

FINAL FANTASY XV: KINGSGLAIVE (IC 0.99)

"The night grows long, the shadows grow dark, and sleep comes for those in the land. Some must watch while some must sleep...so runs the world away."

An old man greets you as you come to, though it feels like you've been sleeping for quite a while, and the sensation feels somewhat odd. The old man seems content to let you gather your senses before he addresses you. Soon, you'll be entering the world of Eos – a world that is slowly being swallowed up by a cosmic threat known as the Starscourge.

For the most part humans have given up on the fight against the Starscourge. They seem more preoccupied with warring amongst one another, warring over a legendary artefact called the "Crystal". The year is M.E. 746. It has been twenty one long years since Niflheim began its invasion of the Kingdom of Lucis. In that time, the last of Lucis' allies in Tenebrae have fallen. In that time, Niflheim has laid low one of the gods of old, the Astral Shiva.

Now, all that stands between Niflheim and Lucis is a freshly conscripted group of soldiers – the Kingsglaive, bestowed with the power of Lucis' monarch, King Regis Lucis Caelum CXIII. His power comes directly from the Crystal – together, he and his vassals have protected the country for two long decades.

But his time won't last forever and Niflheim's tenacity knows no bounds.

The Crystal has a mind of its own – five years ago it had already chosen a successor, a Chosen King to save the world from the real threat at hand – this was to be the Crown Prince of Lucis, Noctis Lucis Caelum. Unfortunately, the boy only happens to be ten years old. Now is not the time for him to ascend to his throne – not yet. And so the Kingsglaive still have a job to do.

If the young and future King is to rule well...the Kingsglaive need to protect his future, even if they aren't fully aware of their role in the cosmic weave.

You, outsider, you have a choice in the matter, in how things will turn out. What you do once you enter Eos is up to you. Though you have a decade's worth of time, how you choose to use that decade may very well affect the fate of this world. Of course, the old man and his colleagues won't leave you out to dry. As an obligation on their part, resources will be given for you to prepare yourself with.

+1000 CP

[Matellam Praesto Alicui]

If you're intending to go into Eos as you are, the old man and the Survey Team won't stop you. Certainly, there are plenty of folks in Eos who live day to day without any special edge. However, such an offer is being extended to you if you care to take it. To start, perhaps you'd like to address some of the minor details first, things like your appearance and your personal details.

While the old man advises you that a human appearance is likely for the best, there aren't any specific limitations as far as your appearances go. It would also probably be best if you chose an age and gender with your appearance in mind, but at the end of the day those are up to you.

You may freely choose your appearance, gender, and age within the normal lifespan expected for a human, likely upwards to 70 – 80 years.

As far as helping you fit in with the rest of Eos goes, the Survey Team has attempted to compile information related to various roles where you might fit in. If you'd prefer not to involve yourself too deeply in the affairs of Eos, the old man recommends that you become a Traveller – but you don't necessarily need a background...just that certain preparation measures may be less expensive should you happen to have a background.

Take a look and see if any of the backgrounds interest you.

Background	Description
The Traveller	Travellers across Eos are rather common, though with the war between Niflheim and Lucis ongoing, you might find that guards aren't as friendly as they may have been in the past. As a traveller, you can freely associate with any of the countries, though if you make your allegiances a matter of public knowledge there will be repercussions – so take advantage of your anonymity while you have it.
The Councillor	As of M.E. 746 there are effectively only two governments that can still be considered to hold any sort of weight as far the geopolitics of Eos is concerned. On one hand, Lucis is ruled by a Monarch, counselled by his inner court. On the other hand, Niflheim is ruled by an Emperor, but effectively governed by a Chancellor. This background effectively ensures that you'll have a place in one of these two governments – there's nothing saying explicitly that you have to serve them loyally, but it would likely be best if you don't underestimate either side...they're both very committed to their cause.
The Kingsglaive	A newly founded group of elites, formed for the sole purpose of countering the Niflheim offensive, the Kingsglaive is

	comprised entirely of refugees from regions that fallen into Imperial control. To some extent, these are the folks most motivated to get on the front lines...to reclaim their homeland from the Imperials. Unlike the Crownsguard however, each member of the Kingsglaive has been given power by the King Regis himself. Naturally, they are obligated to serve Lucis...though it doesn't necessarily mean they have to enjoy it – and it's not like the King himself would execute a person for their thoughts either. Naturally as a member of the Kingsglaive your history will be adapted accordingly so that you fit in with the rest of the group, how you use the power you're granted is up to you.
The Imperial	It's hard to say that any citizen of Niflheim gets much respect anywhere outside of Niflheim, and while not all Imperials are necessarily bad the reputation of their kingdom precedes them. Niflheim has a well established reputation for ruthlessly conquering the nations across the continent of Eos, and the citizens of these former nations are considered livestock at best. Such is Imperial superiority after all. Unfortunately, this does extend to Imperial citizens as well. The Empire cares not for the well-being of its citizens, not in the face of its ultimate objective – recreating the glory days of ancient Solheim. The same Solheim that was obliterated by the Astral Ifrit...Doesn't really inspire much confidence in the Empire's goals. But they do boast the strongest army in Eos, thanks to the development of Magitek Troopers beginning in M.E. 723. With their individualities remained and their mortal needs stripped away, these "citizens" of Niflheim perhaps best represents the future of the nation – a nation where only the Emperor and his cherished vassals are alive. Here's a pro-tip for you, he has no cherished vassals, so you're only going to stay in his favour if he sees a reason to keep you human.

Locations

The Survey Team left beacons within the land so that you could have a choice as far as where you would start in Eos. Granted, we only had so many beacons, so you only have so many choices. Still it's better than nothing at all and waking up

in a trash dump somewhere in Insomnia. You may either roll a dice to choose, or if you're willing to pay 50 CP, you may choose at will.

Your Roll	Your Location
1	Insomnia Insomnia is the crown jewel of Lucis, the capital of the kingdom and naturally where both the throne and the Crystal that maintains the throne is kept. Long has the Crystal kept Insomnia safe, even though the Wall it created has exacted a terrible price on both the people and the King of Lucis. One could argue that this is a necessary sacrifice, especially in trying times such as now. Insomnia is the last bastion against the Niflheim advance. It is from here that the Kingsglaive are coordinated – though their fights take them all across Lucis. Unfortunately, with the large influx of refugees...the atmosphere in the city has changed quite a bit over the last two decades.
2	Tenebrae One of the most recent additions to the Niflheim Empire, Tenebrae used to be a staunch ally of the Lucis Caelum family and a sovereign kingdom by its own right. However, with the crushing defeat of the Astral Shiva, the assassination of the Nox Fleuret family's head, and the Niflheim Magitek Army's might, the situation has changed dramatically. Tenebrae has traditionally been the house of the Oracle, the ones blessed to commune with the Astrals who are worshipped as gods in Eos. This sacred duty has tempered the Imperial dictatorship somewhat, and there are rumours that the Emperor seeks to bend the Oracle to his will. There is however, very little in terms of communication going in and out of Tenebrae...most of it is controlled strictly by the Imperial authorities. Being such a "new" colony, it may be dangerous to remain here if you aren't in the good graces of the Empire.
3	Galahd What used to be considered a distant territory of Lucis, Galahd was forcefully taken by the advancing Imperial forces. Perhaps a testament to the weakness of the Lucis Caelum family, or perhaps a testament to the unerring strength of Niflheim, many of Galahd's former residents became the refugees that flocked to Insomnia. From them, many of the Kingsglaive were born. Though many amongst the Kingsglaive hold hope that the war will one day free their homeland, in reality the situation does not look all too optimistic. Unless something changes dramatically, Galahd is very likely to remain an Imperial territory...one from which new Magitek Troopers will be born. Perhaps this is the way humanity is meant to progress?
4	Galea The seat of Imperial power, the home to the most powerful man in the world, the heart of where a mad ambition to bring back the past has been nurtured. Galea is

	the Imperial capital – and now essentially the only other capital in Eos proper, barring Insomnia as the capital of Lucis. Following the conflict with the Astral Shiva, Gralea has unfortunately been locked in an eternal winter. It certainly hasn't had much of an effect on the Imperial advance however...and the MTs don't really seem to care about cold or snow, or...anything really, so one could say that Niflheim has adapted well. The heart of technological development rests here...if the Emperor has his way, it'll be a matter of time before the Crystal resides here as well.
5	Altissia Though Altissia is technically the capital of what was formerly known as Accordo, in reality the situation is a bit more complex, given that Niflheim successfully conquered the entirety of Accordo over an entire century ago. Oddly enough, Accordo was largely spared of the standard Niflheim treatment for prisoners, and has been largely left to its own devices. A city closely associated with water, nowadays there are not quite as many people who remember what sleeps beneath the waters. An Astral – the Tide Mother Leviathan – resides here, and it may well be the reason why Niflheim has held back for as long as it did. More of a tourist town now than anything, Altissia would likely prefer it if they could be kept out of the war between Niflheim and Lucis. But such a wish would probably be a foolish one.
6	Lestallum One of the few major cities within Cleigne, another region of Lucis, Lestallum is a particularly unique locale, thanks to its weather as well as the meteorite which the city is essentially built around. It isn't exactly literal, but the power plant that draws energy from the meteor has allowed for extensive development of the area and as a result there's a fairly well built up population here. It's one of the safest places in Cleigne at least, and the power plant ensures that lights are on all the time – necessary to keep the Daemons at bay. There have always been tales of an Astral nearby as well...though the exact details are certainly a bit vague. It's really more of a myth nowadays than anything.
7	Galdin Quay One of the few outgoing ports where one can book passage from Lucis to the other lands; Galdin Quay is one of the few resort locales in Lucis. With what's happened in Accordo and Tenebrae on top of the unfortunate circumstances that Niflheim is under...it may well be one of the only resort locales in Eos proper. In rather stark contrast to the other places in Lucis, the weather here always seems to be rather temperate, and even though the nights are getting longer, the folks that reside around here don't seem to have too much trouble with the Daemons yet. It's very likely that this is the only reason why the resort has lasted for as long as it has. In any case, it's small enough that the Imperials would probably ignore it, and the Leide

	region in general doesn't hold too much that would interest the Empire anyways. Pretty sure they don't care to conquer a desert...
8	If you happened to roll an 8...well there's no harm letting you pick for yourself. You can choose any of the above locales...or if you have a specific town or sightseeing spot in mind, we'll try to drop a beacon down. It can't be all too specific though...we don't have time to twist space so that you can show up in the Niflheim throne room. But maybe you'd like to go sightseeing in Solheim instead? The Starscourage can be a very interesting phenomenon to study....assuming you don't get killed by it. If you're the adventuring type there's also places like the Pitioss Ruins...perfectly safe, I've been told.

Aside from this, the rest of the preparations are up to you. As the old man said before, you don't necessarily need to make preparations to survive. Heck, you might be able to hide in Lestallum for the majority of the decade and as long as you don't go out at night when the Daemons prowl...you should be fine.

In the event that you do feel like you need preparations though, the old man's associates have split up handling [personal modifications](#), [companions](#), and [items](#) between each of them. There really aren't too many preparation measures available, so the initial sum given to you should be more than enough...but in the event that you do need more, or if you're just looking for something interesting to do, there may be some [possibilities](#) you can consider as well.

[EADEM MUTATA RESURGO]

The old man isn't the one awaiting you, but his younger colleague here has something for you before you proceed to consider what personal changes you want to see. A set of five Crystals, used for specific modifications will be handed to you regardless of your background. You may use these accordingly, though some modifications may have other requirements before you can attain them.

For each background the first tier of options is free and all other perks within the background are discounted by half. There are so...[special options](#) which may bear some attention, especially as they have some rather peculiar requirements of their own.

TRAVELLER

Just One of Ours 100 CP

Normally when people travel, it's easy to get pointed out as a stranger, and being a stranger isn't necessarily a good thing. Sure it can come in handy if you're looking to travel in secrecy, but having some friendly faces really can't hurt. When you travel, you have a rather peculiar knack for getting in close with the locals, even when they aren't particularly known to be friendly.

More specifically however, people don't seem to lose their cool very easily whenever you're around. You could use this as you see fit – if you need to break up a fight for example – but in general, keeping folks around you calm is a good way of getting whatever it is that you're looking for.

Layers Upon Layers 200 CP

While having leaders with a propensity for plans certainly isn't anything exclusive to Eos, the circumstances between Niflheim and Lucis are quite interesting. For one thing, the two kingdoms have been at war for over two decades now...and both sides have spent the good part of the two decades laying down plan after plan. Unfortunately for you and most of the innocent folks of Eos, both leaders seem to share a fondness for convoluted, secretive plans.

This is more of a countermeasure than an option for personal improvement, but if you find yourself stuck in the webs of somebody else's plotting, you'll become immediately aware of it – though you might not figure out all of the details immediately. But being an outsider as you are, if you do become an unwilling element in someone else's plans, those plans will be affected by your wild card influence enough that they'll be led astray. If some part of the plan can fail and you're around – well it's much more likely to fail than before.

Rite of Passage 400 CP

If you're planning on venturing across the vast expanse of Eos, you're probably going to come across many places where entry is either gated behind a trial, or artefacts that have hidden tribulations bound into them. Unfortunately for most of these potential pitfalls, you're not going to find an instruction manual nearby.

