=FF Type-0, VERSION [v.011]=

Oh dear. You look like you've taken a wrong turn. Were you expecting to be on Pulse, or Cocoon, Valhalla, or even Nova Chrysalia? No Traveller, you've found yourself in Orience, where a great experiment is currently in the works. Six hundred million iterations of a single experiment - for what, you ask? I'll tell you.

It's all for naught, as six hundred million iterations have all ended in failure. Two deities, bound to the will of those above them, commanded to open the doors separating life and death, set Orience in this endless loop of life and death. Even now, as you prepare to step forward into the world, it will be cycle number 600,104,962. Thus far, the events have seen no deviation from the past.

Four crystals lie in Orience. Byakko, Suzaku, Genbu, Souryu, each guarded by a country. As long as the crystals exist, the cycle will not end. Without the destruction of the crystals, Orience will never escape the time loop which it is presently confined within. Each time loop lasts the span of a year. From the beginning of the loop until the end, all four countries will be at war with each other, driven by a mad desire to defend their crystals and attack the others.

It seems that the objective of the experiment is not peace, and nor is it to understand anything of human nature. For at the end of the year, or once all the crystals are gathered together, one deity from the pair will deploy his armies without error and massacre the land to reset the cycle. When all four countries are laid to waste - the cycle then resets. This is the event known as Tempus Finis. Should you survive through ten of these, the deities will seek it fit to release you from the cycle. Surely you have proven yourself too resilient for their system.

=Orience, At a Glance=



Suzaku in red, Byakko in white, Genbu in brown, Souryu in blue. Four crystals guarded by the Dominion of Rubrum, Militesi Empire, Lorican Alliance, and the Kingdom of Concordia respectively. As of cycle 600,104,961: the deity Arecia-Al Rashia has taken up residence in Rubrum, to get a front line seat to all of the action. Consequently the system has been warped slightly - all scenarios seem to gravitate towards Rubrum as the last survivor before the other deity, Gala, initiates Tempus Finis to reset the cycle.

The Dominion of Rubrum lies towards the Southern hemisphere of Orience, with Militesi, Lorican, and Concordia to the West, North and East respectively. A kingdom dedicated towards magical research and development, they have a very strong dependency on the Akademeia, which serves both as their capital as well as their main training ground for their core military force. It also acts as their last line of defense, as the Suzaku crystal is housed inside.

Should you roll 1 or 2, you will start here.

The Militesi Empire lies to the far west of Orience, bordered by Lorican to the North and Rubrum to the East. In each cycle it has been unerringly controlled by a man named Cid Aulstyne, whose

own megalomaniac tendencies have proven to be an efficient catalyst for each cycle thus far. The Empire's efforts have been solely dedicated towards their military force, and they boast a massive army, far larger than the other three kingdoms combined. This rapid expansion made possible by the Byakko crystal.

Should you roll 3 or 4, you will start here.

The Kingdom of Concordia lies to the far East of Orience, bordered only by Rubrum along a narrow peninsula. Concordia is the kingdom of dragons, as its power allows those with its blessing to speak with dragons. As such, a notable feature of their military force is the presence of these beasts. Concordia is matriarchal in nature, taking a puppet king, with power and authority expressly controlled by the Queen.

Should you roll 5 or 6, you will start here.

The Lorican Alliance lies towards the Northern hemisphere of Orience, bordered by Militesi and Rubrum to the South. Lorican boasts the most knights of the four kingdoms as due to cultural influence, and all of its people are physically rather impressive due to the influence of the Genbu crystal. However, in each cycle Lorican has also been the first kingdom to fall to the Empire's superior technology. There is a rumor among the scattered survivors of Lorican that their king still roams the land, albeit driven mad.

Should you roll 7, you will start here.

Should you roll an 8, you may choose where you start.

If you're dissatisfied with your starting location, you may pay 50 CP to pick one of your liking.

=The Fixed Cast=

There are, of course, the standard affairs to proceed with, but first there are some details to take care of. The matter of recurring individuals. These folk seem to be consistent in every cycle, though they may vary slightly in appearance.

(Class Zero)

The "children" of the deity Arecia, who she watches over as a mother hen would watch over her chicks. They number twelve in all, though from time to time others join their ranks. Considered the trump card of the Dominion of Rubrum, they are the last resort of the kingdom, and usually, the last to fall in the cycle.

(Cid Aulstyne)

A human with the intentions to "subvert the deities", though his attempts have failed consistently. He consistently leads the Militesi Empire, with the backing of the deity Gala - at least until his usefulness runs out.

(Gala, and Arecia)

The two administrators of the system, tasked originally with the mission to breach the borders of death and find a bridge into the realm of the dead. Thus far, they have failed, yet their patience is infinite, and within Orience, their power is also infinite. As Arecia creates, Gala destroys, and the two together keep the system functional. It would not be wise to upset this balance too significantly, lest the world falls apart into the void, taking you with it. As the creators of Orience they will notice your presence, but they will tolerate your presence so long as you do not derail their plans significantly.

=The Cycle Proper=

Ten cycles, ten years. You will start off with **1000 CP**, let me give you that now, to last you through the 10 years. Survive until the end of one cycle, and the next starts, placing you exactly where you found yourself at the first cycle. I know what you're thinking "Is there no way out of this time loop except to do it ten times?"

Should you remove the crystals entirely from Orience, preventing both Gala and Arecia from recreating them, you will live out ten years in Orience, though it may be left devastated from the wars. Should the events be changed, Gala's army of immortals will march onto Orience, steering the cycle back on course.

Alternatively, at the end of ten years proper, at the completion of cycle 600,104,972, Arecia will realize the futility of this cosmic farce. (*Took her long enough, hey*?) She will remove the presence of the crystals herself. At this point, you may choose to stay for 9 years further in a peaceful and reconstructed Orience, or leave Orience altogether.

=A Last Detail...=

In Orience, as a form of population control, death is a forgotten matter. That is, when someone dies, all memory of them is lost, erased from the minds of all those around them. Traces of them may linger in records or texts, but all memories of them are gone. You and your companions are exempt from this, as is Gala and Arecia. I wouldn't get too attached to anyone if I were you.

=Administrative Details=

These are just some minor details to clarify before you enter Orience. Gender is freely chosen. A default human form within the standards of Final Fantasy is provided if desired. Age is a default 1d8+12 roll. Should you wish to control these details manually, you may pay 50 CP to change them to your liking.

