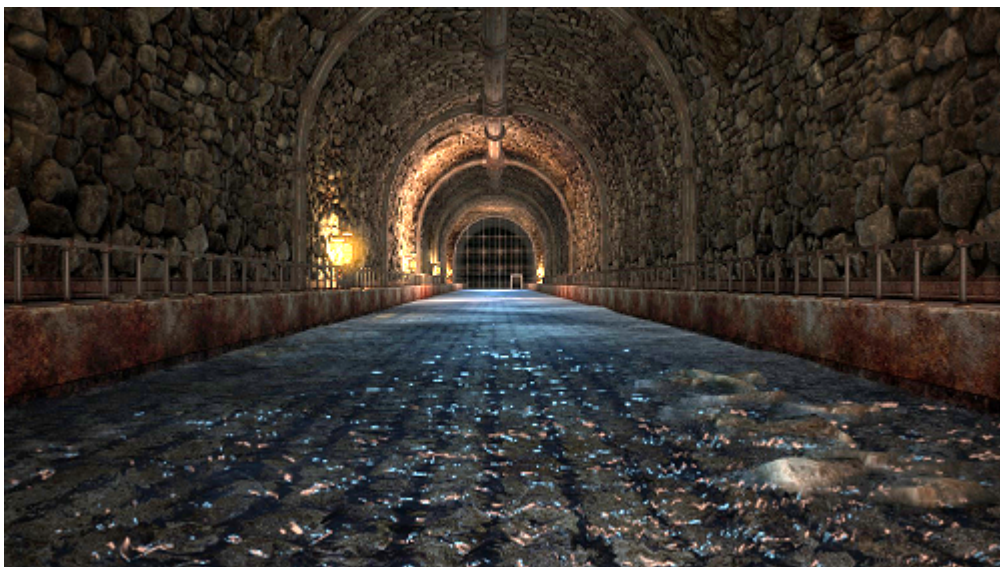
Pharos Sirius

Originally erected to serve as the means by which ships plying the tides near Aleport would find safety, the lighthouse of Pharos Sirius is surprisingly enough the folly of Naldiq and Vymelli's, more commonly known to players as the Blacksmith/Armourer guild. Naldiq and Vymelli's constructed a masterpiece to light the coast, essentially channeling a vast amount of aether from the land into a large crystal which would then emit a measure of said energy as a light source for the entire coast. The creators of this mechanism understandably failed to factor in the coming Calamity, as much of Eorzea did, and this proved a fatal mistake.

The tower was struck cleanly by a number of fireballs and the surfeit of aether contained within the crystal flooded out, crystallising almost immediately after and forming the deeply hazardous crystals within. The crystals seemed a boon at first, as the tower continued to serve its purpose through the issuing of light. Concerned by the prospect of structural damage, Limsan authorities sent craftsmen to repair the lighthouse but they soon found themselves driven from the tower by a dread Siren. Pharos is simply another term for a lighthouse, while Sirius is the brightest star in Earth's sky during modern times, commonly used in navigation.

The Waterways

We enter Pharos Sirius through a subterranean water channel via a grated door. The tunnels here are crude but functional stonework, bolstered by shaped metal arches and barriers and running with crystal clear water. These channels were likely used for drainage and a method of allowing ground water to pass below the tower in order to prevent it from pushing or shifting the tower from its foundations.



Sirius Leech

Wavekin

Leeches of the source are amphibian creatures that dwell in water but often hunt on land. They use the leaf-life decorations on their bodies to lure in herbivores before latching on and drinking their fill of blood. Horrifyingly, despite the leech's lack of eyes they are possessed of countless eyespots all across their bodies.



Sirius Elbst

Wavekin

Likely a specialised evolution of the land-based Peiste, the Elbst is a vicious creature with razor sharp teeth and a hunger for flesh. Elbst stem from Swiss legends, terrible aquatic serpents that can shapeshift and consume those who step too close.



Sirius Uragnite

Wavekin

Uragnites are an odd species that are naturally rather small but have been twisted into much greater stature by the Nymians in order to farm their flesh, which the Nymians ate.



Sirius Pugil

Wavekin

A bizarre variety of fish, pugil use bladders of wind-aspected gas to float through the air and propel them towards the prey they are constantly craving. Willing to eat almost anything, they are a nuisance for fishermen whose populations they will devour quickly.



Aether Pump

This is doubtless one of the machines used to leech aether from the land and direct it up to the light crystal atop the Pharos, it looks almost Goblin in design. Curiously, it appears via a door with steps leading to it atop the pump that it is possible to pass inside the contraption, but this would surely be fatal if done during the devices function as the chamber is visible filled with aether.



Zombie Sailor

Ashkin

Curious creatures indeed, these poor individuals seem to be Ashkin of a kind heavily corrupted by the umbral aether plaguing the Pharos, with lengths of crystal growing across their bodies. Perhaps it is this umbral energy that sustains them, forcing a form of tormented stasis upon the unfortunates. Regardless, they seem to be under the fel sway of the Siren. In life they were Maelstrom sailors under the command of Captain Symond.