You could possibly work out the intricacies behind locked doors and such eventually, but there's not much warning behind cursed rings and possessed weapons.

Thankfully, even if you do find yourself tossed into hot water due to your own greed, you won't be immediately roasted just yet. Should you be forced to overcome a trial, you'll find that the process isn't as difficult for you as it might be for others. And if you are doomed to failure inherently due to lacking what was needed, the price for failure won't be nearly as great as it could be. Still...it might serve you better not to dig into every nook and cranny or pilfer every chest, as enticing as it may seem.

Forging an Heirloom 600 CP

When a kingdom has had over a hundred kings, it should be pretty evident that there's a rather extensive history here in Eos. Along with that extensive history is a number of artefacts, passed down in each of the families blessed by the Astrals. As an outsider you're probably not going to be able to get your hands on anything blessed by the Astrals. However, if you're willing to put in the time and the sacrifice, you might be able to make relics of your own.

The process is rather straightforward to begin with, considering its roots were also rather straightforward. Just by committing a large amount of magic into an ordinary item, you can turn it into the basis for a new relic. But in order for the relic to grow, it must be passed down from one hand to another, so that it can develop a history of its own – not unlike the Ring that belongs to the Lucis family, or the sacred Trident of the Oracle.

With each individual that comes to utilize the relic for a period of time, the relic will continue to grow. Like the same artefacts bestowed onto humans by the Astrals, should the wielder be willing to donate their own life force, the relic can grow even faster – but this remains optional in any case. The changing of hands however, is mandatory if you intend for the relic to grow – and on its part, the relic will seek to create a memento of its wielder. Once enough time is spent between relic and wielder, the wielder can imprint one of their own skills into the relic, to be passed on to the next generation. Certainly it won't be a perfect translation, but it'll suffice to help the relic grow even further.

TRAVELLER [MODIFICATIONS]

The Outsider's Resilience 1 CC

In contrast to one who never leaves his roost, the traveller grows far more quickly, moulded by the trials that their journey imposes upon them. Whether they face vicious beasts or strange illnesses, the traveller must overcome these challenges if they are to continue. To undergo any journey of length, the traveller must be resilient – and this modification seeks to make them so. Each time it is taken, the traveller's resistance to all forms of harm and hardship is increased, in preparation for what they must face going forward.

The Observer's Awareness 1 CC

When people grow accustomed to a place, it becomes easy to overlook the routine details. Things stowed away in corners get ignored while odd details are taken for granted, all of these are just assumed to have always been present. But as an outsider, you don't have these preconceptions that the locals have. The things that are off, things that are strange all become very clear to you at first sight. Your observational skills are largely improved as a consequence of this modification.

If you travel enough, there really won't be too much that will surprise you, and for each time you take this modification, the range at which you notice things increases in addition to the speed at which you react.

Sine Die 1 CC (Requires Any Traveller Perk above 100 CP)

As you travel throughout Eos, you might notice a rather peculiar phenomenon in that the nights seem to be steadily growing longer, arriving earlier than expected with the sun rising later than expected. It's a very odd phenomenon to be sure, and the people not seeming to notice also seems a bit strange, but it does trigger a rather peculiar consequence – people seem to benefit far more substantially from the effects of rest.

With this modification, each time you get a good night's sleep, the pace at which you can work and learn afterwards increases by a fair bit. Each time this is taken, the effect lasts longer and the magnitude of the increase is further improved. One would hope that eventually the day and night cycle stabilizes somewhat...but on the other hand, you can also be thankful that you don't have to sleep in a pricey hotel or anything to get the benefits of a good night's sleep.

The Matter of the Inheritance 1 CC (Requires Forging an Heirloom)

A very simple modification that allows an additional skill or ability to be imprinted onto a crafted relic by the wielder each time this is taken, one should take care

to ensure that the relic does not become too complex for its own good. It's better to reinforce what already exists than to stack so much into an object that one begins to forget what was already inside to begin with. Even the Ring of the Lucii, for all of the hands it has seen, remains a relatively simple, if extremely powerful relic.

Of Predecessors Past 3 CC (Requires Forging an Heirloom)

Another relatively simple modification, but this one may have a rather substantial impact upon the relic being crafted. In addition to imprinting a skill upon the relic, the wielder can engrave memories within the relic itself, such that the successors who receive the relic in turn can witness how the artefact was used, or whatever else it is that the previous wielder wished for them to see. With each memory engraved into the relic, the relic's strength increases substantially, though what this actually does will be largely dependent on the purpose of the relic when it was first created.

COUNCILLOR

A Modest Proposal 100 CP

Getting people to agree with you is the most necessary skill to have as a councillor. Whether you're trying to convince a mad emperor not to set monstrosities loose on a city, or whether you're trying to convince a tired council that peace is not what it seems to be, if you can't get your point across and make it seem agreeable...you're not going to get anywhere. Thankfully, your abilities at both debating with others and knowing the proper choice of words to use has improved by a fair bit, so even if you weren't the best orator before, you'll at least have a decent chance now.

As a councillor however, you do get to enjoy some additional benefits – for one thing, regardless of where you go, you'll be able to enjoy a small bit of immunity, the same kind a foreign ambassador from Niflheim might enjoy were they to visit Lucis. Granted there hasn't been an ambassador for decades, but given that the war is still raging on, you can't really blame them. Just don't push your luck too far – even if you're recognized as an official, you don't want to push folks to break the law when you don't need to.

Noblesse Oblige 200 CP

Some people would argue that there should be very little difference between a councillor and a diplomat, and it is true that in both professions, one deals with many people who cannot be offended under any circumstance. From folks that have too many connections to folks that are outright royalty, it can be quite a challenge if you don't choose your friends wisely.

Thankfully you don't have much of a problem making friends, or at least making friends with the people who could become very helpful to you. People in high places, people with a good standing amongst the circles all seem to treat you rather amicably, without minding whatever status you possess yourself. Being friends as you are, you don't seem to have any problems acquiring material aid when you need it. It would be wise however, not to ask the impossible of anyone or abuse the aid that they lend you – your reputation won't stay pristine forever if you make a habit of abusing the generosity of friends.

For the People, By the People 400 CP

The council of the King has always worked to serve both their liege and the people of the kingdom, at least, that's how it should be on paper. But pit two countries against one another in an endless war, and it won't be too long before the people and the rulers start to drift apart. Folks who want the war to end, folks who can't agree with the ruler's philosophies, the longer the conflict continues, the more opportunities for unrest comes up.

But even that can be utilized in the hands of a skilled manipulator. It might seem a bit dubious to manipulate the masses – but if it's for their own good, then what could it hurt? Using simple notions of dissent, dissatisfaction, or even just common emotions, you can amass crowds of like-minded folks and subtly nudge them into action. Since you're the one holding the strings, regardless of what it is that you're actually after the masses will remain clueless of your intentions.

While your reputation with the people generally won't suffer as a result of anything that happens, do be wary that if you do anything to damage your reputation, it won't magically fix itself either. Of course, you're not very likely to rally anyone if you've given them reason to hate your guts.

Rite of Establishment 600 CP

Infrastructure is one of the most important civic duties, but in a place like Eos, it's also tied very closely to some of the oldest forms of magic in the land. The most evident example of this lies within the city of Insomnia, where an ancient magic sleeps, resting within frames of granite and skeletons of chiselled marble. Though one would hope that the need to awaken the Old Wall should never come to pass, for centuries the Old Wall has been slowly built within the city, massive statues depicting the ancient kings of Lucis – ready to awaken in the event that their protection is necessary.

Just don't assume that they're here to protect the city.

But that is the magic that you're capable of bringing to bear. Like some other Councillors within Insomnia's court, the magic has the Crystal as its origins, but you'll have to draw upon strength from deep within yourself to utilize this. You

can bring to life statues, animating them with the very legend that inspired them.

Depending on the details of the legend, each construct you animate may handle itself different – but a general observation is that the more fame and history the statue possesses, the greater its strength when animated.

The nature of this magic was protective from the very beginning, and constructs animated in such a fashion instinctively look for something to defend – generally that's probably you. Once they do decide upon a course of action however, they'll follow it unerringly, not even the largest of Daemons can deter them, unless they are completely obliterated. Should you run out of magic to sustain them however, the statues will instantly revert to a state of lifelessness.

As the skills and prowess of the animated constructs are largely dependent on what their legends speak of and what they possessed in life, it would probably be wise to brush up on your history. In Insomnia alone there are plenty of statues belonging to old kings and queens, and each of those, as you might suspect, is part of the Old Wall.

COUNCILLOR [MODIFICATIONS]

Mundus Vult Decipi 1 CC

Aggressive negotiations suffice when they work, but those who take up public office can't rely exclusively on the use of force alone. After all, there is the matter of a reputation to consider, and a councillor needs to be just as flexible as a diplomat, if not more so. While this modification won't do your job for you, it does make you more amicable and more charming to all those you encounter every time you take it. How you apply your newfound charm will likely decide its effectiveness, but a councillor should be able to make good use of all the options at in their disposal, no?

Praemonitus Praemunitus 1 CC

For a councillor, possessing credible and useful information at hand is far better than an entire battalion of troops deployed in the field. More than anything, a councillor needs to be able to see the bigger picture at hand if they are to stay one step ahead of everyone else. As a councillor, while you might not necessarily possess the means to keep tabs all across the country, this modification could lend you a hand. With each time it is taken, you'll attain more information about an area just by visiting it – details from the sentiments of the people to activities related with other countries.

Non Sibi Sed Patriae 1 CC

(Requires Any Councillor Perk above 100 CP)

There are many men who live their lives looking for a cause to serve, looking for a leader to follow. When that cause is convincing enough, or if the leader is charismatic enough, these people are willing to do everything in their capacity for their sake. When a cause cannot be found, where there are no leaders, you possess the ability to guide the beliefs and expectations of others towards an individual or ideal of your choosing. Some people might think of this as merely propping up a figurehead, but these figureheads of yours are particularly sturdy, and even if something catastrophic occurs the people will still believe in them regardless. For each time this modification is taken you can designate an additional two individuals or causes.

Perhaps you could use this to help the young prince of Lucis; the Astrals know that the poor boy needs all the help he can get.

Si Vis Pacem, Para Bellum 1 CC

(Requires Rite of Establishment)

Though magic isn't especially copious within Eos, the magic that exists is remarkably potent. Though many see it as a relic from a time that is quickly fading away, something like the Old Wall of Insomnia possesses a remarkable resilience, making it capable of fighting off an invading army if need be. Perhaps this is only to be expected though, considering the Old Wall is in fact, the last line of defence for Insomnia.

When you bring to life the legends of old, for each time this modification is taken, their resilience and durability increase by a fair bit. Though normally the animated constructs will continue to fight until you lay them back to rest or they're completely annihilated, this will flat out reduce the likelihood that they'll be scratched in the first place. Should they be completely destroyed, for every two times this modification is taken, they can instantly reform on their own accord.

Munire Morem, Non Stare 3 CC

(Requires Rite of Establishment)

Though modifying the magic of something with foundations as deep as the Old Wall can be difficult, it isn't quite as hard when the legends make themselves. This modification works on a particularly large scale, allowing the statues to form themselves out of whatever material is available nearby if you happen to run into an emergency situation, though naturally this requires more effort on your part.

The power of the formed statues is largely dependent on whatever materials are available nearby, and as such they won't necessarily be solid. Of course, their strength being dependent on their cultural significance, the material only contributes to a portion of this. However, while active, all of the conjured constructs will learn quickly, and adapt their abilities based on the shared vision that all of them now possess. While you'll likely still have to release them eventually, they'll retain a certain measure of quality should you conjure them forth again.

KINGSGLAIVE

Rites of Initiation 100 CP

Every Glaive has to go through basic training, and unlike the Crownsguard, the training they receive isn't just a matter of physical drills or attaining weapons proficiency. Adapting to the gift of the King is a necessity if one wishes to survive as a Glaive, on top of the skills that a soldier should expect to have. A weapon, for a Glaive, can be anything from a firearm to magic, and as such each Glaive is expected to at least have a basic proficiency with each of these. The same goes for a wide variety of battlefield equipment not related to weapons, like vehicle handling and communication devices.

Fighting with the King's gift can be unpredictable, but with enough practice you can control the chaos to some degree. There's one particular trick in utilizing the King's magic that involves the use of throwing weapons in order to manipulate the Crystal's warping magic, and by the end of basic training, you'll find that the speed, range and accuracy of your throws will improve to phenomenal levels.

Once you've gotten the hang of warping, you'll be relying on that throwing technique, so don't let it get rusty.

For Hearth and Home 200 CP

It's no secret that every Glaive has a reason to fight other than Insomnia. In fact there are probably more Glaives fighting for a home aside from Insomnia than there are Glaives willing to fight for Insomnia. But no matter what their motivation is, the most important thing is that the Glaive remains determined to fight. Unlike the Crownsguard, the Kingsglaive live and die on the front lines...it requires an immense amount of mental fortitude to continue fighting in spite those conditions.

Many Glaives have performed amazing feats on the battlefield, things that no human should have business ever doing, but desperate situations and a spirit hardened by constant battle can come together to make miraculous things happen. You'll find yourself in plenty of desperate situations once your fight begins

in earnest, but even with grievous wounds you'll be able to plough on ahead through the force of will alone. Steel your mind and maintain your focus regardless of what comes your way, if you can do this, even if you aren't the most physical capable out of all the Glaives, you'll still be able to slug it out with the best of them.