You have a choice, regardless of what location you find yourself in, to choose a kingdom to belong to. Beware however, as you may not be treated well, or even tolerated should you be a foreigner to the kingdom you entered.

Dominion of Rubrum / Suzaku

The Dominion of Rubrum protects the Suzaku crystal, which acts as a source of magic and also makes the art of summoning possible for the citizens of Rubrum. Those under the protection of the Suzaku crystal naturally regenerate magical energies quicker than common folk.

Militesi Empire / Byakko

The Militesi Empire protects the Byakko crystal, which in turn allows the creation of magical devices and weapons. Those under the protection of the Byakko crystal naturally resist the effects of magic and other status effects to a larger degree than common folk.

Lorican Alliance / Genbu

The Lorican Alliance protects the Genbu crystal, though the effects of the crystal are most pronounced on its citizens. All of its citizens seem to be taller than normal folk by a foot or two, and should you choose this, you'll grow a little bit to match as well.

Kingdom of Concordia / Souryu

The Kingdom of Concordia protects the Souryu crystal, though the crystal's primary effect is only revealed to the Queen, as it allows her to communicate with the Queen Dragon, who in turn commands lesser dragons of Orience. As a citizen, draconic beasts of any size and shape will not attack you on sight and will generally leave you in peace unless given reason otherwise.

You have yet another choice. This time concerning your background. This will affect your history to some extent, of course, but seeing as the nature of this world is transient, surely you'll come to grasp the situation quickly regardless of the role you find yourself in.

Drop In (0 CP)

You would be free of all chains to this world. As with all the choices, this is a double edged sword. Free of all chains does not mean free of all responsibility, though the burden of memories and confusions don't trouble you as much. You'll still find yourself stuck in a cycle – unless you can find a way to break it properly or it runs its natural course.

Cadet (0 CP)

The cadets are the fighting forces of Orience. In a world fabricated such that the vitality of youth is directly equivalent to the potency of power granted by the crystal, the young cadets find themselves fighting alongside the soldiers in every confrontation. You will be no different, a student serving the kingdom you have chosen, awaiting the moment when war comes – as it surely will.

Commander (0 CP)

But if children are to become soldiers, then the few who survive for the long haul stand to be their commanders. Most commanders are veterans themselves – but they are also teachers, passing down lessons learnt whether through schooling or life experience to their juniors. Perhaps you too, will have a class of your own one day, but for now you're overseeing logistic affairs for the kingdom you chose, in preparation for the inevitable.

Soldier (0 CP)

There may be those who no longer wield the power granted by the crystal. Or perhaps they did not perform well enough to meet expectations as recruits. There may be those who live for a life of combat. Regardless, every army needs its soldiers, and you've enlisted. When it comes time for the war, you know you'll be called back to defend your country.

L'Cie (700 CP)

The crystal is a fair and just system, testament to a benevolent god. Yet there are those who seek to destroy them. So, the crystals, in desperate times, will mark an L'Cie, blessing a normal man with the ability that minor deities wield. You are one such L'Cie, with a focus that you must decide, and powerful tools at your hands. A word to the wise, those who fulfill their focus, may find the fate of turning into crystal afterwards to be less of a blessing that they expected.

=Perks=

All Kingdom perks are 100CP, with only one free for the selected Kingdom.

Dominion of Rubrum / Suzaku

The Flow of Magic

The Suzaku Crystal's blessing is a minor one on you, but it rampantly accelerates the rate magic flows through your body. Your spells seem to come out quicker, and with greater intensity than before. Barriers seem to crumble apart faster under your spells than they did before.

The Summoner's Signet

After extensive study by an L'Cie of the Suzaku Crystal, it was determined that different strains of magic react differently when amplified by the Suzaku Crystal. When you utilize summon magic, you always summon an extra copy of your target summoning.

Militesi Empire / Byakko

Crystal Mechanics

The Byakko Crystal's blessing revolves around the synthesis and comprehension of technology using magic. After all, sufficiently advanced technology is no different from magic. You can understand the workings of advanced technology after tinkering around with it a bit. You can also replicate technology you see by using magic, but until you've attempted it countless times, the end product always seems to feel a bit...lesser in comparison to the original.

Macro Scale Synthesis

By burning all of your magical energy, you can turn yourself into a makeshift assembly line, converting magical energy into replicas of mundane objects you have. The replication rate is extremely fast, essentially doubling an item in minutes. These ones that you create do not carry any magical properties that the original one may have had. Do be wary though, as quantity does not ensure quality, and things of insufficient quality tend to fall apart easily.

Lorican Alliance / Genbu

Blessing of Growth

The Genbu Crystal stimulates your body, sparking growth as your body seems to enlarge itself. You grow taller and bulkier by half of your current size. While the bulk may shift depending on your dietary habits and physical exertion, unfortunately you do not have the same luxury over changing your height.

Blessing of Iron

The Genbu Crystal reinforces your body, solidifying your muscles and hardening your skin. You've proven to yourself that slow projectiles such as arrows or bolts don't even leave a mark against your skin, and you could probably shrug off sustained light arms fire without worry now, but you probably shouldn't push it in terms of testing what you could go up against. You'll have plenty of time for that ahead.

Kingdom of Concordia / Souryu

Dragontongue

Understanding and speaking to dragons is a privilege all the people of Concordia receive, due to the blessing of the Souryu Crystal. Should you choose to adopt this blessing, you too, will have the capacity to speak in the language of these legendary beasts. You'll catch their attention with ease, and it seems like they always have something to tell you about the lay of the land should you be in need of aid.

Dragonbonding

The Souryu Crystal allows for comprehension and conversation, but it also allows for communion. You may choose to bond with a dragon, be it companion or temporary ally. This allows you to communicate with each other telepathically up to very long distances, after which your messages to each other grow faint. It also allows the dragon, or yourself, to take on the pain of another in battle. That dragon which you choose will not become your companion, unless you chose a companion. In addition to this, the pain of losing your bonded dragon is substantial, and you'll probably need a long period of time before attempting to bond with another.

All Origin 100CP perks are free for the selected origin, discounts otherwise unless specified.

Before we proceed further, all Origins gain the following perk.

Phantoma Absorption

Foes you have killed seem to leave behind glowing energy fragments. With a thought, you can draw those fragments close to you and absorb them into yourself, recovering a small portion of magical strength. Regardless of the enemy's size, it appears the energy fragments remain small, a last vestige of their fading life force.

