FINAL FANTASY: CHOCOBO'S DUNGEON (IC 0.5)

"Kweh! Warrrrrrrrk! KWEEEEEHHHHHHH! ….Wark?"

Damn these birds, what does an old man have to do around here to get a decent bit of rest? The survey team found a bit of an oddity in this world – well more accurately speaking, it's more than a couple oddities that exist in this world. Dungeons have popped up everywhere, with monsters crawling through the numerous tunnels and passages that have appeared.

The appearance of dungeons has attracted the attention of many treasure hunters – though unfortunately there doesn't seem to be too many which have survived for longer than several trips through the dungeons alive. From winding passageways to hidden traps, monster hordes to collapsing rooms, every dungeon is a death trap in a different disguise. The old man grumbles as another loud "WARK" sound interrupts him, but he continues regardless.

The survey team has a very simple request for you while you're here, one that you don't necessarily need to adhere to, but it might give you something to do regardless. There are several dungeons in particular which have experienced rather large spikes in energy and activity, so if you can investigate into those places the survey team would be particularly grateful.

Be wary though, the survey team warns that certain places have experienced severe temporal disturbances. It would probably be best if you scoped out a dungeon properly before entering. With that said, there are multiple settlements about – the temporal displacements seem to have affected their appearance somewhat, but on a positive note it does mean that you won't have to look too far in order to find traces of civilization.

Of course, the survey team was here to help you prepare, and we've gathered a fair bit of resources for you to use in preparation for the journey ahead.

+1000 CP

You don't need to thank me of course; you are spending a decade here after all. This young lady here will attend to your basic paperwork while I try to get some sleep. The old man places heavy emphasis on "try", and another loud chorus of KWEHs and WARKs drowns him out as a young lady escorts you to the first part of preparation.

Hopefully you're in the mood for some dungeon diving.

[PRELIMINARY PAPERWORK]

A young lady takes over, all while struggling to keep the paperwork in order as two large yellow birds pester her and attempt to chew on the papers in her hand. Instead, she shoves them hurriedly into your hand before the birds can devour them.

These forms are here to prepare you for entry into this new world. You can of course neglect adopting an identity completely, but while you're still here, there are some things we can do for you free of charge. Your age for example…just write in a number between 5 and 50 in the box here. Same thing as far as your gender goes, I'm really not in the mood for a physical check up here.

Your age can be freely chosen in a range between **5 and 50**.

Your gender can also be freely chosen.

Batting aside the beak of a curious bird, the girl hands you another form. This one is a bit more complex, describing the various backgrounds you can adopt. Depending on the background that you choose, you'll have a different set of training discounted to help you prepare for the problems of this world.

Keep in mind however, that some of these backgrounds may result in a rather substantial change in your physical appearance.

Background	Description
Chocobo	You've seen Chocobos before, even if you don't know them by name. Indeed, these birds that have invaded the survey team's operation center are Chocobos, and as you might expect, taking this background will change your physical form. Unlike some other worlds in the Void, many Chocobos here have demonstrated a remarkable level of intelligence, and it isn't uncommon to find Chocobos travelling the land and exploring dungeons. As a Chocobo, you have a fair bit of flexibility as far as your appearance goes. Chocobos generally come in all shapes and sizes, though there are specific breeds and colorations notable for certain "qualities".
Moogle	Moogles, like Chocobos, are another distinctive race that others in the Void would consider as a monster. But it isn't too uncommon to find Moogles wandering about, as adventurers just like Chocobos are.

	But whereas Chocobos are rather well known for their speed, curiosity, and somewhat stubborn nature, Moogles generally don't have any particular stereotype that they fall under. Many Moogles possess an inherent form of magic unlike the Chocobos, but they're also less capable physically speaking. And of course, becoming a Moogle does mean that your physical form will change rather significantly. For one thing, most Moogles aren't anything like humans – though being a Moogle won't make anybody freak out…at least not here in this world.
Villager	By the sound of it alone, being a villager may be the most mundane job you could ever have. But even being a villager comes with plenty of obligations, and plenty of matters to attend to. Most of the villages in this land do not boast a substantial population, and naturally most villages make sure that everybody can make a contribution to the village's well-being. Unlike some other worlds in the Void, it isn't too uncommon to find monsters that have adapted to a more…civilized lifestyle here. Aside from being the normal human, you can choose your own form from amongst the different breeds of monsters.
Techie	Technology is still developing in this world, and while some villages may be more advanced than others, the growth and spread of more advanced technology is still largely erratic. As one of the few technicians here in the world, the expertise that you possess sets in a whole different class entirely from other professions. Admittedly, humans have a much easier time than most as far as understanding and interacting with technology goes, but it doesn't mean that it's impossible for the other races to give it an honest try. Maybe that fellow called Cid can help you out? He seems pretty keen on experimenting with technology.
Experimental Test Subject	Before you worry over anything, the young girl assures you that this background is completely safe and will not risk your life any more than diving into a dungeon might. None of the experiments will inflict anything upon you of course; all the experiments will strictly involve the testing of new technology, technology meant to make

	rapid transportation around the world more feasible. …The notes indicate that it would be best if you happen to be a fan of high speeds, and perhaps even better if you have a passion for racing.
Treasure Hunter	Fitting for those who have nothing in their minds except to chase after the potential prizes within dungeons. Honestly speaking, there isn't much that we can teach you as far as searching for treasure goes, but our shopkeeper might be able to help you more with the equipment that she's brought along with her. She's a bit of a treasure rat herself, so she's probably likely to see a kindred spirit in you and help out. **(This background strictly has discounts within the item section and has no perk discounts)**

With your background decided, the girl hands you another brochure. She has to determine where you're going to find yourself after all the preparations are made after all.

You've been handed a dice, **1d8 for location. 50 CP for free choice.**

Location	Things to Note
The Chocobo Village	A small farming village off the beaten path, primarily inhabited by a fair number of Chocobos and other friendly monsters, who have taken up roles like farming and trading with travellers who pass by. There have always been plenty of caves to explore in the area, but lately, the villagers have discovered a rather strange dungeon lurking below the village.
Shiroma's House	A small cottage belonging to a white mage that overlooks the sea, the white mage who lives in this cottage travels often, and may not be home for long periods of time. If you don't care to stay in this cottage, there's a small village nearby closer to the shore. That being said, there have been a number of dungeons that have been mapped out here which no one has explored.
Cid's Tower	A small tower of mechanical wonders just slightly north of the same village close to the white mage's house, it has unfortunately been harassed by goblins as of late, and travelling through the Tower too extensively might be a bit dangerous for an inexperienced traveller.
The Island Village	An island with a small farm filled with Chocobos, there isn't too much else here on this island, though a ferry allows for one to travel to the mainland. On the other hand, spending your time

	helping tend to the Chocobo flocks and raise baby Chocobos might not be a bad way to pass the time.
Lostime	The small town of Lostime lies in the middle of the Memoria continent, a fair distance away from any other notable landmark. While the town is very scenic, it is most notable for the strange bell that apparently has the ability to clean away pains of the past. At least, that's how it was advertised – there's something going on with that bell…and it isn't necessarily benign.
Million Island	An island far off the cost that, as its name suggested, cost a million dollars to put together. A very wealthy man resides here, though few have ever seen him personally due to his sickness. Other than that and his profession as a picture book writer, not much is known about him. The ferry that passes by can take you to the mainland if you so wish.
A Mysterious Racetrack	It's pretty much abandoned right now, but in the past this seems to have been a rather lively place. Without too many monsters close by, you can certainly spend some time here and rest, before travelling on to the villages nearby. Otherwise, if you wait long enough, people might come around this place again.
The Invincible	A one-time airship ride, the Invincible can drop you off at any of the locations above, there's a parachute included in this offer as it generally isn't going to stop. I hope you like sky diving.

With the basic administrative details decided, all that's left is the majority of your actual preparations. From deciding what skills might be helpful to suit your time here, any friends that you might be looking to bring along, to items which may or may not help you along the way, there's plenty of stuff to decide upon.

But looking at you though, you should be pretty ready as you are…well, in any case, if you do find yourself lacking in resources to better prepare yourself, we have options available for that.

Oh, our resident mad scientist sent a message by Chocobo while you were doing the paperwork. It's a big mangled, but it seems like he has a bit of an experiment he would like you to consider. No, you don't have to be an experimental test subject or anything for this.

[PERKS]

If there's any preparations to be made, the first place to start is with yourself, no? For each individual background, there's a set of perks discounted for that specific background – the first tier of training is on the house for those of the same background. There…are, however, some options which don't follow under any specific background.