Rite of Unity 400 CP

It's said that each Glaive possesses a fragment of the Crystal's power, and while individual fragments can still be amazingly powerful, it is in working together that the full power of the Crystal can be brought out. This is naturally most apparent when it comes to casting magic, and when multiple Glaives come together, the magic that they becomes greatly magnified. For each additional Glaive that comes together, the spell is further enhanced, enough that a group of Glaives can call down a veritable storm of magic, enough to wipe out entire waves of Daemons all at once.

For you, it doesn't necessarily have to be alongside Glaives, though it would be for the best if it were so. Your companions with some level of magical proficiency for instance, can also substitute and enhance spells alongside you, and the effect will be more significant if they have the same training as you for this. As long as they're present, they can act as a conduit for the spell casting process, though they'll experience the same strains that you would during the casting process.

Too Much is Never Enough 600 CP

As a soldier, each Glaive knows that the next battle could be the last. But even if the end is to come, it would only be fitting for a Glaive to face it with everything they have. As it is the Crystal that gives magic to the Glaive, it's possible for the Glaive to draw upon more power...if they're willing to sacrifice their life energy in exchange. Such is the exchange that a Glaive must be ready to commit to, in the worst case scenario.

Whenever you happen to be in a pinch, or whenever that extra burst of strength is absolutely necessary, you can intentionally sacrifice your life force in order to exchange it for a massive amount of magical energy. This isn't merely limited to yourself, but your comrades fighting alongside you can similarly enter such a state in order to attain the strength they need.

While your magical strength does magnify substantially during this state of desperation, it'll also constantly drain, as the power granted to you will exceed the limitations of your body. As long as that you retain even a shred of magical power however, your body won't expire, though it may take a severe amount of punishment in the process. As your body effectively operates on magic while under the Crystal's "blessing", you'll find that your body continues to perform at

its peak regardless of what happens. Just don't stick around once your magic reserves start to falter; if there is nothing left to consume, your body will revert to normal, in a much worse state than where you started off.

KINGSGLAIVE [MODIFICATIONS]

An Affinity with Royal Blood 1 CC

It's a well-known fact that the Kingsglaive were specifically chosen due to their affinity with the Crystal and their ability to handle the strains of utilizing magic. But even amongst the Glaives, there are some who are more adept at the craft than others. With each time this modification is taken, your own magical prowess is improved – for every skill in your repertoire, not just that which was granted to you by the King.

Rigors of Training 1 CC

While some Glaives prefer to utilize the gift of their liege, there are others who prefer to rely on their martial prowess, and in comparison to the Crownsguard that watch over a peaceful city, the Glaives are amongst the strongest that Lucis has to offer. Honed endlessly in combat, the battlefield is the proving ground for all Glaives, and fighting head to head against Imperials and Daemons continues to keep them sharp, keep them strong. For each time this modification is taken, your physical strength improves by a fair degree – and your physical resilience with it.

Serving a Surrogate Liege 1 CC

(Requires Any Kingsglaive Perk above 100 CP)

Each Glaive is very aware of the fact that their power stems from the King and in turn from the Crystal. If the King were to fall, their powers will vanish along with him. It would perhaps be a measure of prudence to look for alternatives, to consider a failsafe measure just in case the worst case scenario comes to pass.

With this modification, you may attach your powers to another individual in the same manner that each Glaive is dependent on their King. Even in circumstances where your power may be stripped from you, as long as that individual is safe and sound, you retain a portion of your power regardless. You can take this modification multiple times, linking yourself to a different individual each time and consequently retain a larger amount of your power.

Running on Borrowed Time 1 CC

(Requires Too Much is Never Enough)

In times of tribulation, it's normal for people to falter. But where others have room to do so, the Kingsglaive cannot afford to yield or fail. The strength of the

Kingsglaive is the only thing that keeps the Imperials from marching on to Insomnia's walls. Desperation breeds strength, and when one is willing to put everything on the line, willing to sacrifice it all for a glimpse of a better tomorrow, the strength that answers them may be more than anything they've ever held.

For each time this modification is taken, your magic reserves increase by half. If the time comes when you need to put your life on the line, this modification will increase the strength that you attain from your sacrifice. Any talent you possess which utilizes your life force will be strengthened for each time you take this modification, and the toll it takes on your life is reduced.

Linked Glaives 3 CC

(Requires Too Much is Never Enough)

As the only mobile unit amongst Lucis' forces, the Glaives are used to fighting alone without any support. Well, no other support besides the other Glaives anyways. While the Glaives aren't a particularly large unit that still comes with its own benefits, particularly since the group happens to be rather close knit. Each Glaive knows that they can depend on the strength of another to get through trying times, and when another depends on them – they'll rise up to the occasion. The same can probably be said regarding you and your companions – this modification makes it such that when your powers are shared with your allies, that power is further strengthened for each ally you share it with.

IMPERIAL

Magic and the Machine 100 CP

Niflheim is known for one thing above all – it is without a doubt the most militaristic and aggressive nation within the entirety of Eos. It helps that there really aren't any other nations that care to contest them for that position, but what has made most of the contribution is their high fanatical dedication to the assembly of a Magitek Trooper army. Niflheim, without any question, is the leading authority as far as merging science, technology, and magic together goes. It's just the magic part that gets a bit dubious considering the nature of the Starscourge.

As an Imperial, your ability at merging these fields together is definitely up there amongst the experts. Whether it's the process of assembling a MT or tuning them, you won't have many problems addressing the Empire's needs. Being so complex, this kind of expertise is the sort that comes with additional quirks. You'll find that with many magic dependent devices being somewhat similar, you can actually drain from the power source of things like MTs and magitek machines without external aid – this can weaken them to the point where they may simply shut down.

Just Pieces on the Board 200 CP

Though some folks question the usage of “inhuman” war assets like the MTs, there really is no doubt that the MTs have made the most substantial contribution to the war effort, with the MTs' lack of individuality being a major contributing factor in turn. With a bit of adaptation, you can apply that same philosophy to other constructs and machines as well.

Essentially you can impose your influence upon anything that doesn't have enough of a will to resist you. Not unlike the MTs, it helps if you have just a little bit of Starscourge to keep them tame, but that isn't really a necessity and not everything takes well to Starscourge infection anyways. If they happen to drift away from you, or if you happen to be influencing too many, you may find controlling them to be slightly difficult. However with greater amounts of energy, you can retain control over a larger group of people – enough to assemble your own makeshift MT battalion. You should probably refrain from airdropping them though, particularly if their parts weren't intended for it.

Reining in the Scourge 400 CP

Without their efforts into understanding the nature of the Starscourge, Niflheim wouldn't be where it stands today. Though their grasp of the Starscourge certainly seems firm and the MTs are without a doubt effective, from time to time it almost feels that the Starscourge has a mind of its own. With that in mind, you might want to consider this countermeasure, especially if you plan on utilizing the Starscourge for your own ends.

Handling a virus with a mind of its own doesn't come easy and in most subjects there's usually a period of resistance where the body refuses to accept the foreign invader. To better smooth out the process and keep both the subject and the virus alive, you can suppress both the invasive tendencies of the virus as well as the defensive instinct within the subject. With enough reinforcement, you can create a stable merger where there normally should be none. In practice, the folks at Niflheim have only utilized this to create Daemons that could operate

under fierce sunlight – by augmenting them with technological components.
There's no reason why you can't take it another step further though.

Be wary of one thing, though it may be easy to introduce a foreign body into a subject, removing it may not be quite as simple, especially if a measure of stability between invader and host has already been achieved.

Rite of Sacrilege 600 CP

Though there are plenty of folks in Niflheim who disagree with the development and usage of MTs, it's really the use of the Daemons that leave people with troubled minds. While the MTs at least look vaguely human and can be restrained, the likes of daemons like the Cerberus and the Crawlers do really improve the Imperial image as well, especially when they kill indiscriminately. Still, if it means winning the war, losing public support isn't too much of an issue. Worse comes to worst, the people can be modified into MTs as well after all.

Or better yet, the people can also be put to good use as well. Humans naturally can become with Daemons with time, though normally the Starscourage takes a fair bit of time in order to corrupt the mind and defile the body. Even without a sample of Starscourage on hand, you can still initiate the corruption process and transform another individual, willing or not, into a Daemon. With a sample of the Starscourage present it'll be much harder for the subject in question to resist the corruption process, but even without, if you can successfully transform them into a full Daemon, they'll find it rather difficult to reverse the process.

There are some in Niflheim who believe that great Weapons can be created if multiple humans were used as sacrificial vessels. While individual humans suffice in the creation of Magitek Troopers...these Weapons that the researchers have been considering are intended to break apart cities and armies, perhaps even topple the Astrals from their divine perch. Still, there's no telling just how much flesh will be necessary to create such a beast – it might be best to stick with the regular Daemons, those are still quite effective against the majority of the resistance that Eos has to offer.

IMPERIAL [MODIFICATIONS]

Refined Synthesis Processes 1 CC

Without a doubt the Niflheim army stands as a testament to the notion that quantity can indeed trump quality, but that isn't to say that they've forsaken quality entirely. With the process for mass creation established, there is now plenty of time to aim for quality – this much can be seen with the newer generation MTs as well as the special Daemon being produced for the war effort.

For each time this modification is taken, regardless of the process you use to create the creature in question, the strength and quality of the creatures you produce will increase by a fair bit. How this actually affects the creature will naturally depend on what role they were intended to serve.

Refined Growth Processes 1 CC

But regardless of whether you target quality or quantity, timeliness is something that cannot be neglected. A defective army isn't good, and naturally a small army won't help, but having no army at all...would be disastrous for rather obvious reasons. Whether you're working in a Niflheim production facility or out of the key laboratories in Gralea, you need to get your products out on time or no one will take you seriously. This modification is meant to address that key point – for each time it is taken, your speed at creating products at normal quality increases and if your product requires time to grow, that time is shortened as well. This will probably come in handy with the next batch of Magitek Troopers...

Scourge Submission 1 CC

(Requires Any Imperial Perk above 100 CP)

Of course, Niflheim wouldn't work with anything that could potentially destroy them from within, and while the intricacies are rather vague, the Starscourge used to make things like MTs and the Imperial Daemons does seem to be under control – for now. It's probably for the best to have a means for control, should you decide to utilize the Starscourge or any other similar virus for that matter.

That's what this modification aims to do in any case.

For each time it is taken, this modification will reduce the negative consequences of things like parasites and viruses. This slows down the rate at which they spread without negatively affecting performance, and reduces the degree by which their potential side effects may hamper the target.

The Scourge Propagates 1 CC

(Requires Rite of Sacrilege)

Though some may feel that employing the Starscourge has removed a very critical element from the equation of war, the Starscourge has proven itself to be an effective weapon, capable of overcoming even the strength of Crystal magic when deployed correctly.

There is no doubt that the Starscourge is extremely adaptable, capable of shifting its form into a wide variety of possibilities. The Daemons stand testament to that, as do the Magitek Troopers. For each time this modification is

taken, should you either conjure forth creatures or create them, you can create a secondary Starscourge “copy” of the creature. Mindless but obedient, these replicas make for good cannon fodder at the very least, and with enough numbers, even a wall can be toppled.

Amidst the Darkness 3 CC

(Requires Rite of Sacrilege)

Despite the photophilic nature of the Starscourge identified by the scientists, the structure of Daemons doesn't seem to hold up under any measure of sunlight, this is severe enough that field operations utilizing Daemons requires careful consideration of the weather conditions, or some way to block out the sun. Near Nflheim, due to the constant snowstorm, this isn't much of a problem. In fact, the constantly obscured sun has led to a different discovery.

With this modification all of your creatures will be strengthened in the absence of light, whereas small amounts of light will provoke them to begin regenerating. The effect cuts off at a certain light threshold, at which point there won't be any effect in particular. The creatures you create with the element of Starscourge within them will be able to endure the exposure of light to an extended degree. This trait is retained regardless of whether they possess the Starscourge within them,

ALTERNATIVE MEASURES

As previously specified, none of these options are discounted. Any specific requirements will be indicated alongside the option.

The Crystal Fragments 50 CP -> 1 CC

If you find that you have an insufficient sum of Crystals for modification purposes, the Survey Team can provide you with more, but beyond the five that you were given you'll have to pay for extras.

A Test of Faith [SPECIAL]

In the distant past, when Astrals had a more prominent role in the world and the Starscourge was not so pressing a threat, Astral and man shared a much closer relationship than that which they possess today. A closer relationship does not necessarily indicate a more amicable one, but in comparison to the state of affairs now, there was certainly a greater deal of interaction between the two parties. It wasn't unheard of either, for one to receive the blessing of an Astral.

Each Astral contains within them vast amounts of power – the power that the people of Eos calls magic was a gift bestowed upon man by the Astrals after all.

Though many of the Astrals lie dormant now, awaiting the arrival of the Chosen King, it may still be possible to obtain a blessing from them, and in turn obtain the gift of magic.

In order to access these abilities however, you'll have to submit yourself to the [scrutiny](#) of an Astral. Which one you choose is up to you...we've made notes accordingly on the six Astrals found in Eos at this time. Don't worry, if you submit yourself to them, they'll hunt you down sooner rather than later.

