Final Fantasy 12, Revenant Wings (Version 0.1)

"A flying continent – this entire time – and no one realized it?"

The land of Ivalice is currently in a state of peace. The threat of the Occuria has passed and the kingdoms have moved on from the possibility of war. One year ago, a full war had nearly broken out between the kingdoms of Rozarria and Archadia, but today there is a tentative peace. Peace brings growth along with it, and with growth comes exploration and innovation.

Legend speaks of hidden treasures within the Purvama, basically networks of floating islands, and if Bhujerba is any indication, surely sky pirates have sufficient justification to flock towards that untouched ground. With the war out of the way, now is the time for all to take flight and explore the unknown land.

As you arrive, a sky pirate by the name of Vaan is preparing for his own journey – though his destination lies further than the Purvama around Bhujerba. Investigating a new Purvama which has appeared; Vaan will happen upon the land of Lemures and unknowingly trip off a chain of plots and schemes.

Know this, traveler. Though the world may be at peace, it does not mean that you can simply let down your guard. Explore, exploit, do what you will with the world in your time here – but know that you must survive. Well…you should probably take this with you just in case. Who knows, maybe you'll have use for it?

+1000 CP

[A Mutual Understanding]

You know, from your appearance Traveler, I could have sworn I had seen you before. Who knows, maybe it's just this old man's eyes going on him. Still, there are some details I need to jot down – paperwork to file for the Lady you see. Let's start with some basic details?

Age, 15+1d8 / Your Gender and Appearance may remain the same, but they may change according to your race.

There is the matter of your race – well, I'm supposed to confirm with you whether you'd like to remain as you are. A hume I presume? Or if you would prefer, we could perform a bit of a touch up here and now. So, what race are you? You should probably take a look down below and decide – because I'll only do this once!

Race	Distinguishing Traits
Aegyl	The Winged Aegyls, banished to Lemures, have been hidden away from Ivalice for countless centuries. Resembling humes in appearance, their distinguishing physical trait is the presence of wings – with which they are capable of flight. Most of the Aegyl are noted to have a mental block which seems to prevent them from exhibiting emotions – the reason behind this appears to be linked to the auracite they use.
Hume	The most populous race in Ivalice, the Hume have spread over the continent – and at this point they have substantial control over the land. Perhaps the most technologically advanced race save for the Moogles, their militant expansion has led to the establishment of the known kingdoms.
Bangaa	Reptilian humanoids with a notable reputation of being one of the races with the largest physical presence. With exceptionally sharp senses of smell and hearing, they have fit in well in the hume dominant society of Ivalice, finding roles in society that suit their skills – such as becoming a soldier, or a bounty hunter.
Seeq	Opinions of the Seeq have never shifted substantially, and many Hume look upon the Seeq with disdain. Though they have a reputation for being slow and greedy and others think of them as pigs – in truth the Seeq have a culture of their own that few outsiders understand. In addition, they are also surprisingly agile and dexterous despite their bulk.
	The Viera are divided into three classes – the Rava Viera, Veena

Viera	Viera and the Feol Viera, both of which can be distinguished by their physical appearance. The Feol Viera has blonde hair and shorter ears than the Rava and Veena Viera, influenced by their Aegyl heritage. In turn, the Rava Viera has darker skin pigmentation than the Veena Viera. All of these races are rather reclusive, keeping to the woods and the Roda Volcano respectively. A question which consistently baffles Hume researchers is whether male Viera actually exist.
Moogle	Like the Bangaa, the Moogle have fit in very well into Hume society. Their physical appearance is endearing to Hume children and adults alike, and their technological savvy has earned them the respect of Hume airship pilots and mechanics. Though their fame comes from a history of Moogle engineers, there are those who instead take to becoming knights or magi.
Nu Mou	Perhaps even more reclusive than the Viera, it is rare to see a Nu Mou anywhere save for Mount Bur-Omisace. This race is stereotyped as the most magically inclined race in Ivalice, and for the most part, this stereotype holds true. The Nu Mou all have a distinctively aged appearance.

With that settled there are some other details that we should sort out, like where we should drop you off and so forth, but first, you should take a look and tell us what your specialty is. This is another minor detail for us to clear with the Lady.

Background	Description
Sky Pirate	Pirates haunting the open seas? That's pretty old fashioned! These pirates are out to strike it rich in the skysea, zipping about in airships looking for the next mother lode. Granted, they also don't raid other ships as often as pirates of old may have – but generally that's seen as a good thing. You're naturally welcome in locations such as Bhujerba and the Muruc Cashuac Skysea, where fellow pirates have already set up bases. You may choose these locations to start in if you so wish.
Troupe Leader	The Troupe Leaders in the land of Lemures are practitioners of a mystic art – that of summoning. Welcomed over all of Lemures from the Windward Isles to the Skysea, the Troupe

	Leaders are a common fixture – as they both teach their art as well as practice it.
Merchant	A merchant in these times is highly in demand, as more and more foreign goods are flooding the market, and more and more people are gaining exposure to countries abroad. With your skills as a merchant, you'll find yourself welcome at any major city – be it Rabanastre, Archades, or Bhujerba. You've also got a rather keen eye for making money where it counts, so at least you shouldn't have to worry about going without a meal.
Drop In	You sure you'll be fine with this? You won't have anybody to help you or any memories to rely on. Granted, you'll also be free to go wherever you like as long as you can defend yourself, but it's a harsh world out there – so better get prepared!

Good, good. Just one last thing before I send you off to make your actual preparations. We need to figure out where you start off.

You've been handed a dice, **1d8 for location.**

Well, you rolled…	**So You Start at this Location!**
1	Rabanastre, the crown jewel of Dalmasca. After having recently recovered from an impending war and Archadian occupation, the trade city has come back to life once again. Merchants and pilots from all over the world make their stops in the aerodrome here – due to its relative proximity to Bhujerba and its nature as a safe port. There's a very vibrant market here.
2	Archades, the capital of the Archadian Empire. Strong militaristic, though this has changed slightly since the end of the last war and the rise of Larsa Ferrinas Solidor as Emperor. A remarkably young Emperor, many in Archades believe with his fresh perspective, the kingdom is in for a fresh start.
3	Bhujerba, the new hottest place to be, ever since the new purvama were discovered nearby. A city floating in the sky due to all of the magicite interference, in the past it was quickly developed due to the many magicite lodes scattered in the islands nearby – but now it has become the central hub for many aspiring pilots and pirates alike. It's quite easy to find a ship here.

4	Eruyt Village, the village of the Rava and Veena Viera, who have lived here for countless centuries. Protected by what the Viera call the "Wood", when you appear – the Viera will be mildly tolerant, but needless to say, they're not a very socially welcoming group. You'll have to prove yourself worthy if you want to stick around.
5	Roda Volcano is an active volcano, so be careful where you put your foot! The Feol Viera live here, and this is effectively their last settlement – as very few Feol Viera ever wander away from this place. Though it makes one wonder how they have survived for this long, one must keep in mind that Viera have prodigious lifespans.
6	Zephyr, the Windward Isles, is the main settlement of the Aegyl. Unfortunately, with the discovery of Lemures, many sky pirates have marked the Windward Isles as the main locale to loot. The vast amount of ancient ruins and auracite don't help matters at all.
7	The Muruc Cashuac Skysea is aptly named. It's an actual ocean, floating in the sky, with little islands dotting the ocean. Well – perhaps it's actually just a lake, but the sheer scale of this island is so big that you really can't tell the difference. There is a vast amount of untouched resources here – probably enough for a whole team to get in, and get rich.
8	Free Pick! – Heh, you get to choose for yourself!

[Perks =PERK00=]

Racials

Each race naturally has their own specialties – not to say that they're all one trick ponies, but everybody has to have something they excel at, yeah? If you so wish, you can dabble in a bit here and there – we'll teach you the basics before setting you off. Racial skills are discounted for the appropriate race. Each Race has 1 passive skill and 2 job based skills. By selecting a race, you may choose 1 skill for free.

=Aegyl=

Auracite Manipulation 200

The other races might not be very familiar with Auracite, but you have enough expertise in it to put scholars to shame. Cultivating the crystals, identifying the method of extracting them, and even the know how to use it in improving your magic, your expertise allows you to do all of this. Within the Auracite lies the fundamental basis of forming conjuration magic, allowing its bearer to modify spells by changing their fundamental basis – but the more complex the spell, the more complex the cost.

But that understanding also brings an awareness of Auracite's flaws. Used excessively or improperly, you risk damaging your emotional health. Far too many naïve Aegyl have used Auracite in excess and left themselves emotionally drained. Take care that the same does not happen to you.

Dragon Knight 200

These Aegyl have trained extensively with the spear, and strangely enough, rather than using their wings to fly, they use them in leaping assaults against enemies. Mimicking the behavior of their namesake, each dragon knight has the ability to spew out elemental breath, and combined with their mobility they often act as front line harassers.

Sky Soldier 200

Besides their ability to fly, most people assume that sky soldiers are the stock troop of the Aegyl. That is not exactly the case, as the sky soldiers are there so to soften up the

enemy. Each of the skills they train in serve to debilitate the enemy for as long as the fight continues, making a small group of them capable of turning the tide in battles.

