

QUEEN TEARS

A dungeon design concept for Final Fantasy XIV: Shadowbringers
by: Kevin Chiasson



Concept & Theme

Chess: Queen Tears takes the chess game as the main theme for the dungeon. The third and final part is centered around the concept of a castle that once held huge tournaments of chess for generals and nobles of Eorzea.

The main boss will features mechanics focus on the grid patern of chess. All of the mini-bosses are themed around the role of the chess piece : Rook, Bishop, Knight.

Perfect Ruins: The castle is suppose to be an architectural relic for the dragons and Elezens of Dravania. Strangely, the castle is in perfect condition.

Aetherial Catastrophe: The rise of the old king of Fenvell from the aether sea brought terrible consequences with him. Monsters, unstable aether breaking through the ground and old guard from other ages suppose to protect the abandonned castle.

Lore: King's & Queen's Lookout, the masquerade and the missing piece.

"Chess is the struggle against the error"

The King's & Queen's Lookout is located in Eastern Sharlayan, the giant monument is looking over the whole Dravanian Hinterlands. The original structure was part of the Anti-Tower. It was created to pump the aether directly into the castle, this process run the castle without any maintenance. At the beginning, the Lookout was used to held a giant carnival for the nobles of all Eorzea. Chess was the main attraction. The competition was to demonstrate the intellect of nobles and generals of the Five Nations.

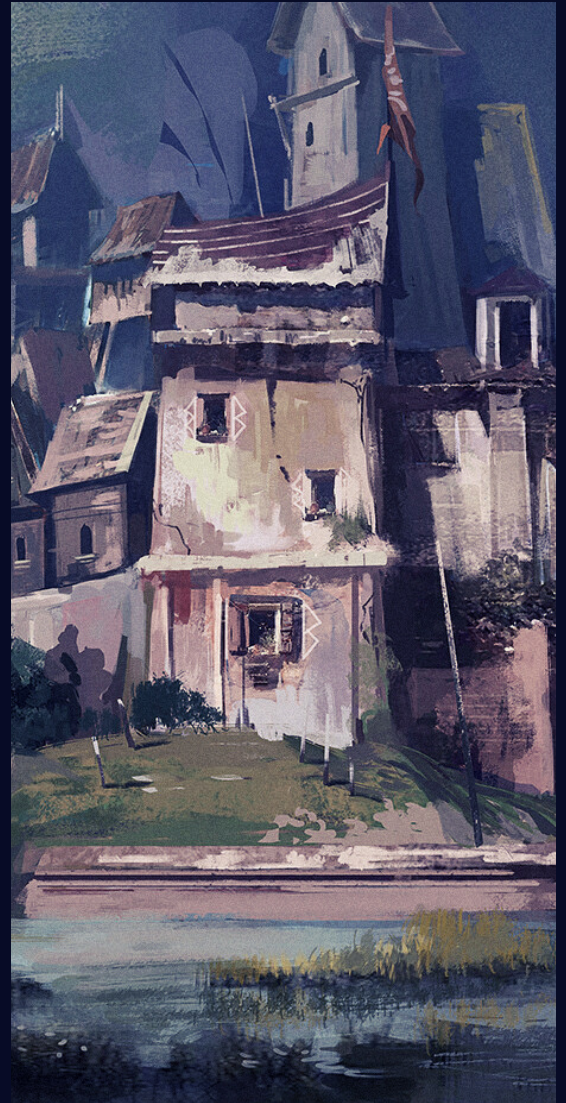
After an occurence in the Anti-Tower, monsters from the aether sea raid the castle and killed many nobles present at one of the night of competition. Surviving the raid, the king was accused of treason against the others nations and killed soon after the incident. His queen didn't have the same chance when the terrible night occurred and was killed inside the lookout.

