

## Final Fantasy: Crystal Chronicles (Version 0.1)

*"The Age of the Crystal has passed, and yet it shall rise anew."*

Oh, you've arrived. Well, we scouted ahead of you on the lady's orders, and sorry to report, but this world isn't in the best shape. Of course, the administration follows a strict no interference policy, so if there's anybody who can really do something about this mess – it's going to be you.

Well, I did say no interference, but between the blitzball player and me, we thought you might appreciate a little something. You know, just some of the usual help we give you. He's already gone off to take a look at what preparation we can make to smooth your journey out.

**+1000 CP**

Let's see here...you're probably going to want to know a little bit about where you're headed. The problem with this world isn't so much that there's a war or anything, but rather the presence of a dangerous substance which has permeated over the world. The locals call it Miasma, and from what we can tell, they've been kept safe from it by virtue of the Crystals at key locales.

Unfortunately, the power of the Crystals ebb from time to time, inspiring the need for a group the locals call the "Caravaneers". These folks harvest a substance called Myrrh in order to revitalize the Crystal.

Honestly, there's probably a large amount of the continent yet unexplored due to the excessive amount of Miasma which has taken hold. If you could find the source of the Miasma – you might be able to usher in a new age. Certainly, there are plenty of rumors from among the Caravaneers that a source does indeed exist.

Before you set off, let's take a moment to make sure everything is in order!

### **[Administrative Details]**

Truth be told, I never get used to this part. Even though I know we have to keep records of all the people that come and go, I always get a sense that we're just weaving a very bizarre masquerade. Ah well, ignore this old man's musings. There are just some standard matters to take care of. Things like your age for instance, I'm pretty bad at guessing, so how old do you think you are?

**Age, 12+1d8 / Your Gender is chosen at will.**

As you might have noticed from our field notes, there are a wide variety of tribes here. If you're going to fit in, we should probably help you in that regard. Take a look and see what suits you best.

| Tribe  | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Clavat | <p>The tribe that closest resembles humans, you might want to consider that if you don't care to change your appearance and adapt to a new body. This tribe has a reputation for being peacemakers and peacekeepers – preferring to avoid the fight entirely. It's probably a good attitude to have, considering the predicament the world is in.</p> <p>Known for their farming skills, the Clavat are also good at various other crafts and professions such as handling wild animals, cultivating new crops, and even dabble in blacksmithing.</p> |
| Lilty  | <p>A tribe whose people have very distinctive plant like features, to the point where some folks call them "onions". The Lilty are typically diminutive in size, but possess an extraordinary amount of physical strength for that size. It is said from the legends that long ago, Lilty presence dominated the land, though this is certainly not the case today.</p> <p>Still though, they have plenty of merchant caravans which wander about, and are well known for their trading prowess in comparison to other tribes.</p>                    |
| Selkie | <p>Quite possibly one of the most athletically inclined tribes, the Selkie are fast tricksters and thieves who find the world as something to be played with. Their inclination to steal things often puts them at odds with other tribes, but their athleticism has many uses – and as such the other Tribes still accept the presence of Selkie.</p> <p>Some Selkie are athletic enough to manifest the capacity to leap once more in the air, a trait that no other tribe seems to possess.</p>                                                    |
| Yuke   | <p>Are they truly from this world? No one is quite sure where the members of this tribe came from, but they all share a very distinctive appearance – in the form of an armor suit. They seem to distinguish between one another with masks – but this also seems to be more</p>                                                                                                                                                                                                                                                                      |

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|  | <p>of a traditional item that is an inherent part of the Yuke tribe's culture.</p> <p>The Yuke are known to change their bodies from time to time, leading some to believe that the physical body they have is merely a temporary shell. They are very magically inclined after all, so this might not be entirely groundless.</p> |
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And of course, your race aside, there comes the matter of your own specialty. You know, that one thing that makes you unique compared to everyone else? Haha, I jest. You might find others who possess capabilities similar to yours in your journey, but if we know your specialty, it'll help in making your masquerade all the more believable.

| Background | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
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| Drop In    | <p>Well, I normally would recommend that you at least try to fit in, but I suppose I've also come to understand the appeal behind staying true to yourself – whoever you may have become with them. Sure, you won't have any inherent understanding as to how the world works, but at least you also don't need to see the world in the same despondent perspective as everyone else.</p>                                                                                                              |
| Caravaneer | <p>The members of the Crystal Caravan have always been hard at work trying to keep the last vestiges of society alive, and you're about to join them. Caravaneers have a long standing history with the Miasma, and with your induction, you'll become a part of the group actively fighting to stave off this menace for just a little longer.</p> <p>Quite possibly the best hope that anyone has in terms of putting an end to the Miasma – just that they aren't quite there yet.</p>              |
| Overseer   | <p>You might not have the same task as the Caravaneer, but you're no less important. The Crystal has assigned you to work at rebuilding the world, so while the Caravaneers are fighting to retake the world, you'll be fighting to establish infrastructure in their wake.</p> <p>Look, it might not be glorious, it might not be suicidal, but it's a job that needs to be done. The Miasma has long since corroded the world, and whatever little bit we can take back will need you to fix it.</p> |

|                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
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| Crystal Bearer<br>(500 CP) | Chosen child of the Crystal – you hold within you a power beyond belief, and yet, the Crystal does not give its boons without expectations. Those who bear a fragment of the Crystal inside him possess dominance over an aspect of nature – but this comes at the price of being forced against the Miasma. There are those who would misuse the powers bestowed upon them – it's best that you don't become one of them, at least not while the Miasma is still present. |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Well, done and done. All that's left before I send you for your preparation package is determining where we're going to deploy you. This is a bit of a tricky matter of course, as we're trying not to drop you into a pit of Miasma. So you'll have to bear with us while we triangulate a set of good locales.