CHOCOBO

Fancy Footwork 100

When it comes to running, there is pretty much nothing that can beat out a Chocobo. Well, I'm only considering a Chocobo in its prime, plenty of the old birds and the fatties get eaten by hungry Behemoths. I would call it a pity if these birds would stop being so bloody annoying.

You, thankfully, are a prime specimen as far as a Chocobo is concerned, and both your speed as well as your dexterity will see a moderate boost. Trust me, considering the roads that you'll be travelling, sometimes dextrous is much better than being fast.

Even without all the running that you're going to be doing however, your leg strength is phenomenon. Word to the wise; never let a Chocobo kick you head on, because those chicken legs can really hurt. On top of that, given that you'll be stuck with wings instead of human hands, it should come as good news to you that you can throw things at ridiculous speeds with your feet. I've tried to figure out how that works, but the Chocobos that were demonstrating for me were all a bit too fast for me to see properly.

Not a Burdened Beast 200

A lot of Chocobos seem a bit scrawny, especially when you look at their legs, but they're actually considerably stronger than their appearance would suggest and very suitable for long distance journeys even while carrying passengers and a load. Certainly, your own ability to carry heavy weights has improved by a fair bit, and the presence of the additional weight doesn't really affect your pace at all.

In the worst case scenario though, if you need to get rid of luggage in a hurry, you could always just toss it aside. In fact, you can even throw passengers away like you'd throw a bottle with your feet. Isn't that handy?

Hopefully they brought a cushion or you remembered to hold back, because you can launch things a fair ways at rather high speeds. And considering the strength of your kick is now strong enough to launch enemies back a fair ways…I'd advise that you take some time to better understand your new strength.

A Matter of Plumage 400

Chocobos come in all sorts of colours – but generally as far as breeding steeds goes, I heard the locals prefer the yellow ones. The others tend to have rather distinct qualities that are suitable for things besides travelling. But you're a Chocobo, and I've got cans of magic paint, so you know, if you want me to paint you up, I can do that and help you get used to your new powers.

Certainly you shouldn't assume that you can only be of a single color, I'll paint you in as many colors as you can afford…though if you look like an idiot as a result of it I won't be held responsible.

But as far as the different breeds go, the differences between the colors can be summed up in a pretty simple fashion. Yellow Chocobos, as I mentioned before, are the quickest are far as Chocobos go and their speed is something that rubs off on allies as well, making everybody around them faster.

Red Chocobos are generally recognized as the most aggressive variety, and most people would recommend that you stay away from them due to their unpredictable temperament. But as a Red Chocobo yourself, you can inspire a severe mind impairing rage into everybody in your vicinity. If that isn't enough to deter predators…you're also capable of calling down burning rocks all around you. It's a very limited sort of magic, but it does its job.

Blue Chocobos are much more proficient at magic in comparison to Red Chocobos and can learn all sorts of spells naturally, while also increasing the effectiveness of other allies who have some level of proficiency in magic. They, along with Green Chocobos, are generally seen as benign, but Green Chocobos are much more proficient in the usage of recovery magic. Their affinity with healing can also be seen physically, as they recover from wounds quicker than most.

Both White and Black Chocobos are amongst the rarest as far as Chocobo breeds go. Just as black and white are often seen as opposites, the two breeds are extremely different from one another as far as general tendencies go as well. The White Chocobos are magical in nature, but most often associated with holy magic. They're particularly effective at dealing with curses, something that other Chocobos really can't lay a finger on.

The Black Chocobos on the other hand are some of the strongest Chocobos, physically speaking, and what little magic they possess is most useful for weakening others and hampering enemies. Perhaps due to their extreme strength, Black Chocobos alone are capable of defying the fact that Chocobos are flightless birds – by conducting low altitude flight for short periods of time.

Birds of a Feather 600

Ever since the first dungeons started showing up, there have been stories and conjectures about the strange magical feathers that have started showing up. Some people believe these feathers are from the legendary Eidolon phoenix, others believe that there are monsters going about enchanting stray feathers from the remains of Chocobo dinners…and then there are those who believe there's a magical Chocobo running around dropping these feathers.

You can go and rectify all of those rumours if you care to do so, because you can create these magic feathers using samples from your own plumage. Just pluck a feather off, infuse a bit of your own magic into it, and expose it in vicinity of the magic spell you want to capture – without actually destroying the feather of course. After a bit of "soak time", you'll be left with a feather that can be used to cast the same spell as long as it happens to be on your body somewhere. You can even attach it to charms and give it to somebody else. As long as they possess the feather, they'll also be able to utilize the magic that it has soaked up.

Of course, you probably don't want to pluck off all of your feathers and soak them all in magic. For one thing those feathers are there first and foremost to keep you warm! On top of that however, it's important to note that complex magic require much longer soaking periods – you may have to expose the feathers to several castings even. Arranging that could be a headache depending on the spell, and you wouldn't want to be featherless while that happens – feathers take a while to grow back on any poor Chocobo that gets stripped.

The magic won't stay within the feather forever of course, and after several casts, the feather will generally be purged clean of magic. If you find the whole process of charging feathers to be far too strenuous, you can instead try to break down magical objects with your own magic to create such feathers, but the effectiveness will be lower, and the spells you get will be a bit more limited as a result.

MOOGLE

A Sense of Larceny 100

If there's something that was hidden in your current room, you can bet that it won't escape your diligent Moogle eyes. Really with all things considered, Moogles are probably the best at both hiding and finding treasure. Nobody really knows how they get so good at it, but many of the most experienced treasure hunters are Moogles – and the villages are content to just barter for whatever a Moogle can dig up.

That treasuring hunting experience will come in handy, because there will be plenty of chests and boxes to loot through – and with a glance and a couple light shakes of the container, you'll be able to get a rough idea of the worth for the contents inside. But even prior to that, with a glance alone you'll be able to determine if there's a trap involved. So don't try to give a mimic any "light shakes". You'll probably just get your head bitten off.

Hidden Pockets 200

There are times when it's better to take rather than to ask, it's easier to ask for forgiveness rather than permission after all. But when it comes to taking things from other people…sometimes they actually have nothing of value on them at all. It can lead to some awkward moments when your hand is in their pocket and there's absolutely nothing there.

Thankfully as a Moogle, you won't have to worry about that. Even if a normal thief would otherwise find nothing to steal, you'll be able to dig something up. You can steal from practically any living being, humans might cough up mementos or small consumables whereas monsters generally cough up usable materials.

Just don't expect the item you snatch to be particularly valuable. It might at best, have emotional value to the individual that you stole it from, but it won't have much material worth. If you aren't satisfied and you weren't caught though, there's nothing stopping you from trying again – though your chances of getting away with larceny more than once on the same mark is pretty poor, and only gets worse each time you do succeed.

The X Factor 400

Because of the reputation that certain famous Moogles have, people usually assume that Moogles are either greedy merchants or greedy treasure hunters. But this is far from the truth, in fact, Moogles are creatures with many different faces and a flashy transformation is all takes for a Moogle to change into somebody completely different.

You're no different from other Moogles in this regard, but you have a total of five different forms that you can transform into, each of which possesses their own benefits. While you can only maintain a single form at a time, changing between different forms just requires a very flashy stance. It does take a bit of time afterwards for the transformation to kick in, so don't expect to be able to shift between forms nonstop.

The five forms available to you are the Dueller, the Robber, the Merchant, the Dungeon Hero…and the Romantic. Don't ask about the names, we learned them

from the Moogle who explained this to us. He was…a bit eccentric, if you haven't already guessed. Still though, the five forms each have some rather neat tricks.

If you were expecting the Dueller to fight with weapons, then you really don't know Moogles very well, because frankly very few Moogles fight when they don't have to. Instead of fighting with weapons, the Dueller can use cards to create illusions and confuse people around them. While any card with a picture will work, if you possess cards with inherent magic effects, the Dueller can enhance those as well.

The Robber's expertise is at getting away more so than the actual process of theft, but while the ability to teleport to a random location nearby can come in handy, it's the ability to temporarily steal an enemy's ability that can really be helpful in a fight. You'll be a bit more successful as far as stealing goes, but whether that's because you're quicker with your hands or because people just don't expect a Moogle to do much is up in the air.

The Merchant's expertise fits its name rather well, given that you'll be able to sell your items to both monsters and adventurers inside a dungeon, and as long as you remain a Merchant, most monsters will be less inclined to attack you. Just don't expect them to pay in the same currency as adventurers. If a Behemoth wants to deal in Chocobo flesh…maybe you consider the trade.