=Hume=

Presence of Ingenuity 200

Humes are stereotyped as a jack of all trades, and honestly, there's no sense in trying to fight against that. Certainly, with the wide variety of skills you have, you've found that thinking on the spot is a strong suit of yours – and on the spot decisions are definitely far easier to make without hesitation. The important thing is realizing exactly when to use what. Maybe they'll eventually call you a Master of all Trades instead?

Seer 200

Unfortunately, you're not going to be making prophetic claims anytime soon. On the other hand though, your magical prowess soars to massive levels, both in terms of offense and defense. While spells do tend to be quite a nuisance to cast for those without much mana, you're there thankfully to help recharge any mana lost. You're practically a walking mana battery!

Parivir 200

As though they were trying to break out of the stereotype of being a jack of all trades, the parivir took offensive capability and focused on it, sacrificing all else. While all of their talents revolve around the use of a katana or similarly bladed weapon, the elemental sword magic that they use is very handy for all of the detrimental effects they cause. Good for any aspiring sword master.

=Bangaa=

Wrath 200

The hume may be stereotyped as jack of all trades, but the Bangaa are notorious for their mercurial temperament. You're not going to bother trying to prove them wrong; you

might as well use their presumptions to your advantage. They'll soon realize that you might get angry, but your rage is hardly blind.

Your physical and magical prowess is tied to your state of mind, and increase the further enraged you are, to the point where anger alone can sustain your magic casting. Take heed though, you can't stay angry forever, but while you are angry – the enemy will have hell to pay. They never should have called you a lizard.

Cannoneer 200

Compared to other Bangaa classes, cannoneers are generally the odd ones out. For one thing, they carry about hand cannons and unlike the stereotypical Bangaa who revels in close combat, these fellows prefer to hang about in the back and rain down artillery fire where possible. Most of the magic involved with the class has to do with the magical shells which they can enhance, and ammunition enhancement is a native skill to them.

Trickster 200

Or perhaps in comparison, the cannoneers are rather normal after all. When compared against the tricksters anyways. Card wielding jokers, these Bangaa run about debilitating foes with enchanted cards. The more statuses afflicted onto a foe, the stronger these pranksters become. They're also notable in the fact that many tricksters are also thieves – but you're best off keeping that fact to yourself.

=Seeq=

Battle Frequency 200

If you're a Seeq, chances are, people are going to underestimate you. They're going to look at you and regardless of your appearance they'll assume that they're better than you. Which is fine, considering you're actually quite talented in combat and you're fully aware of that.

In fact you perform even better in those initial moments when the fight starts, when the adrenaline kicks in and they still believe in their superiority. Everything seems to move slower besides you, but that's most likely just due to your heightened senses. It does wear off after a while, but by then your enemy should be subdued.

Viking 200

Oddly enough, the vikings are known for their abilities to put on fancy shows, namely with extremely hazardous applications of lightning and thunder spells. Of course, the reason they're putting on the show is namely so to distract the audience as they get robbed blind. But, that's just a mere detail. Take care not to anger a viking around any body of water, as they have a peculiar ability to manipulate water bodies into massive waves if they feel the need.

Lanista 200

Gladiators at heart, the lanista have developed a set of techniques intended to be as flashy as possible. After all, if you can't win over the audience, victory means little. However, having years of experience in the ring makes one appreciate the meaning of "fighting for your life" and as such lanistas have a nearly unparalleled level of resilience.

=Viera=

Call of the Forest 200

Viera aren't called the folks of the woods without reason. While you can't actually speak to animals, you can at least influence them slightly with pheromone signals. This does actually take quite a bit of experimentation, as animals naturally react to pheromones in different fashions.

For the most part, weaker animals will have a good idea of what you want done and attempt to do it, but they're not about to put their lives in danger without great temptation. Similarly, stronger animals are slightly more resistant to the effect. Be careful not to swamp an area with pheromones – could get nasty.

Green Mage 200

Generally relegated to support duty, those who pick the path of the green mage understand that there is no sense in trying to take to the front lines when others are better suited to act as living shields on their behalf. Instead, they like to harass the enemy behind the very same allies which they protect with an assortment of defensive magic. In a

slightly amusing note, the Green Mage has the capacity to allow their allies to jump…very high.

Spellblade 200

Quite a misnomer, these Viera, for their abilities work with any weapon, imbuing them with a strong magic that inflicts a wide variety of statuses to any foe struck. Pranksters at best, saboteurs at worst, the spellblade don't bother trying to fight fair, and frankly, why should they?

=Moogle=

A Little Tinkering Here 200

It seems rather bizarre to think that a pint sized Moogle could become a leading mechanic, but your skills with tools have advanced so much that it's probably not altogether an impossibility. But you don't really like to take things apart; so much as you prefer to put things back together.

From a bunch of broken pieces of the ground, you'll get a general idea of how to put them back together – not necessarily in its original form though! Better buy some duct tape just in case though.

Chocobo Knight 200

Honestly, it seems kind of bizarre to have a Moogle ride a Chocobo, considering the sheer size difference between the two. On one hand, the size difference means you're practically never going to get struck off your mount – not before they strike the chocobo first. On the other hand, you should get used to trying to mount Chocobos by dropping on them from the sky.

Luckily, you do have the skill to tame a Chocobo, and one follows you around anywhere you go, so maybe you can just train that Chocobo to crouch down and let you mount it?

Flintlock 200

For those of us tired of riding on birds, there's still the good old flintlock rifle waiting to be used. Given their technological expertise, the Moogle are rather proficient are forming firing lines and generally raining down shells on enemies. The Flintlock is quite a difficult weapon to use, but with time, you'll be able to get the hang of it, and you can even solve your mobility issues with teleporting shots!

=Nu Mou=

An Expertise in Light Literature 200

There's that massive backlog of works that you haven't gotten around to reading, as well as that massive backlog of essays to write, but you haven't had the time to even scratch the surface! Well, thankfully, as a Nu Mou, it's not like a couple hundred essays can't be read in a day. Retaining the information is substantially easier, in comparison to if you happened to be one of the other races.

Arcanist 200

Practitioners of magic generally considered "forbidden", the Nu Mou arcanists dabble in spells that generally don't discriminate between friend and foe. Draining the health from others, manipulating gravity, creating swarms of darkness, the arcanist focuses exclusively on demonstrating that traditional schools of magic are not the way to go. Of course, there are moments when that urge to prove themselves right gets excessive.

Scholar 200

Whoever said that words can't kill has never met a Nu Mou scholar. Using the power stored inside grimoires and old tomes, the scholar translates that into a massive storm of elemental fury. In addition to this, with their extensive knowledge and understanding from all those tomes read, they can instinctively strike at the weak points of any race they meet.

Specialty Perks

=Drop In=

Who's Piloting This Thing?! 100

It's rather awkward when you consider how a single person is all it takes to pilot a massive airship - and yet, that's exactly what you're doing. Though you won't be able to handle every system at once, you can assume control over an entire set of related systems on the ship and put it completely under your control.

Dex & Sinis 200

Well if the Aegyl can do it with their Auracite, then so can you! Even without the presence of a gate, you can summon two summons of the lowest tier and manifest them permanently around you - until you either replace them, or they fall, or you dismiss them. Seeing as they're really more like mascots...well...I wouldn't expose them to battle. They do make handy scouts though, since nobody seems to really pay any attention to them, and they can also lend a hand if you ever need a copilot.

Flight Logs 400

Seeing as you aren't very familiar with the surroundings, you've started logging all of your adventures and misadventures into this Grimoire. Really you shouldn't have used a grimoire for this, you know? The grimoire is indeed a handy place to keep track of everything that's happened except it also seems to log the thoughts and comments of everyone around you within a large radius. What are you even going to do with all of these comments?! As it literally captures thoughts - be careful that some people may have secrets that they would not want you privy to.

Be careful who you use this grimoire around, because some thoughts were never meant to be seen, and while you won't pick up everything - mostly just surface thoughts and some interesting secrets - some creatures have thoughts you won't comprehend. Luckily, it'll mostly show up as a horrific wall of gibberish.

Affinity 600

Some of the locals keep mentioning something about "Affinity" related to the Espers, which they call Yarhi. Naturally, with all the talk about it, you were drawn to investigate further on what it actually was. It seems that with the rampant effects of the Auralith crystals, the Aegyl on Lemuria have developed a special tendency for summoning Yarhi based on their emotions.

Well, you weren't interested in something so scary right? Thankfully, with the aid of the Gates, anyone can become a summoner. You can pool your summoning and conjuration skills to all of your companions nearby, so everybody can take part in the summoning fun!

You'll probably need to too - since every damn Aegyl seems to be able to summon hordes at you. Be aware of one thing though - this doesn't actually transcribe your skills to everybody, but rather divides them up evenly. Hey! You'll already have plenty more casters anyways, so it makes up for it!

=Sky Pirate=

Convenient Acquisition 100

Well if you're going to procure anything from anybody, you'd probably want to know what they have right? With a trained eye, you'll start to notice what kind of things the people around you are carrying - the things that you can steal for sure anyways. They're hiding it under a coat? No problem, you'll still see a faint outline anyways.

Intimate Larceny 200

When you just don't feel like going out and buying that tool you need, it's always best to borrow it from a friend. …Even if you don't intend on returning it. ...And he wasn't your friend. Pirates are first and foremost, thieves, and no one hurts from a little...give and take, right? You'll find it much easier to "trade" items with people; say slipping a stone into

their pocket in return for their wallet. Your general skills at stealing things might improve, but do be considerate and leave something behind for them.

