FINAL FANTASY 10 (VERSION F II)

"Listen to my story. This…may be our last chance."

"Hmm…ah, traveller, you're here. I had arrived to pick up a colleague of mine, but I seem to be in the wrong place at the wrong time. Well, not anymore now that you've shown up. Let me explain, I'm here to help you with any preparations you'll need for entering this world. Ah…I got ahead of myself there."

This world…this world of Spira, it's a world trapped in a vicious cycle of death and rebirth. Its surface is calm like that of a still pool of water – the people of Spira go about their days without interruption, living in scattered villages in peace. But that peace, this tranquility…there's a turmoil that comes along with it – bubbling underneath the calm surface.

Make no mistake traveller, I said tranquility, but really this is stagnation. A great deal of fear and distrust rests underneath the visible surface of Spira. It manifests in a physical form, in a great beast known as "Sin". From what I understand of this beast – it has a very firm directive – it will forcibly shift civilization back into a primitive state whenever any civilization grows beyond its bounds. It's quite ambiguous, don't you agree?

Unless this beast is placated, Spira will never know true peace, any calm there is to be had is a temporary one. If it sees fit, Sin will destroy you along with Spira.

It's quite unfortunate that you've arrived when you did. Sin is beginning to stir again, and it seems that the last Calm is coming to an end…very soon the people of Spira may begin to see strangers wash up on its shores – actually, that might very well be you washing up on the shores of somewhere in Spira.

Worry not traveller, you're not stuck here completely without help, and Spira isn't completely hapless to the plight of Sin. There are those called Summoners, individuals who possess the power to call forth beings known as Aeons – beings forged from the spirits of the dead – all to fight the threat known as Sin.

Maybe you'd consider helping her out a little? Sin isn't the type of creature to parley after all – the enemy of my enemy may well be my friend, no?

Well, in any case, worry not either way, because arrangements have been made to get you prepared naturally. So take this with you.

+1000 CP/ +10 CC

There are still some details that I have to go over with you, administrative things really – but before long you'll be on your way to a decade in Spira. It's no vacation for sure, but I'm sure you'll make do; you always have, haven't you?

Let's start with something simple – an identity…you know, for while you're here.

[Personal Details]

The basics of the basics, your appearance, your age, and so forth…well let's start with your age, that's usually the simplest. I have, three choices for you actually, so don't say I'm stingy.

Age 1d8+13, or 1d8+23, or retain your age from previous.

I'm not going to touch your gender – you should know that for yourself by now. So unless you want me to change it for you, we're sticking with what you have. I won't judge, so the choice is yours.

Let's move on to something more…relevant, shall we? Your race – you see, Spira isn't just inhabited by humans. Make no mistake humans are everywhere on Spira, but there are other races as well. Well, before you get any wrong impressions I need to make some clarifications. Some of the races below are humans; actually many are just from different regions of Spira. Unfortunately, what region you come from can make all the difference.

Let's just say, there are still prejudices that Spira hasn't gotten over yet…

Race	Description
Human	You might not be the strongest or the fastest among those living in Spira, you might not have a carapace formed of Pyreflies, but you're the most prolific race out of Spira's denizens, and it was the humans who laid the foundations for what Spira is today. You might not be anything particularly special, but that also comes with its own benefit as you won't have any obligations or prejudices against you.
Al-Bhed	A race of humans who are technologically oriented, having become masters of what are called the Machina. As you might have guessed these are just machines with another name. Unfortunately, the use of Machina has been strictly prohibited by the clerics of Yevon – hence why most Al-Bhed nowadays resides off the mainland on Bikanel Island. As an Al Bhed, you have a natural affinity towards the assembly and repair of machines, and having knowledge of the Al Bhed tongue helps as well. Just be aware however that using

	Machina in public is likely to garner a bit of criticism, if not outright scorn.
Ronso	One of the most notable races in Spira besides the humans, the Ronso live on the mountain of Gagazet – guarding the passageway to Zanarkand. Massive feline humanoids, they tower over humans on average – perhaps the only thing that kept them from being the dominant race is their acceptance of Yevon's teachings. As a result of this however, they're technologically impaired as a collective.
Guado	The Guado are another subset of humans, notable for having cloistered themselves within the village of Guadosalam near the Moonflow. The Guado have been custodians to the Farplane since time immemorial, and some Guado hold key positions within the Church of Yevon. However, being as cloistered as they are – it's no surprise that their motivations and reputations are often misunderstood.
Cactuar	Definitely not human, but not actually as much of a "fiend" as humans might believe. The Cactuar are not fiends in the sense that they go through a full life cycle of their own – whereas in contrast fiends are created with pyreflies gathered around the thoughts of the dead. While sufficiently old cactuar tend to root themselves into the ground, those which remain mobile are known for one thing – extreme speed. That being said, communicating with other folks in Spira can be difficult when they assume you're a fiend to begin with.

Ah! Right, before I forget…we should go over the map and figure out where we're going to deploy you. Might as well go over the lay of the land right?

Background	Description
Drop In	So…you're a traveler from distant lands, are you? Well, that's nice to know. You'll start off simple and clean I suppose, without any nasty prejudices or ideologies grinded into your head – none which weren't yours to begin with anyways! You'll start off with full awareness of where a certain lady summoner is, should you decide to seek her out – but that awareness will fade away soon if you don't decide to act on it. You'll also start off with an ability to check out the specs of any monster you come across. This ability won't carry over with you into the next world you travel to.
Blitzball Star	You're a professional blitzball player! Hopefully you weren't playing for the Aurochs, because they've been losing for 23

	years straight – but it wouldn't have been due to you! You're naturally proficient at Spira's national sport, an intense underwater game of handball crossed with water polo crossed with excessive and over the top action. Finding a team shouldn't be hard even if you're a free agent, but that's something I'll let you decide yourself. If you do start off with a team, you'll also start off with a fat pay check, not that anyone seems to need money around here.
Guardian	Guardians have a sacred duty of ensuring that summoners survive the pilgrimage to Zanarkand – all in the hopes of banishing Sin. As a Guardian you'll act as a summoners' sword and shield, so hopefully you have a good sword arm…or some sort of combat proficiency. If that wasn't enough, at times you'll have to act as the summoner's guide as well – not every summoner will have the presence of mind to endure the journey after all.
Summoner	Summoners maintain an age old tradition of travelling across the entirety of Spira in an act known as the Pilgrimage. At each Fayth, they gather power from the collective dreamers – the Aeons, before preparing for the Final Aeon…in lost Zanarkand. All of this is for the sake of defeating Sin of course, and to bring Calm to the land. As you journey, you'll gather more of these Aeon companions…though perhaps you've already come to receive an Aeon through another means…
Sphere Hunter	Wait…wait a minute. You're out of your time. Not…supposed to be here yet. Well in any case, you're here – so you might as well make the best of it. Sphere Hunters won't be present for another two years or so – somehow you've found yourself kicked back in time. In your time, the people of Spira have harnessed the power of spheres in the form of something called Dress Spheres – capable of linking power to articles of clothing. Don't worry, we can help you get yourself off the ground by providing with some basics.

Last thing to note – of course, I need to figure out where you're going to end up – that's before we address things like personal modifications, your companions, items…and so forth. I should probably tell you about him…nah, not right now. Let's focus on where you'll end up first alright



If you don't care to go to a specific location, we can decide by dice, or you can pay me a small sum of **50 CP** and I'll arrange for you to arrive in a specific location.
Roll **1d8 for location.**

Well, you rolled...	...This Location!
1	**Besaid Island** You find yourself on the shore of Besaid island, at the Southern extremity of Spira. Travel to the rest of Spira is done by boat, but with the presence of Sin about, boats often end up getting attacked by its brood. There's a temple here for summoners to get an aeon, Valefore.
2	**Kilika Island** You find yourself washed up on the port of Kilika island, just a bit to the North of Besaid. There's a massive jungle here

	that separates the port from the temple of Ifrit, but I've heard there's also a massive plant beast called an Ochu here. Might want to stay away from him. Discretion is the better part of valour after all.
3	**Luca** You find yourself washed up on the docks of Luca. Luca, the last major city on the Southern hemisphere of Spira. Luca, the home of blitzball, the official sport of Spira. There are plenty of connections to various places here, and Luca is basically the hub for major civilization in Southern Spira.
4	**Djose** You find yourself washed up on the rocky shores of the Djose highroad. The temple for Ixion is nearby to here, but frankly besides that, there isn't really much to Djose. You can see the beginnings of some sort of staging ground being set up by the military. Maybe this is a practice site for some operation?
5	**Guadosalam** You find yourself washed up on the edges of the Moonflow. Guadosalam, the entrance to the Farplane, is nearby, but you could also head back towards Djose. Apparently in the Moonflow there lies the ruin of an ancient machina city… There are a massive gathering of merchants here on the Moonflow, but inside Guadosalam, there are only Guado – it's also eerily quiet in there. Gives me the creeps.
6	**Macalania** You find yourself washed up on the edge of Lake Macalania. The Temple for Shiva is nearby, but the rest of Macalania is pretty much a frozen glacier. Surrounding the frozen wasteland is the Macalania forest however, and be careful because plenty of wild beasts roam its twisting and sprawling paths.
7	**Bevelle** You find yourself washed up on the docks of the capital city, Bevelle! The largest city in Spira, the Yevon religious party has made its home here. There are priests, summoners and guardians everywhere you look. A certain lady summoner was born here – but it seems from her choice of words, that the city isn't all that it seems to be. There are certainly a lot of barred doors leading somewhere underground…
8	**Free Pick** You find yourself washed up on wherever from the above you please! Aren't I nice?

PERKS

The basics of the basics – let's start with seeing how I can help you change yourself. Perks are divided into separate categories for each race, background, some special branches of development, as well as general run of the mill stuff.

RACIAL PERKS

Options suited for each race, generally representing their racial proficiencies, these perks are discounted for the indicated race, though it's not like other races can't consider branching out. For your given race, you can pick a single option for free.

AL BHED

Give it a Good Knock 200

Machina are built to last – and they're also built to function, so when they don't, they're effectively pointless. There's no sense in keeping a broken piece of junk around, so why don't you give it a hard whack and see if it'll come to its senses? Even if a machine is out of juice or malfunctions, with a forceful application of physical trauma or magic, you can restart it again – but this will cut the machine's remaining operating time by a bit.

Mechanical Mixtures 200

Mixing potions is a pretty common feat; any kid can take two brews and pour them in the same container. But as an Al Bhed, you can mix machina together – just be careful what it is that you decide to combine. Typically combining the same machines together will only add extra parts – and machines of different types won't hybridize very well, it is best not to expect the result to have all the functions of both machines combined.

A Legacy of Innovation 200

The Al Bhed have a long history – spanning back to a time when they were not even known as Al Bhed, but all throughout, they have been on the forefront of technological development, out of necessity rather than convenience. If there's a task to be done, you can adapt Machina to do it – it certainly doesn't guarantee efficiency, but at least you'll get an extra pair of helping hands. When it comes to machine design, you'll soon come to realize that the Al Bhed design for form more often than they do for function. An odd contradiction given their plights.

Ah, right, you do have to assemble it yourself, but no worries, you'll get quicker at assembling Machina with all the practice you'll get, of that I'm certain.

CACTUAR

Desert Barrier 200

A denizen of the desert sands, the Cactuar Tribe has always kept their abode hidden behind a veil of sand – for good reason as well…there are creatures lurking within the sands that would prey upon the cactuars if the barrier were to ever fall. You won't be instantly generating towering sandstorms, but you can create sand in steady amounts over time and also manipulate it to hide yourself in a pinch.

Your companions, if they aren't cactuar, might not appreciate this though – sand gets inside the kinks of your armour and generally becomes rather irritating. The barrier will naturally obscure them as well…just remember that they might not appreciate it as much as you.

Time to Flee! 200

Cactuar tend to live by a single creed: If you can flee, you probably should flee. There's no shame in running away, especially not if sticking around means a premature end. Regardless of the fight that you're in, you can instinctively find an escape route and once you're dedicated to turning tail and fleeing your speed will see a major boost as well. Just keep in mind…if you're running away, hopefully there's someone else ready to finish the job.

Jumbo! 200

Sometimes, running away just isn't an option. It'd be nice if running was always an option, but when you're stuck on an airship facing off against a gargantuan beast, there likely won't be anywhere to run to. In cases like those this ability might come in handy. It drains all of your energy, but you can magnify your size by twentyfold for a short period of time, though you'll start shrinking at an accelerated pace once that period is up. Naturally abilities and traits that depend on your physical body will scale accordingly, but…your equipment will temporarily disappear. Other skills that aren't dependent on your size will remain as they are.

If you're looking for an example, consider those cactus needles that you have. Once you completely become Jumbo sized, they'll be the size of spears; a barrage of those will likely perforate everything in sight. Should you happen to move on and adopt a different form, you'll still retain the ability in those forms.

GUADO

Cloistered Souls 200

The Guados have kept to Guadosalam for as long as anyone can imagine, and all that time has given them plenty of opportunities to look inwards rather than

obsess over Spira's affairs like the folks from Yevon. As you meditate, you'll find that you can learn and develop skills at a much quicker rate than normal – the deeper your trance, the more effective this becomes.

But be careful of tunnel vision…when there is only "you" to consider, it's easy to forget what exists around you. You may find yourself going in circles if you concentrate for too long and without a doubt the rate at which you'll learn will only slow down. Getting some exposure to the outside world once in a while definitely can't hurt, and it'll alleviate any roadblock issues you might face.

Farplane Contact 200

There is not one Guado who doesn't know about the Farplane – it's hard to miss its existence, especially when the doorway to the Farplane rests within Guadosalam itself. Considering all the people who flock to Guadosalam in hopes of seeing the dead…well you'll be pretty well versed in the workings of the Farplane, enough to perform a rudimentary beckoning of your own.

Though the spirits you can call forth can't interact with the living, they'll still linger around, capable of being seen for a day or so before they naturally dissipate. Of course, their spirit has to exist somewhere for this to happen – whether the world you're in has an analogue to the Farplane or their soul rests elsewhere. The spirit will merely linger in place, sometimes performing some mundane actions.

Spiritually Attuned 200

Having been the custodians to the Farplane for as long as they have, the Guado are more familiar with the workings of spirits than any other race in Spira. Yevon may claim to know how Spira functions, but even the Farplane eludes their grasp. Exposure to the Farplane has adjusted your body, to the point that you'll see a substantial boost in the volume of spiritual energy which you can handle as well as your expertise in manipulating it.

HUMAN

A Legacy of Fear 200

The denizens of Spira have maintained a long tradition of living in fear. From fear of war, to fear of Machina, to fear of Sin, to fear of Yevon – everything in Spira revolves around fear and its consequences. There are some folks, like you, who can thrive in this environment because you can recognize it for what it is and where its strength comes from. With understanding comes strength, and fear has no lasting hold on you. Though you won't be completely unaware of its existence, it won't cloud your mind or weaken you. The same benefits that you possess will extend to those around you in lesser fashion.

Iron Duke 200

At the most desperate moments, humans always seem capable of bringing out the greatest strength – Sin has forced many of these moments, and the fact that society still exists in Spira is testament to human resolve. Faced with no choice but to weather the impending storm, you can hold your ground regardless and for a short period of time you'll be able to shake off anything that strikes you without consequence.

Even if you're struck by something which should kill you outright, you'll still defy the odds and cling to life with some life force to spare – but the effect of this your desperate resolve will pass. Be wary that your speed is cut dramatically during this period of invulnerability; in all likelihood you won't have much use for speed when your back is against the wall.

Enterprise 200

If there's one thing that humans have mastered – it's the art of taking hold of opportunities and making the most out of them. The Ronso and other races seem content with what they have, the Guado have no issues with being cloistered within Guadosalam, but humans have shown no hesitation to take an opportunity when it presents itself. Arguably though, this was what led to the creation of Sin in the first place…

In any case, if there's an opportunity to be had, you'll know by instinct – and you'll know where and with who to begin as well. From the moment you take hold of that opportunity, whatever happens next will be dependent on your efforts – but keep in mind that fortune favours the bold, and as long as you keep on marching forward, more opportunities will continue to present themselves to you.

RONSO

Frost Born, Iron Clad 200

The Ronso are born, live and die on Mount Gagazet – the vast majority have never ventured past the Calm lands. A life on the sacred mountain has not only made them resistant to frost, it has hardened their mind and their will. Life on the sacred mountain is unforgiving, and the Ronso tribe holds no place for weaklings. In such harsh conditions – for you to make a place for yourself, you've not only grown physically resilient, you'll find that pain is something you can ignore to a substantial degree from your willpower alone.

Lancet 200

A technique which seems to be passed down from each generation of the Ronso, this technique seems to allow them to directly copy a skill from an enemy, once

they've been on the receiving end of the skill themselves. The likelihood of successfully copying a skill the first time around is quite low, but each time you weather the skill again, your chances rises by a fair bit. Because you do have to experience the skill yourself, this isn't something that works on every skill out there in Spira – but there's really no harm in trying as long as you're confident in your durability.

Pride of the Mountain 200

Guarding the pathway to Zanarkand has always been a sacred duty reserved for the Ronso alone. Many Summoners and their guardians who have proven inadequate in addition to wanderers who would seek to profane the holy land have been turned back at the base of the Ronso's mountain. And certainly, if the occasion called for it, many a Ronso would lay down their life to ensure that the sanctity of the mountain would be preserved – you not being any exception. Once you've made up your mind to stand firm and protect an objective, your resolve will turn into strength, empowering you physically and rendering that strength immutable to degradation for as long as your will holds.

BACKGROUND PERKS

Perks for each background are free for the background at the 100 tier, and discounted by half otherwise.

DROP IN

CTB/ATB Shift 100

You might find that the very way in which people seem to fight can shift dramatically depending on where you go, and Spira…well Spira is no different. Learning from the distinctive styles, you can switch between these, and your standard way of fighting at will.

CTB Shift – Time slows dramatically between each individual taking part in battle, almost as if everyone is taking a turn. While this does turn a chaotic battle into something that you can predict and gives you a bit of breathing room between each action you take, the same goes for your enemies as well…They'll gain similar advantages if you give them enough time to adapt.

ATB Shift – A style that seems more suited for spell casting and those who like to use skills prolifically – while all of your skills seem to have a small fixed minimum cast time, this reduces the existing cast time of all your skills by a quarter so long as it remains active. You have to wonder who would ever develop systems like these…

Unorthodox Refinement 300

Spira is strange place with strange practices – so don't be too surprised that there are ways to refine weapons through esoteric tasks. None of these tasks rely on the old hammer and whetstone combination; in fact, most of them involve odd practices such as dodging lightning by a hair's breadth or racing birds against a timer, up to even exterminating monsters of the same species repeatedly without rest in order to hone a weapon. For any given weapon, you can link it to a task that might have no relation to the weapon at all, such as tying your beloved sword to the task of catching butterflies, and as long as you grind away at that task, that sword of yours will refine to greater and greater levels.

Perhaps there's some merit to these odd tasks, but it's definitely something you'll have to put into practice in order to understand. Advancement using this odd practice is something that happens quite slowly, and as the item grows stronger, the return that you'll gain from completing the task will reduce until you'll stop making any significant headway. For tasks that are effortless, the whole process will take even longer, so it's probably best to choose something with a slight bit of skill involved in it.

Overdrive! 600

In Spira, a world where fiends constantly threaten the lives of civilians and the threat of Sin is ever present having basic fighting skills is a necessity more so than a luxury. For a seasoned fighter, you could probably wander through Spira without too much of a problem, but there are many terrible fiends lurking around that could force you to pull out a trump card in order to last through the fight.

For most warriors in Spira, the "Overdrive" skill is that trump card – for you this means taking an existing skill of yours and punching it up to a whole other level. In its normal state, the skill in question won't be any different, but when the Overdrive is active, the strength and scope of the skill will be greatly magnified. Generally, it's the process of activating the Overdrive which is a bit peculiar, seeing as it tends to involve a personal ritual of some sort. The exact nature of this ritual shifts from person to person, some people take up strange poses, others go into a bizarre dance – the more you put into the ritual, the greater the resulting amplification in the Overdrive.

Still, it isn't something that can be done repeatedly, and generally after using an Overdrive it'll take a fair bit of time until you can fire it off again. You can however, switch between different skills as far as what the Overdrive enhances.

BLITZBALL STAR

Basics of Blitz 100

You've been blitzing all your life and it shows. Being underwater for you is no different from being on dry land; you can breathe without any difficulty regardless of physiology. Swimming comes as naturally to you as it would for a fish – and your speed along with your flexibility under water will improve dramatically. With enough time underwater, you'll be able to sense ripples and movement, making it possible to detect others even without the use of your eyes.

In the Zone 300

In most cases, a Blitzball player is a whole different individual in the Sphere Pool and out of the Sphere Pool. The beginning of a match signals a flip in mentality, the change between a state of "normality" and a state of "urgency". Train hard enough and you'll be able to activate a similar state anywhere, any time.

Regardless of the circumstances, so long as you can maintain your focus, the world itself seems to slow down around you and the control you have over your body greatly magnifies allowing you to react more quickly and more precisely. It helps that you don't feel quite as much pain as you normally would, but do remember that this is only for as long as you can stay concentrated.

Jecht Shot EX 600

While Blitzball isn't exactly a land sport, there's no reason why the same techniques used in Blitzball can't be taken outside of the sphere pool. However, from common sense alone you'll probably realize that using the same technique within the pool and outside the pool will yield drastically different results. The pyreflies which make up the sphere pool congeals water together, creating more resistance than air would provide.

So don't be surprised by the fact that a projectile launched by one of your kicks will be enough to send anything flying. The sheer force of the shot will be enough to shatter any sort of barrier in its way, be it magic or a physical obstacle, and while that will reduce the momentum substantially, if the target is hiding behind a barrier, the remaining force will still be enough to send them flying no matter how hard they plant themselves into the ground.

Most Blitzball players tend to follow rather unorthodox training methods due to the unique circumstances of the sport. When you happen to lack a physical projectile, you can conjure a blitzball out of thin air. But through extensive training, you can create a deadly shot that relies on repeated volleys – any projectile that you fire will always rebound back regardless of the circumstances, and if you can catch the rebound in time, you'll be able to send another shot with

even greater force. But this is a two way road, since each successive rebound will be far more difficult to return, and it'll probably come at a very awkward angle.

Jecht never did create a Mark IV shot after all, but who knows, maybe you'll develop a technique that surpasses the legendary Ace?

GUARDIAN

With a Whistle 100

The Creed of the Guardian dictates that the Guardian's life is bound to the Summoner from the moment the two acknowledge one another. Where the Summoner goes, the Guardian follows – but both being individuals, there comes moments when you may find yourself separated from your Summoner. This allows you to mark your Summoner in such a fashion that you can call them to your side instantly with a gesture such as a specific whistle. Once it is accepted by both parties, the gesture will work for both of them and even in the event that magic prevents the transport, at the very least you'll be able to get an idea of where your summoner is. Each time you enter into a new world, you can determine a new summoner, provided they agree.

To Zanarkand... 300

The Pilgrimage is tough, and truthfully, not all Guardians survive all the way until Zanarkand. The limits of your body, you may already know them now, but by the time the long trek is over, you'll likely have experienced them and gone beyond them several times over. After all, just because you've hit a wall doesn't necessarily mean your Summoner is safe – and if it takes breaking those limits to keep to the Creed…well, desperate moments often bring out hidden potential.

As a Guardian you have a naturally high tolerance for the rigors of long travel. The necessity for rest and nourishment is far lower for you in comparison to others, but you'll also garner greater benefit from what rest and nourishment you do get. It is when the situation gets very pressing however, that your body will really kick into high gear, and thankfully with this, you won't be affected by most of the backlash from over exertion, provided that you survive.

Code of the Guardian 600

Though very few Guardians know what lies in store for the Summoner at the end of the Pilgrimage, the teachings have always insisted that it isn't only the Summoner that needs to make it to the end. Whatever happens in Zanarkand is something that requires a Summoner and their Guardian both – besides, in a place as dangerous as Zanarkand, it isn't likely that a Summoner can push through the ruins alone.

That why your survival is just as paramount to the Pilgrimage as the Summoner's. If this is something that you can engrave into your mind, something that you can make sure to never forget, it'll be reflected in how your body responds in a fight. Should either you or your Summoner be in danger, so long as your priorities are kept in proper order, you'll always fight at your peak, becoming capable of ignoring vile ailments and debilitating magic. No amount of wounds will shake this, at least not until your body gives way completely. But of course – that would mean you would have failed as a Guardian.

A wound that would prove fatal can be ignored once – but only once, and you should hope that someone comes to your aid quickly enough, because you won't be in a position to save yourself. Naturally, if you're facing something that would erase you without a trace, you won't get even this chance, so don't press your luck. You don't have that luxury as a Guardian.

SUMMONER

Eternal Calm 100

In centuries of history, only five summoners have ever completed the Pilgrimage in its entirety. Many have tried, many have failed, and not all ever returned to speak of their attempt. All Summoners embark on the Pilgrimage knowing that without the proper resolve and mindset, there may be no return. But the Pilgrimage is a promise of hope, a promise of the Calm that comes after Sin – and every Summoner hopes that they will be the one to bring a lasting Calm, even if history says otherwise.

The mindset of a Summoner takes commitment to a level that normal folks may not be able to grasp. Their concentration – your concentration, is something that becomes utterly unshakable, and regardless of how the environment around you may try to disrupt your thoughts, your will and your mind will never waver away from the task you have in mind.

Hymn of the Fayth 300

The origin of the Hymn of the Fayth has been obscured by the Yevon Order, but though the historic roots have been distorted, the effect that Yevon proclaims it to have aren't too far from the truth. Yevon's teachings would say that the Hymn lays the dead to rest. Indeed, when you start to chant, you'll find that the undead around you will lose their will to retain a presence in the material world and begin moving on towards the Farplane, or whatever equivalent happens to exist. With enough time, you might be able to do this even without specifically chanting the Hymn. Perhaps the power lies within the intention rather than the acoustics.

In the long distant past however, Summoners were known to have keen senses towards the presence of Pyreflies and spirits. Though you may lack the experience that those ancient Summoners had, you're still far more aware of undead presence even if they're masquerading as living beings. Here in Spira such beings are referred to as the Unsent – you would be wise to approach them with caution.

The Final Aeon 600

(Exclusive from "Rejecting the False Tradition")

It's an odd reversal of fate, but you've already been to the end of the Pilgrimage once before. A Summoner who reaches Zanarkand is faced with a decision, and that decision isn't one which brings about either relief or hope to the Summoner or the Guardians. It is a decision that demands sacrifice from everyone involved, because the Final Aeon is a being that embodies sacrifice – from the Guardian that gives up their life to provide the foundation for the Final Aeon to the Summoner who must force death upon a trusted companion.

The only way for the Summoner to survive is to eschew their task. That leaves you with where you are now – with a Final Aeon in tow, but back at square one as far as your Pilgrimage goes. If defeating Sin is what you plan to do, the Final Aeon is a means of breaking through Sin's impenetrable armour. But since you failed in the past, know that you'll have a much more difficult journey ahead of you if you are to try again. And frankly, if you are to try again, perhaps going through it by the means of the Final Aeon isn't the solution?

So as long as you don't use the Final Aeon on Sin and give an opportunity for what lurks within to spring out, you can retain the Final Aeon as either a summon or a companion – the choice is yours. Because the details of your previous Guardian is something that only you would know, the form of the Final Aeon is something up to you to discern – generally the Final Aeon's form reflects the Guardian in some fashion or another.

Rejecting the False Tradition 600

(Exclusive from "The Final Aeon")

There are those who find the notion of the Final Summoning revolting, some who would give up even before the process begins, and if you paid attention to the Fayth, you may have come to realize that the Final Summoning is only a means to extend the cycle long before that realization would have been forced upon you in Zanarkand. If the cycle isn't rejected, Sin and the Calm will only repeat itself, trapping Spira in a vicious loop.

Perhaps you never made it to Zanarkand, or perhaps you chose to reject what was offered to you in Zanarkand, but one thing is clear: your decision to turn away from the Pilgrimage has earned you Yevon's ire – and also the ire of someone far greater than Yevon. You may still be a summoner, and since there's a chance of "redemption" for you, Yevon will only snub you for being a "coward" at worst – but the ageless being in Zanarkand has branded you with far worse.

Your affinity with the Fayth has been reduced significantly for the time that you remain in Spira, and most of the Aeons you collected throughout your journey have been scattered. Three was all that you could keep a hold of, and thus, only three will you have for your time here. Which three these are – well, only you would know that, given that you're the Summoner.

The Aeons that you've struggled to retain are irregular. Unlike normal Aeons they don't start off nearly as strong, but they can also maintain their presence indefinitely so long as they remain around you. Attempts to banish them will fail as long as you can anchor them in place with your body and mind, and should they survive until your time in Spira comes to an end, you may decide whether they become companions as one or for them to remain as summons.

SPHERE HUNTER

Looking into the Past 100

There's no one that's going to argue you don't really belong in this time, but being disjointed from time has given you a new perspective on things, something that will linger with you even when you travel to other worlds. Historians might say that they can look back in time through ruins and records, but when you visit a place, you can very literally peer backwards into time like you were watching a memory Sphere. The further back you go the fuzzier things get, to the point that eventually you won't see anything at all.

Change in the Present 300

The Sphere Hunt craze started not too long after the Eternal Calm was established, but all things considered, the dress spheres in Spira at this time appear to have been very well hidden if up until now so few of them were found. Dig hard enough and you will uncover them, but it is only when you utilize a dress sphere that you'll notice some peculiar effects.

Perhaps due to how your presence has interfered with time, or perhaps due to how certain dress spheres interact with time, you'll find that when you switch up between spheres and systems, time seems to pause for just one simple second. A second isn't much, but when you change a dress sphere, when you switch between different magic systems, all those seconds start to add up like sand

piling up in an hourglass. To a bystander it might look like you're suddenly speeding up in a very abrupt fashion.

Still, it'll take quite a bit of practice to manipulate this change up time properly. Without other Sphere Hunters around to show you what can be done with it, you'll need to experiment with it quite a bit yourself in order to figure out just what you can do with a second's worth of "free time".

Forward into the Future 600

Sphere Hunters are arguably the closest individuals to making any sort of breakthrough when it comes to understanding the spheres and unlocking their potential. Luckily for you, you've got a fair bit of time as a head start – and already one breakthrough under your belt.

The nature of the sphere involves pyreflies – and you'll likely come across some spheres which are essentially condensed memories from pyreflies that have gathered all in one place. With the nature of the dress sphere being a very specific subset of normal spheres, you can theoretically create a dress sphere, by combining the spiritual element of the pyreflies with a physical foundation of a sphere, while packaging the combination within an article of clothing. Once successful, anyone bearing the sphere will be able to change into the article of clothing and use abilities associated with that dress sphere – you'd have to determine the abilities based on the spirits used, or maybe add a little bit of what you know.

Of course the piece of clothing itself is largely cosmetic, but you should take note that whatever article of clothing you've chosen as the foundation for the dress sphere will become indestructible regardless of how much damage it takes. And naturally – you're going to need a massive sum of pyreflies in order to achieve this, but in the event that you travel to somewhere that pyreflies do not exist, presumably spiritual matter would suffice just as well.

THE OTHER APPROACH

Perks here operate using CC rather than CP. If you need an extra sum of CC, you might want to look at some of the alternative options available. Discounts still apply at the standard 50% reduction per specified background, and options at 1 CC are free for the given background.

DROP IN

A Stranger from Another World 1 CC

If you go around telling people that you're from another world, generally you probably shouldn't expect them to take you all too seriously. Heck even if you told

them you came from a Spira of another time they probably wouldn't take you seriously.

This little tweak won't make people believe every word you say, but it does make it so that you won't be ridiculed or shunned for any attempts you make at clarifying your origins. Rather, people will just accept that you're a foreigner for all intents and purposes – making them a bit more willing to help you fit in with your new surroundings. Oddly enough, it also seems to make local fiends a little bit more weary of your presence.

Soft Integration 1 CC

With the way things are in Spira, you might not necessarily get a warm welcome, and not having any connections, not knowing the local customs can work against you in a very vicious manner. Without even going into the intricacies of the Yevon sect, there are a great number of taboos that could garner you quite a bit of negative attention if you violate them.

Thankfully with this you should at least be somewhat aware of potential social pitfalls and consequences of your actions, well before they come back to bite you. If you still choose to go against the grain however…well, that's on you.

The Crusaders 2 CC

Well even if you're completely new to this world, it's good to at least have a foothold somewhere right – some place that you can consider as a safe haven is better than nothing. Thankfully, you'll find that the Crusaders seem to be somewhat sympathetic to your plight. The Crusaders have spent centuries guarding Spira, so taking a straggler in isn't anything too strange for them.

In addition to making you a better fighter against fiends and massive beasts alike, you'll find that the Crusaders also have ample supplies which you're free to access to get you back on your feet here in Spira. There's word that they're planning something big against Sin…though you're probably a bit too inexperienced to get involved yourself. Though the Crusader training that you'll receive against fiends will stick with you wherever you go, you'll also find another oddity – wherever you plan to head off to in the future, you'll still occasionally find a Crusaders procurement officer wandering about with supplies, ready to sell you some just in case you need them.

Vagrant Merchant 2 CC

You might not be the 23rd generation of any notable family, but thankfully, you don't need to be in order to become a wandering merchant of renown. In the first place, as long as you're willing to set up shop in the wilderness, you'll probably

get more than a few customers from Guardians and Summoners on their Pilgrimage as well as stray travellers. There's pretty no competition depending on how far you're willing to go.

That being said, a certain "merchant extraordinaire" seems to be kind enough to ensure that you'll always be stocked with a sum of mundane goods like potions and whatnot. He's kind enough to ensure this…no matter where you go, though it seems that he'll have no problems soliciting donations from others even in places outside of Spira. As far as what he gives you is concerned, he doesn't seem to care what you do with them, but his supply drops aren't the timeliest, so it would be best if you don't come to depend on them.

Take the time to learn from him, and you'll find that your ability to bribe others or pander for donations will improve quite substantially. That probably says quite a bit about how he does business himself really.

Youth League 2 CC

Unfortunately, despite the good relationship that the Youth League supposedly has with you, the fact that the Youth League doesn't exist yet in this time will complicate things significantly. Aside from the fact that you may well have landed in the wrong time, you can rest assured that the Youth League will show up sooner or later. Unlike Yevon, the Youth League's training emphasizes on exploration and uncovering what is hidden, which makes sense given that they exist behind the notion of revealing all of what Yevon attempted to hide from the people. Aside from improvements to your investigative skills, you'll also develop an instinctive awareness of where to find hidden treasure and other things.

There are many rumours that Bevelle is a treasure chest full of secrets, but as things stand right now, you'd probably want to wait a little bit before venturing into the heart of Yevon territory. Your training as a member of the Youth League may have made you quite a bit better at avoiding detection and patrols, but Bevelle is quite literally where all of Yevon is concentrated, and getting caught red handed there would spell terrible consequences.

A Keeper of Faith 2 CC

The Church of Yevon is the leading faction in Spira – so getting in their good graces should ensure that you'll have a rather safe time here. People are unlikely to question you regardless of what you're doing, and as long as you don't blatantly abuse your authority, you'll find that the masses seem to respect you, even if it seems more like that they're too afraid to question you.

Your ability to hide things, misdirect people, and generally obscure your intentions will improve under the teachings of Yevon. Well that's really the point of the

religion in any case…if the people were to stop and ponder about the cycle they're in…the whole thing might fall apart. Good thing you're pretty good with words – you won't need to use force in order to get what you want. Not all the time anyways…

Distillation 2 CC

Spheres…the exact science behind how they work, what they are, is still not understood by many. Few outside the Church of Yevon truly understand spheres; even fewer will ever find themselves needing to possess that knowledge. But when you know how something works…you know how to manipulate it as well.

Fiends and monsters you lay low will always drop a sphere of a specific type. Aggressive beasts may drop attack spheres, passive beasts may drop defense spheres, but with these spheres you can slowly enhance yourself, or another, or even an item. It'd be more effective if you had a system which could manipulate spheres or perhaps some enhancement skills…but this will provide you with the basic step.

Hot & Cold 4 CC

Spira is one world in a multiverse of many, and like any world, there are always things that are happening – often outside your field of perception, maybe even outside the reach of rumours and hearsay. Sometimes, just by being in the wrong place, you'll wind up missing on something significant.

It might not help you much if you don't have a proper means of transportation, but with this, you'll be alerted when something is occurring in a location which you've already visited. It's not always going to be a world changing event, sometimes it's just a man who lost his suitcase full of potions. But you never know when a lost suitcase can be the start of another adventure…

The farther you are away from the location, the less noticeable these alerts are, so you won't ever be overwhelmed by too many alerts at once.

The Grid 6 CC

When you're keeping track of improvements and training, it helps to have a solid foundation to work with – a system by which you can organize things. The people of Spira have adopted a system that works for them, and while normally an outsider like you would not be able to access the Sphere Grid, with this you'll have access to a custom grid of your own that is only limited by your own potential. Like everyone else in Spira, you can keep track of your personal Sphere Grid mentally, and you can also steadily improve yourself with the use of spheres.

Normal spheres that enhance properties such as attack and defence won't do much besides improve that specific parameter. But as you move on to more complicated spheres, you may be able to learn skills and new traits from the capabilities stored within the spheres. Your real challenge lies in finding the spheres or coming across a way to get them in a steady supply in order to keep your Sphere Grid development moving at a good pace.

The further you develop the more spheres you'll need. If you were to try this with companions who don't happen to have a Sphere Grid, you'll find that while you can use spheres to enhance them slightly, the effect will be much less significant and you'll also need more spheres than normal. If you happen to have dress spheres…well, it might be easier to teach them new tricks through those instead, rather than burn spheres that you could use for yourself on them.

BLITZBALL STAR

Tossed into the Deep End 1 CC

Being really good at one thing doesn't necessarily mean that you're automatically an expert when it comes to other things. But people in Spira adapt quite well to their surroundings, perhaps helped by the cycle of destruction and re-creation, and you're no exception to that. Your large wealth of Blitzball experience won't translate perfectly into experience towards other ventures, but at least a good portion of that experience will help you lay down a foundation in your non-Blitzball pursuits – even a Blitzball star has to retire someday, yeah?

You might as well start planning for the future now.

Those Who Live for Blitz 1 CC

Given that it's the only official sport in Spira, it shouldn't be too surprising that you'll get quite a number of fans just by showing up in Blitzball matches - as an actual player and not a spectator of course. But learning how to deal with the fans and keep them hooked is important too, after all, if they can't even look forward to seeing you play, what else do they really have? Spira doesn't have much when it comes to distractions, not on the same scale as Blitzball.

You shouldn't have a problem with this in any case, you're practically the living embodiment of a "hook". Your presence inspires others to become better than they are, and your existence is enough to give them a measure of hope that they otherwise might not have. In normal terms, you're probably what people call a natural role model?

Intensive Training Session 2 CC

Because Blitzball happens to be Spira's only official sport, the matter of winning the championship is subject to discussion all across the land and the resulting competition becomes extremely intense, so it definitely is not something that you should take lightly. Take it from the Aurochs, for all of their training; they've lost for over two decades straight.