Drop In

[Sight 100]

You've seen the same scenes over and over again, enough to notice minute details and instantly identify differences. Your visual acuity increases dramatically, also you notice flaws and openings that your enemies leave - identifying the areas which you could land a critical blow. Should an enemy be in a critical condition already, you can see just the spot to land a fatal blow.

[Triad Formation 200]

Three people are better than one. Between yourself and two of your trusted companions, you can form a temporary squad formation. As long as you remain in sight of each other, you can freely teleport between one another. As you are not corporeal until your body completely materializes, for a very brief moment after the teleport you and your partner cannot be harmed.

[Altocrystarium 400]

In Orience, magic is something with can be refined and improved upon. In your time here, you've learned the skill of how to improve technical elements of your spells. Just like refining a sword, qualities such as spell range, size, speed, magic cost, cast time, and visual effects can all be modified with no limit. In order to improve magic, a catalyst containing magical energy must be sacrificed. In Orience, the phantoma absorbed suffices in this role, but outside of Orience, items containing magical energies such as wands or charms may suffice too. As the absolute value of the quality reaches a high level, the cost of the modification will quickly become astronomical.

[Pandaemonium 600]

The Pandaemonium is also known as the Palace of All Magic, a dimensional construct that is usually only seen as the cycle comes to an end, being Gala's fortress to deploy troops from. After witnessing it once, you'll understand its workings, and be able to conjure up a similar sub dimension of your own.

While not as robust, and nowhere near as large as the original Pandaemonium is, the one you conjure up can be slowly expanded until it reaches the size of a mansion. Once materialized, it remains fixed in the same spot until you leave the realm at which point you may choose to materialize it elsewhere.

You may freely adorn the rooms - which remember your changes between materialization. Pandaemonium is usually unseen by normal eyes, however it can be temporarily destroyed by sufficient magical force. You may be safe for a little while inside its walls, but it will not withstand attack forever.

(Suzaku): The internal rooms are painted in many shades of red and flaming braziers light its halls. Your magic regenerates much quicker while inside here. The first room you receive holds a massive crimson compass. When touched, the compass projects a map of the nearby area and the compass's only arrow points in the direction of the largest magic source.

(Byakko): The internal rooms are all painted white, and futuristic lights line the halls. The first room you receive here is always a complete laboratory facility, with a database that records technology from the realm outside as you expose it to a digital scanner inside the room. The facility also has a synthesis machine capable of recreating objects which can fit inside, though energy is still necessary in order to fuel the process.

(Genbu): The internal rooms are all painted in black, and lanterns provide the only light around. Your health regenerates much quicker while inside here. The first room you receive is a luxurious lounge, but what catches your eye is a set of armor hanging on a rack in the center. If you don this suit of armor, it projects illusions of yourself, with an additional illusion for each ally in your vicinity. The armor will vanish in a day if taken outside your Pandaemonium.

(Souryu): The internal rooms are all painted in many shades of blue, and glowing water runs along the floor, lighting the halls. When you walk into the first room, a noisy screech startles you. It appears you're in a nursery of some sort - or a hatchery rather. A baby wyrm has hatched from an egg and is now squawking at you. While this wyrm will never be able to leave Pandaemonium, it will act as the hatchery's custodian, watching over any other eggs you may decide to hatch here. Things you hatch within Pandaemonium cannot leave for extended periods however, keep that in mind.

Cadet

[Teamwork 100]

Cadets don't fight alone, and you've always been accustomed to fighting in a close formation with others. The fighting capabilities of you and your allies increase both offensively and defensively to a slight degree when fighting within a coordinated group. Regardless of the size of your group, the level of your teamwork has reached the degree that you can communicate with each other in nonverbal manners without misunderstandings.

[Practice Makes Perfect 200]

You didn't become a master of your craft without tirelessly performing drills and executing maneuvers. When repeating the same task without deviation, your ability to perform the task and the result seem to improve quicker over time. Practice does make perfect, but as perfection is an ever increasing goal, you finally understand that there are no limits to your abilities, just an ever moving checkpoint.

[Tiz's Prayer 400]

Due to the nature of the system, those who are young often prove to be the soldiers with highest potential. As such, it's not uncommon to see many young children on the battlefield. Those who survive more than one battle quickly realize that there is more to survival than just luck. But sometimes a prayer helps too. Once per battle, you may find yourself in a situation where praying does more good than anything else. And perhaps it just might...

(Suzaku) Your magic reserves are fully recovered, and a magical shield descends upon your group, absorbing magical attacks for a short while.

(Byakko) A hail of gunfire rakes the enemy, avoiding your allies, but knocking your foes away from you. It stuns them for a moment, as if to give you some reprieve.

(Genbu) A portion of your life force returns to you, and a magical barrier descends upon your group, reducing the effect of incoming attacks for a short while.

(Souryu) A magical wind blows across the battlefield, confusing enemies who pause for a moment, their eyes betraying them as they appear to be attacking their own allies. It lasts for a short while, but usually enough for you to get away.

[We Have Arrived 600]

If you need help, that's what friends are for right? With a snap of your finger or even a simple thought, you immediately recall all of your allies around you regardless of distance. For a very brief time in the fight, you may call up to fourteen companions should you have companions waiting in the wings, though the extra companions will return should the fight end or time runs out. You may not shift your active companion roster this way.

Should your allies already be within sight, this skill instead conjures a spirit, one for each ally in sight. Any group of these spirits larger than six will incur additional effects.

(Suzaku) You conjure a nameless student, dressed in a cloak to obscure their face. They know some rudimentary magic, but do not have any major skills besides that. In large enough groups, they can sacrifice their lives to summon an Eidolon for a short time.

(Byakko) You conjure a nameless soldier, dressed in military armor that covers their body. They have a slow firing rifle, but with their bayonet they can handle themselves in close range too. In larger groups, the firing rate of their weapons seems to increase.

(Genbu) You conjure a nameless knight, covered from head to toe in plate armor. Despite being slow, they can withstand a significant amount of punishment, and swings a heavy club around. In large enough groups, they grow in size, until they tower over you.

(Souryu) You conjure a nameless dragonrider, covered from head to toe in robes. Unfortunately, they happen to be missing their steed, but they have a handy spear that they can perform leaping strikes with. In large enough groups, all of them can call upon their steeds and take to the air, dropping thunderbolts on enemies.

Commander

[Directive 100]

You've seen the battlefield countless times, enough to drill the process of command and control into routine. You know what needs to be said to get things done, and there is no question of clarity when you make a decision. When you give an order to somebody else, there will be no misunderstandings, and neither will they question your order. Even if the plan seems a little bit suicidal.

