

“Are you our enemy?”
“That is up to you...”

Zidane Tribal and Ramuh
FINAL FANTASY IX

This Appendix introduces the world of Summon Magic, one of the most powerful and challenging schools of magic in the **Final Fantasy** universe.

THE BASICS OF SUMMONING

Fundamentally speaking, Summon Magic is the ability to command a host of powerful arcane beings collectively known as the *Summons*. What its practitioners bring into the physical world is not the Summon itself, but an *avatar*, an extension or 'echo' of a more powerful magical entity known as the *Prime Summon*. The Prime Summon dwells on a plane of existence separate from the physical realm at large, interacting with material beings by projecting images of itself across the gap.

Because of the enormous quantities of magical energy required to sustain these images, an avatar can only exist in the physical realm for a limited time before disappearing once again. Typically, this energy is supplied by the summoner, and is drawn from the summoner's own mana reserves. As a result, the avatar's 'lifespan' hinges heavily on the summoner's training and natural power. Callers, who learn summoning alongside other schools of magic, cannot keep avatars 'grounded' for more than a handful of seconds; full-fledged Summoners can draw this out as long as fifteen or twenty minutes, albeit only after many years of training.

An alternative is to bind the avatar to a locus in the physical world. Generally, this is a particular location where the levels of ambient magic are high enough to feed the avatar's needs, or a magically charged artifact such as a crystal in which the avatar can hibernate. In extreme cases, the avatar can even take residence in the body or mind of a living creature, though such a fusion has serious consequences for the 'host.'

Avatars can vary greatly in appearance and power, depending on their proximity to the Prime Summon they are derived from. Some basic features are universal; the fire Summon Ifrit has varied from green-skinned giant to furred beast-man, but each incarnation retains the same pair of great horns that have become his trademark. His icy counterpart, Shiva, typically appears as a pale-skinned woman, though her form veers between recognizably

human and distinctly alien. Others are more predictable: Bahamut always appears as a great dragon, while Leviathan takes the form of a mighty sea serpent.

While a Summon's physical appearance can be shaped radically by beliefs and imagination, most summoners have a particular image of each Summon drilled into them over the course of their training. This leads to a certain homogeneity among avatars in a given world.

Restrictions

Because Summon Magic is not like other kinds of magic, there are two important restrictions on how it can be used in the **FFRPG**. These are:

A Summoner may only have one active Summon at any one time. In order to change Summons, the active Summon must be dismissed and a new Summon brought into battle.

A Summon cannot be Summoned or Called by anybody else as long as it remains an active combatant. In essence, this means that if Ifrit is Summoned, nobody else may Summon or Call Ifrit until he is dismissed. Calls have no such limit because they do not 'anchor' a Summon, but merely bring it into the battle for a few seconds.

USING EVOCATION MAGIC

Also known as *Calling*, Evocation Magic is the simplest form of Summoning known to spellcasters. By sacrificing duration for ease of conjuration, Evocation allows even mages who do not specialize in Summon Magic to access the power of a Summon in combat.

Evocation Magic works like any other Spell in the **FFRPG**: a target is selected, the appropriate number of Magic Points are subtracted from the caster's total, and the effects are applied. The exact effects of Calling a Summon are listed at the end of its profile.

Because of its fire-and-forget nature, Evocation Magic cannot be used to make a Summon carry out complex tasks, though the offensive and curative effects of a Call can be used both in and out of combat in the same manner as any other Spell.

USING SUMMON MAGIC

Because it makes an active combatant out of the Summons it calls on, true Summon Magic is rather more complicated than its little brother, but enjoys significantly greater flexibility and power in exchange.

Targeting

A Summon acts as an independent combatant on the battlefield, and may be targeted accordingly. As long as the Summon is active, however, its Summoner cannot be targeted either directly or indirectly. During this time period, any damage that the Summoner would normally suffer is taken by the Summon instead. The only exception to this is damage inflicted by Death, Near-Fatal, and Gravity-type effects – see the section on *Status Conditions* below for more details.

Attributes

A Summon's Attributes are equal to those of its Summoner, including any bonuses from Equipment Abilities. In practice, this means that the Summoner's Attributes are used in all damage calculations. If a Summon is called up to perform a specific task that would normally require a Task Check against an Attribute – say, Summoning Titan to support a collapsing house – the GM may waive the Task Check if the Summon's physique or shape seems particularly suited to the task.

Combat Statistics

Hit Points: A Summon's maximum Hit Points are equal to its Summoner's maximum Hit Points – Equipment Ability bonuses included – multiplied by the Summon's Hit Point modifier. For instance, a Summoner with 300 Hit Points summoning Lakshmi (x 1.5) would result in a Lakshmi with a maximum HP value of 450 HP.

A Summon who has 1 or more HP remaining is a valid target for Recovery Items and effects, and may use them to regain Hit Points. Out of battle, Summons also restore Hit Points if the Summoner rests or uses a healing fixture. In this case, the Summon regains Hit Points at the same rate as the Summoner would – **100%** for Full or Intensive Rest, **75%** for Travel Rest, **50%** for Fitful Rest, and so forth.

Because of this, a Summon's current HP value carries over between summonings, making it possible for a Summon to enter battle with fewer than its maximum Hit Points. For instance, if Lakshmi had suffered 200 HP worth of damage before being dismissed and had not been healed between summonings, she would be summoned the second time with just 250 out of 450 Hit Points remaining.

Summons whose current Hit Points are 0 cannot be summoned again until they have been restored by rest, as explained below.

! Lakshmi A, Meet Lakshmi B

While a Summon cannot be brought into battle as an active combatant by two different parties at once, it *is* possible for multiple combatants to draw on the same Summon over the course of a battle. Because each Summoner calls up his or her own 'version' of a Summon, damage does not carry over from Summoner to Summoner, but only affects the Summoner's own 'version.' If one Summoner calls up Ifrit and dismisses him with 200 Hit Points remaining and a second Summoner calls Ifrit up later in the same battle, the second Summoner's version of Ifrit will not be affected by the first version's Hit Point loss. Similarly, if the first Summoner's Ifrit is reduced to 0, this will not prevent the second Summoner from calling upon his services.

Magic Points: Summons have no Magic Points of their own. Any Action that has an MP cost associated with it instead draws these MP from the Summoner's own reserves.

M. ACC, DEX, and MND are all equal to the Summoner's own, Equipment Ability modifiers included.

ACC is equal to the Summoner's own, using the Summoner's highest available Weapon Skill.

ARM and M. ARM are both 0.

Support and Equipment Abilities

All Summons come with their own distinctive Support Abilities. These Abilities apply to the Summon and the Summon alone; the Summoner gains no benefit from them just as the Summon gains no benefit from the Summoner's Support Abilities.

Similarly, the Summon does not directly benefit from the Summoner's Equipment Abilities, though there are four Equipment Abilities that can indirectly affect the Summon's actions: *Headhunter*, *Sensor*, *Auto-MP Quarter*, and *Auto-MP Half*.

Actions

A Summon may act immediately upon being Summoned, and will generate Initiative as normal in subsequent Rounds. The following Actions are available to Summons:

Attack. A Summon can make Attack Actions in the same manner as a PC. The Damage Code for the Attack can be found in the Summon's profile.

Defend. The Summon can make Defense Actions as normal.

Wait. The Summon can make Wait Actions as normal.

Ability. The Summon can use an Ability Action to use its Summon Ability or cast a Spell from the list given in the Summon's profile. Depending on the circumstances, they may also be able to use a Grand Summon Ability. Grand Summon Abilities are designated with an asterisk (*) in the Summon's profile.

Any Ability that costs MP will draw that MP from the Summoner's pool. If the Summoner does not have enough Magic Points left for the Ability, it may not be used.

Status Conditions

Barrier and Enhance-type Status Conditions are the only ones capable of affecting a Summon. All others — including Death, Near-Fatal, and Gravity-type effects — will affect its Summoner, though the Summon's Combat Statistics are used to resist such attacks where appropriate. If the Summon is struck by an attack that inflicts damage as well as a Status Condition, the Summon suffers damage as normal, transferring only the Status Condition to its Summoner.

As long as the Summon remains in combat, the effects of all Status Conditions active on its Summoner, positive or otherwise, are suspended. However, certain Status Conditions may result in a Summon's instant dismissal — see the section on *Dismissal* below for more details.

Dismissal

Once called up, a Summon can stay on the battlefield for up to six (6) rounds before automatically being dismissed. A Summon will be dismissed sooner than this if:

The battle ends. An active Summon is automatically dismissed once the last opponent on the battlefield is incapacitated.

The Summon loses all Hit Points. An active Summon is automatically dismissed if its current Hit Points are reduced to 0 or fewer.

The Summoner is unable to direct the Summon's actions. This occurs when the Summoner falls *Unconscious* or is afflicted with the Status Conditions *Stone*, *Stop*, or *Toad*.

A Grand Summon Ability is used. If a Grand Summon Ability is used, the Summon is automatically dismissed after the Ability's effects have been resolved. This does not include Spells that are only available if the Summon is brought into battle with *Grand Summon* — these can be cast without penalty.

Once the Summon is dismissed, the Summoner becomes an active target once again and is subject to the effects of any remaining active Status Conditions.