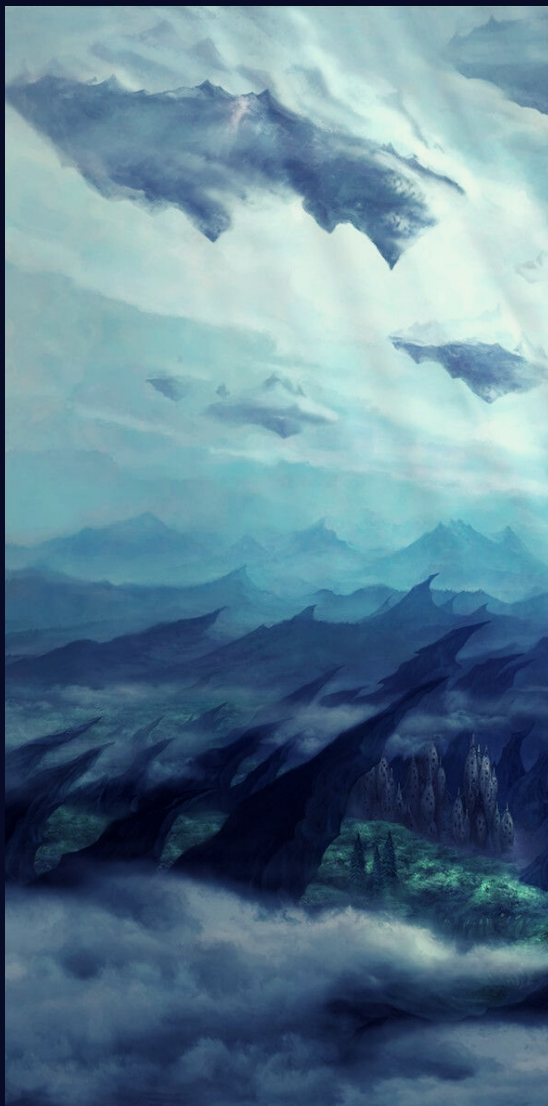
The castle was condemned and a personnal legion of Ishgardians was sent there to guard the cursed castle. A little village was built under the hill where the castle stand fierce and tall. Named after the tragedy, the village only purpose was to established a protection for the forgotten ruins, protecting travelers who wanted to wonder too far. The village called Queen Tears, now in ruins is still there.

After many ages, the Sharlayans left Dravania to go back to their home up north. The cursed hill was also left by the inhabitants of Queen Tears to go back at Ishgard, where their lineage were and where the threat of dragon was less present.

After all this time, The lookout and the village are now silent. Nobody venture around the ruins of castle and Queen Tears. Some explorers peak close enough to have glimpses of the structures but never enough to see the details of the genius that once was.

Matoya's now the guardian of the Anti-Tower, feel an interrupted flow of aether coming from the Anti-Tower. It goes directly in the castle. The ground is shaking time to time and the dragons are worried about some movements. The Warrior of Light should be the perfect candidate to explore the old demise of a lost king and his queen.





Duty Finder : Queen's Tears

Reward:

-[Allagan Tomestone of Allegory] 60
-[Allagan Tomestone of Revelation] 6

Description:

Situated at the south-east of the Dravanian Hinterlands, the ruins of Fenvell are now just a small portion of what once was. The only thing that is still standing is the King Lookout and Queen Tears. A village built long after the tragedy of the castle over the hill. Rumors has it that when the castle was built, the best magicians and architects of Eorzea was part of the project.

Information:

Location: Queen Tears/Time Limit: 90m

Requirements:

Party Size: Four players (1 tank, 1 healer , 2 DPS)
Class: Disciplines of War and Magic
Level: 80
Avg Item Level: 425

Journal : Once Upon A Time...

Reward :

- [The Gently Misery] Orchestration Scroll
- 4600 Gil

Description:

Matoya seems worried about the movements in Queen Tears.

Summary:

Now that you have wonder into the Anti-Tower and Matoya's Relict, you prove yourself into dealing with aether problems. Matoya is really worried about all the cuss that is happening at Queen Tears, also, there is rumors that dragons had a sight of walking objects near the Lookout. Speak with Sazyansha in Sor Khai.

[Meet with Sazyansha](#)

Sazyansha explains that he went exploring the other day. When close to the ruins of over the hill, he saw walking troops going in and out of the castle. Sazyansha talked about it with Rho Sai. Rho Sai is looking with a sharp eye on the ruins since that weird day. Go speak with Rho Sai to clarify his suspicions.

[Find Rho Sai at the Mother of the Sheave](#)

You found Rho Sai close to the edge of Mother of Sheave looking at the ruins from the sky. He looks suspicious about your implication with the mystery, he remains silent even if you explain that Sazyansha sent you to him. Rho Sai wants proofs that you are aware of what is happening down there before giving you more informations.

[Inspect the ruins of Queen Tears from the sky](#)

You've reach a destination that seems perfect to look at Queen Tears from the sky.

Complete the inspection duty to find proof of movements close to the castle of Queen Tears.