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

| Roll | Locale Selection                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | <b>Aliftaria</b> , the capital of the Lilty Tribe, was in the days of old the heart of their Empire. Things have changed dramatically since then, and Aliftaria has seen a large influx of Clavat, even though Lilty still form the majority of the populace. At the moment, the presence of the half Clavat, half Lilty Princess Fiona is keeping the city in a tentative state of order. There are plenty of dissidents among the Lilty who would not mind her departure. |
| 2    | <b>Leuda</b> , a settlement on Lynari Island, is not only hard to reach by boat – it is also one of the settlements formed due to its residents becoming ostracized from the mainland. The Selkie who live here have escaped from general persecution to etch out a meager living in this desert town. While life is tough, it's still fair in comparison to the past.                                                                                                      |
| 3    | <b>Shella</b> , the home base of the Yukes, is every bit as bizarre as those who live there. On top of a Crystal barrier protecting them from the outside world, the Yuke have employed a sophisticated magic which seals them away from outside society – in the form of a magical drawbridge. However, despite this isolation – many come here in hopes of studying the more esoteric arts.                                                                               |
| 4    | Fed by the Veo Lu Sluice further to the north, the <b>Jegon River</b> is the primary water reservoir for the continent, and as such it isn't altogether strange to find houses and settlements which have taken root along the banks of the river. From time to time, the river dries up due to seasonal                                                                                                                                                                    |

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|   | influence, and it is possible to see the impact of that upon the local ecosystem as monsters grow aggressive.                                                                                                                                                                                                                                                                                                                                                                                       |
| 5 | <b>Padarak</b> , a kingdom founded on the far frontier, distantly removed from everywhere else. With the intention of being a kingdom where all could be accepted regardless of tribe or species – it has changed hands several times in terms of leaders and at the moment lies abandoned due to the Miasma. You'll have a hard time trying to keep the Crystal going here – but with time, the situation should change for the better as signs of the Miasma fading have already begun to appear. |
| 6 | One of the few locales distinctively safe from the Miasma, the <b>Flying Tower</b> appears to a relic of old, and the presence of a Crystal here suggests that there used to be a civilization which the Crystal protected. Nowadays, it seems there is just a single young girl who lives here along with an abundance of creatures called Tonberries, and she's quite apprehensive about your presence.                                                                                           |
| 7 | <b>Valley of Heroes</b> , known by some as the Hill Caves, is near the iconic Lake Cyela – far to the North in the mountains. While there isn't much of a civilization here, somebody evidently used to live within this region. A quiet place for one to dwell, the sheer distance between this place and population centers like Aliftaria means that travel can be dangerous – and is not advised.                                                                                               |
| 8 | Free Pick, including the locations above, or another one, should you know your target landing location. Unfortunately, we'll have to stick with major population centers – can't just drop you into the middle of Miasma and leave you to die now!                                                                                                                                                                                                                                                  |

Before you go on, it's probably best if we give you one last bit of information. As I hinted previously, the Caravans have been hard at work trying to identify the cause of the Miasma. Their attempts have not been entirely fruitless, and perhaps with a bit of time, we might come to see the Miasma get driven back. If such a day were to ever come, I would only expect that this land will change drastically. Let us pray for such a day, I suppose.

## **[Perks =PERK00=]**

We need to prepare you for the journey, and it's best to start off with some skills that you can actually use to fend for yourself, no? Take a look and see how you'd like us to prepare you. Naturally, specialization perks are discounted for that background – and 100 CP perks are free for that background.

### **[=Racial Perks=]**

**All are 200, Discounted for Race, One Free.**

#### **Clavat**

##### **Aura of Cultivation**

The Clavat are farmers at heart, and in their hands, all plant life flourishes.

Though the Miasma has taken a toll on agriculture, the Clavat still work ceaselessly to ensure that seeds are sown, the fields are tilled, and the crops are harvested. Without fail, any seedling you plant will always spring forth hearty and strong, and from time to time, two plants will grow from one seed.

#### **Resolution**

The Clavat do not care for petty fights, and there's no sense in raising arguments over matters that have little consequence anyways. In times like these, tribes need to band together and stand as one, not divide themselves over petty squabbles. You know exactly how to escape from an argument, but more importantly, you know how to calm both sides of an argument.

#### **Lilty**

##### **Arboreal Aura**

The Clavat may be masters of cultivation, but the Lilty have a symbiotic connection with plant life which no other tribe possesses. In the presence of any flora, the Lilty's body regenerates at an astonishing rate, both physically and mentally. It's really a pity that in the Miasma, plant life is a rare thing to find – or else the Lilty would probably be able to thrive there too.

#### **Diminutive Determination**

If they're going to look down on you for your size – you only need to prove to them that size doesn't account for much. One would expect that a Lilty, diminutive as they are, would be physically rather frail. Yet the strength they possess far outstrips any other Tribe. Your strength seems to increase dramatically the smaller you are in comparison to others, and fighting against massive beasts – they should be wary that if you land a blow, they will fall.

### Selkie

#### Focal Point

Can't steal things if everyone has their eyes on you – but if they're too busy with their attention fixed on that vase they think you'll steal, well, then there's nobody to watch you as you waltz off with their vault.

Naturally, it's not going to work on everybody, but the vast majority of people will be distracted – as long as you plant the right lure to draw their attention. In a battle, this only lasts for a short period of time.

#### Bestial Acceleration

But there comes the times when you need to get away, and when that time comes, you'll need to rely on your heritage. Not just in terms of moving fast, but moving fast enough that you can literally take another step through the air, propelling yourself even further. All Selkies are capable of jumping off of thin air, though this only seems to last for one jump before you lose the speed you had built up.

### Yuke

#### Aura of Magic

Drawing on magic from the crystal is the traditional way for mages, but as a Yuke, the power of your tribe crystal has opened up magic from a different place. Manifesting in a strong aura around them, it allows them to anchor their spirit to their armour suits, but more importantly, as long as the aura is present, spells cast seem to flow faster than normal.

#### Armour Form

The Yuke can move freely from armour suit to armour suit. Though their true forms cannot maintain cohesion for long without inhabiting a suit, they can momentarily manifest themselves in spirit form until they find a new suit of armour. What is interesting however, is that the size of armour possessed by the Yuke seems to be rather consistent – perhaps a reflection of their power.

As your own power grows, the size of the armour you can inhabit also grows as well. It's probably best if you keep a spare suit just in case the one you use is demolished.

### [Specialization Perks]

#### =Drop In=

#### Crystal Clear Comprehension 100

Seeing as you're rather new here, it's only reasonable that you don't know what a crystal is. Well, instead of tossing you to the miasma to figure that out, we thought ahead far enough to give you a little hand. More specifically, this little crystal that you can conjure for yourself will guide you throughout your journey here, and elsewhere as well.