Healing Summons

Once summoned, a Summon's Hit Points can be restored by recovery effects and items in the same manner as any other party member's. They also benefit from the effects of resting as described in **Chapter 9**, and regain Hit Points at the appropriate rate. However, Summons reduced to 0 or fewer Hit Points cannot be revived by normal means — the only way to bring them back to fighting fitness is through Full or Intensive Rest.

Advancement

Summons grow in power with the Summoner, gaining new and stronger powers as the Summoner advances in Levels. To reflect this, every Summon has an advancement chart included in its profile, listing the attacks and Spells it gains as the Summoner advances, as well as the damage done by its Abilities at its current Level. These values are absolute — a Summoner cannot choose to 'roll back' these advancements and do less damage in exchange for a lower MP cost.

SUMMON PROFILES

The profiles that make up the rest of this Appendix contain all information needed for Callers and Summoners to work their craft. Each Summon is introduced with a 'summon animation,' followed by its available Abilities, Spells, and Call effect. Any Ability marked with an asterisk (*) cannot be used unless the Summoned Beast was brought into battle by Grand Summon. All damage-dealing effects are modified for the targets' ARM (if STR or AGI based) or M. ARM (if MAG based) unless otherwise noted.

Table AIII-1: Master Summon List

SUMMON	POWERS	SUMMON	POWERS	SUMMON	POWERS
Alexander	Elemental (Holy)	Golem	Support Status (Barrier)	Quetzalcoatl	Elemental (Lightning)
Anima	Elemental (Shadow) Status (Fatal)	Hades	Elemental (Bio) Status (Special)	Ramuh	Elemental (Lightning)
Ark	Multiple	Ifrit	Elemental (Fire)	Remora	Arcane (Physical) Status (Time)
Asura	Recovery Status (Barrier)	Kirin	Recovery Status (Strengthen)	Salamander	Elemental (Fire)
Atomos	Status (Fatal)	Kujata	Elemental (Special)	Seraphim	Recovery
Bahamut	Arcane (Magical)	Lakshmi	Recovery	Shiva	Elemental (Ice)
Bismarck	Elemental (Water)	Leviathan	Elemental (Water)	Siren	Status (Mystify) Arcane (Magical)
Cait Sith	Arcane (Magical) Status (Time)	Lich	Elemental (Shadow) Status (Various)	Syldra	Elemental (Special)
Carbuncle	Status (Barrier) Status (Strengthen)	Jormungand	Elemental (Earth)	Sylph	Recovery
Catoblepas	Arcane (Magical) Status (Seal)	Madeen	Elemental (Holy)	Titan	Elemental (Earth)
Cerberus	Arcane (Magical) Status (Time) Status (Strengthen)	Magus Sisters	Arcane (Magical)	Typhon	Elemental (Wind) Status (Fatal)
Crusader	Arcane (Physical)	Mist Dragon	Elemental (Ice)	Unicorn	Recovery
Diabolos	Status (Fatal)	Odin	Arcane (Physical) Status (Death)	Valefor	Arcane (Magical) Status (Time)
Doomtrain	Elemental (Bio) Status (Special)	Pandemonium	Elemental (Wind)	Valigarmanda	Elemental (Special)
Fairy	Recovery	Phantom	Arcane (Magical) Status (Special)	Yojimbo	Arcane (Physical) Status (Death)
Fenrir	Arcane (Magical) Status (Special)	Phoenix	Elemental (Fire) Recovery		

Lakshmi

A shaft of soft light shines down from above, gradually solidifying into the shape of a beautiful dark-skinned young woman. Draped with a loose-fitting blue robe and crowned with a sunburst of purest gold, she takes her place on the battlefield with all the grace and dignity of a queen.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Regen*

WARM EMBRACE

VARIABLE COST

Target: Single

Type: Recovery

Lakshmi floats behind the target and encircles it within her arms, creating a burst of amber energy that refreshes the target to the core. *Warm Embrace* restores a certain number of Hit Points to the target – see the Advancement table for more details.

LOVING EMBRACE*

VARIABLE COST

Target: Party

Type: Recovery

Lakshmi drifts to the center of the battlefield, tantalizingly raising her hands above her head. On cue, her crown begins to glow, forming a ball of light that radiates out over the Summoner's allies to restore and revitalize all. *Loving Embrace* restores a certain number of Hit Points to all eligible combatants – see the Advancement table for more details.

Table AIII-2: Lakshmi's Advancement

LEVEL	ATTACK	WARM EMBRACE	LOVING EMBRACE*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (5 MP)	---	<i>Poisona</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (10 MP)	---	<i>Stona</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (13 MP)	---	<i>Regen</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (17 MP)	---	<i>Basuna</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (24 MP)	(15 x MAG) + 4d10 (42 MP)	---
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (29 MP)	(17 x MAG) + 4d10 (54 MP)	<i>Esuna*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (37 MP)	(18 x MAG) + 4d12 (60 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (49 MP)	(20 x MAG) + 4d12 (69 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (55 MP)	(22 x MAG) + 4d12 (78 MP)	---

CALL

ALLURING EMBRACE

14 MP

Target: Party

Type: Recovery

Lakshmi spreads her arms, creating a dazzling display of golden light to revitalize the party. *Alluring Embrace* restores **(3 x MAG) + d10 HP** to all eligible combatants.

Valefor

The clouds part as Valefor swoops down from the heavens, great leathery wings cracking like distant thunder. Like many of her ilk, Valefor defies easy description: her tail, hind legs, and wings are of a deep purple hue, resembling those of a drake or great dragon; her upper body almost humanoid in spite of the rust-red feathers and a beaked head white as bone. Great curled claws spring from her shoulders, their awkward look and placement reminiscent of a second pair of wings; a golden chain hangs from one, swinging ever so slowly as Valefor moves in to land before the Summoner and awaits her first command.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float*

SONIC WINGS

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Time)

Valefor takes to the air, wings beating slower and slower until time itself seems to lag behind the Summon; at this point, a final snap of the wings sends a destructive gust of air soaring towards the target, all but bowling it over. *Sonic Wings* inflicts a certain amount of Magical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Sonic Wings* also has a CoS of (M. ACC - 50), M. Evasion of reducing the target's current Initiative by 25%. This has no effect if the target has no further Actions in the current Round.

ENERGY BLAST*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

In one acrobatic sloop, Valefor ascends to hover high above the battlefield, beak glowing golden as magical energy begins to pour into her body. As the accumulated energy reaches its apex, an arcane array shimmers to life in the air in front of the Summon; in an instant, power pours into the array, sending wild blasts of magic roaring into enemy lines. *Energy Blast* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-3: Valefor's Advancement

LEVEL	ATTACK	SONIC WINGS	ENERGY BLAST*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (10 MP)	---	<i>Blizzard, Fire, Thunder</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Water</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Watera</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (29 MP)	(15 x MAG) + 4d10 (47 MP)	---
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (34 MP)	(17 x MAG) + 4d10 (59 MP)	---
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (42 MP)	(18 x MAG) + 4d12 (65 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (54 MP)	(20 x MAG) + 4d12 (74 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (60 MP)	(22 x MAG) + 4d12 (83 MP)	---

CALL

ENERGY RAY

15 MP

Target: Group

Type: Arcane (Magical)

With a piercing cry, Valefor flies up, blue-white power gathering in her open mouth; upon reaching an ideal altitude, she sends a ray of intense energy directly into the enemy group, cleaving the very ground itself in two. *Energy Ray* inflicts (3 x MAG) + d10, M. ARM Magical damage to all eligible combatants, striking automatically.

Remora

The air of battle seems to thicken, becoming viscous, almost liquid. As other combatants struggle to regain their bearings, a swarm of small, golden-scaled fish circle up around the Summoner, baring a fearsome array of razor-sharp teeth as they prepare to move in for the kill...

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Agility Up*

CONSTRICT

18 MP

Target: Single

Type: Status (Special)

Without warning, a portion of the Remora swarm surges forth. In a matter of seconds, a dozen jaws have grabbed hold of the target, all but smothering it in a blanket of thrashing, biting fish. *Constrict* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Agility Down* (6) and *Slow* (6). Roll separately for each status condition.

FLYING PIRANHA*

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Status (Time)

A large group of Remoras detach from the swarm, gnashing at the target in a frenzy of vicious activity until blood and ichor flow freely. *Flying Piranha* inflicts a certain amount of Physical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal. *Flying Piranha* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Sap* (6).

Table AIII-4: Remora's Advancement

LEVEL	ATTACK	CONSTRICT	FLYING PIRANHA*	SPELLS
1 - 8	(2 x AGI) + d8	---	---	<i>Burn Ray, Yawn</i>
9 - 16	(3 x AGI) + d8	---	---	<i>Speed</i>
17 - 24	(5 x AGI) + 2d8	---	---	<i>Slow, Ray Bomb</i>
25 - 32	(6 x AGI) + 2d8	---	---	<i>Immobilize</i>
33 - 40	(8 x AGI) + 4d8	---	(15 x AGI) + 4d10 (52 MP)	<i>Slowga*</i>
41 - 48	(10 x AGI) + 3d8	---	(17 x AGI) + 4d10 (64 MP)	<i>Disable*</i>
49 - 56	(11 x AGI) + 4d8	---	(18 x AGI) + 4d12 (70 MP)	---
57 - 64	(13 x AGI) + 4d8	---	(20 x AGI) + 4d12 (79 MP)	---
65+	(14 x AGI) + 5d8	---	(22 x AGI) + 4d12 (88 MP)	---

CALL

LATCH-ON

16 MP

Target: Single

Type: Status (Time)

The summoned Remoras strike as one, overwhelming the target in short order by sheer weight of numbers. *Latch-On* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Conditions *Immobilize* (6) and *Slow* (6). Roll separately for each status condition.