Sometimes, what you need isn't just motivation or drive; you need to approach the problem with the right methodology in mind. With a good training plan, you don't need to dedicate nearly as much time – as long as you're willing to compress more of it into a smaller period of time. You can forcibly squeeze more training into a smaller chunk of time, thereby improving your efficiency drastically, though naturally this will have a more significant strain on your body. By doing this in small and concentrated bursts, you'll end up achieving a lot more with more time to spare than you would if you just drilled all day every day until the finals came around.

One with the Team 2 CC

Hopefully you don't find yourself in the unfortunate situation where you actually have no teammates – because that's grounds for instant disqualification. Blitzball can't be played without a minimum number of people, and a well-organized group is always a key to success in the sphere pool.

You don't need nearly as much training or time in order to build a strong level of synergy with a team of individuals, and even at a glance it'll become apparent to you what each individual's personality quirks are and how you could work that in to a winning strategy, be it for the Sphere Pool or in a heated battle. Practice does help you build that familiarity further though, and with enough time, you'll instinctively be aware of your companions' locations – if anything it'll help whenever you need to throw out a blind pass. A not so blind pass in your case.

Whether on Land or Water 2 CC

Training for blitzball is best done in a body of water…but sometimes, you'd be right to have reservations about diving into the ocean, and other times you might just not have any respectable body of water nearby. The waters around Besaid can get quite dangerous…and Bikanel Desert, well, it's a desert.

With this, you don't have to worry too much, because even though the difference between air and the Sphere Pool is quite substantial, with this you'll be able to freely reproduce whatever you can do on firm land within the Pool and vice versa. Your body seems to remain fluid regardless of where you are, and the presence of water certainly doesn't seem to hinder your abilities any. That still doesn't

warrant a fireball in the Sphere Pool though – again, it would be grounds for disqualification. It would probably end the match just like how a fiend attack on the stadium might.

Guts, Sweat, and Dedication 4 CC

It takes years of practice to become truly great at something, and often that dedication can lead to tunnel vision. All that focus and intensity narrows down your field of expertise, and before you know it, you'll have sacrificed other opportunities in order to become an expert in one field.

Thankfully, being aware of that, you can mitigate this risk to some degree. Sure, you can still focus on training for Blitzball and living your life in Spira like it is one big series of Blitzball matches, but at the same time you can also be integrating that dedication to Blitzball into other elements of life. By doing so you'll see other relevant skills return improvements as well, so even if your Blitzball career eventually comes to an end, you'll still be able to find your calling elsewhere. Maybe as a Guardian, or maybe as a Coast Guard, or even maybe as a Chef that cooks with powerful throwing and kicking techniques. Admittedly the last one is a bit odd.

Of course, the rate that you'll improve on other skills will never be quite as fast as how quickly your Blitzball sills improve, but that's only to be expected if you're concentrating mostly on Blitzball in the first place. So if you happen to switch your focus elsewhere, similarly Blitzball will join your other skills and improve at a slower pace than whatever you've chosen to focus on next.

Team Training Sessions 4 CC

It's important to always keep in mind that whenever you have a chain, all it takes is a single weak link for everything to fall apart. In a team based game like Blitzball, you can't risk losing a game simply because of one unreliable team member. More than just training yourself, you need to ensure your teammates are at their best as well. If this means training them too, then so be it.

Your ability at training your teammates and companions and teaching them your abilities has improved greatly, though some of your abilities may still be too difficult for them to master – they can still gain a very basic level of proficiency. There's not much you can do if your skills are due to your unique physical or mental nature, but for most other things, hard work will yield results.

This is My Style 6 CC

Anybody can kick a ball around. Most people in Spira can swim. If those two factors were all it took to make a Blitzball Ace, there would be far too many Aces

for all of the teams in Spira. In order to truly become an Ace, you need to have something that keeps drawing the crowd back every night – something that you can really call your own. The legendary Jecht Shot Mark III is an example of this, but with enough time and effort you'll be able to make up completely new techniques of your own, techniques that integrate the experiences you've had and the skills you know into something that Spira will likely have never seen before. This is your style, something for you to bring to Spira, your own Blitzball style.

Generally, this will be based on your most distinctive skills – and it reflects in everything from your shots, your tackles, your swimming style, how you align with teammates and so forth. But you have to keep in mind that it's a two way street, and over time your Style may come to affect other things that you do as well, like the way that you fight or techniques that you can use in a fight.

Because this is something that belongs solely to you, it's up to you to discover and develop something that you can be satisfied with. Don't settle for anything less.

GUARDIAN

Survivor's Wisdom 1 CC

Being a Guardian might come with a measure of respect, but that's only so long as the Summoner stays on the path laid out for them by Yevon. And on a journey as arduous as the Summoner's, the Guardian needs to be there in order to guide them – whether that means helping them keep up their resolve or holding their hand if they stray away from the path.

In any case, the advice that you give is generally weighed more heavily than others, and whether you actually possess any wisdom or not, people seem to regard you as a respected authority figure – someone whose opinion matters in the grand scheme of things.

Just be sure to keep your Summoner on the right path.

Intimidation Tactics 1 CC

Having strength is important – would be pretty difficult to protect your Summoner otherwise – but sometimes having the wisdom to recognize an unnecessary fight is even more important. Discretion is the better part of valour after all, there's no reason to put your charge at risk if it isn't absolutely necessary. Regardless of your actual strength, your ability to intimidate fiends and people alike should spare you from a great deal of meaningless fighting.

It should be fairly effective against those who are weak of mind, but it may not work quite as well if you come up against strong foes that hold the advantage without question.

Bond of Brotherhood 2 CC

The Summoner that you're guarding may very well have other Guardians as well – and frankly, the more Guardians there are, the less likely that anyone is to fall during the Pilgrimage. One would hope that as you travel with the band, you'll learn to work with one another, develop bonds which may otherwise have never existed. For some folks not too used to travelling with others this could be a real challenge, but that's why this option exists.

The longer you fight alongside the same companions, the more in sync you will be with those companions. Speaking your mind to them comes more easily and is less likely to have repercussions, though this goes both ways. By the time you do reach that level where you can describe yourself as having a bond with your companions, you'll find that just by having them around, their abilities seem to boost yours by a small amount and vice versa.

Salvaged Goods 2 CC

Lots of fiends will be harassing you, and with lots of fiends you'll find plenty of loot in many cases. Sometimes you'll even find that the fiends leave equipment behind when they fall – but not necessarily equipment that you actually need. That can certainly prove to be problematic if there's no merchant nearby to sell off your loot – you'll be stuck with the dilemma of whether to carry it all to the next town or leave it behind.

Good thing that you can break down equipment with your hands alone and recover a good portion of the materials which were used to make them. The materials themselves won't burden you in the slightest, so you don't have to worry about being encumbered by having too much. At the very least it's better than having to leave equipment behind because it would have been too much of a hassle to carry along with you.

Armsmaster 2 CC

Kill enough fiends, and even a novice can become a master at fighting, but when you're a guardian to start with, you most likely have some kind of foundation in terms of martial proficiency. The process of learning how to handle and use a weapon is something that comes naturally to you, and the more common place the weapon is, the quicker you'll be able to master it.

Mastery alone isn't the end all be all however, as you'll be able to push onwards and develop different ways of using the same weapons, unorthodox ways that might give you an advantage through surprise alone. When it comes to using strange and unfamiliar weapons, you'll find that you won't have any problems using it in the same fashion as a more standard alternative, even if it wasn't designed to be used that way. It might look odd, but at the end of the day, if you win, that's all that matters.

Tools for the Duty 4 CC

At the end of the day, merchants generally stick to a city, which means that if you're out in the wild and you're in need of new equipment, you're probably out of luck. A Summoner might be able to ask for help with items, but even they'll have trouble conjuring necessities out of thin air.

It's a good thing that you know how to prepare your own tools and equipment, because at the end of the day, there's no one else that you can rely on besides yourself. The effects of this skill shifts depending on how much you're willing to invest into it. **After procuring the first tier, subsequent levels cost 2 CC rather than 4 CC, and discounts still apply.**

Level	Effect
1	You can craft basic necessities, as well as general weapons and armour at this level, the quality will be dependent on your own ability.
2	So long as you possess items with a similar effect, you can enhance an existing item by consuming the "sacrificial items". This increases the potency of the shared effect, but further enhancement is going to require even more of the sacrificial item to be offered.
3	Though the result will be somewhat weak, and the required amount of reagents will be quite large, you can add new effects to existing items by enhancing them using a large amount of the same item which possesses the effect you want to pass on.
4	When you deconstruct an object, it's likely that you'll find "Sigil" components with a lingering effect from the original item before it was broken down. You can use these in large groups for enhancement purposes, or you can attach these to items to provide them with a temporary effect.
5	You can completely restructure an item, and any item that you construct or synthesize will always have four slots for potential improvements. Though you'll have to use sacrificial items or sigils in order to add in specific effects, each time you do so you can change the fundamental shape of the item in question and perhaps change part of its effect as well. The inherent property of the item remains the same, such that a sword will remain a sword and a potion will remain a potion, no matter how much you restructure it. The change in shape may lead to improved efficiency in the sword and a larger cutting surface, or extra effects on a potion, but they're still a sword and potion respectively.

Celestial Mirror 4 CC

Long ago, it was believed that seven luminaries possessed weapons which were peerless in their respective categories. Though the legends themselves have been lost to time, the weapons still exist – as does a method to obtain them. But power never comes without a sacrifice or two…While this ability won't conjure the Celestial Weapons out of thin air, it will allow you to help a weapon develop until maybe one day, it can achieve enough renown to be called a Celestial Weapon in its own right.

You possess the ability to enhance your weapon to a remarkable degree, by allowing them to absorb experience and grow naturally. However, to facilitate this growth, not only will the strength of your weapon be restrained while it is growing, the power of its effects will also decrease. Naturally as you may have suspected, the only way for a weapon to gain experience is to emerge victorious from a fight…you have a long road ahead of you Guardian. It's probably best to start with some easy fiends.

You can return your weapon to full strength at any time, but its growth will stop while in this state.

Terror of Zanarkand 6 CC

A Guardian with no Summoner is no different from a soldier with no Lord. If the individual that you've designated as your Summoner falls for any reason, for as long as you can draw a breath, you'll enter into a berserk state with all of your abilities greatly amplified – your sole purpose from there onwards would be vengeance, if such a thing were possible.

The increase to your power, your range, even the force of your presence are all significant, and stacks on top of any other abilities that you might have. The greater your energy reserves, the longer you can maintain this state, but anger is not something that one should hold on to for long. With each surge in emotion, you can further increase everything that would be boosted in this berserk state, but your energy will drain even quicker as a result. There's no end to how much your powers grow, at least not until you hit your ceiling in terms of energy and mental fatigue.

The longer your rampage continues for, the less effective spells are upon you regardless of whether they are beneficial or not – your common sense and awareness of the world will steadily drain as well. The only sense that will remain by the end is a distinct awareness of where the closest enemy is. You can attempt to enter this just by drawing on memories alone, but because it is dependent on your emotional state, you'll need to draw on very powerful memories in order to bring out the necessary impetus.

SUMMONER

Symbol of "Serenity" 1 CC

The long line of Summoners and their successors have helped forge the image that Summoners are directly responsible for Spira's long term stability and well-being. It's a very convenient arrangement that makes people more receptive to Summoners on their pilgrimage, and it certainly isn't false – but there are quite a few details which are hidden from public knowledge.

Sometimes, for the sake of the bigger picture, people need to remain oblivious to the root causes. Your presence has a very substantial effect on helping people come to terms with the reality of their situation, just by seeing you, people can slowly heal from their grief and trauma – but more importantly, your presence serves as a very prominent distraction for the folks who would let their curiosity get the better of them. Turns out when people are more focused on you, they don't care all that much about the bigger picture.

You might not be a High Summoner's daughter, but with this you should expect to garner a fair measure of recognition as you go across Spira. After all, considering how people focus on you, a bit of fame is only natural,

The Spirit's Tongue 1 CC

As the Summoners are quite reliant on Aeons to complete their pilgrimage, it stands to reason that one should be able to at least communicate with the Aeons in some fashion. After all, without some means of communication the notion of building a rapport with the Aeons would be rather far-fetched.

Naturally, Aeons don't speak the human tongue, but this will allow you to communicate with Aeons and similar spirits without either party having to make some sort of compromise – effectively it actively translates what is being said between you and the Aeon.

…Of course, if you know nothing about the nature of the Pilgrimage, you might not want to get too attached…

It's Time to Move On 2 CC

Everything that lives will eventually die and the dead should peacefully move on to the Farplane beyond – at least, that's what the clerics of Yevon preach. Some things linger on, unwilling to let go of the life that was once theirs. Unwilling to move on, unable to turn back, they only cause misery for themselves and everyone around them.

Not only does your presence calm the spirits of the dead – you'll be able to bring coherence to the dead that cannot speak and reason to the dead that cannot think. Hopefully by giving them a voice and a mind, you'll be able to convince them that this is no longer their place. If you are able to convince them that they should depart – even without a proper Sending you will be able to send the dead on to the next realm.

Ceaseless Journey 2 CC

The beginning and end of the Pilgrimage are certain – both are decisions, and one is very, very final in comparison to the other. Even the journey itself is enough to convince some Summoners to leave the path altogether. For each Summoner that ends up becoming a High Summoner, there are dozens who fail or give up.

Thankfully the time that you spend travelling seems to pass by all the more quickly, save for the moments when you're assailed by fiends. The process of travelling itself never seems to bore you – a fact that you might come to appreciate if you're taking the long way to each Fayth. In fact, travelling by foot seems to be even more pleasant than you had thought before, if that's possible.

In any case, you don't tire as easily on the road, so you should take the time to enjoy Spira, for what it's worth. After all…when the time comes and your pilgrimage comes to an end, you might not be able to turn back.

Unmoving Faith 2 CC

You'd think that with Sin returning even after a Summoner makes the ultimate sacrifice, the people wouldn't be so quick to believe in Yevon's teachings. But it seems the possibility of a temporary Calm is enough to convince the majority of Spira's residents.

In any case, it helps you to some degree as a Summoner, as you'll find that wherever you go, you'll easily be able to garner some measure of aid from the locals. This only applies so long as you're actually embarking on a quest involving the world you're in – they won't be inclined to help you if you aren't doing your job.

Awoken Fayth 4 CC

Long ago, the people who would become the Fayth chose to give up their physical forms permanently. Their spirits encased in stone, their souls bound to the land, they became the catalyst by which the Aeons were created. But even before that, long ago before that, it was possible to create an Aeon without a sacrifice on such a scale.

You can create an Aeon…but this ability comes with a catch…a cost rather. Though you need not turn an individual into a Fayth…in order to create an Aeon,

you'll still need to involve another party. It's not a process that's as simple as it sounds…and if you dig deeper…you may find that there are more secrets, things that even Yevon has forgotten. **After procuring the first tier, subsequent levels cost 2 CC rather than 4 CC, and discounts still apply.**

Level	Effect
1	The creation of an Aeon can be facilitated between yourself and another individual with whom you have a deep bond. At this level, the Aeon that you'll create will have an appearance affected by you and your partner, but it'll also possess the abilities to boost its own strength temporarily, as well as manifest an energy shield to protect itself.
2	Rather than simply facilitating a connection between you and another, you can now establish a connection between yourself and two others. The appearance of the Aeon will however, become a bit more convoluted as a result. Also, any Aeon you make in such a fashion will have an "Overdrive" ability – with its aspects taken from one ability that each contributor possesses. The strength of the ability will be dependent on the strength of the Aeon.
3	Though the number of contributors remains the same, with this, you'll come to possess the ability to enhance your created Aeons' parameters, though for this you'll need to sacrifice a large amount of spiritual energy each time. The process is lengthy, and the necessary requirements will quickly grow.
4	Allowing you to create an Aeon by maintaining a connection between 4 people – be wary that while the resulting Aeon will be stronger, not only will its appearance be warped by the thoughts of four different people, its abilities may also become largely erratic. You may however, teach your Aeon new abilities over a long period of time, so long as you are one of the four initial contributors.
5	It is possible to turn an individual into an Aeon, provided that they agree, and have a tight enough bond with all of the "contributors" besides the Summoner themselves. Unlike standard Aeons the resulting "Final Aeon" is weak – perhaps what allowed a certain demon to possess them…but thankfully you won't have to worry about that for the most part. As weak as they start off, they can grow rapidly, learning as normal individuals might – though at the end of the day they remain a summon. Other Aeons can only be summoned by the Summoner, the Final Aeon can be called by any one of the contributors, provided the tight emotional bond existed between them to begin with. Whoever chooses to be the vessel of the Final Aeon will see their features warped however…that should probably be clarified before anything proceeds ahead.

Wayward Dreamers 6 CC

The Fayth in the temples aren't the only ones present in the world of Spira – and the art of conjuring Aeons isn't a secret that that only Yevon possesses. But the Dark Aeon present in the world…there's no telling whether they serve Yevon, or if they exist for a darker purpose.

They might be Aeons all the same, but the Dark Aeons not only seem to be stronger – they also seem to possess a far more distinct personality in comparison to the standard Aeon from the Fayth. You should probably hide the fact that you can corrupt summons to form these dark equivalents. The process is going to require sacrificing a substantial amount of magic as well as life force, but in return you can create a "Heretic" summon.

These summons are distinct – they not only possess a personality of their own, they're also more powerful than their normal counterparts. Just don't expect them to bend to your will so easily – giving a summoned spirit a will of its own isn't always going to work in your favour. If you don't consider things carefully before you push forward…you might find your own summon turning on you.

With enough time and understanding, you may be able to create "Dark Aeons" of your own, but you'll need a different summon to act as a base – and there are only so many Aeons in Spira…so you'll likely have to travel elsewhere to find new candidates.

SPHERE HUNTER

Agent of Revolution 1 CC

You might be of this world and simply not of this time, but this Spira is probably very different from the Spira that you know. With Sin's presence still an ominous shadow afflicting the land, there isn't really anyone who would dare to question Yevon's teachings, much less dig into Spira's past.

But you're not the same as the complacent herd all around you, and your presence is already enough to instil some doubt into others. When you start to raise questions about the way things are in the world, you can expect that people will listen, and over time, people might even start to question their way of life. As you might expect, Yevon takes measures to ensure that offending elements are eliminated – so if you're going to subvert the system, don't be too blatant about it. Wouldn't want to paint a target on your back now would you?

Artefact Analysis 1 CC

Even in a future where Spheres are all the rage, there are still many things that have gone unexplained about their origins and composition. Not all of these details are equally interesting, especially not to a Sphere Hunter, but it's good to have an idea of what it is that you're hunting down.

Be it a sphere or some other buried artefact in Spira or elsewhere, your eyes can at least discern most of the basic details regarding its possible origins and

functions. When it comes to dealing with the unknown, you can't be too cautious – so it's good to be able to glean out potential traps before you activate them.

That's especially true here in Spira…where some spheres are guarded by rather vicious fiends…

Sphere Break 2 CC

Hopefully you should never find yourself in a situation where breaking a Sphere is your only resort, but if you do find yourself in a pinch maybe the only option remaining is to do so. Normally breaking a Sphere releases the pyreflies within – but for Spheres that you've personally created, the magic that was contained inside will be released, showering the area with magical force equivalent to the amount of magic contained within the Sphere.

Grid Designer 2 CC

A more advanced way of using the dress spheres is by placing them within grids. While the grids that you make won't have any particular effect to them to begin with, it does help anyone trying to learn how to use a dress sphere by making it easier for them to manipulate the powers of the spheres. Making a garment grid doesn't take much effort or many resources at all – and though it'll take a substantial amount of time, eventually you'll be able to merge grids together as well to share their effects.

Your Clothes Become You 2 CC

It isn't called a Dress Sphere without reason – and if you're going to be making Dress Spheres for yourself, then you should probably also get a bit more proficient at making clothing for yourself. Whether it is reproducing clothing that you see on the streets, or designing clothing from scratch, you've gotten better in both aspects. It helps that the clothing you make will fit your current form regardless – it wouldn't be very good if you made something with a waist size that was three sizes too small for you to wear…

Sphere in One Hand, Sphere in Another 4 CC

As it stands, there's so little that is known about the dress spheres that there's no way of telling whether they are being wielded properly – and what they are truly capable of. But you've had first-hand experience at using them, and you should know very well that there's always room for improvement.

Rather than being limited to the power of a single dress sphere, you can use two of them simultaneously, mixing and matching the abilities of both. Do note that hybridizing abilities like this will likely result in a weakened outcome. You can't seriously expect everything to mix well can you?

Spirits Within 4 CC

Though they are primarily known for their abilities and the more "mundane" functions that are employed throughout Spira – there are still many things regarding the Spheres which remain wholly unexplained…The fact that all Spheres essentially contain pyreflies within them…perhaps that is the reason Spheres can contain the presence of spirits.

Normally, this is seen through replays of thoughts and memories by the Sphere's original owner. But you possess the ability to manipulate souls and transfer them into Spheres. The wielder of these Spheres can temporarily manifest the characteristics of the stored individual, even their abilities, to a weaker extent. The process is lengthy…and naturally, it consumes the soul of the one which is intended to be placed into the Sphere.

But who came up with the idea of crystallizing pyreflies and water anyways? And is it really a tool of memory…or is it a way to ensnare the past and ensure it never moves on?

ALTERNATIVE OPTIONS

Maybe you're not looking for background, or nothing above would be helpful to your time here. If that's the case, there are still some other opportunities available, if you're so inclined. Take a look and see for yourself.

Crystalline Sphere 50 CP -› 1 CC

If you need extra CC instead of extra CP, I can help you facilitate the conversion from the latter to the former, but this is a one way road so be sure that you're set on the notion before pressing forward with it. Any individual can perform the conversion, but only up to a maximum of an extra 20 CC. That really should be more than enough for your needs.

Chocobo Riding 100

Chocobos are the most common form of long distance transportation that people rely on, given the lack of alternatives that aren't Machina…and if you weren't already aware, Yevon doesn't look too kindly upon Machina. If you're lacking in reliable transportation during your time in Spira, this skill will help you out.

You can conjure a tamed Chocobo to your side at will, but while it will let you ride it without any problem, it tends to scare easily and there's a good chance it will buck you off and run away. On occasion, you might conjure forth a breed of Chocobo that's different from the standard variety, depending on what color their plumage is, you'll find that they'll have different abilities of their own. Be particularly wary of Red ones, I've heard that they're quite aggressive.

Birds of a Feather 50/1 CC (Requires Chocobo Riding)

While Chocobos tend to stick to their flock, in your specific case, you can only call upon a lone Chocobo under normal circumstances. With this however, each time you call a Chocobo, instead of calling just one, you'll call an additional one for each time this is taken.

Faithful Steed 200 (Discounted with Chocobo Riding)

Your conjured Chocobo isn't a companion and under normal circumstances each Chocobo you conjure forth will have its own eccentricities and qualities. This perk allows you to steadily train your Chocobo, building up their intellect and their fortitude – to facilitate this properly it allows to consistently call forth the same Chocobo. You can only commit a single Chocobo to "memory" at a time, but even if you decide to swap out, part of the training that you've already done will show effect on a different Chocobo. If you can call upon multiple Chocobo at once, you can commit as many Chocobos to "memory" as you can call at a time.

At the very least, your conjured Chocobo no longer suffers from annoying moments of cowardice, and you'll find that regardless of the breed they will also have learned some basic abilities so that they can support you in a fight. Just don't expect them to stick around for consecutive battles, at least not until you've developed a solid bond with them.

Foraging 200 (Discounted with Chocobo Riding)

Aside from being temperamental, Chocobos are also known for being quite inquisitive, and often they end up digging up things that might have been intentionally hidden away by fiends or humans. If you can call upon a Chocobo or several, with this you can have them scout out the nearby area and they'll most likely come back with some trinkets or supplies in tow. It does become less effective the more you use it in the same area given that there can't possibly be an infinite amount of treasure at any given place, but at least the Chocobo don't seem to get caught when they're out digging about.

Bird & Man 400 (Discounted with Faithful Steed)

There's an organization in the Crusaders here in Spira that is known for gathering "Chocobo Knights", individuals with affinity for mounted combat atop Chocobos. Because of the mercurial nature of Chocobos, it takes a great deal of patience and effort in order to properly fight on a Chocobo, and honestly, by the time you're finished with this training, you should be well on your way to becoming a monster domesticator.

While your ability to ride various creatures and subdue beasts for riding purposes will have increased greatly, when it comes to your Chocobo in particular, you'll have formed a strong enough bond that you can practically share your senses with one another. Relaying commands to your Chocobo requires only a thought, and the coordination between you and the bird is something that would rival an Al Bhed and their Machina. The more Chocobos you have, the more in tune you will be with each of them.

Not the Biggest Target 400 (Discounted with Faithful Steed)

Your standard Chocobo doesn't have much as far as defence goes. In the face of a Behemoth or even a Chimera, they're often quite hapless since a kick isn't going to do much to the Behemoth's thick hide. In all likelihood, they'll end up getting pop fly'd into the Behemoth's mouth. The fact that the Chocobos as a whole aren't extinct is testament to their knack for running away and making themselves seem like an unappealing target.

That knack could come in handy, particularly when you're not looking for a fight but there are fiends around. As long as you're on your Chocobo, you can attempt to distract potential predators by throwing out balloons and calling in flocks of seagulls to distract the enemies. For most enemies this is actually quite effective, and you'll be able to redirect their attention elsewhere. But if you've got something extremely large bearing down on you…say, Sin, for example, you're probably not going to be able to distract him with a flock of seagulls.

Taming Contract 200

In the Calm Lands, there lays a hidden training camp once set up by the legendary Lord Mi'ihen. Its purpose was to toughen the Crusaders of future generations and prepare them for the eventual return of Sin. An old man runs this training camp now, but he'll offer you a contract…a rather unique contract.

You'll gain some tools to help you, but you'll be tasked to go around Spira and collect as many monsters as you can during your time here. Thankfully, this doesn't include any individuals, or particularly notable monsters that you might consider a boss.

In return, you'll grow a little bit stronger in all aspects for each monster you capture in your time here, just note that this growth slows down somewhat after you have captured the same monster in great quantities. Considering how many species of monsters there are in Spira alone, by the time you've pacified a region, you should already be plenty strong…or at least you'll have gotten the hang of capturing monsters down pat.

Music Tames the Behemoth 400 (Discounted with Taming Contract)

It's best not to take the name of this too literally, but this should help you if you're looking to capture monsters and you aren't too confident in your own strength. This will essentially allow you to calm down what would normally be an aggressive entity, be it fiend or human in nature. It's particularly effective if you have some sort of ~~bribe~~ gift on hand, but even if you don't, you should still be able to get away with it. Naturally, it doesn't work nearly as well if there are others nearby – this is really something that you want to be up close and personal for.

Frivolous Experimentation 400 (Discounted with Taming Contract)

In the pursuit of strength, sometimes men attempt things which may be unwise, and in the case of one man in the Calm Lands, calling his actions unwise may be putting it lightly. After all, experimenting with fiends isn't what any sane man would do.

But he's lived this long – if anything he at least knows what he's doing. If his experiments with creating fiends is something that interests you, then maybe this option is something you'll want to consider. The creation process for this is purely biological in nature, and while the input isn't so strict, it still has to be material that matches your designed output – hence, you're not likely to create a machina if you only have a stock of Behemoth meat on hand. But with a bit of time, magic, and effort, you could probably recreate a Behemoth or a Chimera. You're probably better served finding an Al Bhed if you want to make a new machina anyways…

If you already have the means of creating monsters (perhaps with the help of a certain facility in the Calm Lands…) this will also increase the abilities of your created beasts twofold. At least…that falls in line with the old man's intentions when he started breeding creatures to help others "train".

Beckoning 400/600/800

All throughout Spira, there have been "instances" where spirits have returned…from places unknown. Not even considering the Unsent, no this lies beyond that. The entities that are brought forth…they may not even have been originally from Spira at all. This phenomenon – known as "Beckoning" still doesn't have any explanation. After all, most of the individuals which were beckoned seem to integrate well with Spira's society…as amnesiacs.

Your ability to beckon is weak at first…but depending on how much you choose to focus on this…it'll certainly become stronger. It's not something that will "grow stronger" over time simply due to how alien it is, so you had best be ready to dedicate investment into this if this alley truly interests you.

Each level after the first costs 200 rather than 400 – by taking this option you automatically start at level 1. Be wary about one thing – if the Beckoning come to realize what they are…the fact that they're unnatural in the world they are in…they will vanish, never to return.

Level	Effect
1	Calling forth monsters and creatures of the same world that you're in is possible with the use of a bit of energy. They'll behave exactly the same as you'd expect of the given species, which means they'll likely wander off into the wilderness at the first opportunity for most creatures.
2	It's possible to call forth individuals from the past within the same world, provided that you have some basic idea of who they are and what they'll act like. Their capabilities won't go beyond what they were capable of in their time – and that's presuming you knew exactly what they were capable of…otherwise they'll be shadows of their original selves. If you don't have enough energy to supply to their manifestation, don't expect to be able to call anything forward.
3	With this you can call forth individuals of another world – but as they aren't native to the world you're in, you'll find that their capabilities are largely interfered with by the present world – and they'll be weaker as a result. It takes substantially more energy to beckon a creature from another world than it does to beckon something from the past…so this won't be something you can do repeatedly.

1000 Years After… 600

There are those who have come to understand the potential that rests within the Farplane – and so it shouldn't come as a surprise that there are those who have chosen to initiate research into this energy. The timing isn't quite right, the research is still under wraps, but there will be development…it's not in human nature to leave such things undisturbed.

Considering all the energy that rests within the Farplane, within that stream of energy you could see as Life itself, sooner or later someone will consider harvesting it. The equipment for such practices will be largely experimental – but you'll be able to put it together with sufficient time and effort…allowing to pull life energy out of the world around you. Perhaps…enough energy to even put down a creature like Sin, provided you had a way to channel it.

The Dead Smile 400

In places where many have died, the presence of Pyreflies is normally very common – it's not so much the Pyreflies that are a hazard, but rather the lingering sentiments of those who have died. Not merely Pyreflies, you can manipulate spirits and guide them back into bodies, temporarily animating them and giving them some measure of autonomy once again.

You'll end up with dead bodies shuffling about no doubt, but this is merely a precursor for what is to come… When the dead walk again…well…those who would deem it unnatural are not necessarily wrong.

Lingering Will 600 (Discounted with The Dead Smile)

With enough dead, with enough lingering sentiments, that which rises again will be more than just a shuffling corpse. Whether it is an intense and focused hatred or the shackles of sorrow and regret that ties the dead together, as long as there are enough dead around you and you can supply the necessary spiritual energy, you can gather their lingering sentiments to create a fiend.

The size and capability of the fiend naturally are determined by the strength of these sentiments as well as the quantity. Massacring a city will provide you with a plentiful amount of spirits – killing them brutally enough will create strong enough sentiments. The only question left to be answered is…why would you want to do this?

Rage Awakened 1200 (Discounted with Lingering Will)

Perhaps you should thank Yevon for establishing such a convenient system of control – herding the masses to willingly subject themselves into the wicked cycle undergone by Spira. Even those who would seek to break out are actively subjugated and eliminated – Omega, if you could converse with him, would certainly attest to that. But those who have died to maintain Yevon's façade have not necessarily left Spira, and perhaps from them, you could learn a few things.

You know the power that "sentiment" possesses – you've probably manipulated it to create fiends even – but that's not the full extent of what's possible. Fiends are seen as monsters, beings that are threats to existence. Why not instead manipulate the living – giving the emotions and memories of the dead a living host to inhabit.

You'll be hard pressed to find somebody willing to act as a live host of course – but if you force enough of the dead into them, if the sentiments are strong enough, the hosts will have to struggle hard in order to resist the dead's grasp. And if they can't…the loss of control over their body isn't the only thing they have to worry about – if somebody else doesn't banish the spirit corrupting them, sooner or later there will be nothing left of their identity to rescue.

The more concentrated the emotions, the more spirits you insert, the more quickly the living target succumbs to corruption. But…do be wary of one thing – just because you can insert the dead…doesn't mean you can control the dead…and if the memories and will of the dead are strong enough, they may have…other priorities they'll seek to achieve before addressing yours.

Delayed Departures 600 (Discounted with The Dead Smile)

The Church of Yevon might decree that the dead should not linger in the world of the living – but you should know that people who make decrees are often the very people who will defy them. After all – who would stand against them in opposition, who would stand against those who made the laws?

They call these people the Unsent – spirits who have decided to remain in the realm of the living though they remain dead. With the use of spirits of the dead, you can nest it within a living individual, such that when they die, so long as their willpower is strong enough, they will consume the energy that you stored within them. They may be dead…but now they will remain in the world as Unsent.

For individuals who have accepted death readily, this won't hold them for long. Unsent remain in the world by force of will, and don't ever let a Sender get too close to them – or they may be making that trip to the afterlife a little earlier than you planned.

The Meaning of Sin 1200 (Discounted with Delayed Departures)

But at the end of the day, being Unsent or not doesn't change the fact that they're dead…and while the living might hang on to their bodies, the dead can choose to shed their mortal forms. Those that you have "touched" and turned into Unsent, or undead spirits with sufficient willpower, can consume more spiritual energy in order to become a fiend.

This is a choice – a choice that should be made carefully, because the power of being a fiend comes at a cost. The transformation is gradual; they won't become a full fiend in a matter of seconds, but as they become more of a fiend and their strength increases, you may find that any reasoning or capacity of logic they possessed with slowly fade away.

The stronger they get, the more crazed they become – eventually only grasping tightly on a single notion, a single emotion which drives them to action. Be wary of how much they kill, for the more they kill, the stronger they get…but they will no longer heed anything besides the mad drive possessing them. Of course…if you're out to sow chaos, this might be the best option yet. Why not give the Unsent of Yevon a taste of their own medicine?

COMPANIONS

Strength in numbers is definitely a thing, and it's not uncommon to find groups of travellers when wandering about Spira. After all, the world has never been safe but fiend populations are on the rise now that Sin keeps the cities pinned down. Nowadays most travellers are usually on a pilgrimage, and most pilgrims travel armed and prepared for a fight. It wouldn't end well if you were caught unawares. Whether you have companions of your own or you're looking to draft some help, I may be able to be of assistance.

THIS IS OUR STORY 50/300/500 CP

Your companions? Certainly I can arrange for them to go through the same preparations as you – from background to other preparations – but if you're asking for my advice, I'd advise taking the opportunity to diversify your party a little. Having a whole group of summoners may seem advantageous, but then who will be the guardian to protect them? They'll gain a sum of CP which they can use to procure perks as they see fit, and they'll also gain a sum of CC along with it just like you. Be wary of one thing – your companions can't attain companions of their own, prospective "companions" will merely be summons at best.

Import a companion for 50 CP; they gain 600 CP/7 CC to spend on skills. You may import in a batch of 8 for 300 CP or in a batch of 16 for 500 CP, with the same benefits.

BRAVELY FORWARD, TOGETHER 1/200 CP

Would you rather have somebody who already knows Spira well? I can arrange for you to meet with a native of Spira if the need arises, though if you can spare me the problems with convincing them to come along, there'll be a discount in it for you. In all likelihood, you probably shouldn't ask them to change their profession should they already have you, but who knows, maybe they'd like a change?

Arrange to meet a canon individual, if you convince them to join you instead of relying on the measures available, you can get them to join you as a companion for 100 CP instead of 200 CP. They gain the same benefits as imported companions. This is limited to individuals who are actually sapient even if they're not necessarily alive in the strict sense of the word.

PEERING INTO THE ABYSS 100 CP+

Perhaps a human ally isn't exactly what you're looking for? There's still one more option left – a highly theoretical one as a young Al Bhed would insist, but it's still up on offer if you want it. Instead of finding a companion among the more civilized folks of Spira, you can find a companion among the fiends. The fiends don't receive powers in the same way you do, but they do gain benefits of their own, depending on how much you're willing to invest in them.

You can gain a companion from one of the normal monster breeds of Spira, excluding the sinspawn, aeons, and exceedingly strong breeds. For each 100 CP you invest, your fiend

companion will have 15 MP, up to as much MP as you can afford. If you'd like, you can import a companion into this role, but your companion will not gain CP and instead will gain MP. The limit of companions you can import into this role is separate from the standard import option's limit, but is fixed at an upper cap of 8.

DOLL ANIMATION – 50 CP

Because the methodology and the target in question isn't quite the same as the young Al Bhed's system, this deserves its own mention. As the name suggests, you'll be given a doll for this. The doll will also be given a small sum of 15 MP to work with, but in order to turn them into a companion, you'll have to visit a very specific black mage on the island of Besaid – she seems to have a knack for animating dolls. Each of the dolls save for one seems to have a special affinity with a sphere, but finding that sphere might require some leg work on your behalf.

There's a small catalogue of dolls that we have available. So take a look and see if any of them interest you.

Doll Variation	Peculiarities Regarding this Variation
Cactuar	It isn't an actual cactuar, just a doll, but the way that it bounces around is rather uncanny. If you could reanimate it, it's likely that it'll be capable of using at least some of the abilities that normal Cactuars can. The Cactuars are well known for their blistering needle blasts, so it's not such a far stretch that this magic construct aligns well with the Gunner dress sphere.
Cait Sith	A popular children's toy of a black cat that seems to act more like a human than a cat. Oddly enough, as an animated doll, it has a strong affinity with magic that inflicts statuses upon foes. Though it's hard to say what the creator of these dolls had in mind when they were made, they have a strange affinity with the Thief dress sphere once animated.
Moogle	Another popular child's toy, it's hard to describe what this pudgy white creature is supposed to resemble, but it comes with a choice of accessory apparently, either a sword or a staff, which does allude to its affinity for either the Warrior, White Mage, or Black Mage dress spheres once animated.
Moomba	If this doll was supposed to be inspired by a creature living in Spira then presumably the entire species has gone extinct. It resembles something like an anthropomorphic Coeurl, minus the tendrils. It appearance probably won't suggest anything – but it has a surprising level of affinity with the Berserker dress sphere, turning into a blistering speedster in a fight.
Pupu	No one has any clue where the inspiration for this doll came from, but it's quite popular amongst kids just like the Cait Sith, Moogle, and Moomba dolls, perhaps because of how alien it looks. Unfortunately the doll comes alone rather than with a UFO, but it has a rather peculiar affinity with the Gun Mage dress sphere which makes it rather handy alongside the other dolls.
Tonberry	It's probably not a good thing to make a Tonberry look cute, given that the actual creatures themselves are extremely dangerous fiends. But there's something about the plush knife that makes it look harmless, until it jabs it into

	a fiend and the fiend explodes into pyreflies. The affinity that it has with the Dark Knight dress sphere won't alleviate the speed issues that it has, but if Tonberries were fast, most species in Spira would probably be extinct by now.
The Oddity	If you happen to have a small doll of your own, you can try and get the Black Mage in Besaid to animate that. However, aside from a nominal sum of MP, there won't be any other benefits to this.

PYREFLY INJECTION – 50 CP -> 5 MP / 100 CP -> 50 CP

Need to give your friends even more of a boost? Well that's what pyreflies are for…there have always been techniques that depended on the use of pyreflies in order to strengthen both fiends and unsent. Truthfully, I'm convinced that the two have a tighter connection than most people would believe. In any case, for each 50 CP, you can give a specific companion 5 more units of MP, even if they would not normally gain MP. You can also use this on yourself. This can alternatively be used to give CP, at an exchange rate of 100 CP to 50 CP for all companions who would gain CP.