Unlike a talkative fairy or a primer, it will only try to feed you little bits of information based on the hearsay going about in the world, and only when you expose it to something you're not too sure about.

#### Myrrh Condensation 200

The presence of Myrrh keeps the world alive, and had we an unlimited stock of this vital fluid; the crystals could maintain their protection of the world against the miasma without fail. But the Myrrh trees are in a faraway place – and unless you join a caravan you aren't likely to go there.

Thankfully, you can cultivate the Myrrh from other plants. Though the rate at which Myrrh is produced is even slower than a Myrrh tree would produce it, you'll at least be able to get one first drop to get the Crystal going. It might last you a little while – but relying on this alone will probably lead to a bad conclusion.



### Element of Mystery 400

This element of purest white, melded together to purge the greatest of darkness, was made to adapt to these desperate times. The power lies dormant inside you, only awakening in the most desperate hours. Banishing not only the Miasma, but also the darkness within others, what you bring is not any form of light – but rather, just a temporary nothingness, the stillness of the void.

In this void, there is no concept of either Miasma or Crystal, and magic simply sputters away. But its cold grip renders the souls of those inside grey – and spending too long inside this makeshift domain will eat away at your spirit. Good for a temporary reprieve from the Miasma, but not so good for your health in the long run.

### Synchronized Conjunction 600

One person casts, one spell goes off. Two people cast, two spells go off. Except that's not quite right, now when two people cast, only one spell goes off. Regardless of how many cast, as long as the spell being cast is the same, the effect of the spell is multiplied by the sum of the total casters in every single aspect, ignoring the spell's inherent limitations. A single fire spell can quickly escalate into a burning meteor with a collective casting.

However, the escalated effects include properties such as delay, cost, and so forth. It would be best that you keep this in mind before attempting to go on a spell casting frenzy.

### =Caravaneer=

### Camaraderie 100

The most important element of the caravan is your fellow companions. Seeing as you're in this for the long haul, your bond with them is not something that you want to lose easily. You bond well with others quickly, easily shifting your relationship from being strangers to a slightly more amicable state. As time goes by, your friendships only grow stronger – and while you may have playful jabs at each other, the likelihood of the band falling apart is minimal at best.

### **Family Trades 200**

Your family was always working in the trades, and you've picked up a little bit in the process, enough to feel comfortable that you'll still have a place to be once your journey is done. Perhaps you were a rancher, or a farmer, or a fisherman, but you have substantial amount of confidence in your craft, whatever it may be.

When it comes to the Caravan however, you can still bring something to the group with that skill. Coming across strangers, you find it much easier to negotiate and barter, using the craft of your choice – and it's very likely that you'll be able to learn a little about your counterparts in other Tribes as well, making information gathering much easier.

### **Miasma Resistance 400**

This is going to be probably the most important skill you've ever learned! No, not holding your breath, that won't help you for very long. Your body is starting to develop a natural resistance to the Miasma, and it being such a concentrated toxin only means that other poisons have a substantially reduced effect as well.

But resistance is one thing – recognition is another. Being able to see the Miasma and other poisons is the first step to recognizing that you need to defend against it. With this, hopefully your journey is a little safer.

### **Chalice of Hope 600**

The Crystal Chalice in your possession for collecting Myrrh also acts as a symbol of hope for your Tribe. But in this long and arduous journey, you'll need to keep in mind that you need a measure of hope for yourself as well. Though the situation may get desperate, know that as long as you have hope in your heart – things will work out in the end.

Facing against creatures and beasts that look to shatter your mind and soul, that hope stands as a last line of defence. As long as you possess some fragment of hope, you'll maintain a solid resistance against such mental attempts to destroy you. When multiple individuals with this ability gather, they can shrug off mental effects and imbalances with ease, but regardless of whether there is one person or a group, the act of resisting such assaults is draining in itself.

But be warned – if ever your resolve were to shatter with this in effect, as a last resort, your mind will splinter apart and form a secondary personality to cope with the trauma. Be it the loss of memories or the loss of a companion, should the shock be that severe – a secondary personality will kick in.

### =Overseer=

#### Leadership 100

You're an overseer, so it's only natural that you should at least have the skills to guide and command others. In any group, whether it is with companions or allies, you have a knack for taking control of the situation when you find it necessary. In such cases, they'll be more likely to defer to you – and on top of that, you have a good idea of how you should act to get their cooperation.

#### Artifact Deployment 200

The power of the Crystals is used for defence, yes, but you have a way of wielding the potent magic inside for purposes of construction as well. The constructs that are created by sapping this well of magic are temporary, but they're also rather handy for when it comes down to putting up structures on the spot.

Though most constructs are simply pieces of furniture and ornamental in nature, there are several notable constructs which have additional effects. The clock post affects everyone in the vicinity, speeding them up or slowing them down at your preference. The fountain provides a source of water where there may have been none. The strange coffin like box tends to put people to sleep.

But more importantly, it seems that with time, you can make your own constructs into artefacts – though what you use as a template, and what enchantments there are, are both things which you'll have to establish for yourself.

#### Helping Hands 400

While it's nice to be able to rebuild all by yourself, you should only realize that it would be far faster if you were to do it with the help of others. Thankfully, with

your skills, it isn't hard to find willing and able help. Even just a visit to the nearby tavern could get you some able bodies.

If you're really in a tough spot however, there are these guys. Strange magical constructs that resemble green turtles in hempen robes, they have strange fishy tails and seem to just waddle about. There always seems to be enough to assign to a job, though once the job is finished they simply vanish – and no form of combat is a tolerated job evidently, as they disappear even before a request is made.

You can call on them as many times as you wish – but you should have a task on hand, or else they'll simply laze about while sapping at your magical energy.

### **Master Architek 600**

The power of the Crystal in hand, you get to work on the town that you've been rebuilding – only to realize that there really is much more to building than just plopping down buildings. The magic that you have is very good for plopping down buildings based on images which you've seen and the memories of former residents. The crystal prefers to build outwards as you expand, though it is possible to build upwards, like floors of a tower.

