

FINAL FANTASY 10 (VERSION F)

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

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

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

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

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

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

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

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

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

+1000 CP

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

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

[Personal Details]

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

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

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

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

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

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

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

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

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

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

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



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

Roll **1d8** for location.

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

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

PERKS

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

RACIAL PERKS

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

AL BHED

Give it a Good Knock 200

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

Mechanical Mixtures 200

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

A Legacy of Innovation 200

The Al Bhed have a long history – spanning back to a time when their name was not even Al Bhed to begin with, but all throughout, they have been on the forefront of development, out of necessity rather than convenience. If there's a task to be done, you can adapt Machina to do it – not that it'll be effective for the job or efficient, but at least you'll get an extra pair of helping hands. That has to count for something right?

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

CACTUAR

Desert Barrier 200

A denizen of the desert sands, the Cactuar Tribe has always kept their abode hidden behind a veil of sand – for good reason as well...there are creatures lurking within the sands that would prey upon the cactuars if the barrier were to ever fall.

You won't be generating a towering sandstorm anytime soon, but you can generate sand at will – and manipulate it to obscure yourself in a pinch.

Your companions, if they aren't cactuar, might not appreciate this though – sand gets inside the kinks of your armour and generally remains rather irritating. The barrier might help obscure them as well...but they might not appreciate it as much as you.

Jumbo! 200

Sometimes, running away just isn't an option. It'd be nice if you could always run, but when you're stuck on an airship facing off against a beast with its maw gaping open – well this ability will come in handy. It drains all of your energy to do so, but you can magnify your size by twentyfold for a short period of time, no longer than ten limits. Naturally all of your features will scale accordingly, and thankfully your equipment disappears – but skills you have won't scale.

On the other hand though, those cactus needles you have? They're now the size of spears; a barrage of those will likely perforate everything in sight. Should you happen to move on and adopt a different form, you'll still possess this ability in other forms.

Time to Flee! 200

Then again, if you can flee, you probably should flee. There's no shame in running away, but if you were to fall that's the end of that. Regardless of the fight, you'll instinctively find an escape route as long as one is present, and your speed will see a major boost as well – enough to see you run away as long as you're dedicated to the task. The others can take care of the fighting part...right?

GUADO

Cloistered Souls 200

Years spent sheltered inside Guadosalam has given you plenty of time to look inwards and develop yourself, rather than be distracted by the outside world. The outside world has nothing to offer you...but there are secrets within yourself just waiting to be discovered. As you meditate, you'll find that you can learn and

develop skills at a much quicker rate than normal – the deeper your trance, the more effective this becomes.

But be careful of tunnel vision...after all, a person can only go so far alone. You may find yourself going in circles if you obsess too much...and you'll only end up limiting yourself. Maybe that's what getting some exposure to the outside world would be good for.

Farplane Contact 200

There's no Guado who doesn't know about the Farplane – it's hard to miss its existence, especially when the doorway to the Farplane rests within Guadosalam itself. Considering all the people who flock to Guadosalam in hopes of seeing the dead...well you'll be pretty well versed in the workings of the Farplane, enough to perform a rudimentary beckoning of your own.

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

Spiritually Attuned 200

As a Guado, there is no single race more familiar with how spirits work in Spira – not even those clerics of Yevon who claim to know the workings of the world can back up their words with substance. The Farplane **is** the spirit world – there's no denying that you are far more in tune with its workings and its behaviour than most in Spira. When it comes to spiritual energy and the manipulation of spiritual energy, you'll see a rather large boost to your existing reserves. Developing these is also somewhat easier.

HUMAN

A Legacy of Fear 200

The denizens of Spira have maintained a long tradition of living in fear. From fear of war, to fear of Machina, to fear of Sin, to fear of the church – everything in Spira revolves around fear...the consequences of fear. Some people thrive in this environment; some people are controlled because of it, but you can recognize fear for what it is and fight against it. Whether it is overthrowing the control that others try to place on you with fear, or inspiring others to do the same – let it be known that you won't tolerate the continuation of this cycle. Naturally, fear has no effect on you either. You may feel it, but it won't weaken you or make you hesitate.

Iron Duke 200

At the most desperate moments, humans always seem capable of bringing out the greatest strength – perhaps you could say that this strength is born from desperation. The time frame for this is limited to a span of seconds, but for this period of time, you'll be invulnerable to whatever strikes you – so long as it would not have killed you outright.

Even if something should kill you outright, you'll still defy the odds and cling to life with an inch to spare – but the effect of this desperate strength will pass. Be wary that your speed is cut dramatically during this period of invulnerability – great strength doesn't come without a cost.

Enterprise 200

If there's one thing that humans have mastered – it's the art of taking hold of opportunities and making the most out of them. The Ronso and other races seem content with what they have, even the Guado are rather reserved, but most humans show no hesitation in grabbing the reins of fate as tightly as they can and pulling it in whatever direction they see fit.

If there's an opportunity to be had, you'll know by instinct – and you'll know where and from who to begin as well. From there on, it's up to you – but keep in mind that fortune favours the bold.

RONSO

Frost Born, Iron Clad 200

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

Lancet 200

A technique which seems to be passed down from each generation of the Ronso, this technique seems to allow them to literally copy a skill from an enemy, after personally experiencing it and drawing it out from the enemy. Though the odds of success are rather low, they'll increase for each time you experience the skill again. Though you certainly shouldn't expect this to work on every single skill, there's no harm in trying regardless – though that might mean you'll need to take a lot of blows to achieve any measure of success.

Pride of the Mountain 200

Guarding the pathway to Zanarkand has always been a sacred duty reserved for the Ronso alone. Whether it is to drive back those who are unprepared, or to repel those who would violate the mountain, the Ronso have always been prepared to lay down their lives for this task. Once you've made up your mind to stand firm and protect an objective, your resolve will turn into strength, empowering you physically for as long as you stand firm.

BACKGROUND PERKS

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

DROP IN

CTB/ATB Shift 100

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

CTB Shift – Time slows dramatically between each individual taking part in battle, almost as if everyone is taking a turn. While this does turn a chaotic battle into something that you can predict and gives you a bit of breathing room between each action you take, the same goes for your enemies as well...Any advantage you gain from this will likely be shared to them.

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

Unorthodox Refinement 300

Spira is strange place with strange practices – so can you really blame them if there exists methods here of refining weapons by performing bizarre tasks? It's definitely not a process that relies on the old hammer and whetstone, but there have been practices that include dodging lightning by a hair and racing birds against the clock, even killing a single enemy repeatedly without rest in order to hone a weapon.

Perhaps there's some merit to this, but it's definitely not something you'll see until you put theory into practice. Unfortunately though, it might be easy at first,

but as the item grows stronger, the chosen task will take much longer to complete...in a way, you're still grinding in a different manner. Maybe it's not such hard work if you actually enjoy the task?

Overdrive! 600

There'll come a time when your normal skills, your normal attacks just won't be enough – there'll be an enemy that requires something of the next level in order to be surpassed. Unfortunately, in a world like Spira – fighting is ultimately a necessity for survival...and frankly, you're very likely to meet an enemy that may push you to pull out a trump card.

An "Overdrive" skill is a trump card of sorts – empowering a skill you already possess to the next level. The ritual to do so isn't nearly as formal as you might think – it usually involves a very odd routine, something for you to decide – perhaps something to make the "Overdrive" personal to you...even if it results in very strange posing, or some bizarre dance. You'll have a short span of ten seconds where you can perform this routine, but no other skill will have any effect during this time. Immediately afterwards though, you'll find that the empowered skill will see a substantial increase in terms of its power and effect.

It isn't called an Overdrive for nothing you know, but you won't be able to charge Overdrives back to back – it takes a span of time in between.

BLITZBALL STAR

Basics of Blitz 100

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

In the Zone 300

The beginning of the match marks the moment of change in your mind – like a switch flicked on your mind will leap into overdrive, allowing you to enter into a state of extreme focus. It's a necessary measure, after all, regardless of what kind of contest it is, you need to give it your all. So long as you can maintain this focus, time slows down around you – equating to a massive increase to your reaction speed. Pain also doesn't seem to affect you in this state.

Jecht Shot EX 600

Most people play Blitzball within the dome – but there's no reason why kicking a ball around can't be taken outside of the dome. Granted, with the sheer force that some Blitzball players possess, their kicks might as well count as a lethal weapon. With but a bit of magic, even if you don't have a Blitzball available, you can conjure one to kick at an enemy.

It turns out that air is a lot less resistant than water, so don't be too surprised when the enemy is sent flying meters away from the sheer force of the shot. It'll easily shatter barriers and armour from the force of the impact alone and drive them back, regardless of the target's size.

If you can catch the rebound in time...you can fire another volley as well, though each successive rebound will be harder and harder to return, until it becomes outright impossible.

GUARDIAN

With a Whistle 100

The Creed of the Guardian dictates that the Guardian's life is forfeit to the Summoner from the moment the relationship is established. Where your Summoner goes, you will follow – and the individual that you designate as your Summoner can instantly call you to their side with a whistle. This works both ways – unless there is strong magic binding either of you. Each time you enter into a new world, you can determine a new summoner, provided they agree.

To Zanarkand... 300

The Pilgrimage is tough, and by the end you'll have learned the limits of your own body. You've also learned how to surpass them. Whenever you're travelling, you now have a significantly reduced need to rest, eat, or drink. To start off with however, you'll find that the span of time between meals will increase significantly, and as you travel further, your other needs will slowly become less demanding.

Code of the Guardian 600

A Summoner's journey only has one guarantee – it's going to be harsh, and fraught with danger. Not every Summoner can defend themselves, but fiends and even other humans are very likely to be capable of harming them. That's why you're such a necessity – in order to keep them safe and make the Pilgrimage a success. So long as your Summoner is in danger, you'll be able to fight at your peak performance, even if you take grievous wounds that would otherwise incapacitate you.

An wound that can become fatal can be ignored once – and only once, but even that is only if someone else can come to your aid in time. If the Summoner is no longer under threat, you'll die if aid was not administered beforehand. Naturally if you're erased entirely, you won't be ignoring that. You won't be alive to ignore it.

SUMMONER

Eternal Calm 100

There has always been Sin, and there has always been the Calm after Sin. But if there was no Sin...would the Calm not be Eternal? In the thick of battle, the Summoner will not waver. Nothing can break your concentration or interrupt your casting as long as your target is in sight.

Hymn of the Fayth 300

It seems music isn't for nothing. When you chant the Hymn of the Fayth, the undead nearby lose their physical hold on the world and will start to slip towards the next realm. You've also gained the ability to see undead, even if they're masquerading as living beings. Just don't be too surprised with what you see.

The Final Aeon 600

Perhaps you already reached Zanarkand once. Perhaps this is your last moment of preparation before Sin. But fate is cruel. The Aeons you have collected will all be butchered and Sin will be reborn. From among the masses of Aeons that you have already come to possess – out of those available in Spira, you may pick a single one. The corruption of Yu Yevon lingers on them, and they'll become a Heretic Aeon, but you may decide whether they are a summon or companion.

The Dark Aeon is a forbidden force, and you'll find that though they start off already very strong – they also grow steadily as they consume spirits of the same nature as them.

Rejecting the False Tradition 600

The Fayth that will speak to you will warn you of what is to come – and to face the real threat you'll need to gather the resolve inside you to break away from tradition. The tradition that Yu Yevon set in place is nothing but a lie...a lie that will perpetuate itself if you don't reject it.

You shouldn't be alive, you shouldn't be walking, but somehow you are. Memories of being struck down at Zanarkand linger in your mind, but you know only one thing – you're still alive somehow, with fragments of strength still clinging to you. Though Yu Yevon has made it so that the Fayth of Spira will never speak to you again, you still possess a fragment of their strength.

Of the Aeons you have gathered, those available in Spira, you still possess three. You may decide whether they become companions or remain as summons, but all three possess the capacity for growth regardless of how you treat them. Unlike the Dark Aeon however, this trio will only grow as they are exposed to your strength, and very slowly at that.

SPHERE HUNTER

Looking into the Past 100

There's no one that's going to argue you don't really belong in this time, but being disjointed from time has given you a new perspective on things, something that will linger with you even when you travel to other worlds. When you visit any location, you can freely look back in time to see the events that occurred within the past week.

Change in the Present 300

The dress spheres in this time seem to be very well hidden...but with any that you possess, you'll come to realize that they have a very peculiar effect. When you change between two different dress spheres, time stops for a second. You've stumbled upon a strange quirk, whenever you alternate between casting magic and skills from wholly different systems, time seems to freeze for a second.

Unfortunately, this seems to have no effect if you're casting two different skills simultaneously. If you're quick enough, you might be able to actually exploit that second you get...perhaps to fire off another spell or shift your location?

Forward into the Future 600

You've had plenty of time to contemplate dress spheres, and you've reached a breakthrough. By condensing enough of your spirit, and provided you possess enough souls – be it pyreflies, living souls, dead spirits – you can focus magical abilities into a dress sphere which can be applied to a piece of clothing. Anyone wearing that piece of clothing can use those abilities.

While the piece of clothing itself doesn't affect the abilities of the sphere, you'll note that whatever article of clothing you've chosen as the foundation for the dress sphere is oddly indestructible, regardless of how much damage it takes. That's for as long as you're actually using the sphere of course.

LOCKED PERKS

The perks here are only accessible for the indicated background, though these perks still gain discounts for the background accordingly – 50% off of the indicated price.

DROP IN

The Crusaders 200

Well even if you're completely new to this world, it's good to at least have a foothold somewhere right – some place that you can consider as a safe haven is better than nothing. Thankfully, you'll find that the Crusaders seem to be somewhat sympathetic to your plight.

In addition to making you a better fighter against fiends and massive beasts alike, you'll find that the Crusaders also have ample supplies, being aligned with the Church of Yevon. There's word that they're planning something big against Sin though...though you're a bit too new to be involved straight away. In future worlds you go, you'll find that your Crusader training can help you adapt to monster attacks better and respond to them quicker.

Vagrant Merchant 200

You might not be the 23rd generation of any notable family, but thankfully, you don't need to be in order to become a wandering merchant of renown. After all, the fact that you wander about selling things to begin with will probably get you into more than one Guardian's good graces – supplies are hard to come by in the wilderness after all.

That being said, a certain “merchant extraordinaire” seems to be kind enough to ensure that you'll always be stocked with a sum of mundane goods, like potions and whatnot. He doesn't really care what you do with these, but considering his supply drops show up rarely...you probably shouldn't depend on them too excessively. As a merchant though, bribing people will come a fair bit easier.

Did I say bribe? I meant negotiation of course...

Youth League 200

Unfortunately, despite the Youth League being rather friendly with you, the fact that the Youth League doesn't exist yet will complicate things significantly. Never mind the fact that you may well have landed in the wrong time, the Youth League will show up sooner or later. They might not be able to help you out immediately, but you'll develop an instinctive awareness of where to find hidden treasure. Be it behind hidden walls, or guarded corridors, not only is your treasure hunting ability improved, you'll also be able to slip past guards with greater ease as well.

It's time to see what Yevon has been hiding in the depths below Bevelle...

A Keeper of Faith 200

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

Your ability to hide things, misdirect people, and generally obscure your intentions will improve under the teachings of Yevon. Well that's really the point of the religion in any case...if the people were to stop and ponder about the cycle they're in...the whole thing might fall apart. Good thing you're pretty good with words – you won't need to use force in order to get what you want. Not all the time anyways...

Distillation 200

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

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

Hot & Cold 400

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

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

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

The Grid 600

When you're keeping track of improvements and training, it helps to have a solid foundation to work with – a system by which you can organize things. The people of Spira have adopted a system somewhat – it's necessary when you're dealing with things like spheres after all. You can keep track of it mentally, but with this you can steadily improve yourself with the use of spheres.

Normal spheres that enhance properties such as attack and defence won't do much besides improve a parameter. But as you move on to more complicated spheres, you may be able to learn skills and such from the capabilities that the sphere possesses. Well – how you find these spheres, and how you decide to use them...that's up to you. It'll probably be handy if you have a method to create the spheres yourself though.

The further you develop, the more spheres you'll need, the same goes for your companions, though you can help them improve with spheres with your ability. Maybe you should try experimenting with some dress spheres and see what happens?

BLITZBALL STAR

Intensive Training Session 200

The blitzball season is no walk in the park and if you've been slacking thinking that it'll be a piece of cake – you might end up just like the Aurochs. There's no harm in dedicating a fair bit of your time to training – after all, you'll be improving one way or another. The results of your training seem to become apparent more quickly, and you'll see a slower depreciation of results from long term training as well.

One with the Team 200

Hopefully you don't find yourself in the unfortunate situation where you actually have no teammates – because you'll likely be disqualified if you have no teammates. Blitzball is a team game after all, so it shouldn't come as a surprise that your ability to perform alongside companions improves by a fair bit, fighting or otherwise. It helps that with enough practice, you'll know exactly where your teammates are – good for those no look passes in the pool.

Whether on Land or Water 200

Training for blitzball is best done in a body of water...but sometimes, you'd be right to have reservations about diving into the ocean, and other times you might just not have any respectable body of water nearby. Don't fret though, with such intensive training, whatever you can do on firm land, you'll be able to reproduce within water as well. The presence of water doesn't seem to hinder your skills,

though some things may be slightly weakened – like if you're trying to launch fireballs underwater.

Guts, Sweat, and Dedication 400

It takes years of practice to become truly great at something, and often that dedication can lead to a fair amount of tunnel vision. After all, when you become an expert in one field, you might end up walking into the pitfall of sacrificing your expertise in other fields.