Ifrit

The ground rumbles and shakes as a fountain of magma erupts from the earth, carrying a great and fiendish figure with it. Reflected flame glints from its massive horns, highlighting sinewed, ruddy skin and rippling muscles; the figure of a god in a body half man, half beast. With a thud, Ifrit lands squarely on the cooling lava, hellfire erupting from his canine maw as he throws back his head and bellows his defiance to the skies.

Hit Point Modifier: x 2

Support Abilities: *Fire Enhancer, Elemental Absorbance: Fire, Elemental Weakness: Water/Ice*

BURNING STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Fire)

Ifrit lets out a chilling roar as flames begin to dance across his claws. Lunging forward, he smashes his fist into the ground; below the target, the earth cracks and breaks open, releasing gouts of flame and fountains of lava. *Burning Strike* inflicts a certain amount of Fire Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

HELLFIRE*

VARIABLE COST

Target: Group

Type: Elemental (Fire)

Leaping into the air, Ifrit creates two spheres of fire in his hands, waiting just a split-second before hurling them towards the enemy. Even as flames engulf everything in sight, Ifrit spits another roaring blast of flame; the resulting explosion creates a coruscating sphere of fire magic that envelops the enemy, leaving them suspended in mid-air. Foes now immobilized, Ifrit delivers the *coup de grace*: tearing up a great fragment of earth to hurl at the hovering conflagration, shattering the spell and sending everything plummeting back down to earth. *Hellfire* inflicts a certain amount of Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-5: Ifrit's Advancement

LEVEL	ATTACK	BURNING STRIKE	HELLFIRE	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (7 MP)	---	<i>Fire</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (12 MP)	---	<i>Element Spikes (Fire)</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (15 MP)	---	<i>Fira</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (19 MP)	---	<i>Drain</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (26 MP)	(17 x MAG) + 4d10 (59 MP)	<i>Firaga*, Null Element (Ice)*</i>
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (31 MP)	(18 x MAG) + 4d10 (65 MP)	<i>Null Element (Water)*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	---

CALL

INFERNAL BLAZE

21 MP

Target: Group

Type: Elemental (Fire)

The ground shudders as a sphere of molten rock and fire bursts forth beneath Ifrit's feet, carrying Ifrit many feet into the air. As the ball comes into position above the party, the Summon leaps from it, bringing both fists down hard on the rock. The force of the blow sends the fiery mass hurtling towards the enemy until it lands, obliterating all in a mass of flames and superheated rock. *Infernal Blaze* inflicts (6 x MAG) + 2d10, M. ARM Fire Elemental damage to all eligible combatants, striking automatically.

Ramuh

Thunder rumbles in the distance as dark, foreboding clouds gather over the battlefield, casting the proceedings in an eerie half-light. Without warning, bolts of lightning burst forth from the clouds and strike the ground in front of the Summoner, obscuring everything in a single blinding flash. When the glare has faded and the last peal of thunder rung out, the Summoner has been joined by a wizened man with a long grey beard, dressed in loose gray robes and carrying a gnarled staff. Despite his age, not a flicker of weakness or infirmity passes over Ramuh's face; his expression is hard, eyes shining with a terrible majesty.

Hit Point Modifier: x 2

Support Abilities: *Lightning Enhancer*; *Elemental Absorbance: Lightning*,
Elemental Weakness: Earth/Water

SHOCK STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Lightning)
Support

Ramuh lifts his staff high, allowing it to be struck by an errant bolt of lightning from the clouds. Whirling his staff once over his head, he points it at the target and the accumulated electrical charge leaps out, sending countless thousand volts into the target's body. *Shock Strike* inflicts a certain amount of Lightning Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Shock Strike* also has a CoS of **(M. ACC - 50)**, **M. Evasion** to cancel all Enhance- and Barrier-type Status Conditions on the target, save *Shield*.

JUDGEMENT BOLT*

VARIABLE COST

Target: Group

Type: Elemental (Lightning)

The wind begins to howl as Ramuh chants in an arcane language, drawing a swirling, twisting mass of stormclouds to him. He stands unflinching as lightning begins to flash and crackle, letting the bolts strike him again and again until his staff sizzles with barely contained power before hoisting it aloft. In an instant, electricity springs forth in all directions, a rolling wheel of million-volt devastation that spins and scorches with erratic but deadly force. *Judgment Bolt* inflicts a certain amount of Lightning Elemental damage to all eligible combatants in the Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-6: Ramuh's Advancement

LEVEL	ATTACK	SHOCK STRIKE	JUDGEMENT BOLT*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (10 MP)	---	<i>Poison, Thunder</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Element Spikes (Lightning)</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Thundara</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Bio</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (29 MP)	(17 x MAG) + 4d10 (59 MP)	<i>Null Element (Earth)*</i> , <i>Thundaga*</i>
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (34 MP)	(18 x MAG) + 4d10 (65 MP)	<i>Null Element (Water)*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (42 MP)	(20 x MAG) + 4d12 (74 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (54 MP)	(22 x MAG) + 4d12 (83 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (60 MP)	(24 x MAG) + 4d12 (91 MP)	---

CALL

JUDGMENT STAFF

21 MP

Target: Group

Type: Elemental (Lightning)

Tiny arcs of blue-white electricity surge over Ramuh's body as he charges his staff with the wrath of the heavens themselves, waiting until the very tip of it glows golden before hurling it into the midst of the enemy with unexpected force. The gathered power bursts forth on impact, creating an ever-expanding circle of pure lightning that shocks everything in its vicinity with a merciless barrage of bolts. *Judgment Staff* inflicts **(6 x MAG) + 2d10**, **M. ARM** Lightning Elemental damage to all eligible combatants, striking automatically.

Shiva

As the Summoner completes the final motions of the summoning ritual, man-sized fragments of ice come crashing down on the battlefield, creating a jagged tower of polished, glistening cold. Yet this spectacular structure is only the beginning; instantly, a soft shaft of light falls down upon it, illuminating the gentle fall of snowflakes as a lithe female figure descends from above, landing in the midst of the ice. For a moment, only her reflection is visible: the delicate blue skin covered in strange, inhuman markings, the scant scraps of clothing protecting only her modesty from the elements, multiplied into infinity by countless facets of ice. Then her eyes snap open, shattering the frozen carapace. Shiva, queen of ice, stands ready for battle.

Hit Point Modifier: x 2

Support Abilities: *Ice Enhancer*, *Elemental Absorbance: Ice*, *Elemental Weakness: Fire/Lightning*

HEAVENLY STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Ice)

Status (Time)

Shiva regards her target with a cool, disdainful gaze. Judging the foe unworthy of effort, she waves her hand and freezes the air above the target into an enormous block of ice that immediately drops down, delivering a crushing blow. *Heavenly Strike* inflicts a certain amount of Ice Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Heavenly Strike* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of reducing the target's current Initiative by **25%**. This has no effect if the target has no further Actions in the current Round.

DIAMOND DUST*

VARIABLE COST

Target: Group

Type: Elemental (Ice)

Shifting her stance for stability, Shiva gathers a charge of magic in her hands, barely pausing before unleashing a blast of pure frigid might against the Summoner's enemies. Even the mightiest foe is quickly entombed as relentless streams of supercool air build layer after layer of sharp, gleaming ice, trapping everything in range beneath a frozen wall. A snap of Shiva's fingers promptly shatters the ice prison, showering its victims with a cascade of tiny fragments – a biting assault to balance the sudden shock as temperatures abruptly return to normal. *Diamond Dust* inflicts a certain amount of Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-7: Shiva's Advancement

LEVEL	ATTACK	HEAVENLY STRIKE	DIAMOND DUST*	SPELLS
1 - 8	(2 x STR) + d8	(4 x MAG) + d10 (10 MP)	---	<i>Blizzard</i>
9 - 16	(3 x STR) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Element Spikes (Ice)</i> , <i>Rasp</i>
17 - 24	(5 x STR) + 2d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Blizzara</i>
25 - 32	(6 x STR) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Osmose</i>
33 - 40	(8 x STR) + 4d8	(11 x MAG) + 3d10 (29 MP)	(17 x MAG) + 4d10 (59 MP)	<i>Null Element (Fire)*</i> , <i>Blizzaga*</i>
41 - 48	(10 x STR) + 3d8	(13 x MAG) + 4d10 (34 MP)	(18 x MAG) + 4d12 (65 MP)	<i>Null Element (Lightning)*</i>
49 - 56	(11 x STR) + 4d8	(15 x MAG) + 4d10 (42 MP)	(20 x MAG) + 4d12 (74 MP)	---
57 - 64	(13 x STR) + 4d8	(17 x MAG) + 4d10 (54 MP)	(22 x MAG) + 4d12 (83 MP)	---
65+	(14 x STR) + 5d8	(18 x MAG) + 4d12 (60 MP)	(24 x MAG) + 4d12 (91 MP)	---

CALL

SNOWSTORM

21 MP

Target: Group

Type: Elemental (Ice)