The Dungeon Hero isn't actually much a hero…and that's sadly a bit like the Moogle that we learned this from, who was a bit deluded into thinking he was a hero. But they do inherently seem to gather information about a dungeon of any kind the moment they step inside, from monster variety and concentration to the layout and construction of the place. Perhaps the form best suited for combat actually, the Dungeon Hero bestows a rather large boost in strength while active.

The Romantic…well with a name like "Romantic" you probably weren't expecting anything to do with fighting to begin with, and really, that's not what they have anything to do with at all. The Romantic is best as far as handling negotiations and conversations goes, and they can charm people rather well, especially on a first meeting.

Aggressive Salvaging 600

They say that most Moogles are only good for being greedy and grabbing up loot, but any experienced treasure hunter can tell you that there's worth in junk as well. Heck, if they could carry everything out of a dungeon, they probably would. You see, plenty of treasure hunters like to break down equipment or exchange useless items at recycle boxes for other things.

You should have a different reason to be collecting otherwise useless loot. You see, when you break down the items you collect with magic, you'll often find small magicite stones left behind. They're nothing like that massive magicite crystal which the Treasure Hunters have been whispering about, but these small shards do have their uses.

Depending on the nature of the item destroyed, you may find either normal magicite with magic lingering inside it or you may find magicite with an elemental affinity. Provided that you have a place to mix these stones together like a cauldron or a reactor, you can combine the shards to form larger pieces of magicite.

Unlike a feather, magicite is consumed upon activation like a grenade, but the effects of magicite are much more substantial than the magic conjured from a normal feather. Modifying a piece of magicite is also relatively easy, since you can introduce new elements in by mixing more shards, and increase the potency by merging more shards as well. I'd suppose that if you're keen on breaking down useless items and you like to make magic crystals…well this isn't a bad skill to learn.

VILLAGER

A Sense of Community 100

Villages here in this land aren't very large at all and most communities are very tight knit as a result of daily interaction with one another. Sure, there may be some folks that are less tolerant of others and there may be some folks who don't feel like joining the crowd, but overall most villagers are rather friendly.

You won't find it too hard to fit in either once you've decided on a village to settle down in. Unlike how they might treat other villagers, people tend to approach you openly and generally in a friendly manner without the amount of suspicion that you might have expected. If you work at it, you'll find that building relationships with others comes quickly – and perhaps most importantly, people can find things about you like your skills that they truly value and respect.

All in all, your time here shouldn't be too tough.

Rural Needs 200

The skills that a villager needs are often different from the skills that an explorer or a treasure hunter may employ, but there's nothing to stop you from adapting your skills so they fit your new life better, and help you fit in with your new community. Each time you take this, you can repurpose a single skill at your disposal, allowing it to be used for more mundane purposes. When used in this

fashion, you'll find that the cost and the risks of using the skill are both reduced significantly. As long as this mode is sustained, the skill will no longer be as effective for other capacities – like fighting.

It helps if the skill that you're repurposing actually fits the purpose which you intend it for. Lightning magic can certainly help you fish, but it can be rather cumbersome. On the other hand, using fire magic to make a portable forge or to keep the village warm is probably far easier to handle.

If your skill repertoire happens to be lacking, and you find yourself stuck with rather unwieldy skills, don't despair. The more proficient you were at the skill, the more efficient it will be at its new functions, which can eventually be enough to overcome any deficits, provided that you use it extensively enough.

You may take this multiple times, selecting a different skill each time.

Enchanted Literature 400

Between all of the dungeons popping up, there actually isn't too much research going on. Most folks are keen to try their luck diving into a dungeon in hopes of finding something of worth. Oddly enough, given the proximity of the villages to many dungeons and the odd magical loot that is brought back by the survivors, the villages themselves have become research hubs of a sort.

Many villagers have learned skills to better help the various travellers and treasure hunters prepare and you aren't any different in this regard.

Converts elemental magic, and all spells in general, into tomes. Tomes can be readily used by anyone at no cost, and by reading tomes repeatedly, individuals can increase their own ability in that magic. However used tomes will decompose and the magic will have to be converted again.

Books can also be tossed to release the magic contained within, with stacked books resulting in magic cascading out in significantly larger torrents than a single book alone.

The Town's Foundations 600

In the small town of Losttime, there are some permanent residents who have a very special relationship with the town itself. They call these residents "Oracles". While they have nothing to do with seeing the future, each Oracle was blessed by an Eidolon and put in charge of an element within the town of Losttime. As long as the Oracle of Water was present and active for example, Losttime had no problems maintaining the waterways and keeping the water supply pure.

You may very well be the only Oracle outside of Losttime if you decided not to settle down there, but unlike your fellow brethren you can choose the element which you regulate within the area of your town. For this one element, you can freely regulate its usage and its strength. As long as you're conscious and healthy, the town's supply of that element won't run out.

In return for ensuring a consistent supply of your chosen element, your proficiency in that element will grow by a small bit every time it is used. As befitting one blessed by the Eidolons, you can also conjure forth an Eidolon of your chosen element. In Losttime though, people tend to call them Guardian Beasts, so keep that in mind.

It isn't all simple and clean however. Should the Oracle ever become impaired, say a loss of memory or a severe mental impairment, the element they were regulating will falter, until nobody in the town can utilize it at all. I previously mentioned what happened to Losttime's water supply when the Oracle of Water was impaired.

Also, if you wander away from the vicinity of the town, your abilities as an Oracle will weaken – but this is at no detriment to the town itself unlike the effects of mental impairment. When you return to the town, you'll slip back into your role as an Oracle once again.

TECHIE

Each Time You Try 100

If you haven't noticed already, there aren't really a lot of technicians around, probably because there aren't all too many machines around either. The rural state of things might be a bit annoying to some, but really it's a great opportunity for any inspiring innovator – there's just so much that can made, so much that can be experimented on.

Don't be disheartened by failure, because we all fail once in a while, but every time you do fail, you'll find that a different opportunity will present itself – whether it's a possible improvement to the concept, or a branch development to improve efficiency, you'll get a fresh idea every time you fail to reach the bar. All you need to do is actually reach out and grab on to that idea before it slips away.

Unnecessary Fail-Safes 200

With all the untapped potential resting in machines, it would be bad if they were to be abused by monsters – and you might not believe it, but there are plenty of monsters smart enough to adapt to the new technology. You shouldn't have to

worry too much about your own inventions getting tampered with though; after all…you do have that failsafe to depend on. You know…the fancy fireworks failsafe.

Should an invention of yours be turned against you, you can detonate them remotely with a thought. If the little thieves have already ran off into the distance, they'll find that the resulting explosion will be much more significant than if they had stayed nearby. Since it is a failsafe, it'll tone down the explosion if you happen to be close by, though the size of your invention itself can also make the explosion bigger. As I hinted previously, you can change the appearance of the explosion prior to detonation – so if need some fireworks, maybe just toss out a couple inventions and blow'em up!

User Adaptation 400

Whether as a technician or an inventor, you need to keep your client in mind at all times. After all, if you make a suit fitting a behemoth for a moogle client, well…chances are you're going to end up with a very frustrated client and maybe even a dent on your reputation. Thankfully, you should ever make a mistake like that, you have the ability to adapt the finished product to its new aesthetical and technical specifications, and smooth over any rough patches between you and your client.

Taking an existing piece of technology, you can shift its properties so that even monsters without the same flexibilities that a human possesses can utilize it without issue. The function itself remains unchanged, but the procedure to utilize it may change to suit the client's handicaps.

For specialized pieces that you design for specific individuals aside from yourself, your clients will find that using their new toy consistently will improve its overall efficiency, though the rate at which this improves eventually caps off. Just warn your clients not to give their toys away, if they do, the new owner will have to start from scratch.

Design Schematics 600

If you're going to design some though, it's probably best to start by creating a work proposal or a template basis of some sort. Sure, you might be a genius and not require any sort of documentation, but it doesn't really help anyone working alongside you, and it certainly doesn't help the end user if there's no documentation to refer to.

If you did end up hammering together something without any thought of laying out a plan though, don't worry, because if you stare at it hard enough and inspect it thoroughly, you'll be able to reconstruct its schematic, even after it is finished.

As you might expect, the more time you spend on the inspection, the more detailed the final schematic will be. But this schematic is really for your own use.

You see if you alter the schematic, you can remotely alter the end product as well. Smaller changes, say removing a window from a ship or swapping a color coating, are relatively simple, but for substantial changes you'll need to make sure that you get it right down to the last detail. If you don't…or well, if you're absolutely terrible at drawing, you might find that you'll end up with strange…additions to the end product…like a robotic arm on a submarine for no good reason.