GIFTS OF THE FARPLANE (MP BASED OPTIONS)

There are options to make your fiend companions stronger, with the infusion of pyreflies as necessary. There's a variety of options, so take a look and see what interests you.

Gift	Cost	General Details
Parameter Shift	1	Increases a basic parameter of your fiend companion by a moderate amount, be it their magic, strength, speed or any other parameter similar to these. This can be taken as many times as the monster can afford.
Collective	2	This will be helpful if you don't plan on spending much of your time in the wilderness where fiends exist in greater numbers – it allows your fiend companion to blend in with the rest of society. It also improves their ability to work alongside others regardless of species by a fair bit, which could come in handy if you depend on them for support.
Catalyst Effect	2	For a specific given parameter (i.e. speed or strength), once they engage in a fight, your fiend companion will steadily grow stronger in that specific field. This can be taken multiple times to either accelerate the speed of growth, or stimulate multiple parameters simultaneously. The effects will fade shortly after the fiend disengages from battle.
Sphere Bearer	2	So long as you have dress spheres available, your fiend companion can utilize them and transform – while the uniform will shift to fit the fiend, that might not necessarily be a good thing depending on the fiend in question. You might just end up with a real monstrosity…
Auto-Spell	5	So long as it is a spell in their repertoire, your fiend companion can automatically cast it at reduced cost, ignoring potential cool downs. However, this ability works on its own internal time restrictions, and they can only auto-cast a single spell at any given time. This can be taken multiple times to lift the limit by one spell each time.
Directive	5	Allows your fiend companion to spawn underlings – smaller and weaker

		copies of itself, limited to three in number initially. Your companion can control these remotely and banish them as necessary. Taking this multiple times will add an extra trio of underlings each time it is taken.
Gift of Kings	5	It doesn't actually make them royalty, the concept hasn't been common place in Spira for a while now, but you'll find that some species in Spira tend to associate authority with size. This increases the base size of your companion by 25% each time it is taken, and it also makes it easier for them to sway over smaller creatures around them – with a greater effect if they're actually of the same species.
Meridian	5	A skill of limited strength that is intended to weaken and incapacitate a target rather than kill them outright. Though this can bring them to the brink of death, it will never kill them outright. Despite its limited strength, this skill inherently bypasses magic barriers. It's probably no coincidence that Cactuars are known for utilizing this skill to great effect – in many ways it's the magical equivalent to their deadly needles.
Delta Attack	10	Originally an attack attributed to a pesky trio of Aeons, when taught to a fiend this will allow them to combine their energies together with two other individuals into an amplified strike that exceeds the abilities of all three. While there aren't any limitations as to who the other members are, the effectiveness won't reach the maximum potential unless the others are capable of hybridizing their attacks with others via some means. This takes a short time before it can be used again, and drains energy from all three parties.
Emblem of Thanatos	10	A special skill utilized by the fiends that haunt the Farplanes, this provides a massive magic boost to your companion, but while active it will automatically cast a second volley of any given spell that the fiend casts themselves.
Karma	10	A special skill that charges up as the fiend is hurt physically or mentally, when activated, it'll purge the entire charge and inflict an equivalent amount of retribution on a target. Healing the fiend will reduce the charge slightly, but it won't drain the charge entirely regardless of how much you heal them. Normally, Tonberries with this skill are particularly fearsome, but their slow speed hampers their effectiveness. With a creature that happens to be quicker and more durable…the results could be terrifying.

MAKING THE TEAM (BLITZBALL STAR ONLY)

There isn't a single team in Spira that plays alone. In fact without the base minimum amount of players you're likely to get disqualified altogether. If you're forming a team, in all likelihood you should probably pick from your companions – they're probably most familiar with your modus operandi. This option doesn't bestow the Blitzball Star background onto others, but it does let you boost up to eight of your companions with odd roles to help them adapt to your team.

In a blitzball team, there are three roles, and each has their own particular traits.

Role	Number of Positions	Overview
Fielder	*3*	The fielder is responsible for attacking and scoring, generally staying in the midfield to enemy half of the sphere pool. Individuals assigned to this role will see a boost to their offensive capabilities and their speed.
Defender	*4*	The defender is responsible for locking down the friendly side of the sphere pool and stop enemy fielders from getting in range to score. To help with this, individuals assigned to this role will see a boost to their defensive abilities and overall resilience.
Keeper	*1*	The keeper is the last line of defence and sticks to the goal, ensuring that nothing slips past. The individual assigned to this position will regenerate health periodically, though this slows down quite a bit if they happen to be engaged. The longer a match or a fight goes on, the greater their defensive capabilities become.

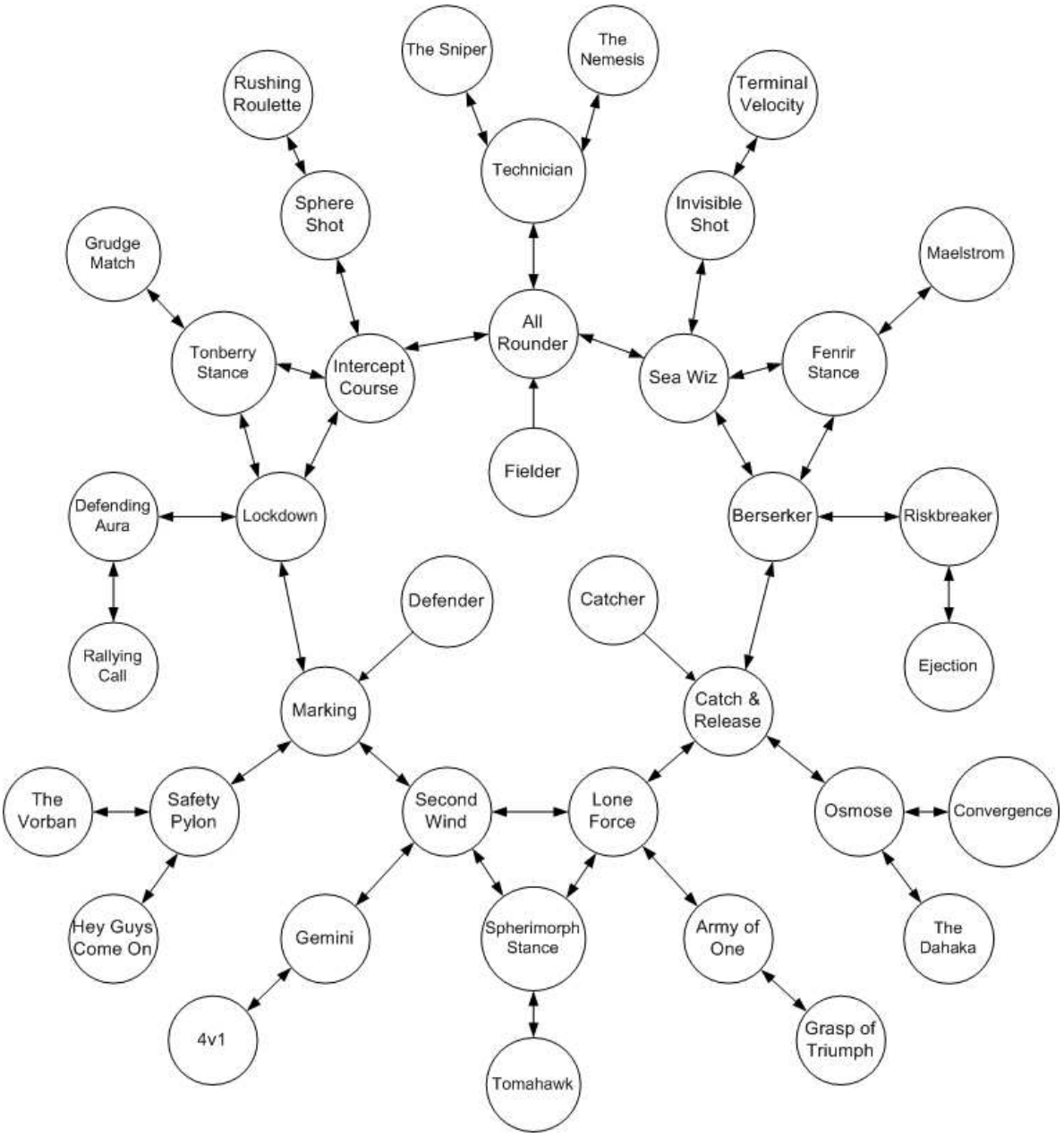
Assigning a position isn't an end all be all affair, and you can swap these positions at will. But if the team mates you pick went for any specialized training, those will remain the same even if the position happens to be changed. If you're looking to build an all new team, you'll have to remove the positions from the old team to instate new members. It is possible to assign yourself a role.

INTENSIFIED TRAINING (SPECIAL)

If you're confident that you don't need training to win, this can be overlooked without any problems. But a bit of extra training for your team mates could help. This option affects anyone who was assigned a role from the Making the Team option. As long as they've been given a role, they'll gain 10 Training Points. They can spend these as they see fit, though depending on their role, the skills immediately available to them will be different.

You'll be able to see where the player subjected to training will start, depending on the first role which they were given.

Starting from the sphere of their role, each training node costs 1 TP. Unless the node can be taken multiple times and the player intends to take it multiple times, backtracking through nodes doesn't cost any TP. This option is only available once – if the same individual is chosen from multiple teams, they can get an extra 5 TP each time they're picked for a position, but the maximum amount of TP that can be accumulated is 25. Once they've burned through this sum, they won't be able to pick through the training options again.



PLAYER SKILL GRID

Skill	General Details
All Rounder	The most basic of training for anyone on the field, as the fielder is necessarily the most flexible position they receive training to handle a wide variety of circumstances. This can be taken multiple times, increasing all physical parameters of an individual by roughly a tenth each time.
Sea Wiz	While catching the ball and gaining possession is the most ideal

	scenario, sometimes the best you can manage is to beat the ball away. Though it strains a player, while they maintain this state, they can repel projectiles up to the velocity of a launched blitzball. Taking this multiple times increases the range at which you can intercept projectiles.
Berserker	It isn't against the rules as long there's no doping involved, and this is strictly a state of mind…that sends a player into a berserk rage. While they remain in this state, both their strength and their speed increases dramatically, but it makes them lose control of their actions. If taken multiple times, their awareness and level of control increases slightly, and the amount by which their strength increases grows, by about a tenth each time.
Catch & Release	Regardless of what role you play, there's one thing to keep in mind. Holding on to the ball for too long is only going to make you a bigger target for everyone else. For any projectile you catch, the sooner you throw it out again, the more speed it gains. If taken multiple times, the maximum return speed of the projectile is increased.
Lone Force	Most people like to think that blitzball isn't a particularly violent sport. There aren't really any fights inside the pool, and the pool does a good job of reducing the weight behind blows. But seeing players knocked straight out of the pool is hardly uncommon…and sometimes, a team can find themselves without too many able bodies left. Training for such a situation could be helpful, and the fewer teammates/companions you have around you, the stronger you'll become. When completely alone, it'll almost feel like you're two people instead of one. …Well having two players is still better than one right?
Second Wind	Taking a blow and still trucking on is pretty much expected out of a defender. When you take a very substantial blow, you'll find your body will instantly react by recovering a bit of the damage. While it isn't too likely that you'll be struck multiple times, be wary that there is a delay after recovery, and consequently being struck multiple times can reduce the efficiency of this training somewhat. You aren't getting beaten up inside the pool, are you?
Marking	While marking is generally a defender's job, it is a skill that can serve a person of any role. The moment you lose track of the ball, you might as well be lost in the pool. You can actively tag an opponent close by, and you'll remain aware of their presence even if they turn invisible. While you can only mark a single target at a time, taking this multiple times increases the range where you can maintain surveillance on them.
Lockdown	Your opponent won't be much of a threat if they can't move properly, and with this, you can lockdown a single enemy entirely after you make contact with them. If the enemy's willpower is extremely strong, they might be able to break free of this, but otherwise they'll be frozen in

	place entirely until you free them. This only affects one person at a time, though you can switch targets when you tackle another opponent.
Intercept Course	If anything is thrown, then it must have some sort of trajectory, something which can be intercepted. Even if it would move too quickly for your eyes to follow, with enough experience your body can still intervene. While being able to instinctively rush to intercept a moving target without looking can be useful in certain situations, your body knows better than to intercept anything potentially fatal, Taking this multiple times increases the range your body can instinctively move to in order to intercept anything.
Technician	It's good to have a tried and true shot, but it's even better to have different aces up your sleeve too. It's likely that you know other skills besides playing blitzball, there's no reason why they can't be merged together. By adapting your other skills, you can introduce elements of those skills into your shots. Firing a flaming blitzball inside the sphere pool will probably stir up quite a commotion though… As a skill that you can translate outside of the sphere pool, by applying what you learn you can modify other techniques more easily.
Invisible Shot	How are they going to stop a shot that literally turns invisible in mid-flight? Once launched, your projectiles and spells will turn invisible in mid-flight, effectively making it so that your opponent will be left guessing as to where the shot will end up. If taken multiple times, the duration which it remains invisible increases and the invisibility kicks into effect earlier.
Fenrir Stance	The Fenrir, he who reigns supreme over the lupine race, a beast of monstrous origins, whose doggedness towers above the most ferocious and vicious of beasts. Just as armour is ripped to shreds by its fangs, your blows tear through defences effortlessly. With each strike you land on your prey, they grow weaker, the effect stacking in small moments with each strike. While they will recover with time, if you don't let up, the other team should send for a stretcher sooner rather than later.
Riskbreaker	There's an element of risk at play in any sport, and if anything, blitzball is a game of high risk, high reward. But no one prefers risky situations, it's far better to be leading than to be trailing, far better to be at the net than behind four defenders. With all your experience in the pool, your body has grown attuned to these situations. Faced with dangerous situations, you react quicker, hit harder, and move faster. On the other hand though, in less risky situations, your body naturally regenerates very slowly from the mental and physical strain.
Ejection	Risk resolution taken to the extreme, if they're going to get in your way, then you might as well remove the obstacle yourself. Though this requires a fair bit of energy, with a blow you can launch a target away like a thrown projectile. They take minimal damage from your blow, and the landing, but they'll be launched out of eyeshot. Let's see them try

	to get in the way now.
Osmose	Playing through a full game of blitzball can be an exhausting experience – not only physically, but mentally as well, especially if you use a large amount of techniques that drain you. But the pool itself is filled with pyrefly infused water, and by practicing drawing energy from your environments, with time you'll be able to recover a small fraction of the energy consumed. While taking this multiple times can increase the amount recovered, there is only so much energy in the environment around you – and likely a fair bit less outside of the pool.
Army of One	In the absolute worst case scenario, sometimes, you need to do everything yourself. Maybe your team has all been incapacitated, maybe they just aren't up for the match, but for a short period of time, you can divide into three individuals. Individually each one is weaker than you are and are likely incapable of using your techniques to full efficiency, but they can act autonomously. While in this state your energy constantly drains away, until you cannot sustain the form, and three reverts to one.
Spherimorph Stance	Mimicking the versatility of the Spherimorph monster, by switching to this stance, anyone can intercept the ball…even if absorbing it is a bit unorthodox. The physical impact of a heavy shot will be largely neutralized, though if the ball is elementally enchanted, you might want to be a bit more wary. In this stance, though your resistance to most magical elements is slightly increased, there will always be one of the main elements that you possess a significant weakness to, and not only will you take more damage – the ball will just blow past you entirely.
Gemini	Two attackers is better than one, and with a designated partner, the pair of you can add on to each other's attacks and shots, combining your techniques together to form an even stronger one. Pity the goalkeeper who has to fend off a combined shot from your team. If more than a single player attains this skill, each player with this skill can add to the combination.
Safety Pylon	As the center, part of your role is to ensure that the ball can be channelled forward to the opponent's side of the pool. When an ally passes to you, you can shoot it forward to another teammate, with no loss to the velocity or the pass's effects. With a bit of practice you can do this with more than just balls. Well…fireballs would be a bit more difficult to handle than blitzballs. Maybe about as bad as spiked blitzballs.
Rallying Call	The sphere pool is pretty big, and sometimes it can get a bit difficult to coordinate, especially with the other team (Why are the damn Al Bhed so fast? Are they cheating?) zipping about. When you need help urgently, and a time out is nowhere in sight, you can pull a companion from close by over to you. Taking this multiple times increases the maximum range from where you can call a friend.

Defending Aura	As long as an individual is actively defending, a large portion of any damage they receive is completely negated. A deadly shot being fired your way? You can take the hit head on, and you likely won't end up with a concussion…immediately. While the pain from resisted blows is delayed significantly, the damage will still accumulate until eventually it breaks the defensive stance. This drains energy while active.
Tonberry Stance	Hopefully no one ever introduces a real Tonberry into the sphere pool, or else entire teams will likely be eliminated. Mimicking the same dreadful behaviour of the Tonberry, you stalk your mark across the pool, haunting them regardless of what they do. The act of stalking a target doesn't drain you, but should you draw close enough to tackle them, you'll instantly knock them out cold, unless their mental fortitude is stronger than yours. They'll remain knocked out for a short while, the duration extending if they are already mentally debilitated. Let's see them cry in the dark now…
Sphere Shot	Whoever came up with the idea to use enemy players as bumpers to redirect a shot was likely both a genius and a sadist. Any projectiles launched will ricochet at least once off of a target. Purchasing this multiple times will guarantee more than one ricochet for each time it is taken, but the force after each ricochet is reduced slightly. With enough initial force, you'll probably knock the poor target out cold.
The Sniper	The element of surprise has always been critical, whether it is for winning a match, or winning a battle. If you fire from a range they don't expect, you're far more likely to score. For each time you take this, the maximum range and speed of your projectiles increases by a fair bit.
The Nemesis	The very pinnacle of offensive prowess amongst fiends, the one who reigns supreme above the rest, the Nemesis represents both a threat to humanity…and also probably humanity's greatest achievement. In any case they'll probably never free it from the Calm Lands so don't even think of throwing it at the Al Bhed Psyches, Yevon knows they deserve it. But it can't hurt to learn a bit from this amazing monster right? Just like the Nemesis' Ultra Spark, instead of firing a single shot, your projectiles will split and barrage the enemy catcher like a fan. No matter how fast those bloody Al Bhed are or what machina trickery they use, they can't stop dozens of shots at once, ya? But…of course man, you're going to want to have plenty of energy before firing off something so dramatic.
Terminal Velocity	Swimming can be quite demanding on your body, and with water acting as resistance, you can't always go as quickly as you'd hope. But then how do those damn Al Bhed go so fast? It's likely not machina, but manipulating the flow around you with magic can't hurt right? The precepts of Yevon only outlaw machina after all… By burning a good

	portion of your energy, you can rapidly accelerate, while forcibly dragging anything in vicinity that is not anchored down along with you. With all that speed, you could probably just drag the ball into the net and score that way…The farther you go however, the more energy it will burn.
Maelstrom	The sphere pool contains a massive amount of water…water that can probably be utilized with sufficient practice. Take control of the water and energy all about you, and you can channel it forward in a torrential shot that's intended to leave nothing remaining in its wake besides…well the nets might still be present. You'll probably have to wait for the officials to reform the pool after you're done.
Convergence	The more practiced guardians in Spira are capable of magic, and certainly, being able to control the elements is very handy…water is one such element after all. Manipulating the space in the water around you, you can intercept a ball in mid-flight and redirect it completely, changing what could have been a goal into a return volley. However, this does drain you severely when you use it – after all, there's a lot of water to manipulate. With a fair bit of practice, this is possible using air as well. But air will definitely be tougher to handle than water in such a case.
The Dahaka	The Dahaka, a sacred guardian who challenges all those who would dare to profane the peaks of Gagazet, the legendary fiend that tests the resolve of guardians and summoners alike. That speaks leagues of the divine beast's own resolve, one that you emulate as you stand firm against the oncoming foes. The aura of the Dahaka dampens magic used against it by a fair degree, and inside the pyrefly infused pool, this means that all the shots coming towards you will be slowed significantly as the very waters around you surge to resist the shot.
Grasp of Triumph	Unlike some terrestrial sports where holding the ball is prohibited, in Blitzball holding the ball is necessary, even though holding on for too long will likely result in somebody tackling you. Keeping a hold on the ball is a matter of physical strength, but there's a notion of willpower involved as well. Just as some players (like those damn Al Bhed Psyches) seem to hold on to the ball regardless of what you do to them, your grip strength is dependent on your willpower. As long as your will is not overcome, you won't lose your hold on whatever you're holding on to. While this might be great when holding a blitzball, if you're holding on to something that actually can hurt you…well they can still hurt you, even if they can't free themselves from your grasp.
Tomahawk	The ultimate technique in terms of long distance tactical strikes, there's no way anyone will expect the blitzball to be launched straight from the other goalpost. Any projectile you launch flies at its maximum speed and loses significantly less momentum from impact until it reaches its normal maximum range, after which it will continue flying in the same direction until it loses momentum completely.
4v1	If they're willing to hold on to the ball for their life, well they should be

	expected to face everything you can muster. While this is active, it does put a severe strain on your body, but for very brief periods, your actions are quadrupled, though each of them will have a slightly weaker effect than if you were perform it normally. On the other hand, you can stagger these actions, so even if they dodge you once, they won't necessarily dodge the next three times.
Hey Guys Come On	Sometimes, having a spontaneous pep talk isn't enough to rouse the team's fighting spirits. Sometimes, you seriously need to start a fight in order to wake your team up and get their head in the game. By tagging any opponent close by, every ally within close range will be pulled towards you, so that everybody can get in on the action. While they're around you and engaged in the brawl, all of your companions are strengthened by a small amount. Taking this multiple times increases the number of people you can rope in to the physical pep talk.
The Vorban	A beast that represents the pinnacle of defensive capability, the Vorban is widely feared not for the massive carapace that surrounds it, but the mortar cannon it bears that seems to fire ceaselessly. While you certainly can't bring a mortar cannon into the pool, upon being struck, you can fire a blast of energy in retaliation with minimal effort. The blast will strike everything within a wide area with enough strength to temporarily stun anything within range. Pity that unlike the Vorban, you can't use this in rapid succession, as it drains energy from your surroundings rather than from your body.
Grudge Match	For the most part, blitzball is a relatively friendly sport. But occasionally those Al Bhed morons get on your nerves, as they tend to do, ya know? When you lose six times to the Al Bhed Psyches…well it's easy to work up a grudge. So long as this remains active, you emit an aura that affects a wide area around you. Anybody caught inside this area is slowed down and their health drains away very slowly… You should probably keep the cursing down to a minimum though, don't want to get a reputation for scaring the other team, ya?
Rushing Roulette	A bit of luck never hurt, buddy. I mean look at the Luca Goers, they have so much luck that they win over us Aurochs ever single year, and we definitely train harder than them. But luck, ya know, it isn't something you can really train for. Sometimes you have to just leave it up to chance, ya? Occasionally when I throw the blitzball, it feels like it hits like, dozens of times man. With a bit of magic, you can probably do that too! The smaller the ball I'm tossing, it feels like it hits a lot more, so probably with the larger the balls, it'll hit for a bit less. I've never really seen it more than a dozen times though… At the very minimum, this will double the amount of projectiles fired.

ITEMS

Not necessarily souvenirs, if you're looking for preparations on every front you might as well consider bringing some specialized items as well. That's right, I do stock some specialized goods, though really I wish the assistant I came here for was here to handle this – I'm not too fond myself of managing inventory. In any case the stock is divided into two categories, synthesis and standard items…I can describe them in greater detail depending on what you're interested in.

-SYNTHESIS ITEM, THE MONSTER ARENA- 200 CP

(FREE IF THE TAMING CONTRACT PERK WAS TAKEN)

It was a bit of a hassle to arrange for this honestly; the man that I was talking with to investigate this particular…residence was particularly keen on exchanging information, a bit too much information that seemed more like a discourse on history. But that's probably a bit too much about my travels, when you're only concerned about this option.

In all honesty, I think this locale was never used to its full potential. The old man saw fit to use it as a training center for young warriors, but depending on how you choose to customize it you might be able to apply the facility towards other goals.

One note though, unless your companions have the perk related to the Taming Contract, they won't be able to make any contributions towards this item. You can only place in a requisition for a single synthesis item between your entire team.

The Monster Arena is a replica of the same facility which can be found within the Calm Lands. The Crusaders used it as a training facility and a place to contain fiends, though in the recent years the curator of the facility seems to have dabbled a bit in fiend experimentation.

The base facility is essentially a cave, a very large cave that can merge with its surroundings rather well – something that comes in handy given that the Arena will be following you to other worlds. The Machina stored within are dedicated to the task of storage and development of fiends and other monsters alike. While the **general containment pen can store a massive quantity of creatures**, the base facility does come with a set of **10 dedicated pens**. The **function of these will change depending on your chosen modifications** to the synthesis item.

With all that said and done however, just because the Arena comes with Machina doesn't mean you can magically force different species to breed and mingle. Even if the Al Bhed would believe otherwise, there are limits to what Al Bhed science can do. You'll be better served putting your own skills to use if you're looking to perform feats that should be biologically impossible.

Where and how you choose to deploy the Arena is up to you, but caution is advised when it comes to handling species, particularly in the general pen. The

containment generally has no problems, but unlike the special pens, if you store far too many monsters in the general pen…well, a breakout could occur. Cleaning up from the ensuing mess probably won't be too pretty.

As for capturing the monsters, you could always just use the traditional methods and wrestle them into the pen – or you could use the specialized capturing weapons available. If you can't find a way to procure them in Spira, the stock in the general shop will be able to help you.

SPECIALIZED CONTAINMENT CAGE FUNCTIONS 0 CP/50 CP

The ten specialized pens that come naturally with the Monster Arena can be calibrated to suit a specific purpose beyond simple containment. By default the containment function will sustain the creatures indefinitely and address their needs. Unlike the general pens, the specialized pens can only hold a single species at a time – this restriction allows the cages to be much more efficient at containing dangerous breeds.

Aside from Containment, the cages can be used for Procreation, Domestication, and also Stasis. The first two functions are rather straightforward; Procreation ensures that the number of monsters within the cell will increase at a steady rate whereas Domestication makes them friendlier to others regardless of their general nature. Stasis is an oddity and acts like a proverbial monster freezer, keeping the monsters within the cage temporally isolated so that they won't succumb to aging as you travel. At a cost of 50 CP, you can add on an additional function slot, allowing any given pen to simultaneously run two functions at a time.

DOMAIN EXPANSION 50 CP

A simple modification that increases the amount of specialized pens you have by 5 for each time it is taken. If you're lacking in specialized pens this is the solution for your problems. The pens are specifically designed with extremely dangerous breeds in mind, so containment will not be an issue, but naturally you'll want to calibrate their intended functions.

HYPER MIGHTY G 50 CP

If you're going to collect monsters, why not bring them to their top potential? While this won't turn fiends into gods overnight, the strong growth agent will promote growth in terms of physical parameters as well as size, effectively lifting the natural physical limits of the fiend in question. This can affect all the monsters in the general pen by a small amount – or you can have this affect a single specialized cage, increasing the size of a species by 30% each time.

SIMULATION ROOM 50 CP

A specialized annex that isn't part of the normal Monster Arena, this room utilizes Machina to create a testing facility that you can use to assess the skills and capabilities of your monsters in an environment that keeps both parties safe. If the damage tolerance reaches a critical point, the Machina can stop the entire process before things get out of control, so that shouldn't be an issue.

The default appearance within the simulation room resembles that of the Calm Lands, a nod to the Monster Arena's origins, but you can configure it to resemble another locale you've visited before – it's really just an aesthetic feature.

CAPTURE PODS 50 CP

Still not sure how to go about capturing monsters? Can't seem to herd monsters into the pens? Monsters hiding in places you can't reach? If you're suffering from a lack of monsters, this pod system might be able to help you out. The process of deployment and activation is manual, but once this is done you can walk away and wait for a creature to be captured, at which time the pod will automatically return to an empty pen. If there aren't any empty pens, it'll toss the monster into the general pen – this might not end well for the monsters present.

As you might expect from pods with no real offensive capacity, you won't find the strongest creatures from the area captured within the pods. This drawback can be addressed however, for instance if you were to attach the pods to a Machina and allow the Machina to subdue the fiend so that the pod can capture it with ease. Alternatively if range happens to be an issue, you could probably solve that problem by implementing the capture pods onto an airship of some sort and launch the pods remotely. By default, you'll get a set of five pods, but if you happen to need extra pods, you can take this option, adding five additional pods with each purchase.

THE RUIN DEPTHS 100 CP

The exact nature of the ruins below the original Monster Arena is unknown and as such it was exempted from the synthesis item duplication process. Certainly, if you're looking for a basement for the creatures to wander about in these ruins will do the trick, but with a time you'll come to understand that the ruins have a different purpose.

There are "connections" between the ruin depths and the outside world which effectively allows for creatures to wander in, and something about the ruins seems to attract monsters on a rather frequent basis. Thankfully a Machina barrier prevents them from wandering into the main area of the Arena, so you don't want to worry about unsolicited intruders, but this could be a good place to

get some monster feed for the carnivores that you keep. You can alternative direct your capture pods to let monsters loose within this space, if you don't want to risk absolute chaos erupting in the general pen.

FIEND ARENA 100 CP

If the simulation room doesn't suit your needs but you'd still like to have a facility where monsters can fight in a controlled environment without risking a containment breach, the fiend arena should serve your needs. It's a very simple facility designed with damage control in mind, but creatures fought here will take wounds and they can succumb to injuries. On the other hand however, the fiend arena helps speed up growth in the fiends that train within. As with all training, it's just a matter of time and effort on the monster's behalf.

Like everything else in the Monster Arena, the Fiend Arena is controlled and regulated by Machina, and if you have a Creature Creator active, you can also use this arena to test out potential combinations and mutations. Unlike the simulation room, these early prototypes won't be digital holograms or anything – so if you make a monstrosity, be prepared to put it down.

CREATURE CREATOR 100 CP

I'm quite certain that the old Crusaders curator of the Calm Lands monster arena got more mileage out of this machine than the Al Bheds that presumably designed it. The machine itself is rather straightforward, but it comes with an entire lab annex whose sole purpose is to help you experiment and stimulate "growth" in monsters. Here in Spira, fiends tend to grow by absorbing pyreflies, but in the absence of pyreflies elsewhere, the convertors within the lab annex will allow you to substitute spiritual energy instead. If the Crusader Curator is any example to learn from, do try to refrain from blending completely different species together, it will only create monstrosities.

The creature creator works very methodically, using creatures you already have within pens as a "foundation" for either improvement or creation purposes. Modifications such as size and basic parameters are simple and don't require a substantial amount of spiritual energy, but as modifications stack up, the results will become less substantial and require greater investment. Always keep a handle on things, because freak mutations can happen if you have no countermeasures.

It's possible to make more substantial changes – controlled mutations and species based shifts for instance, but these will take substantial amounts of spiritual energy as well as time. The lab equipment also makes it possible for you to modify monsters with material items along with spiritual energy, much like how

Guardians can modify their weapons. It'll consume a substantial amount of items, but with this you can teach your pets new tricks.

PYREFLY INJECTION 100 CP

As the curator of the Monster Arena can attest – the use of pyreflies is very effective in making newer and more effective monsters – but it takes a very high level of control to use pyreflies without the risk of rampancy. With this you'll be able to facilitate large scale pyrefly injection into a monster, or in the event that you have no source of pyreflies, it'll improve the conversion ratio between spiritual energy into pyreflies.

With sufficient skill and time, you can take control of pyreflies directly and weave them into armour components and additional parts for your monsters. Artificial wing components, additional tails or appendages, and other such monster parts present on Spira's fiends can be added to your monsters with this.

DROP PODS 100 CP

Arguably, the Monster Arena exists to protect Spira by isolating the worst fiends in a single place, well away from civilization centers like Bevelle. Though your Monster Arena can be said to exist for the same purpose, there will likely come a time when you need to put the monsters to use – hence why these drop pods are available. Whenever you see fit, just activate a drop pod, and up to a certain number of monsters can be deployed from a pen to a specific location. As you might expect, smaller sized monsters will fit in greater numbers in a pod, and of course you can't deploy more than what you actually possess.

You have one pod per specialized cage to begin with, and while a pod can be activated anywhere, you do need to deploy them physically. So, similar to the capture pods, you might want to find an alternative means to deploy them so you don't have to carry them around physically. Once deployed, it'll take a fair bit of time until the pod can re-establish the terminal connection to the Monster Arena.

If you do need extra pods, they come in single units at a cost of 50 CP.

GUARDIANS 100 CP

Are you wary of intruders barging in on your Monster Arena and killing or even stealing some of your monsters? Not a problem – the old curator had accounted for this possibility as well by creating living sculptures. His sculptures never really saw use, but yours might if you plan on travelling to all sorts of places. These can be produced en masse and patrol the Arena grounds, attacking anything that isn't welcome within the Arena grounds. There is a drawback in that they are confined to the arena, but in the arena they'll have no problems holding their own.

CUSTODIANS 100 CP

The Al Bhed might have been masters at making Machina, but the Machina they made don't make for very good custodians. To be fair, tending to fiends and monsters isn't something you would normally automate, different breeds tend to have different requirements. But with the more violent breeds even from Spira alone, if it wasn't for the fact that the Monster Arena produces and repairs Machina, you would probably run out of units before a year comes to pass.

If you have any companions, they might be better suited for the task of monster handling. There's no doubt that they'll have better skills than the drone Machina at least, and as they work in the Arena, they can improve on their own skills as well. But this is a full time job, so once you make the choice of the companion will serve as a custodian, you can't go back on it. For the entirety of the time you spend in the same world, they'll reside exclusively within the Arena.

While they won't be able to travel with you, at least you can still visit them at the Monster Arena at any time, and they won't count towards any limits on personnel that you can bring along with you. For each time this is purchased, you can assign a single custodian per specialized pen within the Arena.

ONE WHO SURPASSES ALL 200 CP

Since time immemorial, there has been talk regarding a very specific fiend species known only as the "Weapon". Though their origins aren't well understood, it is commonly accepted that these creatures stand at the very top of the fiend hierarchy, and they've retained that position by destroying all potential challengers.

This isn't part of the standard Monster Arena because everything about it comes from hypothetical notes, drafted up by the old curator as a "what if" scenario describing a "Weapon" which could stand uncontested above all others. Code named Nemesis, it's very likely that this fiend wasn't designed to help fight Sin – it's quite difficult to believe that the old curator could have controlled such a powerful creature to begin with.

But here in your monster arena, you'll be at least given the means to keep it in check and deploy it as you see fit. From the gold armour plating alone, it's quite hard not to notice this herald of calamity, and frankly it doesn't bother with hiding. The "Nemesis" doesn't have any problems negating the vast majority of attacks, and it also doesn't have any problems laying entire armies to waste. Probably could even drive Sin back under the right circumstances.

The problem is this: do you think you have what it takes to keep it in check?

-STANDARD ITEMS-

Well these items are a bit more…mundane, I suppose you could say that they'd interest an ordinary traveller, but maybe not somebody as specialized as yourself. I won't make any presumptions so feel free to take a look and see what interests you.

A CLEAR SPHERE 50 CP/ 1 CC

As the name implies, it's a translucent sphere, which, in its current state, doesn't really serve any purpose. If you have a Sphere Grid, you could probably adapt the sphere to the Grid and change its properties, but there's probably something more to this sphere – more to its capabilities…maybe when Sin is defeated you could study it?

MODIFIED PURPLE SPHERES 50 CP/ 1 CC

These spheres that we have on hand come in several varieties, but their purpose essentially remains the same – they exist to prepare you for Spira, give you a bit of a head start as it were. Unlike their counterparts in Spira, a Sphere Grid isn't necessary to utilize these, so technically you could implement them on others as well. However, take note of one thing – their effects depreciate with consecutive uses, unlike their counterparts in Spira. If you need a boost before moving on these are valid options, but certainly not the end all be all for preparations.

Each purchase gives you **five** spheres, you don't need to use them immediately, nor are you obligated to use them only on yourself. The full list of spheres we have available is as follows. You don't need to buy five of the same variety with a purchase, but you may only select five with each purchase.

Sphere Type	Sphere Effect
Vitality	Boosts your overall health.
Magic	Boosts your maximum magic capacity.
Offensive	Can be used to either boost physical strength or magical strength.
Defensive	Similarly, used to boost either physical defence or magical defence.
Agility	Used to boost general speed, can alternatively be used to improve upon evasive abilities, or the speed at which you track a target.
Luck	Gives a boost to luck, though becoming luckier is often a rather vague quality.

FULL ELIXIR 50 CP

Under normal circumstances, you'd probably be hard pressed to find a merchant who will sell these to you for cheap, but chances are if you're going to be exploring Spira, having these on hand will help. Be it wounds or afflictions, one sip is enough to restore you to a pristine state. You'll receive ten of these per purchase, though if you happen to run out, it'll take a while until they reappear again in your stock. It's not exactly advised but if you're strapped for cash you could also sell these to travellers and merchants for a pretty good price.

TINY BEE – 100 CP (FREE FOR DROP IN)

This small handgun fires mystical bullets, completely removing the need to reload, though you can always pretend to empty your magazine for dramatic effect. Being enchanted as it is, you can enchant and fire a wide variety of rounds – and shots fired in rapid succession will result in a slight acceleration of subsequent shots, as well as an increase in accuracy overall.

BROTHERHOOD – 100 CP (FREE FOR GUARDIAN)

It's a fancy sword to say the least, the blade has been specially forged in a fashion that somehow traps water inside. There's clearly an enchantment involved here, one that makes itself apparent whenever you strike a foe with the blade – as water will be spontaneously generated in a small quantity. It naturally amplifies the power of water related magic and techniques as long as you possess it.

SUMMONER'S STAFF – 100 CP (FREE FOR SUMMONER)

It isn't policy or anything, but most Summoners seem to find that staffs are a good conduit when it comes to the Sending as well as summoning and handling fiends. This one staff in particular carries a natural banishing effect particularly effective against the undead, and fitting for an individual tasked with sending the undead, it also pacifies these spirits nearby. Against stronger undead or those possessing substantial will power, you might find that it won't nearly as effective and in all likelihood it'll become a battle of wills.

BLITZBALL, MARK X – 100 CP (FREE FOR BLITZBALL STAR)

Standard regulation blitzballs are quite effective as projectiles, but there are some special variants that have been prohibited within the Sphere Pool, yet prove to be quite effective elsewhere. This particular variant comes with sharp studs which somehow adds enough force behind the blitzball that even a grazing blow can knock a person down flat, and a direct shot will probably send them flying. Whatever you do though, don't use it in an actual match – you'll get disqualified undoubtedly.

EXPERIMENTAL CAPTURING DEVICE – 100 CP

(FREE IF YOU HAVE THE TAMING CONTRACT PERK)

By default, this handheld device is contained within a gun, allowing for remote capture of monsters that it subdues. Provided that you have the Monster Arena, this can beam a captured enemy into the Arena itself, but if you don't, then it'll merely restrain the enemy. The Arena doesn't do well when it comes to handling individuals or things which are sapient, so in those cases it's likely that it'll only restrain the target. The module can be adapted to other weapons, but it'll need to be removed from the gun.