[Logistic Control 200]

To others, battlefield control is a mess of numbers, names, and equations. To you it's an instinct. You can organize and compartmentalize battlefield details like unit numbers, force projections, deployments, and such matters with complete ease. By accounting for troops as figures and values, you instinctively know how your forces will fare under standard conditions. You can also ensure that things such as rations and ammunition will not run out - though how you get a hold of such supplies is your own responsibility.

[Guidance 400]

Commanders also double as teachers in certain kingdoms, so you've also picked up the skill to teach your allies. Though you may only teach them skills, they will learn it without fail as long as they meet the skill's inherent requirements. Each kingdom itself does have a standard specialty which can be taught to others.

(Suzaku) – Principles of Summoning: Doesn't teach how to summon an Eidolon, but does allow for one to call upon a steady stream of an element such as fire, ice, wind, water, earth or lightning.

(Byakko) – Barrier Degradation: Teaches the construction of a small cube like device which will destroy magical barriers it comes in contact with.

(Genbu) – Iron Duke's Resolve: Teaches how to brace oneself against attacks, and a set of physical techniques to deflect physical blows coming from any direction.

(Souryu) - Talking to Your Dragon: Teaches the basics of dragonspeech, and how to pacify dragons.

[Peristylium Brand 600]

The Peristylium of each Kingdom is the foremost in research of their respective crystal - and most often, the coordinator of their country's war efforts. Marking a person with the brand of a peristylium grants them certain benefits up until they either expend their magic reserves, or until the week passes, though you may renew the brand at any time. The process is arduous, does take some time to prepare, and without sufficient trust between both parties, the bond can fail. Accordingly only your companions and you will benefit from this. The Brand does naturally sap the bearer's magic reserves, though without using their ability it will last the week, and only saps their reserves rapidly when abilities are used.

(Suzaku): Eidolon Conjuration: Allows the conjuration of Eidolons by those who bear the mark. Though only three Eidolons may be conjured at once, the selected Eidolons can be swapped out once per day. Though Eidolons inherently resist physical attacks and selectively resist elemental attacks, they will go down under sustained fire.

(Byakko): Replication: By creating multiple replicas of a single physical item, the bearer of the brand can simultaneously perform the same action from many sources. Using this on a gun for example may create twelve guns, all of which will fire in the same direction as the original, though perhaps not at the same target. An item already replicated, or a replica cannot be subjected to replication again. The effect fades if it leaves the bearer's hands.

(Genbu): Iron Duke: Body modification that temporarily doubles your size. Lasts for an extremely long time and can be rather awkward to use in tight spaces, but boosts physical parameters substantially. Use sparingly, or you're going to have to find better clothes.

(Souryu): Wild Call: All wild animals nearby will rally to the bearer of the brand. Should multiple bearers within the same vicinity use this ability; the spell will conjure illusionary clones of the wild animals. Until all of the bearer's magic reserves are expended, the wild animals will fight alongside the bearer, after which they will leave amicably.

Soldier

[Adaptation 100]

You've seen the battlefield countless times, enough to compartmentalize all of the killing and death. Your mind and resolve hardens, adapting to the situation at hand. Things that may have shocked you as a civilian do not faze you now. Explosions nearby are ignored, fallen allies become an isolated event in the back of your head. With your mind on task, nothing fazes you.

[Specialization 200]

The normal infantry grunt is deployed to assault and hold an area. You've gone one level further, finding a specialized job on the battle field. Pick one from the following:

Covert Operations/Recon - You're used to staying hidden, staying undercover to get the job done. Stealth comes as second nature to you - and you know how to do things unseen. You've also developed proficiency for explosives and making things to initiate distractions. Anything to get the job done.

Shock Trooper/Heavy Assault - When the position needs to be taken, you're the man to go to. You have proficiency with using firearms with high firing rates and heavy weapons, and if you were adapted to the battlefield before - now you thrive in the chaos. The faster the pace of the battle, the faster you become.

Defensive Ops/Urban Ops - Capturing is one thing, defending is another. You fight best when digging in to hold a position, and you have proficiency with using close range firearms and melee weapons. Urban deployments also become a comfortable playing field for you, and you know just the right spots to make choke points and ambushes.

[Ordinance Deployment 400]

There's nothing better to spread havoc than to deploy heavy ordinance. These are not weapons designed to pick at enemy soldiers, these are weapons designed to ensure the enemy is butchered and squash resistance. It does drain your energy quite a bit to call on this in such an unnatural fashion however.

(Suzaku) A meteor shower rains on the battlefield as far as your eyes can see, pelting your enemies in fire. While the meteors do not carry as much physical force as you might expect from a celestial body, the resulting firestorm is more than sufficient at sowing chaos.

(Byakko) A large mechanical suit races onto the battlefield. As it flies about, it appears to fire missiles ceaselessly at any enemies nearby. Though the explosions are not large enough to decimate entire units, the sheer sound of the rockets is enough to stun enemies, even as more rockets descend upon them.

(Genbu) A possessed knight rises from the ground. Blind and deaf, he thrashes about with only a single thing in mind – slaughtering anything that moves. Thankfully he somehow still has the senses to avoid attacking an ally, and he is extremely resilient against all forms of attack, but his blind charges sometimes leave him swinging his sword through thin air.

(Souryu) A trio of lightning wyrms descends onto the battlefield. Thunderbolts dropping around them strike at nearby soldiers, and all enemies nearby are drawn into fighting them – even

if they were targeting you before. With a sweep of their tail, they can unleash a wave of lightning that paralyzes enemies and vaporizes those too weak to live.

[One Among Many 600]

A soldier never fights alone. As long as you're fighting in a group or with your companions, everybody's fighting capabilities are boosted considerably. As the group nearby grows larger, the boost grows proportionally. A troop deployment signal is dropped at your feet, and every minute afterwards a single troop is deployed onto the field. The deployment signal disappears after half an hour and can't be used again for several hours afterwards as it recharges.

(Suzaku) An Iron Giant is summoned. Magical constructs that can automatically respond to attacks with the proper defensive spells. They are tough to take down, and carry massive cleavers.

(Byakko) An Outsider is summoned. Outsiders are massive, lumbering soldiers carrying cleavers as long as they are tall. Incredibly resilient and strong, they fight with no fear of death.

(Genbu) A Behemoth is summoned. Behemoths are large predatory beasts who primarily attack with their horns or tails.