The nature of their magic is relatively simple – each Astral governs an element, and by withstanding their trials you'll attain a basic mastery of said element, learning to wield it as a sword and as a shield. If you're still curious, the Survey Team did indeed document a [list](#) of known Astrals. But while elemental magic is quite rare – really any form of magic is quite rare – there is still some possibility of growth, depending on what type of path you'd like to follow.

Naturally this will cost you a bit, seeing as the nature of these abilities goes beyond what one would consider as “natural magic” for a rudimentary mage in Eos. But of course, this was why the old man's colleague had given you additional resources after all. You should find that the amount should suffice, but perhaps if it is necessary, you can submit yourself to further scrutiny to the Astrals and attain a greater boon?

Secondary Elemancy 1 CC

Normal usage of magic in Eos, for those who possess the gift is rather straightforward. The display can be rather fancy of course, but throwing out a spell doesn't necessitate too much thought on the caster's behalf. Elemancy however, is a bit more complex, and by no means should one assume that anyone who can cast a spell is capable of elemancy.

Elemancy is essentially the creation of a spell by extracting the essence of elemental energy from a natural source and merging it with other reagents in order to create a final spell with varying effects. The spell's outcome is largely affected by the properties of what was used in the synthesis process. The use of a potion in the synthesis process will have a vastly different effect compared to the use of a poisonous stinger for example.

The elemancy this modification teaches is dependent on the Astral's element that you chose, such that you'll be able to extract that element, and make spells with that element as a foundation once taken. While generally spells only have one or two modifiers via the synthesis process, if this modification is taken multiple times, you may choose to modify an already modified spell and repeat the process for each time you've taken the modification.

Astral Projection 1 CC

From what the legends say of them the Astrals possess massive bodies, but in spite of their size, it would seem that Astrals possess the ability to move about Eos completely unnoticed. While it seems plausible that the Astrals possess some manner of ability to traverse through unseen dimensions, unfortunately you'll have to settle for something a bit more practical.

The ability to instantly warp from one place to another isn't anything to scoff at of course, but unlike the Astrals, you'll run out of juice if you try to abuse it too much. Not unlike the same warping ability granted to those receiving the Crystal's boon, the distance can go a fair ways – and thankfully you don't need to toss an object to the destination to go anywhere. This modification can be taken multiple times, each time increasing how many times you can use this in rapid succession. If you happen to be in the service of an Astral, the nature of the warping ability will shift to reflect the elemental domain of the Astral you are serving, such that flames may appear where you warp to, should you serve the Infernian Ifrit for example.

The Tongue of Spirits 1 CC

One very notable peculiarity that the Astrals display is that they do not speak in the same tongue as humans do. While some Astrals have demonstrated the capacity to do so, it seems that for the most part Astrals communicate through their own tongue – a language that has most definitely been lost with the ages. However, you are capable of not only understanding it, but also comprehending it. This modification extends to other spiritual creatures that may speak in eldritch tongues. If you chose to bind yourself to the service of an Astral, you'll find that their voice reaches you regardless of where you are...something that could come in handy if you are ever in need of advice or clarification. There's no guarantee they'll answer you though.

Purity of Spirit 2 CC

The Astrals are wholly dedicated to the well being of the planet, and while this doesn't mean that they require humans to be present and thriving, it would help if they slowed the spread of the Starscourage amongst the humans. To this end they had originally assigned an Oracle – a person who would not only commune with them, but also hold the darkness at bay until the Chosen King could arrive.

Unfortunately with the state of affairs as it is, the Astral's Oracle isn't exactly free to do whatever she wants. With this however, you can at least lighten her burden by purifying those you come across that are unfortunate enough to be afflicted by the Starscourage. Similarly this works for other infections as well,

Environmental Infusion 2 CC

Though the Crystal remains the core means by which many humans come across magic, scattered across Eos are many nodes of elemental energy that even the most novice of Elemancers can extract from in order to practice their craft. It isn't however, the most convenient arrangement, considering one must venture out into the wilderness in order to extract from these nodes.

Thankfully this allows you to enchant nearby stones in order to charge them with the elemental energy of your Astral's domain, thereby creating a new node of elemental energy for when you need it. Any spell caster with a handle for extracting energy can utilize these nodes, though they'll only contain however much energy you place into them. You can use a similar process to recharge expended nodes, even if they originally were of another element.

Purity of Form 2 CC

It isn't unheard of for an Astral to possess the form of a human, though generally if an Astral comes to a human's aid it would seem that they prefer to be in their native forms. A partial possession of your body by the Astral in question however, allows you to temporarily "become" a being of that element – a body of flames or snow for example. You can freely manipulate the element while in this state, and your body adopts its elemental properties, ignoring existing ones you may possess. While in this state, you can heal from wounds by absorbing the element your body is composed of.

Breakwater 3 CC

Do not ever forget what it is that the Astrals are after, especially if you choose to serve one. The Starscourage is, and always will be, the greatest threat to the planet, and for the most part everything that the Astrals have done was largely to fight off this scourge.

As their agent, your presence alone can force the Starscourage back. Daemons weaken in your presence, those born of the scourge's influence will find themselves slowly unmade with you around, and provided you stay long enough, you can even reverse the damage that the Starscourage has inflicted upon a locale. But at the end of the day, you're still only one person – and though you may be able to save some, the scourge will continue to spread elsewhere.

Still, any amount by which you slow down the Starscourage will help, even if it's just to buy time for the Chosen King to ascend to his throne. The ability that you possess will also work on other viral forms similar to the Starscourage, though its effectiveness won't be as substantial.

The Covenant 200 CP [Requires a Test of Faith]

The Astrals do not simply give their aid to anyone who demands it. In times such as these, with the Starscourge continuing to spread, the majority of Astrals do not concern themselves with the petty squabbles of men. But that isn't to say that the Astrals are completely hands off on intervention, especially if there's an actual threat posed against them or their directive. Ifrit, for example, had no qualms laying the entirety of Solheim to waste.

In moments of peril, you may find that the Astral you serve will come to your aid without any beckoning and at no cost. When an Astral commits to the fight...well, it's very likely that the entirety of your surroundings will be devastated, though thankfully you and your companions will be exempt from their wrath. Depending on which Astral you serve though, this may leave you with quite a bit of collateral damage to take care of afterwards. Niflheim can testify to that – they're still busy dealing with the aftermath of fighting Shiva.

The Astral is not a being that can be merely banished, but it also isn't under any particular obligation to stick around for too long. Though they may fall under sufficient firepower, these beings do not understand the concept of death in the same fashion that humans do – and as such, unless another Astral deals the finishing blow, death appears to only be a temporary setback for them.

[QUIS CUSTODIET IPSOS CUSTODES]

Whether you're looking for companions or looking for ways to help your companions, the old man's associate can address your needs. Of course, you'll have to be willing to fork up some of your resources if you're considering either option – the process isn't effortless after all.

There is one minor detail to take note of, as the Survey Team picked up a straggler who claims to be from a different world. A different world with another Insomnia and another prince Noctis. If you weren't aware, that's referring to the young Crown Prince of Lucis. We can't really check the validity of her story, and there doesn't seem to be a way to return her to her world, so maybe you'd consider entertaining her as a travelling companion? She seems to have some measure of insight into these Crystals...and the powers they bear.

Friends from All Places 50/300 CP

Having allies is good and all, but making sure that they can keep up with you can sometimes take a lot of work. While the amount of resources we can give them is limited, if you'd like for your companions to fit in with this world a little better, perhaps arranging for their entry into this world won't be a bad idea? Though you will have to foot the cost, the old man's associate can take care of the rest of the details, which includes everything you went through for initial preparation.

Import a companion for 50 CP; they gain 500 CP to spend on skills and items, and 5 Change Crystals to use as they see fit. They'll go through the same entry procedures as you would, so they can choose their gender, appearance and background at will.

You may import in a batch of 8 for 300 CP, with the same benefits.

The Denizens of Eos 50 CP

If you're instead looking for a companion from amongst those native to Eos, the old man's associate can help you with that as well – but note that with the world in the state that it is, the affairs of man and Astral are...a bit complicated to say the least. If you're looking to find a companion from amongst the natives, you'll have to convince them to come along with you. How exactly you do that will be your own problem to solve, but any modifications made won't take into effect until you can do so. Naturally if they die before this...well, let's just say if you want them as a companion, it would be for the best if they don't die to begin with.

Convincing an Astral is...a tall order to ask of anyone. So while you may be able to convince a human, maybe a messenger, maybe even a daemon, you're not likely to sway a pillar of Eos to follow along with you.

So long as you can convince them to join you, you can find a companion from any of the locals in this land. While they receive the same benefits an imported companion will receive, choices made to help them won't take effect until you can successfully convince them to join you. Their choice of background won't override their existing identity and only applies for perks.

You may use this option to create a new companion, not necessarily human.

A Wave of Change 100 CP -> 50 CP

Maybe you find that you have too much resources at hand, while your companions have too few? If you'd like, we can exchange it so that your resources will be distributed to each of your companions. For each 100 CP you spend, your companions will gain 50 CP – provided that they would gain CP normally.

A Young Lady of the Nox Fleuret Family 100 CP

Though this young lady says she belongs to the Nox Fleuret family, oddly enough she doesn't exist in any of the family records. Stella, as she goes by, seems to be either memory impaired, or her Insomnia isn't the same one as the one here in Eos. Well, the Void is a pretty expansive place, so I wouldn't rule out the latter.

Born of a merchant family, her wealth will become fairly evident if you choose to travel alongside her. For one thing, she seems to have a fair stash of the world's currency regardless of where she travels to. If anything, it's a sign that the Nox Fleuret family she speaks of isn't the same one as the one here in Eos.

To make her circumstances even odder than normal, Stella's memories include yet another Noctis – that is, the Crown Prince Noctis. You might need to talk things over with her to make her understand that this Noctis likely isn't the same one as the one in her memories...and she doesn't need to fight him.

As delicate as she may seem, the young Nox Fleuret heiress (or is that ex-heiress now?) is fully capable of fighting, using a form of magic that can only be described as "Crystal Magic" due to its striking similarities to the magic utilized by those of the Lucis Caelum line. The weapons that she conjure have a similar strength to the arsenal used by King Regis – granted, she only seems to bear a single weapon in her arsenal...a fleuret, matching her family name.

Should you travel with her, it would do both of you well to refrain from any flashy displays of strength, just so that you don't draw the attention of the Niflheim Empire. They have a thing for the Crystal you see, and in Niflheim, there are no qualms about abduction and human experimentation...

Coming from a world where Crystals were ever so slightly more commonplace than here in Eos, she naturally has 5 Change Crystals for use on top of the 5 granted to all companions and yourself. Aside from that if you take her as a companion she gains all of the benefits a companion would otherwise attain.

We can't really call the following "modifications", but she does have some preparations unique to her and her Crystal.

Crystal Fragment 1 CC

While we're not too certain how exactly Stella's Crystal works, we do know that it's possible to add extra components to her Crystal – you'd essentially be adding Crystals directly onto hers, each of these manifests as a single weapon for Stella to utilize. Being elements of the Crystal, Stella doesn't actually need hands to utilize these weapons – that is, they'll seek out and strike targets autonomously.

Though the Lucis Caelum family seem to have an affinity for swords and spears for the most part, Stella can generally adapt to any weapon and consequently, either you or her may choose what type of weapon the additional Crystal shard forms into. It doesn't seem to work quite as well when it comes to weapons with complex mechanisms however, so weapons like guns may fire slower than you'd expect attached to a Crystal Fragment.

Shard Modification 1 CC

The nature of the Crystal being what it is, once the Crystal manifests into a weapon, the Crystal adheres to that shape. On one hand this is rather beneficial, given that if her fleuret breaks, Stella can simple conjure it again brand new. However, the Crystal's memory does make it substantially resistant towards most forms of modification.

With the use of another Crystal you can modify the properties of an existing fragment. This process becomes easier if you have a sacrificial weapon catalyst, something for Stella's Crystal to use as a template. You'll be able to integrate that weapon into the Crystal, carrying its properties over into the Crystal's current "shape". Needless to say, you probably will want to consider only giving Stella whatever it is you don't really care too much for. That being said though, the properties can be carried over, regardless of whether the Crystal's base form is similar to the catalyst provided.

Somnus 1 CC

The Insomnia that Stella came from was remarkably different, if there's an ounce of truth in what she says about her past. While her Crystal related powers can't really refute or support her claims, she does possess a peculiar ability involving

dreams that is extremely out of place here in Eos. Given that the vast majority of people are incapable of utilizing magic alone – Stella being capable of this lends some weight to the notion that she may perhaps come from a different Eos. In any case, her ability to manipulate her dreams can be used to create things like learning environments, depending on what she's experienced.

With each time this option is taken, she can take an additional person into her dream, tying individual dreams together as one. Oddly enough, from time to time, a small rabbit like creature called a Carbuncle shows up. Normally a creature like this, especially in a dream under Stella's control, wouldn't be anything too peculiar – but Carbuncle can be conjured into the material world in the same fashion one might conjure an Astral. For each individual that Stella can pull into her dreams, Carbuncle's strength grows greater. She mentions that in her world, the notion of sleeping and dreams involved something greater, but she can't remember exactly what that is anymore. Well, it's not like you're going to be able to go to her world to see for yourself anyways, so you might as well just take her word for it.