From your experience, it's far easier to magically recreate a house based on memories rather than pictures – both in terms of accuracy and atmosphere. To assist you, the crystal shows you lingering memories of wherever you are, and the more energy you dedicate into this, the clearer the images become. With time and understanding of architecture, you'll have a good bank of these memories to serve as templates to create from.

While the process of construction is simple, your presence is necessary to remain in the area as the crystal gets to work. On one hand, it removes a substantial amount of flexibility, but on the other hand, the crystal performs all the necessary conversions to bypass the necessity for raw materials. Should you so wish it – you could even create with pure crystal, though the energy required would be exorbitant. Just keep in mind that other infrastructure is neglected in this process.

## =Crystal Bearer (No Discounts)=

### Crystal Principle 0

Each Crystal Bearer carries a single shard of Crystal on their body, and that crystal grants them full control over a single element of nature. Past Crystal Bearers have been known to control elements of fire, ice, wind, and such just to present some examples. It would seem that as a Crystal Bearer, you have a choice of the basic elements to establish control over.

The Crystal Bearer's control over his element is innate – something which begins from the moment the shard was present. However, his experience in controlling that element still requires sufficient usage and exposure, and without experience the level of control the Bearer has is very small.

As the Bearer gains more control, it is possible to adopt more and more Crystals into their body, thereby strengthening the power they have over their chosen element.

### Reactor Boost 0

When in the presence of a crystal reactor however, or any locale with a high concentration of magical energy, it becomes possible for the Crystal Bearer to freely manipulate the magic they possess regardless of their current state. Almost as if entering rampancy, the presence of a crystal reactor seems to drive Crystal Bearers single-mindedly forward, hyper charging their energy all the while.

However, the true issue with a Crystal Bearer activating in the presence of a crystal reactor is the possibility for crystal spread. Reports have documented the occurrence where crystals have grown on a perfectly normal individual. As that occurs, the Crystal Bearer may accidentally cause the creation of another Crystal Bearer, though the element that this new bearer has domain and control over seems to be random.

### Cleansing Wave 300

The potency of the Crystal and its necessity to purify the world is not lost on the Crystal Bearers – and it is possible for them to temporarily purify an area, not only of the Miasma, but also of malicious intentions and negative influences.

However, the fashion this is done demands that a source of crystals is present, and there is little difference between this and placing an actual crystal to defend against the Miasma. In the event that one has insufficient crystals, it is possible to translate one's own energy in order to force a substitute.

Be well aware that without sufficient control, your cleansing wave can very well become a destructive wave, especially when the element in your domain permeates itself through the wave.

### **Crystal Cultivation 300**

A controlled form of crystal spread, as the bearer absorbs more energy, it becomes easier to harness their powers – but just as it is possible to take in crystal shards, it is also possible to expel crystal shards. In such cases, the crystals will proceed to grow as normal, and by such means do the Crystal Bearers ensure that Crystals live on it the world.

Take heed that whatever crystal you expel will generally be charged with the element of your domain. The magical energy contained inside, should it be released, will only result in the trapped elemental energy spilling forth uncontrolled.

### **=The Locked Crystals=**

#### **Lunar Boon 400**

The power of the Lunite Cult is a dangerous thing, and you would do well to keep yours under control. To feed off of strife, greed, and hatred, their powers pervert the crystal and twist it to their own means. However, in turn, they are incapable of controlling powers of the crystals very well by themselves.

Instead, by perverting the crystals that others use, they can drive others on the short path to insanity. The Lunar Boon allows you to create crystals of corruption, allowing you to bind the crystal bearers to their negative drives.

#### **Memory Eater 400**

Memories, such a fragile thing that everybody clings to so dearly. So delicious too. You find that the more precious the memory, the better it seems to taste. Your companions might complain that it's immoral, or that memories can't possibly be a well-balanced diet - but you can now set off to prove them wrong on both fronts!

After all, if they can't remember it, doesn't that just mean they can experience it all over again? You also regain spiritual energy much faster the more memories you consume.

### **Amidatelion Principle 400**

No one is quite as in sync with the otherworld as the Yuke, Amidatelion. While we can't just transplant her prowess to you, we do understand some of the fundamentals behind her powers enough to give you a little boost.

Regardless of what race you are, attempting to bridge to the otherworld is dangerous, and you're going to need a severe amount of personal control in order to stabilize a connection.

Once you do however, you'll be able to draw in wild beasts from a parallel dimension to your world. Be careful, while they remain complacent to you for a little while, that complacency does not last forever. We would suggest you use this only when absolutely necessary.

### **Starsinger 400**

More aptly put, these are the boons provided to an incomplete Starsinger, but they may serve you well regardless. The Starsingers are the stuff of legends, and as such, reproducing their powers was an impossible feat. Still, with the power provided by this crystal, you have a much more concrete grasp on fate than others might in your position.

With a glance, you can see the mortal coil of another, and while the crystal won't allow you to change that, your actions might. Don't strain your powers too often, even the concept of seeing mortality is something that can only stress your mental health.

## **[Companions =COMP00=]**

This isn't a journey that you should make without bringing your companions along. Or perhaps, if I were to think about it, maybe it was be more considerate of you to leave behind those who aren't fit for the task...

Ah, I got sidetracked there. If indeed you so wish to bring your companions along with you – that's something we can arrange.

### **The Band 50 CP/1 300 CP/8**

Made your choice after all then? We'll make the proper arrangements. Your companions will have to go through the same hoops of course, you know the drill. But they'll only have 400 CP to work with – and of course, we can't offer them any items, because frankly, we don't have that much stuff to give away.

They can choose their background and race otherwise – though we're not going to be yielding on Crystal Bearers either. The more the merrier as they say, and perhaps having somebody to keep you company here is a good thing indeed.

Don't have all the companions that you want to keep you company? No matter, we can arrange for you to find a couple friends from here as well, should you wish to fill up your numbers with some locals. They will become your companions after all, should you wish it.



## **[Items =ITEMOO=]**

Before you head out, you should take a look at some of the things in the warehouse! Perhaps you'll find something that can help you on your journey. Just take a look around, I wouldn't want you to miss out on anything you were entitled to. We don't have much in stock, but surely you'll find something.