[Go talk to Rho Sai with proof](#)

Rho Sai is impress with your discovery. He wants to share more with you. There is an old entrance to the village at the Ruling Quarter in the Dravanja Hinterlands. You should inspect this place to find a way to enter Queen Tears.

[Find the old guard at the Ruling Quarter](#)

When you follow the indication of Rho Sai, you find an old guard staying in front of a big rock that seems to block an entrance. You talked to him, he respond with a grunt, whispering "*Warrior of Light...*".

*Queen Tears can be accessed via the Duty Finder.

[Use the Duty Finder to enter Queen's Tears](#)

After finding the source of the aetherial problem that give a second life to the victims of the castle mass murder. You've closed the aether door and brought back the peace to Queen Tears. Return to Matoya with your tales of the forgotten castle to bring the good news.

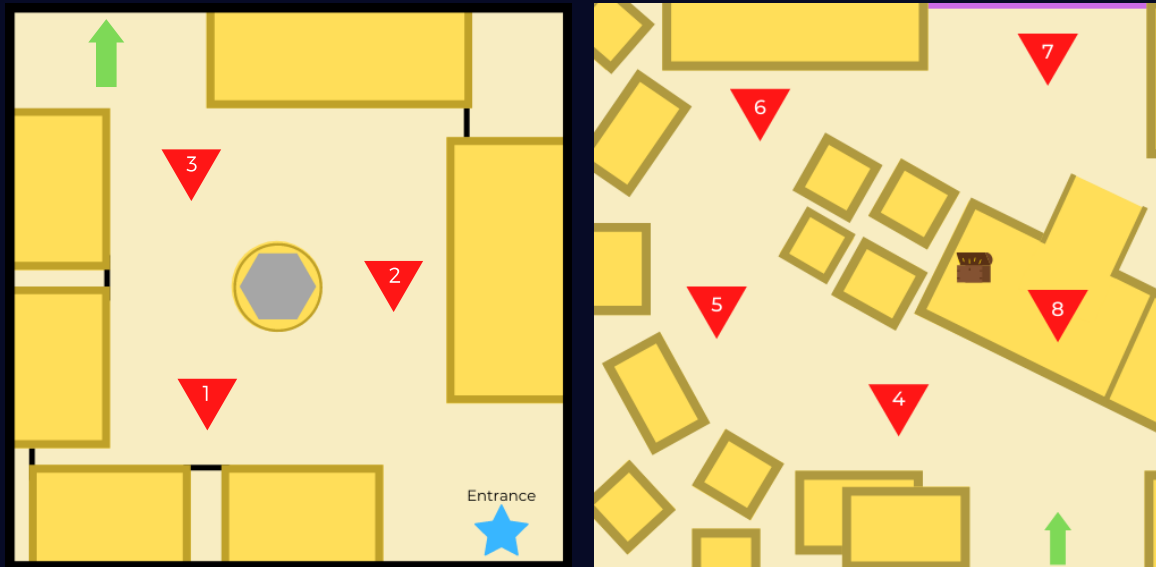
[Speak with Matoya at Matoya's Cave.](#)

Matoya seems really happy that the problem is already resolved. After thanking you properly, she returns to her studies.

Forgotten Plaza

A circular plaza where the citizens of Queen Tears had the habit of doing everyday business such as groceries and tradings with merchants. The plaza seems weirdly in a good shape at the moment of the dungeon occurring. In the middle of the plaza stand a statue of The Watcher, one of the best guardian of King Lookout. The houses are decorated with spears of ancient warriors that once served the capital into the preservation of the King Lookout. The houses and shops are made out of Dravian wood.