Crystal Synchronization 3 CC

While it isn't the most orthodox procedure, Stella can link herself to a separate Crystal, apparently just as Noctis did in her original world. The exact consequences seem to vary slightly depending on the nature of the Crystal used, and since you're not going to be finding a Crystal from her own world anytime soon, the link will never be entirely perfect.

Stella can take any form of magic enhanced Crystal and link it in with her own. By tying the two Crystals together, she can duplicate her Crystal arsenal over onto the linked Crystal, which can then be used by basically anyone. In return, she can borrow from the linked Crystal's power, generally extracting elemental spells or conjuring spirits. The exact benefit on her part varies from crystal to crystal – however, the individual using those linked Crystals should take care to ensure they possess the magic to do so. As they are only borrowing its powers, the strain on the third party is far greater than it is on Stella.

Stella herself can't handle too many links at once, as this happens to dilute the strength of the bond between crystals by a fair bit. Though she can change between them freely, it's probably for the best if she sticks to just a few crystals.

Etro's Grasp 3 CC

In the Insomnia that she knows, a Goddess of Death existed, worshipped by those in Lucis. With this Goddess, known as Etro, nonexistent in Eos as far as we can tell, it's a wonder that Stella's ability to perceive the spirits of the dead still exists. With enough Crystals it may be possible to restore the connection, and

strengthen the powers that she received after witnessing the light of the dead in her original world.

With a strengthened connection, Stella's powers extend beyond merely perceiving the spirits of the dead; she can guide the spirits of the living towards the Etro's Unseen Gate. For creatures who have lingered the world beyond their time, beings who are unable to find peace, and even those who are mere steps away from making the final journey, she can usher them along on their way. While it is possible for beings with sufficient power to resist this power of hers, for the most part she's strong enough to "enforce" the natural order of life and death. She does, however, need to be fairly close to the target in order to do this.

Heraldic Heiress 3 CC

A distinctively different modification to Stella's Crystal abilities, normally if her weapons are broken or the Crystal's magic is disrupted, it can take Stella a bit of time to regain that power. You could probably consider this a panic button of sorts, as the modification allows her to draw out the Crystal's abilities beyond their limits for a short period of time. It would seem that perhaps the young prince Noctis would eventually be able to utilize something similar with his own Armiger abilities as well.

Stella's link to the Crystal cannot be disrupted during this state, and it will conjure weapons automatically in order to defend her, utilizing whatever weapons she has inscribed to her Crystal. While active, for as long as she retains some measure of magical energy, she can conjure forth weapons instantly – and warp to their location as well. Breaking the weapon under these circumstances has no effect – the Crystal will simply conjure them forth again. However, Stella's magic does drain at an accelerated rate while this is active. Still, if you can't dissuade her from fighting the completely innocent Noctis of Eos, at least you can give her an edge over the poor boy...

[RES IPSA LOQUITUR]

It's a bit odd to see the contrast between the shopkeeper, who looks like a normal high school girl, and the sophisticated shop that belongs to her. The technology in use here is far more advanced than what you'd expect, even with the descriptions you've heard for places like Insomnia. It might take you a moment to realize that the entire shop is essentially a gachapon machine, tuned so that any item you order from the counter will be deposited at your feet, figuratively speaking.

As the shopkeeper explains, the vast majority of these items are just tinkered goods that the survey team collected from various parts of Eos. Some items however, though they might look similar to equivalents in Insomnia or Gralea, have their own quirks. It's best to read the description if you're in doubt. Unlike the stores in Insomnia however, she does not take American Express here, and no, the walls of cup noodles are not for sale. She's still waiting for the shipment of Behemoth steak to arrive.

Though she doesn't take American Express, there are some special items which she'll take Crystals for, if you're looking for specific modifications.

Modified Magic Flask 0 CP (SPECIAL)/50 CP

An experimental flask made after the Survey Team concluded their analysis into the nature of magic on Eos, the flask seems to be made from rather ordinary materials, but has rather distinctive magical properties. This is one of two countermeasures that the Survey Team is willing to provide you, if you happen to be suffering from distinct [Magic Deprivation](#). However, you may only choose one out of the two options available for free. There's nothing preventing you from attaining more flasks of course. But for that, it'll be better if you understand how the flasks work.

In order to manipulate magic, the individual practicing Elemancy must first extract a source of elemental magic from their environments, and before mixing it appropriately and containing it within the Magic Flask. This then creates a Magic Flask capable of being used as a spell. The way a normal Magic Flask functions is very straightforward – the magic contained within is released in all directions when the flask is used, like you'd expect from a grenade. However, this isn't necessarily the safest process.

As such the Shopkeeper tinkered a bit with these flasks to attempt to address some evident concerns. Thankfully through these modifications, you don't need to worry about accidentally frying allies with your own spells. Furthermore, since many elemental energy extraction points tend to lie out in the wilderness, the

shopkeeper has made it so that the flask will charge just by being around you, provided that you have some measure of magic after all. This happens naturally, and won't have any noticeable drain upon you.

Be advised, not all of the Magic Flask's flaws have been addressed and as such there are some shortcomings you should be aware of. For one thing, the time it takes for the flask to reach full charge is still lengthy, and an empty flask is a useless flask. Furthermore, because the flask was intended to store merged spells to begin with, there's a chance that if you don't manage your spells properly, they may merge upon one another. This can be a much more pressing issue if you happen to be [Magic Deprived](#) and the flask is your only means to utilize magic.

You may attempt to compensate for these shortcomings by purchasing extra flasks – if necessary the shopkeeper can modify it to “merge” the flasks together so you can use it multiple times before the charge is drained.

Prototype Ring, “Soul of Thamasa” 0 CP (SPECIAL)/50 CP

The prototype ring exists as the second countermeasure in the event that you happen to suffer from [Magic Deprivation](#), and similar to the flask this ring was developed based upon an existing template in Eos, though the shopkeeper would prefer if you don't ask how the Survey Team attained the necessary data.

Naturally, if you pick this to compensate for your complication, you'll have to purchase the flask or additional rings with your own resources.

While the flask is suitable for larger scale spells and boasts a spell casting style that can be described as “fire and forget”, the ring allows for rapid fire casting of whatever spell you have at your disposal. With it on you can cast spells as normal without considering the limitations of casting preparations, but both the range and scope of the casted spell is reduced. Similar to the basis that it was developed from, spell casting using this run drains one's stamina before draining one's life force, rather than draining from a pool of magic. The shopkeeper notes that the ring which served as the basis was a very dangerous artefact...one that was rather keen on taking the lives of those it deemed unworthy.

Thankfully you don't have to worry about worth with this ring.

Just like the flask, an individual ring can be attuned to a single spell, allowing anyone wearing it to utilize that spell at standard effectiveness. Of course, whether the individual wearing the ring can handle the stamina drain is another thing altogether. You're not limited to a single ring of course, though it might be a bit silly if you attuned a ring for every spell you had, especially if you happen to be an avid spell caster.

An American Express Credit Card... 50 CP

You might be wondering why Insomnia accepts American Express, but that question, just like the one regarding how Japan Airlines stays afloat, is one that the Survey Team wouldn't be able to answer you even if they had two decades to investigate into the company's roots.

Long story short, though there's no Japan here and no America here, American Express still exists, and their credit cards are accepted across all known settlements in Eos. This card happens to be prepaid, so every month a sum adequate for two people's living expenses will be immediately added to the card. Like other questions regarding the card's origins, it's best not to question who or what is adding these funds. That being said, this card seems to work at any venue where the concept of a credit card is understood.

Maybe it would be fitting to say "Don't Leave Home Without It"?

Traveller's Supplies 50 CP

Standard travelling supplies for people wandering out into Eos' wilderness is not exactly what you might expect. The presence of the Daemons that spawn at night have demanded travellers to make special accommodations around them, and as such, on top of the usual necessities of food, water, and camping gear, the supplies come with sets of self-sustaining flood lights.

Strong light is the only thing that can keep a Daemon at bay, though you may alternatively attempt to utilize the lures that come with these supplies as well, to draw them away from location. In the worst case scenario where the flood lights fail you...well, don't depend on them, but the emergency flares are strong enough to buy you a bit of time and even damage the Daemons somewhat.

Standard Garb (First Free for All)/ 50 CP

Clothes make the person don't they? Well, not literally of course, but having a proper set of attire can help, whether you're looking to infiltrate a facility, or just trying to blend in with the rest of society. There are plenty of variations on standard attire between the civilians and the official personnel in Lucis alone, not mentioning the differences between attire in Lucis and Niflheim. Regardless of whether you're looking for Niflheim personnel attire or Kingsglaive attire, the shopkeeper can find something appropriate to meet your needs.

Furthermore, the shopkeeper has taken care to at least ensure that the clothing you order here will be made resistant towards both physical and magical damage. It might not survive getting tossed into a magitek furnace, but it'll shrug off most spells and MT armaments without many issues.

Light Troop Transport 100 CP

Though it's essentially an airship, due to the sensitive nature of its Niflheim make, measures have been taken in order to ensure that it won't be accidentally discovered by people from either Niflheim or Lucis. Based off of a design used to transport MTs onto the field, the airship can operate in full automatic configuration like its intended contents, using coordinates sent to it remotely via a cellular device or any other electronic equivalent.

There isn't much inside as far as facilities and other functions go however. The onboard generator is enough to maintain the stealth field, allow for standard operations, and act as a charging bay for MTs as necessary. However, it doesn't come with MTs – you should probably find a substitute from yourself. Just keep in mind that the Empire most likely will not take too kindly if you borrow from them...regardless of your allegiances.

The Kukri 100 CP

An odd tool that many Kingsglaive members seem to show a proficiency in utilizing, this kukri blade has been additionally enchanted such that anyone can utilize the trademark "trick" that the Kingsglaive possess – the ability to blink from one place to another by throwing the weapon forward.

Of course, this doesn't come with the magical ability for perfect throws – even the Kingsglaive had to train to reach the levels of aim that they have. It doesn't drain much of your magic however, so you can feel free to practice as you wish. It might however, be best if you don't let others see you doing such things unless you absolutely have to. This naturally goes double if you're not a member of the Kingsglaive...

Daemon Containment Cage 100 CP

As one of the larger items for sale in the shop, the cage is very straightforward.

It's essentially a massive dog cage reinforced with magic – both to keep its contents secured and to prevent idiots from straying inside. It's big enough to contain some of the larger Daemons, like the Cerberus that some Niflheim strike forces utilize, but its ability to keep Daemons calm can only go so far – when it comes to Daemons like the WEAPONS, you probably won't be able to depend on this cage without some influence on your part.

Oddly enough, perhaps due to the Niflheim influence, the Daemons secured within this cage appears to develop a resistance to light over time. This may not necessarily be a good thing, but at the same time, this cage does happen to be the closest thing you'll get to a natural Daemon taming device, so maybe it's an

acceptable trade off? It shouldn't need mentioning that you should be very, very careful in the process of capturing a Daemon and containing it within this cage.

In the event that you have a Light Troop Transport or an equivalent airship, this cage comes with the ability to be airdropped automatically onto a designated area
– keeping its contents safe regardless of the fall.

MT Control Manual 100 CP

This manual was collated together by Niflheim scientists, though much of its contents apply to the earlier MT variations, and calling it a proper “control manual” would no longer be particularly accurate. While it definitely describes the basis of controlling the MTs remotely, it goes into deeper detail the process and necessary reagents for the creation of the MT – as well as some plausible replacements in the case that the reagents on hand are insufficient.

Granted, you'll probably want a lab before you start making any MTs of your own, but having a small set of durable, loyal troopers might not be that bad of an idea after all. There is, after all, a war going on between two countries – and the wilderness is fraught with danger as well...

[Cosmogony] 100 CP

A relatively small book that is introduced to children as a means to teach them the history of Eos, Cosmogony goes more in depth regarding the early relationship between the Astrals and man, though exactly how much of it is truth and how much is fiction remains unknown to this day. Of course, the shopkeeper wouldn't be selling you a book that you can find from a bookstore. This book here is meant to serve as a guide for you, in the event that you happen to be wandering Eos...and get lost.

To begin with the book, like its basis, is filled with details regarding the Astral – and it can warn you to some degree if an Astral or one related to an Astral is near. The book likely comes in handy more so for one who is venturing outside of civilization's boundaries however, as it can point out details regarding beasts and Daemons alike – everything from their peculiarities to their habits. The process of information collection is quick and doesn't have any distinctive requirements.

It'll continue to function even as you travel away from Eos, though it'll probably be a fair bit slower at acquiring information on foreign creatures and foreign locales. As the book was written to document history, collecting information about local history tends to be its strong suit.

The Displaced Crystal 300 CP

This Crystal is a last vestige of a world that could have been, hailing from an Insomnia that has been lost within dreams. Though it has some similarities to the fabled Crystal guarded closely by King Regis of Lucis, make no mistake, this is not that Crystal, and it isn't going to be protecting any kingdoms anytime soon. It wouldn't be an exaggeration to say that this Crystal is otherworldly – it is this otherworldly nature that makes it harmonize well with Travellers who may have ventured to Eos from other places as well.

Thought it may not be the Crystal that the kingdoms are warring over, and while it may escape the gaze of watchful immortals, it isn't without its own capabilities. The Crystal for one thing, is a source of magic, and in this respect it does share some similarities with the Crystal of Lucis.