GARMENT GRID [LM] VARIATION – 100 CP
(FREE SPHERE HUNTER, FREE FOR ANYONE WITH DRESS SPHERES)

If I had to make a guess, this looks like technology from the far future, definitely not something you would find in the current Spira. The five receptacles here seem to be made for dress spheres – from what I understand of dress spheres and these grids, the grid can merge the abilities of the spheres together. It might not come with any dress spheres, but if you can find some, anyone bearing the grid will be able to use the power of the Spheres inside.

PROTOTYPE A "MACHINA MAW 0" – 100 CP

It isn't particularly large and the Al Bhed appear to have designed it as a one man siege machine or some sort, but given that it's been disassembled, you'll need to put the parts back together before you can actually use this. If you need help, maybe look for an Al Bhed in Spira to help you out?

The assembly parts comes with a bipedal chassis, twelve missile launchers, six ray cannons, four forward anti-personnel guns, and oddly enough, twenty five hardpoints rather than twenty two as you might expect. If you find extra parts lying around in Spira, perhaps you might be able to upgrade this Machina further? The Machina is capable of autonomous operation, but keep in mind how much firepower it is packing, and that it lacks defensive options.

DRESS SPHERE – 100 CP (3 FREE FOR SPHERE HUNTER)

Well, in case you're really lazy or you have issues that would prevent you from going out and hunting for Dress Spheres, I have some in stock that you can pick and choose from. That's right, even if you're not a Sphere Hunter you can still use them. I'm not sure I want to think of how a Guardian or a Cactuar is supposed to transform for that matter.

You don't need a Garment Grid to utilize the power within the Dress Spheres – but it does help in bringing out their full potential. There are other Dress Spheres out there in Spira – you'll have to go out to find them yourself though.

Name	General Details
Gunner	Shoots guns, specialist in taking down wildlife. You have a wide range of shots to choose from, and a gun with unlimited bullets. You can also shoot really fast when you need to.
Thief	Steals things: self-explanatory isn't it? Ok fine, you also have an ability to disassemble machina at will. And you also have an easier time pilfering things from even inanimate objects. Not sure why you wanted to steal that apple from the tree though.
Warrior	Your normal sword swinging warrior. Has most of the abilities you'd expect from somebody swinging a massive hunk of steel. Pretty good durability too.
Songstress	You sing, and things get a bit weird. You can inflict statuses upon enemies by singing. Maybe because you have no singing voice, but I jest. In odd occasions you'll find yourself compelled to dance and sing out of the blue.
Black Mage	A specialist in the four destructive elements, fire, ice, lightning and water. Your spells grow from just the basics to massive area spells. Just run away before they file you for property damage.
White Mage	You heal people! Goodness knows we need healers with all the damage Sin is causing! Unfortunately you're also a bit of a pacifist with this Dress Sphere, so you can't fight more than swinging a rod to bonk somebody.
Gun Mage	You can hunt specific monsters even better than Gunners can! But you do need to designate your target. Also, similar to the Ronso's racial ability, you can learn enemy attacks. You just need to survive it first.
Trainer	Pick a pet, and you'll be able to train this pet into a ferocious fighting machine! Could be a monkey, an eagle, a dog, or really any small sized animal that you like. Small, because things tend to get awkward when you have a pet Shoopuf try to enter the house.
Berserker	You get really angry, and when you do, you tend to get really destructive. You swing around with your fists and break things – but somehow you have enough mental capacity to weave in and out of a fight flawlessly. You've basically become the master of "Angry Fist".

RIBBON – 150 CP

A woman's accessory, popularized by a very strange merchant who wandered all over Spira advertising his wares – if nothing, it's a very pretty, very eye-catching ribbon. Beyond how pretty it is, it also happens to negate all the effects from harmful conditions and nasty hexes that Spira's fiends will try to inflict upon you, so a traveller might want to consider purchasing this. Just be forewarned – if you wear this where anyone can see it, don't be offended should they mistake you for a woman.

CAT'S NIP – 150 CP

Compared to the ribbon this charm looks a fair bit weirder, as it seems to resemble some sort of herb. As long as you have this charm on you, should you ever fall into a critical state, everything you do will triple in effect – a last ditch measure fitting for a desperate struggle. The effect of this fades shortly after you're safely outside critical condition.

PROTOTYPE B, THE AIRSHIP "DELISLE" – 150 CP/200 CP

Airships aren't exactly common – with Yevon's decrees against Machina, it's hard to hide something as large as an airship, but I found this hidden within a dry dock in the Bikanel Desert. As a prototype for the current Al Bhed airship that's in its final stages of construction, it isn't quite as large, but there isn't much of a difference in the base technology between the two ships.

By default, most of the airship's space and systems are dedicated to the autopilot, tactical navigation, and the six anti-fiend missile pods. Realistically most of the systems are dedicated to the latter, because the missile pods require substantial energy systems in order to reload using pure energy alone. At least, you don't have to worry about ammunition anytime, other than a short reloading cycle. There's essentially no quicker way to get from Besaid to Bevelle, or anywhere else you want to go.

Like most elements of Al Bhed technology, the airship was deliberately designed so that it could be improved. If you already have the Machina Maw prototype, installing it into the airship will allow the Machina Maw to pilot the ship without manual control necessary. It's probably for the best to program the Machina Maw properly so you don't accidentally call in an air strike on a civilian center like Bevelle – that would pretty much justify all the prejudice that Yevon has forced upon Machina.

If you're willing to put a little more investment into the airship, at a greater cost the systems within the Airship can be overhauled and rearranged. The end result allows you to carry more passengers, though it slows down the rate at which the

missile pods reload. If you have extra companions that you can't bring along, they can live on the airship – but if they weren't imported, they also won't be able to leave the airship, so keep that in mind. The Delisle runs on a baseline crew of eight, which can be expanded to twenty.

L.5 KEY SPHERE – 200 CP (DISCOUNT DROP IN)

The precise nature of individual spheres isn't a widely discussed subject, though there are some folks who have tried to investigate into their nature and their association with pyreflies. This particular sphere is a variety not normally found in Spira, but allows for one to unlock the potential within others as well as themselves. Though it can only be used once per individual, it can lift the limitations that would restrain them physically and mentally. If extending the limitations once isn't enough, you could technically buy this sphere several times. But you still have to train to reach those limitations…so whether the purchase will be a worthy one is something you should seriously consider.

A FAN CLUB OF VARYING TEMPERMENTS – 200 CP (DISCOUNT BLITZBALL ACE)

Because Spira's blitzball league is essentially comprised of six teams, roughly forty players or so, it's rather easy for a player to develop a fan club as long as they're performing well. Add on top of this the fact that blitzball is essentially Spira's only official sport and well, that fan club is only going to grow larger.

You have a group of die-hard fans that will pour their heart and soul into cheering for you, and that actually has an effect on how well you perform. Of course, they can't be there to watch every battle and every match of yours (which might make you wonder just how serious they actually are) but even if you travel away from Spira, you'll find that members of your fan club will still pop up in the oddest places to give you a morale boost.

They aren't your companions though, so don't be surprised if they just leave after a match – they have their own lives too y'know.

PORTABLE SCOUTING AGENT – 200 CP (DISCOUNT BLITZBALL ACE)

Gathering a team of players isn't the easiest thing to do, and since Blitzball teams aren't always the largest associations in Spira, often the team members have to also act as scouts for new talent. This Machina device, despite being of Al Bhed make, is intended to make the process easier for you, by displaying the innate talents that any given individual will have. On top of physical parameters, it also gives a read out on hidden potential that might be lurking within someone, so if you have the means, you can bring it out of them. Of course…you still have to handle the negotiations yourself.

THE SOUL FRAGMENT – 200 CP (DISCOUNT SUMMONER)

Long ago, a Summoner of renown came to realize that even with the strength of the Aeons, taking on Sin directly was a nigh impossible feat. Sin was simply too formidable, too massive to take on directly. Not satisfied with the options available to her, she sought instead to work with what she had, and came up with the means to improve upon the Aeons and hopefully close the gap between Sin and the Summoners.

Sin hasn't grown stronger in the centuries that passed, but the art of improving upon Aeons was lost – with this, you'll be able to restore it once again. With this relic in your possession, you can feed materials to your Aeons and other summoned creatures, improving upon their innate properties. For instance, you can feed elemental gems in order to bolster an Aeon's elemental strength and resistance.

In all honesty to understand the process deeply, I would advise you seek out the Summoner of legend, but if she still exists…then without a doubt she will be an Unsent by now, and probably be in hiding somewhere in Spira.

THE SUMMONER'S AQUILA – 200 CP (DISCOUNT SUMMONER)

Long ago, a Summoner of renown took drastic means to ensure that Sin would never be able to destroy Spira entirely, and sent off an Ark, containing the information that would preserve an image of Spira at the time. As a scout that would relay information between the Ark and Spira, an Aquila would be chosen.

It's dubious that this is that exact Aquila, after all, the event would have happened centuries ago. But the lifespan of fiends is something which is not well understood, and in any case, this particular Aquila seems to share an affinity with Summoners, it deters other fiends from attacking and may try to point out hazards in the road ahead like a scout might from time to time. It definitely isn't a companion of yours, but at the very least, it'll appear every so often during your travels, and it doesn't seem to have any trouble keeping itself safe.

A WEAPON FROM THE STARS – 200 CP (DISCOUNT GUARDIAN)

While each Guardian generally has a weapon of choice, there are some very special weapons which exist out there in Spira, weapons forged long ago which were tied to individual Aeons in a ritual that has been lost to the passage of time. These weapons, referred to as Celestial Weapons by some experts, were supposedly sealed and hidden away all across Spira. For an individual who doesn't have any knowledge of them, they probably won't be able to find them even with several lifetimes.

If you feel like you need something of legendary strength such as this, I can help you procure such a weapon directly for a price. Alternatively, if you already have an existing weapon of choice as a Guardian, you can substitute that weapon instead into this function – this doesn't mean you don't have to pay for it.

Unless you chose an existing weapon, you can freely choose the shape of the weapon which you'll receive. Aside from this however, there's also an additional link that the weapon will establish with a single Aeon, but this is only relevant if either you or a companion possesses that Aeon. When the link is active, the innate strength of the Aeon is doubled. This link is represented by a sign and represents the "Celestial" component of the weapon.

The relationships are as follows: Moon – Valefor, Mercury – Ifrit, Jupiter – Ixion, Mars – Shiva, Saturn – Yojimbo, but there's also a Sun Crest which can allow you to bind your weapon to an Aeon of your choosing, be it your own Aeon or your companions' Aeon. Because each weapon tends to carry different properties to reflect its wielder, you'll be given a sum of 5 CC (added to whatever CC you already have) in order to forge the weapon of your liking.

Modification	CC Cost	Effect
Limit Breaker	0/1	The force of a Celestial Weapon is enough to allow its wielder to break their normal physical limits. By simply wielding the weapon the individual will see a substantial boost in strength. While the first modification for this is free, subsequent modifications require 1 CC, allowing for further increases just by wielding the weapon.
Celestial Flare	1	A Celestial Weapon carries with it enough power to negate the physical resilience of a foe, and when faced with physical resistance, this modification allows the weapon to crush it effortlessly.
Overdrive Surge	1	Because the weapon is attuned to the wielder, for every blow that the wielder lands, the amount of energy that builds up within them is increased. Even if they don't happen to have an Overdrive of some sort, this can allow them to enter a state where their powers are greatly amplified. Can be taken multiple times to further increase the speed at which this charges.

Vanish Counter	1	An odd trait that is generally only seen in Celestial Weapons intended for physical combat, this modification naturally reduces the presence of the wielder so to prevent them from being ambushed, but for each time it is taken, it will also unleash an automatic counterattack whenever the wielder is attacked.
Magic Boost	1	As the name suggests this modification suits a Celestial Weapon used for magic rather than physical engagements, as it enhances the strength of any spell that it is used to cast beyond normal limitations. For each time this is taken, the increase is taken a bit further.
Power Catalyst	1	With a stronger weapon, generally skills that take a toll on the user won't be as harsh, or at the very least, the exchange will be more efficient than with a weaker weapon. In the case of the Celestial Weapon, wielding it is already enough to reduce the price that you may pay in order to either cast magic or use skills. While wielding the weapon, for each time this is taken, the base cost for all skills is reduced regardless of the pool they draw from.
Celestial Mirror	1	It's already been said, but the relationship between the Celestial Weapon and its wielder can't be emphasized strongly enough. In most cases, the weapon's potential is tied to the wielder's potential in some way, and with this modification, this becomes all the more apparent during desperate situations. The more wounds you sustain, the stronger the weapon becomes, and for each time this is taken, the rate at which the weapon's strength grows is increased substantially.

DRESS GRID [MP] VARIATION – 200 CP (DISCOUNT SPHERE HUNTER)

A template garment grid, from another time, another age – it would seem that this was designed such that anyone could easily come to understand the workings of dress spheres. You could call it a "learner's garment grid" – as it will teach the abilities of slotted spheres to the user permanently.

Naturally, you'll have to find or craft the spheres by yourself – but it might be handy just to pass this around and help your companions grow their repertoire. That being said, it is quite slow…so it might be best to utilize this as training wheels than a full teaching program.

GARMENT GRID [FF] VARIATION – 200 CP (DISCOUNT SPHERE HUNTER)

All Garment Grids were made to take the potential with dress spheres and turn it into reality, but this particular Garment Grid was not intended for the uninitiated; it is the all or nothing option amongst Garment Grids that forces the user to pour all of their power into the slotted dress spheres – leaving no room for anything else.

The Garment Grid only contains a single slot – effectively you won't be changing dress spheres during battle at all. Activating the dress sphere will disable other abilities, but it'll amplify the active dress sphere three fold, turning even the most basic dress sphere into an avatar of destruction. Because the user won't be free from the effects of the Garment Grid until the battle ends, it is best to always have an escape option handy if worse comes to worst.

PROTOTYPE Γ, "JAGD PANZER" – 200 CP

The Jagd Panzer arguably represents a pinnacle in experimental Machina technology – there are few Machina out there which rivals the Panzer in terms of adaptability, and because of the design philosophy behind it, it is one of the few Machina in existence intended to "grow" and "develop" autonomously. Needless to say, it's probably for the best if you don't let the Yevon clergy know that you possess this, they'd probably brand you a heretic right away.

The base design of the Panzer is the tank frame, with one massive magic cannon as the main armament of choice. But it also comes with a set of small reconnaissance drones capable of operating in a substantial radius around the Panzer itself. These drones not only serve as the Machina's "eyes", but they can also relay information back so that the Panzer can adapt the elemental property of the magic cannon to target the weaknesses of local threats. By default, there are nine of these drones, which should be more than enough to ensure that the Panzer is never caught blind.

That being said, its flexibility doesn't come from the surveillance drones…but rather from the modifications which can be made to it. By default, for purchasing the prototype to begin with, you'll gain 5 CC for use in modifying it. This adds to your existing stock of CC if you happen to have any.

Modification	CC Cost	Results
Docking Clamps	1	By itself, this modification isn't particular useful, because all it does is attach the Panzer to another Machina or vessel. When you have something like the airship however, the paradigm shifts – because suddenly the Panzer will be capable of autonomously controlling said airship, and having a flying magic cannon can prove to be extremely powerful – especially when there's pretty much nothing else in Spira that flies except for…well, Sin.
Drone Factory Attacker Models	1	The Jagd Panzer can create its surveillance "Watcher" drones by itself without any external modification on your part, but these Watcher drones do exactly what their name suggests and nothing else. However, you can configure the Jagd Panzer to create offensive drones instead – arming them with small magic cannons of their own that possess similar, but weaker capabilities to the

		main cannon of the Jagd Panzer.
Drone Factory Platoon Strength	2	If you're going to be taking this you might as well be declaring war on the Yevon clergy folks – since that's essentially what this modification is best for. Allowing the Panzer unit to create small Machina droids that can serve different roles (long ranged attacker, short ranged harassers, patrol units and such), the only issue happens to be that the Panzer is completely immobile while churning out these units – and the speed of production isn't the best. Still, working in coordination with the Drones, you can field an army rather effectively. The Al Bhed will be really interested in you now…
Assembly Protocol S/A/Z	1	The Jagd Panzer's upgrade capabilities are largely dependent on your mechanical proficiency, but that doesn't mean you can't fiddle around with some Al Bhed help – well, my help really but who's keeping track? These Assembly Protocols will amplify the Jagd Panzer in one field, respectively its special attack properties (related to magic), its general attack properties (related to its standard ordinance), and defensive properties (both physical and magical). Each one of these protocols adds a substantial boost to the Panzer – a good kick to its performance levels that is also applied to any drones present.
Spherimorph Capability	2	Never settle for barrier drones when there's something more effective available. The Al Bhed are masters at observing and replicating natural phenomena – and the Spherimorph's advanced elemental properties are an excellent example of how nature defends itself. Allowing the Jagd Panzer to switch between elemental properties, this significantly improves its magically oriented defences. This affects any drones that are active as well.
Parallel Processing	2	Have other Machina about? As long as the Machina's size is not larger than the Jagd Panzer – you can rig it up with this so that the Jagd Panzer can remote control it. This goes for the other two prototypes as well…though you'll find something a bit weird with the Machina Maw – it's sufficiently small enough that if you already possess the options of construction on board the Panzer…it can recreate the Machina Maw much like how it creates drones. It'll take longer of course, but the result will still operate autonomously.

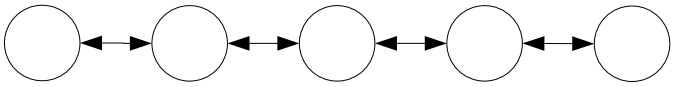
GARMENT GRID [JC] VARIATION – 300 CP

An otherworldly garment grid – perhaps a lingering sentiment from the farplane…or perhaps a relic from even further beyond, at first glance it seems to have all the standard functions of a garment grid, but there's something amiss with the way it is set up. It's as though the grid was made to be capable of change, capable of growth. Though the number of slots for dress spheres remains at five, as you access different spheres along the grid the nature of this garment grid will become apparent to you.

As you change from one sphere to another, one of the grid's passive effects will activate – one for each unique change you make. The maximum amount of passive effects is always at (n-1), n being the amount of spheres slotted in the grid itself. Therefore, in order to access the highest tier abilities, you'll have to change through every single dress sphere.

When you take this item, you may decide what skills you choose, but the choice is permanent – so choose carefully. In order to pick a second tier effect, you must have first picked a first tier effect, a third tier effect requires having picked a second tier effect – and so forth. However, once a tier is unlocked, you may pick it multiple times. Remember, you may pick up to (n-1) effects, n being the total amount of sphere slots available to you – which is initially 5.

In general, abilities activate whenever you change between dress spheres – effectively a "jump" between spheres. However, unless you take specific modifications – a jump between two spheres is only counted once (so you can't just jump back and forth between two spheres). Can't really visualize it? Here's what the grid itself looks like. Each connection in between is a "jump".



Jump from 1 sphere to another, and you'll activate the first tier of effects – and so forth, until you've expended every single connection. When this happens, the entire process resets and upon another jump, you'll lose temporary effects from the grid to start over fresh. With the grid above it would go as follows:

First Connection	Activate 1st Effect
Second Connection	Activate 2nd Effect
Third Connection	Activate 3rd Effect
Fourth Connection	Activate 4th Effect
All Connections Expended – "Fifth" Connection	All effects disappear, Activates 1st Effect again.

Curious to see what options are available? Well, I've compiled a list if you're curious.

Single Jump / 1st Tier

Effect	General Details
Active Stance	Increases a single parameter upon jumping between spheres – while limited to the basic properties of an individual such as their health, strength, speed and so forth, it can stack multiple times if taken multiple times.
Astral Curtain	After a jump between spheres, you and allies around you will be enhanced with a random magical barrier, which randomly acts as a shield, a reflecting barrier, or prevents individual negative effects. Lasts for quite some time. Taken multiple times this can stack barriers and allow for multiple types of barriers to be active at once.
Elemental Enhancement	Bestows the capacity to strike with a magical element upon jumping between spheres, not necessarily one already in your repertoire, but limited to the magical elements found in Spira. Taken multiple times this can stack an element, or allows for multiple elements.
Grow	Not unlike a Bomb, with each jump you can increase your size by a tenth of your current size. Thankfully, even if you stack this multiple times, you won't blow up like a Bomb.
Healing Pulse	Every time you perform a jump between spheres, you'll restore a small portion of health – this can activate regardless of whether a sphere has already been "jumped" to, though multiple purchases increases the amount recovered.
Osmosis	Every time you perform a jump between spheres, rather than recovering health, you'll recover a measure of magic energy and spiritual energy instead. Similar to the healing pulse this can be taken multiple times.
Shock	Not too dissimilar from Elemental Enhancement, instead of attaching an elemental attack property, this allows you to inflict a different status effect to your attacks. You may stack by selecting this multiple times, or affix multiple status effects.

Two Jumps / 2nd Tier

Effect	General Details
Elemental Absorption	Upon the second jump, you'll adopt a temporary immunity (until you disengage from battle) to a single magical element that you'd find in Spira. Can be taken multiple times for different elements.
Fury Casting	A permanent modification for so long as the effects of the garment grid is active – this adds an additional spell cast for each time you cast a spell – such that one fireball becomes two, though the second will be at three quarters strength. This can be stacked multiple times, but the strength of successive spells weakens by an additional 25% each time.

	This is such that the first "doublecast" is at 75% strength; the second is at 50%, and so forth.
Gathering Strength…	A permanent modification for so long as the effects of the garment grid is active; this allows you to charge your techniques and spells for greater effect, initially increasing the effect by 50%. Taking this multiple times extends the amount of time you can charge for, but only increases by 25% each time.
Regeneration Factor	A permanent modification for so long as the effects of the garment grid is active; this instils a physical regeneration factor into you that regularly heals you for a small amount. The amount can be increased by taking the option multiple times. It recovers both health and magical energy.
Twin Sphere	Upon activating this, you may use the abilities and effects of two dress spheres simultaneously. This effect stacks, adding an additional dress sphere for each time it is taken.

Three Jumps / 3rd Tier

Effect	General Details
Active Barrier	Upon shifting into the third dress sphere, a defensive barrier automatically comes up around you, shielding you from all attacks for a brief period of time, until the barrier is overwhelmed from damage.
Auto-Spell	Activates upon the third jump, and every jump afterwards – automatically casting a single spell from your repertoire, provided that you have the required resources to cast that spell. It might remove any time necessary for casting, but it doesn't remove the other requirements.
Autonomous Units	Breathe life into your items, be they weapons or tools, swords or shields, or whatever else besides. With this modification, you'll bring to life a set of items equal to the number of spheres within the grid. Each one of these items will take the ability of one sphere and act with those abilities with reduced effectiveness. As the name implies, they are autonomous, but will fall silent should they wander too far away from you. One of the items will always possess no ability save normal attacks. If taken multiple times, you may animate two more items for each time it is taken – and all items may share the effects and abilities of a single dress sphere.
Distortion Wave	Upon shifting into the third dress sphere, a wave pulses away from you, cancelling magic that it intercepts, and weakening enemies struck by the wave. Though you can fire multiple waves, there'll be a substantial cool down time between each firing.

Four Jumps / 4th Tier

Skill	General Details
Heaven's	Relatively simple compared to the other options in this tier, similar to the

Cataract	Distortion Wave, this releases a pulse of energy all around you, destroying barriers and physical defences, while severely weakening enemies in all directions. For each time this is taken, the amount of waves released is doubled, and is further doubled if Distortion Wave is already present in the Garment Grid.
Mortiorchis	A permanent modification to the Garment Grid – whoever utilizes the Grid will be joined by a skeletal looking creature that acts autonomously from them. Always hovering around the user, the Mortiorchis is a cluster of pyreflies that acts to defend the user by continually draining health from nearby enemies to help the user recover. As it essentially uses the energy of the dead – its techniques bypass magical and physical barriers, but there is a medium span of time between each casting it conducts.
Vita Brevis	A modification to the Garment Grid – allowing you to activate effects of nodes one more time, even after you've activated them once already. Whereas normally once you jump between two spheres the "count" will not reset until you are completely disengaged, with this you can trip off effects by jumping through dress spheres again. If taken multiple times, this adds an extra activation stack – up to a maximum of thrice on top of the initial activation. It does not affect certain modifications which net you additional components – like autonomous parts or entities.

Five Jumps / 5th Tier (Requires 6 Slots)

Skill	General Details
Clione	Also relatively simple compared to other options, with this you can fire off spiritual energy in the form of spheres, which erupt into columns of spirit consuming energy – limited by your own energy reserves.
Oversoul	Forcibly injecting pyreflies or in lieu of that, spiritual energy, into an individual, you can force them into a state known as Oversoul. In this state they can utilize all of their abilities at reduced cost and generally perform better in all things – but it only lasts for as long as their spiritual energy reserves hold out. Naturally, you can enter this state yourself – though the same limitations stand.
T & Z	A permanent modification to the Garment Grid, once again manipulating the resources of the Farplane, moulding pyreflies into a shape which may not be familiar to you right now – but you may come to recognize if you travel through Spira extensively enough. They're active so long as a single jump was made. Tawrich and Zarich are two parts of a whole – you presumably making the third part. While Tawrich is a very strong physical attacker capable of

	whittling away enemies with horrific curses, Zarich is the magical counterpart, whittling away at enemies with a wide assortment of spells. They each possess their own energy reserves – but should they fall in battle you can revive them by expending a portion of your energy.

Six Jumps / 6th Tier (Requires 7 Slots)

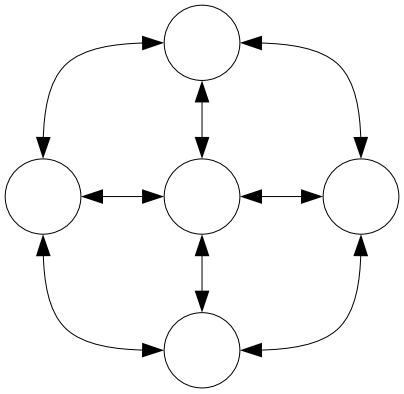
Skill	General Details
Aeon Flux	Gathering pyreflies and in lieu of that, spiritual energy from the environment into yourself, you can transform into a higher state – as Unsent have demonstrated the capacity for. While this typically results in your appearance becoming similar to that of a fiend, depending on the individual who undergoes this process, they may come out looking different. This affects any modifications already made to the grid – including any additions such as autonomous parts or side entities, which will transform alongside you.

Garment Grid Sphere Slot Addition – 100/+50 CP

About as straightforward as it gets – if you want to add an additional slot to the Garment Grid, you can do so for 100 CP. This can be applied to any Garment Grid – though if you do this with the [JC] variation you'll gain an additional Effect Slot for free. Each additional slot beyond the first costs an extra 50 CP, so the second additional slot will cost 150 CP, the third 200 CP, and so forth.

Garment Grid Reformatting – 600 CP

Don't care about adding additional sphere slots, and you simply want to have more connections? While this doesn't have a substantial effect on the other garment grids, with the [JC] variation this has a very substantial effect of doubling the amount of connections – and also doubling the number of effects that you can choose by changing the garment grid configuration from its default configuration to the following configuration:



This shifts the number of connections/jumps from 4 to 8, and also allows you to select up to 8 effects rather than the basic choice of 4. You still have to actually make each jump between the dress spheres to activate the effects of course.

PROTOTYPE Ω, "THE ANCIENT COUNTERMEASURE" – 500 CP

Not much is known about this machina to be honest. From what we do know of it, it may be a sufficient counter to beasts of massive size – and seems to be designed specifically to counter monsters of significant magical prowess and size. You'll note that these are only blueprints – making the actual machine is going to be a challenge you'll have to tackle yourself.

Like the Panzer unit, one massive cannon serves as the main armament, though the control scheme for this is…very strange to say the least. All we can really gather is that the ancients considered musical instruments as valid control devices, and by playing the keys in different sequences, the cannon will fire in different patterns. The Machina itself puts the massive cannon to shame with its size – it can easily serve as a mobile attack and defence platform even with the secondary defence lasers alone. If you would consider the Panzer to be the Machina equivalent of a tank, this monstrosity is essentially a flying battle cruiser. Needless to say, Yevon will probably treat this as worse than Sin.

Be wary of one thing – the replacement guarantee only applies to a single unit built from this blueprint – and the whole "identify friend/foe malfunction" that plagued it? Well, you're probably going to want to attach an IFF system onboard before you activate it. There are still plenty of secrets to be discovered with this monster…so good luck.

OPTIONAL MODIFICATIONS

If you feel for some reason that you don't have enough resources to use…there are options with which you can procure more. But first…a short aside.

-UPRIGHT OR REVERSED? – THE MAJOR ARCANA-

Another place, another time – a voice that may soon seem familiar, a face that you can't quite discern – but one thing is clear, he offers you an opportunity. He offers you a chance to peer into your fate, as well as a chance for more of that resource you work with. But there's a catch.

10 iterations, 10 cards, should you choose your own cards, you gain nothing out of it but foresight. **Should you let fate decide, perhaps by the roll of a die, then you'll receive 100 CP per card you draw**. Negative effects will always overwrite positive ones.

His time here is short, he has other places to be, other lives to live. So make your choice, and do it quickly. You may gain up to **300 CP** maximum through this method – though you may allocate that to your companions, but the limit remains the same at 300 CP split amongst you…and the fate will be theirs to bear.

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana 0**R**~ The Fool	Perhaps it's news that some would find "good", but you've come across a kind soul who has decided to take you on as a pupil as you travel Spira. An avid blitzball player, once a guardian, now a guardian again, he'd be a pretty chill mentor…if it were not for the fact that he acts like an imbecile on occasion. Make that often. Be wary not to talk about Al Bhed in his presence, he tends to go on angry rants about them being at fault for everything. This will likely be a problem if you happen to be Al Bhed to begin with…worse yet, he's not somebody that you can get rid of. Better take some earplugs with you if you're going to journey with him.
2	~Arcana 2**R**~ The High Priestess	There are times when prudence is indeed the better part of valour. It is unfortunate then, that instead of taking the time to carefully consider the situation at hand, you'll find your hand forced more often than not. Whether it is someone else who acts in your stead or an enemy who will not wait, or a moment of rash impatience, you're going to be thrust into the heart of things. If you're lucky, you'll get out of it with nothing more than a few bruises. If not…well, actions have consequences – the consequences of your actions may be grave for those around you.

3	~Arcana 4**R**~ The Emperor	First and foremost of us all, the father of our teachings, the father of our Sin, the initiator of the eternal spiral. His doctrines have shaped Spira into its current form; his wisdom has ushered in new stability, a calm routine. Removed from time, removed from space, this stranger comes and goes at will. Sometimes he chooses to impart wisdom – other times, he chooses to leave you with nothing but fiends. He's certainly not an Unsent…but he doesn't seem to be alive either. Could it be that he's merely a figment of your imagination? If he really was real…why does he linger even if Sin falls?
4	~Arcana 5**R**~ The Heirophant	A Summoner who can't face the reality of her situation, a Guardian who has lost faith in the cause – it is one thing to abandon your pilgrimage, another altogether to try and stop other summoners from completing their own. A duo will go about, attempting to persuade others to stop – by force if necessary. Normally, if you have no summoner in your travelling group, you should be safe from this. But this pair has drawn Bevelle's ire – and unfortunately where she goes, trouble follows…so why is it that your paths continue to cross time and time again? Spira is truly a small place.
5	~Arcana 9**U**~ The Hermit	The one who stops to ponder Spira's plight might find that some things some to repeat themselves on end – as if repeating the same mistakes can lead to a different conclusion with enough attempts. But alone they stand in their quest for the truth – often, inaction is seen as passiveness and too many will encourage action when action leads to ruin. The road ahead of you is dark – and you'll find yourself alone at times, with not an ally or companion in sight. No matter how hard it is to press ahead, don't fall in line with Spira's cycle, for you may lose yourself to complacency if you do.
6	~Arcana 11**R**~ Justice	Sometimes in order to keep the peace, you must turn a blind eye towards injustice. Sometimes in order to maintain the façade, we need to overlook the unsightly relics of our society. There will be those who will get away with everything they do in front of your eyes, or the eyes of the masses. For your own sake perhaps it is best not to be involved, in this world, those in power will shield their brethren without fail. The ignorant masses remain blissfully unaware – they are in a state of "Calm" after all, and any attempts to disturb their peace will be met with outrage and scorn. Even the price for that is one or two of their own…or dozens. If you do decide to stir them up…you may find yourself on the wrong side of the law.

7	~Arcana 15**R**~ The Devil	On the positive side, you've become distinctively aware of the calamity bearing down upon Spira. Whether it is Sin or another relic of the past, you'll instinctively be aware of their presence and location…as well as whenever they become active. Unfortunately…they're always active – these creatures aren't static entities just waiting for you to come to them – they'll be plotting and manoeuvring to undermine you. Think fast; act fast – because time is not a luxury you possess. The only silver lining here is that not every "catastrophe" will bear horrifically brutal consequences – perhaps you'll just lose fifty straight blitzball matches in a row due to a slow response. Don't worry; you still haven't beaten the Auroch's record.
8	~Arcana 17**R**~ The Star	When a cycle repeats itself for a sufficient amount of time, it's hard not to feel slightly apathetic to what happens. Especially for those who have survived the coming of Sin time and time again…for them the Calm represents nothing but an interlude before another session of destruction. You can't blame the people for feeling not only apathetic, but outright hopeless in the face of Sin's arrival now. All around you, people will steadily lose hope – the only way for you to stem the tide is to bring about a permanent Calm. Don't be too surprised if they find something new to lose hope about…the nature of some folks is just such that they cannot see the positive side of things. Now if only it wasn't contagious…
9	~Arcana 18**U**~ The Moon	Perhaps you've had those moments before, when that little voice inside tells you that something is amiss, that something needs to be done. Unfortunately, in this case that little voice doesn't belong to you. You might recognize him when he laughs though – and he likes to laugh a lot. Why he's taken to narrating your travels is beyond you and me. He might not even be anywhere close to you, and he'll still be describing your travels as "Our Story". Sometimes as "My Story". Tuning him out doesn't necessarily help, and it's not like he's necessarily annoying. He does seem rather convinced that this is "your last chance" all the time, and that you need to laugh a bit more to enjoy Spira. If only his laugh wasn't as awkward as it is…and as loud inside your head as it is….
10	~Arcana 20**U**~ Judgement	No matter how far you run, how fast you run, there are some fates that cannot be escaped. You may find it odd that, at first, the

		consequences of your actions and choices don't seem apparent at all As you continue to travel along Spira, you'll have to make more decisions along the way, and yet, the aftereffects of those decisions still does not seem to be very substantial. It isn't until your twilight years here in Spira that these consequences will return. You've walked this road for a long time – at the time of reckoning…everything will catch up to you. From the smallest monster you've killed to the Maesters you may have wronged…are you really to face what you've sown?
11	~Arcana 21**R**~ The World	The weight of the world lies on your shoulders – Spira is a sheltered place, a cloistered place, one where newcomers and change may not be welcome. For many, the assurance of continuity in a cycle is preferable to the unknown that is brought when an attempt to break free is initiated. They'll prefer the guarantee of temporary destruction to the uncertain future of an eternal Calm. Be careful of how you act and what you say. People will take great offence if you demonstrate behaviour that deviates from the doctrines and norms. You may not realize it yet, but Spira is a small place…and your reputation precedes you.

DRAWBACKS

Huh…that was…interesting. You disappeared for a moment there. A hooded man? With a strong accent? …Well that's odd…but hey don't worry about it, you're here because you want more CP right?

But really, do you want CP or are you just a glutton for punishment? Haha, I meant nothing of it, but if you're looking for even more CP to use, I have some "opportunities" available. Keep in mind that while drawbacks are separate from the Arcana and the Scenario, the limit for CP you gain from drawbacks themselves is strictly **600.**

You could always take more, if you're into that kind of thing.

Public Displays of Awkwardness + 100 CP

Ok. We get it, it is tough living in Spira with Sin looming over your head. But that doesn't warrant laughing out loud awfully for no reason. You're going to be doing awkward things every chance you get – and people will notice, and people will remember. By the time your time is up, you'll have a pretty awkward reputation.

But the Lightning Keeps Coming! + 100 CP

You're suddenly terrified of lightning and thunder. Unfortunately, there also happens to be three times as many thunder storms in Spira now. On top of that, you're compelled to go to the Thunder Plains. Hey, at least you can bond with that spunky Al Bhed girl now!

Fryd yna oui dymgehk ypuid? + 100 CP

You can't understand a word anyone is saying. Even if you have a background from Spira, you can't seem to figure out what people want from you without hand signals or drawn instructions. Over the ten years the effect will fade slowly, but seriously, don't expect to interact well with the locals.

Every Single Opportunity + 200 CP

You've become such an enthusiast of all the attractions in Spira that you can't seem to focus on the task at hand. Sin could be showering Luca with a spray of photon bolts and you'll still be fixating on becoming Blitzball world champion. Nothing short of a companion in mortal threat will be enough to shake you from all these side ventures – and you can't rest until you've become the acknowledged master of each.

Cry In the Night + 200 CP

Don't ever sleep again, because if you do, you might find yourself waking up to lantern light. A lantern that swings ominously from left to right, revealing a kitchen knife that seems polished…to kill you. Tonberries are out to hunt you down, and they will not stop, they are perpetually endless, and they cannot be reasoned with. Once Sin is dead, Mega Tonberries about four times the size of normal ones will hunt you. Everybody else seems to be oblivious to their existence.

From the Farplane + 200 CP

You just can't catch a break can you? Your worst nemesis already dead or from a world in your past has come out from the Farplane. Unlike the other Farplane ghosts, they can act upon the world and they will actively try to hunt you down and kill you. Better stop them fast somehow, or they'll help Sin bring an end to Spira.

In the Spotlight + 300 CP

Everybody in Spira needs your help for something. You can't get away from it, and people won't have any gratitude either. Don't expect to go into a Fayth without first solving the personal issues for the fifteen odd people standing outside. Hope you're a good psychiatrist and problem fixer.

Gilgamesh Arrives! + 300 CP

Wait what the hell? You weren't even supposed to be here!

"It is I, Gilgamesh, the Greatest Swordsman in all of Ivalice!"

Well, unfortunately for you. Gilgamesh took a wrong exit on the multiverse highway and now he's invaded Spira. Fortunately for you, he's just out to loot every single weapon in the place before he goes home. Unfortunately for you, your stash of loot is within his eyes.

He can't be killed permanently, and he's going to harass you with hammy lines and really vicious swordplay. If you can get him to listen to reason, he might be willing to lay off on you for a day or so, before a different version of him comes back to harass you. The harassment doesn't end until the Jump does.

Best of luck.

A Clash of Ages + 600 CP

It's said that Sin is a manifestation made to protect the memories of an ancient civilization. It wanders about the world, periodically ravaging the people of Spira, to ensure that people do not forget. But though the people do not forget…Sin has changed many times over the years. From the sinspawn which it forms, to its tactics and behaviour, all of these have changed with the cycles.