Objective 1 : Clear the Forgotten Plaza



Enemy - G1
Forgotten Guard x2
Aether Wisp x2
Noble Vanguard x1

Enemy - G2
Forgotten Guard x3
Aether Wisp x2

Enemy - G3
Forgotten Guard x2
Aether Wisp x3
Noble Vanguard x2

Enemy - G4
Forgotten Guard x4
Aether Wisp x1

Enemy - G5
Noble Vanguard x3

Enemy - G6
Forgotten Guard x3
Aether Wisp x3

Enemy - G7
Forgotten Guard x2
Aether Wisp x2
Noble Vanguard x2

Enemy - G8
Forgotten Guard x2
Lost Traveler x3

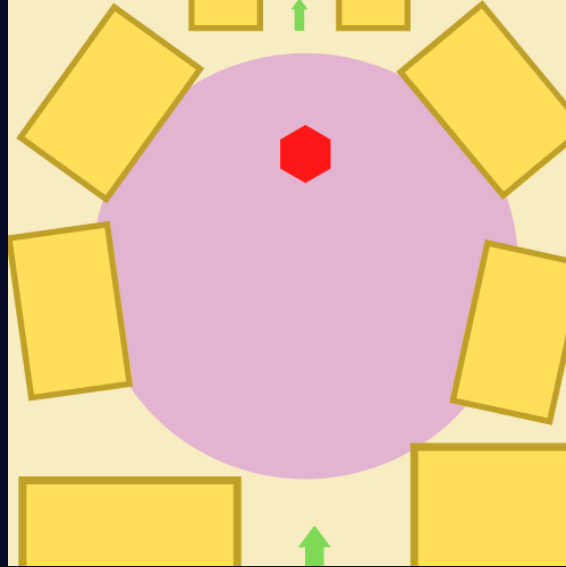
When you enter Forgotten Plaza, you can directly see King Lookout up the hill in the distance. The first objective is to get through Queen Tears. The party will encounter hordes of Aether Reminiscence of the past and monsters out of the aether sea studied by the old Sharlayans. These monsters have crawled the Anti-Tower into the castle to roam the area freely.

The dungeon happens at night, the moon is visible behind the King Lookout. You can see throughout the first part of the dungeon multiples boards of chess layed on Queen Tears tables.

The Rook

The Rook is the last street between Queen Tears and Noble Trailway. The street stood where the vanguard can easily access the hill. There stands, the legendary Watcher, a guard who carried the burden of staying behind when everybody left Queen Tears. He was brought back to life by the disruption of aether of the recent events inside the castle. He is ready to take you out before you trespass the limit of Queen Tears.

Objective 2 : Arrive at The Rook



Boss : The Watcher

The Watcher was at one point the general of the vanguard of Queen Tears. When all the troops and families decide to quit Queen Tears for economical and duties purpose, The Watcher stayed behind, with the only intention of dying of old age protecting the little village and King Lookout. He died not much longer after the departure of his comrades. He is really tall even for an Elezen. He wears the old armor of Queen Tears vanguard.

His main mechanics turns around the role of the Rook on a chess board. Doing strong attacks by manipulating the field with huge line of sight. The party will need quick reactions because the Watcher doesn't have a lot of casting time for his abilities. His main attack **Castling** increases his casting time for his next two abilities. It also targets a single target in the party that he will charge. Other members will need to group up around the target to reduce radically the damage.



The Watcher Abilities	Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Tackle	Skill	6	3	Instant	5
Tackle a target delivering an attack with a potency of 180 to enemies before him. <i>The Watcher strongly tackle the enemy with a sight of purpose in his eyes.</i>					
Blind Swine Mane	Skill	0	0	6	40
Damage taken is greatly reduced and apply the status effect 'Bulwark' to The Watcher. <i>With an infinite ambition to protect the way to the castle, The Watcher reinforced his focus.</i>					
Desolation	Skill	20	20	8	23
Delivers an attack with a potency of 200 to enemies around him. Apply the status effect 'Earthen Ward' to The Watcher. <i>With all his might, The Watcher stomp the ground with his lance absorbing the aether in the ground.</i>					
Castling	Skill	150	0	Instant	60
Delivers an attack with a potency of 300 to the target enemy. For each member of the party inside the indicator, the damage is reduced by 30 potency. Reduced the recast time by 10 seconds. <i>The Watcher was always the first in the heat of battle when necessary, Castling his signature move was a big part of it.</i>					

The Noble Trailway

When the carnival was held, the Noble Trailway was used by the guests and competitors. Once paved with glamorous lights and incredible monuments owned by the king, the Noble Trailway is now in a state of devastation. The multiple flows of aether breaks the ground creating aether monsters all around the trailway. The party will need to find another entrance to the castle because of the aether source blocking the path to the castle.

Objective 3 : Find the entrance to The Anti-Tower Breach



Enemy - G9
Grandmaster x2
Aether Stalker x2
Noble Vanguard x1

Enemy - G10
Grandmaster x3
Aether Wisp x2
Aether Stalker x2

Enemy - G11
Grandmaster x3
Noble Vanguard x3

Enemy - G12
Aether Stalker x5

Enemy - G13
Aether Stalker x2
Aether Wisp x3

Enemy - G14
Grandmaster x2
Aether Wisp x2
Noble Vanguard x2



If you interact with the emote /waves Rho Sai will appear delivering an attack to the enemy groups G12 - G13 with a potency of 450.