EXPERIMENTAL TEST SUBJECT

The Need for Speed 100

Like I said before, if you're going to be a test subject, it would really be best if you have an innate passion for going really, really fast. I can assure you that speed has everything to do with the technology that we're testing – which is why we're going be making you even faster yourself. Regardless of what it is that you do, you should find that you'll be a bit faster than you were before.

On top of that though, once you get used to your new speed, you should find that the normal consequences of going at high speeds don't seem to affect you as much. Your field of vision doesn't shrink as much as it should and you retain better control over your body. As the testing folks say…there's no such thing as excessive speed.

What is Aerodynamics? 200

Let me just tell you, you're going to be wearing a lot of gear during the testing process. Whether you're testing inside a dungeon or on a proper race course, there's plenty of equipment that you'll be carrying around both for safety and diagnostic purposes. But you're our perfect test subject for this, because unlike that Behemoth on a tank, you seem to be largely exempt from aerodynamic concerns.

You might end up looking like an overloaded freight train running amok, but you'll be running at your top speed even if your form would normally slow you down. Heck we could probably have a couple Chocobos tied to your back and it wouldn't affect your drag profile.

We'll try to keep your course clear while you're undergoing testing, but in the event that you do hit something, we're pretty sure that as long as it doesn't weigh as much as you do, it's just going to be completely blown aside.

Phantom Racer 400

Whether you're running through a racetrack or running through a dungeon, it helps if you have an idea of what you're coming up against. Whether it's a trap or a shortcut, there may be things others have found which could have otherwise escaped your attention.

The world itself retains some memories of those who have ventured through it, and by calling up these memories, you can manifest spiritual guides to take you through a location. They certainly won't reveal every aspect of a location, but they will lead you through the place in a safe and efficient manner. While they'll always stay ahead of you to lay out the path, you have to realize that they're also immaterial, and there may be some traps or obstacles which didn't exist during their time in the area.

Even for locations which are truly unexplored, if you can spare the magic, you'll be able to manifest a physical spirit to test out the waters figuratively. More than likely they'll just run headlong into a trap, but at least if they trip off the trap, it's one less trap for you to get caught in.

Magicite Tuning 600

As a test candidate, your information really helps our tuners with their work in optimizing the equipment. It's really strange to think that long ago, monsters would have settled their disputes by racing against one another…but if we can recreate that…well I think it's a preferable alternative to them fighting each other. Sorry, I digressed a bit there, but if you're interested in learning what our tuners do, maybe they can teach you?

Magicite forms the core of all our experimentation efforts you see, we based this off of our understanding of the old stories, which mentioned that magicite stones were critical in maintaining the balance of the world. The tuners haven't tried to make Void destroying weapons; rather they've found more…esoteric uses for the magicite additions instead.

By infusing a piece of equipment with magicite, the tuners can shift the equipment's inherent properties. Elemental magicite is especially effective at this, allowing for one to create effects which normally would be impossible – one of the tuners made jet blades that spewed out trails of fire after infusing them with fire magicite. He said he had gotten inspiration from elsewhere, but I think he's just a pyromaniac.

Where you find the magicite will be your problem to solve. But you have to remember something crucial about the nature of magicite. Magicite is essentially a rock that contains magic, and once expended, it must be infused with magic again to become "active". Similarly, any equipment infused with magicite this way

won't be able to manifest its new functions endlessly. When the charge is expended, the functions will cease.

From what I can gather through the talk of the tuners, you can counteract this by infusing more pieces of magicite into the equipment and make it stronger. But just be careful about how you stack magicite, because conflicting elements could create rather unstable reactions when activated.

If you're interested though, take a bit of resources and learn from them too.

ALTERNATIVE OPTIONS

Options that don't really fit in anywhere at all, none of these are discounted unless specified.

Danger Zone 100

I suppose this is essentially basic dungeon training, but we wanted to make sure that even folks without too much experience in dungeon diving could at least make it through a couple floors without well…dying. The monsters aside, this is meant to help you more specifically with the actual dungeon itself. You see, often the monsters are distractions to the real dangers that the dungeon presents. Lava chambers, toxic traps, collapsing floors…just one misstep and you might be taking a quick trip to the eternal Void.

With this, you`ll be able to notice when there are such structural complications lying around inside a dungeon, or any space in general. If you`re good at manipulating your surroundings, you might even be able to turn a potentially bad situation into a good one by using traps against oncoming monsters.

The Light of Change 200

There have been rumours going on about of a massive wish granting crystal, if you haven't heard already. Very few treasure hunters would know that it doesn`t truly grant wishes, but that`s just to be expected when practically no one has ever seen the legendary object.

The crystal was meant to be a cage, but the power within it is tremendous, substantial enough to give something with no strength of its own an ability to turn the tides. It manifests through you as a beam of light, and can transform you into whatever it strikes for a brief period of time. As long as the transformation is active you can utilize whatever abilities the target creature possesses, but your own abilities are temporarily locked away. However, the more complex the target creature, the less time you'll be able to spend in their body.

Terra Anamnesis 400 (Requires the Light of Change)

It should be fairly obvious to you that there's magic at work involving the appearance of all the dungeons across the land. For one, a sprawling cavern filled with monsters isn't something that only takes a day to form. The exact nature of the magic behind these dungeons seems to vary however, and there is one variation which is particularly malicious – involving the memories of individuals unfortunate enough to be caught up in it.

Bringing life to memories is already a dubious prospect, but stealing memories from an individual in order to shape a dungeon and bring it to life can't really be considered a moral choice under any light. The dungeon itself will be made real for as long as the individual cannot regain their memories, and there will be plenty of monsters within guarding the memories hidden away at the end. Secure the memories or kill all of the monsters, and the dungeon will fade out of existence. If there happen to be individuals within the dungeon when it deconstructs, they'll be tossed out back into the world.

Are there ways in which this could be used in a morally sound fashion? Well perhaps – certainly the individual who regains their memories after the monsters are destroyed seem to be made better for it. But how would you convince anybody that you're going to take memories away from them to make a dungeon…for their own good?

Crystals of Contamination 400 (Requires the Light of Change)

There seems to be a lot of controversy over whether the crystals are benevolent, or rather they simply cause ruin and destruction for everything around them. But if people can't decide, then maybe you should help them make up their minds? Regardless of their nature, crystals are extremely efficient at taking in magic as well releasing it. For you, infusing a crystal with magic and negative emotions is enough to create something that can exert a strong influence over the minds of anyone who comes into possession of it.

For this purpose you require a stone of a magical nature to begin with, but everything else that's necessary comes from within you, so how strong the stone becomes is simply a matter of how much magic you dedicate to it. Each stone accursed in such a fashion is sufficient in enthralling a single person, and for as long as they remain in the stone's control, they'll act to ensure that the stone can never be taken away from them. The paranoia that afflicts them should be enough to corrupt their personality slowly over time. As the magic will not fade so long as the stone has negative emotions to feed off of, the paranoia that afflicts them should be enough to keep the stone active.

Because the stone's origins hail from your own magic and your own thoughts, there may be those who can resist its pull. Naturally, it can be destroyed or

purged, but that would require an individual to recognize the curse that has been set into the stone.

Naturally, if people do not come across the accursed stone, then naturally they won't ever be affected, but if you were dead set on making sure that they're propagated…well you could just spread a rumour that they're wish granting crystals, no?

Todestrieb 400 (Requires the Light of Change)

Most creatures spend their entire lives thinking that changing beyond their current forms is impossible. They are born, they live as others do, and then they pass on. Take a Guz for instance; these meek and insignificant monsters accept that they exist for no reason other than to be bullied by Goblins. Their lives are spent inside dungeons, being bullied until the bullying goes too far and they die.

But from time to time, a lone Guz appears with strong desires to change their lives and escape. With the power of the crystals, and a willingness to sacrifice what one possesses, such a change is possible. But if they don't have a crystal handy, why don't you help them achieve this change that they want so badly? By infusing your only magic into their body, you can force them into a transformation based on their desires. The stronger these desires are and the greater their conviction, the easier this process is.

Be it strength, intelligence, speed, or something else, their desires will shape what their final forms will look like. If they naturally possessed ample amounts of magic, the process will go much more smoothly, but it really isn't necessary so long as you force enough magic into them. For the most part though, the excessive amount of desire involved tends to warp the physical appearance of the creature, and so the final form can become rather monstrous.

Of course, no amount of magic can truly erase what we really are, and while they can maintain their new form for as long as they wish, it'll be their mind and psyche which pays the price. Slowly their minds will warp as it comes to terms with the new "reality", and while they come to grasp their new strength, their old identity will slowly be lost.