Thankfully being aware of that, you can mitigate this risk somewhat. You can still train as intensively as you like, focused on a single aspect as much as you want, but at the same time, you'll see other relevant skills to the one that you're training return improvements as well. The more dedicated you are to training a single skill or aspect, the greater the improvement you'll find to other skills.

It'll never reach the level of returns of what you gain from the skill you intended to train of course, but it will keep you from becoming a one trick pony.

Team Training Sessions 400

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

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

This is My Style 600

Anybody can kick a ball around. Most people in Spira can swim. It doesn't take all that much to really play Blitzball, but when you've put in as much work as you have, you have the ability to take Blitzball and make it something great – something that people can recognize. This is your style, this is something for you to demonstrate to the world, a form of blitzball unique to you.

Whether you have fiery tackles, or a shot so strong it shoots people out of the ring like a projectile, or even shots that look like magic, you have the capacity to develop a style of Blitzball to be called your own and have people acknowledge as yours. Generally, this will be based on your most distinctive skills – and reflects in your shots, your tackles, your swimming style, how you align with teammates and

so forth. Of course, if you use blitzball to fight, which some do, this will reflect on that as well.

Go forth, Ace, and show the world what you're capable of.

GUARDIAN

Bond of Brotherhood 200

You may very well be only one of many Guardians defending your Summoner – and frankly, the more Guardians there are on the task, the less likely anyone is to fall. There's safety in numbers after all. Travelling with a group of Guardians, it's only natural that you'll come to bond with them.

The longer you fight alongside the same companions, the more in sync you will be with those companions. Alongside these trusted companions, you'll find that their abilities seem to boost yours, increasing the effects of your abilities by a small bit for each companion nearby.

Salvaged Goods 200

Lots of fiends will be harassing you, and with lots of fiends...well you'll find plenty of loot as well. Sometimes you'll even find that the fiends leave equipment behind when they fall – but not necessarily equipment that you actually need. That can certainly be a headache, especially when there's no merchant nearby to sell your things off to.

Good thing that you can break down equipment with simple tools and recover a good portion of the materials which were used to make them. At least it's better than having to leave equipment behind because it had no worth to you.

Armsmaster 200

Kill enough fiends, and even a novice can become a master at fighting, but when you're a guardian to start with, you likely already have some form of martial proficiency. It shouldn't be too surprising to you that you can quickly master the usage of standard weapons just through repetition, and when using weapons with which you're unfamiliar, you can use it like how you would use a weapon you've already mastered at a reduced degree of effectiveness even if it normally wouldn't have any effect at all.

Tools for the Duty 400

Even if you're a good pugilist, you can still benefit from having the proper tools available on your journey. But being a Guardian isn't like being a Summoner, you won't necessarily find people on the Pilgrimage willing to help you out with items

and whatnot. The expectation is that you'll lay down your life for the Summoner after all, why should people give you anything if you're not expected to return alive in the first place?

It's a good thing that you know how to prepare your own tools and equipment, because not having to depend on others will make the longer legs of the Pilgrimage much more tolerable. Merchants and tradesmen aren't everywhere after all...

Level	Effect
1	You can craft basic necessities, as well as general weapons and armour at this level, the quality will be dependent on your own ability.
2	So long as you possess items with a similar effect, you can enhance an existing item by consuming the "sacrificial items". This increases the potency of the shared effect, but further enhancement is going to require even more of the sacrificial item to be offered.
3	Though the result will be somewhat weak, and the required amount of reagents will be quite large, you can add new effects to existing items by enhancing them using a large amount of the same item which possesses the effect you want to pass on.
4	When you deconstruct an object, it's likely that you'll find "Sigil" components with a lingering effect from the original item before it was broken down. You can use these in large groups for enhancement purposes, or you can attach these to items to provide them with a temporary effect.
5	Items that you create will grow with experience – provided that you use them to defeat an enemy. This isn't strictly restricted to weapons, though you'll obviously have to become a bit creative in order to grow other items this way.

Celestial Mirror 400

Long ago, it was believed that seven luminaries possessed weapons which were peerless in their respective categories. Though the legends themselves have been lost to time, the weapons still exist – as does a method to obtain them. But power never comes without a sacrifice or two...

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

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

Terror of Zanarkand 600

A Guardian with no Summoner is no different from a soldier with no Lord. There is no Pilgrimage without the Summoner, and should the Summoner fall while the Guardian remains, that is nothing if not a sign of the Guardian's failings. If the individual that you've designated as your Summoner passes away for any reason, for as long as your energy remains, you'll enter into a berserk state – your only purpose being to destroy any enemy that remains.

The power and range your attacks are doubled and a substantial portion of your attacks will ignore the presence of barriers entirely. In this state concepts such as pain and recoil are unknown to you – but this enraged state will not dissipate, not even as your energy is depleted and your life force is steadily drained in place. Should all your enemies fall, you'll seek others nearby – nothing will be spared of your wrath until you come within inches away from death, hanging on with nothing but willpower. Then, and only then, will you be liberated from the madness that overtakes you.

The longer your rampage continues for, the less effective spells are upon you regardless of whether they are beneficial or not – your common sense and awareness of the world will steadily drain as well. The only sense that will remain by the end is a distinct awareness of where the closest enemy lays.

SUMMONER

It's Time to Move On 200

Everything that lives will eventually die, and the dead should peacefully move on to the Farplane beyond – at least, that's what the clerics of Yevon would preach.

Some things linger on, unwilling to let go of the life that was once theirs. Unwilling to move on, unable to turn back, they only cause misery for themselves and everyone around them.

Should you be able to convince them that they should be at ease – it may be possible for them to move on, even without a proper Sending it will be possible to send the dead to the next realm. Not only does your presence calm the spirits of the dead – your ability to convince them to move on will extend to other dead spirits as well.

Ceaseless Journey 200

The beginning and end of the Pilgrimage are certain – both are decisions, and one is very, very final in comparison to the other. Indeed, it's final enough to convince some Summoners to steer away from the path altogether – after all, for each Summoner that ends up becoming a High Summoner, there are dozens who fail or give up.

Thankfully the time that you spend travelling seems to pass by all the more quickly, unless you find yourself attacked by fiends of course. You simply don't seem to be bored from the journey at all – which will be a good thing if you're not going to be visiting each Fayth by airship. In fact, travelling by foot seems to be even more pleasant than you had thought before, if that's possible.

In any case, you don't tire as easily on the road, so you should take the time to enjoy Spira, for what it's worth. After all...the last choice you have to make...will truly be the very last one.

Unmoving Faith 200

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

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

Awoken Fayth 400

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

You can create an Aeon...but this ability comes with a catch...a cost rather. Though you need not turn an individual into a Fayth...in order to create an Aeon, you'll still need to involve another party. It's not a process that's as simple as it sounds...and if you dig deeper...you may find that there are more secrets, things that even Yevon has forgotten.

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

Wayward Dreamers 600

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

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

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

SPHERE HUNTER

Sphere Break 200

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

Grid Designer 200

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

Your Clothes Become You 200

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

Sphere in One Hand, Sphere in Another 400

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

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

Spirits Within 400

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

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

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

ALTERNATIVE OPTIONS

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

Chocobo Riding 100

Chocobos are the most common form of long distance transportation that people take, given that airships are Machina...and well you should know the stance that the Yevon folk have on Machina. If you're lacking in reliable transportation, this skill might help you out.

You can conjure a tamed Chocobo to your side at will, but while it will let you ride it, it tends to scare easily and there's a good chance it will buck you off and run

away. On occasion though, you'll find that instead of the normal yellow Chocobo, you might come across a Red one. Be careful of those – they're notably more aggressive...and I've heard that they can even summon small meteors with magic.

Faithful Steed 200 (Requires Chocobo Riding)

Your conjured Chocobo might not be a companion per se, but they can be subject to training and bonding. Considering the fact that the Crusaders have their own Chocobo Knights, it should be a clear sign that Chocobo can be more than mere beasts of burden.

Your conjured Chocobo no longer suffers from the odd bits of cowardice, and you'll find that they also have learned some basic abilities so that they can fight alongside you – but they'll also disappear after a battle – even Chocobos need rest you know. It'll take a period of time before you can conjure them again.

Bird & Man 400 (Requires Faithful Steed)

By now, you should probably just be a Chocobo Knight – you and your Chocobo steed have bonded to the point that you can not only merge with it to share your powers with the poor bird, you'll also be able to share its vision regardless of where it happens to be. Granted, it's not like a large yellow bird is particularly...stealthy, but it has its uses.

You can merge with other steeds...but the effect won't be as strong.

The Living Recognize Sin 400 (Requires Chocobo Riding)

Sin is an abomination built by the whims of man – a plight upon Spira that all living beings can recognize, a plight that even some fiends see as a threat. The monsters that would normally fight you, you can placate them temporarily when a bigger threat comes into the picture. For a brief period of time, monsters that might normally gang up on you can be directed to fight a more pressing threat.

Put to Rest 200

When the deceased cannot be reached in time by a Sender, those lingering sentiments will eventually form a fiend – turning what was once a part of Spira into a creature that threatens all other life around it. You may not be a Summoner, or even a Sender, but if you can wield a weapon, you can at least put down the dead. You may charge your weapons with energy, such that monsters they kill will dissipate, preventing them from rising again.

Taming Contract 300

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

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

In return though, you'll grow a little bit stronger for each monster you capture in your time here, though this growth slows down pretty remarkably after you've hit a certain amount. After all, you'll have gotten the hang of capturing monsters down by then I'm sure.

Beckoning 400

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

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

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

Level	Effect
1	Calling forth monsters and creatures of the same world that you're in is possible with the use of a bit of energy. They'll behave exactly the same as you'd expect of the given species, which means they'll likely wander off into the wilderness at the first opportunity for most creatures.
2	It's possible to call forth individuals from the past within the same world, provided that you have some basic idea of who they are and what they'll act like. Their capabilities won't go beyond what they were capable of in their time – and that's presuming you knew exactly what they were

capable of...otherwise they'll be shadows of their original selves. If you don't have enough energy to supply to their manifestation, don't expect to be able to call anything forward.

3 With this you can call forth individuals of another world – but as they aren't native to the world you're in, you'll find that their capabilities are largely interfered with by the present world – and they'll be weaker as a result. It takes substantially more energy to beckon a creature from another world than it does to beckon something from the past...so this won't be something you can do repeatedly.

1000 Years After... 600

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

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

The Dead Smile 400

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

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

Lingering Will 600 (Discounted with The Dead Smile)

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

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

Rage Awakened 1200 (Discounted with Lingering Will)

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

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

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

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

Delayed Departures 600 (Discounted with The Dead Smile)

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

They call these people the Unsent – spirits who have decided to remain in the realm of the living though they remain dead. With the use of spirits of the dead, you can nest it within a living individual, such that when they die, so long as their

willpower is strong enough, they will consume the energy that you stored within them. They may be dead...but now they will remain in the world as Unsent.

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

The Meaning of Sin 1200 (Discounted with Delayed Departures)

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

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

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

COMPANIONS

Strength in numbers is a thing alright, and it's not too uncommon to find groups of travellers when wandering about Spira. After all, the place is hardly as safe as it used to be. Nowadays most travellers are usually on a pilgrimage, so don't be surprised if you find them armed. That being said, why don't you take a look at the options below? If you have companions of your own it might be helpful to arrange some accommodations for them.

THIS IS OUR STORY 50/300 CP

Your companions? Certainly I can arrange it so that they'll go through the same preparations as you – they can choose a background at will – but if you're asking for my advice, I'd advise that your companions take a more even approach to things – a whole group of Summoners might sound neat, but then who is going to be the Guardian? Well, it's up to your companions to choose in any case. With the CP they have to spend, they can procure perks as they see fit. Be wary of one thing – your companions won't attain companions of their own, prospective "companions" will merely be summons at best.

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

BRAVELY FORWARD, TOGETHER 2/300 CP

Would you rather have somebody who already knows Spira thoroughly? I can arrange for you to meet with a native of Spira certainly, though whether you can convince them to become your companion is another matter altogether. If they already have a profession, it's not likely that they'll change – but for those without, you can determine a background for them. If you'd prefer that they become your companion straight away...that's an option too – but it'll cost you more.

You may arrange to meet a canon companion for 200 CP, if you can convince them to join you by the end of your stay they will become a permanent companion. They have 500 CP to spend on skills. Alternatively, for 300 CP you'll start with a canon companion. This is limited to individuals who will show up within the ten year span of your journey here, whether they be Unsent or not.

PEERING INTO THE ABYSS 1/2/300 CP

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

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

have 10 MP, up to a maximum of 30 MP. If you choose to, you can import a companion as this – though you'll be paying the cost for this at the price indicated above – and your companion will not gain CP.

CACTUAR DOLL – 100 CP

A plush doll of a cactuar. If you could find a certain black mage from Besaid, you might be able to awaken it as a companion... This doll seems to move in your hand. It feels like if it came alive, it would probably be really hyperactive. Maybe a good thief? While they gain no CP, they have 10 MP to work with.

MOOGLE DOLL – 100 CP

A plush doll of a Mooglee. If you could find a certain black mage from Besaid, you might be able to awaken it as a companion... There's something odd about this doll, it's holding a wand...maybe it can use some rudimentary magic? While they gain no CP, they have 10 MP to work with.

TONBERRY DOLL – 100 CP

A plush doll of a tonberry. If you could find a certain black mage from Besaid, you might be able to awaken it as a companion... I'd be careful though, because that plush knife looks awfully sharp... Hey did that doll just growl at me? While they gain no CP, they have 10 MP to work with.

PYREFLY INJECTION – 100 CP

Need to give your friends even more of a boost? Well that's what pyreflies are for...there have been techniques using pyreflies to make fiends stronger...and there are those who believe that the presence of pyreflies is enough to attract fiends...which would make one think that there is indeed a connection between the two. For each 100 CP, you can give a companion 10 more units of MP.

GIFTS OF THE FARPLANE (MP ONLY OPTION)

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

Gift	Cost	General Details
Parameter Shift	1	Increases a basic parameter of your fiend companion, be it their magic, strength, speed or similar parameter. This can be taken as many times as you'd like.
Collective	2	This might be helpful if you're not going to spend much time in the wilderness where more fiends exist – as it allows your fiend companion to blend in with the rest of society. It also improves their ability to work alongside

		others by a small bit.
Catalyst Effect	2	For a specific given parameter, whether it be their magic, strength, or speed, once they engage in a fight, your fiend companion will steadily grow stronger in that parameter. This can be taken multiple times to either accelerate the speed of growth, or have multiple parameters grow at once, up to 200% of their existing capacity.
Sphere Bearer	2	So long as you have dress spheres available, your fiend companion can utilize them and transform – though thankfully the uniform will shift to fit the monster...though that might not necessarily be a good thing.
Auto-Spell	5	So long as it is a spell in their repertoire, your fiend companion can automatically cast it at reduced cost, ignoring potential cool downs. However, this ability works on its own time restrictions.
Directive	5	Allows your fiend companion to spawn underlings – smaller, weaker versions of itself, though this is limited to three at any given time. Your companion can control these remotely and banish them as necessary. Taking this multiple times will add an extra underling each time it is taken.
Gift of Kings	5	It doesn't actually make them royalty of course, but you'll find that certain monsters are massive, even compared to others in the same species. This increases the base size of your companion by 25% each time it is taken.
Meridian	5	A skill of limited strength that is intended to weaken and incapacitate a target rather than kill them outright. Though this can bring them to the brink of death, it will never kill them outright. Despite its limited strength, this skill inherently bypasses magic barriers.
Delta Attack	10	Alongside two other companions, your fiend companion can combine their attacks together as one – though unless all three participants possess some form of attack hybridization ability, their contributions will be slightly weaker. This takes a short time before it can be used again, and drains energy from all three parties.
Emblem of Thanatos	10	A special skill utilized by the fiends that haunt the Farplanes, this provides a massive magic boost to your companion, but while it is active it also allows your companions to cast multiple spells at once. Each spell cast will fire off a second volley at the appropriate cost.
Karma	10	A special skill that charges up as your companion is hurt physically or mentally, when this is activated, it'll purge the entire charge and inflict an equivalent amount of harm

		on a target. Though you can heal your companion while they are charging, it does reduce their charge slightly.
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MAKING THE TEAM (BLITZBALL STAR ONLY)

Well if you're going to forming a team for blitzball, it's probably best to consider your own companions first and foremost. After all, you've likely worked with them for far longer than you've worked with anybody else in Spira. In part of forming your team, you can assign roles to up to seven of your companions including yourself – or eight if you exclude yourself.

The roles are divided into three kinds, each with their own effects.