### **Adventurer's Chronicle 100 (Free for Drop In)**

A magic note pad for a magical party? Considering it is magical, modifying its physical appearance is hardly a problem. This book is powered by a little crystal of its own; allowing it to track down your exploits, but it also details some of the tiny things you may have missed: an item to be picked up here, or a person who needs your help there. Unfortunately, a lot of it happens to be an afterthought, so you'll have to actually read it to see what you missed!

### **Royal Decree 100 (Free for Overseer)**

Need to draft some people to help you out? Looking for some skilled tradesmen who have too much spare time on their hands? If you put out this notice, you'll occasionally get a person looking to complete a job for you. It might not work every time - and of course, you still have to pay them a paltry sum - but if you're in a pinch you might want to give this a try!

### **Crystal Chalice 100 (Free For Caravaneer)**

The name pretty much says it, but this chalice made of crystal exists just so you can harvest the Myrrh from a Myrrh Tree. In order to facilitate its transport, the chalice itself is indestructible, and whatever liquid is inside will always remain in place. Every couple years, the amount of liquid inside will double - but if you're transporting Myrrh, it's not likely that you'll ever see that side effect of the crystal show up, since you'll be too busy feeding the droplets of Myrrh anyways.

### **Crystal Reactor 100 (Free for Crystal Bearer)**

It seems that the folks here in this world really like to use crystals as part of their construction and machinery. This reactor pulses with energy whenever a crystal is near, and when a Crystal bearer uses this, the powers of their crystal are amplified for as long as they can supply the reactor with magical power. Being a crystal itself, it can sustain itself for a short time and uses this primarily to seek out other crystals.

### **Bannock Bread 100**

A picnic basket full of bannock bread loaves, enough to feed a party of nine. You're not going to find the taste inspiring for long however, especially since the stock of loaves returns after you're finished with the basket. Probably would go well with wine.

### **Package of Seeds 100**

A package of plant seeds, for your aspiring farmer! Be it striped apples, rainbow grapes, star carrots or gourd potatoes, this package of seeds allows you to grow them all! But don't presume that all of these can be grown the same way - you'll need to experiment a little to figure out how to grow each one. The package of seeds refills within a month, and sometimes, you might find a strange little crystal seed inside - which will grow a crystal variant of the original plant.

### **Ring of Spell 100**

Scholars who have deciphered the workings of magic in this world were vital to creating this ring, which takes crystals and refines them into specific magicite shards - each of which generate a spell. By mixing and matching these shards, you can create new forms of spells. More importantly, you can collect blank shards to put in new spells, but those generally come in limited supply. You'll probably need a way to mine them.

### **Miasma Ward 200**

It's not a shard of the Great Crystal, but it'll hold long off against the Miasma for long enough to give you some breathing room, or to clear a passage of toxic Miasma if need demands it. The Crystal, once drained, requires exposure to magical energy in order to recharge, and naturally, while it is tuned for Miasma, it has strong resistance towards other kinds of toxins and negative energy as well. So long as you don't come to rely on it, it should prove handy from time to time.

### **Elementite Cache 200**

Like magicite, elementite is a specialized form of the crystal, whose energies are dedicated towards creation of tangible objects - rather than the synthesis of magic. Those with the power of the Architek or Dungeon Master Crystals can use elementite with great proficiency, molding buildings and even whole cities out of them. Those without that power will find it much more arduous to go through this process. Regardless of where you deposit this cache, elementite will slowly grow when exposed to magic and spread out, though this takes quite some time.

### **Myrrh Tree Seed 200**

Don't ask us how we got a hold of this seed, we already have a memorial for everybody who fell in the process of procuring it. Planted into the ground, it can take years for even a sapling to appear, but at the end, a Myrrh tree will spring out without fail. The droplets of Myrrh provided by a Myrrh tree will rejuvenate any crystal, and while a Miasma filled atmosphere is generally detrimental to their growth, in a conditioned environment a Myrrh tree could potential create a pool of Myrrh droplets just by itself.

### **Crystal Shard 300**

A shard of the Great Crystal is enough to create a permanent safe biosphere even in the harshest of extremities. As a fragment that feeds off purifying discord, just by being in the presence of this crystal shard you'll feel a constant sense of tranquility. You'll have to understand however, that tranquility is rather subjective, so don't be too worried if other people start screaming in the vicinity

of the crystal. Unlike a standard crystal, this shard will never run out of magic, but the magic inside cannot be extracted either.

### **Byproduct Dark Matter 300**

The spent dark matter from alchemy is actually considered a failure byproduct of the standard magicite synthesis procedure. Containing fragments of every spell known in the realm, with enough work you could continually extract the basis of these spells from the Dark Matter, but be careful of how you contain it and experiment with it, as it is rather volatile. You wouldn't want it to suddenly explode on you now, would you? Note though, this doesn't actually damage the Dark Matter, and the magic inside seems to be endless in depth.

## **[Drawbacks =WARNOO=]**

As if the world wasn't bad enough already! There are some difficulties we've noticed affecting the people of this world, and certainly, you can choose to partake in it, if you're into this sort of masochistic pleasure. Well, we are going to recompense you a little – it feels wrong otherwise. We won't give you more than 600 CP for it though.

### **Miasma Propagation 100 CP**

The Miasma is spreading without end! Without an identifiable source, and without any way to control its spread, it's going to be more hazardous than ever to traverse any place where the crystal shards do not protect. Unfortunately, the crystals won't hold out forever. Sooner or later, you or somebody else is going to have to get rid of whatever is causing the Miasma. Just don't expect it to be so easy.

### **Creeping Terror 100 CP**

Well, this is a nice change. The Miasma is still around, but now there are things living happily inside of it! Things that would love to feast on your innards, and break into the crystal barriers so they can become friends with you after eating you and turning you into them! Don't you want to be friends?

### **Stranded 100 CP**

Unfortunately, we didn't realize that the locale you're in was so isolated from everywhere else. It seems that besides the crystal which is holding the barrier up to keep the Miasma from coming in, there's nothing and nobody here. The problem? Well, the crystal isn't going to last much longer...and things have been prowling about outside, waiting for you to go be friends with them.

### **Dissonance 200 CP**

The Crystals are key to life, and unfortunately, they and you don't really get along. The magical influence of the crystal translates to splitting migraines when you get too close, and even worse, any piece of technology dependent on Crystals seems

to fall flat when you come in close contact with them. You would like to believe that it isn't you, but you really are the only common link...