Shiva whirls on the spot, sending motes of blue snow scattering across the battlefield. Where they land, the snowflakes instantly grow a hundredfold, hardening into cruel spikes of ice that freeze and pierce with impunity. *Snowstorm* inflicts **(6 x MAG) + 2d10**, **M. ARM** Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Sylph

The instant the Summoner begins the summoning ritual, a light breeze gusts through the battlefield, carrying with it the sound of girlish giggles. While the ritual continues, sparkling pink energy roams across the Summoner's body, whirling about in loose spirals that become full-fledged orbits as each sparkle grows into a fist-sized globule of magic. With a series of soft pops, the globules 'hatch,' resolving into slender female figures just large enough to fit in the palm of a human hand. Dressed in scant tunics whose dark, natural colors offer a sharp contrast to their porcelain skin, the Sylphs are as alluring as they are mischievous, darting to and fro in a swarm whose true numbers defy the casual observer.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float*

SYLVAN TOUCH

VARIABLE COST

Target: Single

Type: Recovery

A single Sylph separates from the group, trailing rose-hued pixie dust as it flits toward the target. With a mischievous giggle, she taps it, a feather-light touch that coaxes chi and mana from the target's body and transfers it to the Sylph's own. Thus loaded down with stolen life force, the Sylph flies back to the party and swoops around them, distributing its plunder in a shower of sparkling motes. *Sylvan Touch* inflicts a certain amount of Magical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal, and **50%** of this damage is subtracted from the target's Hit Points and Magic Points, respectively. All active Party members then regain a number of Hit and Magic Points equal to **(Hit Points Lost by Target / Number of Party Members)** and **(Magic Points Lost by Target / Number of Party Members)**, respectively. If the attack inflicts 100 damage, for instance, the target would lose 50 Hit and Magic Points, which would then be evenly divided between the combatants in the Party.

SYLVAN DANCE*

VARIABLE COST

Target: Group

Type: Recovery

A cloud of Sylphs swarms the battlefield, whirling through enemy lines in a wild dance that snatches chi and mana away from the Summoner's foes. After completing their twirl with the targets, the Sylphs swoop back to the party to disperse their ill-gotten gains in a series of fluttering pirouettes. *Sylvan Dance* inflicts a certain amount of Magical damage to the targets, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal, and **50%** of this damage is subtracted from the target's Hit Points and Magic Points, respectively. All active Party members then regain a number of Hit and Magic Points equal to **(Hit Points Lost by Target / Number of Party Members)** and **(Magic Points Lost by Target / Number of Party Members)**, respectively. If the attack inflicts 100 damage, for instance, the target would lose 50 Hit and Magic Points, which would then be evenly divided between the combatants in the Party.

Table AIII-8: Sylph's Advancement

LEVEL	ATTACK	SYLVAN TOUCH	SYLVAN DANCE*	SPELLS
1 - 8	(2 x AGI) + d8	(6 x MAG) + 2d10 (18 MP)	---	<i>Burn Ray</i>
9 - 16	(3 x AGI) + d8	(8 x MAG) + 2d10 (21 MP)	---	<i>Float</i>
17 - 24	(5 x AGI) + 2d8	(10 x MAG) + 3d10 (25 MP)	---	<i>Ray Bomb</i>
25 - 32	(6 x AGI) + 2d8	(11 x MAG) + 3d10 (32 MP)	---	<i>Drain, Osmose</i>
33 - 40	(8 x AGI) + 4d8	(13 x MAG) + 3d10 (37 MP)	(17 x MAG) + 4d10 (62 MP)	<i>Flare Star*</i>
41 - 48	(10 x AGI) + 3d8	(15 x MAG) + 4d10 (45 MP)	(18 x MAG) + 4d12 (68 MP)	---
49 - 56	(11 x AGI) + 4d8	(17 x MAG) + 4d10 (57 MP)	(20 x MAG) + 4d12 (77 MP)	<i>Syphon*</i>
57 - 64	(13 x AGI) + 4d8	(18 x MAG) + 4d12 (63 MP)	(22 x MAG) + 4d12 (86 MP)	---
65+	(14 x AGI) + 5d8	(20 x MAG) + 4d12 (72 MP)	(24 x MAG) + 4d12 (94 MP)	---

CALL

WHISPERING WIND

26 MP

Target: Single

Type: Recovery

A soft breeze can be felt as two Sylphs flutter towards the target and begin circling it in tight, coordinated spirals, coaxing forth its chi. The target is enveloped in a soft blue glow as its life force is drained away, a glow that quickly blossoms into an intense sphere of energy as the Sylphs complete their flight and pitch the stolen vitality back to the Summoner's allies. *Whispering Wind* inflicts **(10 x MAG) + 3d10, M. ARM** Magical damage to the target, striking automatically. All active Party members then regain a number of Hit Points equal to **(Hit Points Lost by Target / Number of Party Members)**.

Siren

Soft harp music resounds in the air as a wave of foaming surf washes across the battlefield, transforming it into a hallucinatory ocean landscape illuminated by golden light. As the water splashes and laps around the combatants, a woman of unimaginable beauty emerges from the ocean depths, peach-skinned body barely concealed by feathers of scarlet and amber. Her blonde hair flows freely, wafting in even the slightest breeze; the face it frames a vision of feral beauty. An ornate harp is slung under one arm, revealed only as Siren takes her place before the Summoner, wings unfurled; her long, cruel nails pick the strings with inhuman dexterity, coaxing sounds to bewitch and addle her enemies.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Spirit Up*

LUNATIC VOICE

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Mystify)

Siren locks her eyes on a single target, strumming the beginnings of a wordless song that leaps straight into the victim's heart, inflaming its ardor until every shred of control has been stripped away. *Lunatic Voice* inflicts a certain amount of Magical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Lunatic Voice* also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Berserk* (6).

LOVELY VOICE*

VARIABLE COST

Target: Group

Type: Arcane (Magical)
Status (Mystify)

With a coy smile, Siren begins coaxing streams of music from her harp, creating a soundscape thick with unspoken invitations and unrequited love – a sonic cocktail designed to wrap the Summoner's enemies around her little finger. Instantly smitten, the song's victims begin fighting friend and foe alike for the Siren's affections, dissolving into a chaotic, lust-crazed melee. *Lovely Voice* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Lovely Voice* also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confusion* (6) – roll separately for each eligible combatant.

Table AIII-9: Siren's Advancement

LEVEL	ATTACK	LUNATIC VOICE	LOVELY VOICE*	SPELLS
1 - 8	(2 x AGI) + d8	(6 x MAG) + 2d10 (15 MP)	---	<i>Blind, Sleep</i>
9 - 16	(3 x AGI) + d8	(8 x MAG) + 2d10 (18 MP)	---	<i>Berserk</i>
17 - 24	(5 x AGI) + 2d8	(10 x MAG) + 3d10 (22 MP)	---	<i>Silence</i>
25 - 32	(6 x AGI) + 2d8	(11 x MAG) + 3d10 (29 MP)	---	<i>Confuse</i>
33 - 40	(8 x AGI) + 4d8	(13 x MAG) + 3d10 (34 MP)	(17 x MAG) + 4d10 (69 MP)	<i>Curse*</i>
41 - 48	(10 x AGI) + 3d8	(15 x MAG) + 4d10 (42 MP)	(18 x MAG) + 4d12 (75 MP)	<i>Charm*</i>
49 - 56	(11 x AGI) + 4d8	(17 x MAG) + 4d10 (54 MP)	(20 x MAG) + 4d12 (84 MP)	---
57 - 64	(13 x AGI) + 4d8	(18 x MAG) + 4d12 (60 MP)	(22 x MAG) + 4d12 (93 MP)	---
65+	(14 x AGI) + 5d8	(20 x MAG) + 4d12 (69 MP)	(24 x MAG) + 4d12 (101 MP)	---

CALL

SILENT VOICE

32 MP

Target: Group

Type: Arcane (Magical)
Status (Seal)

Ghostly waves splash into enemy lines as Siren plays her harp, weaving glowing ribbons of sound that ensnare and enrapture the Summoner's foes, striking them dumb on the spot. *Silent Voice* inflicts (6 x MAG) + 2d10, M. ARM Magical damage to all eligible combatants in the targeted Group, striking automatically. *Silent Voice* also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Silence* (6) – roll separately for each eligible combatant.

Titan

A deep rumbling is felt in the earth as the battleground becomes a web of cracks and fissures, finally erupting to disgorge an exquisitely muscled man clad in little more than a loincloth. Perhaps his skin is the color of earth; perhaps it *is* the earth, rock and soil come together to mold a physique as mighty as a mountain. As dust and grit cascade off his body, Titan bellows with rage, glowering at those who would dare befool the sanctity of the land.