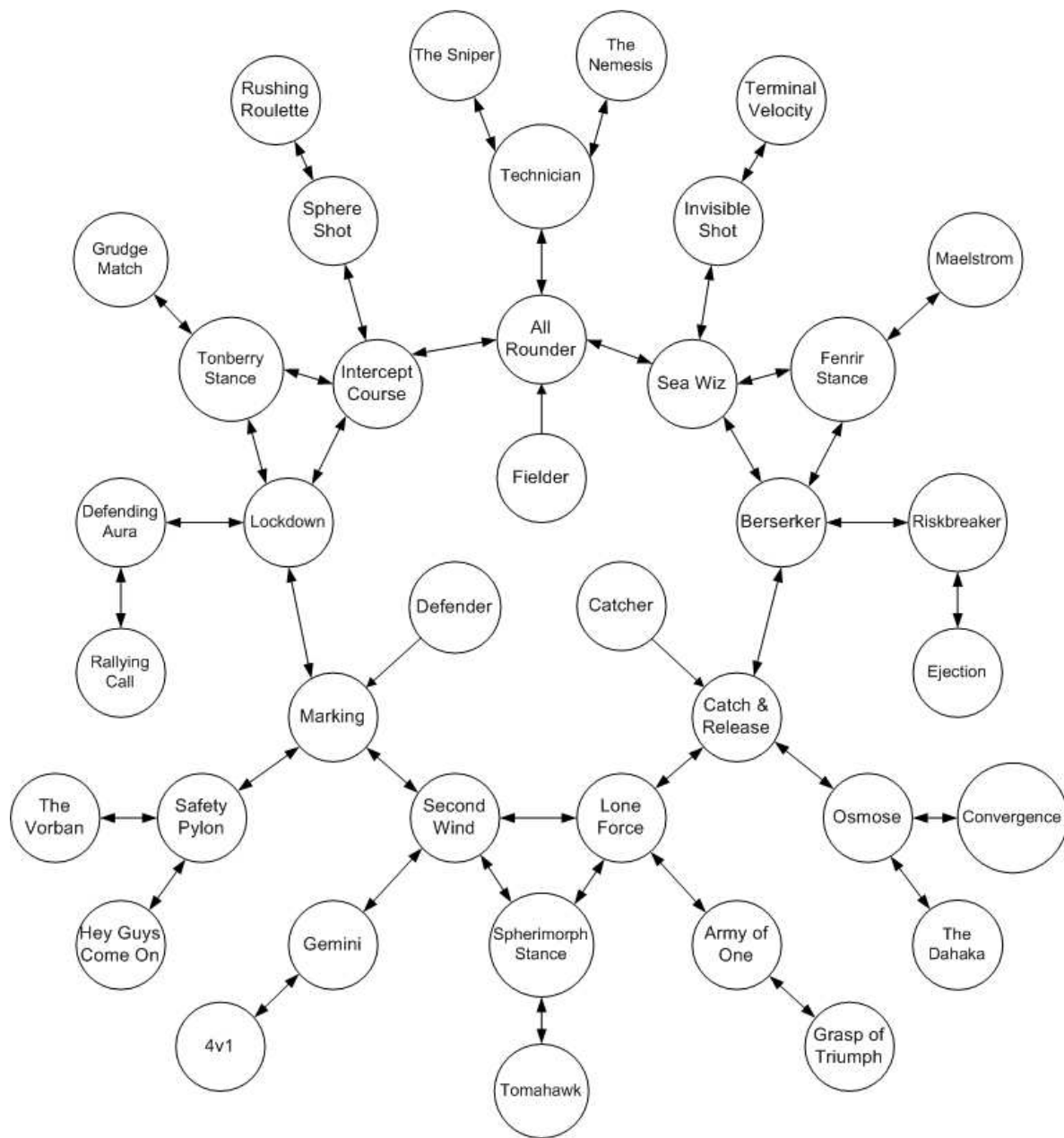
There are 3 fielder positions; companions assigned to this role will see a boost to all of their offensive abilities as well as a boost to their general speed. There are 4 defender positions, companions assigned to this role will see a boost to all of their defensive abilities and their overall resilience will improve somewhat as well. There is 1 goalkeeper position, and the companion in this position will consistently regenerate health at a steady pace when they're not engaged while their defensive capabilities improve based on their willpower.

While you can swap these positions at will between the members, the full effect takes some time to kick in, so swapping continuously won't help. You can set new positions each time you enter a new world, this effectively wipes the slate clean of your previous team. Their chosen abilities however, do not change.

ONE TEAM, ONE GOAL (SPECIAL)

Each member of the team will have their own opportunity to shine, but before that happens; well they need to get a bit of training to bring their skills up to par. Even if the team is supremely confident they'll win the cup this year, it won't hurt to cover all the bases right? As long as they're a member of the team (see above), they'll gain 10 training points – that they can spend on general skills, or skills more specific to their position.

Starting from the sphere of their role, each move takes up a single point. Backtracking does not cost any points. If the same player is picked more than once, they'll gain an extra 5 points each time they are picked again. But while anyone that's a blitzball star can assemble a team and pick out players, the maximum points a player can accumulate is 20. Some nodes can be picked multiple times, but each time it is picked it'll cost a point again. So choose carefully!



PLAYER SKILL GRID

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

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

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

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

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

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

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

ITEMS

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

-SYNTHESIS ITEM-

It was a bit tough arranging for this frankly, the man that I was talking with while investigating this little...residence was particularly keen on exchanging information. A little bit too much information – he seemed a bit too obsessed with “advancing forward” for my tastes. Ah, that's a bit too much about me and not enough about this option and the option is what you're interested in right? This item is a bit complex, depending on how you choose to customize it; it might serve you in different ways – certainly, the old man saw reason to use it for training purposes.

One note though, your companions may come to possess items due to their backgrounds – but you and only you may select options from regarding the Synthesis Item.

The Monster Arena 200 CP

(Free if you have the Taming Contract perk)

The Monster Arena is a replica of the same facility and landmark that can be found within the Calm Lands. However, with the technology that's at your disposal, you'll find that you can probably make better use of it than the Crusaders – certainly you can make more customizations to it than they can.

At its very base, the Monster Arena is a nice cave facility that makes use of Machina to store, develop and cultivate monsters. It has a dedicated set of 10 pens, each of which can contain a monster breed. That being said, just because you have the arena doesn't mean you can magically force different species to breed. There are limits still to what Machina and Al Bhed science can do. Well, I'm not taking your own abilities into consideration here of course.

The Monster Arena will follow along with you as you travel – in what format exactly is something I'll leave to you. Maybe you have a pocket dimension you'd like to toss it in, or maybe you'd just like it to reappear in each world as you visit it. Barring modifications, only the contents of each pen will be saved, and with only a single species per pen – well 10 species should be a fair amount, no?

How are you going to capture monsters? Well you can go about it with brute force and wrangle them into the pen – or you can use the specialized capturing weapon options. How you get those is your own problem!

DOMAIN EXPANSION 50 CP

A very simple modification that increases the amount of pens you have by 2 for each time you purchase it. Good if you ever feel that you need to expand the amount of pens you have because you're lacking in space for some reason. The pens are already specially designed so that they can contain dangerous breeds – so containment really isn't an issue.

HYPER MIGHTY G 50 CP

If you're going to collect monsters, why not make them the best monsters they can be? Well this won't do that immediately, but it is a good start! A strong growth agent that will naturally make your monsters stronger, over time the physical effects will become very apparent as all of your monsters will grow in size up to a maximum of 25% beyond their original limits. This can't be stacked beyond 100% of their original limits, effectively doubling their size.

SIMULATION ROOM 50 CP

Perhaps part of the reason you'll have wanted the Monster Arena in the first place – this room is another annex entirely in the Monster Arena, and allows you to face off against your "pets" in an environment that remains completely safe.

Even should you or your pet fall here it is of no consequence, as no lasting damage will be done to either party – it might serve to be a good testing area, or a good training area, both the same thing really.

The default appearance resembles that of the Calm Lands, but you can configure it to resemble another locale you've visited before – it's just for aesthetic purposes.

CAPTURE PODS 50 CP

Still not sure how to go about capturing monsters? Can't seem to herd monsters into the pens? Monsters lingering about in places you can't reach? Well this pod system might be able to help you out then. Though it has to be manually activated and deployed, once this is done you can just walk away and wait for a creature to be captured, at which time the pod will return to an empty pen.

Of course, without any real offensive capacity you probably won't find the strongest creatures captured – but it does spare you quite a bit of effort in hunting beasts down. If you don't have an empty pen, the capturing pod will deposit the captured monster in the nearest empty space – so be careful. You'll get a fleet of five pods to start off with, ranging from XL to XS sizes. Use them carefully!

THE RUIN DEPTHS 100 CP

Why would you need a basement for creatures to wander about in? Wouldn't that be rather dangerous? No one really knows why these ruins existed in the first place, though one could presume that they were used for ancient Crusader training purposes.

Though at first glance you'll probably think of using it so that your creatures have a place to mingle and wander freely – be wary that there are “connections” between the ruin depths and the outside world. At least, there should be, because wild monsters keep wandering in. Thankfully a barrier prevents them from wandering into the Arena proper. This might be a good place to get some monster feed for your pets. If you don't have any free pens, any capture pods that you deploy will deposit their contents within this place.

FIEND ARENA 100 CP

An alternative to an open field for those who would prefer to have your pets exercise in a more controlled environment. The fiend arena is exactly that – a controlled area where you can pit your pets either against simulations, or against live subjects. If you don't have any free pens, any capture pods that you deploy will deposit their contents within this arena.

Being a controlled environment, if you have a creature creator active, you can also use this arena to test out potential monster combinations and modifications – though these will be simulations unless you actually proceed ahead with them of course. It'll be a good environment to see what potential modifications you can make in any case.

It goes without saying, but for all the skills that a monster might develop through combat – you can have them train these here. As with anything – training is always a matter of time and effort.

CREATURE CREATOR 100 CP

You can't expect that you'd only keep the Arena as a petting zoo right? What's the point of collecting and tending to monsters if you're not going to help them grow a little? Maybe even experiment with perfecting breeds and creating better variants? That's what this lab annex is here for anyways. It's a very well-known fact that fiends in Spira are created with the absorption of Pyreflies, but in the absence of this, you can substitute spiritual energy as well. Following in the example set by our Crusader friends, unless you possess alternative abilities, it is still impossible to hybridize different monsters together.

The creature creator works in a very methodical fashion, using creatures you already have within pens as a “foundation” for either improvement or creation purposes. Modifications such as size and basic parameters are simple and don't require a substantial amount of spiritual energy, but as modifications stack up, the results will become less apparent and come at greater cost. It's best to keep a tight handle on things, and not let things go out of control.

It's possible to make more substantial changes – like modifications towards a monster's physical form and properties that would more resemble an evolution or mutation, but these will take substantial amounts of spiritual energy. However, it is possible for you to modify monsters with the use of material items along with spiritual energy, much like how the Guardians can modify their weapons. It'll consume a substantial amount of items, but with this you can teach your pets new tricks.

PYREFLY INJECTION 100 CP

As the owner of the Monster Arena can attest – the use of pyreflies is very effective in making newer and more effective monsters – but it takes a very high level of control to use pyreflies effectively. It certainly isn't difficult to just stuff pyreflies like some sort of growth stimulant, but with this, you'll attain a higher level of control – making you capable of using pyreflies, or a very substantial amount of spiritual energy to create “pyrefly additions”.

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

DROP PODS 100 CP

To preserve the safety of Spira – and likely other worlds you venture to, for the most part your monsters will remain contained within their pens. Even if you trust your monsters to behave, you can't expect others to believe the same – especially considering the opinion that most people hold of monsters. But it's also understandable that you want to put your monsters to use – hence the use of these drop-pods.

Whenever you see fit, you can activate a drop pod, deploying a monster or a group of monsters from a pen. Smaller sized monsters will fit in greater numbers in a pod, though you naturally can't deploy more than what you actually possess.

While a pod can be activated anywhere, appearing after a short wait period – after deployment it cannot be used again for a moderate period of time. You have 4 pods to begin with – though you can get additional pods at 1 pod per 50 CP.

GUARDIANS 100 CP

Wary of intruders barging in on your Monster Arena and interfering, or even making away with some of your monsters? Not a problem – the old owner had accounted for this possibility as well by creating living sculptures. These can be produced en masse, and patrol the Arena grounds, attacking anything that isn't welcome within the Arena grounds. They're rather basic and they're confined to the arena, but it's still better than nothing right?

CUSTODIANS 200 CP

To begin with, while most of the monsters can take care of themselves in the pens, there's really no one tending to them. The basic machina which function as caretakers are rather bad at their job, and were it not for the fact that they end up being rebuilt after they are destroyed they would not last even a year.

But if you have any companions, they might be better suited for the task of handling the monsters. There's little doubt that they'll have better skills than the drone machina, and as they work in the Arena, their skills in the field of monster tending and handling will improve. Just be wary of one thing – it's a full time job, so once you make the choice of which companion will serve as a custodian, you can't go back on it. For the entirety of your time in the same world, they'll be residing exclusively within the Arena.

On the positive side, they might not be present to go travelling with you, but you can visit them at any time, and they won't count towards your companion limit. You may have at most 1 custodian per occupied pen.

ONE WHO SURPASSES ALL 300 CP

A special monster that stands to reflect everything the Monster Arena has to offer – resembling one of the "WEAPON" species present in Spira, only one exists – but it possesses all of the capabilities of the monsters in each respective pen. At the end of the day it's still a "WEAPON" and a monster, but it comes with a drop pod and pen of its own so you can deploy it at will. While its physical appearance doesn't change, it can mimic abilities without any issue. Did I mention that it's completely layered in gold? I'm sure my partner is already wondering how much it could sell for...

-STANDARD ITEMS-

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

FULL ELIXIR 50 CP

It's going to be a rough journey, and you'll probably need some of these. They cure wounds and conditions to restore you to full health. One purchase nets you 10 of these. A rather handy travelling supply, if you come across merchants or guardians and summoners, you can also sell them for a good price.

TINY BEE – 100 CP (FREE FOR DROP IN)

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

BROTHERHOOD – 100 CP (FREE FOR GUARDIAN)

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

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

A staff that every summoner seems to carry around could be a good walking stick too. It has a natural banishing effect against undead, and hostile undead are typically pacified when they come within visual range. Against stronger undead however, or any undead possessing substantial will power, you might find that its effects weaken, or that it will become a contest of wills.

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

It's a blitzball with studs. The studs aren't for show either, when it comes into contact with a person, this blitzball is bound to knock them down flat! It certainly can't be used in actual matches because that would be match rigging, but there's no reason why you can't customize it so that it becomes even more lethal.

EXPERIMENTAL CAPTURING DEVICE – 100 CP

(Free if you have the Taming Contract perk)

This handheld device doubles as a net gun as well as a standard weapon. You can capture enemies with this, as long as you actually defeat the enemy. It works in conjunction with the Monster Arena if you possess it, as anything captured will be automatically sent to the holding cells within the Arena itself. It can't capture unique individuals properly however, and bear in mind that you'll have to subdue an enemy before capturing them.

GARMENT GRID [LM] VARIATION – 100 CP (FREE SPHERE HUNTER)

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

PROTOTYPE A “MACHINA MAW 0” – 100 CP

A machine that's been disassembled, but with some help or your own mechanical expertise you might be able to put it all back together, in which case it looks to be a bipedal walker, complete with twelve missile launchers, six ray cannons, and four forward anti-personnel guns. It's got absolutely nothing for defence though... Whoever built this really just wanted to blow things up!

RIBBON – 200 CP

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

CAT'S NIP – 200 CP

It's another weird looking charm, though this one looks like a herb instead of a normal ribbon. Whenever you have this charm on and you're knocked into a critical status, everything you do seems to triple in effect – a last ditch measure fitting for a desperate struggle. The effect of this fades immediately once you're safely outside critical condition.

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

A Garment Grid not intended for beginners – while the overall intention of the grid to facilitate and amplify the effect of dress spheres remains the same, this garment grid takes that idea to an extreme. The use of the grid itself allows anyone to use the single dress sphere slotted inside, but while active it locks out other abilities the bearer may possess. In return, the effects and capabilities of the dress sphere are enhanced threefold, stacking upon any existing effects the bearer may have.

An all or nothing mindset stands behind this garment grid; it will do you well to remember that should you choose to utilize this.

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

A template garment grid, from another time, another age – it would seem that this was designed such that anyone could easily come to understand the workings of dress spheres. You could call it a “learner’s garment grid” – as it can teach the abilities of spheres placed inside to whoever wields it.

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

PROTOTYPE B , THE AIRSHIP “DELISLE” – 200 CP

A prototype airship that’s been sitting in the drydock for goodness knows how long! It’s not as big as Cid’s next airship, the Celsius, but it’s got room to fit 8 people, and comes with a default autopilot mode. A bit lacking as far as weapons go though...it’s only got six missile pods...but you won’t have to worry about ammunition, the AI Bhed have figured out a way to create missiles out of energy! With this, you could call in an air strike whenever...but don’t go around destroying Spira yeah? Flies from Bevelle to Besaid in half a day.

DRESS SPHERE – 200 CP (3 FREE FOR SPHERE HUNTER)

Well, in case you’re really lazy and you have issues with actually going out and hunting for Dress Spheres, I have some in stock that you can pick and choose from. That’s right, even if you’re not a Sphere Hunter you can still use them. God it’ll be awkward to see you Guardians transform. Wait...how does a Cactuar even transform?

You don't need a Garment Grid to utilize the power within the Dress Spheres – but it would help in amplifying their powers. There are other Dress Spheres out there in Spira – so go out and hunt them all down!

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

PROTOTYPE Γ, "JAGD PANZER" – 300 CP

Truly the pinnacle of experimental Machina technology – it's probably for the best if you don't let the Yevon clergy know that you possess this. For one thing, they have a very tight grip on machina technology, and it's not something they care to relinquish to anyone, even if you happen to be within the clergy itself. Machina use needs to be strictly controlled after all.