### **Miasma Dependent 200 CP**

No, before you presume that you've adapted to the Miasma, let us clarify that it isn't the case. Rather, we're unhappy to inform you that the Miasma has actually become dependent on you. That's right – your foreign presence is actually causing the influx of Miasma that we see. While the Crystals will do their best to counteract that, your mere presence alone strains them, to the point where if you don't have Myrrh on hand, within a couple months that Crystal nearby is going to go dormant.

### **Giant Crabs 200 CP**

One crab, two crabs, three crabs...four... Well, at least you won't have any problems with dinner tonight. Unfortunately, these crabs are a bit massive – and they also happen to be spreading the Miasma wherever they go. While you can be sure that they all have weak points, the main issue is trying to figure out where those are. Not like they're going to give you time either – there's an infinite horde of them basically lurking in every corner waiting to eat you.

### **Crimson Moon Influence 300 CP**

The power of the Moon does more than simply affect the tides.

Beasts go mad, men go mad, and the land decays as the Moon rises.

There are those who worship the power of the Moon.

Then there are those who weep, as the Moon brings with it insanity.

You won't be spared...

With each rise of the Moon, you too, shall become a child of madness.

Will you choose whimsical madness, a kind that would make you butcher your companions in childish glee?

Or will you choose hateful madness, the kind which renders your mind incapable of anything except obsession and vengeance?

Or maybe the madness of greed, that which forces you to consume everything from everyone else – including their lives.

The Crystals may stave off the Moon's poisonous influence for a little while, but depend on it for too long, and you'll see a telltale crimson glow coming from the Crystal. For even Crystals are not immune to the influence of the Moon.

### **True Obsidian 300 CP**

Rage. Complete and utter rage.

Nothing but rage.

Your memories, lost, forever, consumed in rage.

Rage against the one who did this to you.

Rage against the ones who let this happen to you.

An infinite sea of rage, and all your power to channel it.

Let the world see your rage.

Once it takes hold, you will become the fury.

So begins the legacy of the Black Knight.

## [Scenario =SCEN00=]

An ornate crystalline door stands before you, one for which the old man is only willing to afford a brief explanation. "The man who made that door told us – that this world is one filled with possibilities and probabilities." The old man doesn't seem to be keen to explain, but before you can press on, he continues.

"Behind that door is one such probability, granting you the possibility to perhaps see...different aspects of this world that you wouldn't have seen before. But I'll warn you, that everything comes at a price – and to open one door, means another must close."

"Should you walk through this door; the playing field will change. I can't begin to fathom that man's intentions, but I do know that if you ignore this door and stick to the path – the reins are in your own hands. Walk through this door, and you may well be dancing in the palm of his hand."

"The choice is yours."

### The Lunar Cry (+200 CP)

#### Banishing the Miasma

Despite the old man's words, upon your arrival, you really can't tell anything out of the ordinary. At least in comparison to what little pictures you had been shown, nothing seems to be out of place, and there isn't anything to suggest that the world is any different.

But well, nobody mentioned the recruitment notices that would show up everywhere. Regardless of where you are, strange pamphlets start to show up, requesting the presence of mercenaries, skilled trades, adventurers, and even normal civilians to take part in an expedition to "retake the world".

Signed by the Caravaneers, it's safe to presume that this has something to do with the Miasma. At any major population center, you'll find the Caravaneers have set up a makeshift command center, should you wish to join them. The information they possess is something they're happy to hand out for free.

The source of the Miasma has been found.



At this point you could clap your hands and congratulate them before going on home. But the Caravaneers would much prefer if you were to join this expedition – after all, the more who try, the greater the likelihood of success.

Years and years of documenting and field research have led to this moment. In the far reaches of the Revena Plains, a doorway has been discovered leading into the Abyss – and as tales of yore have said: “They who enter the Abyss and return with their lives intact, will surely return with Salvation in hand.”

The efforts of a band of Caravaneers, now unfortunately deceased – has opened that doorway. The Caravaneers in turn are preparing instead for a mass expedition in order to bring an end once and for all. But...that’s where they’ve run into a catch, and that’s where they need volunteers.

A vast majority of the Caravaneers are happy to maintain the status quo. Many have found Myrrh trees which they can harvest yearly, and while the Miasma continues to grow at an increasing rate – it doesn’t seem like the Miasma will engulf the land yet. At least, that’s what it seems like on the surface.

But these Caravaneers who have set out to recruit recognize a fact – the Miasma is growing, and with each cycle the Crystals’ protection lasts shorter and shorter. Perhaps by the time the majority sees a need to change – the opportunity won’t exist anymore. Naturally, the majority of the potential recruits are going to turn down such a dangerous venture, leaving it to you and your potential companions.

It’s best that you make up your mind soon, while there are still Caravans willing to venture in to the Abyss along with you. All it takes is a couple failures for all enthusiasm and all hope to be lost. If you don’t attempt at all, you’ll probably survive through ten years – but you’re going to learn the hard way how to start breathing Miasma.

### Starfall

Once you agree however, you’ll only have a bit of time before the expedition sets off. You could surely try to convince as many other Caravans to join you as you can – though surely you shouldn’t expect all of them to last through the entire trip. Some might find the journey too arduous, others may fall in combat.

But the important thing is reaching the Abyss – because even from the base of the mountain, you can see it – a meteor glowing with an aura of Miasma. Shortly

before you reach the entrance to the mountain, you'll come across Mag Mell – the last sanctuary of the Carbuncles.

The Carbuncles who have witnessed the coming of the Meteor and seen its influence have little to say to you. In fact, the vast majority of them have grown secular due to the presence of the Miasma. The few that remain who are willing to converse have only one line of advice. "To end it all, the Meteor must fall."

Well, they aren't very helpful besides that – frankly it seems several thousand years of life have left them rather despondent, and who knows how long they spent in the Miasma? Still – they've pointed you to where you need to go.

The Miasma however, isn't defenseless. Rather, you'll be facing hordes of corrupted creatures as you make your way up to the summit. It's very apparent, upon reaching the summit, that what created the Miasma was not exactly the meteor – but rather a strange tentacle monster attached to the meteor, almost like a parasite.