[COMPANIONS]

With all these dungeons around, it'll be safer if you have a partner or a couple people watching your back. Whether you're looking to bring in trusted companions along, or if you're looking for somebody knowledgeable from the locals, we can help you with requests you might have.

The Trusted Crew 50 CP

Diving into dungeons is far safer with people you know, and for one thing, there's no acclimatization period between you and your partners. Presuming that you do have pre-existing companions, we can arrange for their arrival into this world, along with the same benefits that you received. If you have an entire group of companions, we can process all of the paperwork at once for a reduced fee.

Import a companion for 50 CP; they go through the same administrative process as far as personal details and backgrounds are concerned, and they also gain 500 CP to spend on skills. You may import in a batch of 8 for 300 CP, with the same benefits.

Local Experience 100/200 CP

If instead you're looking for locals, that's possible too. Each village has their fair share of adventurers, and we can certainly arrange for them to be in your vicinity upon your arrival – but the process can be cheaper if you instead convince them to come along with you, rather than have us arrange for their presence immediately upon your arrival. Naturally, they'll gain the same benefits as any other companion – though they won't be able to change their form understandably.

Provided that you convince them to join you, you can convince a local to join you as a companion. They'll gain similar benefits to any companion you import – applied when you convince them to join you. Alternatively, for 200 CP, you can start with them as a companion immediately. You may use this alternatively to create a companion (for 100 CP).

[ITEMS]

The store wouldn't look out of place in a flea market, and the girl attending the store seems like she'd be completely at home in a slum somewhere. But aside from her ragged appearance, everything else seems to be in order. The items are arranged neatly between two different groups, more complex items – synthesis items – in one section, and more standard items for dungeon exploration purposes, in another section. All ***treasure hunters*** *receive up to 800 CP worth of discounts in items – up to a maximum of 50% off on any individual item.*

SYNTHESIS ITEM

The more complex option that the shopkeeper has available is a simple deed. Like all of the other items in stock, it's meant to help a struggling adventurer out in a pinch, but unlike the other items, the deed itself is flexible for modification. However, the shopkeeper reminds you that only you may purchase this option.

The Dungeon Delver's Shack 100 CP

The deed itself is tied to a shack. Despite being a shack, it has all of the necessities that one would need for diving into a dungeon. As a place to rest, as a place to plan out dungeon diving, and as a place to store loot, how valuable the shack is will be determined by how you make use of it. Naturally once purchased, this will follow along with you, along with any modifications made.

Along with the living necessities, the mailbox outside the shack will occasionally be filled with letters from people that you've met during your journey. It would probably be a good idea to check and empty the mailbox regularly.

THE FLOWER GARDEN 50 CP

It looks more like a farmer's planting field than a proper garden, but this attachment is largely for folks who want a place to plant seeds and nuts that they might find inside the dungeon. The field remains hydrated, courtesy to rain clouds that pass by in a routine manner, but with this extension we'll also throw in a fully grown nut tree. Nuts drop routinely from this tree – though the type of nut which drops varies between the wide varieties of nuts that can be found in the dungeons.

A SMALL POND 50 CP

A simple pond that can be placed either outside the shack or inside the shack, the fish within the pond seem to maintain their population rather well. If you happen to catch fish or any other small aquatic animal, you could probably raise them here in this small pond. Without adding in any foreign fish, you'll only catch regular fish here. If you have small bottles or any form of container, it is possible to fill up potion bottles using the water from the pond. The effectiveness of the potions generally depends on the health of the fish living in the pond, and will improve as the fish improve.

THE TUNE UP STATION 50 CP

A small addition to the shack that adds a mechanical workshop to the shack, the tools here are meant for small machines and vehicles, but it can also be used to create mechanical parts where necessary. The diagnostics machine here can be used to assess the condition of machines and identify unknown items. While you're busy dungeon diving, the small fabrication machine can make small items as per blueprint designs, though the speed is generally slower than desirable.

A CHOCOBO'S FIRST DUNGEON 50 CP

In any other shack this might have been a normal basement, but this addition is instead a small dungeon, placed for practice run purposes. The layout of the dungeon is a very simple grid with a magicite in the center to spawn monsters, but both the layout and the monsters which can be spawned can be modified, given that you've encountered the monsters before and can capture them adequately.

This add-on to the deed can be taken multiple times, adding an additional layer to the dungeon depth with each time it is taken.

SCULPTURE MUSEUM 50 CP

A basement layer that rests between the shack and any possible dungeon floor, the statues here commemorate enemies fought during your travels. You can freely remove any statue you like, but in order to add a statue, you will need to first subdue the enemy for analysis purposes. The more enemies of the same type which you subdue, the refined the statues become.

THAT BLACK MAGE LEFT A CAULDRON 100 CP

…And we would normally remove it too, since we only kept it in to furnish the shack and make it look a little less empty. However, if you're willing to pay for it we'll leave it behind in the shack. The black mage's cauldron still possesses all of its powers, even with the black mage absent, and it can be used to blend equipment of similar shape and natures together. The fusion result is generally a hybrid of both donors, though the overall effect may be weakened slightly. In very rare cases, you may find yourself creating something completely different, like cards, stones, or even just a plain old nut.

STANDARD ITEMS

Aside from the deed, the shop also stocks a wide variety of items – unlike consumables found within the dungeon, these items will replenish after being consumed.

Bag of Gil 50 CP

Enough gil to fund at least several trips into a dungeon, or pay for a nice stay in any nearby village, gil is essentially the only currency shared between all of the villages. In the worst case scenario, you can even toss it at monsters and they'll likely go away.

Conspicuous Panels 50 CP

These large square metal panels are rather inconspicuous, looking like standard panels that you might find produced from sheet plating factory, but each one can be specifically configured to serve as traps. The panels have a wide number of configurations, from poison traps, spike traps, to even traps which can drop hexes and curses upon anyone who walks upon them. The trap functions even when concealed, as long as an individual moves over the area where the trap has been placed, though the tracking area doesn't extend too far height wise.

The plates can be recalled from long range to a safe location as designated by you, for re-use purposes. Each purchase nets you a dozen plates, which should be enough for your dungeon diving uses.

Gear for the Unprepared Adventurer 50 CP

Individual duffle bags with different gear suitable for different species, you can choose what equipment suits you best, whether you happen to be a Chocobo, Moogle, or otherwise. In addition to the various sets of equipment, the duffle bag comes with a stray feather, which can be used for escaping dungeons in a pinch, as well as a set of emergency potions. These will appear in a safe location when consumed.

Job Crystals 50 CP

Crystals that could otherwise pass for standard magicite, rather than conjuring forth an Eidolon, the crystals are instead meant to help an adventurer adapt to dungeon diving life by giving them a fundamental basis – what we describe as a "job". These range from professions such as Dancers, to Thieves, to Mages, Dragoons, and so forth.

Each crystal is associated to a single job, and naturally you can purchase as many jobs as you would like. However there is one oddity with these crystals – in that when you or anybody else activates them, you can take the form of a Chocobo with that job's abilities. If you don't however, the profession within the crystal will attempt to accommodate to your natural form.

Eidolon Magicite Box 100 CP

There are some fragments of magicite which have a special relationship with the mythical beings which hold dominion over various aspects of nature. Each of these Eidolons possesses extremely concentrated magical energy, enough that even these single magicite shards can channel a substantial amount of magic into the area. Furthermore, as the magic is inherently tied to the magicite, the stone can essentially be used by anyone regardless of their own inherent magic capacity. While the box carries a set of three stones, each stone is strictly tied to a single Eidolon spirit. If they happen to be lost, they'll reappear in the box after a short bit of time.

Komega Relay Magicite 200 CP

A piece of magicite that shows signs of contamination by an unknown source, the magic residing within the stone is abnormal in the sense that it appears to clash with the world around it,

creating a charged atmosphere even at rest. Like Eidolon magicite, this stone can be activated simply by exposing it to the target area and concentrating…but unlike Eidolon magicite it isn't any beast of nature that comes forth.

Tearing open the space around you, the man sized machines which pop out are like mechanical spiders – if spiders naturally came with anti-personnel particle cannons. While the cannon's destructive prowess cannot be underestimated, the main source of danger comes from the fact that these machines tend to move in swarms, and share information with one another as they track and eliminate their prey.

The Mirror of Reminiscence 200 CP

While it resembles a small hand mirror that young women may carry around to check their appearances, this mirror has a different function courtesy of the magic which was infused within it. So long as you've traversed into a dungeon and exposed the mirror to the surroundings within, the mirror can open up a small portal allowing you to return to the dungeon – essentially the reverse function of a card infused with teleport magic. Naturally, this doesn't work very well when attempting to cross dimensional boundaries – so it is best reserved for dungeons that exist within the same world.