Pirate's Monograph 400

When you go for the mark, you might as well take it all! When you steal anything off of a poor victim, there's a good likelihood that you'll steal a couple more things from them unknowingly. Don't press your luck though; it's hard to walk away from a person casually when you've taken all of their clothes.

Relic Auralith 600

The Auralith is the Sky Pirate's prize, and yet the one in your hand...is it real or fake? You can't tell for sure - but you can conjure it to your hand, so at least it's real in some sense. You heard that Auraliths create Yarhi, but this doesn't seem to be the case here - instead the relic in your hand acts as some sort of skystone, reducing the gravity in the surrounding area to a point where you can fly freely. Just don't fly too high, whippersnapper, or you'll plummet to the ground.

Could you fly around with this? Sure - but you'd need to be holding the stupid thing the whole time, and it's rather large! If only you had a way to reproduce this, or divide it up properly you could probably make a whole fleet of airships on this…

=Troupe Leader=

Fanfare 100

Well a troupe needs fanfare right! Hey, as the leader, you should be the one handling this sort of thing! They might be summons, but it seems that they sometimes need a bit of motivation too - and coming from you, that means a lot to them. Your summons can maintain themselves for longer periods of time before they return to their homes, and can endure a little more than normal.

Gate Stabilization 200

Say, with all of these summoning gates scattered over Lemuria, shouldn't you have some time to research into them, maybe see how they work? We'll give you some basic information we have on their workings and structure anyways - that should be enough for you to create a gate of your own.

This gate functions much like any other you'll find on Lemuria, producing a chosen summon automatically and repeatedly. It does seem to have a slight period of recharge time between conjuration, but it will continually send forth whatever summon you choose.

Be careful though - the Gate runs off your energy, and the moment you run out of energy, the gate will happily take a rest and turn inactive until you feed it again. It may not be the most draining thing in your repertoire, but as long as the Gate exists it'll sap on you in a steady fashion. You can freely move the gate or retract it, but it'll stop summoning anything during this time.

Empyreal Edict 400

The Aegyl have a terrible fondness of using Yarhi which has led to their current plight. Or perhaps, lacking the ability to feel, they don't see it as much of a plight. But such reliance...introduces a glaring weakness, and once you understand the importance of auracite for the Aegyl and Yarhi, you too will see the critical link which can be severed.

For a time, you can seal off your enemy's ability to summon, conjure, or use any form of creation magic. It might not work against foes that are stronger than you, but those weaker than you will definitely be bound.

Ring of Pacts 600

The Aegyl use this to control the Yarhi with Auracite, binding them as summons to something we call an esper troupe - but you can't use such a specialized system...so with a bit of adaptation, you've managed to make it so that your own summons and creation spells can be accessed through this "troupe". That's fine and dandy, but what does it actually mean?

See, the Father of the Aegyl developed a method such to use summoning gates in order to draw out Espers, almost spitting them out like a factory line. Well, by now you probably realize you don't have a gate on hand - but by linking summons together, they can passively boost each other when they're close by.

But there's nothing quite like a live example to demonstrate, right? See the Ifrit and the Shiva that I've summoned? That Ifrit can pass down a fire element attack to that linked Shiva when they fight side by side. So long as the two summons linked together are of different types, they can boost each other, allowing you to form strange chains of summons. That is, of course, assuming you can summon that many varieties all at once!

How are you supposed to use this effectively? Well you're the Troupe Leader and not me, you figure it out!

=Merchant=

Setting Up Shop 100

It seems that regardless of where you are, people seem to be able to set up shop and trade with you. You too, can set up shop - even if it happens to be on board a ship which seemingly never stops to restock. You can draw the items you sell directly from your warehouse - but be aware that not everyone may be able to afford what you're about to sell... And yes, once you set up shop, people will slowly wander to you from afar, and word of your shop will spread throughout the land.

Foraging & Scavenging 200

Hey look...it's an airship part! Still attached to the airship, but they won't mind if you borrow it now...will they? Ah no matter, easier to ask for forgiveness than to get permission! It's just a casual act to liberate parts off of machines, and you can quickly disassemble a complex machine - though of course, not all of the parts will remain functional. I mean, you're bound to have losses here and there, all just part of the job.

Luxurious Modifications 400

With all of that cash, you might as well do something with it right? And well, that team of Moogles seem pretty inclined to take some of that cash away from you - it seems like they're pretty good at what they do. What do they do you ask? Well once they get to work you'll see. These Moogles specialize in fitting "spaces" into "places" where they shouldn't fit. A grand saloon on board an airship? Done. Master bedrooms in an apartment space? Done.

Granted, they aren't willing to have anything to do outside of creating the pocket room, and the space opened will never be bigger than twice the initial space present - but these guys will do honest work and charge you exorbitantly for it.

Recipe Book 600

With all the items that come and go, you've started keeping a running record of all the recipes you've encountered. Well, you could have done that with a normal book too, but this grimoire is a bit special - in the sense that based on the recipes, you can improve them by blending recipes together, and adding in stock items to introduce elements. Don't get too carried away with that Lightning Ice Fire Gem of yours...because the more you blend the more volatile the product will get.

=???=

Anima 800

With how we're rather entranced by the appearance of Lemuria and the presence of the Aegyl, there are some rather bizarre elements of magic that we have yet to understand. Yet, as we learn more about the use of Auracite, and its use of emotions, the more we realize that this magic is terrifying and probably should not be used.

Auracite, from our understanding of it, converts raw emotional energy into spiritual constructs - the Yarhi, or Espers as we know them. Yet the process is destructive and the emotionless Aegyl stand testament to it. Perhaps given enough time, the Aegyl may recover from this extensive damage, but you...? Well maybe not so much.

You might not need Auracite to form the necessary contract - but a sacrifice is a sacrifice. By tearing away an emotion, you can coalesce that emotion into a summon. The stronger the emotion, the stronger the resulting summon. With the extensive passage of time, you could perhaps recover from the psychological damage with the summon intact - but to lose a fragment of yourself like that seems a rather severe price to pay. But you'll still have to "build" your emotion up again from scratch.

Being an intimate fragment of your identity - these summons don't drain energy from you - but as stated before, their strengths vary wildly, and often reflect the chosen emotion...exhibiting traits reflecting that, perhaps in manners that are not appreciated. Thinking you can just shed all those terrible emotions away? No...you might drain yourself, but your Yarhi formed from these negative emotions do not die permanently. They may fall in battle, but they will rise again with time.

[Companions =COMP00=]

You weren't thinking of going at it all alone were you? I mean I won't judge you for it, but shouldn't your chances of succeeding only go up if you were to go with some companions? Take a moment and see if you want some allies to come along with you.

Personal Bodyguard Retinue 50 CP

Well, your companions will be coming along with you I expect? I'll put them through the same process as you, for a price of course. We don't really have enough resources to offer your companions a full package, so they'll only get 400 CP to spend with. They'll of course, obtain a free weapon and armor, but no other item or companion beyond that. You'll have to pay 50 CP per companion, unless you would rather go for 8 at once, for 300 CP.

Should that still not be enough? Well we can deploy an extra 8 if you're feeling insecure, for 700 CP, but the extra 8 won't get any CP.

Zodiac Marks (Purchasable by Companions Only) 100 CP

Oh? Those sigils caught your eye? Well sorry, but I can't offer them to you – they aren't meant for you. These ancient glyphs were made by the Occuria, to mark those who they had deep ties with. The problem is, without a person of sufficient strength to serve as an anchor, these glyphs have no meaning except to serve as a fancy tattoo. Certainly, you seem strong enough to be an anchor – but I highly doubt any of your companions could shoulder the weight of you bearing such a mark.

You may have seen some of them on the Espers, if you've ever seen the Espers before. Thirteen marks, for thirteen Espers – I might think about offering it to your companions, should they wish it. They'll only be able to bear the weight of one, so have them choose carefully. I also only have one of each mark…so first come first serve!

Sigil Sign	Effect
Aries	The sign of the Ram, its bearers are unnaturally strong willed, and have a strong tendency to notice the flaws of authority. The power of the sigil bestows upon its bearer a strong healing flame, which burns away the marks of spiritual and emotional damage. Hard to control, one must be wary that the flames do not grow too intense, and burn those who they are trying to heal.