The primary owner of the Crystal can draw upon its power and permit others to do so as well. This allows them, like the Kingsglaive, to draw upon magic that they would not otherwise possess. For a Kingsglaive many of these abilities may seem rather familiar – the distinctive teleportation and barrier magic for one has a very similar crystalline touch to it. Even for others, the magic is quite straightforward, and getting used to it won't take much time. Those who come into contact with the Crystal, as long as the owner permits them, can also draw upon these powers – this persists as long as the Crystal is not destroyed.

Due to their natural "affinity" with the Crystal, should a Traveller purchase this, they'll be granted 5 additional Crystals of Change, if they so wish to modify the nature of the Crystal to better suit themselves. All other backgrounds gain 2 Change Crystals instead.

Shards of the Crystal 1 CC

As the shopkeeper explained the Crystal's magic shares similarities with that of Lucis' Crystal. One of these similarities is the capacity to manifest a weapon just by using magic alone. By default, you can synchronize a single weapon to the Crystal, allowing you to conjure it from anywhere at any time as long as the Crystal is active. The weapon's properties remain the same, so the Crystal can be considered a form of magical storage for the weapon.

With each time this modification is taken, an additional weapon can be synchronized to the Crystal. Shifting between the different weapon options in the Crystal is instantaneous, and once you have two weapons synchronized it becomes possible to warp back and forth between deployed Crystal weapons. While manifesting multiple weapons at once is plausible, it will drain on your magic reserves to keep all of them active simultaneously.

Elemental Change 1 CC

The magic of the elements is something that very few within the entirety of Eos can utilize. Certainly there are plenty of Daemons capable of manipulating the elements...but as far as humans go, this ability happens to be rather rare, and appears to be yet another gift of the Crystal.

By attuning your Crystal to a specific element, you can turn it into a source of elemental energy to draw magic out of. The basic modification alone is enough to sustain a spell caster's needs, but it can be drained dry if drawn upon excessively. Each modification allows you to attune the Crystal to a specific element – though additional modifications to the same element will permit more people to draw upon the Crystal without draining it as quickly.

Astral Shard 3 CC

This modification directly affects the physical properties of the Crystal, allowing it to mimic the properties of the geographical feature known as the "Astral Shard". A crystalline formation of extreme power, one such Astral Shard can be found in the outskirts of Lestallum, currently being used by the city as a source of power,

The transformation process is simple, but the output of the Crystal becomes massive after the modification, allowing it to power a wide variety of constructs, machines, and spell casters all at once. It does however increase the Crystal's size from something that could be held in your hand to something the size of a person, so be wary of where you store it...and of Niflheim's likely attempts to steal it.

Crystal Chains 3 CC

Another modification that directly affects the workings of the Crystal, this one affects the relationship between the Crystal and its beneficiaries. By default, the Crystal does not exact any toll upon its beneficiaries, but in return for this the Crystal is difficult to modify once its foundation has been set.

This modification presents the owner and beneficiaries of the Crystal with the opportunity to tweak the Crystal they happen to be using, changing the relationship between them from an one sided one into one of mutual gain. Each individual who utilizes the Crystal can in turn "donate" to the Crystal, making the boons that it provides stronger at the cost of their own strength. Thankfully the aspect of sacrificing one's lifeforce is absent here, though the "donation" process is most effective if what is being taken synergizes with what the Crystal provides.

Crown Regalia 300 CP

The official Regalia is a vehicle of custom make for the King Regis of Lucis, but well, the plans were still retained on file, so creating another vehicle of a similar make is well within the realm of possibility. It's not just any car of course, being a car fit for royalty the Regalia comes with its own bag of tricks. This naturally extends to any replica created in its image – wouldn't be much of a replica if the features and functions weren't properly reproduced right?

Despite the fact that Insomnia probably has the most well maintained roads within the entirety of Lucis, the Regalia handles equally well on both paved roads and uneven terrain. It would seem that the King Regis had intended the car to be used for trips out into the wilderness, given that it already has a built in threat assessment system as well, and in the event that night travel is necessary, the same system can also serve the role of threat deterrence.

While it definitely won't bring down a pack of Iron Giants by itself, but it can very easily outmanoeuvre a single Iron Giant. To further cement the notion that this was built for a road trip from the very beginning, the Regalia's durability is far beyond that of a normal vehicle – if you ever had to escape from a burning city for instance, this is probably the vehicle you want to go in. Due to the way the plate is obfuscated, your vehicle won't be noticed or tracked by surveillance, handy if you've somehow gotten on Niflheim's bad side for instance.

Though the actual vehicle is a prized possession of the royal family, custom vehicles for royalty and people of great importance to the kingdom aren't actually all that uncommon. It would seem that even the Imperial Chancellor has a specialized vehicle of his own, and one would think that the young prince of Lucis will likely attain a similar vehicle in the future. Due to their affinity with such an item, should a Councillor purchase this, they'll be granted 5 additional Crystals of Change – to address any personal touches to the vehicle that is necessary. All other backgrounds gain 2 Change Crystals Instead.

All Weather Handling 1 CC

This might not show much effectiveness if you plan on only driving in the city of Insomnia, but there may be some merit should you choose to take it outside the city limits. While the Regalia replica is already tuned to handling various manners of rough terrain, inhospitable weather conditions can still prove problematic. This could prove especially challenging if you happen to be driving in Gralea, where the constant snowfall makes driving hazardous.

The modification adjusts the Regalia's handling in these tough conditions and negates the negative effects of harsh weather. As a side effect however, each

time this modification is applied, the Regalia's speed and handling ability improves by a fair bit.

Combat Customizations 1 CC

While it is primarily a transportation measure, it would have been foolish to design a vehicle without taking into account the various threats that roam the wilderness. Even with all the speed in the world, it wouldn't help much if you end up surrounded by Imperial forces. This modification enhances the durability of the Regalia for each time it is taken, but the shopkeeper does have her own set of customizations to make the Regalia more combat capable.

Modification	Properties
Active Deflectors	Oddly enough, the deflectors are magic based rather than technologically rooted – but considering many of the Daemons can utilize magic, it might actually be better for the deflectors to be similarly crafted of magic as well. They'll activate immediately in the event that any hostile object comes too close, though you can set the range somewhat – the deflectors are stronger the closer they are to the Regalia proper. It would seem that the original intention was really only to make it so that the Regalia would not be totalled in a crash.
Active Cloaking	An option that's more geared towards combat evasion, this can hide the Regalia from most things that rely largely on their sense of sight – and oddly enough the vast majority of Niflheim's forces fall victim to this. Guess they didn't really think anybody would consider using stealth technology at all.
Afterburners	If you can't hide and you can't prevent damage, then perhaps you should just try to run away. For each afterburner set installed, you can initiate a burn that will essentially induce a massive increase in the speed of the Regalia for a short period of time. While you can stack as many as you'd like, do be aware that it consumes a fair bit of fuel to do this.
Auto-Pilot	An automatic navigation system, designed in the event where you may have your hands full trying to get a suit of Magitek armour off the roof of the Regalia and can't drive properly. This will automatically plot a course for the Regalia towards safety, but it also happens to respond to changing road conditions far quicker than the average human can.
Compact Magitek Cannon	The shopkeeper has no problems admitting that she stole and downsized a Niflheim crusier's magitek cannon, but the output on this thing is still enough to punch a hole through an Iron Giant if absolutely necessary. You might want to

	consider changing out the battery in the Regalia if you do plan on using this frequently though. An alternative power source would likely be for the best.
Drift Parts	It seems that the shopkeeper threw this in largely because she watched a movie showing in Insomnia and the Crown vehicles inside seemed to suffer damage when they were drifting on the highway. As you might have guessed, these parts were made so that even if you do decide to take this car drifting, the process won't damage any of the car's internal parts. As an added bonus, the distance you can drift for also extends rather dramatically.
IFF Controller	An experimental unit by the shopkeeper, which largely was made to address the Niflheim presence. If you're going to be driving around a vehicle resembling something of Crown make, there's a very high chance you'll get attacked if you come from Niflheim yourself. Thankfully, with this, you can fool machines and magitek into thinking that the Regalia is one of their own. It's not as likely to work on humans however, especially if the humans do border checks...
Starflares	A countermeasure that can be built in and reloads autonomously, it's most effective against the Daemons which come out at night, as a single volley can saturate the nearby area with enough light to harm Daemons quite substantially. It'll probably also blind people nearby temporarily, so be wary of when you decide to use this and where you decide to use this.

Gear Shift [F] 3 CC

As it stands, the King's vehicle made by the Crown City mechanics is nowhere close to its full potential, so accordingly, there's still plenty of room to improve upon the replica. Unlike the other minor additions and tune-ups, this modification affects the Regalia's body structure by a substantial degree. The prototype notes indicate that a partial transformation will in turn grant the Regalia capacity for flight within the lower atmosphere.

A complete transformation sequence can be applied however, based off of the Imperial design MA-X series. While it becomes more of a humanoid robot than a vehicle at this point, the Regalia can nevertheless still be utilized as a form of transportation. Any modifications made to the vehicle will be adapted accordingly in the MA-X form.

Amalgamation 3 CC

If you already happen to have a vehicle, then there's really little reason to consider acquiring the Regalia. It might look nice and handle rather smoothly, but at the end of the day a car is a car. If you're not one to drive in the most luxurious vehicle possible, plenty of people in Eos get by driving old beaters around. If you already have a vehicle however, the same customizations can be made to it by importing it in with this option. Whether you wish to retain the look of the Regalia or your existing vehicle, the shopkeeper can see to your needs. With the existing Gear Shift option, you can even merge the two together if you see that as fitting.

The Replica of a Relic 300 CP

The Ring of the Lucii is without any doubt one of the sacred treasures of the Lucis Caelum family. It acts as both key and lock for the Crystal of Lucis, and those who know of the ring's existence are generally aware of the legend surrounding it. The Ring is intended for the Chosen King – the individual who will banish the Starscourge from the world. Only those of sufficient worth may bear it, all others will be burnt to ashes just for trying. Naturally, it isn't something you want to fool around with lightly.

It's why this replica was made, to prevent unnecessary friction between you and the Lucis Caelum family. This replica can serve as a stand in to some extent. Being a replica, it naturally has certain things that it can't mimic well and certain things that the shopkeeper has improved upon. In any case, the shopkeeper is fairly certain that the Ring of the Lucii is hardly worth the trouble...especially considering the number of people who want to get their hands on it already.

The original Ring of the Lucii's function to store and retain spirits has been adapted over without issue. Naturally though, the spirits themselves weren't adapted over – finding souls willing to take up those spots will be your problem to solve. Normally, you can retain up to five different individuals without too much of a problem. Their function is rather straightforward – they can either give counsel or actively lend their power to the wearer of the ring. It might be weakened, but it is their power nonetheless.

Unfortunately, because this is a replica, it doesn't draw power directly from the Crystal of Lucis. In some ways though that might be a boon – if for instance, the Crystal was to be lost, the replica will continue to function. Without that relationship with the Crystal however, the magic that the replica manifests is weaker – you should still avoid flaunting the fact that you can utilize magic using a ring. In the worst case scenario, should the replica be stolen, it does possess an

automatic safety mechanism. Nothing as fatal as the one which the Ring of the Lucii possesses thankfully – but the owner can recall the replica to their hand.

As the ones closest to the King, it only seems fitting that the Kingsglaive possess an affinity for this replica more so than any other background. Accordingly, when they purchase this they'll gain 5 Crystals of Change for modification instead of the 2 that others receive.

Spirits Within 1 CC

A relatively simple modification that shifts the replica's internal properties in order to allow it to retain more spirits within it, each time this modification is taken, an additional spirit can be added into the replica's memory.

Aspect of Magic 1 CC

A more direct modification of the ring that might suit one looking to use the replica exclusively for magic, this allows the replica to remember "sets" of magic spells, based on the individual who wield the ring. For each time this modification is taken, the ring can remember an additional set of magic, allowing other wielders of the ring to utilize those spells. The effectiveness of the magic is reduced somewhat due to the nature of this being a replica, but on the other hand, with each time this modification is taken the ring will also boost the magical strength of the individual who wears it.

It is for the best if you have the ring memorize only several spells for a "set" – as the more spells it has to remember, the weaker the replicated spells become. To some extent this is like the Ring of the Lucii, which only retains three spells in its own repertoire.

Key to the Kingdom 3 CC

While this function isn't a perfect mimicry of what the folklore of Lucis referred to as the "Old Wall", it does serve to give the spirits within the ring a measure of autonomy. When conjuring forth a spirit, this allows it to possess an inanimate object – generally it's most effective with a statue or something in the spirit's shape. The spirits naturally retain their original strength and capabilities, though how exactly they channel this through the object they're possessing can vary. However, the time they can remain active is relatively short, given that any object the spirit possesses will actively degrade as the spirit consumes it.

Historia Crux 3 CC

This modification shifts the way in which the spirits operate within the ring, as normally the spirits are incapable of changing once their spirits are retained.