The Sin that you face is a cunning foe. It remains well aware of your presence, and it considers you, an outsider to the cycle, as a significant threat. The normal sinspawn aren't enough…but there are ancient dangers that Sin is well aware of, and ancient creatures that should have remained dormant.

Vegnagun, a machina of yore, built to combat the ancient menace. Though creating machina is not an easy matter, recreating a sinspawn of such a beast is. Penance, a guardian from ancient times, also easily bent to Sin's will. Brute force is, of course, not its answer to your presence. Instead, it will focus attacks all around you, to slowly turn you into a pariah. Let the people of Spira recognize you as a harbinger of disaster, let your companions be the ones to suffer, but leave you intact.

You will be left until the time for the final clash comes, when you will face everything, at once. Did we say everything? Well, you should keep in mind that Sin is merely a suit of armour, and should the brain of that armour survive…Sin will be born anew.

It's the brain that's hunting you, so it's the brain that you need to hunt.

Be wary, he's a rather slippery fellow, that Yu Yevon.

SCENARIO I & II

S1: ROSH UV DRA VYODR, BNUMUKIA +100

You were told you would be entering a world called Spira. But is this it?...

The darkness lingers for longer than usual; it is an awful chill that has spread through your body, and the voice of something practically alien, speaking in tongues you cannot parse, fills your head. This is probably not how you expected to arrive. Hopefully, it's a dream, and even if it's not a very good one, at least it should pass.

You think, therefore you are, and the dream fades, taking the alien voices and the bone gnawing chill away with it. If they are to return, it will not be today.

Coming to your senses, even before you open your eyes, one thing is apparent. You're floating on the surface of a pool of water. Cold water beneath you, cold air above you, both of these could have explained the chill. The water is completely still, it isn't until you move that the tranquility breaks. As far as you can tell, the chamber you're in looks to be in good shape…but it clearly hasn't been visited in quite some time. Judging by the architecture, perhaps this was a temple of some sort? You're not in any particular danger in any case.

You could continue to lie in the pool and ponder upon your new surroundings for a little while, or you can swim to shore and try to figure out where you might be. The layout of the temple is easy to navigate, but if you were expecting companions, you'll quickly note their absence, and your connection to the standard services has been stripped away from you. It's a small blessing that the rest of your powers are intact, if a bit weak, not that there are any fiends within the temple to threaten you.

Wander through the abandoned structure and it shouldn't take you long to find an exit. As bright city lights greet you, a sign in the distance might give a hint as to where you are, as this city is apparently home to the "Zanarkand Abes". Judging by all of the lights, it seems you've arrived at Zanarkand in its heyday. Not exactly what was advertised, but at least it's civilization.

Reaching the actual city shouldn't be an issue, given that there's a bridge nearby that brings you down to sea level, where a gathering of boats happens to be docked. You might not know anything about Zanarkand culture, but ships appear to be carrying houses, and as you approach, you'll notice a woman on a boat nearby, looking up at the night sky. Hopefully, barring communication difficulties, she'll be able to give you an idea of the situation you're in. Confirming that this is Zanarkand would be helpful at least.

This is indeed Zanarkand, and given the previous signs, you have little reason to doubt this woman's words. Miki, as she introduces herself, seems a little surprised to see a stranger wandering about at night, but she does have a spare bed if you need a place to spend the night. Thankfully the folks of Zanarkand seem friendly enough.

Regardless of how you choose to spend the night, it's probably a good idea to do a bit of research and figure out what it is you're supposed to do here…because this is definitely not the Spira which was presented to you previously.

For one thing, the locals don't seem to know of any place in the world besides Zanarkand.

In fact the locals don't seem particularly interested in anything besides going about with their lives, and within a day you might come to realize that this city seems to operate like clockwork. Everybody goes about on their own business without a break, almost like they're just acting out a scene. In fact most of the locals seem content to just ignore your presence – seems like Miki was just an exception to the norm.

While very few amongst the locals will prove to be much help, there is a rumour going about regarding a famous blitzball player who disappeared out at sea. This seems to be the closest you'll find to an anomaly in Zanarkand. And if your presence here is an anomaly – maybe there could be a connection between the two?

Press the locals for information, and all of them will point you towards a single individual – thankfully, it turns out that you've already met the resident expert on anomalies. Miki, the woman you met when you first arrived, just so happens to be another "odd one out". Regardless of whether you took her offer on the first night of your meeting, Miki doesn't mind entertaining any questions you might have about this place. Just don't ask anything about her age – don't you know it's rude to ask a lady a question like that?

She knows absolutely nothing when it comes to your companions, and she definitely knows nothing about why your abilities may be a bit off. But she does know that from time to time, Zanarkand is hit with a storm of severe proportions. People go missing, people are never heard from again…but every now and then, people show up.

She suspects that you might be one such case. If a storm was what brought you here then perhaps when the time is right, a storm will also take you away? Waiting around for a storm doesn't seem to be particularly proactive, but you don't really have much of a choice as it were. As Miki notes, the last disappearance and the last storm was quite recent, so she doesn't expect another storm to happen anytime soon. If you try to create a storm, you're probably not going to get anywhere with it.

You might find Miki sniffing you oddly – as she notes that you definitely have something peculiar about you, from your smell to the way you look. It gives her the impression that you might be of assistance to her actually, because you definitely aren't from Zanarkand. So naturally, she'll request for your aid.

Miki actively investigates the paranormal, so helping her out might also help you understand things a little better, but ultimately the choice is up to you. In any case, trying to swim out from Zanarkand right now likely won't yield any results. Even from Miki's boat house, it's quite apparent that the waters are dead calm.

It might take a bit of time for you to notice – but "time" doesn't actually work as you'd expect it to here. The sun may rise and fall here, but what "seems" like a day, does not necessarily "feel" like a day…and sometimes moments seem to speed up, while at other times moments seem to slow down.

Perhaps that too is just a part of Zanarkand's mystery. You might get used to it if you have something to keep yourself busy with while you're here. There's always Miki's request to consider…

TURN AWAY FROM THE VOID [IGNORING THE REQUEST]

Don't feel like running errands for a woman that you've only just met? Don't feel like any of this could help you get back on the proper path to Spira – the Spira you were promised? You don't have to do anything at all actually – you can spend a period of time here in peaceful contemplation.

Unless you go about picking fights, the citizens of Zanarkand generally will have nothing to do with you, and while you probably won't get much done, you'll also have plenty of free time. Of course, lazing around doing nothing here in Zanarkand probably won't amuse anyone. Hopefully you don't turn towards any sort of destructive behaviour – but if you do try to stir up a mess, you'll run across a very peculiar phenomenon that can only be attributed to this city's nature.

For all intents and purposes, the city appears to be impervious to damage – any form of major destruction simply reverts back to its initial state in due time. But if there's supposed to be something keeping the city stable, you won't find any sign of it within the city itself.

Change comes to everyone sooner or later, and in due time, there will be a storm – and it will tear Zanarkand apart and sweep you away. Of course, you won't be the only things that it carries along with it.

Your destination is certain; your exact point of landing however is unknown. With the storm comes the time for you to enter Spira proper – hopefully you end up

somewhere pleasant…there are all sorts of places in Spira where you could end up, and no telling whether it'll be a man or a fiend that you wake up to.

Just keep in mind – there were always alternatives at hand. You didn't have to sit back and wait.

THE OTHERWORLD OBSERVER [ACKNOWLEDGING THE REQUEST]

Miki's expertise as an investigator of the paranormal and the timing of your arrival can't possibly be mere coincidence – but there's no reason to dwell on that too much. No one can tell you whether you were supposed to arrive here, but Miki may be able to put something together if you explain your situation to her. How you do that – how much you explain of your origins, your aims – that's up to your discretion.

Miki prefers the company of honest folk, but even for an investigator of the paranormal, there are some things that are a bit too farfetched for her to believe. Open up to her, and she'll open up to you – there are many things which are amiss here in Zanarkand. You might have noticed it yourself – this city is a little bit too orderly on the surface. Miki assures you that it's only on the surface.

And what lies beneath? It's not any more reassuring.

Miki has already explained the bit about people "coming and going" – but what she's currently investigating are things ongoing within the city itself, things that seem to be escaping public notice somehow. From rumours of killer machina running amok to strange fiends showing up in areas that should be pacified, there are many instances where Zanarkand doesn't seem to be reacting to what's actually happening.

Having seen her share of oddities, Miki thinks that it would be best if you were to look into these matters. She's fairly sure that you aren't the cause of these events given that you only showed up recently, but there's no telling whether those events had some sort of influence on your arrival. In return for you helping her out, she'll continue to provide you with accommodations while you're here.

There is one other matter that Miki has heard about – but this one is more of a domestic matter. One of the folks who disappeared left behind a son – and while kids generally aren't all too aware of their surroundings, perhaps this young boy could shed a little more light on the mystery at hand. For the moment, that's pretty much all that Miki can think of – but the way that she puts it makes it sound like there's something more, she just doesn't exactly trust you enough for the moment to let you in on anything else.

Even if the citizens aren't exactly willing to tell you too much about the machina and the fiends – the mess that they leave in their wake can't really be missed. It isn't so

much property damage as it's just a literal mess of parts – presumably left behind when the fiends and machina were taken apart. Despite what Miki said, it seems that there's at least some sort of local force keeping them under control.

If you're going to look into things – there's no reason why you can't help clean things up right? Of the two, the machina are certainly more dangerous than the fiends, given the wide array of anti-personnel weapons they use, from rocket launchers to gatling guns. But in comparison, the fiends are certainly more insidious.

Whereas the machina attack with methodical efficiency, the fiends ranging from wolf like beasts to strange demonic creatures each with their own specialties. The machina don't seem to adapt, but the fiends will prey upon your weaknesses the moment they can identify them. Most of them possess some form of magic – so don't assume that these are just mundane beasts. If you find a large group, it may be best not to rush in headlong, as one of the guards tells you; discretion is a better of valour.

But then again, if that's the prevalent mindset around here, it might explain why the machina and fiends are recurring problems despite the situation being "under control".

While dispatching these nuisances, you might notice that all of the machina and fiends possess a weird brand. If you ask the disciplinary force about it, they'll tell you that this is the mark of Bevelle. Bevelle, as they explain, is the sworn enemy of the long war. But aside from telling you what Bevelle is, these people don't seem to know much else about Bevelle, or the origins of the machina and the fiends. They seem rather fixated on the point that machina are heretical monsters created by the hideous Bedore. Ask them about the Bedore, and you'll get an explanation that they're Bevelle's slaves, considered lower class citizens all around.

It might be mildly interesting, but it doesn't really give you any leads on a potential cause or on your own dilemma. And with the machina and the fiends re-appearing at routine intervals, it might start to feel like you're fending off waves of these invaders rather than handling some simple pest problem. With enough waves however, Miki will point out something which you may already have noticed – all of these incursions tend to all be clustered around the same area.

If you haven't noticed, taking a look at Miki's map might clue you in – all of these incursions have occurred around the blitzball stadium, which is basically the most notable landmark that Zanarkand has. On a good day, the stadium will be packed full of citizens, or alternatively it could be completely deserted. It's probably just common sense speaking, but Miki wagers that you might find something if you investigate into the stadium. If you don't want to do anything about it – the guards at the stadium should keep things under control. Stadium guards are there for a reason right?

With the way things are, the phenomenon could be described as “somewhat pacified”, and by now, Miki seems to trust you enough to open up a little. In actuality, she doesn’t remember much about her own origins, which was what prompted her to begin investigating into Zanarkand’s past to begin with. As she puts it, it’s accurate to say that no one here in Zanarkand has a past…just the present.

It’s not something that she can really talk about in detail right now, as she doesn’t have any conclusions to work from. But she does have some other oddities that you might want to consider investigating – since the machina and the fiends didn’t really give any more leads. There are two other strange cases – though one of them isn’t particularly urgent.

The more immediate concern that has caught her attention is the presence of a strange hymn from the temple nearby. You’ll know exactly which temple it is…considering Miki can point at it just out the window of her boat house – it’s the same temple that you walked out of. It’s also a temple that nobody is supposed to be walking in to.

The hymn is something that she recognizes, but there was no indication that anyone was inside the temple when she investigated. Seeing as you came out of the temple – it stands to reason that there has to be something in there which could shed some light on your purpose here. In any case, the investigation is up to you.

The less pressing concern is another rumour that Miki has heard – a rumour regarding strange phantoms, but it’s a phenomenon that Miki is well aware of. Beckoning, as she calls it, happens every now and then, so it’s more of an “accepted oddity”. The event is always preceded by a large concentration of pyreflies which can’t be missed – and the dead become visible when the event hits its peak. Normally it’s something that just fades away over time.

But as the rumours would have it, the recent beckoning seems to be lingering for longer than usual. Ghost hunting may not be your cup of tea, so Miki doesn’t mind if you don’t take this up. She asserts that she has her own work to do, though it really feels like she’s just scared of ghosts. If they’re ignored, the phantoms should leave…after a while. At least, she believes that’s the case.

Without any further leads, you have a couple choices at hand here. There’s still the matter regarding the machina and fiends and the stadium. Then there’s the potential lead in the disappeared man’s son. And of course, there are the two new cases that Miki has requested your help on. Seeing as you’re not likely to leave Zanarkand anytime soon – well, you can pick which one to tackle at your leisure.

If you do feel like seeing an end to the mess with the machina before tackling anything else, Miki advises that you venture to the stadium when there isn't a match going on. The fact that Blitzball matches are still occurring and nobody seems to be reporting any incursions suggests that if something is happening – it's happening when no one is there to see it.

It's not bad advice, and if you take her up on it, you might be in for a bit of a surprise. If you were expecting companions to arrive along with you – you'll find that in addition to the horde of fiends and machina duking it out, they'll also be present. It's a bit of an odd reunion to be sure, but you'll probably appreciate having familiar company. Unfortunately, any potential means they had of leaving Zanarkand don't seem to work properly…so while cleaning up the mess shouldn't be a problem, they might not be quite as helpful to getting out.

If you weren't expecting anyone though…well, there are still the nuisances that you'll need to take care of. Maybe the stadium guards were the ones who kept driving the machina and the fiends back? They don't seem to be particularly helpful, but once you do subdue the group at the stadium, the reports of attacks will slowly die down.

…There probably is something wrong with the stadium, but perhaps following the other leads will give you more insight into things?

THE TEMPLE PLAYERS – WHAT IS SIN?

Entering the temple again is as easy as walking across the bridge from Miki's boat house. Finding the source of the mysterious music however, will prove to be a bit more of a challenge. For one thing, there does not seem to be any particular pattern that Miki can notice as far as when the hymn can be heard. If you're going to find the source of the hymn, you'll probably have to camp out around the area for a while. Of course, this won't be an issue if you're still borrowing the spare bunk in Miki's ship.

If you do stake out the temple however, you'll find there is one distinctive phenomenon related to the hymn…the surface of the ocean around the temple seems to stir before the hymn begins. Should you enter the temple while the hymn is playing, just as Miki said, there does not seem to be a visible source for the music. But venture in while the ocean surface stirs and you'll come across something rather peculiar.

A rather bizarre trio stands around the pool from which you entered this Zanarkand, and judging by the strange instruments and their strange attire that don't match anything you'll have seen here, it's likely that they too have come from somewhere else – perhaps your original destination?

If you don't disturb them, they will concentrate solely on the hymn. Should you try to draw their attention, the smallest of the three, a creature with two weird horns

attached to its head, will stop playing to acknowledge your presence. With the absence of one player, the water within the temple begins to stir…

While the other two musicians continue to play, the one who has stopped will explain, in very cryptic, very curt terms that their duty is to play the hymn, and that unless something can relieve them of their duty, they will not cease for either man or spirit. Explanation concluded, the little creature resumes its part and the waters grow calm once again. The hymn concludes, but before you have a chance to do anything, the three musicians will fade away. But they'll show up again eventually – it's just a matter of waiting.

Clearly, if you're going to get any answers out of them, you'll need to find some way to relieve them of their duty. While learning the hymn certainly would not be too difficult, if you're busy singing, then it'll be fairly difficult to hold a proper conversation, and judging by the cryptic manner in which the smallest one spoke, you'll likely need to focus a little in order to figure out what they mean when they speak.

Maybe if you have companions around, perhaps they could be the ones to substitute for the musicians? Or should you have no companions present, perhaps asking Miki would work as well?

As you might expect, asking Miki isn't as straightforward as you might have hoped. For one thing, she's tone deaf and can't sing to save her life, even if it is the hymn that seems to be very well known around here. You could try asking somebody else on the streets, but getting them to come to the temple with you will be a challenge. After all, the temples are not to be desecrated by the presence of common folk. Maybe you could just teach Miki how to sing? She's not totally against the idea.

Miki does have an idea though – what if you were to find a music box instead? Finding one from the market shouldn't be too hard. If you have nothing to barter for one, doing some odd jobs here and there will grant you enough gil to afford one. In any case, finding such a music box won't be too hard. The musicians will continue their hymn from time to time, always foretold by the stirring of the sea.

You can return to the temple to get some answers from the musicians whenever you're ready. The only one who seems to address you remains the smallest musician, while the other two merely stare at you pensively.

Asking the musician where you are, or where this is will give you a blunt and puzzling answer. Oddly enough, it isn't cryptic in the least. You are in Spira, exactly where you were supposed to be. But somehow, for some reason or another, you've wandered your way into a domain in which you do not belong. You've found yourself inside the dream world of Zanarkand. Time is a very fluid concept in this place.

Spirits may travel through twisted pathways; the fayth makes roads where there were none. Being vagrant souls as they are, the musicians can walk through forest to the sea. Though they belong to the forest, as the times shift and as the beast stirs, they lull it to sleep once again with their craft. Guess the cryptic answers had to come sooner or later.

While they can't pinpoint your location on any physical map, they can tell you something. The dream stays a dream, as the beast watches from afar. The tides do not turn, for the beast keeps them still. Though a world exists outside, the world knows not of the dream's presence, kept concealed in ignorance and fear by the presence of the beast.

Flowery words or not, it's rather clear that everything hangs on this "beast". The musicians can surmise your intentions and they have one warning for you. There may be no tide here in Zanarkand, but venture too far and there will be neither a shore to return to, nor a shore to arrive at. To leave Zanarkand requires a vessel that can cross through the domain – and while the beast seems to have no problems doing so, no vessel in Zanarkand has ever made the trip.

You may, at any time of your choosing, attempt to swim out of this dream world, but whether you succeed in coming across the beast is one thing, whether it takes you along with it outside of the dream world is another. Swim too far out and you may find yourself stranded at sea, waiting for the beast to eventually come by. If you do hesitate, you should return to Zanarkand while it remains in sight. Go too far, and you might become lost forever.

The musicians do note a second possibility however, to return to Spira through ancient roads, roads that are better left for the dead. Though the destination will be known, though Guadosalam is certainly safe, the actual journey may prove to be perilous. The Farplane is no place for the living to linger for too long.

But the Farplane does lie in the depths and not so far away from the dream deep under the sea. To find its entrance however, you will have to find the place where the dream is weakest. The musicians don't seem to have any more clues besides that – but Miki surmises that if there is a place where such an oddity exists, then it should have plenty of anomalies all around it as well.

So you have several choices at hand. To swim out to sea and face the beast of Zanarkand, to venture deeper underground and walk the paths of the dead to return to the land of the living…or then again, if you wait long enough in Zanarkand, perhaps the beast will come for you anyways…

The parting words from the musician should give you a little bit of hope if you choose to wait. Even though they can continue to pacify the beast for now with the hymn – all things must come to an end eventually, even the long slumber of a beast, and when it wakes, the dream may very well shatter to pieces.

THE BOY WHO WOULD BE AN ACE (OPTIONAL)

Because of how well known his father was, finding the boy that Miki had mentioned is actually relatively easy. You don't even need Miki's help for this, though she knows where he's supposed to live. Even if you ask some of the locals, they'll point you in the right direction – seems like the locals have no problem socializing when it comes to discussing specific elements in Zanarkand… They're more interested in the father rather than the son though.

Finding the son is not too difficult. Getting the son to open up about his father's circumstances? You're not likely to get anywhere. From the way he talks about the man to his body language, you should be able to tell that there is a very strong sense of animosity from this boy towards his old man. No matter how you approach the issue, as long as the conversation topic remains the same, sooner or later he'll simply ignore you. It's best not to force him into any corners here.

If you want anything out of him, you'll likely have to establish some level of trust between the two of you. From the locals you should come to understand that the boy is basically an orphan – the mother passed not long after the father disappeared. Without any relatives, the boy gets by, but it isn't easy.

Charity isn't in everyone, but maybe you could consider taking the boy in along with you? In any case, it would help pass the time, and there's no telling whether the boy does hold a clue as to your arrival – not until you get him to open up in some way. The boy is, a bit headstrong, and he makes it rather clear that he doesn't need anyone else to survive – even if he happens to be struggling quite a bit. He doesn't seem to have any friends at all though – not that he'll make any explicit comment about it.

As stubborn as he might be, this boy is actually more than happy to have people around. Given a bit of time, he'll take to you or your companions quite quickly – it kind of suggests that his own parents may have neglected him somewhat. The whole lone wolf thing seems to be just the boy putting on a strong front. He has his own aspirations – he wants to become a blitzball champion. But…well, with him in his current state, that's not exactly going to be easy. Heck, it doesn't seem possible with him as he is – malnourished, untrained, and undisciplined.

For all you know, this could be a dead end – not a lead at all, but whether you choose to stick around and look after the boy is up to you. There are still other avenues of

investigation, but it isn't mutually exclusive. Who knows, the boy might learn something from you and your companions.

THE BOY WHO WOULD BE AN ACE – THE ZANARKAND CUP (OPTIONAL)

If you choose to stick around and look after the orphan boy, perhaps it would be good to start with introductions. The boy, Tidus, would probably appreciate having a name to refer to you by instead of just "stranger". As you've probably noticed by now, while he can definitely look after himself on a day to day basis, he doesn't have much as far as training or bulking up goes. His father grudgingly left him with a foundation in blitzball, but if this kid is to get anywhere…well he needs a fair bit of help.

For one thing, his cooking is absolute terrible, like most children he has a fondness for junk food that won't help him any, and his sense of humour is absolutely ridiculous. That last point probably doesn't need much work – frankly, it might be pretty hard to change that weird laugh of his.

Long story short, you've got a long ways if you're even thinking of pounding a blitzball ace out of this kid, that's for certain. Of course, you don't absolutely need to do that – but…well, Tidus has his eyes set on one thing – he wants to win the Zanarkand Cup. If you have absolutely no clue what Blitzball is, Tidus doesn't mind explaining the underwater hybrid sport of water polo and soccer to you – not in those terms of course. It's probably better if you just take him to go watch a match. Strangely enough, it seems like some of the players might be…fiends?

No one seems to care because they're too fixated on two teams in the contest, the Duggles and the Abes. Tidus himself seems to have his goals set on joining the Abes one day…needless to say if you're not going to deter him from his goal, it'd be nice of you to help him reach it.

Of course, he's a bit young right now, but if you're looking to get a hang of the sport – why not participate in the current Zanarkand cup yourself? There's an opening for a team slot actually – and maybe you and your companions actually have some experience in the sport? It's not a bad past time in any case, and there's even a prize that's been put up. All it takes is eight players to form a team, and if you don't have enough companions you could always try to recruit from the locals. Might have to put in extra effort into the training though…

The way that matches play out is quite straightforward, but it may take you a couple matches to really get the hang of things. As the ocean happens to be your only real place to practice, you might not really get the feel for the Sphere Pool until your first match. But…that's assuming that you've formed a team and you're going to participate.

Tidus would join you, but he's a bit too young and too inexperienced. If you're going to train him to be the next star of the Zanarkand Abes – this wouldn't be a bad opportunity to familiarize yourself with the sport.

The format of the Zanarkand Cup is actually rather simple. There are sixteen teams from the various districts of Zanarkand, and all of them compete in a round robin format, accumulating points per victory until a top eight is determined. The teams are then organized into a standard championship, arranged by their standings, and each team competes in an elimination match until the finals is reached. When it comes down to it, the whole event is a matter of winner takes all.

The rules are fairly straightforward, score on the enemy, and try not to let them score on you. The complication? Well, you're underwater, and while breathing isn't an issue thanks to the water being infused with pyreflies, moving about isn't quite as easy as if you were on dry land – but also doesn't feel entirely like swimming in the ocean. There's a little bit more resistance in the Sphere Pool…and that's actually a safety measure in all likelihood. People have been ejected straight out of the pool before.

Considering how the pool is kept elevated in mid-air – you can see why safety measures are necessary. However…here in Zanarkand…you might also notice that there's a bit of an oddity when it comes to the teams that you're up against. The Abes and the Duggles which were already mentioned are all human…but the other thirteen teams…well…they don't all seem to be human. It's a bit strange to see a Tonberry scuttling about in the water…but thankfully every team does play by the rules. Just watch out that some players are a bit larger than others…

No one really expects you to win on your first go, and honestly if you go up against the Duggles or the Abes, it might feel like the odds are stacked against you. They have experience and talent on their side, almost like the entire city is willing them to win, so you've got a pretty big mountain to climb if you want to take top spot.

But if you do, the first prize is a bit of an oddity, a rather peculiar crest which apparently is basically the first place medal. Except, while it's clearly ornamental, there's also a strange energy residing within it. However…it's pretty much impossible to discern what that energy is supposed to do, and there isn't really anything that you can do with it. Might as well keep it as a memento? Getting the cup is nice too.

If you didn't succeed the first time you try, there's always next year. Who knows, maybe in time you'll train Tidus to the point where he can join your team too – provided that he finds it appealing enough. You'll only win that odd prize once, but there's no reason why you can't join in the next year even if you won this year. As long as you find it fun, right?

PHANTOM PAIN – ARE THE DEAD SMILING? (OPTIONAL)

If you choose to investigate into the phantoms that Miki was talking about, she'll help you with what little information she has. The phantoms themselves aren't aggressive based on the rumours, but they are very persistent, and tend to appear in the same set of locations in a rather routine manner. Finding them shouldn't be too hard, but Miki thinks that communicating with them might be a little bit more difficult.

Miki's understanding of the phantoms is that each of these lingering spirits should still have something that holds them to Zanarkand…something left undone. In order to find out what that is though, you'll have to ask around for some more information. There are actually a fair number of these phantoms lurking about…and as you might already have guessed; most people in Zanarkand just seem to overlook them completely.

Miki can help pinpoint some of them, and oddly enough you don't seem to have any problems communicating with the revenants. It seems that her hunch was right in any case – the majority of spirits that Miki can track down for you are just lingering in Zanarkand due to some unfinished business. Unfortunately, because they're no longer "living" – they can't complete it themselves, but if you can complete their last wishes in their place, they'll gladly move on to the Farplane.

Most of these people have oddly mundane tasks, such as delivering a message to certain individual, or experiencing a part of Zanarkand one last time. For the most part, it's really just a matter of figuring out what it is they want that could be problematic, because even the ghosts aren't exactly upfront about things.

There's probably at least ten of these revenants lurking about, at least there's ten that Miki can pinpoint, but the more of these requests that you fulfill, the more likely it is that you'll come across some other…more peculiar revenants. Frankly, these entities don't seem to be the same as the rest…they actively run away from you for some reason.

If you're thinking of resolving their problems…you'll probably want to take a slightly different approach than normal.

Each of the normal phantoms does leave you with something when they depart – a very odd candle that…well, it isn't made of wax in any case. It doesn't even melt away as you might expect a candle to – if you light it, it just seems to emit a disproportionately strong light. Unfortunately…this seems to attract spirits to it…and often it seems to attract fiends as well.

…Actually, the candles could probably come in handy for the other phantoms…The normal phantoms won't shed any light onto your situation, but maybe the more

troublesome ones are hiding something away? Miki's curiosity will be piqued at the mention of these special spirits – but it seems that her fear of spirits easily overwhelms her curiosity.

Still, with the way the phantom investigation has gone, it probably can't be anything that bad.

PHANTOM PAIN – IS LOVE A REAL EMOTION? (OPTIONAL)

Even if you don't come across them yourself while looking for the phantoms, Miki will eventually bring to your attention the existence of a unique pair who seem to be raising quite a fuss across Zanarkand. Unlike normal Phantoms, these two seem to appear all over the place rather than remaining in one fixed spot. Her own curiosity overcame her fear, so Miki took a look for herself – and oddly enough, the pair of phantoms looked as though they were re-enacting a scene from their past.

If you've come across them, you may have just assumed that they were citizens of Zanarkand precisely because of this. No matter where you encounter them, they seem to always be running away, from something or someone. Miki assures you that despite them fitting in quite well here in Dream Zanarkand, they're most definitely phantoms. Unfortunately, they seem to run away from literally everything, including you.

You could try to encircle them if you had some companions; wait for them to show up and guide them towards a dead end, but of the pair, the male phantom doesn't react very well to being cornered. You might end up making him aggressive, in which case his female partner will also turn aggressive. Probably not the most ideal scenario.

But if you just let them get away, they'll continue appearing across Zanarkand and continue running aimlessly. Granted, they're not really causing any major trouble, so leaving them alone is an option, but Miki is quite curious as to why these two phantoms are behaving differently than the rest. Maybe you're curious as well?

If you've helped some of the other phantoms, by now you should have a small collection of candles in your possession, maybe even tried lighting one or two of them to see what actually happens. In that case you've probably seen how the candles can be used to pacify a phantom. Chasing them down with a candle in hand probably won't work – but maybe placing candles down in advance and chasing them towards the candles will work better.

As long as there are enough candles, the pair of phantoms will stop, though they seem to be fairly disoriented, and they don't seem to know where or who they are. What they do know is that there was someone chasing after them, and they would be executed if they were caught. In all likelihood, the fact that they're phantoms means that they were caught.

Whether you explain your take on their current situation to them is up to you, but now that they've stopped running, these two seem to be normal people for better or for worse. Given that they have no clue where they are, you should probably bring them back to Miki. She'll have a minor panic attack upon realizing there are ghosts in her house, but she'll get over that fairly quick.

The real problem will arrive soon enough – as a horde of phantoms, ones that Miki recognizes as Bevelle soldiers, will start arbitrarily destroying Zanarkand. Miki is equal parts confused and terrified – Bevelle is Zanarkand's sworn enemy, and an attack by Bevelle essentially means the beginning of a war.

Except, as she puts it, Bevelle should not be here in Zanarkand, not under any circumstance. There's something to the way she says that which suggests something else is amiss, something she hasn't explained. But that's all you'll get out of her right now.

Given that Zanarkand just repairs the damage dealt to it, the soldiers are more of an annoyance than a threat, but in all likelihood, putting this pair of spirits at ease has something to do with these new phantoms.

Dispatch of them however you like, but don't let this new horde meet with the pair, or else you'll get to witness exactly how the pair met their end – and there's no going back from that. If either the pair is executed or the phantom soldiers are eradicated, the situation will stabilize again. Once again, the other citizens of Zanarkand don't seem to have noticed anything off. It must be nice to live without a care about anything that happens around you…

Provided that you manage to drive back all of the invading phantoms however, the pair will finally be able to find solace. As you've probably come to expect, they'll leave behind a candle before they go, but there's also something else.

It's a strange medallion, with a symbol that you might recognize if you've been to the Blitzball stadium, since it's the emblem of the Zanarkand Abes. Miki's a bit puzzled by this, since the man wasn't somebody she recognized…but perhaps he was from a Zanarkand of a different time?

Well…that's a matter in the past now – there are still other phantoms out there to take care of first. At least if more of them run around like this pair did, you'll know how to take care of them.

PHANTOM PAIN – PRAYER EFFECT (OPTIONAL)

Once you've managed to pacify a couple of phantoms, Miki pretty much has you set as her go to resource for ghosts and fiends. This is exactly why she's thrusting

information on you regarding a strangely "pacified" fiend. You probably can't see any problem here, especially given the way that she describes the situation.

There's no ruckus, no property damage, no complaints, just an observation from Miki that there's a peculiar fiend wandering around, acting like it's just another citizen of Zanarkand. As peculiar as it may sound, it's worrisome for Miki – because she's heard of stories before where people transformed into fiends. If this fiend is a case of this, there's no telling whether it'll be limited to just one fiend or if it'll spread across the city. You've proven yourself quite resilient – hence why she's asking you to investigate.

Though the notion of people transforming into fiends seems a bit far-fetched, if it is real it could prove to be problematic if the phenomenon becomes widespread. As Miki's description made it apparent that the fiend in question is rather benign, you shouldn't have any problems looking into things as long as you don't provoke it.

Miki wasn't wrong, the fiend isn't like its counterparts in Spira. You'll have to study it to identify what breed it is, but Miki has a book which might help you identify the fiend if you're not too knowledgeable of Spira's ecology yourself. Naturally given that it's a fiend, it doesn't communicate in the Spiran tongue, but you might be able to get across to it with something like pictographs.

Even pictographs will take time, but the fiend, regardless of what species it is, doesn't seem to mind sticking around and giving you the time of day. Eventually you will be able to communicate with it somewhat, regardless of what method you use. It has a vague idea of where it is, though it doesn't really seem to care for much – at the very least, it'll confirm for you that it wandered into Zanarkand, and wasn't a native.

With that confirmation and the fiend's docile nature you really could just leave it at that, but the fact that it managed to wander in should mean that you could technically wander out. Perhaps this fiend has a means to take you back to Spira? There's one problem however – the fiend doesn't want to go back. Frankly, it's rather happy idling around here. Here in Dream Zanarkand it doesn't have any murderous impulses that it needs to satisfy and no one seems to take any offence to its presence.

Regardless of what you do, the fiend doesn't seem too open to showing you how it entered Dream Zanarkand – perhaps it is wary that you're going to try and drive it out. Miki suggests that if the fiend isn't part of some invasion or the harbinger of some epidemic, then perhaps it was carried into Zanarkand just like you were. There's no way to rule out that possibility, but Miki suggests investigating by coaxing the story out from the fiend – it may let something slip accidentally.

Hopefully you've found a better way to communicate with it, because getting a fiend to communicate with you through pictures probably won't be very conductive towards

telling a complete story. If you can somehow teach the fiend how to speak in the Spiran tongue, that'll be even better, as it goes towards building some rapport between you and the fiend.

But don't expect to get too much out of the fiend, because as you might expect it doesn't see the world in the way that you might. It can definitely describe parts of Spira where it roamed about, but other than that it doesn't have much to tell you which could give you a clue on how it arrived in Zanarkand. Maybe it just doesn't know how it got here, and decided to go with the flow once it arrived?

In any case, the fiend is dead set on the idea of living in Zanarkand, and for that – it wants to find an appropriate dwelling of its own. This is probably quite an odd request coming from a fiend, but if you've built some sort of rapport with it, it'll likely ask you for help – it's still a bit new to Zanarkand after all.

You can decide for yourself whether you want to help it or not. It isn't very likely that the fiend will have anything that it can reward you with, but there's no harm in a bit of charity every now and then right? Depending on what kind of fiend it is, it might have some specific preferences – some fiends prefer to be near water, others prefer darker places, or the company of humans. Maybe you should ask Miki if she has another bunk available on her boat.

Regardless, if you do find the fiend a place to settle down, it has seemingly no problems integrating in with the rest of Zanarkand society. In fact, it seems to pick up on human mannerisms rather quickly, regardless of what kind of fiend it happens to be. This strange behaviour seems to prove one of Miki's hypotheses – the fiend could very well have been human at one point or another. She realizes that it's not particularly helpful towards your predicament – but perhaps that's why the fiend can't remember how it arrived – and also the reason why what information it does know won't be helpful towards your escape.

With enough time, the fiend will basically adapt to Zanarkand society without a problem. If it weren't for its external appearance, it could probably pass for a Zanarkand native. If you've stuck around for a bit and acquainted yourself with it, it'll even offer to teach you how to speak in the tongue of fiends. It's a bit odd how a fiend can apparently speak to fiends of other species – but that's what it's offering to teach you.

If you have the time, why not take it up on its offer? Maybe being able to speak in the fiend tongue can come in handy if you ever needed to wander into the Farplane or just the wilderness…provided that you actually arrive in Spira one day.

Sometime down the line, assuming you chose to stick around and look after Tidus, there's going to be someone else who shows up as well with the same objective in mind. Given how…peculiar Tidus can sometimes be, having another mentor would probably help him out a bit, and this kind soul doesn't seem to have any problems instilling a bit of discipline in the kid – not that Tidus would call him a kind soul.

This man introduces himself as Auron, tasked by a friend of his to watch over young Tidus here. He definitely isn't adverse to you watching over the youngster as well, and since he doesn't care much for playing Blitzball, if you're training the kid, he's thankful that you're the one doing it and not him. The fact that he was tasked by a friend probably clued you in – but this man evidently knows Tidus' father, and if it wasn't for a crippling secret of his…he would have probably been key to your departure as well.

He doesn't mind sharing the secret with you, given where you are.

You see, he's Unsent – a spirit that should have long moved on to the Farplane. Now, over here in Zanarkand, that's not a problem at all – but it's over on the other side where being an Unsent can be particular problematic…if it becomes public. His method of traversing from one side to the other isn't something that's very viable for you…at least, that's what he seems to think.

But…at the same time, he's also getting the feeling that with each time he crosses over to Zanarkand, the stability of the place degrades a little…it almost feels like that before long, the entirety of Zanarkand will vanish into the sea. If he had to guess, that's probably the best chance you have at leaving – maybe if you tagged along with him then. He would very much prefer if you watched over Tidus when he isn't present however, at least until the right moment arrives.

There's no telling how much time you have remaining, but Tidus' other guardian, from prior experience, surmises that Zanarkand won't last the decade. His advice to you would be to make use of what time you do have – because he's confident that Zanarkand won't last forever. There are still other things that you could take care of here, so maybe waiting it out isn't actually all that bad? At the very least, you could train the kid up, to the point that he could even join the Zanarkand Abes?

Auron is right about one thing – time is what you'll have plenty of right now, but even if you fall into a routine and get used to the place, this tranquility won't last forever. Within seven years at most, that moment that Auron spoke of will occur – and regardless of where you stand in terms of Tidus, in terms of Zanarkand, in terms of the investigation…you and everyone else will be caught up in a storm of unimaginable scale.

You might remember that Auron called this thing “Sin”. A living vessel for you to leave here, yet a living nightmare for the world outside.

It was about time for you to visit Spira proper, right? It probably would have been better if you could have bid Miki a proper farewell, she would have probably liked to know about the root of the disappearances. But “Sin” marks the point of no return, and alongside Tidus and Auron – you’re on your way to the real world outside now.

2:34, A ROD & A STAFF [END POINT]

If you had helped Miki with the machina problem, then you probably remember a point in time when Miki mentioned that anomalies were converging in an area. You might even remember where that was. While that mess has been cleaned up already, from what Miki has learned, most of the wrecked machinery has been tossed underground, beneath the stadium proper.

If there’s an underground level to the stadium…that could be your gateway out, the one that the musicians at the temple spoke of.

Accessing the stadium underground will require slipping past the guard patrols, but once you’re through, there’s essentially nobody that’ll bother you. You’ll notice a very distinct change in the environment the moment you step into the underground, because the chill that hits you will bring back memories of when you first arrived. That’s probably a good sign that you’re going in the right direction.