Taurus	The sign of the Bull, and yet its bearers are usually tranquil and calm – though known to turn on their heels and explode into an implacable rage. While their patience is prodigious, when they do explode, the surroundings don't often last very long. The power of the sigil bestows upon its bearer the powers of a fierce hurricane, yet they always remain in the eye.
Gemini	The sign of the Twins, whose bearers are always capable of remaining impartial when they feel it is necessary, and resist attempts to sway them with great ease. The sigil's effects are peculiar, allowing them to form a second copy of themselves, and yet the twin will never enter into a fight, so even as one fights, the other will run away.
Cancer	The sign of the Crab, which bestows upon its bearer a boon of eloquence, allowing them to weave elaborate, entrancing tales to captivate audiences – even if they don't have a shred of truth to them. Truly a mark whose attributes depends on its bearer, it allows one to lift curses, but it also allows one to weigh down another's spirit.
Leo	The sign of the Lion, whose bearers are always the center of somebody's attention, somewhere. While this certainly makes them stand out, it can also bring on a plethora of troubles, and this sign should not be taken without careful consideration. Granting its bearer a certain dominion over the land, bearers of this mark will never get lost regardless of illusion or disability, and the land itself seems to shift ever so slightly to accommodate their journeys.
Virgo	The sign of the Maiden, though thankfully its bearers do not have to be maidens. However, they do find themselves driven to create – something, anything, and their creations tend to last longer than others. Experts at weaving both light magic and holy magic into elaborate items, and yet, the things they craft only last for so long as light persists. When darkness creeps in, the objects they create will collapse in one last flash of brilliance before going dim forever.
Libra	The sign of the Scales, the bearers of this mark are the most balanced in terms of all the others – maintaining self-control regardless of situation, and able to think their way through circumstances that would leave others in turmoil. Somewhat fittingly, this mark gifts its bearer with the strange ability to bereft an item or individual of speed, and bestow it upon another. While this doesn't protect the benefitting party from the possible effects of that speed, it does make a rather interesting trick in races.
Scorpio	The sign of the Scorpion. The bearers of this sign find themselves in very awkward situations much more often than others may – and while some may react well, others may react adversely, and accordingly, this sign is not one for the faint of heart. Shields and armor mean little to them, as the

	wicked poison bestowed upon the mark bearer will corrode through even enchanted steel with ease. Thankfully, this also makes them immune to poison and corrosion.
Sagittarius	The sign of the Archer, and yet, its bearers are known for possessing the strangest bits of knowledge, generally esoteric things that you would not have expected, tidbits which defy background and reason. The sigil's bearer gains a truly unique ability in peering into the souls of others, and yet – at the same time, without any guide, there may be far too much that they do not understand from what they see.
Capricorn	The sign of the Goat, its bearers tend to be a bit impatient and brash, and yet have an impeccable amount of luck given the situations they seem to involve themselves in. With time the sigil's effects become apparent, as spirits of the dead seem to rise readily around the bearer – though whether they do anything at all is up to the wandering spirit. Thankfully, they'll never turn on the bearer.
Aquarius	The sign of the Water Bearer. Unfortunately this sign curses the bearer such that they always end up late for trivial matters, ranging from things like catching a flight to getting in line for the last cup of pudding. The sigil's effects are seemingly passive, but the bearer can freely form together miniature constructs out of parts nearby and breathe life into them, though the magic only lasts for so long.
Pisces	The sign of the Fish, whose bearers are known for being overly compassionate and sympathetic to anybody in a plight. The sigil itself tries to defend its bearer from exploitation, manifesting in the form of a chilling aura – but the sigil is a bit too smart for its own good, and sometimes, you can only wonder if it has a mind of its own.
Ophiuchus	The sign of the Serpent, otherwise known as the forbidden sign, with which its bearers divulge the secrets of others, though this talent requires a substantial amount of mastery and also quite a bit of physical contact. The sigil sees an end to conflict – allowing its bearer to briefly absorb magic around them like a lightning rod, before releasing it in a terrible wave.

You might feel a little cheated, but allow me to explain in full. As the anchor holding the power of these marks in place for your companions, you can draw upon them – but only when both you and the companion are present to make an equivalent exchange, trading one of your abilities for the mark's ability. This only lasts for a short period of time before the exchange fades and both parties "revert" to normal.

[Items =ITEM00=]

Ah, looking for some supplies to help you in your quest? I can help with that. We intercepted quite a number of shipments once we managed to fortify this position. Take a look and see what you might find useful.

Golden Amulet 100 CP

It might just look like a pretty trinket, but this amulet has a peculiar enchantment, making it worth its weight in gold! Granted, it doesn't weight a lot, and no, we're not going to let you buy it with gold. Whoever wears this has a peculiar luck when it comes to accumulating the local currency

It's not quite the Midas' touch, but the wearer will get a bigger sum when it comes to payouts and such. Even the monsters defeated by whoever is wearing this amulet will start dropping currency. Well you can only presume that the local wildlife have started becoming kleptomaniacs!

Sprint Shoes 100 CP

Are these brand name running shoes? Sorry, but no, we were just jerking your chain a little. These shoes are enchanted though, and the person who wears these can run abnormally fast in sustained bursts. We've even tested it out by having a person run across a bridge with these on, and collapsed the bridge underneath him. The results were excellent, as he managed to get at least ten steps forward in the air before plummeting.

He did survive though, so don't worry!

Elementary Gate 100

Getting one of these gates and making it portable was a bit of a problem, so we had to butcher it slightly, and this ended up being the result. It'll still send out waves of summons, the issue now being that it can't really send out anything substantially large. The waves of summons also seem to cut out every now and then, so don't depend on it too much!

Goblin Pouch 100 CP

Stop that! What do you think that is, a handbag? That pouch is what the goblins use to collect reagents, so stop swinging it around like some schoolgirl! The enchantment on the

pouch has made it so that as you walk around, the pouch starts to fill up with native materials from nearby. You know things like ore, flora samples, eggs and so forth. Just remember to empty it when it fills!

Auracite Shard 200 CP

Unlike standard auracite, this shard allows you to form a momentary contract with a Yarhi. The contract is maintained long enough to give the Yarhi freedom of movement and a brief amount of time in the world, but not so long that it starts to damage you emotionally. Do remember to expose this stone to magic to recharge it however, or it may run out on you at the worst times.

Airship 200 CP

We have a team of Moogles ready to assemble an airship at your behest, and after you give us a sum of your CP of course. Nothing comes for free in this world alright! Now, listen up, because we're only going to say this once. The skystone you have in that airship is Jagd resistant – so don't go around trying to pawn it off, because people will rip you off

Viera Idol 200

While we appreciate that you're admiring the statue, and it is indeed rather well sculpted, it's probably best if you don't waste all day standing about. Regardless of where you place it, it seems to emit a soothing atmosphere – as though you're standing in a quiet forest. It seems that people have used this as a shrine of sorts – and it has a natural effect on plants nearby, causing them to grow hardier regardless of physical condition.

If that is the case anyhow, it would probably explain why some of the Purvama are practically tropical rainforests. It's neat to note that every so often, you'll find strange packets of seeds at the base of the statue – probably plants native to wherever you are at the time. Maybe if you had time you could plant these?

Tomato Trophy 200

This trophy stands testament to a feat of great skill. Exactly what skill, we're not actually sure yet, but we reckon it had something to do with cooking or farming. Unfortunately, on top of looking rather useless, it also has a nasty tendency of attracting wildlife to your position. It also doesn't discriminate between what kind of wildlife is attracted – so be careful that you may find yourself facing a horde of Behemoths.

Empyreal Crest 300

This crest vaguely reminds you of the marks that are on pictures of Espers. Somebody must have branded them initially – but the question is, who? They certainly don't seem to be related to the Yarhi, so you can only presume that this brand is related to the crystals and the Occuria who tampered with them. Still, it doesn't quite resemble an Esper's crest exactly either – there's just something odd about it that you can't place.

Imprinted on yourself, it greatly strengthens your magic in multiple aspects, including the strength, range, and capacity of your spells. Is this the type of energy that courses through an Esper? Maybe if you could find one to have a discussion with – they could explain it to you.

But then you have to wonder – who does this brand belong to?

Cache of Galbados, Partial Fragment 300

The legend of the Cache of Galbados goes such that its maker sealed a portion of his own spirit into the stone. You can't be sure whether it is his spirit or not, but whenever you draw near to it, you can feel an odd burning sensation – and you'll feel compelled to move to a certain place. The problem is that following your instinct on this usually leads you in circles. However, with greater exposure to people, the stone seems to charge up.

The moment it makes contact with some form of technology, the energy collected inside seems to surge into the technology – enough to even animate it for a certain amount of time. Based on what sparse documents you could find, you'll find that this stone was supposed to act as an airship's reactor. But what kind of airship runs on emotions? It seems that even if you charge it extensively, it only allows a machine to run for about an hour at amped up rates - guess it being a partial fragment was a problem after all.

Maybe if you could find the rest of the fragments, you could reassemble it to form a complete crystal? Perhaps a complete crystal could fuel a machine infinitely – you can only presume that was the intention anyways.

[Drawbacks =WARN00=]

Are you looking for some more risks and dangers to charge up the excitement in your adventure? Or perhaps, just willing to take part in masochistic experiments for a bit of spare change? There is a limit of 600 CP you can gain.

Crystal Continuity 0

So this isn't your first time in Ivalice is it? Well – the crystal recognizes you anyhow, and things seem to be left off exactly the way you left it. While key individuals such as Feolthanos are seemingly unaffected, many other people and parts of Ivalice's history may have shifted according to your actions previously. You've been warned!

Fear of Heights 100

This isn't going to be good. You literally can't stand being even three feet up in the air. Maybe if you stand inside the airship with your eyes completely closed and the rest of your senses muffled, you'd be fine – except even the thought of potentially falling out of the sky leaves you paralyzed.

Motion Sickness 100

No skyships, no shuttles, not even a chocobo. If you try to move on anything faster than a standard running pace, you end up falling over flat. Well hopefully somebody is ok with dragging your unconscious and prone form all the way up to the Purvamas if you ever want to get there!