Hit Point Modifier: x 2.5

Support Abilities: *Earth Enhancer; Elemental Absorbance: Earth, Elemental Weakness: Water/Wind*

ROCK THROW

VARIABLE COST

Target: Single

Type: Elemental (Earth)

Titan slams his fist into the ground, tearing away a gigantic fragment of bedrock and hurling it into the enemy with a wordless snarl. The multi-ton projectile crashes home with bone-shattering power, all but crushing the luckless target. *Rock Throw* inflicts a certain amount of Earth Elemental damage to the target, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

ANGER OF THE LAND*

VARIABLE COST

Target: Group

Type: Elemental (Earth)

Titan plunges his powerful fists deep into the ground and, with a deep snarling grunt, rips loose a large slab from beneath the enemy. Growling and bellowing, he upends the slab, slamming several tons of solid rock on the Summoner's foes with enough force to shatter it into a thousand fragments. *Anger of the Land* inflicts a certain amount of Earth Elemental damage to to all eligible combatants in the targeted Group, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-10: Titan's Advancement

LEVEL	ATTACK	ROCK THROW	ANGER OF THE LAND*	SPELLS
1 - 8	(2 x STR) + d10	(6 x MAG) + 2d10 (12 MP)	---	---
9 - 16	(4 x STR) + d10	(8 x MAG) + 2d10 (15 MP)	---	---
17 - 24	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	---
25 - 32	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	---
33 - 40	(10 x STR) + 3d10	(13 x MAG) + 3d10 (31 MP)	(18 x MAG) + 4d10 (65 MP)	<i>Null Element (Wind)*</i>
41 - 48	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Null Element (Water)*</i>
49 - 56	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Quake*</i>
57 - 64	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	---
65+	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---

CALL

EARTHEN FURY

40 MP

Target: Group

Type: Elemental (Earth)

Titan leaps into the thick of the enemy, slamming his incredible fists as he lands. The resulting impact buckles the earth and creates a shockwave that ripples through the Summoner's foes, sending them toppling every which way. *Earthen Fury* inflicts **(10 x MAG) + 3d10, M. ARM** Earth Elemental damage to to all eligible combatants in the targeted Group, striking automatically.

Kirin

A circle of white energy hangs suspended in mid-air, pulsing and glowing until a single shaft of light breaks through. What follows is a unlikely amalgamation even by Summon standards: a gray-skinned creature sporting the body of a horse, the tail of an ox, the antlers of a deer, and the horned head of a noble dragon. Long emerald-colored fur marks the back of each leg, shoulders and neck, flowing into a continuous mane at the nape that flutters in the wind as Kirin trots to take its place at the Summoner's side.

Hit Point Modifier: x 2

Support Abilities: *SOS-Regen*

HOLY AURA

VARIABLE COST

Target: Single

Type: Recovery
Status (Strengthen)

Kirin cranes his neck to face the target as his antlers begin to glow, emitting a soothing light that restores and invigorates in equal measure. *Holy Aura* restores a certain number of Hit Points to the target – see the Advancement Table for more details. In addition, it bestows the Status Condition *Regen* on the target (6).

VORTEX*

100 MP

Target: All

Type: Recovery
Support

Lowering his head toward the ground, Kirin lets out a throaty rumble and begins to radiate twisted patterns of light from his antlers, catching friend and foe alike within an array of loops and circles that seem to sap the very magic from the air. *Vortex* cancels all active Status Conditions on the battlefield except those of the Strengthen- and Barrier-type; it has a CoS of (M. ACC - 50), M. EVA of canceling the latter. Roll separately for each eligible combatant.

Table AIII-11: Kirin's Advancement

LEVEL	ATTACK	HOLY AURA	VORTEX*	SPELLS
1 - 8	(2 x STR) + d8	(6 x MAG) + 2d10 (30 MP)	---	<i>Poisona</i>
9 - 16	(3 x STR) + d8	(8 x MAG) + 2d10 (32 MP)	---	<i>Stona</i>
17 - 24	(5 x STR) + 2d8	(10 x MAG) + 3d10 (37 MP)	---	<i>Regen</i>
25 - 32	(6 x STR) + 2d8	(11 x MAG) + 3d10 (44 MP)	---	<i>Basuna, Debarrier</i>
33 - 40	(8 x STR) + 3d8	(13 x MAG) + 3d10 (49 MP)	---	<i>Dispel*</i>
41 - 48	(10 x STR) + 3d8	(15 x MAG) + 4d10 (57 MP)	---	<i>Esuna*</i>
49 - 56	(11 x STR) + 4d8	(17 x MAG) + 4d10 (69 MP)	---	<i>Resist*</i>
57 - 64	(13 x STR) + 4d8	(18 x MAG) + 4d12 (75 MP)	---	---
65+	(14 x STR) + 5d8	(20 x MAG) + 4d12 (84 MP)	---	---

CALL

LIFE GUARD

46 MP

Target: Party

Type: Status (Strengthen)

Kirin's entire body glows, turning a ghostly blue as holy energy spills forth and engulfs the Summoner's allies. Where it touches living flesh, this divine aura slowly begins mending cuts and wounds, suffusing its targets with renewed vigor. *Life Guard* bestows the Status Condition *Regen* on the Caller and all eligible allies in the immediate Party (6).

Cait Sith

Without ceremony, a black cat drops onto the Summoner's head, making a great show of dusting itself off before leaping for solid ground. Though no larger than a housecat, even the most casual of observers can see that Cait Sith is no ordinary feline. For one, he stands on two legs, sauntering about as easily as any human would. Then there is the matter of his attire: with his well-worn boots, ragged red cape, and a tiny toy crown perched securely on his head, Cait Sith looks like a refugee from a comic pantomime gone horribly awry, happy smile radiating almost indescribable quantities of smugness. With a mocking bow, the little cat-man assumes position, ready to inflict his own brand of havoc on the battle.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Spirit Up*

BATTLE TRUMPET

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Clearing his throat, Cait Sith raises a battered megaphone to his mouth and issues a screeching, high-pitched yowl amplified to terrifying proportions. Braver foes simply endure the sonic assault; lesser enemies quail and shudder, desperately looking for some means to make it all end. *Battle Trumpet* inflicts a certain amount of Physical damage on the targeted opponent, striking automatically — see the Advancement Table below for details. This attack ignores ARM.

MARVELOUS CHEER*

VARIABLE COST

Target: Group

Type: Arcane (Physical)
Status (Time)

Once again, Cait Sith reaches for his megaphone and lets out a mighty wail. This time, however, he leaps straight into the fray, bringing his insufferable caterwauling directly to the enemy. No matter how much they may claw and swipe, the little cat-man is unstoppable, dancing his merry way through the enemy ranks without a pause for breath or one merciful drop in volume. *Marvelous Cheer* inflicts a certain amount of Physical damage on all eligible combatants in the targeted Group, striking automatically — see the Advancement Table below for details. This damage is reduced by ARM as normal. In addition, *Marvelous Cheer* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Disable* (6) — roll separately for each eligible combatant.

Table AIII-12: Cait Sith's Advancement

LEVEL	ATTACK	BATTLE TRUMPET	MARVELOUS CHEER*	SPELLS
1 - 8	(2 x AGI) + d8	(6 x AGI) + 2d10 (25 MP)	---	<i>Blind</i>
9 - 16	(3 x AGI) + d8	(8 x AGI) + 2d10 (28 MP)	---	<i>Float</i>
17 - 24	(5 x AGI) + 2d8	(10 x AGI) + 3d10 (32 MP)	---	<i>Immobilize</i>
25 - 32	(6 x AGI) + 2d8	(11 x AGI) + 3d10 (39 MP)	---	<i>Confuse</i>
33 - 40	(8 x AGI) + 3d8	(13 x AGI) + 3d10 (44 MP)	(18 x AGI) + 4d12 (75 MP)	<i>Disable*</i>
41 - 48	(10 x AGI) + 3d8	(15 x AGI) + 4d10 (52 MP)	(20 x AGI) + 4d12 (84 MP)	<i>Mini*</i>
49 - 56	(11 x AGI) + 4d8	(17 x AGI) + 4d10 (64 MP)	(22 x AGI) + 4d12 (93 MP)	<i>Toad</i>
57 - 64	(13 x AGI) + 4d8	(18 x AGI) + 4d12 (70 MP)	(24 x AGI) + 4d12 (101 MP)	---
65+	(14 x AGI) + 5d8	(20 x AGI) + 4d12 (79 MP)	(26 x AGI) + 5d10 (112 MP)	---

CALL

CAT RAIN

52 MP

Target: Group

Type: Status (Mystify)

Cait Sith bounds onto the battlefield, merrily bouncing from one monster to another as he tosses pawfuls of sparkling powder into the air. *Cat Rain* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confuse* (6) on all eligible combatants in the targeted Group — roll separately for each eligible combatant.

Fairy

A warm golden light surrounds the Summoner, growing in intensity until it forms the outlines of a winged woman hovering over the Summoner's shoulder. As the glow diffuses, it reveals a delicate, dark-haired woman kept aloft by multiple feathered wings, long silk dress fluttering in the wind. With movements lighter than air itself, Fairy flutters into position over the party, serenely awaiting her orders.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float*, *SOS-Regen*

WINGED LIGHT

VARIABLE COST

Target: Single

Type: Recovery

Fairy beats her wings, scattering feathers over the target. As they drift and spin through the air, they begin to light up, turning into blazing specks that reinvigorate everything they come into contact with. *Winged Light* restores a certain number of Hit Points to the target – see the Advancement Table for more details.

FEY LIGHT*

VARIABLE COST

Target: Party

Type: Recovery

Fairy soars over the party, every movement dislodging a fresh shower of sunlit feathers until the Summoner's allies have been blanketed entirely. *Fey Light* restores a certain number of Hit Points to the Summoner and all eligible allies in the immediate Party – see the Advancement Table for more details.