While they may experience new things and attain memories, the ring stores their powers and abilities from the moment of introduction. This modification allows them to grow...however their growth is tied to the individuals who wear the ring

Each individual who puts on the ring and is accepted as a wielder can in turn strengthen the spirits within the ring with what abilities they possess. The degree of improvement reduces for each additional spirit that the ring possesses, but they'll continue to grow nonetheless with each new wielder that the ring comes by. In light of this however, you should still remember to carefully choose who you allow to use the ring.

Prototype MT Legionary Armour 300 CP

A special project even within the Niflheim research and development groups, it would seem that the Legionary Armour was never intended to be mass produced. The improvement that this armour can bestow upon an individual is enough that a normal man can be made to rival an entire battalion of Glaives. However, the strain that the armour inflicts upon its user seems to be rather substantial – perhaps the reason why it was never mass produced to begin with.

Though the strength of the prototype isn't as substantial as the variant issued to officers, its drawbacks also aren't as severe – so the individual wearing the suit shouldn't have to worry about Starscourge poisoning. As with most pieces of Niflheim technology, magic and technology are both weaved into the suit – the magical component allows the suit to be conjured at any time, whereas the technology component lies in the armour's inertial dampening and physical amplifiers. With the airship grade thrusters installed on the suit, having the inertial dampening will be pretty handy, unless you happen to enjoy high g-force maneuverers. As the suit acts like an extension of your body, manipulating the thrusters and the barrier is just a matter of thought.

Naturally being a piece of Imperial war technology, an Imperial has the highest affinity with this – and thus it's only normal that they gain 5 Crystals of Change for modification instead of 2. You probably shouldn't depend on it too much though – Imperials seem to have a tendency for letting power get to their heads.

Automatic Combat Stimulant 1 CC

A slightly less potent formula derived from the process used to “tune” the Magitek troopers, inspiring a high level of aggression and improving their capacity to endure any damage taken. Thankfully this stimulant doesn't have any lasting effects on your mental health – though evidently the same can't be said for the MTs. Each time this modification is taken, your strength improves, and continues to improve the more damage you sustain. As long as you're wearing the armour, the majority of your senses are improved at the cost of losing your sense of pain.

Be very wary of this – as you may end up incurring injuries that you won't even notice due to it being painless.

Automatic Reparation Sequencer 1 CC

A technological enhancement that focuses on ensuring the armour and the wearer remains alive even through pitched battles, as the name suggests the entire process is automatic and will continually restore you from any injuries you receive. However, this also extends to the armour itself, allowing it to repair itself over time. Each time this modification is taken, the armour's durability is improved and your own vitality is improved by a fair bit.

Scourge Modifications 3 CC

Tampering with the Starscourge isn't the option that the shopkeeper would advise, but some work has gone in to stabilizing the scourge so that even if you do find this modification necessary, it won't overwhelm you completely. Even in the Empire, taming the Starscourge has been effectively impossible. The MT technology, as prodigious as it is, is merely a controlled reproduction of what the Starscourge naturally can do.

The Starscourge provides the individual with a massive amount of power, far beyond that any normal human should possess. But it also warps them, in both body and mind, twisting their physical form to better serve as a weapon. What the scourge gains from the mutation process remains unknown – perhaps this is merely a natural reaction of the Starscourge when it comes across biological life forms, to corrupt and to mutate.

Regardless, with this modification, it's possible for the armour to mutate, twisting and growing into a form that anyone on Eos could recognize as a Daemon. Though the transformation itself is quick, reverting from the form of a Daemon back into the armour's natural state can take a bit of time. This could be problematic...especially if you happen to be inside the suit. On the other hand, one must remember that the Starscourge is perhaps...every bit as "alive" as you and I are...so don't be surprised that this modification also gives the armour its fair share of autonomy. It can continue to act autonomously, even if you aren't inside it. Thankfully it won't be aggressive towards you or your companions.

Naturally, the same can't be said for other Daemons.

Crystal Countermeasures 3 CC

Given that the Legionary Armour was designed to face off against the forces of Lucis, it only seems fitting that a countermeasure against Crystal magic would be implemented as well. Though it isn't capable of entirely nullify the powers of

the Crystal, the field emitted by the Armour with this modification dampens its strength substantially – such that even magic casted by the King of Lucis himself would only make a bit of a scratch on the suit.

The counter magic barrier extends beyond Crystal magic, garnering protection against other forms of magic as well, though a sufficiently strong force can still overwhelm it if it is allowed to strain the barrier repeatedly. If the Starscourge modification to the armour was applied, there is one thing to take note of – the

Starscourge's photophilic nature combined with the barrier reducing the strength of magic can allow the Starscourge enhanced armour to "eat" any form of magic that manipulates light.

[IACTA ALEA EST]

The woman in charge of handling additional resources is engrossed with reading a small book – but not enough that she doesn't notice your arrival. The book doesn't seem too lengthy and you catch a glimpse of the cover as she puts the book away. Parting Ways is presumably the title...but it's the man on the cover that catches your eye...somehow he seems a little familiar.

In any case, she's here to accommodate your needs in the event that the resources allotted to you were insufficient. The process is quite simple, in exchange for taking on some peculiar circumstances you'll be compensated with resources appropriately. While you can take on as many complications as you'd like, you can only gain 600 CP at most from this.

To See It Through Until the End [Special]

Well, a temporal misalignment at this point wouldn't really be your fault...this is probably just our resident scientist playing around with his experiments again, and something went wrong as is want to happen. Instead of arriving in M.E. 746, the year of the Kingsglaive's formation, you'll be deposited into this world in M.E. 743, not too long before the year's end.

The War between Niflheim and Lucis is still ongoing of course, but the Kingsglaive haven't been formed yet, and the King's son appears to have been injured severely enough that he has been sent to Tenebrae for treatment. There are oddities abound with this arrangement, especially as King Regis himself appears to be headed for Tenebrae in due time. You should act accordingly, though if you're a member of the Kingsglaive, oddly enough your powers remain intact.

Considering that the root of this misalignment was on our end, extending your stay here such that your departure time remains the same year of M.E. 756 won't be an issue for us. What's ten years versus thirteen, after all?

In the Astral's Service [Special]

Since time immemorial, the Hexatheon of Astrals have watched over Eos and stood witness to the acts of man. When scourge threatened Eos, they chose a woman to commune with them and a man to fight for them, but in the centuries that followed thereafter, many of the Astrals retreated, biding their time until the moment would arrive when the promised King would come.

In all likelihood you aren't the King of prophesy and the Starscourge may be a problem too large for one person to handle alone, but it doesn't mean that you can't garner the blessing of the Astrals. The ancient tomes speak of Trials –

tests by which one comes into the service of an Astral and attains their blessing.

This isn't so much a complication as it is an opportunity, but you do have to commit yourself in the process.

Six Astrals exist, representing the elements of stone, lightning, ice, water, iron, and fire. Submitting yourself to one of these trials and surviving the ensuing encounter with the appropriate Astral will be enough for them to bestow their [favour](#) upon you. Regardless of whether you seek Titan, Ramuh, Shiva, Leviathan, Bahamut or Ifrit, you'll be wagering your life in this Trial, just as countless people did in the past. Naturally however, you don't want to actually kill the Astral, the process of surviving long enough to impress the Astral is key here.

The Trial is the first component and the necessary component in this complication, but the **second component is optional**. If you so choose, you may bind yourself to the service of your chosen Astral. Most Astrals are content with merely defending their territory while they wait for the arrival of the King, and in return for swearing yourself to their service, **you'll gain 6 crystals**, the same crystals used to modify your strengths and belongings.

However, as straightforward as this may be, the machinations of men will no doubt clash with your Astral-bound duty. One should be especially wary of Niflheim's ambitions; by swearing yourself to the Astrals you will likely be placing yourself directly in the crosshairs of the entire Niflheim force.

Needless to say, you should weigh carefully whether this boon is worth its price.

Regardless of whether you choose to actually serve an Astral or not, be wary of one thing – the workings of Astrals cannot be fathomed by men. Though they watch over Eos, they do not have man's best interests in mind, and they may well have other purposes for granting you strength. Whether you bind yourself to their service or not, they may compel you to defend the Chosen King, if the situation comes to that point.

Lastly, on top of their unfathomable agendas, you would do well to note that the various Astrals are not of one mind. The passing of centuries has driven a rift between the various Astrals, and it would be unlikely for you to attain the blessing of more than a single Astral, maybe two at most. In all likelihood...only the King of Prophecy will be able to bring all of the Astrals together.

The Notions of Prejudice +100 CP

Ever since the war between Lucis and Niflheim began, the idea of refugees drifting between countries has become commonplace. Though the appearance of daemons on the roads has kept the refugees relatively confined, in large cities like Insomnia,

many refugees have gathered...a fact that the actual citizens are not keen about at all.

Though you're not necessarily a refugee yourself, unfortunately an odd reputation seems to precede you, leading others to consider you as no different from a refugee. Being ridiculed and insulted just for being present isn't any fun, but it's when people start withholding privileges from you due to your perceived status that things might start to get rough. People aren't likely to hear you out either – every refugee would want to deny their status after all.

Things are only going to get worse as Niflheim continues to push forward and more refugees are created as a result...

Hero in the Works + 100 CP

There's a hero to every war and if no one is going to step up to the plate, it might as well be you. Unfortunately, this means that everything you do will be seen as grandstanding, something that the more pragmatic folks suffering from the war between Niflheim and Lucis may not appreciate very much.

While you may have no intentions to involve the innocent in your fights, as befitting the circumstances of a hero you have a terrible tendency for getting them involved. Whether it is civilians needing saving, or a wayward Princess that needs rescuing, you'll come across so many of them that before long you might start to wonder if everyone else is too preoccupied with the war to care about the hapless folks.

Well, there's nothing saying you can't ignore them too...Just don't assume that forgetting about the ones you failed to save will come easily.

Misplaced Hatred + 100 CP

Given that there's a war ongoing, it isn't too hard to believe that grudges can form here and there. But for you to be strapped with a nemesis from the moment you arrive, well that's really a broad stroke of misfortune on your part. From the moment you enter Eos, there'll be a person gunning for you. Given that they won't make themselves known right away, it might take you a fair bit of time to realize who this person is. In cases like these a straightforward approach would have been most favourable for you, but this nemesis of yours prefers to utilize others against you – minimizing the likelihood that you'll trace them down.

On one hand, the time they'll take to prepare means that you won't be bothered for a short while, but once they do kick off their plans against you, their misguided retribution will come at you from all directions at once. If only you knew

why they were so angry at you in the first place...well, perhaps that won't really help; some people just won't let things go.

Magic Deprivation +100/200 CP (Special)

Magic in Eos is a rather peculiar thing. Very few are capable of utilizing it naturally and the great strength it affords also comes at a great price. Normally, as a proverbial "wild card" in this world, you wouldn't have a problem utilizing the magic that you already know. Unfortunately, you're not so much of a wild card anymore – that is, you along with all of your magic will fall in line with how magic works in Eos. Last I checked you aren't of the Lucis Caelum line...so unfortunately this does mean the foreign magic you possess has been sealed.

Rest assured, despite this anomaly, we have prepared a countermeasure to address your strange circumstances. Magic can still be utilized by commoners under several instances. For example, those bound to an individual of the Lucis Caelum line may borrow their magic. Alternatively, an individual may utilize artefacts, which, if they are deemed worthy, will channel their magic.

We can't really ask you to go bind yourself to the good King Regis right now of course, and taking his ring wouldn't be a very wise move, so we prepared two [artefacts](#) of our own, you may choose one of the two to act as a conduit for your magic – but both have their limitations. The Ring is suitable for an individual who utilizes magic frequently but it lacks the strength needed to handle complex spells. The Flask on the other hand has the depth required to cast spells of a complex nature, but is severely lacking as far as speed is concerned.

You can of course, forego both of these, but accordingly you won't be able to use any magic not belonging to Eos. **In this case, instead of 100 CP, we'll compensate you for 200 CP.**

In Your Image +200 CP

The Niflheim research and development teams would probably thank you kindly for your donation of knowledge and genetic samples into their new MT projects. Granted, now that they do have your samples, you aren't really necessary any more, and it is only standard practice to clean up loose ends, so it's nothing personal that MT hit squads are being sent after you. You can look at it in a different light, this is merely a MT tune up run, and you're the test dummy that they're using to gauge the MTs effectiveness.

...Granted, you aren't being paid aside from the compensation, but who did you think it was that gave them the samples in the first place? Once the MTs begin to roll out against you, you'll probably notice that the vast majority of them will possess one or a few of your abilities, with no real rhyme or reason as to who

gets what. It's a pain in the ass for sure, and while Niflheim can justify using it against Lucis...well let's just say you won't be convincing them that you're not a loose end to be cleaned up. If you're willing to give yourself up though, they'll be happy to dissect you and distribute the remainder of your body for the Naglfar projects. But, they won't guarantee that they'll leave you alone after that, if you do happen to survive it. The Naglfars need testing too after all! Shouldn't you be honoured to serve the Niflheim Empire?

A Rapidly Spreading Scourge +200 CP

The presence of the Starscourge has been a popular topic of study for both scholars and researchers across Eos. From the fall of Solheim to the experimentation and analysis conducted in Niflheim, one thing remains consistent as far as the Starscourge goes – it inevitably spreads across the land. Though most scientists nowadays agree that the Starscourge was brought by an ancient meteor, in modern times its spread is facilitated mainly through Daemons and mankind...or at least that's what the populace believes.