Magic Failure 100

If we ever mentioned that magicite was there to help boost your magic – we apologize in advance for having led you astray. See, unfortunately, the magicite eat magic – and while normally people would use the magic inside to charge their spells, it seems that all of the magicite in Ivalice have become bottomless maws for magic. In the presence of any crystal, the effect of your spells is dramatically decreased. Thankfully, this goes for nearly everybody. Except perhaps the Occuria and the Espers, beings born with the crystal. Word of advice, stay away from the Great Crystal.

Real Emotion? 200

You serve as a good example to Aegyl and other potential auracite abusers everywhere – as to what happens when you overuse the substance. Drained of all of your emotions, your entire world perspective has turned a dismal grey. Desperately you'll try to search for even a single patch of color, but don't expect to find it until you leave. It's going to be ten long years of nothing but the same mundane tedium. Have…fun?

Tied to the Crystal 200

This is not a good situation. You have somehow become bound to a shard of Auracite – and while one of your companions has you tied to them as a Yarhi, you can only hope that you don't get summoned very often. The act of summoning a Yarhi damages one's psyche to some extent, and your companion will not be spared of that.

Unfortunately, the Aegyl, already emotionally numbed, will try to steal you away from your companion as an offering to their god. Hopefully you don't get taken away!

Life Crystals 200

Usage of the crystals exacts a toll on everyone, and you aren't any exception. Even being in the presence of crystals seems to sap away at your life little by little – and you should very well stay away from any large crystal nodes. Just a single vein of crystal will probably be enough to render you incapacitated.

Genocidal Streak 300

There's a very odd fellow called the Judge of Wings who has been rumored to be harassing sky pirates all about. The problem is, there isn't just one of them – there's one enough to represent every single race apparently, and each one is dead set on killing members of their race – to the point that when fighting any member of that race, they become bloodthirsty battle demons – to the point that they don't seem to stop until they are completely reduced to dust.

Gravity 300

The Old God sees your arrival. His winged servants have recognized your prowess. His arbiter has declared you heathen, slave to the Occuria. Stubborn to a fault, he won't stop assaulting you with both Yarhi and Aegyl until you fall – or he does. While he isn't ridiculously strong, he happens to be very inaccessible up in Lemures. You've got your work cut out for you to try and reach him.

[Scenario =SCEN00=]

IF: Irreverent Kleptomania

Your time in Ivalice starts as normal – until one uneventful day when a letter will be delivered to you by courier. Yes, regardless of where you might be, because uneventful days are always when couriers give you mysterious letters right?

Well, there's no return address on this piece of mail – and since it's explicitly addressing you – you might as well open it right? There's only a glossy letter inside, written in stylized cursive. Perhaps some member of nobility wrote this? There's no signature or anything – just a strange seal at the bottom resembling a glyph.

Inside the letter is a proposal. Somebody wants to organize a heist – and somebody found you fitting to organize the preparation for the heist. Well, you can take part as well, but that's wholly up to you. There are only some minor details listed here – the letter indicates that unless you drop it off into any mailbox in Ivalice, the sender will presume that you've rejected the proposal. In which case there was no point to give you any further details anyways.

Well – at least they have the courtesy to warn you that the mark is neither an especially friendly one…nor an especially lenient one. Judging from the tone of the author, it seems like there's some bad blood between the two parties. Should you…maybe take a moment to reconsider?

A Modest Proposal...

For Preventing the Idiocy of Ignorant Occuria from being a Threat to Ivalice or its Inhabitants, and for Stopping Them from Tainting the Magick.

Should you accept the proposal and drop the letter off in a mailbox, a day or so later another courier will deliver you a package – this one is substantially bulkier than the last. Well, seeing as there's practically a book's worth of info in here, you figure that your new backer found you trustworthy enough to give you every last detail.

That or maybe they just want you to succeed really badly and think you need the prep. When you see who the mark is, you'll probably be inclined to agree.

Your backer has marked the Occuria for this heist – and as the preface letter warns you, this is not some job where you can waltz in and make away with the cache. First and foremost, the realm of the Occuria can only be accessed in a very special and specific fashion. There are enough wards and planes around the Occuria realm alone that breaking through with brute force is not going to be an option. But on top of that, the vast majority of the realm is unmapped – you aren't just the first team of thieves to go in…you're basically the first explorers to venture into the realm.

But you aren't left entirely in the dark – your backer has included a pair of crystals in the package. One of them is indicated to guide you in the general direction of the Vault of the Occuria – the other will be something to help you find some people to help out in the heist.

Indeed, your backer suggests that you find a team of specialists to increase your likelihood of success – though judging by the tone of the letter it hardly seems like they would tolerate failure. There's no limit to the size of your team, but your backer has only allotted enough funds for you to hire five individuals outside of you and your companions. What kind of specialists do you need? Well, your backer suggests you get the following…

A Scout is important to map out a route to the vault, plot out the local environment, and generally figure out the location of traps and patrols on the fly. Due to the nature of the job, the Scout should have sensing abilities, and some level of stealth.

A Controller would be helpful to coordinate the entire group, but the job moves beyond that – as the controller should be ready to clear the path for the party on demand. While it's best if the controller can do this by manipulating others, it's possible for the controller to do this with brute force as well. Communication skills are crucial though.

A Heavy Lifter, for all of the obstacles that the party may face – and most importantly to get the loot out and protect it until you can leave the Occuria realm. The person filling this role should have substantial durability.

A Cracker would save you a substantial amount of time when it comes to the vault, which your backer only says…will have a very bizarre lock. Somebody who can interpret patterns and track changes is what your backer would suggest or somebody very knowledgeable in general.

A Transporter would also expedite the process significantly – unless you have a preference for walking. Somebody with a portable craft or somebody who can transport

the team and the loot quickly and efficiently would suffice. Your backer warns you that skills like teleporting or dimensional shifting…may become problematic in the Occuria realm.

But your backer also has an appended note for you to take heed. In order to access the Occuria Realm, you're going to need an extra person to hold the gate open. In the event that you have no companions at all…well you better find a person to keep the gate open or do it yourself, because if the gate closes…the party inside may never find the right way out.

Assembly of Thieves

Well, the majority of the package actually seems to be dossiers – and you still haven't seen any details on the loot, and how it's going to be split. Seems like your backer wants to keep you in the dark with this one still, but in the meantime, you remember that you can choose five people out of this list to fill your team.

The Candidates, at a Quick Glance

Name	Scout	Controller	Heavy Lifter	Cracker	Transporter
Adelaide	6	2	1	8	3
Al-Cid Margrace	7	5	3	2	3
Belias	3	5	6	2	6
Chaos	2	7	3	2	8
Cuchulainn	7	5	6	2	2
Elza	5	3	1	7	4
Exodus	1	2	2	8	9
Famfrit	3	4	5	5	5
Gilgamesh	1	1	**10**	**10**	0
Hashmal	3	2	6	6	5
``Lamont``	5	**10**	2	0	3
Mateus	4	5	4	5	4
Rikken	6	1	5	4	4
Shemhazai	7	**10**	1	3	1
Zalera	6	5	3	4	4
Zargabaath	2	1	**10**	0	7
Chocobo	7	0	0	0	**10**

Lamia	0	**10**	0	7	0
Seeq	0	0	**10**	0	7
Feol Viera	**10**	7	0	0	0
Urutan-Yensa	0	0	7	**10**	0

The Candidates, on Further Consideration

Name	At a Glance	Particularities	& Peculiarities	A Last Note	Last Known Location
Adelaide	A skilled hume thief that people have referred to as "The Cat". Her expertise lies in breaking, entering, and disappearing.	Eccentric and greedy, she'll gladly join you, under the promise that she gains one part of the loot.	She loves secrets - and there's an Esper out there that has caught her eye. Could be easily convinced to join if a certain "Whisperer" has already joined you.	Surprisingly, she's also a talented healer, capable of recovery magic that lingers over time on a large party all at once.	Balfonheim
Al-Cid Margrace	A hopeless romantic with a very dangerous awareness of Ivalice's ways. Besides his inherent charisma, he's very good at recon.	A lady's man, he'll gladly join you as long as you have at least several female companions along with you.	He actually doesn't care about the Vault, but has heard of a flamboyant multi-armed swordsman, and is hunting for him.	As expected of a lady's man, for some odd reason, he becomes a fighter to rival Espers when women are in danger.	Rabanastre
Belias	Called "The Gigas", and scorned for his beastial appearance, he is rather well balanced, able to do a bit of everything. Just don't call him a monster…	He hasn't forgotten how the Occuria scorned him. He'll join you unconditionally , but he expects you to have his back, and in turn he'll have yours.	Fire and water usually don't mix, but Belias is seeking out his water bearing Esper brother Famfrit for some reason…	You'd think being a flaming Esper that fire is the only trick up his sleeve, but he has a way of increasing the size of those around him twofold for a short time.	Nam-Yensa Sandsea