Table AIII-13: Fairy's Advancement

LEVEL	ATTACK	WINGED LIGHT	FEY LIGHT*	SPELLS
1 - 8	(3 x AGI) + d8	(8x MAG) + 2d10 (13 MP)	---	<i>Aero</i>
9 - 16	(5 x AGI) + d8	(10 x MAG) + 2d10 (17 MP)	---	<i>Float</i>
17 - 24	(6 x AGI) + 2d8	(11 x MAG) + 3d10 (24 MP)	---	<i>Aera, Regen</i>
25 - 32	(8 x AGI) + 2d8	(13 x MAG) + 3d10 (29 MP)	---	---
33 - 40	(10 x AGI) + 3d8	(15 x MAG) + 3d10 (37 MP)	(20 x MAG) + 4d12 (69 MP)	<i>Aeraga*</i>
41 - 48	(11 x AGI) + 3d8	(17 x MAG) + 4d10 (49 MP)	(22 x MAG) + 4d12 (78 MP)	<i>Flight*</i>
49 - 56	(13 x AGI) + 4d8	(18 x MAG) + 4d12 (55 MP)	(24 x MAG) + 4d12 (86 MP)	---
57 - 64	(14 x AGI) + 4d8	(20 x MAG) + 4d12 (64 MP)	(26 x MAG) + 5d10 (97 MP)	---
65+	(16 x AGI) + 5d8	(22 x MAG) + 4d12 (73 MP)	(28 x MAG) + 5d10 (100 MP)	---

CALL

CRYSTAL LIGHT

60 MP

Target: Party

Type: Recovery

Fairy emerges from the Summoner's shadow clasping a delicate rosy crystal within her hands. As she hoists it aloft, pale pink light begins to pulse at its core, bathing the party in vital energy. *Crystal Light* restores **(14 x MAG) + 4d10** Hit Points to the Summoner and all eligible allies in the immediate Party.

Atomos

A dark shadow envelops the battlefield as Atomos appears, its titanic body barely more than a giant mouth fringed by pulsating, formless pink flesh. Deep within that gaping maw, a singular light glows; a cold, endless blue that seems to draw the very warmth and life from its surroundings. To stare too long into that strange void is to invite madness – what horrors wait on the other side is best left to the imagination.

Hit Point Modifier: x 2.5

Support Abilities: *SOS-Spirit Up*

ENGULF

50 MP

Target: Single

Type: Status (Fatal)

Atomos fixes a single opponent with tiny, mindless eyes, mouth glowing a threatening violet as an irresistible force seizes the victim. Slowly, inch by agonizing inch, the unfortunate foe is dragged towards that terrible void, fighting every step of the way. *Engulf* has a CoS of **(M. ACC - 50)**, **M. Evasion** of *Ejecting* the target.

G-FORCE INFINITY*

125 MP

Target: Group

Type: Status (Fatal)

The blue depths of Atomos suddenly turn dark; the already foreboding void in the Summon's innards grows deeper and blacker, turning into an irresistible force that draws in the Summoner's foes without mercy. *G-Force Infinity* has a CoS of **(M. ACC - 50)**, **M. Evasion** of *Ejecting* all eligible combatants in the targeted Group; roll separately for each eligible combatant.

Table AIII-14: Atomos's Advancement

LEVEL	ATTACK	ENGULF	G-FORCE INFINITY*	SPELLS
1 - 8	(3 x STR) + d8	---	---	---
9 - 16	(5 x STR) + d8	---	---	<i>Meteorite</i>
17 - 24	(6 x STR) + 2d8	---	---	<i>Gravity</i>
25 - 32	(8 x STR) + 2d8	---	---	<i>Comet</i>
33 - 40	(10 x STR) + 3d8	---	---	<i>Demi*</i>
41 - 48	(11 x STR) + 4d8	---	---	<i>Quasar*</i>
49 - 56	(13 x STR) + 4d8	---	---	<i>Quarter*</i>
57 - 64	(14 x STR) + 5d8	---	---	---
65+	(16 x STR) + 5d8	---	---	---

CALL

G-FORCE 199

67 MP

Target: Group

Type: Status (Fatal)

Atomos looms over the battlefield, vomiting forth a crushing singularity without ceremony. This dark sphere hovers ominously over the enemy, by and by drawing in and crushing all surrounding matter until the Caller's foes too are caught in its inexorable pull. *G-Force 199* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting a certain amount of Magical damage to all eligible combatants in the targeted Group. This amount is determined by the Caller's current Hit Points, and is equal to a certain percentage of the combatants' maximum HP. Treat this as a Gravity-type effect.

Caller's Current HP

Damage Inflicted

100 - 76% of maximum

50% of maximum

75 - 51% of maximum

30% of maximum

50 - 26% of maximum

25% of maximum

25 - 1% of maximum

10% of maximum

Though this damage is not modified for ARM or M. ARM, *G-Force 199* may never inflict more than 999 damage regardless of how many HP the target currently possesses. Roll separately for each eligible combatant.

Fenrir

Dark clouds gather over the battlefield, turning day to night as a towering column of rock bursts forth from the ground. Suddenly, a howl rings out from on high. There atop the great rockface stands a majestic horned wolf, violet fur broken up by whorled tufts of white and gold that almost look like wings in what little light remains. Rearing his head back, Fenrir gives another howl and prepares to enter the fray.

Hit Point Modifier: x 2

Support Abilities: *SOS-Agility Up*

MOON SONG

VARIABLE COST

Target: Single

Type: Status (Special)

The dark clouds part, allowing a pale moon to shimmer into existence over the battlefield. As Fenrir snarls, beams of light begin pouring down, enveloping a single ally in their uplifting glow. *Moon Song* adds *Agility Up* and several other Status Conditions to the target (6) – see the Advancement table for more details. In addition, *Moon Song* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Berserk* (6).

MILLENNIAL DECAY*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

With a fierce growl, Fenrir leaps from his perch, rocketing towards the Summoner's foes at such speeds that his very form begins to blur into a comet of green energy. Seconds before striking, the wolf's body separates into five ghostly images that whirl around the battlefield, creating a vortex to engulf the enemy. *Millennial Decay* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-15: Fenrir's Advancement

LEVEL	ATTACK	MOON SONG	MILLENNIAL DECAY*	SPELLS
1 - 8	(4 x STR) + d10	<i>Agility Up</i> (13 MP)	---	<i>Burn Ray, Yawn</i>
9 - 16	(6 x STR) + 2d10	<i>Agility Up</i> (13 MP)	---	<i>Blink, Speed</i>
17 - 24	(8 x STR) + 2d10	+ <i>Protect</i> (33 MP)	---	<i>Immobilize, Slow</i>
25 - 32	(10 x STR) + 3d10	+ <i>Protect</i> (33 MP)	---	<i>Ray Bomb, Ruse</i>
33 - 40	(11 x STR) + 3d10	+ <i>Shell</i> (53 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Disable*, Slowga*</i>
41 - 48	(13 x STR) + 4d10	+ <i>Shell</i> (53 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Flare Star*</i>
49 - 56	(15 x STR) + 4d10	+ <i>Regen</i> (73 MP)	(24 x MAG) + 4d12 (91 MP)	<i>Stop*, Vanish*</i>
57 - 64	(17 x STR) + 5d10	+ <i>Regen</i> (73 MP)	(26 x MAG) + 5d10 (102 MP)	---
65+	(19 x STR) + 5d10	+ <i>Haste</i> (103 MP)	(28 x MAG) + 5d10 (105 MP)	---

CALL

ECLIPTIC HOWL

73 MP

Target: Party

Type: Status (Strengthen)

A shadow falls across the moon as Fenrir howls from his rocky perch, growing larger and larger until only a faint halo of light remains. Suddenly, the light flares up to an unexpected intensity, bathing the party in a soft, luminous glow. *Ecliptic Howl* bestows the Status Conditions *Agility Up* (6) and *Spirit Up* (6) on the Caller and all eligible allies in the immediate Party.

Diabolos

A dry, dusty fluttering fills the air as a swarm of ethereal bats gathers above the Summoner, merging together to form an immense globe of pure darkness. Black liquid begins to drip; silently, a bat-winged humanoid descends from the globe. The fire-red of Diabolos's muscular body forms a stark contrast to the dark plates edging it; his horned head sparkles with animal malevolence, a humorless, sharp-toothed grin touching his lipless mouth as he contemplates his latest batch of victims.

Hit Point Modifier: x 1.5

Support Abilities: *SOS-Spirit Up*

GRAVIJA

VARIABLE COST

Target: Single

Type: Status (Fatal)

Diabolos cups his taloned hands, fashioning a pulsating sphere of gray and violet energy that quickly grows into a man-size anomaly. With a casual toss, the newly-created mass is sent floating towards the victim; once positioned overhead, it ripples and crackles, increasingly local gravity a thousandfold. *Gravija* has a CoS of **(M. ACC - 50)**, **M. Evasion** of reducing the target's current Hit Points by **(x)%** and its Magic Points by **(x / 2)%** – see the Advancement table for more details. Treat this as a Gravity-type effect except when resolving *Gravija* at Level 65+, at which point it becomes a Near-Fatal effect instead. Regardless of how much damage is rolled, the target's current Hit Points cannot be reduced below 1.