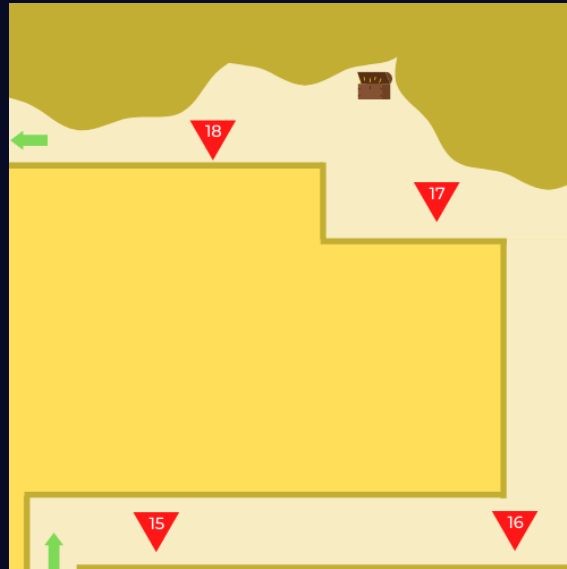
The Noble Trailway is lighted by the aether breaking through the ground. The scenery is like a calm battlefield. Nobody is fighting except the party. The land is shattering when the party advance farther into the trail. Stuck in an aether gloom, the party will have a limited field of view. Only shadows will be visible in the aether fog. The trees possessed by aether are slowly burned by the magic forces.



Anti-Tower Breach

The breach was created by a blast from the aether sea under the Anti-Tower. When the breach was created, the Poroggo's tried to repaired it quickly but we're forced by the aether monsters and the pawns of the king to let the breach wide open. The Anti-Tower dungeon can be seen in the distance. The party also have a view into the aether sea disrupted by the dungeon events. It lights the whole cave with moving lights.

Objective 4 : Make your way to the King Lookout by the undergrounds.



Enemy - G15
Aether Stalker x2
Aether Wisp x2
Grandmaster x3

Enemy - G16
Aether Wisp x3
Grandmaster x3
Jaw of Aether x3

Enemy - G17
Jaw of Aether x3
Aether Wisp x3

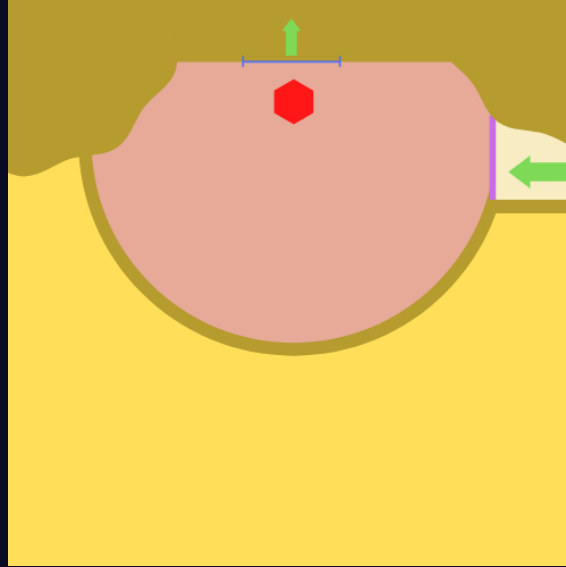
Enemy - G18
Jaw of Aether x2
Aether Wisp x2
Aether Stalker x1

When the party enter the Anti-Tower Breach, you have a view on the Anti-Tower dungeon that was already explored by the Warrior of Light. Now with a disturbed aether sea, there is geysers of aether everywhere inside the cave. The ambiance in the room is the equivalent of a silent volcano. The party will travel on an old balcony once used by the council of the king to discuss big decisions.

The Bishop

The Bishop is a balcony under the King Lookout where the high advisors of the king regroup to discuss the decisions about the nation. The advisors were telling that the vision of the aether sea in front of them when discussing big decisions brought them wisdom and clarity into their minds.