Second Spire

One of the circular rooms occupying the corners of the Pharos, this chamber is locked by two large mechanical doors. Pillars and buttresses once painted in charming blues, now faded, brace the room against the weathers of the island outside. A layer of almost condensed-looking light crystals line the ceiling, as if seeping through from above. It does not seem to be a spire, though it may be the base of one of the mini-spires across the Pharos.



Zombie Barber

Ashkin

Compatriots of the Zombie Sailors, these unfortunate souls were likely the barber surgeons of the ship. Barber surgeons were medical practitioners who practiced minor forms of surgery such as bloodletting and were especially common in the militaries of the middle mages. These Ashkin bear bulbous crystal growths on their backs, instead of vicious gauntlets like their sailor kin.



Symond the Unsinkable

Ashkin

A trusted member of the Limsan fleet and brother of Diamanda, one of the craftsmen charged with repairing the Pharos. Symond has been horribly twisted by his fate, and turns his now crystal-corrupted pistol and blade against any threat to his vile mistress. He does not even seem to realise he has reached land, expressing surprise when his death brings him lucidity.



Third Spire

As we proceed further through the ground floor of the tower the crystalline overgrowth grows increasingly overt. The crystals hanging from the ceiling have become veritable boulders. As we enter the room these boulders fall from the ceiling, becoming dangerous and explosive obstacles.



Bhoot

Ashkin

Bhoots are a particularly dangerous subtype of ghosts known for possessing hands and being particularly malicious. They throttle their victims with said hands, supposedly in an attempt to obtain a soul and live once more. Bhoot is simply an Indian term for ghosts.



Corrupted Sprite

Elemental

Essentially a mere conjoining of aether and ideal conditions, a sprite is of no relation to the powerful elementals of the Black Shroud, and are in fact as devoid of reason and sentience as the average weather pattern. These particular sprites have formed from the corrupted umbral aether throughout the Pharos.



Fourth Spire

Judging by the stacked boxes, cabinets and lumber this was once a storage room either for the Pharos or the repair effort before it was driven from the tower. Either way, sections of non-crystalline roofing has fallen into the chamber and damaged it, a situation only worsened when we enter and the same crystalline boulders from the Third Spire fall into the Fourth.



Drifting Soul

Ashkin

Ghosts on Hydaelyn are actually fully corporeal creatures, solid to the touch. They are bound to the mortal world due to an unfinished purpose, in this case likely to do with their sudden, closure-less deaths when the crystal atop the tower exploded.



Second Floor

As we ascend the stairs to the Second Floor we are treated to a view of the upper sections of that Aether Pump that we saw in the basement. It casts off a soft blue glow, and a number of metal pipes curve away from it into various apparatus on the ceiling. Curious machines emitting light aether like some kind of sun mirror line the stairs, perhaps once used as lightning for the tower before it stopped ever needing such things. The stairs have been stricken by fallen crystal and further falls imperil those climbing them. The second floor proper seems to be a simple corridor running around the tower, used to access higher floors and as storage, judging by the stacked boxes at one side of it.



Corrupted Slime

Ashkin

Slimes are produced when humours leaking out of corpses come to rest on an area enriched by earth aether. The earth aether adopts the aetheric energies left behind by the dead individual(s) and uses them to control the congealed biological material. Fiercely toxic, Slimes are completely without will and tend merely to mill around until being taken control of by a magick user. Doubtless, these are derived from the grisly remains of those who perished in the Calamity, now twisted by the aether suffusing Pharos Sirius.



Third Floor

The direct scars of the Calamity finally become apparent as we climb to the third floor, where we find a colossal hole torn in the very side of the tower, likely by one of Bahamut's fireballs. The vista does provide an incredible view of Vylbrand either way.



Screamer

Cloudkin

Vultures upon the Source are very similar to those in real life, though much more dangerous. They are culturally associated with impurity and death throughout Eorzea due to their habit of eating carrion. These particular vultures seem to be named for their particular vocal ability.



Fuel Chamber

This seems to be the destination that the aether pump was, well, pumping to. Large aether storage devices sit at four points around the room and even the floor seems to contain storage for the ever so dangerous energies running through the Pharos' veins. Despite its original use, this is now the nest of a mighty Cloudkin and its cracked eggs and plantlife nests litter the room. The Fourth Floor can be seen overhead, its mesh floor allowing an easy view of the bristling mass of crystals up above.



Zu

Cloudkin

Originally natives of the Near East, these mighty Cloudkin were previously only sighted in Eorzea when they migrated in to lay their eggs away from the searing heat of the eastern springtime. After the Calamity, however, more and more Zu have been settling full time around Vylbrand and the Sea of Clouds. This particular Zu seems to have chosen the Pharos as its roost, and may have even picked up a trick or two from the tower as it begins to glow a malevolent red when enraged. The Zu is capable of compressing wind aether into a quite literal blade edge.



The Fourth Floor

This floor was the epicentre of the crystal explosion, and it is plain to see. A mass of spiked crystals span the room, flaring out of the sides of the tower. The chaos that struck the Pharos has ruptured the aether valves on this floor, and clouds of sickly-looking smoke linger all across the stairs, which we clear by sealing the valves.