Eventually, the fact that the weak lamps lighting the passageways become replaced by eerie phantom flames should clue you in to the fact that you’re no longer in Zanarkand. The machina parts are still scattered about, but you’ll probably also have noticed that they’ve increased in size, and there are evident signs of battle that has gone on. Recent signs of battle. Without a fiend in sight….that’s probably not a good thing.

If you’re particularly keen you might even sense the presences just lurking in the shadows. Most likely fiends, most likely waiting for you to stray in deeper, and most definitely a sign that you’re headed in to the Farplane; this is the more dangerous path after all. At least you’ve confirmed that they were coming out from the stadium – pity that you don’t really have the opportunity to go back and tell Miki. It’s a pretty long walk back to Zanarkand from where you are now.

Before long, even the phantom flames lighting your way forward will fade away. Hopefully you have some means of illumination prepared, but…if you’re headed underground, you probably already prepared for this eventuality. It’d be rather strange to expect light in places where no light reaches. If you do need to turn back, it’s best to turn back earlier rather than later, and make proper preparations.

The Farplane does not reject any who would wish to enter, living or not. Simply step forth into the darkness, stick to the path, and you'll be guided on your way. The fiends on the other hand aren't so welcoming. A source of light will provide constant guidance and assure you that you're on track, but it'll also make you prime target for any fiends that are lurking about.

This is the entrance to the Farplane after all; you'll fit in better if you're dead. That's probably not something you'd appreciate though.

There's a clear indication of when you get into the core of the Farplane, because unlike what you might expect of an underworld, the place is rather well lit and relatively tranquil. There's no sign where the source of light originates, but all around you lay floating islands. Judging by what you can see, some of these lead towards the "ceiling" of the Farplane. Dark holes can be seen in the ceiling where these islands lead to, and judging from the dark hole you climbed out of, if you ventured into one of those, you could very well end up somewhere else in Spira.

You could very well end up in the middle of a desert on an island, but you can be sure that you won't be in Dream Zanarkand again.

The climb itself won't come easy, especially if you don't have any climbing gear. But then again, the fiends flying about might come in handy…But aside from climbing back out of the Farplane through one of the holes, there might be another way out of the Farplane.

If you travel along the same level of the Farplane, you'll eventually come across a region that fiends seem to steer clear from, and with the islands connected as they are, there are only so many paths to follow. But perhaps you might possess something to help guide you there faster.

The presence of human figures should probably catch your attention first, even if it's too far to make out proper features. Of all the places in Spira, there is only a single place that is formally connected to the Farplane – the sheltered community of Guadosalam.

Your arrival will certainly attract a fair bit of attention, but depending on how you go about explaining things, you should get off without too much trouble. You'll find that most people won't believe your story about the Dream Zanarkand to begin with.

After all, Zanarkand was destroyed a millennia ago.

Regardless of where, when and how you enter Spira – the 10 years that you were supposed to have in Spira won't start until you enter Spira properly.

The remainder of your abilities will be restored to you at this point. If you never found your companions, they'll be present in Spira where they were supposed to be present.

S1.3 VNYKSAHDYNO BYCCYKA: TAAB TEJA

ONLY ACTIVE IF SCENARIO 1 WAS RESOLVED POST INVESTIGATION

MUST BE RESOLVED BEFORE THE PACIFICATION OF SIN

Spira – the proper Spira and not Dream Zanarkand, has been under the threat of Sin for the last thousand years. While it could be said that the situation has stabilized and people have fallen into a routine, it isn't peaceful by any stretch of the word. There are periods of Calm, periods where Sin's influence recedes and it enters deep slumber, but even then people are certain that Sin will return. And following your arrival into Spira, Sin's awakening is imminent – if it hasn't already awoken.

Spira obsesses over Sin, because Sin is the constant that has not failed to reappear, not even after the passing of a thousand years. To defeat it, you must understand it, but to understand it, you must look into corners of Spira that have been hidden away. Following the teachings of Yevon will get you nowhere permanent.

Why is it that every Summoner's journey ends in Zanarkand? Is that Zanarkand the same Zanarkand which you were in?

Yevon has kept the masses under control by spreading their stories on the origination of Sin. They would have the masses believe that Sin is a punishment, meant to keep the people of Spira on the right path, away from objects of heresy. If you buy into that, you can turn away from investigating deeper – wait for someone to stop Sin just as their predecessors did.

But it won't be permanent, it can't be permanent. Sin can't be erased or banished.

But to find the knowledge that's needed to truly eradicate Sin, you would need to find some source of information that hasn't been touched by Yevon, or something that's older than Yevon. If there's any information hidden away, it's most likely in Yevon's base of operations in Bevelle…but that place is kept under heavy guard at all times. Instead, perhaps you could turn to the Farplane, a place where Yevon has no influence?

Of course, you may have already gone to the Farplane once and don't care to go back – but you don't necessarily have to venture back in. All across Spira, there are the Fayths which hold connections to the Farplane. And for all intents and purposes, the Fayths have minimal interference from Yevon. The issue is that only a Summoner and their Guardians may enter the temples where Fayths reside.

There are many Summoners who attempt the pilgrimage. Not many of them succeed, but perhaps you could sway one to lend you their aid? If you're looking for a Summoner, in due time, on the island of Besaid, the daughter of High Summoner Braska will be embarking on her own pilgrimage. The daughter of a High Summoner should be more likely to succeed, and more likely to find the truth that you're looking for, no?

Still, how you choose to attain the information is up to you. But whether you're looking into Bevelle's records or calling upon sources from the Farplane, one thing might interest you. Dream Zanarkand still exists – far away in the ocean, sustained by a collective Fayth. If there's anything that would know the origins of Sin – this Fayth may be your best bet.

Both the records and the Fayth can tell you that this collective Fayth was kept protected on a sacred mountain – there aren't many of those in Spira, so finding it shouldn't be too difficult…but the path is normally open only for a Summoner on their pilgrimage. Now would probably be a good time to join a Summoner if you haven't already – fighting your way up Mount Gagazet wouldn't be very pleasant.

If you do find your way up to the sacred mountain's peak, the Fayth is at least open in plain sight. Unfortunately, it's also entirely dedicated towards sustaining Dream Zanarkand, so interacting with it like a temple Fayth is impossible. The Fayth, if you spoke to them, may have mentioned that they recognize you from Dream Zanarkand – that should at least mean that there's some sort of connection between the two domains. Perhaps if you had some relic from Dream Zanarkand in hand – forming a bridge between the two domains won't be as difficult?

If you don't have any mementos from Dream Zanarkand, it doesn't mean that venturing across the gap is impossible. If you perhaps met with the guardian of the young boy while in Dream Zanarkand, you might remember that he could make the trip because he was an Unsent – a spirit with a body that would lose its substance if the will was not strong enough to hold it together. If you had some means to make yourself immaterial – that should suffice in helping you cross over to the other side.

Cross over, and you'll find that Dream Zanarkand hasn't changed much if at all - even if it was previously obliterated. Everything is where it was before, and the people don't seem to have changed much either, which means most of them don't know anything at all. But you probably know of someone who might be able to help you, even if it's just to dig up information…

The temple and Miki's boathouse hasn't changed either, but the young investigator remembers you very clearly, and she's aware of why you're here. The Fayth may be

constantly dreaming, but they do have their means of looking in on Spira from time to time. After all, they sent one of their own into the world…in order to stop Sin.

Zanarkand's dream has gone on for too long, but in order for the dreamers to stop, the entity within Sin needs to be destroyed. To do so, one must enter Sin and defeat the entity that controls it from within. This doesn't feel quite like the Miki that met you when you first arrived, but she emphasizes that time is not on your side here, not on her side either. Miki wants the dream to end, but she doesn't necessarily want herself to end – and as such, she has one request for you, if you're willing to give her the time of day. If not – she understands – stopping the twisted madness lurking within Sin was why you came, no?

Unlike your last visit to Dream Zanarkand, this time returning to Spira isn't going to pose any difficulty. You could leave now and focus on defeating Sin once and for all. With your knowledge in hand the cycle of sacrifice and misery can finally come to an end.

But if you willing to hear Miki out, she has something to give you before you depart. A map, dated all the way back to the time when Zanarkand wasn't just a dream. There's no guarantee that it's still accurate, but at the very least, it's the only thing she can think of which might help her out. She doesn't explain what the map is supposed to hold – but perhaps that's because she's going by her gut rather than any hard facts. It's up to you to decide whether or not you want to go on what could be a wild goose chase.

But if you do accept, she'll also hand you a memento of her own. Yet another odd candle, but this one has a bracelet of hers wrapped around it. In all likelihood, this has something to do with the map. She's confident that you'll figure things out when you follow the map to whatever it's supposed to lead you to.

…But before that, you have a more pressing matter. Spira has a more pressing matter.

Sin must be stopped. Miki wishes you the best of luck.

Both for your sake and hers.

S1.7 VNYKSAHDYNO BYCCYKA: DRA VYODR CBRANA

ONLY ACTIVE IF S1.3 WAS COMPLETED WITH MIKI'S REQUEST AND SIN WAS DESTROYED

MUST BE RESOLVED BEFORE THE SPHERE HUNT BEGINS

If the evil within Sin is truly vanquished, that doesn't simply herald the arrival of a Calm, it's the arrival of a new era altogether – a time when Spira no longer needs to

live in fear. But for some, it also means an end to a very long and rigid existence – a time when the dream is no longer needed.

The passing of Yu Yevon and Sin means that the Fayth are no longer necessary and as such, each of the temple Fayths will go dormant as the spirit departs for the Farplane. While some of your Aeons may not be affected by this, the Fayth on Mount Gagazet is a different matter. The dream of Zanarkand, long hidden away from the rest of Spira, is also unnecessary now, and the collective Fayth that sustained it will also move on.

Except, not everyone wants to move on, and you still possess the memento from one such spirit, whose time was unjustly taken away from her. With Sin vanquished, now would probably be a good time to see where that map of Miki's leads you. Keep in mind that while you might have plenty of spare time now, you aren't the only one – if you dawdle for too long somebody else might find whatever it is that Miki wanted you to look for.

If you think about it, Miki probably never left Zanarkand in all her life, so the fact that the map leads you straight back into Zanarkand probably isn't all that strange. The problem is that Zanarkand hasn't exactly withstood the test of time – most of the city is still "standing", but most of the passageways and streets have been utterly demolished and are slowly falling further into ruin. Even if you match the current Zanarkand with the one from the dream, you might find some pathways still blocked off or absent entirely.

If you scrutinize the map carefully, you might come to realize that it's quite literally a map leading back to Miki's house. Why she would even need a map to her own house is a good question, but you'll realize when you get there that the real place isn't quite the same as the dream. The temple that you originally woke up in isn't there for one – instead there's a bunch of large buildings in its place. There's no sign of Miki's boat house, not that a boat house would last for a millennia, but Miki's memento seems to pull you towards the buildings in place of the temple.

…It's probably pulling you that way for a reason, but Zanarkand's ruins have always been a haven for fiends, so you shouldn't venture in unless you're absolutely prepared. Remember that even within the dream there were fiends who lurked within the darkness waiting to attack you. If you're confident that you're ready however, the ruins are waiting for you to explore them.

Given that there's absolutely no light inside, it might help if you have a candle to light the way – and of course, that happens to be what Miki gave you. It's hard to think that she predicted this would happen, but then again, it wouldn't be out of the question. In any case, if you make your way into the ruins with the candle lit, the candle's light will reveal strange pictographs on the walls.

The pictographs appear to dictate the history of Zanarkand, at the cusp of the Machina War. You might even recognize some of the things depicted on the wall, based on your time in Dream Zanarkand. But what will probably interest you is a set of pictographs depicting a strange machine and a bunch of spheres. If you've been around Spira, you should be familiar with spheres, and how people use them for things like storing memories. Maybe that's what Miki did?

Delving deep into the underground of the ruins may give you a bit of déjà vu if you've previously visited the Zanarkand underground – but there's a distinct difference here. After a bit of walking, you should realize that the area you're in is a bit too well kept, almost as if it hasn't been affected by time at all. If you studied the pictographs to any degree earlier, you'll probably recognize the machine that's sitting in the center of the last room.

There's no clear indication what this machine is supposed to do and there aren't any spheres around – save for one sphere that's been slotted into the machine itself. The machine is a bit bulky, so ripping it out of the room might not be wise – but removing the sphere shouldn't be a problem, and it'll prompt a recorded message which plays from the machine.

You'll recognize the speaker – it's Miki after all, confirming that you're at least on the track that she was hoping you would follow.

This is a pre-recorded message, and not something that you can interact with, so trying to ask her anything is going to be fruitless – but Miki's message does have a few explanations for you.

What you're seeing is a failsafe measure – a device called a sphere oscillo-finder which was used to pinpoint people, spirits, and spheres invented by the Bedore. The sphere that you have in your hand is actually a fragment of a Fayth sealing stone, so essentially it's a Fayth Sphere.

By now you probably know that there was a major war that destroyed Zanarkand. At the peak of the war, when everything was about to be lost, Yu Yevon convinced the survivors at the time that the only hope was to become a collective Fayth – and let Zanarkand live on as a dream. Miki didn't agree to that, but with the way things were, dissenting wasn't exactly an option.

But Zanarkand was a city known for summoners, and many different techniques of summoning and beckoning had been known back in that time. Miki, a summoner herself, knew that by going along with Yu Yevon's plan, Zanarkand would be preserved, but it would also mean her own life would be forfeit. But by hiding a

fragment of the Fayth away, she had hoped that there would be a chance that she could escape from the fate of the Collective Fayth.

If you're here, then in all likelihood the Collective Fayth has finally gone dormant, in which case the Fayth Sphere in your hand can be put into action. The Fayth Sphere acts as a vessel to house souls – and the oscllio-finder can be used to pinpoint a very specific soul which has already imprinted onto it. You probably don't need to guess who that belongs to.

All souls in Spira head to the Farplane when they pass on, so to find the spirit that belongs to this Fayth Sphere, you're going to need to head back to the Farplane…perhaps for the second time since you came to Spira. Miki's message ends with a warning – other spirits may be attracted to the Fayth Sphere as well, but there's a portable version of the oscillo-finder nearby which should help you pinpoint who it is that you're looking for. With that, the message ends, leaving you to your own devices.

If you've come this far, there isn't much reason not to keep going. The Fayth Sphere, aside from the function that Miki says it'll have, doesn't seem to react to anything. From your side of Spira, getting to the Farplane isn't too difficult – you can in fact take an old road in Zanarkand to get into the depths…maybe not for the first time.

Finding Miki's spirit from among the throngs wandering the Farplane may prove to be a rather time consuming process, even with a portable oscillo-finder helping you. The Farplane is a rather extensive place, but thankfully you will find Miki as long as you're actively looking, and you'll know when it works properly, because that's when the Fayth Sphere will actually react. Before that happens though, you'll probably have to beat aside a large number of fiends – likely the "other spirits" that Miki mentioned.

It's probably for the best if you don't try to investigate the sphere until you're safely out of the Farplane, because trying to investigate it within the Farplane runs the risk of fiend attacks left right and center. The power of the sphere will be quite apparent, because it'll draw you and your companions in – you should recognize Dream Zanarkand, intact exactly as you first saw it when you arrived in the temple.

And of course, you'll recognize the woman who is waving to you – a clear sign that you succeeded. She's not exactly alive in corporeal form, but Miki makes it very clear that she's grateful to be alive in some form again. Being a disembodied spirit floating around the Farplane didn't exactly suit her very much. She doesn't have a reward or anything for you – but she would hope that you keep the Fayth Sphere with you.

If things get strenuous out there in Spira, you can come and visit her any time to let off some stress. Who knows…maybe with time, you'll find other uses for the dreamscape contained within?

S2: ABRASANYM LYMS +200 CP

CAN BE TAKEN AFTER SCENARIO 1 AND SUBSEQUENT SEGMENTS

ONLY ACTIVATES IF SIN IS DEFEATED – WHETHER YOU SUBDUE SIN OR NOT

STARTS 2 YEARS AFTER SIN IS DEFEATED, ENDS WITHIN 10 YEARS

BE WARY, EVENTS WITHIN THIS SCENARIO CAN PROCEED WITHOUT YOUR PRESENCE

Since your arrival, many things have come to pass. But though an Eternal Calm is here now… why is it that there's still this much unrest?

Two years have passed since Sin fell, but the eradication of Sin led to unforeseen changes. For too long, Spira had lived in a delicate balance, one kept in check by Sin. Sin may have been a destroyer, but it was also a regulator, and now things are starting to spiral out of control.

Regardless of whether you have any political affiliations or professional associations with notable figures in Spira, it's hard to miss the news – the resurgence of fiend hordes, the increased presence of pyreflies, the strange activity going on in deep ruins across the land, and of course, the latest craze…Sphere Hunting. As if people didn't need enough on their plate to keep them occupied.

You can't say that Sin didn't keep things hanging in a precarious balance – at the very least it kept people occupied. Now people have all the time in the world, free from fear of Sin, and they aren't any better off for it. Still, a number of peculiar opportunities have presented itself. If anything, now is probably the best time to go on an adventure. After all, Sin is dead and gone right?

There are all manners of opportunities and requests which have come in from all over Spira, and every single one of them is labelled as urgent. Well, it only makes sense, now that everyone is free to do as they wish, that everyone wants to make their priorities the world's top priority.

Even the Sphere Hunt craze has gotten bad enough that public offices have been set up by local authorities in order to recruit potential agents – basically new blood to do the heavy lifting. Visiting one of these places, even if you don't particularly care for Spira's awkward politics, would be good to at least get a sense of what's going on and where.

You don't need to sign up of course, it would help in order to get intelligence on the various "hot spots" that are showing up across Spira right now. But if you've got a good information network or you know the right people, you could probably handle

all of that on your own. There are…a good number of very peculiar individuals who are making names for themselves right now – some of which you might already know.

There's actually an office that's been set up just to keep track of notable individuals even – it's not a comprehensive list, but it might give you an idea of what you can expect. Then again, they're all pretty much scattered across Spira, so meeting up with them might take a bit of foot work on your part.

But who knows, some of these people might even be willing to go on an adventure with you? You should be wary that because there isn't really any census bureau service in Spira – some of the information here may not be entirely accurate…some people here may have gone missing since you've arrived on Spira.

The Spiran Assessment Bureau's Watchlist of Notable Individuals	
Name	**Peculiarities**
Biggs & Wedge	Two guards formerly posted in Luca, who have decided that their skills would be better served if they weren't stuck defending the blitzball stadium. They don't quite know where they want to go, which is a problem – but they'll pretty much be wandering around Luca until a problem comes up.
Calli	A young girl who has lived most of her life in awe of Chocobos, her passion for the birds is rivalled only by a very peculiar Chocobo Knight. Unfortunately, she really has no clue where to track down a bird of her own, and is presently wandering blindly around Luca.
Clasko	A Chocobo Knight turned Chocobo Conservationist, Clasko can be found in the Calm Lands, having finally found a place where his Chocobo mania can run wild. If you have a Chocobo related problem, he'll jump right on board.
Lian & Ayde	A pair of young Ronso pups that survived the Guado run-in, these two haven't seen much of the world and are keen to experience what their new leader had a chance to see. Granted – they're rather inexperienced, so what they have in passion, they lack in sensibility.
Linna	Originally a Blitzball free agent, after the end of Sin, Linna took an extended departure and never returned to the sport. Nowadays she spends more time studying old ruins than playing the sport, but that natural talent of hers isn't something that'll just vanish.
Lucil	A captain of the Chocobo Knights who survived through the battles against Sin, she's moved on now to joining the Youth League, an organization that seeks to learn from Spira's past mistakes. While the pace of the Youth League is definitely a departure from her past, she's adapted well to her new circumstances and taken things into stride.
Maechen	An old historian who, oddly enough, doesn't seem to appear on any records despite having extensive knowledge on many aspects of Spira's past. He's one of the hardest individuals to track down, given that he's constantly wandering Spira – but it seems nowadays he has taken to visiting Zanarkand.
Picket	Actually not an individual at all, Picket is the name for a Machine Faction construct, a machina that was designed to act as a surveillance unit. If you're going to be resolving incidents across Spira, the Machine Faction has no problems with lending you Picket's assistance.
Tobli	One of the members of the uncommon Peruperu race, Tobli has barely any talents when it

	comes to management – but he has a very odd knack for scouting out individuals, which could be helpful as long as you don't use him directly – since he's absolutely useless in a fight.
Wantz	Brother to a very…peculiar merchant, he lacks his brother's flair for melodrama and also a bit of his luck when it comes to economic pursuits. But he's fairly capable when it comes to actual management, and if you need help with general logistics, he might prove to be of use to you.
Zuke	A former summoner, Zuke has seen more than his fair share of disasters, and disaster relief is actually one of his specialties since he's survived through so many. You should note that in spite of being a former summoner, Zuke doesn't seem to think too highly of the new Yevon League. He may be privy to some of Yevon's secrets, given his general disdain for Yevon and things related to it.

Of course, it can't be stressed enough that you don't need to find any of these people if you don't want to – it's just that if you do need some folks to lend you a hand, these people may be free to give you some assistance.

CACCEUH 1: UBAH CAYCUH

Spira is a fairly large place, but given that you've been here for some time now, you probably have your preferred means of transportation. Whether you have an airship or you're stuck on the ground, travel in Spira has opened up somewhat now that Sin and the Sinspawn aren't threatening the roads. You'll probably notice the difference most had you gone on a pilgrimage while Sin was active.



In any case, in spite of Sin's thousand year "reign", Spira doesn't really seem any worse for wear. Sure, there are places where the earth has been torn asunder and the number of cities has reduced – but when you consider that Sin has been periodically destroying major settlements, the way Spira is now really doesn't seem that bad.

As previously mentioned, there are help requests coming in from all over Spira and while the situation is still looking manageable for now, there are multiple locations putting in "urgent" requests. Given that everyone needs help nowadays, "urgent" might not be a good indicator for where you should go first. It's best to look over the requests available and see what interests you.

You should keep one thing in mind, these requests won't last forever and unless you have multiple bodies, you can't be everywhere at once. If you're tackling these requests one by one, even if you have an airship, you can probably expect other requests to show up by the time you resolve three or four of these. If you cannot complete a request in time, in most cases you can go back at a later time and address it, but don't expect to get any compensation for it.

And of course, everything has a consequence – so if you fail to address a request, by the time you do get back to it, those consequences will likely have taken effect.

Of course, this is why a list of potential allies was provided to you earlier; so if you need helping hands you can at least arrange for some help from amongst the locals. Of course, if you have companions of your own, you can naturally decide for yourselves how you'd like to tackle all of Spira's problems – if that's what you decide to go for. Just keep in mind that while each request does have some basic details regarding what they involve, there's no guarantee that every single hazard has been identified.

If you're not too confident in your abilities, you're advised against spreading yourself too thin. Surely, you can't be the only person willing to solve Spira's problems right?

THE CALM LANDS (I) – THE PANICKED BIRDS

KEY REQUEST – EXPECTED DIFFICULTY: MODERATE

The nature of this request may seem rather whimsical as it does not appear to have any impact on the safety of Spira's people – but in all likelihood this is going to be the simplest request that shows up. The details are simple, Chocobos have been observed in abnormally large numbers in the Calm Lands, seemingly running amok.

A large number of fiends have followed suit after them, seeing the Chocobos are a stable food source. The request comes from local Chocobo conservationists who insist that these temperamental yellow birds must be corralled before they run themselves off a cliff. Without a food source it's likely that the fiends will go on a rampage.

To make matters worse, the Scar makes for a very steep cliff…

Local conservationists surmise that the population explosion reported by local authorities is actually a mistaken claim, and that the Chocobos are actually running away. In the past, Chocobos have been known to panic due to creatures of the "Eater" fiend species. Conservationists note that corralling the creatures may be difficult due to their natural instinct to run away from any non-Chocobo entity.

Consequently, a direct approach is not necessarily advised.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: 1+

Even if you didn't enlist his aid, Clasko, the former Chocobo knight turned Chocobo conservationist, has dedicated himself to saving as many Chocobo as he can. Given the Calm Land's large predator population, this isn't necessarily easy. A bit of a pacifist, a bit of a wimp, Clasko's talents excel whenever his task involves Chocobos, but he has little confidence addressing anything else. As far as approaching, taming, and even breeding these noisy birds, he's as close to an expert as you'll ever find in Spira.

Whether or not you've enlisted his aid, Clasko will lend you a Chocobo from his ranch in order to corral the rest of the herds. Of course, there's a bit of mandatory training that you'll have to undertake – and Clasko reminds you that you're responsible for keeping your loan Chocobo safe from fiends.

It was mentioned, in case you forgot, that the fiend population has also increased dramatically.

POINTS OF CONCERN – CHOCOBO COLORATION

The authorities may not have included this within the report, but when you arrive at the Calm Lands, you'll find that yellow Chocobo are not the only ones around. In addition to the yellow sub species, Chocobo in other colors have also appeared. Of these other sub species, Clasko warns you to be very careful around blue and red variants. Both of these variants are proficient at casting spells and are prone to casting spells haphazardly when they panic. Unfortunately, they're just as prone to panicking as their yellow cousins are.

Be particularly careful around Red Chocobos. These are high risk creatures capable of literally causing rocks to fall out of the sky. You should understand how dangerous rocks falling can be. Clasko advises you that if you don't feel confident, it's best to give both of these sub-species a wide berth.

THE MOONFLOW (I) – THE DEAD WALK

KEY REQUEST – EXPECTED DIFFICULTY: MODERATE

One of the requests that has been labeled urgent, local authorities have described the event as reminiscent of "Sin's influence". The report details strange circumstances all along the length of the Moonflow, including an overflow of pyreflies which has been obstructing vision along the Moonflow path, an increased frequency of fiend attacks, and also the re-appearance of dead individuals.

The report emphasizes this last phenomenon, stressing that it is not merely the appearance of dead like that which occurs within Guadosalam's window to the Farplane. What's occurring here at the Moonflow are dead people moving about, acting as though they were still alive.

Though the dead have made no attempts to interact with the living, their appearance alone has caused a large number of accidents. Local authorities are already overloaded with investigations involving the same phenomenon occurring near Guadosalam and therefore are requesting for aid in investigating the Moonflow incident. Some experts believe that if left alone for too long, the dead may transform into fiends. This is purely conjecture at this point.

An addendum notes that even if the primary cause cannot be identified, the local authorities would like to request the pacification of the area, through removing the fiends present via whatever means is at your disposal.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: 2+

While the increased presence of fiends and the beckoned dead have deterred travellers from visiting the Moonflow, there are still folks who cross the river at its old crossing, generally out of necessity. As such, the "boat keeper" remains at the old crossing to escort people across.

The "boat keeper" is actually a Hypello with his "boat" being his lone Shoopuf, and he isn't really bothered by the fiends or the presence of the dead, but the occasional appearance of a dead Shoopuf unnerves him. While definitely not a combatant, the fact that he's been here the entire time may help the investigation, and he has a handy supply of bizarre potions, which seem to clear one's mental state with peculiar efficiency. You're free to help yourself to these hypello potions, they could come in handy if you come up against magic casting fiends, as well as discerning who is dead and who is not.

POINTS OF CONCERN – WANDERING ELEMENTALS

The dead do not respond to any inquiries, but they do appear to gather in very specific areas along the length of the Moonflow. Generally you'll also observe extremely dense

clusters of pyreflies in these areas. There is one notable problem however, as the high density of pyreflies has attracted strange elemental fiends.

Essentially large floating crystals, they may appear to be benign at first, but they will not hesitate to attack anything that stays within their vicinity for too long. The magic that they cast has no visible tell, and with a strong level of resistance towards anything that isn't magic, dealing with these creatures is generally beyond your ordinary traveller.

As something which may be key to your investigation, there have been rumours that an old Guado has been seen walking in and out of these dense swarms unharmed and undisturbed by the fiends. Witness accounts regarding this Guado are problematic in that some attest to have seen a former maester, whereas others have tied the Guado in with an elemental fiend – jet black in coloration. If this is indeed a black elemental, be wary that they are extremely dangerous to the point that only strong magic can pierce through their barriers.

If you do indeed come across this old man, it is best to go in expecting a fight, or at least approach with extreme caution.

BIKANEL ISLAND (I) – MACHINE FACTION REQUISITION #10

KEY REQUEST – EXPECTED DIFFICULTY: LOW

Following the destruction of Sin, the people of Spira have eased up a little on traditional beliefs, and while there is still a fair bit of racial animosity lingering towards the Al Bhed and their machina, it looks as though that's beginning to turn around. The Machine Faction is a newly formed Al Bhed initiative looking to change the mindset of Spira, and guide it towards a pro-machine perspective.

They've worked tirelessly to try and change public perception, but in order to sustain themselves and attain the necessary resources for a foundation; they've turned back to the Al Bhed homeland – Bikanel Island. Within the desert is a massive lode of machinery waiting to be uncovered, but with a lack of manpower, the Machine Faction has put up a general personnel request.

While the expected risk is rather low, as the request points out, the desert itself isn't very hospitable, so it's best not to let your guard down. If you do happen to take on this request however, the Machine Faction supports a fly in fly out system which will allow you to take airship flights to all major ports of call on Spira. It could potentially solve any transportation problems you might have. Payment is a simple matter, you'll be paid in gil for every part that you dig up for the Machine Faction – they've got plenty of gil and nothing productive to do with it.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: 1+

At the moment, the leader of the Machine Faction, a young man by the name of Gippal, is actually present on the island conducting field surveys. While not particularly keen on explaining what it is that he's after to a new recruit, he'll gladly help you out in the digs as well – proving that he's a leader who prefers a hands-on approach. A competent fighter and well accustomed to the desert's threats, he's a good person to have at your back.

Just keep in mind that his familiarity with the desert's threats may also be why the Machine Faction considers the expeditions to be low risk – without him around…you should really watch your step. The Bikanel Desert is a very hostile environment with many hazards just lurking under the sands.

POINTS OF CONCERN – THE NATIVES OF BIKANEL

Bikanel Desert is massive, spanning essentially the entire island. Normal deserts have cactus, Bikanel…has cactuars, a creature too swift and too nimble for most humans to catch or subdue. While most cactuars are content to leave the humans alone, there are small groups that prey maliciously upon hapless diggers, especially those who would stray from the group. Don't let that be you.

The problem only gets worse when you take a cactuar, have it retain its agility and dexterity, and then increase its size by a hundred fold. Seeing the towering cactuars coming from a mile away only gives most diggers enough time to scream, before a barrage of needles knocks them out…or worse. If engaged, they'll stop and fight, but be wary of massive needle sprays. Thankfully, these massive cactuar are few in number and incursions are uncommon. The regular cactuar with their hit and run strikes are already bad enough.

All dig site crew are reminded that personal safety is not something the Machine Faction is responsible for, given the desert's inherent dangers. You need to take care of yourself.

THUNDER PLAINS (I) – MACHINE FACTION REQUISITION #102

KEY REQUEST – EXPECTED DIFFICULTY: MODERATE

For a long time the Thunder Plains has been a dangerous, but necessary passage – since it's the only marked path between Guadosalam and Macalania, safety measures were implemented in order to make journeys such as pilgrimages less dangerous. The lightning rod towers which were set up long ago have contributed substantially towards making things safer, but they're also old and are in need of maintenance. Such a task isn't easy when there's a constant thunderstorm going on.

But the work is necessary, so a request has been put up both for maintenance crews as well as defense teams against fiend attacks. The substantial number of fiends from the area around Guadosalam has spilled over into the Thunder Plains, hindering ongoing reparation work and deterring general travel. You may decide for yourself what task to undertake – local authorities have stationed personnel, but they are inadequate based on the expected challenges. Your compensation will be in gil, with extra hazard pay on top.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: 2+

There's a crew of Al Bhed who have set up shop in the caverns nearby, and Al Bhed being Al Bhed, they're also part of the crew repairing the towers. Being the experts with machina that they are, they have set up some countermeasures for the beasts that roam the plains and also for general repair purposes. They don't mind you tagging along with them, an extra hand is an extra hand after all, but they do warn you that with some strange new fiends appearing, they foresee a challenge that not even their machina will be able to drive back easily.

POINTS OF CONCERN – THE THUNDER DRAKES

Drakes have always existed on the Thunder Plains, but this particular breed has never been seen in the area before. In fact, this particular breed has never been seen in Spira before, suggesting a potential mutation or perhaps a migration from unexplored locales. Their red scaly hide suggests an affinity to fire and their lethargic behaviour suggests a slow and lazy attitude, but this cannot be further from the truth. Once they catch sight of prey, they move with a terrifying speed, and on top of that, they are completely resistant to lightning and generally resistant towards magic.

The Al Bhed has dubbed these creatures "Elder Drakes" due to their formidable size and nasty temperament. Completely immune to lightning, fairly resistant towards kinetic arms such as those the Al Bhed machina possess, and with a destructive flame breath capability – you should exercise extreme caution when facing one. Also be wary that while these drakes generally act alone, they take well to cannibalism, and the death of one will attract others nearby.

THE RUINS OF ZANARKAND (I) – A STAB IN THE DARK

KEY REQUEST – EXPECTED DIFFICULTY: MODERATE

With Zanarkand no longer guarded by a crazed unsent who had lived far too long for her own good, there is talk now of redeveloping the region, at least repairing it to an appreciable state. But the folks who have decided to undertake this endeavour have run into some problems. Namely, the unsent may be gone, but legions of fiends lurk in Zanarkand's hallways, and well…the expedition has not been without sacrifices.

The journey to Zanarkand is treacherous enough, but with much of Zanarkand is falling apart and the presence of the fiends, this expedition may very well be doomed. If you attend to this request, the expedition leader only asks for one thing. Reduce the fiend population, and map out the entirety of the ruins so further parties can have a heads up.

You will probably realize that was two things. The expedition leader is unfortunately, a bit of an antiquated airhead. You probably won't want to depend on him for help.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: 2+

While the expedition leader is pretty much useless, the wandering summoner Issaru and former guardians are also here working to suppress the fiend presence. Considering he's still alive, he must at least possess some measure of talent. Out of everyone here, Issaru knows Zanarkand the best, but even that isn't saying much since much of the city still remains unexplored.

If you want to tag along with him, his former guardians – also his brothers – have no issue with it. They're honestly a bit discontent with staying in Zanarkand, and it does feel that they're only here to ensure that Issaru doesn't get himself killed, but they can definitely hold their own against the fiends. In Zanarkand, having someone to watch your back is highly recommended – and there's a good reason for that…

POINTS OF CONCERN – A GIANT GRUDGE

As the expedition leader already mentioned, the place is crawling with fiends. Unfortunately, what he neglected to mention or perhaps what he did not know was that the danger related to the fiends lies not in their number. Admittedly, with the lack of exploration into Zanarkand's depths, there was a good chance that no one would have known until the expedition gained more ground. But if you're going to lead the charge in, you'll realize that there is a very dangerous species lurking in Zanarkand.

Lurking, waddling, it's all about the same. It has some peculiarities which you'll probably remember after a first encounter.

The lantern that it possesses is very helpful in providing illumination within Zanarkand's deeper ruins. The fact that its lantern is about the size of a man also makes it a good bludgeoning weapon. The knife that it has is about the same size as a medium sized machina, and it can cut cleanly through almost any material, though given that it is also larger than a man – wielding it may be difficult for anything except the fiend in question.

If you leave them alone – preferably by running far away, these gigantic turtle like creatures will happily gut whatever is closest to it be it fiend or man. If you hear a cry

in the dark, it would be best not to investigate without a party. These creatures are likely to wander about in packs, but thankfully the swinging lantern light should be a good early indicator of their presence.

Whatever you do, do not assume that these creatures are slow because of their size.

BESAID ISLAND (I) – TRANQUILITY IN BALANCE

KEY REQUEST – EXPECTED DIFFICULTY: NONEXISTENT

After the destruction of Sin, Besaid Island fell back to a relatively peaceful lifestyle – though with the need for a pilgrimage no longer there, quite a few summoners returned from all over Spira. Nowadays it serves as a sort of cultural relic, with the former temple considered a tourist hotspot. Unfortunately, this does not sit well with some of the former summoners, especially with the unruly attitude that some of the tourists possess.

This is a very simple request and generally shouldn't prove to be any challenge, as the concerned summoners of Besaid would like a third party to watch over the village during a period where the temple will be undergoing maintenance. As the number of tourists does not appear to be dwindling, there are concerns that closure of the temple may result in some unnecessary conflict during this time.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: 1+

Assuming that she played a role in the destruction of Sin, the High Summoner Yuna will return to Besaid with some of her former guardians in tow. While she's taken a back seat as far as involvement into Spira goes, she is admittedly somewhat concerned about all the rumours and incidents which have been reported. For the time being, as she has her own troubles, she can't do much to help, but she appreciates anyone who gives an honest try to change Spira for the better, and doesn't mind helping out, should the opportunity present itself at a later time.

POINTS OF CONCERN – BOREDOM

The notion that Besaid is one of the safest communities in Spira is not an exaggeration. The presence of unruly tourists is quite literally more dangerous than most of the island combined, and while tourists can be obnoxious and unpredictable, ultimately their intentions aren't necessarily malevolent to begin with. You shouldn't have any problems here whatsoever.

CACCEUH 2-X: A FIEND'S TALE, REDUX

THIS IS ONLY RELEVANT IF YOU ENCOUNTERED A CERTAIN FIEND IN A PREVIOUS TIME

The notion that an individual can move between the world that is Dream Zanarkand and Spira may seem farfetched to many people here in Spira, but you've probably experienced it for yourself, and know that it's actually more likely than people would think. And if you could traverse that divide – then it isn't too farfetched that something else would be able to as well.

So don't be too surprised when you receive a report indicating a peculiar fiend acting like a human has been identified. The local authorities aren't too keen on keeping the fiend around, but it also doesn't seem to be doing anything destructive, and in most places, the local authorities have their hands full just dealing with the problems that keep popping up. You might have an idea what or who this fiend is already.

Whether you choose to acknowledge the request and go track down the fiend is up to you. If you don't, in all likelihood it will get eradicated eventually. Even if it doesn't do anything harmful, people aren't very receptive to having fiends just idling around. Spira isn't Dream Zanarkand.

If you do decide to go and "receive" it, the fiend definitely recognizes you. Its time spent in Zanarkand has seemingly "humanized" it, and it is well aware that Spira right now is in a bit of a pinch. It seems to have realized that Dream Zanarkand is already long gone, and has come to terms with the fact that it needs to fit in with the rest of Spira now – to that end, it's volunteered to help you out with Spira's problems.

While the fiend is quite sincere when it comes to making a place for itself here in Spira, at the end of the day it has its work cut out for it. If you think Al Bhed have it tough, then surely this fiend has a whole mountain range to climb before it'll get any recognition. It may be easier for you to simply take it in as a companion and have it come along with you; you may do so without any penalty. But if you are inclined to help it make a place for itself here in Spira, then you should focus on its strengths and help it become a creature recognized for helping other people.

Having a fiend help you out might not be an entirely bad idea, but at least when it first starts off you shouldn't have it tackle any requests alone, just so that people don't get carried away and act on first impressions. Maybe when it has earned some recognition, it'll be safer to let it act on its own.

The fiend isn't weak no matter how you look at it, the time that it spent in Dream Zanarkand has saturated it with a large quantity of pyreflies, perhaps the reason why it no longer has the same mentality as other fiends, but definitely the reason why it

has become substantially stronger as well, at least compared to others within the same species.