The Seal Inscriber 200 CP

Not unlike cards, seals are inscriptions infused with magic – but while cards are instantly consumed when the magic within them is released, seals are made to last. A seal by itself does nothing, but it can be in turn weaved into a piece of equipment to enhance the equipment.

Of course, the actual effect of the seal is largely dependent on what type of magic you weave into it in addition to the inherent nature of the equipment which is being modified. A defensive item tends to exhibit defensive effects; an offensive item tends to exhibit offensive effects, and so forth. While multiple seals can be applied to the same item, the distribution of magic between the seals can weaken each seal's effect, so it might be better just to stick with a few at most.

In some cases however, when seals of a similar nature are weaved into the same piece of equipment, they can fuse together to form an even stronger seal, with all of the reagents' components. But trying to do this with seals of conflicting nature may prove fruitless.

Soulless Doll 200 CP

The doll itself can be an endearing caricature of any one of the monster races or even a human that resides in this world. But a doll is a doll, and as it is, it serves no purpose except as a gift, or for your personal collection if you like collecting dolls. But if it happens to be exposed to essence however…this doll undergoes a strange change both in appearance and in behaviour.

When the essence matches the doll (as far as general species goes), the doll comes to life and behaves as if it is in its rightful body. To take a Tonberry's essence and place it within a Tonberry doll for instance, would bring the doll to life, and the doll can mimic the abilities that the Tonberry had in life. However…when the essence and the doll don't match, that's when things

become interesting. The essence determines the abilities, "memories" and general behaviour of the doll, but the doll donates its own capabilities on top of this. A Bomb essence forced into a Tonberry doll for instance, may well possess explosive capability of the Bomb…as well as the cursed knife of the Tonberry.

The doll is restricted by the amount of magic which it possesses, and excessive use of its natural abilities will drain this magic, rendering the doll immobile for a time as its magic recovers. However, when the essence and the doll don't match, this drain becomes even more significant.

The Accursed Bottle 200 CP

A bottle cursed by a Lamia during one of her whimsical fits, while it looks like a normal glass bottle fit for storing potions, in reality its use is far more sinister. When it strikes an individual close to death, the curse emanating from the bottle will take effect, sucking the life force out of the target individual. This essence is retained within the bottle until it is consumed, but while the bottle is filled, it wouldn't be wise to try and capture more living essence from other beings. It might result in an explosive reaction – but thankfully the bottle itself won't break.

The Lamia herself didn't really explain the use of this essence very well, but it appears that based on the nature of the individual from which the essence was drawn, it can have a variety of different effects. The Lamia suggested using it in the fusion and enhancement of items – but it seems that it can have effects if directly imbued as well. The only observation which seems to hold valid is that the effect of the essence is directly related to the most notable trait of the "donor". You should probably try it out first on monsters to figure out what it can do.

Lamia's Love Potion 200 CP

We strongly advise that you do not attempt to imbue, or force anyone else to imbue anything out of this potion bottle. Lamias aren't particularly known for a sensible approach to love, and this potion reflects their whimsical nature very, very well. There is nothing positive at all about this potion, and every time it is tossed, a different effect seems to occur – from Bomb-like explosions, or a major blast of frost magic, or spreading mass confusion within the area – there's absolutely no predicting what might happen…except that it's always going to be bad for everybody nearby.

The Lamia, whimsical as always, didn't particularly care to explain all of the effects that this potion bottle had, but she did suggest that the effects strictly mimicked all of the monsters that could be found in the dungeons nearby. Hopefully that doesn't mean there are monsters out there that can turn you into a frog…

…Why would you even give this to a beloved person?

The Strange Recycling Box 200 CP

An oddity that you may find in dungeons as you traverse through them, unlike the ones within dungeons which don't seem to function properly once taken outside, you can place this anywhere you wish. Within a dungeon, the recycle boxes generally serve as an effective, if inefficient trash disposal device. Throw in two items, and the box happens to spit one back at you.

But since you own this recycling box, you can collect the items tossed within every so often. What you end up collecting generally differs based on where you place it – a dungeon for example will likely net you a fair amount of unwanted equipment, monster parts, and such – whereas placing it in a town will likely get you more urban supplies instead. Of course, you can make use of the recycling box's functions yourself to create new random items – but the items you toss in this way will be consumed.

The Shopkeeper's Bell 300 CP

The shopkeepers that linger within the dungeons tend to be rather reclusive individuals, and the giant scythe that they wield doesn't feel like a tool that any normal shopkeeper should have in hand. But they've managed their shops inside the dungeon without fear or harm for quite a while, and it seems like other monsters are keen to stay away from them.

But from time to time, a stray monster may get a bit careless – and that's generally when you'll hear a bell's chime. A soft but piercing chime that is impossible to ignore, monsters will generally run away the moment the bell is rang. But take care not to ring it too many times – as the shopkeepers have a bit of a tradition…

Ring once to warn, ring twice to threaten, ring thrice and death will come knocking. The bell can conjure forth spirits of Doom, just like the shopkeepers themselves, and they'll hunt anything living nearby until they are either destroyed or there is nothing left alive in vicinity. But while they will generally prioritize the elimination of hostile monsters…there's nothing explicitly stating that they're on your side…

Death is quite impartial after all.

The Card Maker 300 CP

It's a small printing machine that won't take up much room, though it isn't very handy to carry around with you. Once you get out into the world and start adventuring, you'll likely find cards – relics of careless magicians who had too much time on their hands and too little consideration for what their experiments could result in.

Infusing their magic into the cards resulted in a consumable which many adventurers consider as invaluable when traversing through the wilderness. But as versatile and handy as the cards are, their inherent nature as a consumable means that once consumed, they must be found or purchased once again. With a machine like this however, you can create cards freely, as long as you possess the necessary amount of magical energy – and a piece of paper to make the card.

The outcome of the card generally depends on the amount of energy that you put in, but cards like sleep cards, verify cards, and map cards are generally easier to create than cards like the polish cards, morph cards, and reflect cards.

[SITUATIONAL OPTIONS]

In the event that you find yourself unfortunately with no more resources to make preparations with, these options are here to provide you with a certain measure of flexibility, though we trust that you shouldn't need them.

That idiot with the blitzball has a game of chance that he wanted to try out, but his compensation won't be nearly as much as if you were to help us with our research experiments. Of course, his little game of chance likely won't provide you with as much trouble as our experiments might…but I have to emphasize on "likely" here.

Of course, there's still another option available…one that our resident expert on timelines seems to be particularly interested in, even if it has nothing to do with his field of expertise at all.

A GAME OF CHANCE – THE MAJOR ARCANA

Feeling like ya don't have enough to get your prep done? I might have something for ya buddy, if ya feel like ya just need a bit more before all your prep things are in order. A game of cards you see. When those guys in the survey team went and took a look, they brought back some magic cards with them. Well, I thought it was only fitting to play around with some cards too.

If ya feel like playing, then the rules are simple. Draw a card randomly, and you'll gain 100 CP. Draw a card by yourself, and you'll gain only 50 CP. Your companions similarly, can go through this same process. However, the max CP you and your companions can gain from this is a collective 400 CP.

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana 4**R**~ The Emperor	With all the different monsters running around in the dungeons, you really can't expect them to all get along with one another. However, there is one commonality between all of the dungeons – in each one, there is a single monster going about consuming the others, and with each monster they consume, they grow and evolve into something stronger. Normally this wouldn't be too much of a concern, but if you let these tyrants run amok, before long, they might get the notion to venture out of the dungeons…and that would be very, very bad for the villages nearby.
2	~Arcana 5**U**~ The Hierophant	At a glance, it might be easy to assume that every creature within the dungeon is a threat – but this shrouded figure seems to be anything but antagonistic.