(Souryu) A Tempest Drake is summoned. Tempest Drakes look like horses, except they have serrated wings and draconic heads. That and they also tend to fire off large bolts of electricity.

L'Cie – Of Note, L'Cie have no discounts. These perks can only be taken by L'Cie

[Immortality 0]

L'Cie are inherently immortal, retaining the same appearance they had from the moment of becoming a L'Cie. Unfortunately, it does nothing for their memories, thereby making amnesia all but an eventuality unless other measures are taken.

[Sublimation 0]

Between the elements of fire, wind, water, ice, lightning and earth, the L'Cie picks one as their key focus. They now absorb this element, and can freely draw upon it regardless of whether an actual source of the element is present or not.

[Divine Focus 0]

The L'Cie are created by one of the four crystals and assigned a Focus. As you are a newcomer to Orience, the crystal is slightly bewildered by your presence - your focus becomes a matter of your own conclusion, though the consequences of adapting a focus is clear. The effects of the focus can be "turned off", but while active they drain on your magic reserves constantly.

(Suzaku): With a thought, your body blazes with a searing heat, eroding away at the area around you. Those you exempt from its effect are left unharmed, but the heat forms a protective cloak around you that also deflects magic - with a small drain in your magical reserves over time. By dedicating your reserves to this cloak of heat, you can increase its intensity to the point that it ignites objects in range.

(Byakko): Your life force is increased dramatically, and the rate at which your body heals from injury increases. But by expending your magical reserves, you can quickly regenerate body parts which you have recently lost, and wounds close up in matter of seconds.

(Genbu): Your physical presence is reinforced even further, as a shell of magic seems to shield you. Physical blows lose their edge, and ranged projectiles slow down as they come within range. Magic also seems to have a reduced effect. By increasing the amount of energy you contribute towards this magic armor, its effective range grows slightly.

(Souryu): The power of the dragon courses through you, making your body move swifter as air itself seems to part before your presence. Water springs up from the ground where you step if you dedicate more energy to this, and plant life seems to grow vibrantly in your presence.

[Providence 200]

Acting upon the element chosen by Sublimation, the L'Cie draws on the power of the crystal and directs its energy in a defensive fashion. Though normal elemental control is used for longer, more drawn out battles, by drawing on the crystal's power for a brief time the L'Cie can exert an extra bit of strength to much greater effect. It does however; drain the L'Cie much quicker than normal skills might.

(Suzaku): Two Eidolons of the same element are conjured. A steady stream of the element chosen by the L'Cie is conjured into the surrounding area. The L'Cie may freely mold this element as they wish. As long as the Eidolons are present, the L'Cie is immune to magic, though these Eidolons cannot be healed and will attack the enemy without heed for other commands.

(Byakko): Two Airships are constructed using the crystal's magic, and they fire a steady stream of elemental bolts following the element chosen by the L'Cie. On command, they can fire a wide barrage of air to surface missiles, or air to air missiles. As long as the Airships are present, the L'Cie generates a field which nulls magic incoming.

(Genbu): The L'Cie takes in the chosen element, and their entire form becomes composed of that single element. Large shields are formed out of the same element, and these serve as shields against all attacks. For as long as a single shield remains intact, the L'Cie themselves reduces the effect of any attack dealt to them by a significant amount. The moment all the shields fail, the L'Cie's form quickly falls apart and they return to normal.

(Souryu): Dragons of the L'Cie's element swoop onto the battlefield, with their number only limited by the magical energy in the L'Cie's reserves. These dragons, if allowed to remain on the field undisturbed, will continually summon more waves of dragons. The summoning does not end until all the dragons are killed. This skill drains the L'Cie completely as they execute the initial summoning, but does not drain them constantly after the first wave.

[Manifestation 200]

Rather than drawing on the Crystal's power, if the L'Cie chooses to manifest the crystal directly the full effect of the crystal becomes immediately noticeable. The L'Cie's body crystallizes during the period as the manifestation is proceeding, and the crystals recede afterwards - however, the ability to manifest goes into dormancy for a lengthy amount of time.

(Suzaku) The ability to conjure up Eidolons of all kinds becomes apparent, as the ultimate form of magic from the Crystal, Summoning, is manifested. For a very short while, the L'Cie's magic runs rampant, and any and all summons will run wild, materialized into the world. As the summons expire, the crystal shell starts to fall apart, but the L'Cie enters a state where for a short period of time all magic spells are absorbed and converted for recovery.

(Byakko) The Byakko crystal gathers up all magic around the L'Cie, creating an anti-magic field all around them for a short time, as far as their eye can see. When the field falls apart, a massive automaton is created based on how much magic was absorbed. The automaton remains rooted in place, firing explosive shells in every direction until all of the magic used in its creation has expired.

(Genbu) As the L'Cie's form reaches its physical peak, it enters a place where no one may intrude. For an extremely brief period of time the L'Cie's form is removed from the current dimension and transported into a parallel one. While their physical form may appear to remain in the original dimension, they are unaffected by any attempts to interact with them until the shift reverts. Inside the parallel dimension, they heal rapidly.

(Souryu) Souryu, the Azure Dragon, Aspect of Spring. As the power of the crystal manifests, all manners of life burst and bloom around the L'Cie. As magic is rapidly consumed, a massive forest spring to life. The presence of flora leads to fauna, and with enough energy, the L'Cie can call forth massive dragons.

=Companions=

Standard Import (100/companion OR 300/8)

Not one to fight alone? Import your companions, 100 per companion, or 300 for 8. Each companion gets 500 CP to spend on skills only, and a human form regardless of their current form.

Class Zero (200)

If there are others as constant as you throughout the cycles, it's this band of child soldiers. Should you choose to adopt one from their number however, they will follow you through the cycle. You may pick one from their number; they naturally come with their equivalent Tag [See the item Tag of Class Zero] as well as a single Spell Shard of your choice.

The following choice then awaits you:

a) Either they follow you through each cycle, with their memories intact between each so they get to see their friends die continuously. Or…

b) They will find you and join you every cycle, with memory reset, until the very last one.

Should you choose option A, their skills grow with each cycle. Should you choose B, they are guaranteed to survive until the last cycle. Either way, they have 500 CP to spend on skills only.

The Substitute Teacher (300/Discount for Cadet)

That new teacher that's just replaced the old Magical Defense Instructor seems to be a bit fishy. Not just that green fin looking tail that pops out from his robes, or the weird knife and lantern he seems to carry around. He does take to you rather well however, and you find him helping you on the battlefield from time to time.