Chaos	They call him the "Walker of the Wheel", but besides that, he doesn't seem like a very social fellow. He revels in chaotic fights, as one might expect.	Contrary to his name, Chaos just wants some peace and quiet, and if silencing the Occuria is what it takes for that, he's willing to give it a go.	Seeking the Bringer of Order for reasons unknown, he's not sure where Hashmal is…but he's going to hunt him down.	The Walker's Blessing is a boon granted to each of his accomplices, and while he is present, elemental magic will only heal allies.	Nabreus Deadlands
Cuchulainn	The "King of the Impure" title is nothing he's proud of, but this Esper is a beast when it comes to territory control.	Without a way to purge the lethal amount of poison within him, the "King of the Impure" will never get his body of old - and he wants that quite a bit.	Apparently, he's taken great interest in a "Prince" of Rozarria, though no one is quite aware of exactly why.	There is nothing that Cuchulainn cannot poison, and anybody foolish enough to linger around him is going to get sick, divine or not.	Garamsythe Waterway
Elza	A Pirate of Balfonheim who used to belong to a crew manned by a former Judge. Quick and nimble, she's a pirate through and through.	She's in it for the loot! The easiest way to convince her to join you is if she'll get a piece by the end of it.	Though…she might be willing to hold back on that if Rikken has already joined you.	She doesn't really have any strong suits - but she's a very good runner, and has excellent endurance…when carrying loot.	Balfonheim
Exodus	No one quite knows what a "Judge Sal" actually is, but Exodus is a wealth of knowledge, and being able to drop meteors on things is quite nice too.	Being able to study some of the tomes in the Occuria vault would be pretty appealing to him, you might have to prioritize grabbing one if you see a chance.	He's in it for knowledge, and while he pretty much has seen everything in the world of the living, there are still some things to be learned from the dead…	Meteors aren't the only thing he can summon; Exodus can literally call upon a magical battleship at will. Might come in handy.	Mosphoran Highwaste

Famfrit	He never asked for the title of "Darkening Cloud", and frankly, doesn't appreciate it. He's rather confident in his water control abilities however, and is basically an excellent jack of all trades.	Never will he forget that he was anathema in the eyes of the Occuria, and he seeks to bring them down, perhaps to validate his own existence?	Perhaps to gain even more power, Famfrit seeks a like-minded Esper who has control over a similar element, the power of ice.	While he's very well balanced, Famfrit's power comes and goes like the tide. In the presence of any body of water, his power surges, and as the water fades, so does his strength.	Ridorana Cataract
Gilgamesh	A sword master who may not be of this world. Gilgamesh wanders the world, hunting for weapons of renown.	He's here for the weapons inside the Vault. Bring him along, and you absolutely have to grab a weapon regardless!	The Walker of the Wheel and him still have a score to settle with each other…	With a whistle, he can call his companion Enkidu to his side…well, that might be useful.	Sochen Cave Palace
Hashmal	Known as the "Bringer of Order", Hashmal long ago sought to bring justice to the Occuria and fell in doing so. A seasoned warrior, he fights well even with his fists.	The Occuria need to be brought to Order, and this is as good of an opportunity as any to do it. He has a score to settle with the Scions of light…	Having heard rumors of a fellow "bringer of order", he's very interested in an individual from Archades who calls himself a Judge Magister.	Capable to reform the land around him at will, Hashmal can make some nice escape routes where there were none.	Paramina Rift
``Lamont``	A mysterious traveler with an aristocratic air about him. A fair and just individual, he seeks to understand the nature of the Occuria.	While he'll gladly join you, he expects you to stand and fight against the Occuria if the need ever arises. He's definitely not a fan of them for sure.	He's heard of a "Cat Thief" who might be able to help him understand the nature of the Crystals…	If you ever head to Archades, you can expect to have the entire city at your beck and call, which is to say quite a bit.	Skycity of Bhujerba

Mateus	Originally the ruler of the Underworld before he became imprisoned there, his power over ice comes from a Goddess he has bound to himself.	A greedy fellow if anything, he's definitely in it to take something from the vault, just to spite the Occuria properly.	For some reason, he's been trying to seek Belial…though why an Esper of Ice would seek the Esper of Fire is beyond most.	Ice begets water as water begets ice, and both work hand in hand very well together. In the presence of Famfrit, both Espers are kings.	Stillshrine of Miriam
Rikken	A Pirate of Balfonheim, partner to Elza. A treasure hunter at heart, he has a strong lust for adventure.	He's also in it for the loot. Unless you're willing to part with some of your treasure at the end, don't expect him to join you.	Though…he might be willing to hold back on that if Elza has already joined you.	Quite possibly the fastest man in Ivalice, he can move fast enough that even supernatural beasts fail to see him.	Balfonheim
Shemhazai	An Esper who was known as "The Betrayer", she has a deep set grudge against the Occuria due to her circumstances.	The Occuria must fall, and Shemhazai will do whatever it takes to see it happen. Don't expect her to help you grab loot.	For all of her secrets, Shemhazai takes great interest in a fellow Esper for his knowledge - only Exodus fits the bill.	An excellent controller on any front, she'll have even divine opponents running about in circles with her illusions.	Zertinian Caverns
Zalera	He didn't get the name "Death Seraph" without reason. Able to see through the eyes of the dead, he brings a rather strange dynamic to any group.	He wants to see the Occuria, or at least some of their servants dead. Actually, he just wants to see things dead. The more things die, the more satisfied he becomes.	Death and disease go hand in hand, and Zalera would be more inclined to come with you if Cuchulainn is in your company.	At this point, the priestess bound to him probably has Stockholm syndrome, because she'll constantly heal him and his allies.	Barheim Passage
Zargabaath	A Judge Magister of the Archadian Empire, and most likely the last of	He might be a Judge Magister, but he's got no qualms of	"Have you heard of a young man going by the	As a commander of a fleet, if you ever get into an aerial	Archades

	his kind. He's a very formidable fighter, if a bit paranoid.	stealing from the Occuria. You're probably going to have to give him a piece of the loot if you take any.	name of Lamont?" You're going to hear him ask bystanders that quite a bit.	battle, you can expect his fleet to appear out of nowhere. This guy is crazy prepared.	
Chocobo	Kwehhhhhhh! This large yellow bird is ridiculously fast.	Kweh? Chocobos like a strange herb called the ghysal green.	Oddly enough, the Chocobo and the Lamia get along very well.	Running away is its specialty, and yet…it also knows how to pilot an airship. Don't ask it how.	Ozmone Plain
Lamia	A Yarhi who resembles a woman, save for her snake torso. Very proficient at confusing crowds, be careful not to fall under her spell.	If you can provide her with a constant supply of blood, she's willing to do basically anything.	She has a strange affixation with the Seeq…even if it isn't reciprocated.	Yarhi seldom come alone, and Lamia can summon more of her kind at will.	Golmore Jungle
Seeq	Tired of being looked down on, this Seeq has signed up for a job that might just be a little out of his league…	He just wants to prove himself, and he's willing to do whatever it takes if it means you'll recognize him.	He strongly admires the Viera in more ways than one, though he knows she's not aware of his existence.	Still, the oppressed will only remain so for so long, and the Seeq is a dangerous contender when enraged.	Dalmasca Westersand
Feol Viera	One of the few Feol Viera who have taken to wandering the world, her survival skills are top notch.	She's out to see everything there is to see, and the more sights you show her, the more inclined she is to stick around.	She's never been to the Sandsea before, and accordingly, finds the alien Urutan-Yensa to be very interesting.	Unlike the Viera of the woods, this lady can manipulate fire and lava, and is a fearsome sight to behold in battle.	Nalbina Fortress

Urutan-Yensa	Not one of many words, he prefers to let his spear speak for him as it were.	Point him at a target, and he'll break it open. Granted, he gets very territorial over little things.	He really wants to ride a Chocobo. If he even sees a Chocobo, it's very likely that he'll claim it as his up front.	He doesn't like to reveal the tools of his trade, and has adapted by literally calling in a sandstorm when privacy is required.	Ogir-Yensa Sandsea

Gate of Giruvegan

The letter details very specifically how you're going to get into the Occuria realm and after reading the instructions, you'll probably be thankful that they were there. The door into the Occuria realm is so far off the beaten path that without any clues, you may as well have wandered about for a decade fruitlessly.

To begin with, you need to find the Gate of Giruvegan – a gate which will not appear unless it is exposed to a shard of concentrated magicite. Auracite should suffice as well, but needless to say, you're going to have to "liberate" it from somebody. That is, unless you happen to know somebody who could procure some handily. Travel to the far South of Ivalice and sooner or later; the magicite will guide you to Giruvegan.

Giruvegan, the Ancient City where the Great Crystal resides, is but the first door in your way as you travel towards the Occuria realm. Though the letter details a specific path inside the Great Crystal itself, you'll realize that descending down to the Great Crystal is no normal feat. For one thing, the passageways are all invisible. This would probably be a good place for a Scout to get to work – especially if they can see past invisibility.

The further down you go, the brighter it becomes, until it becomes evident that the light from the Great Crystal is guiding the way. Well…the city was quiet, devoid of any activity – it seems like there's quite a commotion inside the crystal itself. Monsters are swarming about throughout the myriad of passages, and while some are rather benign, the majority will attack a stranger on sight.

The letter tells you that rather than head up, in the direction which the Occuria magick will draw you towards, you need to head downwards towards the base of the crystal. Again, a Scout would be helpful to navigate the labyrinthine crystal, but you're probably going to be focused on attempt to control the monsters and make

sure the path ahead is free of monsters. Now is probably a good time for everyone else to pitch in and do their part.

When you reach the bottom, you'll know – by the towering glyph that blocks your way. The letter refers to this glyph as "the cage", and also your back door into the Occuria realm. There isn't any way that you're going to be able to figure out what's on the other side, but your backer did warn you that you would need a person to keep the gate up. This place was probably what she meant.