A tank like machina capable of sending out small flying units to act as reconnaissance drones – these drones serve two purposes, the collection of combat data as well as acting as the machina's primary form of long ranged detection and observation. Initially, it comes with nine drones, definitely enough to be sent in all of the cardinal directions even while leaving one around for close range surveillance.

Its primary armament is a giant magic cannon, the properties of which can change, depending on the data received from the drones. Observing enough fire elemental attacks will cause the cannon to adopt fire properties, and so forth. Unfortunately, machina is still machina at the end of the day, so its replicated capabilities aren't as amazing as you would probably hope – essentially lesser replicas of whatever it sees. Like all machina, you can definitely

That being said, its flexibility doesn't lie with the surveillance drones...but with the modifications which can be made to it.

Drone Factory – Attacker Models – 50 CP

The Jagd Panzer can create its surveillance "Watcher" drones by itself without any external modification on your part, but these Watcher drones do exactly what their name suggests and nothing else. However, you can configure the Jagd Panzer to create offensive drones instead – arming them with small magic cannons of their own that possess similar, but weaker capabilities to the main cannon of the Jagd Panzer.

Drone Factory – Platoon Strength – 100 CP

If you're going to be taking this you might as well be declaring war on the Yevon clergy folks – since that's essentially what this modification is best for. Allowing the Panzer unit to create small machina droids that can serve different roles (long ranged attacker, short ranged harassers, patrol units and such), the only issue happens to be that the Panzer is completely immobile while churning out these units – and the speed of production isn't the best. Still, working in coordination with the Drones, you can field an army rather effectively. The AI Bhed will be really interested in you now...

Assembly Protocol S/A/Z – 50 CP

The Jagd Panzer's upgrade capabilities are largely dependent on your mechanical proficiency, but that doesn't mean you can't fiddle around with some AI Bhed help – well, my help really but who's keeping track? These Assembly Protocols will amplify the Jagd Panzer in one field, respectively its special attack properties (related to magic), its general attack properties (related to its standard ordinance), and defensive properties (both physical and magical). Each one of these protocols adds a substantial boost to the Panzer – a good kick to its performance levels that is also applied to any drones present.

Spherimorph Capability – 100 CP

Never settle for barrier drones when there's something more effective available. The AI Bhed are masters of observing and replicating natural phenomena – and the Spherimorph's advanced elemental properties are an excellent example of how nature defends itself. Allowing the Jagd Panzer to switch between elemental properties, this significantly improves its magically oriented defences. This affects any drones that are active as well.

Parallel Processing – 100 CP

Have other Machina about? As long as the machina's size is not larger than the Jagd Panzer – you can rig it up with this so that the Jagd Panzer can remote control it. This goes for the other two prototypes as well...though you'll find something a bit weird with the Machina Maw – it's sufficiently small enough that if you already possess the options of construction on board the Panzer...it can recreate the Machina Maw much like how it creates drones. It'll take longer of course, but the result will operate autonomously.

GARMENT GRID [JC] VARIATION – 300 CP

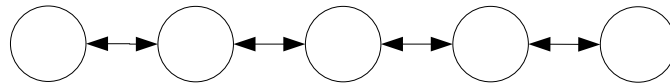
An otherworldly garment grid – perhaps a lingering sentiment from the farplane...or perhaps a relic from even further beyond, at first glance it seems to have all the standard functions of a garment grid, but there's something amiss with the way it is set up. It's as though the grid was made to be capable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

As you change from one sphere to another, one of the grid's passive effects will activate – one for each unique change you make. The maximum amount of passive effects is always at $(n-1)$, n being the amount of spheres slotted in the grid itself.

Therefore, in order to access the highest tier abilities, you'll have to change through every single dress sphere.

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

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



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

<i>First Connection</i>	<i>Activate 1st Effect</i>
<i>Second Connection</i>	<i>Activate 2nd Effect</i>
<i>Third Connection</i>	<i>Activate 3rd Effect</i>
<i>Fourth Connection</i>	<i>Activate 4th Effect</i>
<i>All Connections Expended – “Fifth” Connection</i>	<i>All effects disappear, Activates 1st Effect again.</i>

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

Single Jump / 1st Tier

Effect	General Details
Active Stance	Increases a single parameter upon jumping between spheres – while limited to the basic properties of an individual such as their health, strength, speed and so forth, it can stack multiple times if taken multiple times.
Astral Curtain	After a jump between spheres, you and allies around you will be enhanced with a random magical barrier, which randomly acts as a shield, a reflecting barrier, or prevents individual

	negative effects. Lasts for quite some time. Taken multiple times this can stack barriers and allow for multiple types of barriers to be active at once.
Elemental Enhancement	Bestows the capacity to strike with a magical element upon jumping between spheres, not necessarily one already in your repertoire, but limited to the magical elements found in Spira. Taken multiple times this can stack an element, or allows for multiple elements.
Grow	Not unlike a Bomb, with each jump you can increase your size by a tenth of your current size. Thankfully, even if you stack this multiple times, you won't blow up like a Bomb.
Healing Pulse	Every time you perform a jump between spheres, you'll restore a small portion of health – this can activate regardless of whether a sphere has already been “jumped” to, though multiple purchases increases the amount recovered.
Osmosis	Every time you perform a jump between spheres, rather than recovering health, you'll recover a measure of magic energy and spiritual energy instead. Similar to the healing pulse this can be taken multiple times.
Shock	Not too dissimilar from Elemental Enhancement, instead of attaching an elemental attack property, this allows you to inflict a different status effect to your attacks. You may stack by selecting this multiple times, or affix multiple status effects.

Two Jumps / 2nd Tier

Effect	General Details
Elemental Absorption	Upon the second jump, you'll adopt a temporary immunity (until you disengage from battle) to a single magical element that you'd find in Spira. Can be taken multiple times for different elements.
Fury Casting	A permanent modification for so long as the effects of the garment grid is active – this adds an additional spell cast for each time you cast a spell – such that one fireball becomes two, though the second will be at three quarters strength. This can be stacked multiple times, but the strength of successive spells weakens by an additional 25% each time. This is such that the first “doublecast” is at 75% strength; the second is at 50%, and so forth.
Gathering Strength...	A permanent modification for so long as the effects of the garment grid is active; this allows you to charge your techniques and spells for greater effect, initially increasing the

	effect by 50%. Taking this multiple times extends the amount of time you can charge for, but only increases by 25% each time.
Regeneration Factor	A permanent modification for so long as the effects of the garment grid is active; this instils a physical regeneration factor into you that regularly heals you for a small amount. The amount can be increased by taking the option multiple times. It recovers both health and magical energy.
Twin Sphere	Upon activating this, you may use the abilities and effects of two dress spheres simultaneously. This effect stacks, adding an additional dress sphere for each time it is taken.

Three Jumps / 3rd Tier

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

Four Jumps / 4th Tier

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

Five Jumps / 5th Tier (Requires 6 Slots)

Skill	General Details
Clione	Also relatively simple compared to other options, with this you can fire off spiritual energy in the form of spheres, which erupt into columns of spirit consuming energy – limited by your own energy reserves.
Oversoul	Forcibly injecting pyreflies or in lieu of that, spiritual energy, into an individual, you can force them into a state known as Oversoul. In this state they can utilize all of their abilities at reduced cost and generally perform better in all things – but it only lasts for as long as their spiritual energy reserves hold out. Naturally, you can enter this state yourself – though the

	same limitations stand.
T & Z	A permanent modification to the Garment Grid, once again manipulating the resources of the Farplane, moulding pyreflies into a shape which may not be familiar to you right now – but you may come to recognize if you travel through Spira extensively enough. They're active so long as a single jump was made. Tawrich and Zarich are two parts of a whole – you presumably making the third part. While Tawrich is a very strong physical attacker capable of whittling away enemies with horrific curses, Zarich is the magical counterpart, whittling away at enemies with a wide assortment of spells. They each possess their own energy reserves – but should they fall in battle you can revive them by expending a portion of your energy.

Six Jumps / 6th Tier (Requires 7 Slots)

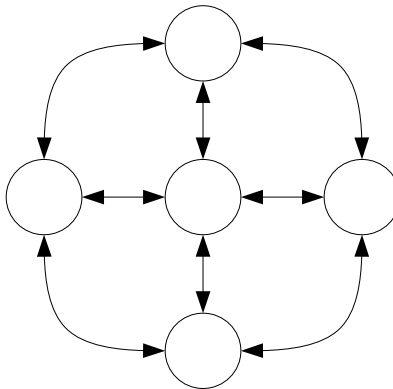
Skill	General Details
Aeon Flux	Gathering pyreflies and in lieu of that, spiritual energy from the environment into yourself, you can transform into a higher state – as Unsent have demonstrated the capacity for. While this typically results in your appearance becoming similar to that of a fiend, depending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

Garment Grid Sphere Slot Addition – 100/+50 CP

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

Garment Grid Reformatting – 600 CP

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



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

PROTOTYPE Ω , "THE ANCIENT COUNTERMEASURE" – 600 CP

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

Not unlike the Panzer unit, its main armament is a cannon, though its control scheme is...very strange to say the least. All we can really gather is that the ancients considered musical instruments as valid control devices. The machine itself is massive however – so it can easily serve as a mobile attack and defence platform. If you would consider the Panzer to be a tank sized machina, this monstrosity is essentially a flying battle cruiser. At least with all of its autonomous defence lasers you won't have to worry at all about its safety!

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

OPTIONAL MODIFICATIONS

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

-UPRIGHT OR REVERSED? – THE MAJOR ARCANA-

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

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

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

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

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

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

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

DRAWBACKS

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

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

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

Public Displays of Awkwardness + 100 CP

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

But the Lightning Keeps Coming! + 100 CP

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

Fryd yna oui dymgehk ypuid? + 100 CP

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

Every Single Opportunity + 200 CP

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

Cry In the Night + 200 CP

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

From the Farplane + 200 CP

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

In the Spotlight + 300 CP

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

Gilgamesh Arrives! + 300 CP

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

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

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

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

Best of luck.

A Clash of Ages + 600 CP

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

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

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

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

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

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

SCENARIO

S1: ROSH UV DRA VYODR+100

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

The darkness lingers for longer than usual; there is an awful chill that has spread through your body, and the voice of something practically alien, speaking in tongues you cannot parse. This is probably not how you expected to arrive. It's probably a dream, and not a very good one.

You think, therefore you are, and the dream fades, taking awful voices and chills away with it. They may bother you another day, but not today.

Coming to your senses, even before your eyes open, there's one thing that is apparent. You're floating on the surface of a pool of water. That might have explained the chill. The water is completely still, its surface only disturbed as you make a move. As far as you can see, the chamber you're in looks to be in good shape...but it clearly hasn't been visited in quite some time. Judging by the architecture, perhaps this was a temple of some sort? You're not in any particular danger at a glance.

You could continue to lie in the pool and ponder upon your new surroundings for a little while, or you can swim to shore, and try to figure out where you might be. The layout of the temple is easy to navigate, but you'll quickly realize that your companions are absent, and your connection to your standard services has been stripped from you. It might be a small blessing, but at least there doesn't seem to be anything hostile here.

Wander through the abandoned structure and you'll find an exit in due time. As bright city lights greet you, a sign in the distance might give a hint as to where you are, as this city is apparently home to the "Zanarkand Abes". It's probably safe to assume that you're in Zanarkand and judging by all of the lights, this city is rather vibrant too.

Reaching the actual city shouldn't be an issue, there's a bridge nearby that brings you down to sea level, where there seems to be a residential gathering of boats docked. There's a woman on a boat nearby, looking up at the night sky. If anything, she should be able to give you an idea of where you've ended up.

This is indeed Zanarkand, as you have no reason to doubt this woman's words. Miki, as she introduces herself, seems a little surprised to see a stranger wandering about at night, but she does have a spare bed if you need a place to spend the night.

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

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

In fact the locals don't seem particularly interested in anything besides going about with their lives, and the fact that this entire city seems to operate like clockwork might start to seem rather suspicious. While few amongst the locals prove to be much help, there is a rumour going about of a famous blitzball player who disappeared out at sea. This seems to be the closest you'll find to "strange phenomenon" in Zanarkand.

Many of the locals will point you back towards a single person however, the resident expert on "strange phenomenon". Thankfully, you've already met her before.

Regardless of whether you took her offer on the first night of your meeting, Miki doesn't mind entertaining any questions you might have about this place.

She can't tell you much about your companions, and she can't tell you why your "abilities" may be a bit off, but she does know that from time to time, Zanarkand is hit with a storm of severe proportions. People go missing, people are never heard from again...but every now and then, people show up.

She suspects that you might be one such case. When the time is right, perhaps a storm will bring you to your intended destination? But waiting around for a storm doesn't seem to be particularly proactive. Furthermore as Miki notes, the last disappearance was recent, so she doesn't expect it to happen again.

There is something odd about your scent and the way you look though. Perhaps you might be of assistance to her? Miki investigates the paranormal after all, but the choice ultimately is up to you. Trying to swim out from Zanarkand right now likely won't yield any results, even from Miki's boat house, it's quite apparent that the waters are dead calm.

Regardless of whether you choose to help Miki or not, if you apply yourself to searching around, there are others who have some notion of the strange things which happen in Zanarkand, and folks who need help as well. But one thing will quickly become apparent – the sun may rise and fall here, but time does not seem to flow naturally. What "seems" like a day, does not necessarily "feel" like a day...and periods seem to skip forwards at times.

Perhaps that too is just a part of Zanarkand's mystery.

The Void [Ignoring the Request]

Doing absolutely nothing at all is indeed an option. Unless you go about picking a fight, nobody in Zanarkand cares to have a fight with you, and your time here will pass by leisurely...with not much getting done at all. Of course, there are probably people

watching your activity, right? Lazing around doing nothing in this Zanarkand probably won't amuse anyone. If you try to stir up a mess though...you'll come across another bizarre phenomenon that the city exhibits.

The city seems impervious to damage, as if something "remembers" its state. But whatever it is that's keeping the city stable...it certainly isn't within the city itself.

In due time, the predicted storm will arrive, but as it destroys Zanarkand and sweeps you away, it carries along two other passengers...

Your destination is certain; your exact point of landing however is unknown. It's time to enter Spira proper...just who knows where it is that you'll land? But of course...there were always alternatives at hand.

The Otherworld Observer

Given that Miki is known for investigating the paranormal, and your arrival most definitely fell within that category, she may very well be able to help you with your plight. But how you explain to her the entirety of your circumstances will be up to your discretion, and while she prefers the company of honest folk, some tall tales might be a little too wild for this denizen of Zanarkand to believe. Be careful what, and how much you tell this inquisitive young woman.

In any case, Miki's already said her piece on people coming and going – and as she said, there's stranger activity going on than simply disappearances and appearances. There are rumours of dreaded machina running amok, of neighbourhoods whose peace has been disrupted by strange fiends. While they should simply be rumours, it would do well, Miki thinks, to investigate them thoroughly. For all she knows, it could be related to your appearance, there's really no way to tell.

Besides the dreaded machina and the fiends to take care of, Miki has also heard about a young boy who lost his father...one of the disappeared. Maybe this young boy could shed a little more light on the mystery? There is one more matter besides this...but it's something that Miki is rather uncomfortable even talking about. It's probably better to approach her about it after you help out on one of the tasks and get better acquainted.

Finding the machina and the fiends won't be hard, as the other citizens in Zanarkand will happily point them out to you. The local disciplinary force is keeping them under control, but if you would be willing to eliminate them, they don't mind your intrusion at all.

Of the two, the machina are certainly more dangerous than the fiends, given the wide array of anti-personnel weapons they use, from rocket launchers to gatling guns. But in comparison, the fiends are certainly more insidious. Whereas the machina attack

with methodical efficiency, the fiends ranging from wolf like beasts to strange demonic creatures will prey upon your weaknesses wherever possible, and most possess some handle on magic. It may be best not to rush in headlong, as one of the guards tells you; discretion is a better of valour.

If that's the prevalent mindset around here, maybe it explains why these folks only have the situation "under control".

Oddly enough, while dispatching these nuisances, you might notice that all of the machina and fiends possess a weird brand. If you ask the disciplinary force about it, they'll tell you that this is the mark of Bevelle. Bevelle, as they explain, is the sworn enemy of the long war.

But aside from telling you what Bevelle is, these people don't seem to know much else about Bevelle, or the origins of the machina and the fiends. All they seem to know is that machina are heretical, monsters created by the hideous Bedore. The Bedore appear to be Bevelle's slaves, judging by the citizens' description of them.

It might be mildly interesting, but it really doesn't shed any light on your current dilemma. With the machina and the fiends appearing at rather routine intervals, it might start to feel like you're fending off waves of these invaders rather than handling some mere pest problem. On the other hand however, Miki will start to notice a peculiar trend, in that these occurrences tend to all be clustered around the same area.

The epicenter of all these incursions seems to be the blitzball stadium, which, if you don't know, can either be packed filled with civilians on a good day, or completely deserted. It's likely that another incursion will happen there. How you choose to approach this will be up to you, whether you choose to take care of it yourself or leave it to the guards. Stadium guards are there for a reason right?

Regardless, with the phenomenon somewhat quelled, Miki has another oddity for you to investigate. Two actually, though she doesn't mind if you ignore the second. The more immediate concern that has caught her attention is the presence of a strange hymn from the temple nearby.

You know, the temple that you walked out of, the one that nobody is supposed to be walking in to. In any case, Miki has tried investigating the source of the hymn herself, and while she recognizes the hymn as being a local song, there was no sign of anyone within the temple when she entered it. In fact there was no sign of any disturbance at all. But it being in the temple, there has to be some sort of relation, right?