Whatever the root cause of the spread, the fact of the matter is that the Scourge is spreading and the pace is speeding up. At first this just seems to be an increased number of Daemons, nothing to scoff at, but nothing too far out of the ordinary. It's likely that neither Niflheim nor Lucis will take the matter too seriously – at least not until Starscourge humans begin to show up.

If you don't put down these roaming Scourge vectors, there might not be much of a world left for the prophesized King to save...

Short Days, Long Nights +200 CP

The scientists have noted in the past that the Starscourge is amazingly photophilic, to the point where a large enough concentration can shift light levels within an area. The relationship isn't very well understood yet, considering how the Starscourge can be kept at bay with high intensity light, despite their photophilic nature.

An artificial shortening of the day/night cycle probably won't help matters either. Eos has its seasons, but normally people attribute a lengthening of the night to the Starscourge rather than the seasonal change...the absence of light now seems to cause an aggravated effect within the Daemons wandering about. Periodically, the world will undergo long periods of darkness, where Daemons roam free and become greatly strengthened. Deprived of natural light, these Daemons will roam about, deriving sustenance from humans instead.

In any case, you need not worry about the Daemons' survival; they should be able to handle themselves well despite the changing conditions. For you and other humans however...things might not be so easy.

Astral Malevolence +300 CP

It's well known that Astrals go about with their own plans for returning Eos to a state of balance – and humans aren't necessarily in that plan. Some Astrals have entered hibernation while others silently await the coming of the Chosen King, the number of folks who can commune with the Astrals can be counted on one hand.

It isn't a good thing that an Astral is out for your blood and with minds as unfathomable as theirs...well let's just say you should be more focused on surviving rather than figuring out why they're out to kill you. Besides, it's been two thousand years almost and scholars still don't know why Ifrit destroyed the civilization of Solheim. There are some things people will never get answers for. The important thing is that you survive through the angry Astral's assault.

Of course, they're not going to give up until you die, and judging from accounts in the past, it would seem that killing an Astral is never anything permanent – they may very well be a manifestation from the planet itself given their ability to defy death. If there's anybody close to figuring out their true nature, you'll probably find them in Niflheim, surely they'll have prepared to fight and subdue an Astral for their ambitions.

Naturally, you can't select an Astral that you've already pledged your service to.

A War of Necessity +300 CP

If all the world's a stage, then the players are without a doubt, the kingdoms of Niflheim and Lucis. Not the Astrals, content to sit on the sidelines, not the Daemons stumbling about in the darkness, but the humans who wage their petty wars hoping for a piece of glory and renown.

Under normal circumstances, both of these kingdoms might have looked for a peaceful resolution to what has been an unbearably long war. But this complication is anything but normal, and humans can cling very dearly to their twisted dreams. This seems to be especially true, the longer one has lived. Regardless of how many lives are sacrificed, regardless of how many families are ruined, the war between Niflheim and Lucis will continue – with both of these kingdoms exclusively ignoring all external threats (barring you and your companions of course). Really, it may be amusing to watch just how long this bloody dance can go on for, and to see if anyone can survive through it all.

[SIC TRANSIT GLORIA MUNDI]

Your time in Eos will come to an end on a rather abrupt note, but depending on what it is that you were doing prior to the end, maybe the sight of the old man and his crew is a welcome alternative. In any case, your time here is up, and it's time to depart. Before you depart, there's just one last decision to make – that is, where your new destination lies.

TO HEARTH AND HOME

Had your fair share of Crystals and Daemons? Well if this is the end, we won't force you to keep going. Sending you home will only take a moment, don't worry, we'll make sure that everything you've accumulated up until now goes back with you.

SEEING THINGS THROUGH TO THE END

Do you still have unfinished business to attend to in Eos? We'd love to keep you company, but we have more pressing business to attend to, so in any case, best of luck in the remainder of your time here. Hopefully you did something about that Starscourage problem, but if you didn't...well you have plenty of time to get that fixed.

ONE JUMP AWAY...

Another jump into the unknown? Well by now this may just be a familiar routine for you, best of luck ahead and safe travels.

Nota

OF THE ASTRALS

The old records found within the first volume of the Six and the Oracle indicate that there are six known Astrals in the land of Eos. Titan, Ramuh, Shiva, Leviathan, Bahamut, and Ifrit respectively govern over the elements of Stone, Lightning, Snow, Water, Iron, and Fire.

Of the six, two of the Astrals are known to currently be in a state that could be compared to hibernation. These two are Titan and Leviathan, one lies close to the geographical wonder known as the Astral Shard whereas the other lurks deep beneath the waters of Altissia. Both of these Astrals are highly dangerous, Leviathan is rather fickle, and Titan is much more inclined towards discussing things with his fists rather than his voice.

Ifrit and Shiva are polar opposites, with both of their whereabouts currently unknown. However, the records would indicate that Shiva is likely the Astral with the friendliest disposition towards humans, whereas Ifrit...well Ifrit burned the entirety of Solheim down. That should tell you enough about Ifrit and humans.

Ramuh, the Astral of Lightning, wanders about Eos, and is generally one of the more reasonable Astrals, alongside Bahamut. But both of them will still pit you through trials regardless, only in the case of the latter, the trial will likely be conducted in a different realm altogether.

Aside from these six, no other Astrals are known.

If you do intend to swear yourself to the service of more than a single Astral, be wary that at least two of the pairs, Ifrit & Shiva along with Leviathan and Titan, aren't on particularly good terms with one another. Actually it would probably suffice to say that Ifrit isn't exactly on good terms with anyone in all of Eos. Not an entirely accurate statement, but accurate enough to get the point across.

PERK NOTES

<u>Traveller</u>	
Just One of Ours	*You have an unnatural tendency for people to accept you as an associate, if not outright as a friend. *This talent extends to calming individuals down in interpersonal conflict – while your presence alone won't stop a war, you can break up brawls and squabbles just by showing up. *Not as effective when the targets have a history of strife, or if they're naturally of different species.
Layers Upon Layers	*If there's a plot going on, you'll be aware of it, as long as you're around one of the perpetrators or one of the targets.

	*Your presence skews the way people's plans turn out, enough that just by showing up, things won't exactly go according to plan. This is most effective against plots where multiple points of failure are present, and less effective against plots with fewer possible points of failure.
Rite of Passage	*You have an abnormally high rate of success in tests and trials where most normal people would fail. The "judges" of these tests and trials are a bit more lenient on you. *In the event where success happens to be a complete impossibility, the consequences of failure is reduced for you, such that something which could possibly be fatal for anyone else will only leave you rather injured.
Forging an Heirloom	*With a substantial amount of magic invested into an object, you can change it from a normal object into a "relic" – something capable of growing with time and as it changes hands. *The amount of time it takes for an owner to strengthen the relic is substantial – this can be shortened if the relic is allowed to consume a portion of the owner's life force. *While the relic will naturally grow in strength (based on whatever traits the relic originally possessed), the owner can imprint an ability of their own into the object when they have finished their "term". As it is an imprinting, it is not as strong as the original ability belonging to the owner. *Each owner is restricted to imprinting a single ability. A mod addresses this issue, but even then it's in a relatively limited manner. *The more complex the object, the more magic and the longer it'll take to convert – similarly, the more complex the magic, the longer it'll take to imprint.
Councillor	
A Modest Proposal	*Your diplomatic skills become vastly improved, and your ability to persuade other people also sees similar improvements. *As long as you aren't actively aggravating others, your actions are shielded under a form of diplomatic immunity.
Noblesse Oblige	*You have a knack for making friends with important individuals, regardless of your own social station. Without doing much at all, their trust in you will grow steadily. *More importantly however you can draw resources and personnel as you see fit. *As long as you don't make requisitions which are infeasible or requisitions which would otherwise be senseless (like asking Lucis for their crystal), you are very unlikely to be questioned or denied.

	*This however, won't protect you from repercussions if you utilize these resources to negative ends. You may take, but you can still be held accountable for what you've taken.
For the People, By the People	*Your skills at handling crowds in general is vastly improved, and your public image remains unaffected by slander or scandal. Unless you actively work to harm your own public image, most folks will believe you to be an upright and honest individual. *Your skills are proficient enough to guide entire groups of people to unconsciously work for you. As far as they're aware they'll be working for other ends – like a resistance effort, or acting as an information network, but each of their actions can be manipulated to your advantage.
Rite of Establishment	*Allows for the creation and animation of what should normally be inanimate statues. While any statue can be used, for this to have a proper effect, the statue should have some level of cultural significance. *An unknown statue of a horse can be animated for instance, but its strength and durability will be far weaker versus say, a statue of an old king which possesses substantial history. *The size of the statue is limited only by its construction, a massive statue will be animated just as well as a small one, and any existing weapons the statue possesses can be used as effectively as their "legend" would state. Similarly, if their "legend" involves the use of magic, the statues will similarly be capable of magic. *However, to maintain these manifestations requires magic on your part. Naturally maintaining multiple statues will require much more magic on your part.
Kingsglaive	
Rites of Initiation	*Basic Kingsglaive training, improves your overall combat skills, crisis management, tactical senses, vehicle usage, magic, as well as throwing abilities. *The most notable improvement is to your throwing abilities, to the point where you can make improbable throws with extreme accuracy regardless of external conditions.
For Hearth And Home	*The strength and resilience of your body is partly dependent on your willpower rather than your physical condition. This allows you to function even when your body would otherwise be incapable of doing so. *Due to the linking of the two aspects, your resistance towards physical pain as well as mental influence is increased substantially. If you can keep an ideal or a goal in mind and that isn't broken, the likelihood that psychological attempts

	to sway you succeeding falls dramatically.
Rite of Unity	*Allows for the casting of “magnified” spells, multiplying the effects while reducing the costs and drawbacks dependent on how many casters are involved – supplementary casters do not need to know the magic involved, but the strain on them is just as substantial as it is on the main caster. *The magic’s scope and effect are both magnified linearly along with however many people are roped into this. The effect doubles for each individual who similarly has this perk. *The magic is not taught to supplementary casters – they merely act as conduits and amplifiers for the duration of casting.
Too Much is Never Enough	*Used to convert life force into magic, allows those around you to similarly do the same. While this is active, you won't succumb unless both your magical reserves and your life are drained away completely – this also affects allies under the same effect. *However to sustain the effect a constant drain on your magic is initiated, effectively acting as a time limit. While the power and the limits of your body and your magic are enhanced and removed respectively while this is active and continues to grow rapidly, the drain on your magic will also increase with time – accelerating the countdown as it were. *The effect ceases if there is no magic reserve left to fuel it, and you are no longer able to convert your own life force without succumbing to the strain.
<u>Imperial</u>	
Magic and the Machine	*General improvement to your ability at creating, handling, and improving magitek. *Also allows you to temporarily drain the power source of magitek soldiers and other things dependent on magic, weakening them for a short time.
Just Pieces on the Board	*As long as your target is incapable of thinking for itself, you can approach and seize control of them, manipulating them like you would a Magitek Trooper. *The strength of your ability to control them weakens as they get further away from you, and if they originally possessed a will of their own, it is possible that they might eventually break free. *While the number you can string up at a time is only limited by how much energy you possess, possessing too many at once may cause the ones too far away to break free.
Reining In the Scourge	*Allows you to control the advancement of starscourage, and similar “diseases”, whether of a biological or magical nature.

	Depending on the strength and state of the disease, you may be able to bring the subject into a state of metastability. *You can use this to fuse biological and technological components together by stifling the normal rejection process – this is most notably demonstrated with daemons that can utilize technological components. *However, this can only be used to halt the advancement of the starscourage/disease, rather than completely remove it.
Rite of Sacrilege	*Allows for the creation of daemons – if you have no ability to manipulate scourge, magic can be used to substitute for the necessary reagent in order to initiate the “infection”. *Daemons are created in a process similar to viral infection, by forcefully introducing starscourage/magic into the victim – generally this process is fatal, but you can choose whether the targets die or not. *A complete transformation can change a human into a monster that is no longer recognizable as a human – this is the daemon. *The larger you want the daemon to become, the more targets you must feed into the process, whether the target is a human or other sapient beings. *It is also possible to feed daemons with magic/starscourage and promote their growth. *How do you get starscourage? Figure out yourself. The Astrals are especially against the existence of starscourage, so be wary of this.
<u>Alternative Measures</u>	
The Crystal Fragments	*Option used to obtain extra modification crystals.
A Test of Faith	*A multi-tiered ability that serves as the introduction to the Astral branch. *Adopting this allows you to adopt elemental magic, one of six elements, according to which Astral you pledge to. *Pledging to multiple Astrals is possible, but may be ill advised. *The perk itself surrounds basic elemental magic, including its usage, improving your own pool of magic, the strength of your spells, and your inherent magic resistances. *Further development from this onwards is based off of the mods.
Slowing the Scourge	*The first branch off from “A Test of Faith”, it allows you to temporarily drive back the scourge and beings afflicted by the scourge, but this drains the magic you possess. *With enough magic it is possible for you to reverse the

	effects of the scourge as necessary ("The Oracle Effect") *The size of the individual affects this process – you're not very likely to reverse a WEAPON without substantial time and magic.
The Covenant	*The ability to conjure forth the Astrals momentarily to aid you. This is entirely dependent on what Astral you initially pledged to, and it is unlikely that multiple Astrals will arrive due to the nature of their relationships.