The crystal that your backer sent you will react to the gate as long as it is held in someone's hands. That individual cannot act – but as long as they hold the crystal a portal to the Occuria realm will remain open. Essentially, they're propping a door open for you – but with all the monsters around…you may want to consider having somebody stay to protect them as well.

If you choose to have nobody hold the gate – well, the portal will close right after you enter it, sealing you within the Occuria realm. Since it's not definitively connected to Ivalice…you're going to have to either persuade the Occuria to kick you out, or stumble about the realm indefinitely until you can find an exit…if there is one. Naturally, even your connection to your warehouse is temporarily cut – bringing that sort of power into the Occuria realm will only get you detected faster! And getting detected is definitely not a good thing…

The Occuria aren't too kind to unwanted visitors.

Transgression Time

The Occuria realm seems completely empty to the untrained eye. The portal has opened inside an ornate palace room of some sort, and anyone who can detect spiritual presences will probably feel the faint presence of *something* wandering about. Thankfully, the Occuria are not expecting intruders – and they won't be looking anyways.

But from here you're going to need to find out where the vault room is, and the letter isn't too helpful when it comes to that. The crystal will try to lead the way, but you'll quickly realize that with the Occuria wandering about, you're not going to want to follow it blindly. The Scouts and Controllers are going to have quite a job on their hands plotting out a safe path to the Vault.

The path to the Vault seems to go on in circles and as you get closer, you'll definitely get the feeling that you are moving into some sort of spiral, though you've lost track with all of the stairs whether you're heading up or down. Don't get caught, even if it's harder now with the increased number of Occuria wandering about as you move closer, because if an Occuria catches sight of you their defense system will kick in – and forcibly eject you from the realm. Wouldn't want to walk back all the way from the beginning would you?

Thankfully, the room containing the vault is absent of any Occuria presence. Not that it needs any Occuria presence – there seems to be nothing here at all. When you step forward to investigate though, the floor will light up in panels. You might be able to guess what this means…

Hopefully you have a cracker present, because you're going to need to do a bit of puzzle solving. The floor lights up in the manner of an eight by eight grid, and you could consider yourself at the bottom leftmost corner. From the panel that you just stepped on, the three adjacent panels have lit up – you can see three lights turn on at the far wall.

Guess you have to walk in such a fashion that every light lights up.

If you were to take your foot off and step on it again, and the panel will dim, and if another person steps on the panel after you, it will also dim. Luckily, it seems that panels which were lit but not stepped on don't seem to change when you step on them. Guess you just need to arrange yourselves in such a fashion that you move and light up every single panel. Easy, right?

That's right…it's dead simple, until the moment when every panel lights up and the entire floor gives way – dropping you into the Vault. Guess you might have noticed already, but the Occuria can fly. That would probably have been handy about now.

You should count your blessings that despite it being a long fall, you end up plummeting into a deep pool of water. And hey, the only other thing inside this pool of water besides your companions and you is a sleeping woman – who has just awoken due to your disturbance.

Emmerololth, the Holy Queen, Scion of Light, is not happy that there are intruders into the Vault she is guarding – and she's about to let you know that as the pool of water starts to drain…before turning into a whirlpool. Well…guess the Occuria had a guardian after all.

You can see a door on an elevated balcony, and that is most likely the only exit out – but you're going to have to fight against the maelstrom to get there. If you fight and disable the Scion of Light, the Occuria will immediately be alerted to your presence. Maybe if you had a way to disable her…or had somebody which could fight against the maelstrom and tarry her for long enough, but should you leave her unattended – she'll also alert the Occuria to your response.

With the treasure within reach…you're going to have to make a choice. Kill Emmeroloth and alert every Occuria in range? Or stall her here and hope somebody reaches the door?

Treasure Sniper

As long as somebody made it through the door, they'll vanish and reappear on the other side. A strange sound echoes inside your head and as a wave of numbness washes over you, you realize that the room has left you without your abilities and without your connection to anywhere else.

Hopefully you checked the letter to see what you were looking for, because there's a massive horde of treasure here…and you probably don't have too much time to go window shopping. The letter did mention a grimoire…but looking about, you already see a couple – so this must be one special grimoire if it warranted mention.

At long as you search about for a while, there's no way you could miss it. The Grimoire is practically radiating energy into the space around it, pushing everything else away. Judging by the disturbance coming from this grimoire alone, you're pretty sure that if you grab it now, there's no way to avoid the Occuria noticing your presence. But this *is* what you came for.

A quick look around tells you that if you're going to grab anything else, you better do it quick. But if you grab onto anything at all, you'll realize instantly why the Occuria put such a light guard on the Vault – by grabbing on to an item, it'll take all the force you can muster just to move, and if you try grabbing onto anything else, you'll literally sink into the ground from the weight.

Well…that's a bummer. Somebody has got to hang on to the grimoire…but there are literally hundreds of weapons, treasures, and such from Ivalice here…and not enough of you to carry it. That's presuming you can even make it back in time with this bizarre

weight effect – on top of the fact that you've lost all your powers. If you burden everybody with loot – it's not likely that you'll make it to the door in time.

It probably won't take you long to realize something though. You can move normally if you aren't carrying anything – but you're weighed down when you're holding onto something…so what if you tossed the book in between you? If you test it with a stray item, you'll find that the item crashes to the ground the moment it leaves your hands – but if you have two people holding onto it, you both can at least move normally. That will probably go a long way to making sure that you make it to the door.

Now…a couple items did catch your eye…

Name	What it seems to be.	People Required to Take It
Big Knot of Rust	Rust begets rust, and this knot of rust only grows bigger with time. When tossed at an opponent, it fragments and explodes like a magical fragmentation grenade. It naturally accumulates and grows over time.	1
Bloody Luin	Wicked spear of yore, malicious energy rolls off of this spear in waves. When wielded, the energy manifests into flames which will harm anything save for its wielder. The piercing power of this spear is immense, running through multiple armored men in a single throw.	1
Cleaver of Clemens	A bizarre sword that looks like a kitchen utensil crafted completely from a single crystal. Though its called a cleaver, it actually functions more like a hammer - crushing foes with brute force. With every foe struck, it seems to generate bizarre magical cards which can be used to seal off abilities temporarily.	1
Crumbling Auralith	A fully formed crystal fragment which appears to erode in the presence of the wind. As it erodes, it spreads particles which visibly affect the gravity in the surrounding region. Once it is fully consumed, it takes about a week for the crystal to reform. The shift in gravity lingers for quite a substantial amount of time.	2
Egg of White	An immaculate silvery egg, from which a wyrm that even gods fear is rumored to hatch. No one quite knows what lies inside - but there is a brood of them lying here. In time, the egg will hatch into an infant variant of the Yiazmat wyrm. There is a variant of the egg even heavier, requiring 3 men to lift, which hatches an infant variant of the Scion under the sign of Ophiuchus	2

Eureka Crystal	A crystal rumored to bring the Occuria success in all things - there isn't quite as much truth to the tale as you'd like, but this crystal radiates an aura of sheer luck - something so abstract…how could you know, unless you felt it firsthand?	2
Grimoire Roche	A tome covered in crystals, though all the pages inside are oddly blank. By drawing within the book, the crystal's magic will attempt to weave a creature of similar shape into existence. The product creature however, is little more than a mass of moving magicite.	3
Grimoire Zwei	An old tome that seems to quiver and shake whenever you touch it…as if it is alive. Within the book is a sealed collection of every profession in Ivalice, one per page. By taking a page out of the book, an individual can learn one of the professions at a basic level. Similarly, professions can be introduced into the book by sacrificing one's ability to use the profession and its skills.	3
Hell’s Gate Flame	Flames captured from the legendary watchdog which became the gatekeeper of the Occuria’s hell realm. Perhaps if you had entered from the front door, you would have caught sight of this beast as well. This fire induces a severe poison as it burns flesh away, so even if the heat were not enough, the poison will prove fatal.	1
Hell Wyrm's Wings	Not so much wings as they are a massive set of glyphs, which hover in the air behind you. Testaments to the power of the Occuria, these glyphs were used to subdue a wyrm of yore. At will, they dispatch themselves onto an enemy, rooting them in place and substantially weakening their supernatural abilities.	3
Hollow Anastasia	A sword of crystal, rumored to be a "God Sword", though that appears to be simply hearsay. This sword bends Yarhi and weak summons to your will, and by absorbing their essense, it grows stronger. Did the Occuria make this in anticipation of the Yarhi?	2
Plate of Prejudice	A Judicier's plate, though this one seems to have wings attached to it. Wearing it bestows upon one the ability to fly, and it seems to shift its shape to fit the wearer.	2
Scarletitan	A baby turtle, if turtles had crimson crystalline shells, and strange crystal growths bursting out from their backs. Perhaps the legendary source of scarletite, the mineral which forms the backbone of the material known as gemsteel. A translucent fire seems to burn in this crystal, and it induces a similar transformation to any metal it makes contact with.	2
The Crystal Seed	It takes crystal to create crystal, and from this seed blooms a tree, from which more seeds are sown. This "seed" is about the size of a melon, and planted into the ground, it quickly sprouts into a small crystal sapling. Protect it for long enough, and you'll find yourself with a constant source of magicite.	2

The Rainbow Egg	As the name suggests, this egg is rainbow colour, and warm to the touch. Escape the Occuria realm, and with time this will hatch into a flock of Chickatrices - who will follow you about like little chicklets to a mother hen. Due to Occuria tampering, they don't seem to grow.	1
Well of Whispered Oaths	It's quite literally a well – and if you think you're going to be lifting it that easily – think again. The torrential amount of energy surging out from this well only seems to serve one purpose – the amplification of sentient weapons and conjured beasts. The problem is, you have no clue where this energy comes from.	2

The Deft and the Wrathful

Well, good news and bad news. Taking the Grimoire does, as you might have suspected, trip off every single alarm in the Occuria realm. But presuming you didn't try to take the entire hoard of treasure, at least you should manage to get to the entrance of the vault, and upon touching it all the members of your team in the realm will appear back in the room with the glowing floor panels.