The other matter is that Miki has been hearing rumours of strange phantoms. Beckoning is a phenomenon that occurs every now and then, when large

concentrations of pyreflies become visible...visible in the form of the dead. But generally these phantoms disappear after a certain period of time. In this case, they seem to be lingering for longer than usual. Ghost hunting may not be your cup of tea, so Miki doesn't mind if you don't take this up. After all, she has to work too, once in a while. If they're ignored, the phantoms should leave...after a while.

If you do feel the necessity to see the machina mess to the end and venture to the stadium, there might be a bit of a surprise waiting. The companions who did not arrive at the same time or place that you did will be in the sphere pool...alongside a fair horde of fiends and machina. You'll have to dispatch this last group of nuisances before you can properly reunite of course. On the other hand if you weren't expecting anybody before, you won't find anybody now...save for the same horde of fiends and machina. You did come here to clean up the mess right?

The Boy who would be an Ace (Optional)

The boy that Miki was talking about is relatively easy to find, even if you were to hunt for him without Miki's assistance. For one thing his father was rather well known, so most of the folks you come across on the street will immediately know who you're talking about when you mention the disappeared man's son.

On the other hand, getting him to open up about his father's circumstances is going to be harder than defusing a bomb in the dark. There is a very strong sense of animosity from this boy towards his old man, and he refuses to even mention him. No matter how you approach the issue, as long as the conversation topic remains the same, sooner or later he'll simply ignore you.

If you want anything out of him, you'll likely have to establish some level of trust between the two of you. Given that his mother has recently passed away as well and with his father missing, maybe you could spend some time taking care of the boy? It'll help pass the time in any case, and the boy might really hold a clue as to what happened to bring you here.

The boy makes it very clear that he doesn't need anyone to survive, he can do it all on his own. But there is one thing that proves to be a challenge...he wants to become a professional blitzball player. But his body is weak, and that's probably not going to change with the scrappy diet that he's living on. His poor diet and frail body is one thing, on top of that he barely has any training to boot. He might be able to take care of himself fine, but becoming a blitzball professional is probably out of the question.

As stubborn as he might be, this boy is actually more than happy to have people around. It seems that his parents may have neglected him somewhat...or perhaps the

fact that both of them are gone is hitting him harder than his self-sufficient lone wolf attitude lets on.

The choice is up to you, are you willing to stick around and look after this boy, or would you rather follow another avenue of investigation instead?

The Phantoms (Optional)

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

Miki's understanding of the phantoms is that each of these lingering spirits should still have something that holds them to Zanarkand...something left undone. In order to find out what that is though, you'll have to ask around for some more information. The phantoms are all clustered around one spot...namely, the blitzball stadium in Zanarkand.

If by now you're still unaware as to what the blitzball stadium is for...well, perhaps you've been a bit too busy in your investigation to realize that blitzball is Zanarkand's national sport. Pretty much anyone can give you an explanation on the street of this underwater water polo and soccer hybrid.

Collect enough information and one thing will become rather clear – these phantoms used to be part of a blitzball team themselves, and apparently, they didn't have much of a win record. If you had a way to communicate with spirits, they'd probably tell you that their unfinished business is to win the cup. Even if you don't...well, that's really the only thing that each of them have in common.

There is a pretty substantial problem however and that is that spirits can't be entered into the regional cup as far as the regulations are concerned. Possession is also generally seen as a violation of rules, so if you're going to fulfill their last wish and send them on their way, it looks like the only way to do so is to assemble a team and win the cup yourself.

The format of the cup is relatively simple. There are a set of preliminaries where you face off against the other fifteen teams in the running, then a sequence of playoff matches, through a round of 16, a round of 8, and so forth. There is however, both good and bad news. The good news is that there's an empty slot for a team after a tragic accident in the pool eliminated another team. The bad news...well, the season is

almost starting, and if you don't register a team soon you won't be in the running. In that case you'll have to wait until next season.

Anybody can be registered, which is also good news, but many of the citizens in Zanarkand who would be willing to join a team aren't necessarily the best players...which could be considered bad news. Since you need a total of seven players including yourself, you better start looking soon.

Training, organization, formation, and even understanding the sport – well all of that is going to be up to you unfortunately. But...that boy that Miki was talking about, she also mentioned that he was an avid blitzball fan...so he could probably help you out?

Regardless of how you go about it, the actual matches themselves are nothing too far out of the ordinary – as far as a sport underwater with tackling, shooting, and swimming goes. It is strongly advised that you practice sufficiently even in between matches, especially if you have a fledgling team, or one that is unfamiliar with blitzball.

It turns out, that upon your victory of the cup, the phantoms can finally move on. Though it does seem rather awkward to be satisfying the last wishes of ghosts by playing blitzball...well, with the sport being as big as it is, perhaps it isn't so abnormal here in Zanarkand.

Their last sentiments resolved, the lingering phantoms fade, but not before leaving behind a pale grey candle. There's something odd about this candle, but it won't reveal its secret until a flame is lit. The candle does not burn away while a flame is lit, but while it can illuminate even the darkest of passages, it has a nasty tendency of drawing vagrant spirits close by...and often fiends as well.

The Temple Player

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

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

A rather bizarre trio stands around the pool from which you entered this Zanarkand, and judging by the strange instruments and their strange attire, it's likely that they too, have come from somewhere else – perhaps your origin destination?

If you don't disturb them, they will concentrate solely on the hymn. Should you try to draw their attention, the smallest of the three, a creature with two weird horns attached to its head, will stop playing to acknowledge your presence. With the absence of one player, the water within the temple begins to stir...

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

Clearly, if you're going to get any answers out of them, you'll need to find some way to relieve them of their duty. While learning the hymn certainly would not be too difficult, if you're busy singing, then it'll be fairly difficult to hold a proper conversation, and judging by how cryptic the one which spoke to you was, you'll likely want to pay close attention to what they say.

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

As usual, asking Miki isn't exactly so straightforward. For one thing, she's tone deaf and can't sing to save her life, even if it is the hymn that seems to be very well known around here. You could try asking somebody else on the streets, but getting them to come to the temple with you will be a challenge. After all, the temples are not to be desecrated by the presence of strangers.

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

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

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

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

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

Flowery words or not, it's rather clear that everything hangs on this beast. The musicians can surmise your intentions, and they only have one warning for you. There may be no tide here, but venture too far and there may be neither a shore to return to, nor a shore to arrive at. The beast is only at peace in the tranquility of the ocean's depths.

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

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

But the Farplane does lie below, deep underground, and not so far away from the dream, deep under the sea. To find its entrance however, you will have to find the place where the dream is weakest. If Miki's words were anything to go by, that should be the place where the anomalies are most concentrated.

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

The musicians muse that this is likely as well. They may pacify the beast now with the hymn. But all things must come to an end, even long dreams...

A Memory of Lightwaves [A Boy & A Guardian]

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

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

You’ve got a long ways to go to pounding a blitzball ace out of this kid, that’s for sure.

Regardless of how you decide to go about it, you aren’t necessarily alone in your task.

There’s another kind soul who watches over this orphan, and while kind isn’t necessarily how Tidus would describe him, this man has partly been the reason why Tidus has been able to live by himself without too much worry.

The man doesn’t seem particularly adverse to you watching over the youngster, and he himself is only travelling to Zanarkand for this as the youngster was the son of a friend. This could very well be a clue to your departure from Zanarkand, if it wasn’t for one crippling secret that he doesn’t mind sharing with you.

He’s Unsent – a spirit that should have long moved on. Seeing as you’re here in Zanarkand he doesn’t mind telling you that – it’s over on the other side where being known as an unsent can be particularly problematic. He does however warn you about one detail...the method by which he travels to Zanarkand isn’t necessarily a stable one...and with each time he comes across to Zanarkand, it feels as though Zanarkand itself may be attacked in time.

There’s no telling how much time you have remaining, but Tidus’ guardian angel, from prior experience, would say that Zanarkand won’t last the decade. He does muse that perhaps if Zanarkand is attacked...you might be able to hitch a ride out to the outside world...the larger world of Spira. But so far, his “vessel”, the creature known as Sin, has demonstrated formidable restraint.

So perhaps if you stay and train young Tidus for long enough, you might eventually come upon the day when your ride out of Zanarkand arrives. In any case, it should

give you a fair bit of time to train young Tidus up. His guardian spirit, a man by the name of Auron, will help out, mostly with combat training. While his combat training does help the boy a little, there are plenty of other fundamentals which need to be addressed if Tidus is going to become a blitzball ace. For one thing, actually training him in how the sport is conducted would be a pretty good place to start.

Auron was right about one thing however – time may be on your side right now, but this odd sense of routine and tranquility won't last forever. Seven years in to this routine, the attack that Auron spoke of will occur, and regardless of where you stand with young Tidus' training, you, any companions you have, along with the young Tidus, will be swept away to the outside world.

It was about time to visit Spira proper anyways, right?

2:34 [A Rod & A Staff]

If you remember helping Miki out with the machina problem, you might remember the point where all of these strange disruptions converged. While that mess has been cleaned up already, most of the wrecked machinery has been tossed underground, beneath the stadium proper.

Accessing the stadium underground will mean slipping past the guard patrols, but once you're through, there's essentially nobody here. There's also a noticeable change in the environment from the moment you step into the underground, a chill that reminds you of what you first arrived. You could take this as a sign that you're going in the right direction.

Eventually it'll become rather obvious that you may very well have left Zanarkand's domain, given that the weak lamps lighting the passageways have been replaced with phantom flames. Though there are still piles of scrapped machina lying about, there's something else lurking in the shadows behind that. Fiends perhaps...they demonstrated similar tactics in previous encounters. Perhaps this was where they were coming from after all.

Before long, even the phantom flames lighting your way forward will cease. If you can't see in the dark, you should probably find a stable source of light, but since you were heading underground, you probably prepared for this to happen, right? If not, this is likely your last chance to turn back and make proper preparations.

Entry into the Farplane is simple. Just keep walking deeper and deeper into the darkness. The Farplane does not reject any who would wish to enter, living or not. But the fiends however...they definitely aren't as welcoming. A source of light will

illuminate your way forward, but it'll also make you the first target for all the fiends lurking about.

This is the entrance to the Farplane after all; you'll fit in better if you're dead.

But traverse deep enough into the darkness, and eventually you'll enter the Farplane proper. Thankfully, unlike what you might expect of an underworld, the place is rather well lit, and relatively tranquil. There's no sign where the source of light is coming from, but all around you lay floating islands. Judging by what you can see, some of these lead towards the "ceiling" of the Farplane. Dark holes can be seen in the ceiling where these islands lead to, and judging from the dark hole you climbed out of, if you ventured into one of those, you could very well end up somewhere else in Spira.

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

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

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

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

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

After all, Zanarkand was destroyed a millennia ago.

[Regardless of where, when, and how you enter Spira, you have 10 years' worth of time. The remainder of your faculties and companions will be present.]

S2: ABRASANYM LYMS +200

Since your arrival, many things have come to pass. But a Calm is here now...so why is it that there's this much unrest?

[This scenario becomes active as soon as Sin is defeated, regardless of your participation. It will end, and your time in Spira with it, in ten years after activation. While participation isn't mandatory, be wary that events, and consequences, will proceed ahead regardless of your participation.]

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

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

Certainly Sin kept things in balance...it kept people busy. Now people had all the time in the world, free from fear of Sin, and they weren't any better off for it. Still, a number of peculiar opportunities have presented itself. If anything, now is probably the best time to go on an adventure. After all, Sin is dead and gone right?

These opportunities, these requests, have come from all over Spira, and quite unfortunately, every single one of them happens to be urgent. It only makes sense, you suppose, now that everyone is free to do as they want, that everyone wants to make their own priorities the world's top priority. The craze has gotten bad enough that even public offices have been set up by newfound political parties, looking to recruit new blood. Visiting one of these, even if you don't particularly care for politics, would be good to at least get a sense of what's going on where.

If you don't decide to drop by, you'll probably have to gather all of the information on the various "hot spots in Spira" all on your own. Of course, having some friends among the locals would certainly help too. There are some rather odd figures running about...perhaps you already know some of them, perhaps you'll be meeting for the first time. Perhaps you'd rather meet none of them at all!

Naturally, if some of these people were undoubtedly and unfortunately absent for any reason...well, it's probably just a paperwork problem on our part. With that said though, most of them are rather scattered all about Spira...so even meeting them might just be up to chance.

CACCEUH 1: UBAH CAYCUH

Spira is a pretty large place, so it's rather recommended that you have some means of transportation. Or else, you might just have to walk around a fair bit. Well no worries, the summoners and guardians used to do that all the time on their pilgrimages right?

You might already be accustomed to it all.



It's certainly quite miraculous, but if anything, Spira doesn't really seem any worse for wear, especially when you consider that Sin has been periodically destroying major settlements after they build themselves up. There are however several immediate locations that consider themselves as "most urgent". Well, "more" urgent than the others demanding for help anyways. Everyone needs help nowadays.

Keep in mind unless you possess multiple bodies and you want to be known for possessing multiple bodies, you're probably only going to have enough time to address two of these areas. Should you not complete a request in time, you can go back later and address it, but don't expect to get any compensation for it.

By then the consequences will likely have kicked in already.

You could send some companions if you have any to another place, but do keep in mind that not every hazard has been identified in all these places...If you're wary, you shouldn't spread yourself too thin. I'm sure somebody will address these issues even if you don't.

If you have nobody to rely on at all, have no fear, there will likely be locals than can help you out as well.

THE CALM LANDS

KEY REQUEST

This request may make you wonder as to whether Spira's priorities have been determined by children, but it's also likely the simplest request of all that are available. Quite simply put, chocobos are running amok on the Calm Lands, and while the local fiends might be delighted, there are chocobo conservationists who insist upon corralling these bright yellow birds up before they run off a cliff.

And there's a very steep cliff at the edge of the Calm Lands.

There is one catch however. It appears that the chocobos running amok was caused by the activity of some creature – and it has spooked them enough that they'll literally run away from anything. If you do not possess legendary speed, perhaps you should look for another option by which to corral these frightened fowls.

NOTABLE INDIVIDUALS

A former chocobo knight turned chocobo conservationist, Clasko is the last of a party that has all but given up on saving the chocobo flocks from Calm Land's wide variety of predators. While he absolutely refuses to fight, he does have a wide variety of information as far as taming and breeding these noisy birds goes, and he'll be more than happy to instruct you.

To aid you in your quest, he'll also give you a chocobo of your own for use in corralling the herd. Of course, that's after the mandatory chocobo riding, grooming, and conversation lessons.

POINTS OF CONCERN

The conservationists may not have noticed, but yellow chocobo are not the only ones around. Flocks of blue and red chocobo have also been sighted, and as Clasko is quick to warn you, these chocobo are particularly dangerous. Blue chocobo can actually cast spells, and panicked as they are, have left trails of spell induced devastation in their wake. The red chocobo however...

Well, when angered, their magic literally causes rocks to fall out of the sky. Rocks fall, fiends die, humans die, and the red chocobo runs away. You should approach both of these with extreme care, or stay away from them altogether.

THE MOONFLOW

KEY REQUEST

This request actually seems urgent, detailing strange circumstances along the Moonflow where an overflow of pyreflies, now completely visible, has been causing the re-appearance of the dead. Not just dead people standing still like in Guadosalam's window to the Farplane, but quite literally dead people who move about, and dead creatures that act as though they are still alive.

Though the dead have made no attempts to interact with the living, their appearance alone has caused a wide variety of accidents. Local authorities are already swamped with the same phenomenon occurring near Guadosalam and accordingly are requesting for aid in investigating this bizarre phenomenon. Left alone for too long, it appears that some of the dead may turn into fiends...but this is unconfirmed.

An addendum notes that in the event that the source of this weird magical phenomenon cannot be isolated, any magical fiend which is found and identified should be summarily eliminated.

NOTABLE INDIVIDUALS

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

Actually a hypello along with his lone shoopuf, he isn't really bothered by the fiends or the presence of the dead, but the occasional appearance of a dead shoopuf unnerves him. While definitely not a combatant, the fact that he's been here the entire time may help the investigation, and he has a handy supply of bizarre potions, which seem to clear one's mental state with peculiar efficiency. You're free to help yourself to these hypello potions.

POINTS OF CONCERN

The dead do not respond to any inquiries, but they also appear to gather in very specific areas, generally areas where extremely dense clusters of pyreflies can be seen. There is one notable problem however, as the high density of pyreflies have attracted strange elemental fiends.

These floating crystals may seem benign, until they start hurling magic at trespassers...which is essentially any traveller. With a strong resistance towards anything that isn't magic, dealing with this is beyond the ordinary traveller.

There has been word that an old Guado has been seen walking in and out of these dense swarms unharmed. At times some witnesses attest that the Guado may have been a former master, but at other times, witnesses attest seeing a Guado enter, and an elemental of purest black come out. One of the most dangerous among elemental breeds, black elementals may well be described as impervious magic fortresses. It would be wise, if you come across this old man, to approach him with extreme caution.

BIKANEL ISLAND

KEY REQUEST

The Machine Faction is a newly formed group consisting mostly of Al Bhed. Despite the lingering racial animosity against Al Bhed and the machina they use, the Machine Faction has worked tirelessly to try and change public perception. However, to fund their operations and also for purposes of research, they have put up a request for diggers and guard crew in the Bikanel Island desert.