Objective 5 : Defeat The Advisor to enter King's Lookout



Boss : The Advisor

The Advisor was the highest counsellor of the king. He lost his life like many others at the end of the traumatic event at last carnival held in the castle. The aether sea brought him back to life at the orders of the mystic force inside the King Lookout. He seems to protect the entrance of the castle.

His main mechanics turns around the role of the Bishop on a chess board. Manipulating the positioning of the enemy party by protecting himself with pawns. The Advisor will use his signature ability **Fianchetto**. The party will need to be aware of the blast of aether that can happen on the balcony where the boss fight takes place.

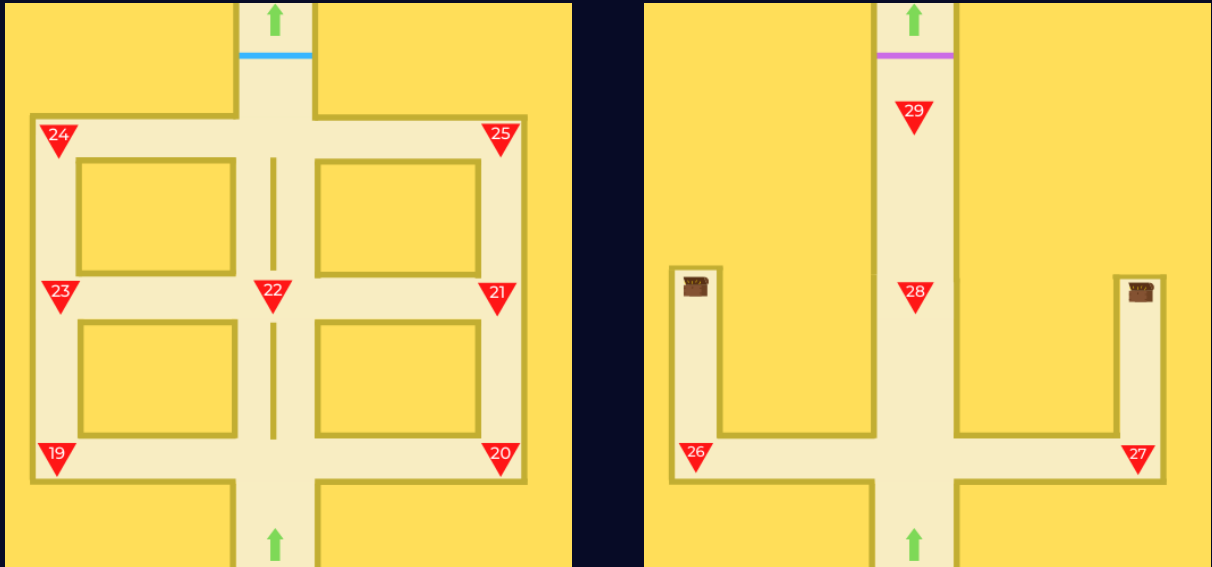


The Watcher Abilities	Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Aether Blast	Spell	20	5	3	10
Invoke a blast from the aether sea that deliver an attack with a potency of 200 to the primary target and 150 to the targets around the primary target. <i>The Advisor seems calm when manipulating the sea at his will.</i>					
Summon Pawn	Spell	3	0	6	30
The Advisor summons two Pawns to fight next to him in battle. <i>By his great wisdom, the advisor was heavily protected by the King guards.</i>					
Will of the King	Spell	30	0	8	40
Heal himself and the pawns the summoned with a Cure Potency of 100. <i>By rulling the court of the king, the advisor can motivate the troops to fight even more.</i>					
Fianchetto	Spell	350	350	8	180
Sacrifice his pawns to deliver an attack with a potency of 1000. If all the pawns are dead, summon 2 pawns to fight at his side. <i>The Advisor had a wise choice of guard to protect him. Fearless to the eyes of the nation and most likely to give their life to what is important to the king.</i>					

King Lookout

The King Lookout is the source of the aether fluctuation that is happening around Queen Tears. The castle looks perfectly clean and more alive than ever. Monsters of the aether sea are roaming the corridors. The knights of the king seems to have no interest in the monster and the same goes for the monsters toward the knights. Paintings of old age of the forgotten kingdom are hung on the walls. To proceed at The Grid, the party will need to find the two Knights in the different enemy groups of the King Lookout. Once defeated, the aether barrier will fade out.