		Showing up occasionally during your travels, this mysterious being tends to open up shop even in the thick of battle, carrying anything from survival supplies to rare magicite. Unfortunately, instead of exchanging in normal currency, it only accepts monster parts – so you better start hunting.
3	~Arcana 10**U**~ Wheel of Fortune	All sorts of strange creatures wander about in the dungeons, from dangerous beasts to eccentric spirits – but this one has a truly bizarre personality, enough to make one doubt whether it's a monster or not. Appearing randomly in its bizarre pot, it likes to toss things at you and your companions, from dangerous explosives, magical potions, to magic cards. Sometimes the things it tosses are harmless, but other times it'll toss dangerous items at you. Better be ready to dodge at any time.
4	~Arcana 13**R**~ Death	The spirits of death generally don't appear unless they're needed – but unluckily for you, it seems that this manifestation of Doom appears to have latched on to you. It doesn't seem interested in taking your life directly, but for its "amusement", it'll regularly pester you and try to mislead you into dangerous situations. Attempts to block it out or ignore it only appear to intensify its efforts to entertain itself with your life.
5	~Arcana 14**R**~ Temperance	Typically when people think of a dungeon, they also think of treasure as well. Well, you`re in no shortage of luck as far as treasure goes…well, that`s if you consider all of the random piles of junk that you happen across as treasure. Treasure boxes and piles of loot appear all over the dungeons you enter, but in essentially all of these boxes and piles, you`ll find nothing of significant worth, generally only stray monster parts…or worse…monsters. Why is it that every other treasure chest seems to come alive?
6	~Arcana 16**U**~ The Tower	The dungeons in the land have been around for a long time, and with all of the fighting going on inside the dungeons, it wouldn't be too far out of expectations for the dungeons to start falling apart. Walls, ceilings, the floor itself – all of it can collapse at any given time. It's best to watch your step whenever you enter a dungeon, because there's a good chance that the ground you're stepping on will literally give way. Even in

		the village or out in the wilderness, there's a good chance that you'll accidentally fall into a dungeon when the ground opens up.
7	~Arcana 17**R**~ The Star	If you aren't very aware of the workings of magicite, well now you have a good opportunity to try them out, and not exactly by choice either. All of your abilities have been locked inside a single piece of magicite, and while the magicite doesn't weaken any of your abilities, it can only support a single ability at any given time – and that ability rotates every couple days as well. If for any reason you happen to lose your piece of magicite, hopefully you can find it quickly, because whoever possesses it will be able to use your abilities as well in a similarly random fashion.
8	~Arcana 19**U**~ The Sun	Save for the shopkeepers, it's very rare for monsters to be anything but aggressive towards trespassers – but they seem to take exception to your presence. Whenever you enter into a dungeon, there will be random monsters that won't be aggressive towards you, and instead will have tasks or things to trade with you. Whether you choose to entertain them is up to you, but be wary that relationships between monsters are shaky at best, and helping some out might mean coming into further conflict with others…
9	~Arcana 20**U**~ Judgement	There have always been rumours of a "wish granting crystal", though nobody has ever found hard evidence that such a crystal exists. Given that rumours say it slips through time and space, finding this crystal of legend could very well be impossible. That doesn't seem to deter this strange Moogle however, who has taken to following you around, convinced that the appearance of the crystal is tied to your presence. Whether there's any substance to his claim is one thing, but you'll notice that his presence seems to be tied to an increased appearance of extremely deadly monsters. Different from the normal species found in dungeons, these dangerous beasts could very well be considered as "bosses" – and they're convinced that the Moogle, and by extension you, has taken something from them. It does seem a bit easier to find magicite lying around in

		dungeons, but these things can't be related, right?
10	~Arcana 21**R**~ The World	We thought at first that the world had stabilized properly, and the appearance of the dungeons was an isolated event – but it appears that we were rather mistaken about that. Dungeons will continue to be "discovered" periodically during your stay here – and the dungeons bring along with them a different beast to be wary of, namely treasure hunters. A crazed band of men and monsters obsessed with making it big, these treasure hunters will regularly appear in your vicinity. It would be fine if they just stuck to dungeon diving on their own…but they have their eyes on a different treasure – namely yours.

DRAWBACKS

At a glance, this world doesn't seem too dangerous, but unlike the locals, you've been given the chance to take precautions and consider the world's hazards in advance. If playing around with chance isn't your cup of tea, and you still find yourself lacking in necessary funds to make your preparations complete, maybe you'd be willing to take a bit of a risk?

We've been studying some of the phenomenon which goes on in this world to help our efforts in understanding it and helping future adventurers prepare adequately. If you'd be willing to help us with our research, we'll gladly compensate you accordingly. You can take at most 600 CP worth of drawbacks.

KWEEEHHHH?!…Kupo? +100 CP

Most monsters can communicate with their own species without any issue at all and here in this world most of the villagers of different species have no problems communicating amongst one another despite linguistic differences. Unfortunately, you don't seem to have the same capability – that is, communicating with anyone not of your species is essentially reduced to attempts at sign language. This is of course, assuming that you have limbs to attempt sign language with.

Blind Run +100 CP

It isn't uncommon to find traps which impair your senses within dungeons, but in your case, it doesn't seem to be a trap at fault – but rather the dungeon itself. Upon entering a dungeon, your senses will become increasingly impaired, and the effect will grow more significant as you traverse deeper and deeper into dungeon's depths. Your senses will return when you exit the dungeon, but the affliction will affect you again when you step foot inside.

Grief for Greed +100 CP

Shiny trinkets are always nice, but normal folks can generally recognize that assessing the treasure is lower in priority to avoiding traps and dealing with enemies. "Normal" hardly describes you of course – so maybe it isn't too far beyond expectations for you to ignore everything the moment any type of loot is found. Regardless of the circumstances, you have a possessive desire to grab and check out any loot the very moment you see it. Whether it means ignoring the enemies attacking you, or any allies in need of aid, or even running through a gauntlet of traps – you'll get your hands on that treasure.

The Dungeon's Whims +200 CP

Without much understanding into how dungeons work, it can be easy to assume that nothing much happens within them. After all, most of these places are just dark caves and underground passages, places that people would rather not think about to begin with. But it would be foolish to think that the things which live within dungeons never adapt to changes.

Fighting amongst themselves, the monsters within dungeons will naturally grow stronger over time as the strong weed out the weak. Ignore a dungeon for too long, and you might find that the ecosystem within will have…evolved dramatically beyond expectations. But this also affects the dungeons that you venture into, as the monsters that you kill will be replaced by stronger equivalents.

Not a Safe Place In Sight +200 CP

There are a fair number of dungeons where it becomes fairly obvious that the dungeon was specifically created rather than formed out of natural causes. With the dungeons that you go into…well, it's extremely evident that the dungeon was specifically crafted – with traps in mind.

If it was as simple as an entire dungeon filled with traps, at least you would be expecting a trap with every step. But instead of this, you face a dungeon where traps are chained to one another. From the moment you enter the dungeon, a trap will be activated somewhere, perhaps out of sight, perhaps on a different floor. The first trap trips off the second, the second to the third and so forth like a giant Rube Goldberg machine – and the machine is pointed at you.

The Void Beckons +200 CP

The Void tends not to interfere with the world at large, but from time to time, the power of special magicite can disrupt the weave of the world, causing both temporal and spatial disturbances. Unfortunately, in the dungeons where

magicite can be found in greater concentrations, it tends to have rather intrusive effects on your dungeon diving efforts.

By stepping into a dungeon, you run the risk of being warped to a completely random location. There's no rhyme or reason as to when the effect will take hold, or where it will send you, but in some places the effect can prove to be particularly dangerous – especially if there are traps scattered within the dungeons. Unfortunately, even if you're outside the dungeon, you'll come across rare instances when you get drawn into a nearby dungeon.

A Moment's Rest +300 CP

In some places, having no memories could be considered a blessing. In some places, having no memories can mean a fresh start. In your case, having absolutely no memories would probably be better than your actual condition. Though we're still trying to figure out why it happened, you've been partially affected by the Bell of Oblivion's memory wiping effects.

If you had no memories at all, you wouldn't have anything to worry about. But instead, you're left with fragments – bits and pieces which don't fit together properly, and provide more questions than anything. On top of this, the fragmentation will affect your skills as well, leaving you with abilities that might not necessarily do what you would otherwise expect them to do.

Veiled Aggression +300 CP

The dungeons have a sort of natural defence against most trespassers, but generally most people never linger long enough for them to appear. The spirits of Doom generally warn trespassers long before they actually arrive, but in your case…well it seems like they've dispensed with the pleasantries. Shortly after you enter a dungeon, the Reapers will appear and chase after you.

While defeating them isn't impossible, you should keep in mind that these phantoms are strong enough to maintain "order" within a dungeon – even the strongest of beasts defer to the reaper's judgment. On top of this – they don't come alone. Once they have their sights on you, they'll flock towards you relentlessly, killing anything that gets in their way. Seeing as they are spirits, don't be too surprised when they start appearing through walls, floors, or ceilings. When they solidify their bodies, it'll be to cut you up with their scythes.

[redacted]

[]

[DUNGEON CLEARED!]

Well, we don't know about you, but I'm kind of glad that we're finally free from all those Chocobos everywhere. The birds' squawking was starting to get on my nerves, even if that blitzball freak seemed to be completely at home with them.