While the expected risk is rather low, as the request points out, the desert itself isn't very hospitable, so the hazard is still at an appreciable level. On the other hand though, by signing on to this request, the Machine Faction will permit you to take airship flights to all major ports of call on Spira. It'll be a handy form of transportation if you have none yourself.

NOTABLE INDIVIDUALS

The leader of the Machine Faction is actually at the island, conducting some surveys himself. While not particularly keen on explaining what it is he's after, the leader Gippal will gladly help out in other digs as well. A competent fighter and well accustomed to the desert's threats, he's a good person to have at your back.

But his familiarity with the desert's threats may also be why the Machine Faction considers the expected risk to be rather low...

POINTS OF CONCERN

Bikanel Desert is massive, spanning essentially the entire island. Normal deserts have cactus, Bikanel...has cactuars, a creature too swift and too nimble generally for humans to catch. While most cactuars are content leaving humans alone, there are small groups that prey maliciously upon hapless diggers, especially those who would stray from the group.

The problem only gets worse when you take a cactuar, have it retain its agility and dexterity, and then increase its size by a hundred fold. Seeing the towering cactuars

coming from a mile away only gives most diggers enough time to scream, before a barrage of needles knocks them out...or worse. If engaged, they'll stop and fight, but be wary of massive needle sprays. Thankfully, these massive cactuar are few in number and incursions are uncommon. The regular cactuar with their hit and run strikes are already bad enough.

All dig site crew are reminded that personal safety is not something the Machine Faction is responsible for, given the desert's inherent dangers.

THUNDER PLAINS

KEY REQUEST

The Thunder Plains has long been a dangerous place, and the various lightning rod towers that were set up have only mitigated a portion of the risk in passing through. But with the Thunder Plains acting as a key passage between Guadosalam and Macalania, it can't be neglected.

As such, a request has been put up for both work crews in making reparations for the towers as well as crews for defence against fiend attacks. The sizeable fiend hordes from the area around Guadosalam have spilled over into the Thunder Plains, making even reparation work treacherous.

NOTABLE INDIVIDUALS

There's a crew of Al Bhed who have set up shop in the caverns nearby, and Al Bhed being Al Bhed, they're also part of the crew repairing the towers. Being the experts with machina that they are, they have set up some countermeasures for the beasts that roam the plains, and also for general repair purposes. They don't mind you tagging along with them, an extra hand is an extra hand after all, but they do warn you that there has been a newcomer to the plains and even the machina can't drive this beast back easily...

POINTS OF CONCERN

Drakes have always existed on the Thunder Plains, but this particular breed has never been seen in the area before. In fact, this particular breed has never been seen in Spira before. Their red exterior suggests an affinity to fire and their lethargic behaviour suggests a slow and lazy attitude. But in practice, they have adapted to the constant thunder and lightning, and their movements are lightning fast when in pursuit of prey.

Completely immune to thunder and lightning, resistant to the ballistic armaments of the Al Bhed machina, and also possessing a flame breath that rapidly spreads

outwards like a massive fan, the Elder Drake as the Al Bhed calls it is an extremely dangerous foe.

The fact that they have seemingly replaced the standard drakes as part of the Thunder Plain's ecosystem does not bode well for the Plains. Be wary that while Elder Drakes generally hunt alone, the death of one will attract all those nearby.

THE RUINS OF ZANARKAND

KEY REQUEST

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

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

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

NOTABLE INDIVIDUALS

While the expedition leader is pretty much useless, there is a wandering summoner here by the name of Issaru, who has been working with his former guardians to help placate the place. Considering he's still alive, he must at least possess some measure of talent. Issaru has explored the most out of all the folks here, but even that only extends up to the city gates, and a small ways within.

If you want him to come along with you, he'll join you gladly for the time that you're here in Zanarkand. His former guardians, also his brothers, seem to be a bit discontent with staying in Zanarkand...but they'll help out as well to ensure their brother doesn't get himself killed. By himself, Issaru is a rather competent mage, and his two guardians can hold their own in physical combat.

POINTS OF CONCERN

As the expedition leader already mentioned, the place is crawling with fiends. Unfortunately he did not tell you that there was something definitely peculiar about these fiends. Then again, with the lack of survivors, it makes some sense that perhaps the leader simply did not know that Zanarkand is crawling with a very peculiar breed of a well beloved fiend.

Its lantern is very helpful in lighting the way through Zanarkand's passageways, and with this particular breed, the lantern itself is larger than a man. Its knife is also particularly handy in fending off little critters like stupid Al Bhed who would try to disturb Zanarkand's peace.

But make no mistake, these gigantic green turtle like creatures don't hold grudges. No, they'll happily stab anything and everything that doesn't look like them, and they particularly love it when the intruders run into the dark. That's when the other fiends strike... See? The Mega Tonberry is an environmentally conscious member of Zanarkand's fiend society. It even tries to ensure that the other fiends get their fair share of food!

You'll very likely have to kill them, considering they move with an alarming alacrity given their size and reputation, as well as their fanatic aggressiveness.

BESAID ISLAND

KEY REQUEST

After the end of Sin, Besaid Island was relatively unchanged, though it saw a large number of summoners return from all over Spira. Nowadays it serves as a sort of cultural relic, with the former temple considered more of a tourist hotspot. Unfortunately, this does not sit well with some of the former summoners, especially with the unruly attitude that some of the tourists possess.

A relatively simple request, the concerned summoners of Besaid would like a third party to watch over the village during a period where the temple will be undergoing building repair. As the number of tourists does not appear to be dwindling, there are concerns that closure of the temple may result in some unnecessary conflict during this time.

NOTABLE INDIVIDUALS

Depending on how Sin's fall came about, the high summoner Yuna resides in this place, along with some of her former guardians. Decidedly neutral as far as what's

happening to Besaid and the rest of Spira goes, she is admittedly a bit concerned about the rumours of fiend hordes which have been appearing. For the time being she can't do much to help, but she appreciates anyone who gives an honest try to change Spira for the better, and doesn't mind helping out, if the opportunity presents itself.

POINTS OF CONCERN

The notion that Besaid is one of the safest communities in Spira is not an exaggeration. The presence of unruly tourists is quite literally as dangerous as things will get, and while tourists can be obnoxious and unpredictable, ultimately their intentions aren't necessarily malevolent to begin with.

CACCEUH 2: VUUMECR IDUBEY

Regardless of whether you were successful in addressing the requests, the folks of Spira aren't just going to sit around and wait. By the time you check up on local requests again, there will be another set, this time apparently even more urgent than the last. The fiend problem hasn't seen a positive turn, and the intensity of the pyreflies is growing worse, as if a portent of the things to come.

The New Yevon party and the Youth League, both now relatively major political powers in Spira, have started to draw attention for their relatively...extreme measures against the fiends. Full mobilization of forces has been authorized from both parties, but the only effect this has had was an increase in civilian casualties as stronger and stronger fiends showed up. Perhaps you should pay them a visit and talk some sense into them. There are other folks with the same idea anyways...

Once again, you'll have to decide how you arrange yourself as far as tackling these requests go. Some of them are certainly harder than others...and there may have been changes, should you not have addressed the area's previous concerns.

THE CALM LANDS

KEY REQUEST

The request from the Calm Lands comes from the travel agency station situated in the middle of the Calm Lands, rather than the chocobo conservationists from the last one. It appears based on their description that a major fiend outbreak has occurred in the Calm Lands, and while fiend outbreaks have been happening all over Spira, there's one thing that might elevate this in terms of priority.

This outbreak deals with fiends that have shown signs of human manipulation. Furthermore, all of these fiends exhibit capabilities far beyond the others of their breed, and the travel agency is at risk of being wiped out. An addendum notes that over six patrols have not reported back since they were dispatched to the area.

NOTABLE INDIVIDUALS

Clasko hasn't gotten any new help, so unfortunately he remains the only other person of note in the Calm Lands, and depending on whether you helped him previously or not, he may well still be preoccupied with trying to preserve the chocobo flocks. It appears the only reason he's even alive is because the fiends that escaped have no intention of returning to their former cages. Similarly, the folks from the travel agency have also taken shelter here. There's a certain measure of irony in this.

If you did help him however, you'll find that he'll have successfully tamed some of the flocks with the more...distinctive colorations as well. They might come in handy, along with his pitiful experience as a chocobo knight.

POINTS OF CONCERN

Unfortunately, with this outbreak, if you didn't attend to the chocobo problem earlier on in the Calm Lands, you'll find that the released fiends from the Arena have taken to their free buffet with great enthusiasm, and are now all far stronger for it. The chocobos aren't extinct, thankfully, but those who have survived are the best of the best...and naturally they're mostly from the red and blue flocks.

There's a bigger problem on top of this. With the Monster Arena's original owner now missing, Clasko being totally inept at anything not related to chocobos, and the Calm Lands generally not visited at a regular frequency with the pilgrimages over, suddenly these fiends are now in direct competition with one another over food.

The smarter ones of the group have already left for bloodier pastures, but a great deal of the arena owner's vicious experiment subjects still remain in the Calm Lands. There will be no way to render the Calm Lands safe without their removal, and all of these creatures were bred with the express purpose for high intensity combat tests.

Clasko does know one piece of information given what he's heard about this place. The former arena owner bred his beasts specifically using the best samples from all over Spira, and may have done a fair bit of engineering to the beasts as well. If they venture back to their preferred biomes, it's likely that they'll exterminate everything else in sight.

THE MOONFLOW

KEY REQUEST

The situation at the Moonflow has not improved in the least, but if you had at least taken care of some of the fiends previously, their numbers won't be too overwhelming. Unfortunately the massive concentration of pyreflies continues to attract more fiends to the river, forcing local officials to withdraw from the shoreline completely. New additions have been seen to the fiends stalking the Moonflow, including demons and crypt beasts.

However, the request proper comes from Guadosalam. Guadosalam has changed hands since the departure of the Guado, and as such, controlling the Farplane gateway does not come easily to the new guards. This fact becomes apparent as fiends draw close to Guadosalam...from the Farplane gateway. Besieged on both sides, this request is urgent: break the siege before Guadosalam falls.

NOTABLE INDIVIDUALS

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

Despite their ridiculous choice in wardrobe, questionable sense of style, and peculiar stances, they can fight, and they fight best as a trio. Even if you leave the three of them alone to their own devices, they can still hold their own. But it is very likely that they'll bail out of Guadosalam long before the siege ends, regardless of how it ends.

POINTS OF CONCERN

While the request is about as straightforward as it can get and the Farplane host of fiends is challenging mostly in their numbers, there can be some complications, one most notable if you did not address the Moonflow dilemma previously. If the mysterious Guado wandering the river was left alive and never properly attended to in some fashion, he too, will begin to return home to Guadosalam.

Unfortunately everyone in Guadosalam that is not a Guado does not belong in Guadosalam, which makes the Black Elemental not very pleased indeed. Breaking through into Guadosalam is easy for a former Maester turned fiend, and with him will come the elemental horde.

BIKANEL ISLAND

KEY REQUEST

As an emergency request coming from the Machine Faction, the fact that even they consider the risk and hazard of this request to be extreme is surely a sign that the circumstances are dire. A strange beast has surfaced from the sands, and threatens to destroy all of the current dig sites. Conventional weapons have done little to stop it, and the majority of guards have been removed from action as a result of this creature's assault.

The Al Bhed have a name for this beast, the Angra Mainyu, the beast of destruction.

NOTABLE INDIVIDUALS

The Machine Faction has deployed a prototype machina unit for use against this monstrosity. While it has a powerful annihilator cannon and powerful rocket launchers, it has traded off mobility for heavier firepower. Accordingly, it should be considered as fire support and will likely be trashed if the Angra Mainyu targets it directly. However, there is a team of Al Bhed technicians on site ready to conduct repairs. They'll take a fair bit of time however...which means you'll have to open up a window of opportunity for them to conduct repairs.

POINTS OF CONCERN

The Angra Mainyu itself is already a very dangerous opponent, with two individual arms that can act autonomously in addition to its main body. All three portions of this beast possess deadly magic, and the desert environment works to its advantage, as it can hide itself within the sand. While it normally floats, the Angra Mainyu is capable of digging through the sand as well.

However, in a strange reversal of circumstances, if you kept damage to the cactuars to a minimum or endured their assaults without retaliation, they'll aid you unintentionally to take down the Angra Mainyu. This beast is, after all, a threat to all that lives in the desert, not merely the humans that wish to exploit it.

THUNDER PLAINS

KEY REQUEST

The Thunder Plains Travel Agency has issued an emergency travel advisory for any individuals looking to make the crossing through the plains, as an accident with machina upgrading has led to a large number of berserk units. While mechanics are

attempting to bring these units under control, their behaviour seems to be spreading, and an emergency quarantine of safe units has been enacted.

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

NOTABLE INDIVIDUALS

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

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

POINTS OF CONCERN

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

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

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

THE RUINS OF ZANARKAND

KEY REQUEST

Tucked away in their little corner of Spira, the expedition group that went to rediscover Zanarkand is having a bit of trouble. There is a very peculiar fiend who has

been adding to Zanarkand's cultural value by making statues of people. Unfortunately, the statues are literally people turned into stone by the fiend's petrifying gaze.

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

NOTABLE INDIVIDUALS

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

POINTS OF CONCERN

This fiend is most decidedly not a native of Zanarkand. Perhaps it has returned due to lingering memories of Zanarkand, or perhaps it shares a special bond with this place. That however, is something that a certain species of green turtle-like fiends does not appreciate, especially not when their compatriots are also being turned into statues. As long as this artistic intruder haunts Zanarkand, any remaining Tonberries will not attack you, and will instead aid you in its subjugation.

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

BESAID ISLAND

KEY REQUEST

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

Attempts to send the former Maester have failed due to large hordes of spider fiends interfering with any attempt to even get close. The request is rather clear, escort the

summoners safely, and they can proceed to complete the sending on Wen Kinoc's restless spirit.

NOTABLE INDIVIDUALS

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

POINTS OF CONCERN

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

LUCA

KEY REQUEST

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

NOTABLE INDIVIDUALS

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

POINTS OF CONCERN

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

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

BEVELLE

KEY REQUEST

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

NOTABLE INDIVIDUALS

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

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

New Yevon's concerns rest primarily in Bevelle, and as such, even should you help them, any assistance they grant in return will have Bevelle first and foremost in mind.

Be wary that some of the more traditional folks in the party do not take kindly to outsiders butting in.

POINTS OF CONCERN

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

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

MT. GAGAZET

KEY REQUEST

A benign request that sits at rather low priority, the Ronso of Mount Gagazet have a slight issue regarding some of their tribe members, and would like to request the presence of a third party arbitrator with no bias towards either the Ronso or the Guado to resolve the issue,

The request is sparse as to what the actual issue is, but given a rather bloody history between the Guado and Ronso tribes, if not addressed, the consequences may turn bloody, depending on the situation.

NOTABLE INDIVIDUALS

A former guardian of the summoner Yuna resides on Mount Gagazet, trying to bring order to the surviving Ronso. His hands are unfortunately full however, trying to keep the younger Ronso generations under control.

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

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

POINTS OF CONCERN

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

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

Perhaps you can use this to your advantage however...

CACCEUH 3: MYCD SECCEUH

Rather than waiting for people to put requests up, these ones literally fall into your lap, if you've helped anyone out at all during your time here. "Urgency" isn't a matter of consideration anymore – these are threats to existence, as far as anyone in Spira is concerned.

Though they were once protectors of the faithful, the Aeons have returned to pass judgement upon heretics.

The initial attack is swift, efficient, and ruthless, devastating large swathes of Spira. The eyewitness accounts from survivors agree on one thing, individuals resembling summoners were seen before the Aeons attacked. Each and every one of the Aeon appears to be possessed by some sort of malevolent energy, growing stronger as they tear through civilians.

Are they here to sow chaos? Or are they here to spread fear as Sin did? Nobody seems to have the answers, but if you're going to find out you should decide on how you're going to tackle the problem. The Dark Aeons aren't going to wait for you to show up before they resume on the warpath, and they definitely aren't going to stop until somebody sends them back to wherever it is that they came from.

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

THE CALM LANDS

KEY REQUEST

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

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

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

NOTABLE CONCERNS

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

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

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

THE MOONFLOW

KEY REQUEST

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

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

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

NOTABLE CONCERNS

The Aeon of Macalania Temple, Shiva, is a master of manipulating ice. Provided with plentiful amounts of water from the Moonflow, and empowered by the plentiful amounts of pyreflies about, be very wary about engaging Shiva without proper preparation for dealing with magic. Aside from ice magic however, Shiva is a

formidable opponent in terms of hand to hand combat, and this point should be noted for anyone who would think her frail looking form suggests weakness.

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

Upon the summoner's destruction however, they will leave behind a strange sigil, some sort of magical artefact. The use of this celestial sigil remains unknown. Shiva's will appears to falter, and her attacks will become far less frequent.

BIKANEL ISLAND

KEY REQUEST

Bikanel Island has never been particularly hospitable, and unbearable heat waves are not particularly uncommon. Unbearable heat waves in addition to rolling firestorms however, are a bit of an oddity even in this death filled desert. The Al Bhed dig camps have reported a sighting similar to those sweeping across Spira right now, a strange duo of summoner and Aeon.

Eye witness accounts are shaky, but some details are known. The summoner tends to act as a lure, drawing diggers, guards, and even machina towards him before running away. The firestorm, sandstorm, and heat wave all appear to strike together at once, with the heat wave being the most apparent even to witnesses from afar. Amidst the heavy sandstorm, a vaguely familiar creature has been sighted; this creature being what the witnesses assume is the Aeon.