He's surprisingly fast, and oddly knows how to cast support magic to boost his own speed. So despite being ridiculously short, nobody is keen to actually say it to his face. Though then again, you can't really tell what he's saying with his growls and other bestial noises. You just seem to get a sense of emotion around him, like when he's happy or mad.

Besides the massive cleaver he carries around, he also carries an Iceblade Hilt. Wonder where he got that from?... Has no CP to spend, but can pick two free spell shards of your choice.

=Items=

100 Bizarre Weapon (1 Free For All)

It's only normal to have a weapon in a war, and you can take one for free. Your weapon choice could be a rather conventional one, or you may choose a more bizarre one (playing cards for example), but regardless of what it is you find a way to use it on the battlefield.

Should you have a weapon already, perhaps you'd like to enchant it with an element? We'd only be able to enchant it once with one of the elementary elements of fire, wind, earth or water – but certainly it'd be better than nothing.

100 Spell Shards (1 Free For All)

Spell shards contain the knowledge of spells, which you may slot into items and wield. While the spells only have three elemental variants between fire, ice and lightning – they also bear sub attributes. A spell shard may only bear one element and one attribute at a time but the attribute can be changed so long as you are not under attack. Multiple purchases possible – if slotted into an item anyone bearing the item may use it.

(Rifle) – Fires a straight shot of the chosen element forward, pierces defenses easily.

(Shotgun) – A close range spray of the chosen element. Knocks enemies back.

(Rocket) – Fires a projectile that arcs in the air before exploding in a large burst. Has a bad tendency to cause shrapnel to fly everywhere.

(Missile) – Fires a very fast projectile towards an area, ending in a large explosion. Can be fired rapidly in succession.

(Bomb) – A wide area around the caster explodes in the chosen element, knocking down enemies.

100 Bland Insignia (Free for Drop In)

A blank badge that pins to your clothing. It reacts around magic, capable of sealing in a weak spell that it is exposed to. Those who wear the pin may use the spell freely. The pin only seems to be capable of holding a single spell at a time.

100 Student's Uniform (Free for Cadet)

A student's uniform, which happens to be the same one that most cadets wear into battle. Admittedly not very conventional for battlefield armor, it has been magically enhanced to withstand gunfire. Just…be careful as the enhancements can be temporarily dispelled.

100 Iceblade Hilt (Free for Commander)

As the name might suggest, this is literally a chunk of ice stuck onto a hilt. You see the form of a blade, but no actual steel. Despite that, the blade cuts well, and the ice never seems to shatter despite whatever force you swing it with.

100 MP0 Magnum (Free for Soldier)

A handgun that has been customized such that any bullets it fires will drain enemy magus of their magic. The amount of magic drained is proportional to how critical the body part hit is. A shot to the heart would drain significantly more than a shot to the foot, if it does not kill them outright.

100 Libra Lens

A monocle that when worn, gives you a basic analysis of the enemy and allows you to see their parameters in terms of statistics like health, strength, defense and such. The magic it has been enchanted with only works up to creatures of a certain level of power, beyond which it gives plenty of question marks.

200 Dance Shoes

A pair of jet black dancing shoes, fit for ballroom dancing. The shoes fit well, though you normally wouldn't wear them on a battlefield – except for one thing. You seem to have an uncanny knack for dodging attacks at close range, with a flair that only a dancer could possess.

200 Memory Tag

A tag used to keep a memento of the dead. This can be used to capture a simulacrum of those who have fallen, and can be used to project a temporary copy of them, though they cannot do anything beyond having a chat with you.

200 Guide to Avian Species: [Breeding]

An old and tattered book which has seen many decades and many readers pass by. In it lies the teaching of an ancient professor who studied avian species for the majority of his career and compiled it into a series of books. This one in particular deals with the breeding methods for avian species. It took a while to read through it all, but in the end you've learned how to breed most avian species, even those from the past times. Now all you need is live specimens…

200 Gyzhal Greens

A special herb used in stimulating reproductive activities. Has a particular effect on those ingested, disorienting them and removing them of their mental faculties. Until the herbs are digested, their hormones become substantially imbalanced.

300 Tags of Class Zero

Dog tags marked from 1 to 12. Each one acts like a bland insignia, but bears the special ability reflecting a member of Class Zero, and can be used by those bearing the tag. The Class Zero companion naturally bears their own tag.

Ace: A specialist set focused on fighting with cards, with a large boost to all related skills. It specialty is unique to some extent, as it allows the bearer to hurl out a stream of cards from their hands, until the "deck" runs out. The "deck" grows by one card every several minutes.

Deuce: A specialist set focused on fighting with musical instruments, with a large boost to all related skills. Its specialty is bizarre, as it solidifies sound created by your music into bubbles, which in turn burst and stun foes within earshot. The bearer's health seems to recover by a constant, if minor amount as they play music.

Trey: A specialist set focused on fighting with bows, with a large boost to all skills related to those weapons. Its specialty is rather expected for an archer, as arrows loosed by the bearer will bind enemies to the ground for a short time. The bearer also ignores all weather effects while bearing this tag.

Cater: A specialist set focused on fighting with handguns, with a large boost to all skills related to those weapons. Its specialty is magically inclined, as it charges bullets fired by any firearm with a magical element which the bearer possesses or can access. It also teaches the bearer how to create magical landmines.

Cinque: A specialist set focused on fighting with maces, with a large boost to all skills related to those weapons. Its specialty is rather unorthodox, as it increases the size of the weapon in the bearer's hand by twofold, and any impact made by the weapon seems to leave a major dent in the object struck.

Sice: A specialist set focused on fighting with scythes, with a large boost to all skills related to those weapons. Its specialty is rather terrible, as the bearer grows stronger in proportion to the number of those they have killed within the same battle. This increase in strength remains for as long as the bearer is not struck. The bearer's attacks also seem to have a poisonous touch to them.

Seven: A specialist set focused on fighting with whips, with a large boost to all skills related to those weapons. Its specialty defies physics, as enemies struck by the whip are pulled into a

scenario of push and pull. The bearer may freely pull the enemy towards them, or push themselves towards the enemy regardless of size as long as the whip remains connected. The bearer's defenses also increase slightly.

Eight: A specialist set focused on close quarter fist fighting, with a large boost to skills related to unarmed combat. Its specialty is actually more of a modification, allowing the bearer to chain together attacks by ensuring the user is always within the right range with a series of short teleport hops. During each of these hops, the bearer cannot be struck.