The fiend in question will gain **50 MP**, and you can help direct its training path so that its skills will be aligned in a way to complement your own. However, in addition to the normal options available for fiends, from its time in Dream Zanarkand this fiend has also opened up a couple new opportunities. The abilities that it learns here can be taught to other fiends – but it's…a rather time consuming process, and time isn't necessarily a luxury you have on hand.

GIFTS OF DREAM ZANARKAND

Gift	Cost	General Details
Sphere Eater	5	An abnormal mutation that allows the fiend to permanently take on the abilities contained within a dress sphere by consuming it, so hopefully you have duplicates. Or at least have some common sense not to give it any spheres that you can't afford to lose.
Lingering Shadow	5	Some fiends have proven themselves capable of posing as Unsent, and this capability allows this fiend to do the same, essentially giving them a human form. However, the Unsent form has a notable difference from normal humans in that pyreflies always linger around the body. It's a good thing to keep in mind.
Item Eater	5	While normally fiends can consume all manners of items and objects, this modification in particular allows the fiend to gain a fair bit of strength from consuming an object. Generally magically enchanted items give a more significant boost, but all in all, the boost isn't too substantial. It is permanent however, so with time it'll stack up.
Oversoul Effect	5	An anomaly effect which has only been observed in some fiends as of late, the Oversoul effect is marked by the appearance of pyreflies which surge into the fiend, temporarily powering it up by a significant measure and generally pushing it far beyond its normal limitations. The state isn't permanent and eventually wears off, but in areas where spiritual energy is in abundance, it can occur multiple times.
Pillars of Fayth	10	Long ago, the process of creating the Fayth by sealing a willing sacrifice was well known in the summoner circles of Zanarkand. But in time the process was lost and eventually, the Fayth became limited in number. Through Dream Zanarkand's influence, this allows the fiend to manifest up to two other fiends in the same way that a summoner would conjure an Aeon. The fiends manifested are basically spiritual entities and thus act like Aeons for better or for worse.
Voodoo Breaker	10	A peculiar ability that's only be exhibited by some fiends – the influence of Dream Zanarkand is palpable, as this ability targets spiritual constructs such as the Aeons. Rather than targeting them physically, this weakens the bonds that hold them together and essentially breaks the target apart on a spiritual basis. On weaker Aeons and spirits this will banish

		them entirely – on stronger variants, this will weaken them substantially.

There are some folks in Spira who would be very keen to study the fiend in question, especially an Al Bhed boy by the name of Shinra. Whether you want to let him get acquainted with the fiend is up to you, but if you ask the fiend, it probably won't be too keen to be stuck as some kid's lab rat. You probably could convince it by demonstrating that this is just one way to get along better with Spira…

CACCEUH 2: VUUMECR IDUBEY

As mentioned, by the time you've completed several requests, whether they were successful or not, it's very likely that another wave of requests will have already hit the board. Time is passing, and neither man nor fiend will wait around for you to fix every problem in Spira. Thing is – this new wave can really be described as problematic. It's kind of odd that in spite of the effort from you and others, the situation isn't exactly getting any better. The fiend problem hasn't seen a positive turn, and the intensity of the pyreflies is growing worse, as if a portent of the things to come.

In light of ongoing problems, both the New Yevon Party and the Youth League have started to draw out more aggressive measures. Being that both parties are relatively major political powers, they have a fair bit of manpower at their disposal – and with full mobilization authorized, you can expect to see more troops out on the field. Unfortunately, initial excursions have yielded sour results, as troop deployment lead to stronger fiends appearing, and more civilian casualties as a result.

There are some folks with a mind to try and talk some sense into the New Yevon Party and the Youth League – maybe you might want to do the same as well? There's a fair bit of tension going on between the two parties…and they don't see eye to eye with each other, much less the fiends. Before long the situation may get even worse…

Once again, you'll have to decide how you want to arrange the resources at your disposal. Keeping in mind that there may have been some changes in the area depending on your actions, it's best to assess each request and plan out a response accordingly instead of rushing on scene.

THE CALM LANDS (II) – SCIENCE GONE WRONG

KEY REQUEST – EXPECTED DIFFICULTY: HIGH

The new request from the Calm Lands comes from the travel agency station rather than the Chocobo conservationists. It would appear, based on the details that a major fiend outbreak has occurred. If you remember the last request, there was already a notable increase in fiend population observed. For there to be a major fiend outbreak likely means that the numbers are unfathomably large.

The report goes on to indicate that many of the fiends have shown signs of human manipulation, suggesting that the source may have human influence from somewhere beyond the Calm Lands. Furthermore, despite familiar appearances, all fiends have been observed to be stronger than others within the family. Current projections indicate that the travel agency should hold out, but casualty reports have exceeded the agency's capacities, thus it is likely that the action number of fatalities far exceeds the current projection.

NOTABLE INDIVIDUALS (2) – RECOMMENDED PARTY SIZE: 3+

Clasko, joined by Calli, is unfortunately stuck within what used to be the Crusaders training facility in the south of the Calm Lands. It appears that the only reason he and Calli are still alive along with some Chocobos is because the fiends have vacated the old facility entirely – likely what caused the chaos in the first place. Some folks from the travel agency have also taken shelter here, preferring the safety of the old monster cages – there's a certain measure of irony in this.

If you did help him previously, you'll find that he'll have tamed some of the more dangerous Chocobo varieties by now, and has been putting up a successful defence of the facility thus far. The presence of the Chocobos in addition to the fiends not wanting to return has made the old training facility one of the only safe zones within the Calm Lands. If you're going to answer this request, you should keep this in mind.

POINTS OF CONCERN – BIOSPHERE DESTRUCTION, NEW YEVON PRESENCE

Unfortunately if you could not address the Chocobo problem previously, there will be consequences – as you'll find that the released fiends from the training facility have taken to their free buffet with great enthusiasm and are now all far stronger for it. The Chocobos aren't extinct, but that's the least of your worries, because those which have survived are generally the most dangerous breeds of Chocobo – and they're definitely panicking. Be careful of raining rocks.

There's a more substantial problem however. The Calm Lands was never meant to handle a massive influx of predators or prey, and with the state of affairs as it is, many fiends are in direct competition with each other over food. This had driven many fiends to desperate measures, and many are exhibiting behaviour which would be abnormal for their breed. There is effectively no way to restore balance to the Calm Lands without removing these newcomers, and all of these creatures were bred with the express purpose of high intensity combat training. The silver lining to this is that the most dangerous breeds have already wandered off.

There is a New Yevon detachment that has arrived along with aide from the Machine Faction, due to the proximity of the Calm Lands from Bevelle. They've long since given up on any thought of a peaceful approach and are considering a scorched earth

strategy in order to deter the fiends from Bevelle. It may be in your best interests to stop them depending on what it is that you're after, but do note that this may put you at odds with New Yevon.

THE MOONFLOW (II) – THE DEAD LINGER

KEY REQUEST – EXPECTED DIFFICULTY: MODERATE

While the situation along the Moonflow hasn't improved substantially, if you at least took care of some fiends previously the numbers should have stabilized somewhat. Unfortunately, regardless of whether you removed the Elementals, the massive concentration of pyreflies coming from "somewhere" continues to attract more fiends.

Local officials have withdrawn from the riverbanks completely, and last reports indicate that new fiends have been sighted along the Moonflow, such as demons and crypt beasts. Officials are now holding position within Guadosalam, which is where the request itself comes from.

Guadosalam has changed hands since the departure of the Guado, and along with this, there have been some problems. For one thing, the Farplane gateway has gone unstable – and in addition to the fiends currently encroaching on Guadosalam's outer regions, there are reports that fiends are bearing down on Guadosalam from the Farplane gateway as well. Officials, foreseeing a siege, have put in an urgent request in order to break the siege pre-emptively, lest Guadosalam be lost.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: 2+

There is a very peculiar group called the Leblanc Syndicate which has set up camp in the former palace of the Guado. Now stuck in the same dilemma as the rest of the folks in Guadosalam, they're more than willing to lend a helping hand to the defence effort. After all, it's not like they'll be escaping through the Farplane Gate.

Regardless of what you think of their questionable sense of style, posture, or fashion, the three leaders of the Syndicate can hold their own when it comes to a fight. They have numbers, and if you decide to take part in lifting the siege you can use this to your advantage. It's best to go with someone you trust in order to watch your back – the Syndicate isn't necessarily malevolent, but they're participating to save their own hides. If they see a chance to make a break for it, they may very well take it.

POINTS OF CONCERN – LINGERING SENTIMENTS, YOUTH LEAGUE PRESENCE

The Guadosalam request is a very straightforward one. The hazard is generally associated with the large number of fiends encroaching Guadosalam from both sides. But – in the event that you did not address the problems at the Moonflow previously, it is very likely that there will be complications. Most notably, if the the mysterious

Guado wandering the river was left alive and never properly attended to in some fashion, he too, will return home to Guadosalam.

Unfortunately, he's convinced that Guadosalam belongs to the Guados – which means that the Elementals will essentially begin a purge of the city if he gets the chance. The Youth League has sent aid to the city, but because they're arriving from their headquarters at Mushroom Rock Road, they'll have to push through the fiend hordes along the length of the Moonflow. This is potentially dangerous, given that the Moonflow passage still retains an extremely large concentration of pyreflies, which increases the risks of fighting. Every Youth League soldier that falls here may come back as a fiend or simply empower the fiends.

You may wish to stop the Youth League soldiers pre-emptively or see to their safe passage on to Guadosalam.

BIKANEL ISLAND (II) – MACHINE FACTION EXTERMINATION, CONDITION RED

KEY REQUEST – EXPECTED DIFFICULTY: HIGH

As an emergency request coming from the Machine Faction, the fact that even they consider the situation as extremely dangerous is a definite sign that the circumstances are dire. Reports indicate that a demonic beast has surfaced from the sands and threatens all operations and settlements across Bikanel Desert. Conventional weapons and large scale force deployments have proven completely ineffective and currently, projections indicate that the Machine Faction stationed on Bikanel will be exterminated if the situation is left unchecked.

The Al Bhed have given a name to this beast. They call it the Angra Mainyu.

NOTABLE INDIVIDUALS (2) – RECOMMENDED PARTY SIZE: 3+

The Machine Faction has arranged for the emergency deployment of a prototype unit expressly for use against this monstrosity. Equipped originally to deal with sinspawn hordes, the powerful annihilator cannon that it possesses should be able to deal substantial damage – if Angra Mainyu stays still for long enough so that the prototype can take a shot.

The prototype has very little mobility – but if you previously helped out the Machine Faction with their requisitions, the more parts you found them, the stronger it will be. At least it can distract the Angra Mainyu for a period of time. At least, that's the hypothesis. If the prototype is severely damaged, there is a team of technicians ready for replacements and repairs – but it'll take time, time that you might not have.

There is another party willing to lend aid, out of necessity more so than anything. The Cactuar Nation, provided that you didn't aggravate them too much before, will likely come to the aid of the Al Bhed. The Angra Mainyu may be abnormally fast, but the Cactuar are still faster. You should utilize both of these parties and play on their strengths as much as possible.

POINTS OF CONCERN – THE DESERT CERBERUS

The Angra Mainyu is about as bad as fiends get. While the main body is already formidable and possess a wide repertoire of skills, it also has two arm extensions which can act autonomously. The main problem with the Angra Mainyu comes from the fact that it is abnormally responsive for a fiend and adapts well to different situations. It will run if it feels outmatched, and it will attack places that it considers vulnerable. Given that it can bury itself within the sand and tunnel away, you may wish to rely on a bit of subterfuge when engaging this fiend.

THUNDER PLAINS (II) – MACHINE FACTION EXTERMINATION, CONDITION ORANGE

KEY REQUEST – EXPECTED DIFFICULTY: MODERATE

The Thunder Plains Travel Agency has issued an emergency travel advisory for any individuals looking to make the crossing through the plains, as an accident with machina upgrading has led to a large number of berserk units. While mechanics are attempting to bring these units under control, their behaviour seems to be spreading, and an emergency quarantine of safe units has been enacted.

The condition of the plains is still somewhat hazardous, and accordingly, the Travel Agency has released a supplementary request for all those willing to participate in the subjugation and disassembly of the machina in question.

NOTABLE INDIVIDUALS (1), RECOMMENDED PARTY SIZE: 2+

There's a medium aged Al Bhed man called Cid who believes that with enough time, he can bring all of the machina under control. On top of that, within the quarantine site, he's been busy working on a new type of machina, a smaller version of a flying ship that he used to own. The difference not only being the size, this new type should be fully automated, making remote surveillance and repair of the lightning rod towers possible in theory.

But in order to make any progress he needs sufficient parts…and there's no need to guess who is going to have to get them, because it certainly won't be him.

POINTS OF CONCERN – LAND INVADERS

In an odd twist of events, if previously you did not address the Thunder Plains' request to repair the lightning rod towers and address their growing biology problem, the issue with the new machina may not be quite so severe. The Elder Drakes, left alone, are excellent machina destroyers, and will help culling their numbers. On the other hand, while they do this, they'll also attack everything else indiscriminately.

The machina themselves were designed to adapt to and improve under a wide variety of situations. Unfortunately, this means that the longer they're allowed to run amok, the more effective they'll become. Their tendency to perform even better when charged with lightning does not bode well when considering where you are.

In addition to this, if previous work was not conducted on repairing the lightning rod towers and the issue with the elder drakes was not addressed in any fashion, it is very likely that by now some of the towers will have been completely demolished by the drakes, making passage through the plains an increased challenge.

THE RUINS OF ZANARKAND (II) – CULTURE MUSEUM

KEY REQUEST – EXPECTED DIFFICULTY: HIGH

Tucked away in their little corner of Spira, the expedition group that went to rediscover Zanarkand is having a bit of trouble. There is a very peculiar fiend who has been adding to Zanarkand's cultural value by making statues of people. Unfortunately, the statues are literally people turned into stone by the fiend's petrifying gaze.

Naturally, the expedition group is not prepared to face such a beast, and therefore they have put up this request in hopes that the beast can be subdued and work on Zanarkand can resume. Eyewitness accounts state however, that Lady Yunalesca has been seen wandering Zanarkand. This is likely not related, and may very well just be eyewitnesses suffering from fatigue induced hallucinations. However, in the interests of delivering a comprehensive report this piece of information was included anyways.

NOTABLE INDIVIDUALS (0?), RECOMMENDED PARTY SIZE: 3+

The entirety of the expedition group, including Issaru, has backed off to beyond the city limits, and accordingly, there will likely be nobody to aid you in the subjugation of this fiend. At least, nobody human…

POINTS OF CONCERN – THE LADY SUMMONER

This fiend is most decidedly not a native of Zanarkand. Perhaps it has returned due to lingering memories of Zanarkand, or perhaps it shares a special bond with this place. That however, is something that a certain species of green turtle-like fiends does not appreciate, especially not when their compatriots are also being turned into statues.

As long as this artistic intruder haunts Zanarkand, any remaining Tonberries will not attack you, and will instead aid you in its subjugation.

Be very wary that the fiend in question appears to know Zanarkand inside out. Perhaps it did live here, once, a very long time ago. Zanarkand is a labyrinth of ruins and submerged pathways, and this fiend will make full use of that against you. The expedition team warns that in addition to petrifying its victims, the fiend also appears to be able to manipulate sound waves. This can shatter petrified individuals – so be sure you take measures to prevent this from happening.

BESAID ISLAND (II) – ISLAND FEVER

KEY REQUEST – EXPECTED DIFFICULTY: MODERATE

While tourists continue to visit Besaid, lately there has been one very peculiar visitor, one whose appearance alone was enough to provoke this request. The former Maester Wen Kinoc has been sighted on the island of Besaid despite many accounts indicating that he was killed in Bevelle. While it is unknown what the Unsent Wen Kinoc is doing on Besaid, his appearance has stirred the fiends on Besaid into a state of frenzy.

Attempts to send the former Maester have failed due to large hordes of spider fiends interfering with any attempt to even get close. The request is rather clear, escort the summoners safely, and they can proceed to complete the sending on Wen Kinoc's restless spirit.

NOTABLE INDIVIDUALS (1), RECOMMENDED PARTY SIZE: 1+

Besaid being their home, Yuna and her former guardians, along with some new found companions will move to defend it as necessary. With the large concentration of summoners on the island, an organized effort alongside them should make hunting down the wandering Unsent a relatively simple process.

POINTS OF CONCERN - ARACHNOPHOBIA

The hordes of spider fiends are a concern to the folks of Besaid, and anyone attempting to hunt Kinoc down. Their numbers appear to grow with time, suggesting that Kinoc may be responsible for their creation by manipulating the increasing concentration of pyreflies on the island. If the man himself is cornered, you should not be surprised that he can transform himself into a substantially larger type of spider fiend. Be wary, like all fiends that were once Unsent, Kinoc has retained his cunning and malicious nature, and will look to prey on anyone who shows their weakness.

LUCA (I) – THE YOUTH LEAGUE, EXTENDED BRANCH

KEY REQUEST – EXPECTED DIFFICULTY: LOW

This request is an official offer from the Youth League extended to all those who would be willing to join them in the search for Spira's future. While promising to expose all of Yevon's lies, their focus appears to be on the appearance of spheres, and the information that the spheres contain. They possess information on a sphere which may contain history predating Yevon, but would like any prospective Youth League candidate to participate in its retrieval.

NOTABLE INDIVIDUALS (1), RECOMMENDED PARTY SIZE: 1+

The head of the Youth League, Meyvn Nooj, is someone you'll likely only meet should you actually hand the sphere over to the Youth League proper. A man of conviction, and a man who commands the full respect of all those he leads, he has great plans for Spira, but unfortunately the New Yevon folks don't see eye to eye with him about them. The Youth League does not forget those who do right by them, and will lend their aid accordingly in any situation, especially if Spira is at stake. Considering they possess the single largest military force, this is somewhat formidable.

POINTS OF CONCERN – WHERE DO YOUR ALLEGIANCES LIE?

While the Youth League has already found the sphere's approximate area, the information that the Youth League has suggests that it may be found on the island of Kilika, a place where the New Yevon party already has deployed agents. As it stands, it may well be a race against time to find the sphere on the small island before someone else does, which might not be long considering the Sphere Hunting craze.

On top of that, there's still the matter of who the Sphere should be handed over to…

BEVELLE (I) – NEW YEVON, RECRUITMENT EFFORT

KEY REQUEST – EXPECTED DIFFICULTY: LOW

The two requests are practically slapped up against one another, but the very same request regarding information on the ancient sphere has been posted by the New Yevon party, with very similar conditions, albeit encouraging prospective candidates to join the New Yevon party instead. Keep in mind that you may take both requests should you possess adequate manpower for it.

NOTABLE INDIVIDUALS (1), RECOMMENDED PARTY SIZE: 1+

Praetor Baralai leads the folks of New Yevon, a party that is admittedly having trouble adjusting to the new pace of life in Spira. But he handles the more traditional folks well, while keeping an open mind for the newer opinions that have started to surface.

Unfortunately, there's some bad blood between him and the Meyvn of the Youth League, and it isn't likely they'll see eye to eye.

New Yevon's concerns rest primarily in Bevelle, and as such, even should you help them, any assistance they grant in return will have Bevelle first and foremost in mind. Be wary that some of the more traditional folks in the party do not take kindly to outsiders butting in.

POINTS OF CONCERN – WHERE DO YOUR ALLEGIANCES LIE?

The agents of the party are certain that the island of Kilika holds the sphere containing the necessary information but so far no one has been able to find it. With word that the Youth League is catching on to the sphere's trail, time is no longer a luxury as far as securing the sphere goes. That doesn't take into consideration any third party members who might be after the sphere themselves.

You wouldn't happen to be one of them would you?

MT. GAGAZET (I) – ARBITRATION DUTY

KEY REQUEST – EXPECTED DIFFICULTY: LOW

A benign request that sits at rather low priority, the Ronso of Mount Gagazet have a slight issue regarding some of their tribe members, and would like to request the presence of a third party arbitrator with no bias towards either the Ronso or the Guado to resolve the issue. The request doesn't exactly indicate what the issue at hand is, but given that there's a rather bloody history between the Guado and Ronso tribes, it may be in your best interests to ensure that intervention is executed.

NOTABLE INDIVIDUALS (1), RECOMMENDED PARTY SIZE: 1+

A former guardian from the High Summoner Yuna's band resides on Mount Gagazet, now dedicated to bringing order and stability to the surviving Ronso. Unfortuantely, the younger generations seem to be keeping his hands tied – they aren't particularly receptive towards his patient attitude.

There is a very strong sentiment among the younger generations that revenge against the Guado is a necessity at this point, which is also exactly the problem within the tribe which he needs the request taker to resolve. As the former guardian Kimahri explains, the massacre of the Ronso has left many with the notion that retribution is mandatory. There are old ways to defuse such a situation, but as the current chief, he is trying to resolve the situation through negotiation, without much success.

The Ronso would have action rather than words. There isn't much that he can do to help, but he can guarantee the request taker can act with his blessing during his time on Mount Gagazet, as long as the situation is resolved.

POINTS OF CONCERN – YOUNG BLOOD

The situation is relatively simple. If the Ronso youth can be convinced to put down their grudges, the situation is successfully resolved. But blood hatred is not something that words can dissolve overnight. Consider your options carefully.

There is one additional concern however, namely involving the Calm Lands that border Mount Gagazet. With the large concentration of fiends that has spread across the Calm Lands, unfortunately this also affects the sacred mountain. Fiend attacks will be far more common than before, enough to harass the dwindling Ronso tribe. Perhaps you can use this to your advantage…

CACCEUH 3: MYCD SECCEUH

Before long these requests will show up, regardless of how many areas you've visited or whether you've helped anyone at all. There is no question when it comes to whether these requests are urgent, and in all likelihood, these requests are probably tied to the events now spiralling out of control. These are threats to the existence of Spira as far as anyone is concerned.

Once protectors of the faithful, the return of the Aeons is in a distinctively different light – for they have returned to pass judgement upon heretics. There is a chance that the chaos which plagued Spira before was but a precursor for the return of the Aeons. But that matters little now. The initial attack will be swift and ruthless – likely devastating many areas of Spira – no one was expecting the Aeons.

Eyewitness accounts from all Aeon related requests have agreed that there appear to be individuals resembling summoners active in the area where Aeons have been sighted. The gift of Summoning was removed from most people when Sin was vanquished – so the appearance of the Aeons and Summoners now is most definitely an anomaly. You and your companions of course, don't factor into this.

It's hard to tell what the Aeons are after, but people have taken to calling them "Dark Aeons", due to the bizarre coloration that these Aeons possess and the negative energy that empowers them. They only get stronger the more they kill, so the quicker you get to subduing them, the better. In any case, the Dark Aeons aren't going to sit around and wait for you to investigate into their origins, so you had best arrange for efforts to send them back…to wherever it is that they came from.

Wait too long though, and there might not be a Spira left to save.

THE CALM LANDS (III) – DEADLY TRIAD

KEY REQUEST – EXPECTED DIFFICULTY: 3X HARDER

Deep within the Calm Lands rests Remiem Temple. Though the Aeons are a thing of the past, these relics remain as a testament to a history of sacrifice and a history of repetition. What was once a vibrant city was rendered into a bastion of religious worship, but is now merely a forgotten ruin. But this trio will not abide being forgotten. The humans may have sealed the temple off, but they cannot seal away the ghosts of their past.

The request comes from the Calm Lands travel agency, which has spotted an individual going about the Calm Lands with a trio of Aeons in tow. These three Aeons are highly vicious, eager to end the quest of adventurers, summoners, and travellers alike. Attempts to subdue the summoner have failed due to the interference of the Aeons, and attempts to banish the Aeons have failed due to the strength of the mysterious summoner.

If calm is to return to these lands, this trio must be subdued.

NOTABLE CONCERNS – DELTA ATTACK

The old records of Yevon indicate that Remiem Temple was where the fayth of the Magus Sisters resided. Three separate Aeons, bound to a single summoner. As you probably expected already, the three of them can fight autonomously, and as long as the summoner is not subjugated, they can be summoned again after being banished.

An unfamiliar summon for many summoners, there is only one warning for anybody facing this trio – together, they are extremely dangerous. Alone, they will prove to be more a fair challenge for even groups of guardians. In the interests of subjugating them, it may be advisable to split them apart.

This will become an additional challenge if the fiends of the monster arena are still roaming wild…or the more dangerous chocobo flocks are still wandering the area. These fiends do not seem to see the summoner or the Magus Sisters, suggesting that the summoner may not be among the living…

Subduing the summoner however, does cause the Aeons to vanish, leaving behind what appears to be a Clear Sphere. What the Clear Sphere is good for is unknown, but there's no harm in keeping it around right? It might give you some insight into the Aeons' origin.

THE MOONFLOW (III) – ICE QUEEN

KEY REQUEST – EXPECTED DIFFICULTY: FROZEN SOLID

Word has spread of Macalania Forest slowly fading away, and the temple's ice is slowly beginning to melt. Ice was once a sign of the Aeon's blessings, but now it all turns to water and as such the temple has been sealed off, now considered too dangerous for visitors. In time, even the old temple will fall into the lake.

On the other hand, not so far away at the Moonflow, a deadly chill spreads. Rumours of a Guado summoner wandering the Moonflow's banks with a recognized Aeon in tow have piqued the attention of more than a few, but very few have returned alive to substantiate the rumours. What is known is that strange ice formations have been found along the Moonflow's banks.

It is very likely that those who did not return have already been sent to the Farplane by the hands of the Guado summoner and his Aeon. This request stands to investigate and subdue this duo as the situation demands.

NOTABLE CONCERNS – STAY WARM

The Aeon of Macalania Temple, Shiva, is a master of manipulating ice. Provided with plentiful amounts of water from the Moonflow, and empowered by the plentiful amounts of pyreflies about, be very wary about engaging Shiva without proper preparation for dealing with magic. Aside from ice magic however, Shiva is a formidable opponent in terms of hand to hand combat, and this point should be noted for anyone who would think her frail looking form suggests weakness.

If the large concentration of fiends in the area was not dealt with previously, be wary that they will aid Shiva and her summoner. Between this, and Shiva's tendency to use the thick concentration of pyreflies as a smokescreen, it is very likely that she will retreat if the situation goes poorly. Similarly to the Magus Sisters, removing Shiva alone will only create a temporary setback. Just finding the summoner in all of this chaos will be difficult enough for most.

Upon the summoner's destruction however, they will leave behind a Clear Sphere not unlike what happened in the Calm Lands if you took care of the summoner there. Shiva will falter with the summoner gone, allowing a proper sending to take place.

BIKANEL ISLAND (III) – MACHINE FACTION EXTERMINATION CONDITION BLACK

KEY REQUEST – EXPECTED DIFFICULTY: EXTREMELY HOT

Bikanel Island has never been particularly hospitable, and unbearable heat waves are not particularly uncommon. Unbearable heat waves in addition to rolling firestorms

however, are a bit of an oddity even in this death filled desert. The Al Bhed dig camps have reported a sighting similar to those sweeping across Spira right now, a strange duo of summoner and Aeon.

Eye witness accounts are shaky, but some details are known. The summoner tends to act as a lure, drawing diggers, guards, and even machina towards him before running away. The firestorm, sandstorm, and heat wave all appear to strike together at once, with the heat wave being the most apparent even to witnesses from afar. Amidst the heavy sandstorm, a vaguely familiar creature has been sighted; this creature being what the witnesses assume is the Aeon.

Machine Faction patrols have attempted to track down and post surveillance on this duo, but the number of sandstorms and firestorms has been increasing in the desert, making tracking the duo down an increasingly difficult task. If the individual taking on the request is prepared, the Machine Faction is ready to stage a luring operation of its own to draw the summoner out.

NOTABLE CONCERNS – THE FLAME EMPEROR

While it is uncertain how the summoner managed to arrive on Bikanel Island, it is very likely that he came on one of the Al Bhed airships when they were recruiting for diggers. At the moment, his origins don't particularly matter anymore; stopping him is takes immediate priority.

The only advice as far as tracking the rogue Aeon down is to isolate areas of high magic concentration. The firestorms are created with the Aeon's magic before being left to burn, and as the Aeon and Summoner cannot fly, they can only create the firestorms as they go. Bikanel is an island after all, so there has to be a distinct path which they are following, and as weaker storms die off in succession, the stronger ones which get created will point you towards the duo. If previously you had not destroyed either the cactuars or Angra Mainyu, you'll find that both of these parties will be waging war against the Aeon and its summoner. Looks like the heat makes nobody get along…

Keep in mind that the sandstorm will likely impede your fight with the Aeon and with the Aeon definitely capable of manipulating fire, it is best if you make adequate preparations for fighting in very hot and extremely adverse weather conditions. The Aeon Ifrit is extremely aggressive, preferring close range physical attacks, but it isn't above launching barrages of fireballs if the opportunity presents itself. Be wary that once Ifrit falls, the summoner will immediately attempt to run away.

Upon the summoner's destruction however, they will leave behind the same Clear Sphere as the others. It leaves no clues as to what the Clear Sphere is supposed to be

used for, but at least it's better than nothing. Ifrit, without an anchor, will also weaken significantly and the sandstorms will die down.

THUNDER PLAINS (III) – THUNDERSTRIKE

KEY REQUEST – EXPECTED DIFFICULTY: ELECTRIFYING

Unlike the other requests posted, while this request involves two summoners and an Aeon, the trio does not appear to be aggressive. Perhaps this is due to the fact that the Thunder Plains was never hospitable to begin with, or perhaps the summoners are truly pacifists after all.

But there is a problem. The trio is actively destroying all of the lightning rod towers along the plains, rendering previous efforts moot, and making traversing the plains a quick trip to the Farplane. The trio needs to be stopped, whether this is done by elimination or merely persuading them to leave is at the request taker's discretion.

The Al Bhed travel agency warns that frequency of thunderstorms have tripled since the arrival of the trio. Any prospective request taker should make all necessary preparations for traversing through thunder storms.

NOTABLE CONCERNS – MAYBE YOU DON'T NEED TO FIGHT THE PONY

Based upon sightings it is likely that both summoners are actively channelling the Dark Aeon Ixion, which means that unless both are taken down, Ixion cannot be permanently defeated. On the other hand, they also actively steer away from attacking humans and fiends, instead focusing their attention entirely on the lightning rod towers.

In the presence of Ixion, the normally routine lightning strikes become amplified in frequency, and you can easily expect multiple bolts to strike an area at once. Be wary that while Ixion and company appear to be against engaging you head on, they will retaliate should somebody else initiate a fight. Certainly, the number of dead elder drakes should attest to this. Ixion's magical lightning also has the capacity to take hold of nearby machina, something that will only work against you should the mess from before Ixion's arrival still remain.

It is unknown what it will take in order to convince Ixion and company to peacefully withdraw, but the Travel Agency is willing to settle for a compromise – should a safe path be established through the plains, stopping Ixion can be an afterthought. Whether you choose to eliminate Ixion is your decision to make, but if you do manage to eliminate one of the summoners, you'll find a Clear Sphere in their place. Both

summoners seem to possess a Clear Sphere, so that essentially means you can obtain two from this request.

Ixion's strength weakens, as its effect on the storm grows weaker, but the other summoner will likely attack you on sight once the first summoner falls. It'd be nice if they would explain why they're attacking before they move on, but it doesn't seem like any of these Aeons or Summoners care to explain anything at all.

THE RUINS OF ZANARKAND (III) – DRAGON KING

KEY REQUEST – EXPECTED DIFFICULTY: IT'S THE DAMN DRAGON KING

The expedition team which had set up base at Zanarkand has officially pulled out of the area. The priority of this request is low, but the expedition team put it up regardless to warn everybody else not to venture back into the ruins of Zanarkand. A beast of legend has awoken within the ruins, and this Aeon does not tolerate anyone in Zanarkand.

If the individual choosing to acknowledge this request deems it fit, they can enter Zanarkand at their own risk. Based on the Aeon's behaviour, an immediate attack should be expected as soon as the request taker enters the vicinity of Zanarkand's old city. The expedition team's notes warn that the Aeon is capable of high speed flight, and also possesses strong magic, suggesting close quarters combat may be difficult.

NOTABLE CONCERNS – IT'S GODDAMN BAHAMUT

The Aeon Bahamut, as observed by the expedition team, will attack anyone who enters Zanarkand's old city. As it possesses formidable flight capabilities, it will prioritize using strafing runs against intruders, tearing the ruins apart with magic blasts and its mega flare. In order to ground it, you'll have either find the summoner responsible, or deal enough damage to forcibly ground the Aeon.

Defeating the summoner will weaken Bahamut significantly, without a source of energy it won't be able to keep up its bombing runs. Of all the Aeons, Bahamut, with its destructive rampages, is likely the first to disappear after being stripped of its summoner. However, if you want to keep a part of Zanarkand intact, it may be good to at least take the Aeon down. The defeat of the summoner leaves behind a Clear Sphere, the purpose of which remains unknown.

If previously you did not resolve the fiend issue with Zanarkand, be wary that the summoner can and will turn these fiends against you. It may prove to be slightly challenging to deal with petrification and hidden knives, on top of Bahamut's harassment.

BESAID ISLAND (III) – THE WINGED PROTECTOR

KEY REQUEST – EXPECTED DIFFICULTY: PRETTY HIGH UP

Summoners are common place on the island of Besaid, but a rampaging Aeon is not. At the current time the Dark Aeon is being engaged by other summoners and their respective Aeons, but the struggle remains in favour of the Dark Aeon. While the Dark Aeon periodically retreats, it would appear that the summoner responsible has begun initiating assassinations of other summoners on the island.

This leads to this request being posted, as the offending summoner needs to be stopped as soon as possible before the entire island is eliminated. The request notes that attempts to parlay with the offending summoner have failed, and while the offending summoner is most definitely an unsent, they have resisted all attempts to conduct a sending. As previous failures have resulted in multiple civilian casualties, the summoners are focused entirely now on pushing back the Dark Aeon when it appears.

NOTABLE CONCERNS – ASSASINATIONS MORE THAN THE AEON

As an Aeon capable of flight, Valefor is a dangerous opponent, made worse by the presence of agitated fiends, who appear in greater number if Besaid's earlier requests were not addressed. Furthermore, while other summoners are content to rely on their Aeons as a primary measure, this summoner in particular employs subterfuge tactics, and it is quite evident that the enemy knows what the weaknesses of being a summoner are.

Valefor serves to devastate the summoners that have rallied to defend Besaid, but it also serves as a distraction while its summoner conducts assassinations. Explosive blitzballs, a knife in the night, dispatching fiends, the enemy summoner is dead set on ensuring that the enemy is eliminated. The priority should be to take out the summoner, and taking Valefor out may give you the breathing room to do so.

Oddly enough, should the summoner be taken out, besides leaving behind a Clear Sphere, Valefor also seems to become pacified and will generally leave the populace of Besaid alone.

LUCA (II) – A MOTHER'S…LOVE?

KEY REQUEST – EXPECTED DIFFICULTY: PAINFUL

The Youth League has put this request up at the highest priority, given that Luca is a major population center and this Aeon's activity is devastating the city. The Youth

League forces have been driven back by the appearance of this Dark Aeon, which has effectively taken over the blitzball stadium.

The request notes that the Aeon is stationary and has remained chained to the stadium since its summoning. Youth League has achieved some level of damage control by ensuring civilians stay well away from the stadium, but even then the Aeon periodically attacks at long range with magic.

At the current time the summoner has not been found and Youth League's search efforts have effectively ended as they prioritize evacuation instead.

NOTABLE CONCERNS – WHERE'S THE SUMMONER?

The Aeon Anima was last seen in the hands of the Maester Seymour, but with the passing of the former Unsent, it has not been seen since. Though it remains chained to the stadium, the lack of a summoner around is a disturbing sign. Attempts to destroy the Aeon have resulted in its reappearance after a period of time, always in the same location. This suggests that the summoner must be somewhere close by.

The top priority is the capture or elimination of the summoner. The Youth League forces in Luca, if helped previously, will be at your disposal for this task. It is very likely that the summoner is disguised as a civilian, but if you had not helped the Youth League, do not expect their cooperation here, as their primary concern remains the destruction of the Aeon. As always, successfully eradicating the summoner will leave behind a Clear Sphere. It'd be really nice if somebody actually had a use for these things.

BEVELLE (II) – THE ASSAULT, REDUX

KEY REQUEST – EXPECTED DIFFICULTY: PARAGON TIER

The New Yevon party has put this request up at the highest priority, given that Bevelle is the most significant population center in Spira, and accordingly its defence should be the priority for all those who live in Spira. Though accounts of what actually occurred seem to vary based on the different reports included with the request, there is a single common point.

A Weapon type fiend is rampaging within Bevelle. Its origins are unclear, but it has periodically disappeared and reappeared since it made landfall, rendering destruction onto Bevelle every time. Some reports suggest that the fiend was dropped in by vengeful Al Bhed, other reports suggest the fiend came from underground, while still other reports suggest that the fiend came from Zanarkand. On what is perhaps an

unrelated note, the fiend's appearance has also been mirrored by sightings of what some historians believe to be Lord Zaon, of Zanarkand.

These sightings have not been substantiated. The New Yevon party's demands are very clear: this fiend must be stopped regardless of its origins or purpose.

NOTABLE CONCERNS – THE PARAGON

The only request that does not appear to involve an Aeon, unfortunately a Weapon type fiend is equally bad, perhaps more so due to the scale of destruction it is capable of causing, and the utter lack of restraint it has. There is no summoner to account for, but that only means this fiend must be taken head on.

Possessing a wide variety of magic, and the magical equivalent of a rapid fire particle cannon, if anyone is looking to subdue this fiend they will need to hit hard and fast, and overwhelm the fiend before it has a chance to properly retaliate. The New Yevon forces in the area have been severely damaged, but they'll help you if they were helped previously…otherwise they'll likely be busy running away.

MT. GAGAZET (II) – WANDERING BLADE

KEY REQUEST – EXPECTED DIFFICULTY: RIDICULOUSLY BROKEN

The first direct request from the Ronso speaks of a dangerous fiend wielding a deadly sword that has appeared on the sacred mountain. Though its appearances are erratic and its behaviour equally so, it has already struck down several among the Ronso tribe. The reports of missing travellers' bodies found with corrupted blade wounds suggest this fiend has been active on the mountain for quite some time.

Having lived on the sacred mountain for generations, the Ronso speculate that this fiend is likely utilizing the frequent snowstorms on the mountain to conduct its business, but this fiend possesses a cunning and ruthlessness that the Ronso have never experienced from any fiend prior. Some rumours indicate that the howling of a dog were heard on the mountain during periods when snowstorms move in, but this may not be related.

The request stresses that investigation is valued above elimination. The request taker's first priority should be their personal safety and the delivery of any information which may shed some light on the nature of this fiend.

NOTABLE CONCERNS – THE ZANMATO

Finding the mysterious fiend is one thing, engaging it properly is another. It's not hard after all, to wait for a snowstorm and walk inside. But the first blow from the fiend's

wakizashi may come when you least expect it. A summoner may recognize this fiend as not a fiend, but rather, an Aeon, the Aeon Yojimbo to be exact.