Machine Faction patrols have attempted to track down and post surveillance on this duo, but the number of sandstorms and firestorms has been increasing in the desert, making tracking the duo down an increasingly difficult task. If the individual taking on the request is prepared, the Machine Faction is ready to stage a luring operation of its own to draw the summoner out.

NOTABLE CONCERNS

While it is uncertain how the summoner managed to arrive on Bikanel Island, it is very likely that he came on one of the Al Bhed airships when they were recruiting for diggers. At the moment, his origins don't particularly matter anymore; stopping him is takes immediate priority.

The only advice as far as tracking the rogue Aeon down is to isolate areas of high magic concentration. The firestorms are created with the Aeon's magic before being left to burn, and as the Aeon and Summoner cannot fly, they can only create the firestorms as they go. Bikanel is an island after all, so there has to be a distinct path which they are following, and as weaker storms die off in succession, the stronger ones which get created will point you towards the duo. If previously you had not destroyed either the cactuars or Angra Mainyu, you'll find that both of these parties will be waging war against the Aeon and its summoner. Looks like the heat makes nobody get along...

Keep in mind that the sandstorm will likely impede your fight with the Aeon and with the Aeon definitely capable of manipulating fire, it is best if you make adequate preparations for fighting in very hot and extremely adverse weather conditions. The Aeon Ifrit is extremely aggressive, preferring close range physical attacks, but it isn't above launching barrages of fireballs if the opportunity presents itself. Be wary that once Ifrit falls, the summoner will immediately attempt to run away.

Upon the summoner's destruction however, they will leave behind a strange sigil, some sort of magical artefact. The use of this celestial sigil remains unknown. Ifrit however, weakens significantly and the sandstorms will finally die down.

THUNDER PLAINS

KEY REQUEST

Unlike the other requests posted, while this request involves two summoners and an Aeon, the trio does not appear to be aggressive. Perhaps this is due to the fact that the Thunder Plains was never hospitable to begin with, or perhaps the summoners are truly pacifists after all.

But there is a problem. The trio is actively destroying all of the lightning rod towers along the plains, rendering previous efforts moot, and making traversing the plains a quick trip to the Farplane. The trio needs to be stopped, whether this is done by elimination or merely persuading them to leave is at the request taker's discretion.

The Al Bhed travel agency warns that frequency of thunderstorms have tripled since the arrival of the trio. Any prospective request taker should make all necessary preparations for traversing through thunder storms.

NOTABLE CONCERNS

Based upon sightings it is likely that both summoners are actively channelling the Dark Aeon Ixion, which means that unless both are taken down, Ixion cannot be permanently defeated. On the other hand, they also actively steer away from attacking humans and fiends, instead focusing their attention entirely on the lightning rod towers.

In the presence of Ixion, the normally routine lightning strikes become amplified in frequency, and you can easily expect multiple bolts to strike an area at once. Be wary that while Ixion and company appear to be against engaging you head on, they will retaliate should somebody else initiate a fight. Certainly, the number of dead elder drakes should attest to this. Ixion's magical lightning also has the capacity to take hold of nearby machina, something that will only work against you should the mess from before Ixion's arrival still remain.

It is unknown what it will take in order to convince Ixion and company to peacefully withdraw, but the Travel Agency is willing to settle for a compromise – should a safe path be established through the plains, stopping Ixion can be an afterthought. Whether you choose to eliminate Ixion is your decision to make, but by eliminating one of the summoners, you'll find that they'll leave behind a celestial sigil.

Ixion's strength weakens, as its effect on the storm grows weaker, but the other summoner will likely attack you on sight once the first summoner falls.

THE RUINS OF ZANARKAND

KEY REQUEST

The expedition team which had set up base at Zanarkand has officially pulled out of the area. The priority of this request is low, but the expedition team put it up regardless to warn everybody else not to venture back into the ruins of Zanarkand. A beast of legend has awoken within the ruins, and this Aeon does not tolerate anyone in Zanarkand.

If the individual choosing to acknowledge this request deems it fit, they can enter Zanarkand at their own risk. Based on the Aeon's behaviour, an immediate attack should be expected as soon as the request taker enters the vicinity of Zanarkand's old city. The expedition team's notes warn that the Aeon is capable of high speed flight, and also possesses strong magic, suggesting close quarters combat may be difficult.

NOTABLE CONCERNS

The Aeon Bahamut, as observed by the expedition team, will attack anyone who enters Zanarkand's old city. As it possesses formidable flight capabilities, it will prioritize using strafing runs against intruders, tearing the ruins apart with magic blasts and its mega flare. In order to ground it, you'll have either find the summoner responsible, or deal enough damage to forcibly ground the Aeon.

Defeating the summoner will weaken Bahamut significantly, without a source of energy it won't be able to keep up its bombing runs. Of all the Aeons, Bahamut, with its destructive rampages, is likely the first to disappear after being stripped of its summoner. However, if you want to keep a part of Zanarkand intact, it may be good to at least take the Aeon down. The defeat of the summoner leaves behind a sigil, the purpose of which remains unknown.

If previously you did not resolve the fiend issue with Zanarkand, be wary that the summoner can and will turn these fiends against you. It may prove to be slightly challenging to deal with petrification and hidden knives, on top of Bahamut's harassment.

BESAID ISLAND

KEY REQUEST

Summoners are common place on the island of Besaid, but a rampaging Aeon is not. At the current time the Dark Aeon is being engaged by other summoners and their respective Aeons, but the struggle remains in favour of the Dark Aeon. While the Dark Aeon periodically retreats, it would appear that the summoner responsible has begun initiating assassinations of other summoners on the island.

This leads to this request being posted, as the offending summoner needs to be stopped as soon as possible before the entire island is eliminated. The request notes that attempts to parlay with the offending summoner have failed, and while the offending summoner is most definitely an unsent, they have resisted all attempts to conduct a sending. As previous failures have resulted in multiple civilian casualties, the summoners are focused entirely now on pushing back the Dark Aeon when it appears.

NOTABLE CONCERNS

As an Aeon capable of flight, Valefor is a dangerous opponent, made worse by the presence of agitated fiends, who appear in greater number if Besaid's earlier requests

were not addressed. Furthermore, while other summoners are content to rely on their Aeons as a primary measure, this summoner in particular employs subterfuge tactics, and it is quite evident that the enemy knows what the weaknesses of being a summoner are.

Valefor serves to devastate the summoners that have rallied to defend Besaid, but it also serves as a distraction while its summoner conducts assassinations. Explosive blitzballs, a knife in the night, dispatching fiends, the enemy summoner is dead set on ensuring that the enemy is eliminated. The priority should be to take out the summoner, and taking Valefor out may give you the breathing room to do so.

Oddly enough, should the summoner be taken out, besides leaving behind a celestial sigil, Valefor also seems to become pacified, and will generally leave the populace of Besaid alone.

LUCA

KEY REQUEST

The Youth League has put this request up at the highest priority, given that Luca is a major population center and this Aeon's activity is devastating the city. The Youth League forces have been driven back by the appearance of this Dark Aeon, which has effectively taken over the blitzball stadium.

The request notes that the Aeon is stationary and has remained chained to the stadium since its summoning. Youth League has achieved some level of damage control by ensuring civilians stay well away from the stadium, but even then the Aeon periodically attacks at long range with magic.

At the current time the summoner has not been found and Youth League's search efforts have effectively ended as they prioritize evacuation instead.

NOTABLE CONCERNS

The Aeon Anima was last seen in the hands of the Maester Seymour, but with the passing of the former Unsent, it has not been seen since. Though it remains chained to the stadium, the lack of a summoner around is a disturbing sign. Attempts to destroy the Aeon have resulted in its reappearance after a period of time, always in the same location. This suggests that the summoner must be somewhere close by.

The top priority is the capture or elimination of the summoner. The Youth League forces in Luca, if helped previously, will be at your disposal for this task. It is very likely that the summoner is disguised as a civilian, but if you had not helped the Youth

League, do not expect their cooperation here, as their primary concern remains the destruction of the Aeon.

BEVELLE

KEY REQUEST

The New Yevon party has put this request up at the highest priority, given that Bevelle is the most significant population center in Spira, and accordingly its defence should be the priority for all those who live in Spira. Though accounts of what actually occurred seem to vary based on the different reports included with the request, there is a single common point.

A Weapon type fiend is rampaging within Bevelle. Its origins are unclear, but it has periodically disappeared and reappeared since it made landfall, rendering destruction onto Bevelle every time. Some reports suggest that the fiend was dropped in by vengeful Al Bhed, other reports suggest the fiend came from underground, while still other reports suggest that the fiend came from Zanarkand. On what is perhaps an unrelated note, the fiend's appearance has also been mirrored by sightings of what some historians believe to be Lord Zaon, of Zanarkand.

These sightings have not been substantiated. The New Yevon party's demands are very clear: this fiend must be stopped regardless of its origins or purpose.

NOTABLE CONCERNS

The only request that does not appear to involve an Aeon, unfortunately a Weapon type fiend is equally bad, perhaps more so due to the scale of destruction it is capable of causing, and the utter lack of restraint it has. There is no summoner to account for, but that only means this fiend must be taken head on.

Possessing a wide variety of magic, and the magical equivalent of a rapid fire particle cannon, if anyone is looking to subdue this fiend they will need to hit hard and fast, and overwhelm the fiend before it has a chance to properly retaliate. The New Yevon forces in the area have been severely damaged, but they'll help you if they were helped previously...otherwise they'll likely be busy running away.

MT. GAGAZET

KEY REQUEST

The first direct request from the Ronso speaks of a dangerous fiend wielding a deadly sword that has appeared on the sacred mountain. Though its appearances are erratic and its behaviour equally so, it has already struck down several among the Ronso tribe. The reports of missing travellers' bodies found with corrupted blade wounds suggest this fiend has been active on the mountain for quite some time.

Having lived on the sacred mountain for generations, the Ronso speculate that this fiend is likely utilizing the frequent snowstorms on the mountain to conduct its business, but this fiend possesses a cunning and ruthlessness that the Ronso have never experienced from any fiend prior. Some rumours indicate that the howling of a dog were heard on the mountain during periods when snowstorms move in, but this may not be related.

The request stresses that investigation is valued above elimination. The request taker's first priority should be their personal safety and the delivery of any information which may shed some light on the nature of this fiend.

NOTABLE CONCERNS

Finding the mysterious fiend is one thing, engaging it properly is another. It's not hard after all, to wait for a snowstorm and walk inside. But the first blow from the fiend's wakizashi may come when you least expect it. A summoner may recognize this fiend as not a fiend, but rather, an Aeon, the Aeon Yojimbo to be exact.

Undisturbed by the storm, the Aeon along with its canine companion will harass you until you defeat him. Armed with a wakizashi, throwing knives, and a strange katana that certainly appears cursed, a fight with this Aeon is perhaps the closest to fighting another human...if a normal citizen of Spira could reach such levels of swordsmanship. It does not help that Yojimbo will grow stronger as the Aeon kills various fiends and Ronso that get in its way.

The issue of course, is once again the summoner, who prefers to remain concealed within the storm. Tracking down this elusive fellow is best done by following the traces of magic whenever he conducts a summoning, but naturally this means you'll have to defeat Yojimbo at least once to force the summoning.

Should the summoner fall and leave behind his sigil however, Yojimbo will settle for a final fight and actively hunt you down. If you can best the Aeon once, it should be possible to best it again. Just don't let it drag out for too long.

CACCEUH X-1: MYPONEHDR

ONLY ACTIVATES WITH THE FALL OF AT LEAST 1 DARK AEON

The rush of urgent requests has pretty much grinded to a halt, with the appearance of the Dark Aeons and other malicious threats. Granted, the conventional machina used by the various faction forces don't seem to be helping much in the fight, and the Dark Aeons certainly don't seem to be showing any signs of stopping.

But if you've successfully defeated one, or even a few of them, you'll already have given the people enough breathing room to start trying to find a source. After all, these strange summoners did not just materialize out of thin air. Somebody must have been dispatching them to the various locales, with a purpose in mind.

The conflict likely won't end until you find that specific somebody.

The end, or rather, the dawn of a true calm, should be in sight.

If you ask any of the more knowledgeable locals, perhaps folks with airships, they have an inkling of where you might be able to find the source of this mess. The old records of Yevon speak of a temple in which a traitor was sealed away, a heretic against the faith. Perhaps it is time to pay this place a visit?

On a less pressing note, if you previously came across the former summoner Yuna, there'll be a special note addressing you – a request for your consideration, but it isn't one that she puts up lightly. If you aren't confident in the matter, she'll understand if you decline.

OMEGA RUINS (NEMESIS)

KEY REQUEST

While the location of the Omega Ruins is known, finding a way to cross the sea to reach there may prove to be a bit more difficult. An airship is the most efficient way to reach the ruins, given the dangerous currents that surround the place. The place was designed to be a prison after all, so both entry and escape were made to be difficult.

The ruins have been abandoned for centuries now, making it highly unlikely that there is anyone even remotely human still residing inside. However, given that Omega was a known heretic; it may be very likely that his lingering spirits was behind the arrival of the Dark Aeons. Revenge is a very common motive behind many Unsent, after all.

POINTS OF CONCERN

The ruin itself is arranged in a rather straightforward manner. Most passageways have already collapsed, but the existing ones all lead towards the inner sanctum. The

Unsent Omega wanders within this sanctum, given that nobody has bothered him for quite some time. When he is disturbed however, he'll transform into a more fiendish form...a Weapon type fiend. In the centuries that he's been given to brood, he has become quite the monster indeed.

It doesn't help that another Weapon type fiend, Nemesis, has been incorporated into his form, merging two weapons into one. While far stronger than any Weapon in existence after this fusion, there is one silver lining in this situation. The Omega Ruins has not aged well, and being unable to fly, the environment can easily be turned against Omega. It won't help all that much against magical particle cannons, but it may be possible to trap him momentarily and open up blind spots.

Nothing visibly dramatic occurs after the Nemesis Omega hybrid falls. Besides the standard dispersion of pyreflies, nothing seems to happen at all. Reports around the land indicate that the activity of the Dark Aeons has slowed down, with some of the Dark Aeons retreating, but beyond that they still appear to be active.

They might have been somewhat related, but Omega was certainly not the only one behind the Dark Aeons, if he was behind them at all.

FARPLANE, ARENA

[This request only shows up if Nemesis was subdued, and a pathway to the Farplane is open.]

KEY REQUEST

A special request that comes specifically from the former summoner Yuna, it appears that the subjugation of Nemesis has had some unintentional consequences involving a companion of hers. An aspiring young Al Bhed scientist by the name of Shinra was investigating into the massive release of energy and pyreflies when news of Nemesis' subjugation reached him.

But some sort of accident has befallen him during the investigation, and based on his last commsphere transmission it appears that he has apparently transformed into a formidable fiend. Naturally, the request involves rescuing the young Al Bhed boy, but there is a complication – he's trapped inside the Farplane, in a region that seems to have a particularly high concentration of fiends based on his commsphere logs.

If you possess some method of travelling into the Farplane you should be able to reach him without too much trouble. There appears to be some sort of substantial commotion within the Farplane, and very little fiends will show up to bother you. However, rescuing him might be a bit more complicated than the routine entry and

extraction. The request makes it very clear that under no circumstances should you kill him.

After all, he's just a kid.

NOTABLE INDIVIDUALS

Yuna, along with her two companions, will gladly accompany you if you have no objections to their participation. Shinra is their friend after all. The trio is competent, and their usage of dress spheres makes them somewhat versatile under pretty much any combat situation that might come up.

The spirits within the Farplane are restless...and a certain duo has surfaced in this period of turmoil. Though their aim is to make things quiet again, unfortunately, with the way things work in the Farplane, this might require a fair bit of swordplay from both of them. It's not like they weren't well prepared for that however, given their experience as guardians. They have no issues with helping you out, and might even recognize you depending on what you did during your time in Spira

Certainly, if Yuna comes across them, she'll recognize her former guardians.

POINTS OF CONCERN

Exposed to the dark energy of Nemesis, Shinra saw an opportunity and took hold of it. Now transformed as the fledgling king of fiends, he tests his strength against the other fiends of the Farplane, eager to prove himself against all who would try to challenge him. While he certainly lacks experience, the extreme magic power that he possesses from absorbing Nemesis' fragments gives him an edge above most fiends.

To even challenge him, you'll have to play along with the rules of the Farplane Cup. A coliseum format affair, this is the source of all the commotion in the Farplane, and plenty of spirits from the distant past have shown up to take part in the event. You'll have to fight your way through each challenger until you get to Shinra, waiting at the end.

Subduing Shinra is going to be a major challenge. The boy certainly can't be "just a kid", given his monstrous form, speed, and formidable magic. While he certainly isn't as aggressive as some of Spira's other monstrosities, unlike them his natural tendencies for observation and adaptation will result in him developing counters to the techniques that you demonstrate. This tendency of his grows worse the more he sees your techniques, which may be rather troublesome should you be fighting him alone, or your repertoire is rather limited.

It is recommended to take Shinra down, quickly and efficiently. The longer the match drags on, the more it will begin to swing in his favour. Should you manage to subdue his demonic form, you'll find that he will revert back to a child – what you choose to do with him at this point is up to you.

However, should you return him intact to the former summoner Yuna, she'll give you a strange crest as compensation. Something that she found during her travels as a summoner, the Wind Crest has a little oddity associated with it – in places where folks have died, it can cause pyreflies to spring forth where there normally was none. It's an interesting trinket, to be sure.