Nine: A specialist set focused on the use of a spear, with a large boost to all skills related to those weapons. Its specialty is a bit of an oddity, teleporting the user above an enemy to drop down on the enemy, presumably to be used with a spear. The bearer of this tag benefits from a substantial boost to their endurance.

Jack: A specialist set focused on an all or nothing style of sword fighting, with a large boost to all skills related to long sword weapons. All attacks seem to slow down, but are stronger as a result. Its specialty is one of patience, which allows the bearer to sidestep an attack and appear at the enemy's side to strike, even if the enemy is at medium range. The bearer also constantly regenerates a minor bit of health.

Queen: A specialist set focused on a close range fencing style of combat, with a large boost to all skills related to single handed sword weapons. Its specialty is a movement technique actually – closing in to an enemy's blind spot from medium range in a teleport fashion. This tag is a bit problematic, as it can sometimes cause the bearer to go berserk if the bearer is significantly injured. In such a state the bearer will attack wildly, with much more strength than normally possible.

King: A specialist set focused on handguns, with a large boost to all skills related to those weapons. Its specialty is firing a point blank shot that, as its name suggests, deals significant damage as one gets close to their foes. The bearer of this tag will never be affected by the weather and has a substantial boost to his health and vitality.

<u>300 Crystal Jammer</u>

A portable device, about the size of a portable campfire. When activated, magic is heavily dampened in the nearby area and the effectiveness of spells drops significantly. Can be moved around by hand, but while it is being moved, the field fades away. Has no visible power source, but seems to run steadily until it is shut off.

<u>300 Old Cell Phone</u>

It’s an old cell phone that seems indestructible, but only one of the keys works. It seems to dial a call to nowhere in particular, but should you call for help, one of your companions will answer and appear beside you. It only seems to work when you’re being attacked, but it can call a companion who is not presently active in your world for the time until the attack ceases. Companions called in this way cannot gain any CP.

=Drawbacks=

100 Weather Woes

Gala decides that if humans aren't killing each other fast enough - he'll help accelerate the process.

The effects of weather become much more severe than normal. Rainstorms become heavy enough to instigate floods. Snowstorms will inflict frostbite on anyone without protection. Hailstorms are razor sharp and liable to cut open those stuck inside. Sandstorms will choke people to death and blind those who are more fortunate. In the span of a cycle, at least half of the year will be spent facing terrible weather.

100 Death's Fleeting Memory

Previously, you were immune to the effects of the crystals making people forget the dead. Now you aren't immune to those effects any longer. This means any companions you lose are gone permanently. In addition to this, there are now no records of the dead - the moment a person dies Gala rewrites history to make it as though they never existed. Yet everyone else on Orience will continue to fight on to the death as normal - even if the leaders have faded to dust.

100 Stalked!

A terrible band of Seiryujin, corrupted dragon men who have been cursed to undeath, has decided that you should join them. Unfortunately their definition of joining is with you in pieces, and digesting inside their stomachs. Should they consume a part of you, they will adopt your powers. They will hunt you down like a pack of wild beasts - except these wild beasts don't seem to die. In spite of fatal blows, they will regenerate to a state of full health.

200 Turbulence

The four countries normally have a short period of peacetime before the cycle initiates the war phase. That was inefficient in Gala's eyes, so he's decided to simply initiate the war phase from the get-go. As soon as you enter the world you will be tossed into a war with weapons of mass destruction being tossed left, right, and center. Enemy troops will be reconstructed until the

crystals themselves are all destroyed simultaneously. Enemies will target you with the highest priority, and use whatever means necessary to kill you - even if it means destroying a landmass.

200 People Die When They're Killed!

The permanence of death is something to be emphasized. All recovery spells or items are only a quarter as effective as before. Furthermore, death is now instantaneous, and no form of resurrection will work even if cast prior to death. For creatures with multiple bodies, as long as a single body dies, each body dies instantly. There is no reprieve.

300 The Fallen King...

Gilgamesh, the King of the Lorican Alliance, has deemed you worthy of becoming Endiku. Unfortunately, this means you need to die, before Gilgamesh devours your soul to create a new L'Cie in your place. Having lost his sense of reason, he hears nothing and is driven by a deep desire to use you in order to create Endiku. He will appear once every month to hunt you, usually when you are engaged in battle with something else. It also appears that nobody else in Orience can see him besides your companions.

300 That Which Lurks...

From the first cycle, you feel something ominous lurking in the skies.

Should you attempt to go into space, you'll realize that the sky is fake. All of the dead from the previous six hundred million cycles have coalesced into a creature that encompasses the sky. It will attack, draining you for all the souls of those who you have killed in every world and growing twice as strong for each soul drained this way.

Should you move on to the second cycle ignoring the troubling skies however, there will be one month where the sky will be completely black, overwriting any weather phenomenon going on. At the beginning of this month, the dead from your past will begin to rise. They will attempt to kill you should they see you.

For each cycle you move forward - this dead month will extend by another month. 3rd cycle is 2 months, 4th cycle is 3 months, etc. At your last cycle, for nine months of the year the dead will rise and attack you. On top of that however, the creature in the sky will finally descend. It floats in the air with the power of its six wings, and three rooster heads pierce out from crimson portals. It will raise all the dead that have been killed in Orience thus far, and all of them will unite to kill you.

This is Gala's pet - the Nox Suzaku.

600 Now Running Simulation-FF: Final Funeral

Gala and Arecia have agreed that with your arrival to the world, it's time to amp up the simulation to meet the challenge. Instead of experiencing ten cycles, you will face a single one. In this cycle, Gala and Arecia have collected the information from alternative and distant worlds. All of the superbosses from Final Fantasies in the past have been introduced into Orience - and they will work together in perfect harmony to destroy you. They are immune to any type of conversion effect or instant death effect.

No Refuge.

1000 IF Scenario - Tempus Ratio: Routine Genocide

Long ago, an experimental program was initiated by God.

Two beings of strength beyond comprehension were created.

Their directive: To breach the gates of the underworld, where a fallen goddess lay in wait.

Their means: A world where they could toss souls against the gate en masse, like a battering ram.

Their hypothesis: By overloading the gate with too many souls at once, the gate would stay open.

Their fallacy: That the underworld existed to begin with.

Traveler, you have found yourself trapped in a false cycle of life and death. In a more distant past, several million cycles ago, Gala and Arecia had a more coherent plan in mind. Instead of a cycle where humans warred amongst themselves, to be cleaned up afterwards, in this cycle all life would go through phases of creation and destruction.