It's not strong, but it also isn't defenseless. A mighty three headed dragon called Raem reveals his presence – he isn't going to stand by and watch while you remove his source of life. For as long as the Miasma continues to sow suffering – Raem can feed off of this malicious energy...by eating the memories of those who have witnessed it.

Unfortunately, this means you and your companions are on the dinner menu tonight. If he eats you outright, he'll get the memories as well. Your body would be a nice choice for dessert.

It doesn't look like Raem has the capacity to reason with you. His philosophy is twisted, his aim is his own assured survival, and his sustenance is the misery and death of the unfortunate. It would seem that a fight is inevitable at this point.

Raem is still a dragon, and a dragon is by far worse than the monsters you've found to get here. You'll have to figure out a way to lay this dragon low – and the quicker you do it, the less likely he will start consuming your memories.

It's not by any means a preferable thing – but the more Caravaneer comrades you have, the more likely that Raem will start consuming someone else's memories first. Better bring him down fast.

A difficult fight but not an impossible one, and as Raem collapses – there's nothing left to defend the Meteor Parasite monster. Lay it low as well and the Miasma will begin to clear up from the sky above. It seems that finally...you've

achieved the prophecies of yore. It's time for you and the other survivors to go home.

Your efforts haven't gone unnoticed – not by the Caravaneers, not by the people in the world, and certainly not by the woman watching from the other realm...

### **Reconstruction Efforts**

In the coming weeks, reclamation efforts take place across the land as the tribes respond in full to what has come to pass. The cities are being opened, the roads are being rebuilt, and families once separated are coming back together again.

Not too bad for a trip that some had thought would be surely suicidal.

Regardless of where you are, some strange rumors start surfacing over time as you go back to a day to day routine. Firstly, word on the street is that there is a strange cult wandering about now that travel between the cities is more readily available. Secondly, it seems with the freedom of travel between cities, word has spread of a "divine" restaurant – ran by an enigmatic woman going by the moniker "Lady Mio".

Whether you help with the reconstruction efforts or not, eventually you will come across the band of cultists that rumors have been speaking of. They call themselves Lunarites, and each band that you meet wandering about seems to have a different objective. Some of them only tell you gibberish about the Crimson Moon, which as far as you're aware, has always been there.

Others seem to be clowns, raving and ranting about giant crabs, destroying ancient liches, towers in the sky, and several groups you'll meet have a disturbing tendency to try and toss pancakes at you. You figure that there is something fundamentally wrong with these folks – perhaps they were all held up somewhere when the Miasma was present and now they've simply been allowed to drift about.

They don't seem to be actively causing any trouble to anyone, so over time, you'll probably get used to their peculiar presences in towns and on the roads. At the end of the day, you have more pressing concerns, namely, a different rumor that has risen up.

Reports are coming in of Miasma sighting at multiple locales across the land. It shouldn't be possible, given that you watched as the parasite died and the Miasma faded away. The Caravaneers and other scholars of the land are equally puzzled about this – but if the Miasma is back, then there is the potential that it can spread again...

You need to find something, or somebody, who has lived long enough to probably have any clue as to what is going on. Thinking back – there were the Carbuncles in Mag Mell...

If you head back to Mag Mell, the Carbuncles are a bit livelier, now that the Abyss isn't suffocating them with Miasma. They're willing to chat a little about everything they've seen – to the time when the Great Crystal was still present. It seems that the Great Crystal played a great role in protecting the world back then – and perhaps, with it gone, the Miasma is still lingering naturally with nothing strong enough to expel it.

The Carbuncles do advise you that there might be someone with a clearer picture of the situation. A woman by the name of Mio, or, as the Carbuncles warns you, a creature with the shape of a woman who goes by the name of Mio. Like Raem, Mio was an existence brought to life by the Meteor – but thankfully she doesn't go around rampantly consuming memories.

The Carbuncles have been aware of her presence for a long time – as she flits in and out of human society, nibbling on memories here and there.

Come to think of it, wasn't there a woman who the rumors had been talking about? Maybe if you went to find this "Lady Mio" – that might be who you're looking for...

### **Nature of the Living**

Just as she claims, Lady Mio knows why the world still has not fully recovered. The presence of a crimson moon in the sky has never been coincidence. In the beginning, when Crystals were scattered all over the land, they served to purify the world. You know this from the history books.

But the Crystals did not erase what was cleansed – so everything which was filtered away was merely ejected. In time, all of this refuse matter came together on the moon, forming the Crimson Moon which you see above you now. She knows this from the memories which she has devoured over the ages. It's a fantastic story – and one that you're not sure whether you should believe.

Lady Mio doesn't seem to mind whether you believe her or not, but she does feel inclined to tell you that the Crimson Moon is not as passive you may believe. The lingering presence of the Miasma may be its doing, but that's not all that it has in store for you...

The reconstruction process continues – and as the cities start to come back to life and the tribes start to spread again, there's talk of attempting to spread the Crystals out across the world. It might sound like a pipe dream now, but with the spread of the Miasma contained, there are more enthusiasts with each passing day. But there's one more piece of information that seems more pertinent to you.

There is talk, that with enough Crystal shards, the Great Crystal could be reformed. You're well aware now that before the fall of the meteor, the Great Crystal served as the world's protector. It may have created the Crimson Moon – but it also kept the planet free of Miasma.

What you choose to do with this information is up to you. But you aren't the only one who listens in on rumors. Regardless of whether you choose to help spread the Crystal, or collect shards to try and reform the Great Crystal, the Lunites are still present with their own plans in the wings.

As time passes, the rumors start to shift – Crystals are turning crimson under the influence of the Lunites. A color change is one thing, but these crystals have lost their power completely, and it seems apparent that the Lunites are corrupting the crystals one by one. Well, they did tell you they were going to make a move when you met them before. Who knew those pancake flipping lunatics were actually serious?

You need to stop them, but even before that, you need to find them. Hunting them down based on their last known locations shouldn't be hard, and considering how transport still hasn't become globally connected, you should be able to pin down these clowns if you put your mind and resources to it.

### Nature of You

Strangely enough, the Lunites don't seem to put up any resistance at all, and most of them are very keen on helping you find the others – enough that they'll even come with you. Or simply stalk you if you don't care to let them come along.

Without very substantial magic, it seems they'll simply phase in and out of existence as the Crimson Moon appears. There's definitely something strange at work here.