CACCEUH X-2: DRA DRNAA DNYEMC, VEHYM

ACTIVATES GIVEN THAT OMEGA RUINS HAS BEEN PACIFIED

Upon returning from Omega Ruins, the same folks who came up with the idea in the first place already have another one in mind. Well, they did not really “come up” with this one, but rather, they discovered it.

In sweeping the area around Spira for what might have been a possible source for the Dark Aeons, these intrepid explorers came across a massive tower, crawling with fiends even at its base. The tower appears to be completely sealed, and it extends far into the clouds, with no end in sight. Surely a tower like this has to hide some secrets right? Hopefully it may shed some light on the appearance of the Dark Aeon?

If you've helped Bevelle during their time of need, they'll dispatch a courier, indicating that they've found something deep within the Bevelle Underground. The old archives there plunge into unknown depths, and fiends have long since taken over the halls, but you might be able to glean something from the knowledge of Old Yevon...

Tackling every Dark Aeon might be a necessary trial if you'd prefer not to see Spira wrecked, but there's no guarantee it'll put an end to this chaos. If several of the Dark Aeons are banished, there'll be enough manpower to go around such that they can limit the amount of damage the remaining Aeons inflict on society.

You really have to wonder, why did they decide to call this the Calm anyways?

IUTYCYR TOWER

KEY REQUEST

The Machine Faction's wide sweeping searches across Spira have located an isolated Tower far to the south. Surface scans of the location have yielded no information

regarding this Tower, and as no historical records of this Tower exist in Bevelle, it's likely that either the Tower predates Bevelle's existence or it was built recently.

The Machine Faction, based on speculation and some preliminary data analysis, has determined that there should be at least eighty individual floors to the Tower. Unfortunately, attempting to fly to the unseen pinnacle has resulted in several airship crashes already, due to the extreme turbulence that comes into play long before the top is seen. The Machine Faction estimates that the pinnacle should be somewhere in the upper atmosphere.

What is known is that a magical seal is in place, locking out the Tower from trespassers. With a relic of substantial magical force, it might be possible to force entry through the door. It's unlikely that a Tower of this size was built recently outside Yevon's observation, so perhaps there will be information regarding the Dark Aeons inside... There are terminals with bare minimal functions at the base camp that have some rather cryptic information on an "Outer Plane Guardian".

Guardians...Dark Aeons...Summoners, it shouldn't be a coincidence, right?

You won't know until you enter.

NOTABLE INDIVIDUALS

A strange humanoid creature known as the Founder exists within the Tower. When you first enter, you may feel its presence watching you, but it will not reveal itself to any trespasser who has simply walked through the front door. The Founder's presence becomes increasingly obvious as you ascend however, and near the top it becomes increasingly likely that he will ambush you.

Capable of strange magic that allows it to teleport living beings inside the tower from floor to floor, possessing even stranger magic that lets it transform the forms of beings into others, if you can successfully subdue it, it will warp you away...generally a floor or two upwards.

The Founder appears to be some sort of natural defence mechanism generated by the Tower, as even destroying it leads to its reformation after an extended period of time.

POINTS OF CONCERN

While the airship ride to Iutycyr is free, getting off the island once you're there might not be so easy, as routine flights have not been set up to this remote location. At the base of the Tower there seems to be a settlement of some sort...but it has been long abandoned, and it looks pretty trashed too. Some merchants have set up shop here to

help adventurers...but with a magic seal blocking off the Tower, it isn't like people have gotten very far.

It's likely that nobody has entered the Tower for a very long time, given how the seal all around the entrance of the Tower shows no signs of damage. Without one of the celestial sigils present the seal won't release. But entering the Tower...the walls may look a bit worse for wear, but it doesn't look like there's a single speck of dust in this place.

Guess the fiends have been keeping the place clean. The Tower itself must have been constructed far in the past, considering the machina used here is rather similar to that of Bevelle's depths. Machina elevators run from floor to floor, old machina traps line the floors, and from time to time you'll find areas fenced in by barriers, providing some relief from the fiends prowling about.

Iutycyr Tower's appearance from the bottom looks to be rather technologically advanced in nature, but as you progress up further, its appearance will shift to a more biological touch. Perhaps whoever built this Tower dabbled in other fields of science as well...

Ascending the Tower is relatively simple, so long as you keep the fiends back and keep ascending via the elevators. On some floors, you might notice that the elevators have been sealed due to the large concentration of fiends, which you'll have to remove before making any progress.

While the vast majority of the Tower's denizens are fiends, there are some creatures in the Tower that aren't necessarily antagonistic. Certain fiends in strange pots serve as shopkeepers, many carrying either spheres of all varieties or even gear from adventurers who had fallen in the distant past. Unfortunately, communication with them to get any solid information may prove difficult. Besides that, the Tower itself seems to be heavily related to spheres, given the amount of dress spheres and other spheres that you'll find lying about. Certainly all the known dress spheres in Spira can be found here, that much is certain.

Getting to the top of the Tower is the primary objective, but there exists one significant obstacle, a strange serpentine creature that rests before the gate to the top.

This is likely the Outer Plane Guardian that the databases spoke of. Unfortunately, apparently folks of the Outer Plane do not need to speak, as it merely attacks on sight. The four heads it possesses all act autonomously, which each one possessing different capabilities. The beast will not lie still until every head is subdued.

Fitting of its title, it possesses abnormal durability, and unlike you, it seems to be able to move freely up and down the walls, even attacking from the ceiling as it sees fit. Be

wary of this, as the chamber it resides in is terrain that it knows very well. Many of the walls and pitfalls are all things it will use to its advantage.

Should the Guardian be subdued, there is something at the top of the Tower, an ancient machina by the looks of it. Activated, it allows you to freely return to the base camp at the bottom. However, it can also facilitate transport to any point in Spira where there is access to the Farplane. This is not likely to be a coincidence. If any artefact from an older age is fed into the machina's receptacle, it can facilitate full teleportation straight in to the Farplane proper.

BEVELLE

[This Request only shows up if Paragon was defeated]

KEY REQUEST

While the rest of Spira was busy dealing with the Dark Aeons, Bevelle faced a dilemma of a more fiendish nature. The beast Paragon may have been stopped, but it did bring to the attention of the survivors one very troubling fact. The deep archives underneath Bevelle are crawling with fiends...and some of them had already escaped without them knowing. Paragon merely decided to take a stop to do some sightseeing and murder.

However one question still rests on the minds of survivors, just what was it that drove these beasts to flood out of the archives? Was there something at its depths that made even a beast like Paragon yield? The old blueprints indicate that there are a hundred individual floors, or cloisters, at the bottom of which should be the creature that instigated all of this. Perhaps this creature too, was responsible for the Dark Aeons?

It's time to get to the bottom of this.

NOTABLE INDIVIDUALS

There are no individuals of note within the Via Infinito, save for a wandering Tonberry merchant who doesn't mind trading with you if you find him wandering the Archive halls. However, since there's only one of him and a hundred floors, finding him may be a challenge, and you may well have an instinctive urge to either run or kill him given that he's a Tonberry. The only thing that distinguishes him from other Tonberries is that his knife is sheathed.

While he stocks a wide variety of normal travelling supplies like food and medicine, he will also trade any celestial sigil you may have found for a weapon of your choice out of its stash. While unable to really communicate properly with any non-Tonberry,

local blacksmiths in Bevelle however can identify that the weapons are known as “Celestial Weapons”. Presumably they’re relatively rare.

Alternatively, it has a large stash of kitchen knives that don’t seem to dull, and as the Tonberry is keen to demonstrate on nearby fiends, blood never sticks to the blade either. It’s great!

You could always return at any time, but keep in mind that the merchant will keep moving about.

POINTS OF CONCERN

The entire Via Infinito Archives is a deathtrap. 100 cloisters, packed full with monsters, with increasingly less support and increasingly greater threats as you move down to the bottom. The monsters here are all mostly those who did not swarm into Spira...and turns out there are a lot of them. While the ancient machina permit those who enter to also leave as necessary, it may be better to move downwards as quickly as possible, especially if the Dark Aeons are still rampaging in Spira.

The narrow corridors, the dim lighting, and the concentration of fiends make this place an unhealthy place to be, particularly for anybody with claustrophobia. If you had already addressed the monsters roaming Spira under the guise of humans, it’ll be one less threat to bother you, but if you let them go about their business...

Something further below is calling them back, and they’ll come all at once, but only to heed the call. When you do reach the very bottom and come face to face with the master of the cloisters, the unsent will appear to face the intruders alongside him.

At the bottommost cloister rests an old man. Content to leave Spira alone, optimistic that Spira will move forward, he has long since retired from politics and religion. However, he won’t tolerate anyone who would violate the sanctity of the Archives. Questions you may ask, but no answers will you receive until you prove your worth.

Trema is, as expected, not an ordinary old man. With a fighting strength that far surpasses the Dark Aeons combined, a body that defies human logic despite resembling a human, and magic to subdue the mightiest of fiends, this man does not care whether you come at him alone or in groups.

This fight is a show of respect, from him to anyone who has made it this far. But it is also a fight where victory is the only acceptable conclusion. As an Unsent, Trema has no qualms in adding more to the ranks of Unsent, and killing another person is merely another necessary sacrifice for the greater good of Spira.

There’s a reason after all, that this floor is the only one with no natural fiends.

Should you still be searching for information regarding the Dark Aeons, Trema leaves you with a single clue before he departs after his defeat. Yevon's grip on the world has not passed yet, and as long as people continue to obsess over the past, that grip will not be released. The Aeons too, are a symbol of the past. Without removing them all, you'll never reach the future.

But even if you do move towards the future, Trema warns you that the Yevon's past stretches far deeper than most people can fathom. After all, even beyond the veil of death, he still affects the "Eternal" Calm.

Sometimes, the calmest places are the most dangerous ones.

FARPLANE DEPTHS

[This Request only shows up if every Dark Aeon was subdued]

THE SITUATION

With the Dark Aeons defeated, something stirs deep within the Farplane. The readings are strong enough that the surviving factions have taken notice. This last request is an urgent one, as if none of the previous requests have been urgent. An expedition is being formed to venture into the Farplane, a place where no living being should go.

Whatever is there must be the source of this catastrophe.

Whatever is there must be stopped.

AN ASSAILANT

The Farplane is the land of the dead, a place for the past, and a place for remembrance.

Here the nightmares of Spira's past resides. It makes it fitting place to arrange for Spira's demise. Exploring the Farplane may be challenging as the number of pathways is truly limited, there are only so many floating islands connected to one another.

The Farplane is the land of the dead, a place for emotions to fester, and a place for hatred to be given form. Here the heretics who know the truth behind Yevon prepare for Spira's reckoning. To this end they possess a mighty relic from Spira's past, a dreaded machina with the power to cleanse the land.

The historic records call it Vegnagun.

In this corner of the Farplane, an unsent lingers, looking to finish what the Dark Aeons started. The massive wave of energy that ripples through the Farplane will be enough to let everyone know that Vegnagun is active.

But first, there are some nuisances to take care of. Namely, you.

NO REFUGE

Stopping Vegnagun is the top priority. The legendary machina is massive, intended to surpass Sin when it was made. Thankfully, at the end of the day, it's still made of something tangible, which means with enough firepower it should go down. Not that the heretical unsent will let it happen without some measure of interference though.

Besides summoning the Dark Aeons to eliminate anyone who would attempt to damage Vegnagun, the heretical unsent can also enter the body of a living being and attempt to possess it from within. Those of strong willpower may be able to hold the unsent in place while others address the gargantuan machina in the air.

Boarding Vegnagun is possible, but be wary that the machina possesses independent defence mechanisms, in the form of drones and fiends. If necessary, the control module can split apart, controlling the main weapons array remotely. Similarly, the auxiliary weapons array can also operate autonomously, and will continue their operation so long as the main power cores are active. With a blistering number of cannons, there is one thing to keep in mind – there are only so many islands floating on the Farplane. The total number of power cores fuelling this monstrosity is unknown, but it would be safe to assume that there should be at least ten of them.

Falling into the “sea” below might not kill you, but you’ll be hard pressed to continue fighting the flying machina, unless you possess some manner of flight. It may very well be best to take the fight onto Vegnagun, and look for an escape path afterwards.

Should you successfully deactivate or destroy the machina, there is still the heretic and his Aeons to take care of, but the Unsent is much less of a threat in comparison.

The destruction of the Unsent is enough to eliminate its control over the Dark Aeons, who will break away from the fight and move on. However, his destruction will leave behind a memento – a sphere containing fragments of strength. Unlike some other spheres, this one can be used by anyone as long as they possess it. The abilities that it bestows however, must be donated by another willing individual, and the process is irreversible for as long as the sphere is being utilized.

CALM LANDS

[This Request only shows up if the Heretic Spirit and Trema were defeated]

Be Praying

The last pillars of Yevon have fallen.

The judge activates again, a revenant with only destruction in mind.

The verdict has long been decided, the land is guilty, as Yevon decreed.

The punishment has long been decided, the price for sacrilege is death.

The Calm Lands erupt in a massive torrent of magic.

From the fissure left in the Sin's wake rises Yevon's final solution.

The time for hymns has ended.

Eternal Calm lies in death for all.

Be Praying

Thought to be a myth, thought to be an old priest's tale, Penance served as the final arbiter of Yevon, a last resort measure in case a real threat ever came too close. Now a threat has indeed come too close.

Penance is composed of three components, a main body and two arms. This much is immediately evident based upon visual observation of the sacred being from afar. It is fully capable of high altitude flight, and while not necessarily the quickest thing in the sky, it does possess one very distinct advantage over airships.

It possesses a wide range prismatic spread laser, strong enough to penetrate cleanly into the hull of an airship. The very same prismatic laser serves as an efficient multiple point defence system against incoming attacks. The time between shots appears to be relatively small.

Both arms are independently capable of casting high level magic, as demonstrated upon two airships deployed in a scouting run. One arm demonstrated the capacity to transform any material organic or inorganic into stone, and subsequently shatter it. The other arm demonstrated the capacity to manipulate local gravity. Though it was demonstrated through a concentrated barrage that both arms could be destroyed given sufficient firepower, the main body in turn demonstrated the capacity to regenerate both arms at will.

While it is merely speculation, both the bizarre disc floating above Penance's head and the long rectangular prism segment of its lower body appear to be "external" to the main body. Speculation is such that both of these serve their own purpose. Energy build up was recognized on the rectangular prism prior to usage of the prismatic laser, suggesting that it may be a focusing apparatus. At this time, the usage of the disc is unknown. However, the commsphere feed was cut off by a magic explosion possessing an extremely large area of impact which vaporized the scouts.

It may be safe to assume the disc is related to this blast to some degree.

Due to its perpetual flight capabilities, fighting it from the surface may prove to be impossible. If Penance is left to its own devices, speculation suggests that it will likely take up Sin's original role, with far greater eradication efficiency.

Be Praying

Penance exists, it lives in this world.

The Judge knows no retreat; it will not falter regardless of hardship.

The Judge spares no quarter; it will not consider parlay or mercy.

The Judge needs no rest; it will not desist in its destructive course.

And yet, in the face of all that, those of sufficient resolve and strength should surely be able to overcome it. After all, Penance too, was a beast made by man.

The fall of Penance leaves behind a mark of conquest.

This sphere that lingers behind is a tribute to your prowess.

Within it lies the power of the Dark Aeons, bestowed upon the one who possesses this sphere. With the end of Penance, there is nothing further to threaten Spira. What you do with this sphere then, is something you'll have plenty of time to consider.

THE HYMN'S CLOSING NOTES

Every dream has its end, and your time in Spira has come to a close.
As always, you have three doors to choose from, three fates to pick out of.

THE DREAM ENDS, FULLY & COMPLETELY

Return home with everything you have so far.

REMAINING IN THE CALM

Spira is at peace, and you will be as well as you decide to spend your days here.
Who knows, settle down, have a family? Enjoy yourself.

ONWARDS INTO THE ABYSS

Another leap into the unknown, is it? Well, best of luck on your next journey.

Notes

-In tribute to Lycoris, who inspired most of the FF jumps.-

With regards to specific questions related to certain perks.

-Pyreflies are essentially the spirits of the dead, but can also be considered like the life force of the world. When leaving Spira, soul matter/force is the closest analogue to be had. Pyreflies however, are the magic particles of FFX – and essentially make up everything, from the clothing of dress spheres to fiends.

I suppose Yuna might as well wear a fiend in a way, given the Floral Fallal.

The durability of dress sphere clothing, as it stands, appears to be infinite, given that Yuna and company never have any “accidents” despite fighting world serpents, a maniac Shinra who fires particle towers at them, an old man who physically molests them with meteors and his palms, and so forth. For all intents and purposes they may as well be invulnerable to conventional damage. What you do with this is at your discretion.

Alternatively the slightly more plausible theory is that pyreflies continually repair the clothing regardless of its damage, until the wearer dies, since the wearer can take damage evidently but the clothing can't. Trema's palms were in vain. In place, substitute with magic or something? This is so vaguely explained in X-2 that it's essentially a game necessity.

[Yes, if the drawback Clash of Ages was taken, Scenario 2 will not activate until you beat Sin completely. You can decide yourself, if Sin is resurrected within scenario 2 but clash of ages was already resolved, whether Sin has his happy go lucky band of roving omnicidal freaks with him. Scenario 2 has enough potential landmines for people to deal with.]