That *was* the good new…until you realize you're in the center of the labyrinth…and the crystal in your possession isn't about to show you your way out. Hopefully you have a transporter who has some way of getting you out of here…or else you're going to experience the Occuria defense system first hand.

The Occuria have had millennia to collect samples and specimens from Ivalice – and all of that is incorporated into their defense system. Monsters from every corner of Ivalice, boosted to levels that would rival the Espers, will be stalking the hallways for you. It certainly won't be easy trying to move through hallways packed with monsters…but they weren't the defense system, just the distraction.

The ten remaining Scions of Light patrol the hallways, every one of them equal to their Esper counterparts and apparently immortal so long as they remain in the Occuria realm. Thankfully, if you beat them down, it'll at least take them some fair portion of time to materialize again – but that's what the horde of monsters is for…to eat away at your time.

None of that was really good news at all was it? Well on the bright side, at least you can move normally and the items aren't weighing you down anymore – you even have most of your abilities back! It would be more helpful if you had access to some dimensional

jumping abilities…except the Occuria have already accounted for that, and at best you'll only be able to make short jumps.

Hopefully you'll make it back to the entrance, because the Occuria only have one punishment to deal with thieves.

Thieves become part of the Vault.

Not a good prospect right?

Awe of She

Make it through the back door and you'll find that the Occuria won't follow you through. Well, not personally anyways. As the portal collapses, the eleven Scions of Light will break through into Ivalice in one last attempt to retake what was stolen from their master. It's at this point that your backer finally makes her appearance.

Ultima, the High Seraph, the Fallen Angel, harbinger of death and bringer of life, has long since been plotting the downfall of the Occuria. With the Grimoire in your hand, she could end this long standing blood feud – but if she does so, there's no telling what will happen to the world of Ivalice as it is now. If the Grimoire was strong enough to warrant its own place in the Occuria vault…certainly it should have enough power to change the world.

At this point, you have the Scions of Light at your back, and Ultima barring your way in front. Do you hand her the Grimoire as she beckons for it? Or will you keep it for yourself?

Reins in Your Hands (Keep the Grimoire)

If you decide to keep the Grimoire for yourself, be prepared for a chaotic fight as both the Scions of Light and the High Seraph vie for that which you stole from the vault. Of course…they'll be more than happy to tear it out of your cold, dead hands. The crystal trembles as the three parties clash, and until only one party remains, a dimensional barrier keeps you trapped inside. It seems like the Occuria are making sport of your situation.

Also be wary that though the Scions of Light are no longer immortal, dragged away from the realm of the Occuria, if any of them were to fall – the survivors will grow enraged, and fight with renewed ferocity. They may have lost a part of their divine protection, but they

have complete mastery over an element each – and mythical beings such as these have no concept of "friendly fire".

Ultima on the other hand, has no qualms about firing everything she's got on everybody else besides her. However, do not under any circumstance allow her to even touch the Grimoire – as the instant she lays a hand on that magic repository; she'll immediately warp the Grimoire and herself away. Besides being unnaturally resilient, the Esper has a couple hidden tricks of her own.

Lay your enemies to waste, and as the barrier falls, you can make your way out of the crystal with your hard earned loot in hand…

A Stitch in Time…Saves Twelve. (Hand Over the Grimoire)

Well, the Esper practically snatched the book out of your hands before beginning an incantation…but you've got something else to worry about – the Scions of Light who have decided to assault you without warning. Ultima won't be much help, given that she's busy with the spell – and she even *commands* you to defend her until the spell is done. Even for a High Seraph…that just seems downright haughty. If you have the Empyreal Crest, at this point, the potent magic locked inside expands out in a wide dome shield, protecting…Ultima. Well, guess you figured out who the Crest belonged to after all.

Though seriously, why is it only protecting her? You would think that it should at least do something for you – given that you're fighting on Ultima's behalf.

At least you only have to focus on taking down the Scions of Light – and on top of that, they aren't completely immortal like they were inside the Occuria' realm! Even better – they're not focused on you, they're just focused on stopping Ultima's incantation – you and your companions just happen to be in the way.

For each Scion which falls – the remainder seem to grow stronger – to the extent that eventually Ultima suggests maybe you should kill them all at once. Well…if she had told you that beforehand you might not be in as deep as you are now. It seems she's also neglected to tell you – until now – that unless you push the Scions back completely, the spell can't complete. As long as a lingering trace of the Occuria remains nearby, the spell will not finish. Well, guess that lays out your job quite nicely.

You'll probably have noticed that the crystal platform you're on seems to be shaking – perhaps from the sheer intensity of your fight. Thankfully, it does not collapse or anything

as you fend off the remainder of the Scion. As the last Scion falls, Ultima completes her spell, and you along with the other survivors can watch as a seal falls around the portal to the Occuria realm. Hopefully, that locks them out of Ivalice for good. That's what Ultima seems to think anyways

"Well, now that the Occuria are done and out of the way, I would believe that our business is concluded. The matter of a final reward, of course, but that will be left to after we leave this place."

Last Card Left

It was never going to be that easy. You knew it could not have been that easy – the Occuria would not have just sent out a group of divine beings after you if what you had taken was so important. So it seems that as you fought – the entirety of Giruvegan has been lifted up into the sky.

Thankfully, even if you don't happen to have an airship nearby, Ultima could provide you one. In the event that Ultima is not present – well, then you're going to have to go digging about back in the Great Crystal. It might take you a while, and if you rejected both Ultima and the Occuria – the latter will continue to harass you with their soldiers, but eventually you'll find an air worthy vessel.

Air worthy is one thing – but you're going to need to have it be battle worthy as well. From the moment you dive into the sky, it'll become apparent that the Occuria have one more trick up their sleeve. As your ship starts to move, a volley of fire just streaks by. So it seems that the Occuria still had friends among the denizens of Ivalice.

You're going to have to fight your way down to the surface below – and it's a very long ways away, so you better prepare yourself for an extended aerial battle. It doesn't help that besides phantom ships assaulting you, there also happens to be a massive ring wyrm trying to swallow you up.

The Occuria prove to be persistent bastards after all.

As you descend further to the surface, the Occuria air assault will lighten up, until you break through the final layer of clouds and come in sight of the Purvama below. As the

last of the assault collapses into wisps of magical energy, it finally seems that you have escaped the reach of the Occuria.

If you have the Grimoire in your possession, you could use the magic inside the bind away the Occuria. With a sufficient distance between you and them, they won't be able to interfere with the binding, and the remainder of the immense magical energy in the Grimoire will be at your disposal. Magic enough to weave fragments of Ivalice into a different realm if need be. That's on top of whatever else you grabbed from the Vault.

If the Grimoire was left in Ultima's possession, she'll absorb the rest of the power from the ancient tome instead in order to preserve its secrets and safeguard it – in doing so, safeguard Ivalice as well. Without the Occuria to interfere, there is no longer any need for her presence in Ivalice, and she does not mind if you intend to request her presence on your journeys.

In the aftermath of all of this, you're probably going to want to take a vacation, and it would be a well-earned one as well. As long as Ivalice is free from the Occuria influence it doesn't seem like much else is going to get in the way. Well, there are still the Aegyl and a certain man called Feolthanos, but he can go and be somebody else's problem.

If you hired any extra members into your team, it's probably time to disband now. There may be those who you've come to rely on over time, and they may be open to joining you as a companion – or there may be others who just want to take their share and leave. Whether you allow that to happen is up to you, but by now, hopefully you understand that communicating properly is a critical aspect to any good relationship.

Enjoy the rest of your time in Ivalice – hopefully with no Occuria interference it'll actually be enjoyable!

[The Auralith...Silenced]

Did you actually put an end to Feolthanos' folly? Or did you just explore the rest of the Purvama while you had the time? Well, no matter, Ivalice is big enough that Purvama or not, I'm sure you found yourself something to occupy the time with. But now, it's time for you to leave again.

Well, maybe you won't be leaving – but I'll leave that choice to you.

1) A Revenant from Your Past – Is it time to go home finally? You've probably come quite a ways from home…if you feel like it's time to stop and settle down – well, we can arrange that for you.

2) A Home within Crystal – Ivalice caught your fancy? Well, since you've already spent so much time here, it's not a far stretch to make this your home. We'll arrange for your stuff to be placed at a dwelling of your preference.

3) Once more into the Void – Can't resist jumping back into the unknown again can you? Well, it's time for you to depart then. We'll give you a moment to pack up your things before we send you on your way. Who knows? We might just meet again.