You will go through ten cycles of ten years each. For the first eight years of each cycle, all forms of life on Orience are obsessed with breeding and will procreate en masse. Expect to see massive population booms, and rapid development in every kingdom, as well as monster life. On the first day of the ninth year, a switch is flicked – every sentient form of life on Orience becomes obsessed with murder. The continent becomes the setting of a massive battle royale. Gala will casually erase the memories and emotions of all those involved and pit them into this death match regardless of race, gender, age and ethnicity. As the number of survivors decreases, those who remain become intimately aware of where the other survivors are, and hunger to kill them. When the continent has only a single survivor, the cycle is reset. You and your companions are the only ones who are not possessed by this death drive.

With each cycle, Gala will increase the strength of all life in Orience. Perhaps a stronger soul would make for a better battering ram after all. Expect by your tenth cycle that even infants may wield extreme forms of magic, and L'Cies will fight on par with you. By the fifth cycle, Gala will recognize the strength of the Lorican L'Cie Gilgamesh. Every person besides yourself and your

companions who survives for more than a week in the eradication phase is morphed into Gilgamesh.

By the tenth cycle, the two administrators of this system recognize that you are certainly of worth. **Both of them will spawn a copy of you and your companions with abilities and items intact**. Your last fight will be against these two parties – a conclusion to be drawn between the forces of the crystal, and yourself. **The only difference between you and them will be the ten years of your last cycle.** Hope you made good use of your time.

The denizens of Orience, once Gala overwrites them, are no longer susceptible to mind control effects which would make them turn peaceful.

Should you attempt to hide in an alternative dimension during the eradication phase, Gala will generate a copy of yourself with your abilities to hunt you down.

As they are constructs designed solely to kill you, it is not possible to make your copies your companions.

Should you take this drawback, you may import ten extra companions – one for each cycle you will be here. Every companion who you deem fit to participate in this bloody affair gets an extra **300 CP**. They **will** be copied at the very end.

Though it is possible, it is not advised to take this with other drawbacks. All negative effects will stack. Particularly, if this and the FF simulation are stacked, you may well see multiple Yiazmats running around as it breeds (with who I wonder?) before all hell breaks loose. Similarly, the Nox Suzaku may also breed. The undead may also breed.

I would be careful of the children, and especially the infants. They'll kill you when you're not looking.

Isn't the Maker Bhunivelze benevolent?

=The Afterwords=

Your time in the simulation complete, Arecia thanks you for your participation and Gala gives you a simple nod. Presumably, with the cycle broken regardless of how it happened, these two are now free. What freedom means is another thing altogether, but perhaps one will wander the world, while another watches over Orience in pensive observation.

You however, have a different choice ahead of you.

Will you stay in Orience, now that it is no longer bound by the crystal? Certainly the future ahead looks bright.

Will you move on, to worlds yet unexplored, as is your nature as a Traveler?

Or will you return, from whence you came, to a home that grows ever distant?

=Notes=

*.011 change was Flow of Magic clarification.

The Full Set of abilities granted by the Class Zero Dog Tags can be found here:

http://finalfantasy.wikia.com/wiki/List_of_Final_Fantasy_Type-0_Abilities

The substitute teacher is rather fishy after all!

http://img2.wikia.nocookie.net/__cb20140703062719/finalfantasy/images/4/44/SuzakuTonberry-type0-psp-model.png

There's the question of: "What the hell is an Eidolon?"

Eidolons are war beasts conjured by the crystal. A magical creature, when it dies it leaves behind a body, suggesting some sort of sentience rather than a simple magical construct. The vast majority of Suzaku soldiers die upon summoning an Eidolon – you and your companions are exempt from that. Special Eidolons have been summoned before – but those are out of your reach, and they require mass sacrifices (minimum of a good town).

A list more relevant follows:

http://finalfantasy.wikia.com/wiki/Eidolon_(Type-0)

Then finally, a standard timeline. These are some of the key events which happen as long as you do not interfere with them within a cycle.

Year 842 January 1st – Start of the year.

Year 842 February 3rd – Militesi invades Rubrum, but is driven back by Class Zero. Both sides take severe losses. Every country mobilizes their forces in response in the breaking of the peace treaty.

Year 842 February 14th – Rubrum declares war on Militesi

Year 842 March 1st – Rubrum begins retaking territory previously occupied by Militesi with Concordia's aid.

Year 842 April 22nd – The fortress of Cogreen is reclaimed – but vaporized in the fight between Rubrum and Militesi L'Cie

Year 842 May 25th – Concordia and Rubrum actively advance on Militesi border territory.

Year 842 May – A magitek warhead vaporizes Lorican. The Lorican Alliance is destroyed.

Year 842 June 27th – Militesi invites Concordia and Rubrum into a negotiations talk.

Year 842 June 28th – The Queen of Concordia is assassinated.

Year 842 June 30th – Implications of Rubrum assassinating the Queen of Concordia leads to a Concordia/Militesi alliance. War resumes.

Year 842 August 17th – By now Rubrum expends its entire military and civilian effort into fighting a two sided far. The Suzaku L'Cie Setsuna is deployed to the Western front, while the Suzaku L'Cie Zhuyu is deployed to the Eastern front.

Year 842 August 17th – The Suzaku L'Cie Setsuna sacrifices herself to destroy the invading Militesi army. The resulting damage from the Grand Eidolon Alexander results in the near total fatality of both sides involved.

Year 842 August 17th – Concordia is beaten back as news of Setsuna's involvement is made public. Rubrum dedicates its efforts into destroying Concordia as Militesi remnants retreat.

Year 842 – October 12th – Preparations for another magic warhead to destroy Rubrum is underway in Militesi.

Year 842 – November 12th – The invasion of Concordia is complete with significant losses. The monarchy is destroyed completely. Militesi takes control of both the Souryu Crystal as well as the Genbu Crystal. Rubrum turns its tired army towards Militesi.

Year 842 – December 6th – Rubrum advances onto the Militesi capital city and conquers it handily. The magic warhead is detonated high above the capital city harmlessly. Cid Aulstyne escapes with help of L'Cie, and steals the Suzaku crystal.

Year 842 – December 7th – Cid Aulstyne enacts the ritual to summon Pandaemonium. Tempus Finis begins.

Year 842 – December 7th – Gala receives the activation notice for the immortal Lulusath army, they sweep through Orience without resistance. Class Zero becomes L'Cie and dies facing the Lulusath. Orience is reset.