Objective 6 : Defeat the two The Knight to proceed to The Grid



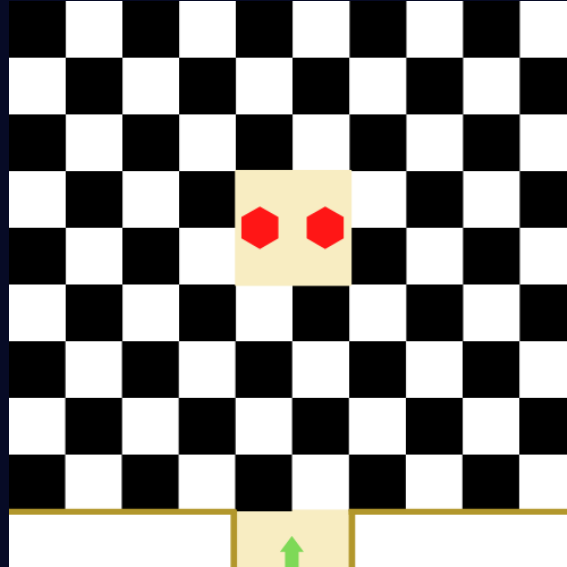
<p>Enemy - G19 Grandmaster x2 King's Pawns x2 Noble Vanguard x3</p>	<p>Enemy - G20 Aether Stalker x3 Jaw of Aether x2 King's Pawn x2</p>	<p>Enemy - G21 King's Pawn x3 Aether Wisp x3 Grandmaster x1</p>
<p>Enemy - G22 Aether Stalker x4 Aether Wisp x2 Grandmaster x3</p>	<p>Enemy - G23 The Knight x1 Aether Stalker x2 Noble Vanguard x3</p>	<p>Enemy - G24 Aether Stalker x2 Aether Wisp x2 Grandmaster x1</p>
<p>Enemy - G25 The Knight x1 King's Pawn x4 Aether Jaw x3</p>	<p>Enemy - G26 King's Pawn x2 Aether Stalker x3 Noble Vanguard x1</p>	<p>Enemy - G27 King's Pawn x2 Aether Wisp x2 Grandmaster x2</p>
<p>Enemy - G28 King's Pawn x5</p>	<p>Enemy - G29 King's Pawn x2 Aether Wisp x2 Grandmaster x1</p>	

King's Lookout is perfectly clean, the corridors seems polish, the party is reflected on the floor when travelling the final part of the dungeon. There is aether ghosts everywhere chatting like nothing has ever happen, mostly nobles and generals of the old ages. The walls are full of painting of the glory years of the lost kingdom. There is also portraits representing the royal lineage.

The Grid

The Grid is the main room of the castle. Used for the carnival of chess, the Grid is occupied by the king and the queen of Fenvell who wants revenge on the five nations of Eorzea for their misery. The floor is covered with white and black squares that represents a board. It will also be the center of the positioning mechanics for the party to respect to not fail the duty.

Objective 7 : Defeat The King & The Queen in The Grid



Boss : The King & The Queen

The rage of the king of Fenvell was so intense that it resonated in the deepness of the aether sea. Able to bring himself back to life with the help of instable fluctuation, he also brought back his queen to bring redemption for his fallen kingdom put forward the greatness that once was. He wield the aether source under his castle to make his troops walks again bringing with his incantations, monsters from the aether sea. He and his queen will not bow down to the threat of an Eorzian.

The main mechanic of the King & Queen is a color patterns between black and white. The floor of the grid is of these same colors. When King cast spells, the black squares will deal AoE damage to the enemies present on them. Otherwise, when the Queen cast a spell, the white squares will deal AoE damage to the enemies present on them. The Queen mix all of the mini-bosses mechanics and the King is casting aether spells that the party will need to dodge properly.

The Queen Abilities	Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Castling	Skill	150	0	5	60
Delivers an attack with a potency of 300 to the target enemy. For each member of the party inside the indicator, the damage is reduced by 30 potency. Reduced the recast time by 10 seconds. <i>The Queen was a prodige at chess, she can recreated all of the strategies with a keen sense of fun.</i>					
Fianchetto	Spell	350	350	8	180
Sacrifice his pawns to deliver an attack with a potency of 1000. If all the pawns are dead, summon 2 pawns to fight at his side. <i>The Queen had a wise choice of guard to protect him. Fearless to the eyes of the nation and most likely to give their life to what is important to the king.</i>					
High Jump	Skill	20	0	5	15
Delivers a jumping attack with a potency of 400. Returns you to your original position after the attack is made. <i>The Queen learned some of the Knight technique when at the head of the Fenvell army.</i>					

The King Abilities

Summon Pawn

Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Spell	3	0	6	30

The King summons two Pawns to fight next to him in battle.