And they've also taken to tossing crabs at you – but at least that means you won't have to worry about dinner.

Sweeping across the land, eventually you'll wind up at an ancient ruin called Revena Te Ra. An ancient metropolis where every tribe converged and lived in

harmony, today Revena Te Ra is a dangerous ruin swarming with wild magical energy. As you witness first hand, there is so much magical energy concentrated in this place that monsters appear out of thin air.

It's an excellent place for the Lunites to complete the Crimson Moon's will. All that remained was to get the necessary piece to arrive.

You.

Given your strong presence and what you did to banish the Miasma – the Crimson Moon wanted you to become a Lunite yourself. If you accept, the Crimson Moon's influence will overtake you – and you'll act as its chess piece to corrupt the crystals one by one.

But the Crimson Moon doesn't need you to accept – just your presence alone is enough. With the entirety of the Lunite cult present, the Crimson Moon will act through them to focus the intense magical energy present...and create a copy of you.

Not an exact copy, no. Your powers were nice to copy, but your personality would have gotten in the way. The Crimson Moon prefers beings with intense greed; those who would see everything else become theirs. Not so different from Raem, your clone possesses all of the negative memories and destructive impulses that you have – without the same restraint that you may have.

All of your powers, but not yet at full strength, you may want to put an end to this here and now. Were it that easy though, the Crimson Moon would not have begun its plans at all.

### **Sum of All Evils**

You can't kill evil with evil.

You can put down your doppelganger over and over again, but with the intense magical vortex whipped into a storm around you by the influence of the Crimson Moon, they'll only come back to life as you lay them low.

If the source of the problem is the Moon, you're going to need to find a way to take that blasted thing out of the sky. But that would be while your doppelganger runs rampant over the planet, destroying things at a whim. If there was a way to drain the magic vortex around you – or perhaps, to even remove the Crimson

Moon's conduits – perhaps you could stall the doppelganger long enough to find a way to take down the moon.

Regardless of how you approach it, upon returning to civilization, Lady Mio makes it clear to you that the Great Crystal needs to be restored if you're to stand a chance. Well, you could just fly up and destroy the Moon physically had you the means, but that would also require you to make a new moon, lest the tidal effects destroy the planet.

Reassembling the Great Crystal would keep the Crimson Moon's influence permanently off of the planet for some time – enough to cleanse your doppelganger and perhaps banish them entirely. Based on what Mio has in her massive store of memories, to start the process, you would only need to collect as many Crystal shards as you can muster all in one place.

Not an impossible task – but how will you convince the others to relinquish their Crystals? Well – that's a dilemma for you to figure out.

Because assembling the Great Crystal is only the first part of the puzzle. Should you have succeeded, you'll successfully have pushed off the Crimson Moon's influence from the planet – but that's only a temporary stop gap measure. As the Great Crystal continues to filter and expel the negative elements out into space, the moon will only grow stronger.

Clearly, you need a different means of combating this. The Lunites, now not as severely influenced by the Crimson Moon, only have a single suggestion – why don't you throw crabs at the moon?

You're not sure how throwing crabs at the moon will help with anything. It does however give Lady Mio an idea. If you can assemble more Great Crystals, you could possibly launch them out into space – or even just have enough to push the effect of the Crimson Moon...away from the Moon. It's another farfetched plan, she'll admit, but there aren't many other options to choose from.

Regardless of how you go about it – the Crimson Moon isn't about to just wait and let you go about as you please. If you're going to assemble together the Great Crystal – it'll focus all of its energy into one single individual. Hopefully your doppelganger isn't still alive.

Never one for a straight up fight, the Crimson Moon's chosen will seek to undermine the Great Crystal and corrupt it bit by bit. Still, with such an apparent target, as long as you're vigilant, you should be able to pin him down and beat

back the chosen. The Crimson Moon can leap from body to body, possessing anyone who even has a fragment of negative intentions in their mind – but eventually his power will be exhausted out. With that nuisance out of the way, the Tribes shouldn't have to worry about its influence for quite some time.

Regardless of how you went about banishing the Crimson Moon, Lady Mio gives you a single shard from the Great Crystal, one imbued with a fragment of her own memories. No ordinary shard of crystal, this shard provokes other crystals to grow around it, acting like a symbiotic creature as it drains off a little portion of magic from each crystal.

While she doesn't mind if you plant it here – she urges you to take it with you – perhaps a tactic to ensure that a fragment of hers will always survive? Regardless, what you do with it – and the remainder of your time – is up to you.

Alternatively, should you let the Crimson Moon corrupt the Great Crystal; things take a much different turn. The Tribes will start to undergo some changes mentally, as the Crimson Moon starts assimilating them and removing some of the unnecessary elements. Concepts like empathy and sympathy are wholly unnecessary in the Crimson Moon's society.

Realizing that you could have ended it all, the Crimson Moon is keen to give you a shard of its corrupted crystal with the ordeal all over. A memento – so perhaps it can spread a little bit of its influence to whatever distant land you venture to. The Crystal will embed itself, and slowly infect magic in the world that it is planted in. The changes are slow and subtle, but slowly, things will bend over to your will.

Perhaps if you had all the time in the world, you could benefit from this.

But if you do – it won't be in this world, as you'll only have to the remainder of your stay.



## [The Crystal Shines Again]

Well...the amount of Miasma in there has cleared up pretty nicely hasn't it? Can't say that we were expecting a meteor to become a parasite, but I suppose we get to see new things every day don't we?

Right, right, that look in your eyes, I know – it's time for you to make that choice again. Well, we've readied the doors for you, so, whenever you're ready!

**1) The Journey Home** – Oh? Are you starting to miss your home? Well, we understand how that feels. No worries, we'll make all the preparations once you step past the door, and you'll be back home again, with everything that you have now.

Make the best of it, you hear?

**2) Under the Crystal's Protection** – Well, if you took the time to fix the world, you should have all the time in the world to enjoy your work, right? This might be the last time we speak, frankly, which is quite a pity, but we'll make all the preparations for you – to make your stay here more pleasant.

**3) Into the Void** – Moving on then, there's nothing more for us to say, so we'll look forward to perhaps seeing you again in the future. Best of luck in your journeys ahead.

## Notes