Undisturbed by the storm, the Aeon along with its canine companion will harass you until you defeat him. Armed with a wakizashi, throwing knives, and a strange katana that certainly appears cursed, a fight with this Aeon is perhaps the closest to fighting another human…if a normal citizen of Spira could reach such levels of swordsmanship. It does not help that Yojimbo will grow stronger as the Aeon kills various fiends and Ronso that get in its way.

The issue of course, is once again the summoner, who prefers to remain concealed within the storm. Tracking down this elusive fellow is best done by following the traces of magic whenever he conducts a summoning, but naturally this means you'll have to defeat Yojimbo at least once to force the summoning.

Should the summoner fall and leave behind yet another Clear Sphere however, Yojimbo will settle for a final fight and actively hunt you down. If you can best the Aeon once, it should be possible to best it again. Just don't let it drag out the fight for too long.

CACCEUH X-1: MYPONEHDR

ONLY ACTIVATES WITH THE FALL OF AT LEAST 1 DARK AEON

With the appearance of the Dark Aeons, the stream of urgent requests has pretty much grinded to a halt. There probably can't be that many threats to Spira worse than the rampaging Aeons anyways. Of course, the various factions are all having trouble just handling the Dark Aeons, and the Dark Aeons don't seem to have any intention of stopping their attack.

But if you've successfully defeated one, or even a few of them, you'll already have given people enough breathing room to start pinpointing a place of origin. After all, these strange summoners did not just materialize out of thin air. Somebody must have been dispatching them to the various locales, with a purpose in mind.

The conflict likely won't end until you find that specific somebody.

Hopefully with this, the end, or rather, the dawn of a true calm, should be in sight.

Some of the locals are particularly knowledgeable when it comes to Spira's sealed history, and with their help and the help of somebody in the possession of an airship, you may be able to start tracking down the source of this mess. The old records of Yevon, if you can get your hands on them, speak of a temple in which a heretic was

sealed away, branded as a traitor to the Yevon order. This could very well be a good place to start.

On a less urgent and potentially unrelated note, if you previously made the acquaintance of the former summoner Yuna, it's around this time that you'll receive a note addressing you, with a specific request for your consideration. It isn't something that she puts forward to you lightly, but if you're not confident in addressing her concerns, she'll understand if you decline.

OMEGA RUINS – THE HERETIC

KEY REQUEST – EXPECTED DIFFICULTY: NEMESIS TIER

While the location of the Omega Ruins is known, finding a way to cross the sea to reach there may prove to be a bit more difficult. An airship is the most efficient way to reach the ruins, given the dangerous currents that surround the place. The place was designed to be a prison after all, so both entry and escape were made to be difficult.

The ruins have been abandoned for centuries now, making it highly unlikely that there is anyone even remotely human still residing inside. However, given that Omega was a known heretic; it may be very likely that his lingering spirits was behind the arrival of the Dark Aeons. Revenge is a very common motive behind many Unsent, after all.

POINTS OF CONCERN - WEAPONS

The ruin itself is arranged in a rather straightforward manner. Most passageways have already collapsed, but the existing ones all lead towards the inner sanctum. The Unsent Omega wanders within this sanctum, given that nobody has bothered him for quite some time. When he is disturbed however, he'll transform into a more fiendish form…a Weapon type fiend. In the centuries that he's been given to brood, he has become quite the monster indeed.

It doesn't help that another Weapon type fiend, Nemesis, has been incorporated into his form, merging two weapons into one. While far stronger than any Weapon in existence after this fusion, there is one silver lining in this situation. The Omega Ruins has not aged well, and being unable to fly, the environment can easily be turned against Omega. It won't help all that much against magical particle cannons, but it may be possible to trap him momentarily and open up blind spots.

Nothing visibly dramatic occurs after the Nemesis Omega hybrid falls. Besides the standard dispersion of pyreflies, nothing seems to happen at all. Reports around the land indicate that the activity of the Dark Aeons has slowed down, with some of the Dark Aeons retreating, but beyond that they still appear to be active. If you have some Clear Spheres on hand, it appears that the Clear Sphere will absorb the pyreflies

released by the death of the hybrid weapon. What this is supposed to signify is anyone's guess.

They might have been tangentially related, but Omega was certainly not the only one behind the Dark Aeons, if he was behind them at all.

THE FARPLANE – THE FARPLANE ARENA

THIS REQUEST ONLY SHOWS UP IF NEMESIS WAS SUBDUED, AND A PATHWAY TO THE FARPLANE IS OPEN.

KEY REQUEST – EXPECTED DIFFICULTY: HELL

A special request that comes specifically from the former summoner Yuna, it appears that the subjugation of Nemesis has had some unintentional consequences involving a companion of hers. An aspiring young Al Bhed scientist by the name of Shinra was investigating into the massive release of energy and pyreflies when news of Nemesis' subjugation reached him. With the strange behaviour of the Clear Spheres after the Weapon's death, maybe this Shinra kid could shed some light on things?

But some sort of accident has befallen him during the investigation, and based on his last commsphere transmission it appears that he has apparently transformed into a formidable fiend. Naturally, the request involves rescuing the young Al Bhed boy, but there is a complication – he's trapped inside the Farplane, in a region that seems to have a particularly high concentration of fiends based on his commsphere logs.

If you possess some method of travelling into the Farplane you should be able to reach him without too much trouble. There appears to be some sort of substantial commotion within the Farplane, and very few fiends will show up to bother you. However, rescuing him might be a bit more complicated than the routine entry and extraction. The request makes it very clear that under no circumstances should you kill him.

After all, he's just a kid.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: EVERYONE.

Yuna, along with her two companions, will gladly accompany you if you have no objections to their participation. Shinra is their friend after all. The trio is competent, and their usage of dress spheres makes them somewhat versatile under pretty much any combat situation that might come up.

The spirits within the Farplane are restless…and a certain duo has surfaced in this period of turmoil. Though their aim is to make things quiet again, unfortunately, with the way things work in the Farplane, this might require a fair bit of swordplay from

both of them. It's not like they weren't well prepared for that however, given their experience as guardians. They have no issues with helping you out, and might even recognize you depending on what you did during your time in Spira

Certainly, if Yuna comes across them, she'll recognize her former guardians.

POINTS OF CONCERN – HE'S NOT JUST A KID

Exposed to the dark energy of Nemesis, Shinra saw an opportunity and took hold of it. Now transformed as the fledgling king of fiends, he tests his strength against the other fiends of the Farplane, eager to prove himself against all who would try to challenge him. While he certainly lacks experience, the extreme magic power that he possesses from absorbing Nemesis' fragments gives him an edge above most fiends.

To even challenge him, you'll have to play along with the rules of the Farplane Cup. A coliseum format event, this is the source of all the commotion in the Farplane, and plenty of spirits from the distant past have shown up to take part. You'll have to fight your way through each challenger until you get to Shinra, waiting at the end.

Subduing Shinra is going to be a major challenge. The boy certainly can't be "just a kid", given his monstrous form, speed, and formidable magic. While he certainly isn't as aggressive as some of Spira's other monstrosities, unlike them his natural tendencies for observation and adaptation will result in him developing counters to the techniques that you demonstrate. This tendency of his grows worse the more he sees your techniques, which may be rather troublesome should you be fighting him alone, or your repertoire is rather limited.

It is recommended to take Shinra down, quickly and efficiently. The longer the match drags on, the more it will begin to swing in his favour. Should you manage to subdue his demonic form without outright killing him, you'll find that he will revert back to a child – what you choose to do with him at this point is up to you.

However, should you return him intact to the former summoner Yuna, she'll give you a strange crest as compensation. Something that she found during her travels as a summoner, the **Wind Crest** has a little oddity associated with it – in places where folks have died, it can cause pyreflies to spring forth where there normally was none. To be sure, it's a very interesting trinket.

Give Shinra a bit of time, but if you let him live, he'll take to studying those Clear Spheres that you've gathered up until now. It'll probably take him a bit of time in order to get any sort of breakthrough. He's also somewhat interested in any other peculiar spheres you might have collected up until now. He's a very curious kid…just keep in mind his curiosity was what got him into this mess in the first place.

---------++

CACCEUH X-2: DRA DRNAA DNYEMC, VEHYM

ACTIVATES GIVEN THAT OMEGA RUINS HAS BEEN PACIFIED

Upon returning from Omega Ruins, the same folks who came up with the idea in the first place already have another one in mind. Well, they did not really "come up" with this one, but rather, they discovered it. Or rather, the Machine Faction discovered it. You probably realized it by now, but Spira pretty much depends on the few in order to get anywhere far.

In sweeping the area around Spira for what might have been a possible source for the Dark Aeons, these intrepid explorers came across a massive tower, crawling with fiends even at its base. The tower appears to be completely sealed, and it extends far into the clouds, with no end in sight. Surely a tower like this has to hide some secrets right? Hopefully it may shed some light on the appearance of the Dark Aeon?

If you've helped Bevelle during their time of need, they'll dispatch a courier, indicating that they've found something deep within the Bevelle Underground. The old archives there plunge into unknown depths, and fiends have long since taken over the halls, but you might be able to glean something from the knowledge of Old Yevon…

Tackling every Dark Aeon might be a necessary trial if you'd prefer not to see Spira wrecked, but there's no guarantee it'll put an end to this chaos. If several of the Dark Aeons are banished, there'll be enough manpower to go around such that they can limit the amount of damage the remaining Aeons inflict on society.

You really have to wonder, why did they decide to call this the Eternal Calm anyways?

What part of this was supposed to be calm?

IUTYCYR TOWER

KEY REQUEST – EXPECTED DIFFICULTY: ASTRONOMICAL

The Machine Faction's wide sweeping searches across Spira have located an isolated Tower far to the south. Surface scans of the location have yielded no information regarding this Tower, and as no historical records of this Tower exist in Bevelle, it's likely that either the Tower predates Bevelle's existence or it was built recently.

The Machine Faction, based on speculation and some preliminary data analysis, has determined that there should be at least eighty individual floors to the Tower. Unfortunately, attempting to fly to the unseen pinnacle has resulted in several airship crashes already, due to the extreme turbulence that comes into play long before the

top is seen. The Machine Faction estimates that the pinnacle should be somewhere in the upper atmosphere.

What is known is that a magical seal is in place, locking out the Tower from trespassers. With a relic of substantial magical force, it might be possible to force entry through the door. It's unlikely that a Tower of this size was built recently outside Yevon's observation, so perhaps there will be information regarding the Dark Aeons inside… There are terminals with bare minimal functions at the base camp that have some rather cryptic information on an "Outer Plane Guardian".

Guardians…Dark Aeons…Summoners, it shouldn't be a coincidence, right?

You won't know until you enter.

NOTABLE INDIVIDUALS (3) – RECOMMENDED PARTY SIZE: LOTS OF PEOPLE

A strange humanoid creature known as the Founder exists within the Tower. When you first enter, you may feel its presence watching you, but it will not reveal itself to any trespasser who has simply walked through the front door. The Founder's presence becomes increasingly obvious as you ascend however, and near the top it becomes increasingly likely that he will ambush you.

Capable of strange magic that allows it to teleport living beings inside the tower from floor to floor, possessing even stranger magic that lets it transform the forms of beings into others, if you can successfully subdue it, it will warp you away…generally a floor or two upwards.

The Founder appears to be some sort of natural defence mechanism generated by the Tower, as even destroying it leads to its reformation after an extended period of time.

Aside from you and your companions however, there's also another group who will have decided to explore the tower for themselves. Calling themselves the "YRP", you'll probably recognize one or two of them if you've gone around Spira a fair bit – heck you may have probably known some of them from before this mess even started. As you might expect, they're here to investigate what's going on, so if you need anyone to watch your back, they're not bad to have around.

There is a third entity residing within the tower, this one a bit of a neutral party all in all. Residing within a magic pot that seems to warp from location to location is a creature that doesn't act as a shopkeeper like its brethren, but rather fancies itself as a "Sphere Smith". Those Clear Spheres that you possess? If you're willing to hand some of them over to the creature, it'll disappear to do its work and return back to you with what it considers "perfected" dress spheres in tow. These dress spheres are similar to the normal varieties, but not only do they have greatly amplified capabilities, one

sphere is all you'll need for a group of individuals to utilize the abilities – as long as they're all close by. This entity doesn't seem too concerned with the cost of workmanship – if you're willing to trust it with any Clear Spheres it'll perform the process for free.

POINTS OF CONCERN

While the airship ride to Iutycyr is free, getting off the island once you're there might not be so easy, as routine flights have not been set up to this remote location. At the base of the Tower there seems to be a settlement of some sort…but it has been long abandoned, and it looks pretty trashed too. Some merchants have set up shop here to help adventurers…but with a magic seal blocking off the Tower, it isn't like people have gotten very far.

It's likely that nobody has entered the Tower for a very long time, given how the seal all around the entrance of the Tower shows no signs of damage. Without one of the celestial sigils present the seal won't release. But entering the Tower…the walls may look a bit worse for wear, but it doesn't look like there's a single speck of dust in this place.

Guess the fiends have been keeping the place clean. The Tower itself must have been constructed far in the past, considering the machina used here is rather similar to that of Bevelle's depths. Machina elevators run from floor to floor, old machina traps line the floors, and from time to time you'll find areas fenced in by barriers, providing some relief from the fiends prowling about.

Iutycyr Tower's appearance from the bottom looks to be rather technologically advanced in nature, but as you progress up further, its appearance will shift to a more biological touch. Perhaps whoever built this Tower dabbled in other fields of science as well…

Ascending the Tower is relatively simple, so long as you keep the fiends back and keep ascending via the elevators. On some floors, you might notice that the elevators have been sealed due to the large concentration of fiends, which you'll have to remove before making any progress.

While the vast majority of the Tower's denizens are fiends, there are some creatures in the Tower that aren't necessarily antagonistic. Certain fiends in strange pots serve as shopkeepers, many carrying either spheres of all varieties or even gear from adventurers who had fallen in the distant past. Unfortunately, communication will them to get any solid information may prove difficult. Besides that, the Tower itself seems to be heavily related to spheres, given the amount of dress spheres and other

spheres that you'll find lying about. Certainly all the known dress spheres in Spira can be found here, that much is certain.

Getting to the top of the Tower is the primary objective, but there exists one significant obstacle, a strange serpentine creature that rests before the gate to the top. This is likely the Outer Plane Guardian that the databases spoke of. Unfortunately, apparently folks of the Outer Plane do not need to speak, as it merely attacks on sight. The four heads it possesses all act autonomously, which each one possessing different capabilities. The beast will not lie still until every head is subdued.

Fitting of its title, it possesses abnormal durability, and unlike you, it seems to be able to move freely up and down the walls, even attacking from the ceiling as it sees fit. Be wary of this, as it knows this chamber just like another extension of its own body. Many of the walls and pitfalls are simply things it will use against you without warning.

Should the Guardian be subdued, there is something at the top of the Tower, an ancient machina by the looks of it. Activated, it allows you to freely return to the base camp at the bottom. However, it can also facilitate transport to any point in Spira where there is access to the Farplane. This is not likely to be a coincidence. If any artefact from an older age is fed into the machina's receptacle, it can facilitate full teleportation straight in to the Farplane proper.

BEVELLE (III) – THE ROAD LESS TRAVELLED ON

[THIS REQUEST ONLY SHOWS UP IF PARAGON WAS DEFEATED]

KEY REQUEST – EXPECTED DIFFICULTY: SHORT OF INFINITE

While the rest of Spira was busy dealing with the Dark Aeons, Bevelle faced a dilemma of a more fiendish nature. The beast Paragon may have been stopped, but it did bring to the attention of the survivors one very troubling fact. The deep archives underneath Bevelle are crawling with fiends…and some of them had already escaped without them knowing. Paragon merely decided to take a stop to do some sightseeing and murder.

However one question still rests on the minds of survivors, just what was it that drove these beasts to flood out of the archives? Was there something at its depths that made even a beast like Paragon yield? The old blueprints indicate that there are a hundred individual floors, or cloisters, at the bottom of which should be the creature that instigated all of this. Perhaps this creature too, was responsible for the Dark Aeons?

It's time to get to the bottom of this.

NOTABLE INDIVIDUALS (1) – RECOMMENDED PARTY SIZE: AS MANY AS ARE ABLE

There are no individuals of note within the Via Infinito, save for a wandering Tonberry merchant who doesn't mind trading with you if you find him wandering the Archive halls. However, since there's only one of him and a hundred floors, finding him may be a challenge, and you may well have an instinctive urge to either run or kill him given that he's a Tonberry. The only thing that distinguishes him from other Tonberries is that his knife is sheathed.

While he stocks a wide variety of normal travelling supplies like food and medicine, he will also trade any Clear Sphere you may have found for a weapon of your choice out of its stash. While unable to really communicate properly with any non-Tonberry, local blacksmiths in Bevelle however can identify that the weapons are known as "Celestial Weapons". Presumably they're relatively rare.

Alternatively, it has a large stash of kitchen knives that don't seem to dull, and as the Tonberry is keen to demonstrate on nearby fiends, blood never sticks to the blade either. It's great!

You could always return at any time, but keep in mind that the merchant will keep moving about.

POINTS OF CONCERN – 100 LEVELS OF PAIN

The entire Via Infinito Archives is a deathtrap. 100 cloisters, packed full with monsters, with increasingly less support and increasingly greater threats as you move down to the bottom. The monsters here are all mostly those who did not swarm into Spira…and turns out there are a lot of them. While the ancient machina permit those who enter to also leave as necessary, it may be better to move downwards as quickly as possible, especially if the Dark Aeons are still rampaging in Spira.

The narrow corridors, the dim lighting, and the concentration of fiends make this place an unhealthy place to be, particularly for anybody with claustrophobia. If you had already addressed the monsters roaming Spira under the guise of humans, it'll be one less threat to bother you, but if you let them go about their business…

Something further below is calling them back, and they'll come all at once, but only to heed the call. When you do reach the very bottom and come face to face with the master of the cloisters, the unsent will appear to face the intruders alongside him.

At the bottommost cloister rests an old man. Content to leave Spira alone, optimistic that Spira will move forward, he has long since retired from politics and religion. However, he won't tolerate anyone who would violate the sanctity of the Archives. Questions you may ask, but no answers will you receive until you prove your worth.

Trema is, as expected, not an ordinary old man. With a fighting strength that far surpasses the Dark Aeons combined, a body that defies human logic despite resembling a human, and magic to subdue the mightiest of fiends, this man does not care whether you come at him alone or in groups.

This fight is a show of respect, from him to anyone who has made it this far. But it is also a fight where victory is the only acceptable conclusion. As an Unsent, Trema has no qualms in adding more to the ranks of Unsent, and killing another person is merely another necessary sacrifice for the greater good of Spira.

There's a reason after all, that this floor is the only one with no natural fiends.

Should you still be searching for information regarding the Dark Aeons, Trema leaves you with a single clue before he departs after his defeat. Yevon's grip on the world has not passed yet, and as long as people continue to obsess over the past, that grip will not be released. The Aeons too, are a symbol of the past. Without removing them all, you'll never reach the future.

But even if you do move towards the future, Trema warns you that the Yevon's past stretches far deeper than most people can fathom. After all, even beyond the veil of death, he still affects the "Eternal" Calm.

Sometimes, the calmest places are the most dangerous ones.

FARPLANE DEPTHS

[THIS REQUEST ONLY SHOWS UP IF EVERY DARK AEON WAS SUBDUED]

THE SITUATION

With the Dark Aeons defeated, something stirs deep within the Farplane. The readings are strong enough that the surviving factions have taken notice. This last request is an urgent one, as if none of the previous requests have been urgent. An expedition is being formed to venture into the Farplane, a place where no living being should go.

Whatever is there must be the source of this catastrophe.

Whatever is there must be stopped.

AN ASSAILANT

The Farplane is the land of the dead, a place for the past, and a place for remembrance. Here the nightmares of Spira's past resides. It makes it fitting place to arrange for Spira's demise. Exploring the Farplane may be challenging as the number of pathways is truly limited, there are only so many floating islands connected to one another.

The Farplane is the land of the dead, a place for emotions to fester, and a place for hatred to be given form. Here the heretics who know the truth behind Yevon prepare for Spira's reckoning. To this end they possess a mighty relic from Spira's past, a dreaded machina with the power to cleanse the land.

The historic records call it Vegnagun.

In this corner of the Farplane, an unsent lingers, looking to finish what the Dark Aeons started. The massive wave of energy that ripples through the Farplane will be enough to let everyone know that Vegnagun is active.

But first, there are some nuisances to take care of. Namely, you.

NO REFUGE

Stopping Vegnagun is the top priority. The legendary machina is massive, intended to surpass Sin when it was made. Thankfully, at the end of the day, it's still made of something tangible, which means with enough firepower it should go down. Not that the heretical unsent will let it happen without some measure of interference though.

Besides summoning the Dark Aeons to eliminate anyone who would attempt to damage Vegnagun, the heretical unsent can also enter the body of a living being and attempt to possess it from within. Those of strong willpower may be able to hold the unsent in place while others address the gargantuan machina in the air.

Boarding Vegnagun is possible, but be wary that the machina possesses independent defence mechanisms, in the form of drones and fiends. If necessary, the control module can split apart, controlling the main weapons array remotely. Similarly, the auxiliary weapons array can also operate autonomously, and will continue their operation so long as the main power cores are active. With a blistering number of cannons, there is one thing to keep in mind – there are only so many islands floating on the Farplane. The total number of power cores fuelling this monstrosity is unknown, but it would be safe to assume that there should be at least ten of them.

Falling into the "sea" below might not kill you, but you'll be hard pressed to continue fighting the flying machina, unless you possess some manner of flight. It may very well be best to take the fight onto Vegnagun, and look for an escape path afterwards. Should you successfully deactivate or destroy the machina, there is still the heretic and his Aeons to take care of, but the Unsent is much less of a threat in comparison.

The destruction of the Unsent is enough to eliminate its control over the Dark Aeons, who will break away from the fight and move on. However, his destruction will leave behind a memento – a **sphere** containing fragments of strength. Unlike most dress spheres, this sphere in particular doesn't have any default abilities assigned to it.

However, it does allow for others to bestow abilities upon it, whereupon the next wielder can then utilize those abilities.

Of course, for as long as the sphere contains the donated abilities, the donor themselves won't be able to access those abilities. You can link Clear Spheres to this particular Sphere, which will in turn allow the donor to donate an extra ability for each Clear Sphere linked. Perhaps this Sphere is just an example of how Spheres will eventually evolve as Spira continues to study them?

CALM LANDS (IV) – ORIGINAL SIN

THIS REQUEST ONLY SHOWS UP IF THE HERETIC AND TREMA WERE DEFEATED

BE PRAYING

The last pillars of Yevon have fallen.

The judge activates once more, now a revenant with only destruction in mind.

The verdict has long been decided, the land is guilty, by Yevon's decree.

The punishment has long been decided, death is the price for sacrilege.

From the Calm Lands, a massive torrent of magic signals the beginning of an end.

From the fissure left in the Sin's wake, Yevon's final solution rises.

The time for hymns and prayers has come to an end.

The time for death and silence has arrived.

Spira will know Eternal Calm.

BE PRAYING

In all of Spira's history, there are few, if any records, that mention Penance, but what is known was considered a myth, an old priest's tale warning against sacrilege. An entity which appears to have come before the arrival of the Aeons, Penance was described as the final arbiter of Yevon, a last resort measure in case a threat proved to be too much for the Aeons to handle. Now that threat has shown up.

It's you.

Penance is composed of three components, a main body and two arms. Of course, this is pretty clear just by studying it from afar. You'll also notice that it is fully capable of high altitude flight and seemingly has no need for sustenance. It isn't a machina of any

sort, and it doesn't seem to be particularly quick, but it does have some distinct advantages over anything else that might fly in the sky. If you get too close you'll quickly realize what these are.

The wide range prismatic spread laser is something that you've probably never seen a creature in Spira utilize – well, at least not to this degree. A single hit from the beam is strong enough to penetrate cleanly through the hull of an airship, and its firing rate is high enough that it can serve effectively as a point defence system against incoming attacks. As the firing frequency is quite high, you're going to want some means of either distracting it, or nullifying the beam altogether.

Get in too close, and you won't have much of a chance to pull away. Both arms are autonomous and capable of casting high level magic. Initial reconnaissance teams confirmed this – when each arm proved capable of destroying airships that strayed too close. One arm demonstrated the capacity to transform any material, organic or inorganic, into stone and subsequently shatter it. The other arm demonstrated the capacity to manipulate local gravity.

Though a secondary scouting run confirmed that it was possible to destroy both arms through a concentrated barrage – the main body in turn demonstrated the capacity to regenerate the destroyed appendages. In all likelihood, the main body is what needs to be destroyed in order to lay Penance to rest.

While it is merely speculation, both the bizarre disc floating above Penance's head and the long rectangular prism segment of its lower body appear to be "external components" to the main body. The current theory is that both of these serve their own purpose like the arms. Energy build up was recognized in the rectangular prism prior to the prismatic laser being fired, suggesting that it may be a focusing apparatus of some sort.

At this time, the capabilities of the disc are unknown. Subsequent attempts to collect information were fruitless, as a magic explosion vaporized the scouts and the machina within the vicinity. It was noted in the aftermath that the local environment remained relatively untouched – suggesting some form of special targeting. It may be safe to assume that the disc was related to this devastating attack.

With its flight capabilities in mind, fighting it from the surface is ill advised and quite possibly, impossible. Current projections indicate that if Penance is left to its own devices, it should be capable of eliminating life on Spira within a month at most. It currently shows no signs of hesitating – so engaging it before it leaves the vicinity of the Calm Lands should be top priority.

BE PRAYING

Penance awoke, it surveyed the land, and was displeased by the heresy that it saw.

The Judge knew no hesitation, it would not falter regardless of what stood in its way.

The Judge knew no quarter, for it would not consider parley or mercy.

The Judge knew no rest, for there was no need to rest until all else ceased to be.

And yet in the face of its might, those of sufficient resolve and strength would prove capable of overcoming it. Penance may have been a deity, but he was deity crafted by man – and so the Judge came to know failure and the price for it.

The fall of the Judge leaves behind a mark of conquest, to be bestowed upon those who bested it. This Sphere is a lingering fragment of the Judge's powers, capable of commanding that which was once recognized as the Dark Aeons.

He who possesses this Sphere will be able to call upon a single Dark Aeon by channelling the Sphere's power. However, should you possess Clear Spheres through whatever means, you may link them to this Sphere, and allow for more than one Dark Aeon to be channelled at a time.

With the fall of the Judge, the root of the disaster has been pruned. The rest of the time that you have can be spent doing as you wish, and likely won't come with many more disturbances. Finally, Spira has found the Eternal Calm it was looking for.

CACCEUH F: VEHYM VYHDYCO

ONLY RELEVANT IF S1.7 WAS COMPLETED WITH FAYTH SPHERE IN POSSESSION

Regardless of whether you helped bring about an Eternal Calm to Spira, a fragment of its past still exists in your possession. The Fayth Sphere, a relic of a bygone age, lingers on, perhaps standing testament to the fact that no matter how hard anyone may try to cover up the past, put it aside and pray that it is forgotten, it isn't such a simple matter.

Those who learn from the past can move on towards the future with a new appreciation for what is around them, but for too long Spira had forgotten about the past. The fragment that you possess can no longer be returned to Spira – now that the past has already been forsaken, the Fayth will no longer be dreaming in Spira again.

Spira may have left the Fayth behind, but that doesn't mean the Fayth will forget Spira in turn. What Spira forgets, the Fayth remembers, and through your travels, it will have taken a snapshot of the land, to remember what the people of Spira will no doubt forget as time continues to march on relentlessly.

For every Clear Sphere that you have in your possession, the Fayth Sphere can link itself to the Clear Sphere and utilize it to expand the Dream's reach. Each Clear Sphere connected in such a fashion will establish a single location similar to Dream Zanarkand and manifest up to **10** denizens representative of that location. While the Fayth can remember more than that, most of the people that it commits to memory will be dormant, sleeping to ensure that the dream continues on. This may explain why the Clear Spheres absorbed pyreflies on and off – the spirits of the deceased fuel the Fayth's dream.

You don't need to decide on locations or individuals right away – but once the Dream begins, it isn't something that you can simply banish and start anew. If you're going to make a choice, do so only after careful consideration.

While you and your companions may pass through freely between the Dream and the real world, the other denizens within the Dream will remain bound within the Dream. Should you have encountered a certain fiend during your travels, it'll likely request to return within the Fayth Sphere – Dream Zanarkand is its home now, not Spira. You could deny it of course – the Fayth Sphere belongs to you now. Heck, if you saw fit, you could just bury it somewhere in Spira where no one will find it.

But there are those whose curiosity draws them to artefacts like these, and you may have met one such individual already. The young Al Bhed, Shinra, who claims that he's just a kid, will have some explanations for you if you had previously allowed him to study the Spheres.

Spheres, as you may already know, can preserve fragments of the past and remove it from the influence of time provided that the power within is great enough. What you may not know is that Spheres and the Fayth are inherently tied to something called the "Beckoning". Though a full explanation of the term would involve diving back a thousand years to the age of Zanarkand and its summoners, Shinra can boil things down to a more concise explanation – the Spheres and the Fayth provide the picture with which an individual can call forth a manifestation.

You may remember Tidus – he was one such Beckoning, a manifestation from the Fayth sent to Spira in order to act on the Fayth's behalf. Shinra's analysis of the Spheres that you possess has led him to conclude that you could do the same, probably with the denizens that reside within the Fayth Sphere. However, beckoning is normally a process that requires the concentration of a large group all together at once – as such, each Clear Sphere you possess can only sustain a single Beckoning at a time. The result of the Beckoning doesn't quite compare to the original individual…but there's a semblance that's there. Maybe you came across the individual that Tidus was a semblance of when you travelled across Spira?

What will you do with the Fayth Sphere now that it's in your possession? Shinra has gotten what he wanted out of it – knowledge, but while he may just be a kid, even he knows that something like this should be kept safe or else, kept hidden. Spira may not be ready for what the Fayth Sphere is capable of, nor the implications that it may have.

THE HYMN'S CLOSING NOTES

Every dream has its end, and your time in Spira has come to a close.

As always, you have three doors to choose from, three fates to pick out of.

THE DREAM ENDS, FULLY & COMPLETELY

Return home with everything you have so far.

REMAINING IN THE CALM

Spira is at peace, and you will be as well if you decide to spend your days here. Who knows, settle down, have a family? Enjoy yourself.

ONWARDS INTO THE ABYSS

Another leap into the unknown, is it? Well, best of luck on your next journey.

Notes

F-II ver. Notes

Sections Adjusted

Perks

- *13-F's CC system is implemented to replace the background lock system. 10 CC by default. Discounts on CC options to retain some weight of individual backgrounds.*
- *Chocobo alt. perk line expanded.*

Companions

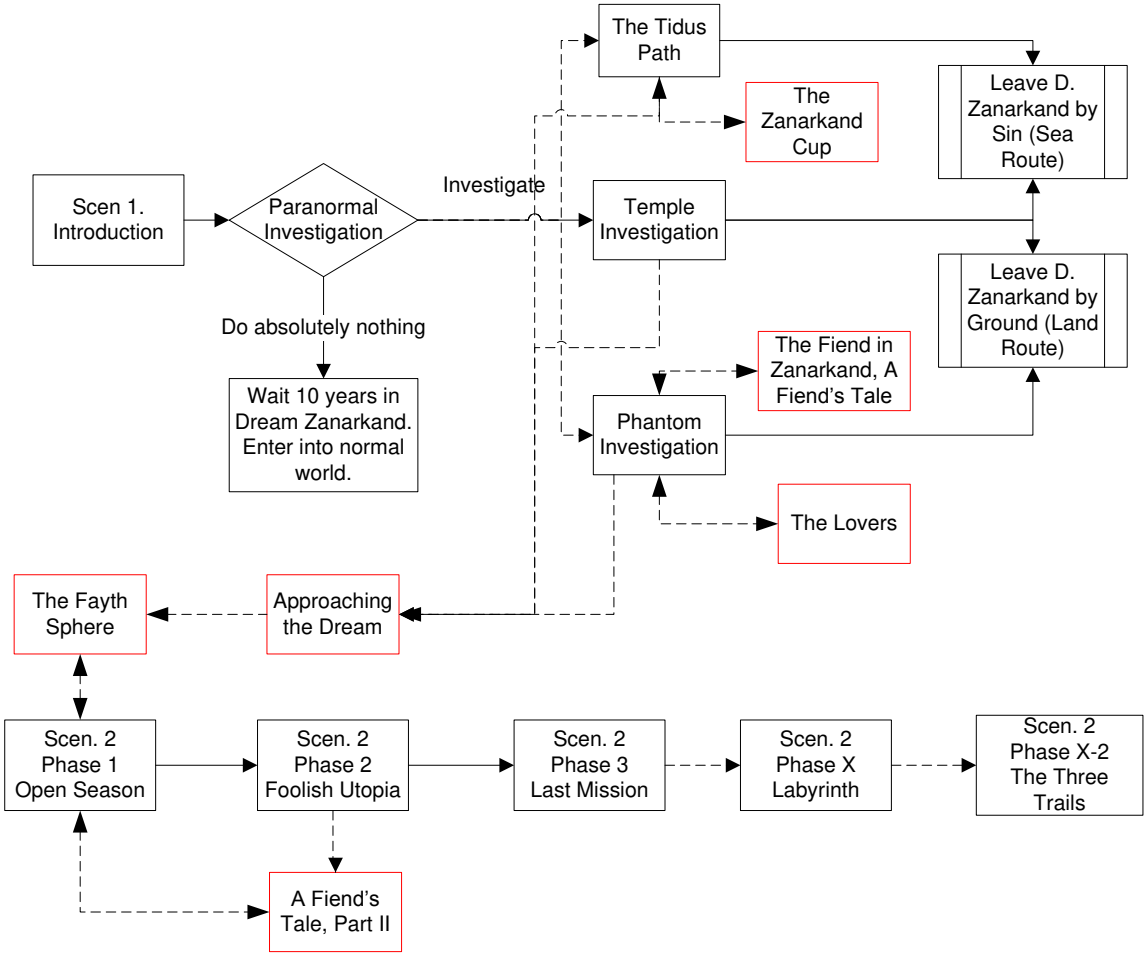
- *Z13 system confirmed companion only builds were too weak. Numerous cost restraints, too focused on specialized options.*
- *Reorganization of companion arrangements. 8 number import limit to 16 to better fit medium scale parties. CP granted raised to 600 from 500. CC set at 7 in contrast to core 10 to introduce offset. (Could test with Type-0 for a 24 man import?)*
- *Canon companion price cut. (50/100 would have been ideal following the Z13 tests in Kingsglaive. Room for shifting here. Advantage is still on imports right now.)*
- *Monster based companion option switched. 15 MP/100 CP, no MP cap. Companion import facilitated. 8 number import cap (adds in on top of the 16 max in normal import, but to get the full 24 would take a massive amount of investment. 8 should be fine? The monster forms are already too flexible.)*
- *Doll companions rearranged and expanded. 10 MP to 15 MP. Requirement of Lulu animation is retained. Doll Animation allows for a special import similar to the monster based companion import. Same principle.*
- *To compensate for lifts on Monster companion option, Pyrefly Injection was reworked to give anyone the option of accessing Monster Abilities. (Cuts down the exclusivity of the Monster import function. Should work ok)*
- *No changes to the Blitzball companion system except for increase point totals. Certain abilities modified for language. (System is too ingrained. Clunky but ridiculously effective in a niche build. Only fits a companion jumper. Could rework the internal perks to have synergy with items but could end up shifting the focus too far. No further action until further consideration.)*

Items

- *Synthesis item reworked. (Z13 testing confirms the Synth only build is too weak. Changed the limits in terms of monster containment. Improved specialized cages to keep them from being useless. Increased synergy with items to facilitate item only builds – Z13 Aquarius/Taurus)*
- *Items tweaked for language, expanded in functionality*
- *Items scaled down in prices to reflect the lack of an item based background (Could have gone Merchant background for O'aka like in Chocobo – debatable?)*

Scenario

- *The skeleton of both scenario parts suffices (Z13 Round 1). The second half of scenario 1 can be implemented. The intermesh between 1 and 2 can be implemented. (12-F's Fortress worked better for Z13 because of the nature of the scenario. 10-F's scenario is too open ended for a good Z13 run.)*
- *The schematic below outlines the shifts within the scenario (or rather, what was exempted from the original scenario) Broken arrows are optional pathways. Red boxes denote the elements which were grafted back onto the scenario's skeleton.*



The final result (builds only since scenario grafting isn't complete) isn't exactly good, but from second round of Z13 testing it's more serviceable towards certain design objectives than the F-I version happens to be. Refer to Z13 notes for possible changes on F-3. *(Don't put F-3 development until Type-0 and 13-2, 13-3 F-1 are done)*

F-I ver. Notes

-In tribute to Lycoris, who inspired most of the FF jumps.-

>Can I use the previous version of the jump?

Yes.

With regards to specific questions related to certain perks.

-Pyreflies are essentially the spirits of the dead, but can also be considered like the life force of the world. When leaving Spira, soul matter/force is the closest analogue to be had. You may use this to substitute anything that is pyrefly related once you leave Spira. Decide for yourself whether it is equally effective or not. Pyreflies however, are the magic particles of FFX – and essentially make up everything, from the clothing of dress spheres to fiends.

I suppose Yuna might as well wear a fiend in a way, given the Floral Fallal.

Similarly, the Aeons which consume spirits to grow (namely the Final Aeon), would be fine subsisting on soul/spectral/spiritual matter as well, due to the bizarre nature of pyreflies to begin with.

The durability of dress sphere clothing, as it stands, appears to be infinite, given that Yuna and company never have any "accidents" despite fighting world serpents, a maniac Shinra who fires particle towers at them, an old man who physically molests them with meteors and his palms, and so forth. For all intents and purposes they may as well be invulnerable to conventional damage. What you do with this is at your discretion.

Alternatively the slightly more plausible theory is that pyreflies continually repair the clothing regardless of its damage, until the wearer dies, since the wearer can take damage evidently but the clothing can't. Trema's palms were in vain. In place, substitute with magic or something? This is so vaguely explained in X-2 that it's essentially a game necessity.

[Yes, if the drawback Clash of Ages was taken, Scenario 2 will not activate until you beat Sin completely. You can decide yourself, if Sin is resurrected within scenario 2 but clash of ages was already resolved, whether Sin has his happy go lucky band of roving omnicidal freaks with him. Scenario 2 has enough potential landmines for people to deal with.]

>How much power can the sphere you get for beating the Unsent Spirit hold?

Dependent on how much power you decide to put in, it's for all intents and purposes a "blank" dresssphere, in tribute to an old FFX-2 Last Mission "flaw". But as the desc. says while somebody has the power locked in, they themselves can't use it without using the sphere.

>Can it get donations from multiple people at once?

1:1 only. Spheres generally contain the memories of a "single perspective".

>If someone in one jump empower it, can you take their power with you into another jump?

If that individual is still present with you when you jump I would say yes, otherwise there's no reason why the memories would be retained pass the multiverse jump - even in universe the spheres tend to degrade over time, and their contents become distorted.

>Does it work like a normal dress sphere in that it transforms you into suit and gives you all the stored power?

Yes.