By his orders, the king was heavily protected by the his guards.

Aether Manipulation

Spell	350	10	5	15
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Create a blast of aether that is unleashed by the staff of the king. Deliver an attack with a potency of 320.

The voyage inside the aether sea was a blessing in disguise for the Fenvell King. He learned how to manipulate the aether at his will.

Checkmate

Skill	300	25	10	360
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The King target a member of the party which will receive the status '*Holmgang*' a giant chess piece will appears above the target and will fall after the casting time. The others party member need to group up under the piece to reduce the damage. Deliver an attack with a potency of 2000.

The King at wit's end wanted his kingdom to be back to life. He knew very well that this cannot happen so he put most of the aether he accumulated into a strong blow to eliminate the party.

Normal Encounter



Forgotten Guard Abilities

Queen's Tears Strike

Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Skill	3	1	3	10

The Forgotten Guard rotate to swift strike the target. Deliver an attack with a potency of 320. Cause *Blind*.

Once Elezen citizens, the Forgotten Guard failed to protect the damned castle. The Queen's Tears strike was learned by each guard.

Ethereal Protection

Spell	3	1	5	25
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The Guard summons a mana barrier that protect him for some actions. Receive the '*Manawall*' status effect.

The aether brought back the old guards with the King's will. They still need to protect the castle, even in death.



Aether Wisp Abilities

Aether Burn

Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Spell	10	2	4	10

The Wisp burn his target by condensing the aether at one peticular place. Deliver an attack with a potency of 200. Also give '*Astral Fire*' effect to Aether Wisp.

The aether sea is a enormous source of power, the wisp can draw spell from it.



Noble Vanguard Abilities

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

Slam a target, dealing blunt damage.

The Vanguard were the main protection for the guests of the chess carnival. They used beatdown as a breed and butter attack.

Devistate	Skill	0	3	Instant	0
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Slam foes in a frontal cone.

Like Beatdown, Devistate was a perfect initiator in combat.



Lost Traveler Abilities

	Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Aether Leech	Spell	3	0	2	Instant

Steal target HP.

To still roam the world, the traveler still the life force of what is around him.

Mind Melt	Spell	0	50	5	10
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Deals Lightning damage to all foes.

By traveling into the aether sea, the Lost Traveler can channel lightings.



Grandmaster Abilities

	Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Forks	Spell	0	20	5	30

Create pillars similar to pawns piercing the sky. Deliver an attack with a potency of 60 over-time.

Effect apply during 8 seconds.

His mind was perfectly silent, but his hands doing gesture of an artisan.

Pins	Spell	20	10	8	20
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Grandmaster target a enemy, a piece of chess come crushing him under it and the floor. Deliver an attack with a potency of 230. Always target the healer of the party.

He knows really well, what needs to come crash down when it's needed.



Aether Stalker Abilities

	Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Slowcall	Spell	0	3	2	10

Let out a soporific song, slowing enemies in a frontal cone. Additional Effect:Slow (Status Effect)

Duration: 15ss

The sound of the aether crashing on the walls of the Anti-Tower resonate inside the cloak of the Stalker.

Gravity Field	Spell	25	5	3	30
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Create a gravity well that slows down movement and damages foes over time.

Additional Effect:Heavy (Status Effect) Additional Effect: Bleed (Status Effect)

The gravity is ephemeral for these entities. They can bend it to slow and damage the enemies.



Jaw Of Aether Abilities

Crush

Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Skill	1	0	Instant	0

The Aether Jaw is crushing a target. Deliver an attack with a potency of 340.
His jaw try to crush the bones inside the target he choose.



King's Pawns Abilities

Army of One

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

Slash a target repeatedly.
For their king, the Pawns can fight with such determination.



The Knight Abilities

True Thrust

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

Delivers an attack with a potency of 290.
Some Ishgardian say that the thrust of the today's Dragoon came from the knights of Fenvel.

High Jump

Type	Range(y)	Radius (y)	Cast (s)	Recast (s)
Skill	20	0	5	15

Delivers a jumping attack with a potency of 400. Returns you to your original position after the attack is made.
The Knight had an incredible acrobatics, it shows in his weaponskills.

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<https://www.artstation.com/artwork/XBz15y> - The Advisor