RUINOUS OMEN*

VARIABLE COST

Target: Group

Type: Status (Fatal)

A hellish-looking glyph glows as the globe of blackness from which Diabolos emerged implodes back into a shrieking cloud of bats, turning the battlefield into a nightmare of fluttering wings and ultrasonic wails that seem to sap the very essence of the Summoner's foes. *Ruinous Omen* has a CoS of **(M. ACC - 50)**, **M. Evasion** of reducing the target's current Hit Points by **(x)%** and its Magic Points by **(x / 2)%** – see the Advancement table for more details. Treat this as a Gravity-type effect except when resolving *Ruinous Omen* at Level 65+, at which point it becomes a Near-Fatal effect instead. Regardless of how much damage is rolled, the target's current Hit Points cannot be reduced below 1.

Table AIII-16: Diabolos's Advancement

LEVEL	ATTACK	GRAVIJA	RUINOUS OMEN*	SPELLS
1 - 8	(3 x AGI) + d8	x = 10 + d10 (25 MP)	---	<i>Cure</i>
9 - 16	(5 x AGI) + 2d8	x = 20 + d10 (37 MP)	---	<i>Gravity</i>
17 - 24	(6 x AGI) + 2d8	x = 30 + d10 (50 MP)	---	<i>Cura</i>
25 - 32	(8 x AGI) + 3d8	x = 40 + d10 (62 MP)	---	<i>Demi</i>
33 - 40	(10 x AGI) + 3d8	x = 50 + d10 (75 MP)	x = 40 + 2d10 (90 MP)	<i>Curaga*</i>
41 - 48	(11 x AGI) + 4d8	x = 60 + d10 (87 MP)	x = 50 + 2d10 (105 MP)	---
49 - 56	(13 x AGI) + 4d8	x = 70 + d10 (100 MP)	x = 60 + 2d10 (120 MP)	---
57 - 64	(14 x AGI) + 5d8	x = 80 + d10 (112 MP)	x = 70 + 2d10 (135 MP)	---
65+	(16 x AGI) + 5d8	x = 90 + d10 (125 MP)	x = 80 + 2d10 (150 MP)	---

CALL

DARK MESSENGER

75 MP

Target: Group

Type: Status (Fatal)

Diabolos lifts one arm to cup the sphere that birthed him, charging it with crackling energy before hurling it into the midst of the enemy. The black mass seems almost elastic as it descends with crushing force; at impact, sinister summoning circles materialize in a ring around the sphere, adding an appropriately infernal edge to the attack. *Dark Messenger* has a CoS of **(M. ACC - 50)**, **M. Evasion** of reducing the targeted combatants' current Hit Points by **(Caller's Current Level)%**. Treat this as a Gravity-type effect. Though this damage is not modified for ARM or M. ARM, *Dark Messenger* may never inflict more than 999 damage regardless of how many HP the target currently possesses. Roll separately for each eligible combatant.

Bismarck

The haunting melody of whalesong fills the area as the air grows thicker and murkier, seeming almost liquid in places. From the midst of this morass emerges a great humpback whale, white skin shining like a beacon as it glides and splashes its way through the phantasmal water.

Hit Point Modifier: x 2.5

Support Abilities: *Water Enhancer, Elemental Absorbance: Water, Elemental Weakness: Ice/Lightning*

GEYSER

VARIABLE COST

Target: Single

Type: Elemental (Water)

Bismarck dives at a single hapless opponent, swallowing the unfortunate foe whole before once again ejecting it from his blowhole in a mighty spray of water. *Engulf* inflicts a certain amount of Water Elemental damage to the target, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

BREACH BLAST*

VARIABLE COST

Target: Group

Type: Elemental (Water)

Bismarck's whale song fills the area as the entire battlefield is flooded with water. Without warning, the white whale sets off through this newly-created ocean, pulling great waves behind him; in mere moments, whale and water collide with the helpless enemy, thoroughly crushing everything everything in the vicinity. *Breach Blast* inflicts a certain amount of Water Elemental damage to all eligible combatants in the targeted Group, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-17: Bismarck's Advancement

LEVEL	ATTACK	ENGULF	BREACH BLAST*	SPELLS
1 - 8	(4 x STR) + d10	(8 x MAG) + 2d10 (15 MP)	---	---
9 - 16	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	<i>Water</i>
17 - 24	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	---
25 - 32	(10 x STR) + 3d10	(13 x MAG) + 4d10 (31 MP)	---	<i>Watera</i>
33 - 40	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Null Element (Lightning)*</i>
41 - 48	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Null Element (Ice)*, Waterga*</i>
49 - 56	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	---
57 - 64	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---
65+	(19 x STR) + 5d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	---

CALL

SEA SONG*

77 MP

Target: Group

Type: Elemental (Water)

A great wave of magical water washes over the Caller's foes, temporarily submerging them. Even as they struggle to break to the surface, a whale the size of a battleship rushes towards them, singing mournfully as the waves kicked up by its bulk brush away what little resistance is left. *Sea Song* inflicts **(14 x MAG) + 4d10, M. ARM** Water Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Pandemonium

Winds begin to whip up the battlefield, quickly condensing into a howling tornado. What looms over the enemy when all has dispersed looks like something out of a fever dream: a faceless giant, purple skin dappled and mottled with splashes of pink and white, sizing the field up with an eyeless gaze. As three long tubes slung over one shoulder start drawing in the surrounding air, what at first appeared to be a tail begins to grow in size, swelling until it is almost almost spherical and creaking with tension. Pandemonium, lord of the four winds, is ready to strike.

Hit Point Modifier: x 2

Support Abilities: *Wind Enhancer, Elemental Absorbance: Wind, Elemental Weakness: Earth/Bio*

AERIAL BLAST

VARIABLE COST

Target: Single

Type: Elemental (Wind)

Pandemonium releases the accumulated contents of his wind-bag in a single violent torrent that all but blasts the target out of the battle. *Aerial Blast* inflicts a certain amount of Wind Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

WIND BLADE*

VARIABLE COST

Target: Group

Type: Elemental (Wind)

The 'mouths' of Pandemonium's air-tubes flare wide, unleashing three screaming torrents of wind that twist and intertwine as they surge towards the enemy. *Wind Blade* inflicts a certain amount of Wind Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-18: Pandemonium's Advancement

LEVEL	ATTACK	AERIAL BLAST	WIND BLADE*	SPELLS
1 - 8	(4 x STR) + d10	(8 x MAG) + 2d10 (15 MP)	---	<i>Aero</i>
9 - 16	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	---
17 - 24	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	<i>Aera</i>
25 - 32	(10 x STR) + 3d10	(13 x MAG) + 4d10 (31 MP)	---	---
33 - 40	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	(20 x MAG) + 4d12 (74 MP)	<i>Aeraga*</i>
41 - 48	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Null Element (Earth)*</i>
49 - 56	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	<i>Null Element (Bio)*</i>
57 - 64	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---
65+	(19 x STR) + 5d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	---

CALL

TORNADO ZONE

77 MP

Target: Group

Type: Elemental (Wind)

Pandemonium rises tall above the enemy, air-tubes open and at the ready. At once, he begins to draw in air, ruthlessly sucking in everything in his sight. Rocks, trees, loose flagstones, clouds, lava, massed enemy ranks – all disappear into his ever-swelling bag until it has finally reached capacity, bulging and creaking. His work done, Pandemonium reverses the flow, spewing out his 'collection' in a single torrent of destruction. *Tornado Zone* inflicts **(14 x MAG) + 4d10, M. ARM** Wind Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Syldra

The ground ripples; in an instant, solid ground has turned to churning surf, and the great sea serpent Syldra rises from the depths. A long, serpentine neck breaks through the water as four thrashing flippers propel the lavender serpent through the illusory waves as effortlessly as any ocean; at its tip, a crested dragon's head, eyes sparkling with warmth and intelligence.

Hit Point Modifier: x 2

Support Abilities: *Elemental Immunity: Lightning/Water, Elemental Weakness: Ice/Earth*

WAVE STRIKE

VARIABLE COST

Target: Single

Type: Elemental (Special)

Listing to one side, Syldra waves a mighty flipper, sending a torrent of water splashing down onto her target. Once the foe has been thoroughly soaked, she opens her mouth, spewing arcs of deadly electricity over the now-superconductive target. *Wave Strike* counts as two separate attacks, both of which strike the targeted combatant automatically for a certain amount of damage – see the Advancement table for more details. The first attack inflicts Water Elemental damage, the second inflicts Lightning Elemental damage. Both attacks ignore M. ARM.

ROLLING THUNDER*

VARIABLE COST

Target: Group

Type: Elemental (Special)

Syldra ducks her head beneath the waves and dives forward, disappearing from sight only to resurface again moments later in a great leap. In a single bound, she has cleared the enemy ranks, landing back in the water with a splash that drenches the Summoner's foes to the bone. Before they even have time to recover from the shock, however, the *coup de grace* follows; Syldra's head emerges from the water, vomiting forth crackling bolts of lightning in all directions. *Rolling Thunder* counts as two separate attacks, both of which strike every eligible combatant in the targeted Group for a certain amount of damage – see the Advancement table for more details. The first attack deals Water Elemental damage, the second Lightning Elemental damage. Both attacks ignore M. ARM.