In any case, now that you're back with us, it's time to close up on some last formalities. We started with administrative details, we might as well finish it up that way – but this choice is more important to you than it is to us. After all, you're deciding your future here.

So, what will it be?

BACK HOME

Going back home? Well no one knows the end of their journey better than you. Don't worry, we'll make sure to send your things through to you, back to where you initially came from.

ANOTHER RUN INTO THE DUNGEON

…Do you actually like these birds or something? Sorry, the birds really just got to me I suppose. But if you do like this place enough to stay, I won't keep you. We'll make sure that all of your belongings are dropped off properly before we set off ourselves.

TO DUNGEONS NOT YET FOUND

Well, if you've decided to set off to unknown places, we won't keep you. Your luggage and other belongings are ready, whenever you care to set off.

Notes

PERK NOTES

Chocobo	
Fancy Footwork	*Improves your general running speed and stability on footing *Also increases the power of your kicks, and lets you throw things with your feet.
Not A Burdened Beast	*Can carry extremely heavy loads and also other people without losing any speed *Allows you to throw people like you would throw an item, if necessary *Improves the power of your kicks to knock enemies back.
A Matter of Plumage	*Depending on your coloration, this does different things. *Yellow Chocobos are particularly fast, and can increase the speed of nearby allies. *Red Chocobos can infuse everyone nearby with a mind numbing rage, and also call down burning rocks from the sky. *Blue Chocobos are magically proficient, and can amplify the effect of spells nearby allies. *Green Chocobos are dedicated healers, and also have a natural regeneration effect. *White Chocobos have strong holy magic, and are particularly resistant to curses, capable of driving them out of physical bodies and objects. *Black Chocobos are physically strong, and unlike other Chocobos, they're capable of low altitude high speed flight. They're also adept at debilitating magic. *Can be taken multiple times.
Birds of a Feather	* Allows you to enchant feathers with magic, by exposing them to magic nearby. More complex forms of magic require longer exposure periods. Feathers can be found by destroying magical objects with magic as well. *The effectiveness of feathers created by destroying magical objects is weaker than if you were to charge a feather. *Attaching feathers to yourself allows you to use that magic, regardless of your form. This can be given to others as well. *Using the feathers slowly drains the magic out of them, forcing you to recharge them again.
Moogle	
A Sense of Larceny	*Visual range hidden loot finder; also lets you guess at the approximate worth of contents within sealed containers. *Allows you to detect traps linked to chests, containers, and such.
Hidden Pockets	*When you steal from an individual, human or monster, even if they normally don't have anything to steal, you'll still find an item related to the target in some fashion – the worth of the item is not guaranteed.

	*As long as you don't get caught you can keep trying to steal, but the rate of success drops quickly with each success.
The X Factor	*A transformation sequence that takes no energy, and has different effects depending on what form you transform into. *After each transformation however, it'll take a bit of time before you can transform again. Dueller (Uses cards for functions not necessarily combat related, can manifest cards to create illusions, or empower cards.), Robber (short teleport abilities, can temporarily steal an enemy's ability), Merchant (Can sell items to both monsters and others, makes creatures that would normally be enemies less inclined to fight), Dungeon Hero (Allows you to scan a dungeon upon entry and receive information on dungeon details, large boost to overall strength), Romantic (Can charm individuals, improved conversational ability)
Aggressive Salvaging	*Any item destroyed will leave behind magic artefact components…in the form of Magicite. The exact nature of the Magicite varies based upon the item decomposed. *By combining magicite of similar natures together, you can forge new items, which demonstrate the properties of the reagent magicite stones.
Villager	
A Sense of Community	* Helps you fit in better with the locals, makes people more approachable to you, and allows people to recognize you for a "skill" that you have.
Rural Needs	*Based on your abilities, choose a single skill, for which you can utilize it for day to day lifestyle purposes at no cost. Fire magic to create items for example, or earth manipulation to make land arable. *Skills used lifestyle purposes cannot be used for fighting. *Even should the skill in question be rather peculiar, its efficiency is increased substantially such that normal disadvantages are heavily negated. Using the skill repeatedly with reduce the disadvantages that a combat skill might bring for rural applications.
Enchanted Literature	*Converts elemental magic, and all spells in general, into tomes. Tomes can be readily used by anyone at no cost, and by reading tomes repeatedly, individuals can increase their own ability in that magic. However used tomes will decompose and the magic will have to be converted again. *Books can also be tossed to release the magic contained within, with stacked books resulting in magic cascading out in significantly larger torrents than a single book alone.
The Town's Foundations	*Becomes the "Oracle" of a location – being the Oracle of an area ties you to a specific element. The Oracle of fire would regulate the presence of fire, whether it is available for use, its strength, and so forth. * Whenever the element is used, the Oracle's affinity with that element improves slightly. You can additionally summon an Eidolon of the same

	element. *When the Oracle becomes impaired, the element will weaken or fade away completely. *As long as the Oracle remains completely conscious, the link remains, but the further they go away from the designated location, the weaker the effects become. The "area" of your effect never extends beyond a small town.
Techie	
Each Time You Try	*Every time you fail when conducting experimentation, you'll come out of it with an avenue for improvement to the general design all in all.
Unnecessary Fail-Safes	*Anything that you create can be remotely detonated, but the explosion itself is dependent on the size of the invention, and will be reduced if you're close by to prevent further harm. * You can modify the visual aspect of the explosion at will. This does not affect the actual damage caused by the explosion.
User Adaptation	*Allows tech to be adopted to suit the user's necessities (which may change according to their race) without compromising any of the function. *Tech that you make will improve over time when used by the same individual repeatedly, but this effect slowly weakens if another individual begins using the item instead of its original owner.
Design Schematics	*Can make diagrams of machines upon visual inspection of its parts, the more effort dedicated to the examination, the better the resulting diagram *By modifying the diagram, the same changes are made to the machine. The larger the machine, the more intricate the modifications need to be. Accidents may result in strange additions to the machine.
Experimental Test Subject	
The Need for Speed	*Increases the speed at which you act and move, while reducing the impairment caused by excessive speed, such as reduction of vision and loss of control.
What is Aerodynamics?	*You can move at your top speed while ignoring the principles of drag and standard aerodynamics. *Anything that happens to be lighter than you will be pushed aside effortlessly upon physical contact
Phantom Racer	*Allows you to manifest "guides", immaterial spirits based on people who have previously traversed the path you're taking. If they run into obstacles and setbacks, you'll be well aware as they always keep ahead of you. *If no one has ever ventured onto the path you're taking, you can manifest a spirit to "test the path", but they'll quickly run into the first trap nearby. Each time you manifest a spirit, it'll take a bit of your magic each time.
Magicite Tuning	*Hook up a piece of equipment with magicite stones, allowing that

	equipment's function and performance to change based on the magicite's properties. *The effects are bent to the equipment's purpose. A magicite containing a flame spell would perhaps, leave flaming trails to a bike. Stacking magicite into a machine may cause instability, but it will enhance the effect. *The magicites operate on "charge", like a magical battery of sorts. It means that while you can extend the charge by adding more magicite, once you burn out the charge by activating whatever effect is present, you'll need to infuse it with magic again.
Alternative Options	
Danger Zone	*Makes traps, structural weaknesses, and the presence of ambushes more apparent when entering into dungeons, chambers, and such.
The Light of Change	*A beam of magic that allows you to change your form into that of a monster for a brief period of time, mimicking their abilities, the complexity of the monster affects the span of time which you can hold the form.
Terra Anamnesis	* Memory dungeon creation based on specific memories, these are chosen at random based on the targeted individual. * The dungeon can temporarily manifest in physical space, but will fade away over time as the individual's memories start to come back. While the dungeon is active, the individual "loses" that specific memory. *Actions taken within the memory dungeon can affect the individual when the memories return, killing monsters can help remove their worries/fears, memories can be "cleansed"
Crystals of Contamination	* Taints materia and enchanted stones, corrupting them in a fashion that affects those who come into contact with them, but each individual stone can only corrupt a single individual at once. *The corrupted individual tends to act autonomously, following a sense of greed and possessive anxiety that makes them think everyone is out to steal their jewel. Those of strong enough willpower can resist this or even push out the influence, but otherwise as long as the stone remains in their possession they will follow its actions.
Todestrieb	*A forceful transformation of individuals with sufficient desire, the same sensations achieved with corruption by materia. The transformation's result is generally uncontrolled and monstrous, but it grants upon them the necessary power to achieve their original desire, provided that you infused enough magic into their bodies. *However, remaining in this form for too long will corrupt their identity and individuality over time. Their body "hardens" over time, becoming stronger as their sense of self "softens" and fades into the background.