Corrupted Pudding

Voidsent

Despite their humorous name and absurd appearance, flans like these are ferocious and cunning predators. They mimic humanoid-sounds in order to draw their prey to them, and promptly devour their unfortunate victim the moment they grow near. It may be that these beings were bought into the Source via the wholesale slaughter that ensued when the crystal erupted. Either way, the aether within has corrupted the flans which is especially curious seeing as the aether here is heavily implied to be intensely umbral aspected, while Voidsent are entities practically defined by their astral existence.



Aether Compressor

This is where the aether driven upwards by the aether pump was, well, compressed. What exactly that means is a little unclear, but I take it to mean that the aether was compressed into the crystal that once lit the lighthouse. It seems to be a large machine mounted by a platform likely installed for maintenance.



Tyrant

Cloudkin

Nomadic terrors, deathgazes come to Eorzea only once every few decades and stay for a mere few months, but during their tenure they are known for stripping entire areas of native lifeforms. Although they do feature as nightmarish figures in the folklore of many peoples, they do seem to be somewhat divorced from the eldritch roots common to many of the Final Fantasy games iterations of deathgazes, instead inspired by the more mundane creatures of Final Fantasy XII. There is an example of the more classical deathgaze in XIV, but that is a discussion for another guide. This particular example however seems to be named for the oppressive regime that its kind tends to exert across their hunting ranges.



Beacon Chamber

Evidently the site from which the light shone across the Vylbrandian coastline, a row of mirrors or lenses around the top of the chamber seem to have been the method by which the light beams were broadcast as far as they were. This peak of the tower seems to have avoided much of the crystal damage, although large gouts of crystal do seem to be surging up around the lip of the platform.



Siren

Spoken

The mistress of the Pharos is one of a once common species of Spoken. Possessed of magically enthralling song, the Sirens were once terrors of the sea and caused countless deaths. Their reign of terror ended when the legendary pirate Mistbeard embarked on a genocidal cull of the species and they were not heard of again until the Calamity, when the one we see before us now arrived in the Pharos. She seems to have come here because of an innate attraction that Sirens have towards corrupted crystals.



Pharos Sirius Loot Rundown

Pharos Sirius and its twinned dungeons, Copperbell (Hard) and Haukke (Hard) drop an astounding twelve full armour sets, the first six of which are named for various Greco-Roman roles and titles. First the Hoplite tank set. It is a basic cloth tabard over a set of plate and mail named for the hoplites of ancient Greece, civilian militia used by the varied city states of antiquity. It looks fairly in line with standard Limsan style garb, so it may have been worn by one of the Maelstrom pirates or even a guard for the Pharos. Greek naming schemes are common in Copperbell as well, so it could easily be one of the mine guards sets.

The next set is the Hetairos, a name applied to various roles in Greek society, though I suspect that in this context it is a reference to the Companions or Hetairoi, aristocratic shock cavalry employed by ancient Macedon under Alexander the Great. Its heavy use of what appears to be shell and scales suggests to me that it may be Limsan in origin, and thus related lore-wise to the Pharos. The Peltast set is a reference to the peltasts of ancient Greece, essentially javelin-throwers for the various city-states. The helm calls to mind the troops of Garlemald, while the rest of the set looks more neutral. It is unclear who this set served in the past, though again it may have been a mine guard or Maelstrom troops set.



The Toxotes set is named for the Toxotai, the archers of the Grecian peninsula. This set looks like it could be Gridanian or Limsan in origin, and so may have been used by one of the adventurers or grand company members accessing these dungeons. The DPS caster set is the Demagogue set, named for another Grecian concept. A demagogue was, and is, the leader of a mob or political group who whips up passions and disrupts the usual political process. This set is identifiably Gridanian, and likely relates to Haukke.

The last of the first six sets is the Strategos healer set, a Greek term for a general or in later periods, a military governor. Particularly ornate, I suspect this was a foreman's set in the mine or a high ranking member of the force sent to the manor.



The next six sets begin with the Lord's set, another tank garb. The name of this set suggests that this may have been worn by a noble, perhaps a former head of House Dartancours was a warrior who wore this set, which is now stored in Haukke Manor. The second set is the, uh, Thick set. It appears to have a noble motif associated with it once more, and may have been worn by a guard of the household or a famed Dartancours warrior. Next up is the War set, which does seem to be Gridanian but is much less elegant than most of the noble related sets found here. Perhaps it is an older relic belonging to the House, or was worn by one of the Twin Adders members securing the manor in the wake of our last journey there.



Niniri Niri - Siren

The Noble's set is a simple leather set with a fairly clear origin judging by the name, it must have been used by a member of House Dartancours who served in the Gods' Quiver. Next up is the Austere set used by DPS casters. Austere meaning severe or strict, this could have been the garb of a noble of the house famed for their dour nature, or judging by the nature of the set and its colour scheme, it may have been worn by a cultist in Amandine's orbit as she fell. The final set is the Blessed one, worn by healers. I strongly suspect that this is a remnant of the Padjal occupation of Haukke Manor before it was purchased by House Dartancours.