Table AIII-19: Syldra's Advancement

LEVEL	ATTACK	WAVE STRIKE	ROLLING THUNDER*	SPELLS
1 - 8	(4 x STR) + d10	(2x MAG) + d10 (13 MP)	---	<i>Thunder</i>
9 - 16	(6 x STR) + 2d10	(3 x MAG) + d10 (18 MP)	---	<i>Water</i>
17 - 24	(8 x STR) + 2d10	(4 x MAG) + d10 (21 MP)	---	<i>Thundara</i>
25 - 32	(10 x STR) + 3d10	(5 x MAG) + 2d10 (25 MP)	---	<i>Watera</i>
33 - 40	(11 x STR) + 3d10	(6 x MAG) + 2d10 (34 MP)	(9 x MAG) + 3d10 (68 MP)	<i>Null Element (Ice)*</i>
41 - 48	(13 x STR) + 4d10	(7 x MAG) + 2d10 (43 MP)	(10 x MAG) + 3d10 (77 MP)	<i>Null Element (Earth)*</i>
49 - 56	(15 x STR) + 4d10	(8 x MAG) + 2d10 (51 MP)	(11 x MAG) + 3d10 (86 MP)	
57 - 64	(17 x STR) + 5d10	(9 x MAG) + 3d10 (63 MP)	(12 x MAG) + 3d10 (94 MP)	---
65+	(19 x STR) + 5d10	(10 x MAG) + 3d10 (72 MP)	(13 x MAG) + 4d10 (105 MP)	---

CALL

THUNDERSTORM

77 MP

Target: Group

Type: Elemental (Special)

The sea serpent Syldra appears in front of the Caller's party at the crest of a formidable wave. A flick of the tail sends the roaring waters racing towards the Caller's foes; as the wave crashes home, Syldra unleashes an electrical burst from the depths of her maw, creating a devastating double shock. *Thunderstorm* counts as two separate attacks, both inflicting **(6 x MAG) + 2d10** damage on all eligible combatants in the targeted Group, striking automatically. The first attack does Water Elemental damage, the second Lightning Elemental.

Asura

A beautiful woman floats down serenely from the heavens, bringing with her a sense of peace and balance. As she comes to hover in front of the summoner, it becomes apparent that Asura is actually three bodies and three faces joined together within a single head, collectively reclining back-to-back in a lotus position. The first body is that of a lovely blonde woman, hands folded in her lap. The second is a woman with red skin and hair and a dark scowl on her face, threateningly brandishing a sword. The final body is that of a woman with blue skin and light yellow hair, a vacant smile on her face as she playfully tosses a dagger from one hand to the other. When Asura acts, she spins slowly in front of the party, each face bestowing a different gift.

Hit Point Modifier: x 2

Support Abilities: *Auto-Agility Up, Auto-Float*

SPECIAL RULES

Asura's effect is random, determined by which head is facing the battlefield at the time she is called. When Asura is brought into battle, roll a d% and consult the appropriate table to find out which effect is used. For Calls, use the fixed values given here rather than consulting the Advancement table.

CALL (80 MP)

Roll	Effect
1 - 50	<i>Face of Yang</i>
51 - 85	<i>Face of Yin</i> (18 x MAG) + 4d12)
86 - 100	<i>Face of Asura</i> (10 x MAG) + 3d10)

SUMMON (86 MP)

Roll	Effect
1 - 40	<i>Face of Yang</i>
41 - 75	<i>Face of Yin</i>
76 - 100	<i>Face of Asura</i>

GRAND SUMMON* (106 MP)

Roll	Effect
1 - 25	<i>Face of Yang</i>
26 - 50	<i>Face of Yin</i>
51 - 100	<i>Face of Asura</i>

FACE OF YANG

Target: Party

Type: Barrier

Asura spins, and the red-skinned woman scowls at the party. A warrior by nature, she points her sword at them, urging them to defeat their enemies. *Face of Yang* bestows the Status Conditions *Protect* (6) and *Shell* (6) on all immediate allies.

FACE OF YIN

Target: Party

Type: Recovery

Asura spins, and the blue-skinned woman with the vacant smile faces the party. She gestures toward them with her dagger, granting a feeling of peace and happiness. *Face of Yin* restores a certain amount of Hit Points to all immediate allies — see the Advancement table for more details.

FACE OF ASURA

Target: Party

Type: Recovery

Asura spins, and the blonde woman casts her benevolent gaze upon the party. With a vague nod of her head, their wounds disappear and fallen comrades find new hope. *Face of Asura* restores a certain amount of Hit Points to all immediate allies — see the Advancement table for more details. In addition, all *Unconscious* allies are revived as if they had been targeted by the Spell *Raise*.

Table AIII-20: Asura's Advancement

LEVEL	ATTACK	FACE OF YANG	FACE OF YIN	FACE OF ASURA	SPELLS
1 - 8	(4 x STR) + d10	---	(10 x MAG) + 3d10	(4 x MAG) + d10	<i>Float</i>
9 - 16	(6 x STR) + 2d10	---	(11 x MAG) + 3d10	(6 x MAG) + 2d10	<i>Speed</i>
17 - 24	(8 x STR) + 2d10	---	(13 x MAG) + 4d10	(8 x MAG) + 2d10	<i>Protect</i>
25 - 32	(10 x STR) + 3d10	---	(15 x MAG) + 4d10	(10 x MAG) + 3d10	<i>Shell</i>
33 - 40	(11 x STR) + 3d10	---	(17 x MAG) + 4d10	(11 x MAG) + 3d10	<i>Raise</i> *
41 - 48	(13 x STR) + 4d10	---	(18 x MAG) + 4d12	(13 x MAG) + 4d10	<i>Protectga</i> *
49 - 56	(15 x STR) + 4d10	---	(20 x MAG) + 4d12	(15 x MAG) + 4d10	<i>Shellga</i> *
57 - 64	(17 x STR) + 5d10	---	(22 x MAG) + 4d12	(17 x MAG) + 4d10	---
65+	(19 x STR) + 5d10	---	(24 x MAG) + 4d12	(18 X MAG) + 4d12	---

Mist Dragon

The Summoner closes her eyes as cold wisps of fog pour from her mouth, rapidly expanding and shrouding her in a billowing wall of chilly vapor. Within the billows and gusts of the fog, a shadowy reptilian form is coalescing. The Summoner has invoked the power of the Mist Dragon, and none are safe from its icy rage.

Hit Point Modifier: x 2

Support Abilities: *Potent Ice, Elemental Absorbance: Ice, Elemental Immunity: Water, Elemental Weakness: Fire/Lightning*

SPECIAL RULES

All of Mist Dragon's attacks inflict damage based on her current HP. If Mist Dragon's current HP is **100** to **76%** of its maximum value, her attacks inflict **100%** damage; **75%** damage if current HP is **75%** to **51%** of maximum, **50%** if current HP is **50%** to **26%** of maximum, and **25%** if current HP is **25%** or less of Mist Dragon's maximum HP.

FROST BREATH

VARIABLE COST

Target: Single

Type: Elemental (Ice)

The Mist Dragon exhales a steam of chilly vapor at an enemy, bathing it in flesh-numbing cold that sucks the very heat from its bones. *Frost Breath* inflicts a certain amount of Ice Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

BILLOWING MIST*

VARIABLE COST

Target: Group

Type: Elemental (Ice)

The Mist Dragon converts its remaining essence into power and unleashes a massive blast of ice and frozen air. As the targets are recovering from the sub-zero onslaught the Mist Dragon slowly fades away, along with the fog that acted as its shelter. *Billowing Mist* inflicts a certain amount of Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-21: Mist Dragon's Advancement

LEVEL	ATTACK	FROST BREATH	BILLOWING MIST*	SPELLS
1 - 8	(3 x STR) + d8	(10 x MAG) + 3d10 (16 MP)	---	<i>Blizzard</i>
9 - 16	(5 x STR) + 2d8	(11 x MAG) + 3d10 (23 MP)	---	---
17 - 24	(6 x STR) + 2d8	(13 x MAG) + 4d10 (28 MP)	---	<i>Blizzara</i>
25 - 32	(8 x STR) + 3d8	(15 x MAG) + 4d10 (36 MP)	---	---
33 - 40	(10 x STR) + 3d8	(17 x MAG) + 4d10 (48 MP)	(22 x MAG) + 4d12 (77 MP)	<i>Blizzaga*</i> , <i>Null Element (Fire)*</i>
41 - 48	(11 x STR) + 4d8	(18 x MAG) + 4d12 (54 MP)	(24 x MAG) + 4d12 (85 MP)	<i>Null Element (Lightning)*</i>
49 - 56	(13 x STR) + 4d8	(20 x MAG) + 4d12 (63 MP)	(26 x MAG) + 5d10 (96 MP)	---
57 - 64	(14 x STR) + 5d8	(22 x MAG) + 4d12 (72 MP)	(28 x MAG) + 5d10 (99 MP)	---
65+	(16 x STR) + 5d8	(24 x MAG) + 4d12 (80 MP)	(30 x MAG) + 5d10 (126 MP)	<i>Freeze*</i>

CALL

MIST BREATH

82 MP

Target: Group

Type: Elemental (Ice)

An icy wind blows in, carrying a cold mist that covers the battlefield. The mist resolves into the form of a powerful dragon that sprays its chilling breath at the targets in swirling sheets. *Mist Breath* inflicts a certain amount of Ice Elemental damage to all eligible combatants in the targeted Group, striking automatically – this damage is determined by the Caller's current Hit Points, as shown below.

Caller's Current Hit Points

Damage Done

100 - 76% of maximum	(18 x MAG) + 4d12, M. ARM
75 - 51% of maximum	(14 x MAG) + 4d10, M. ARM
50 - 26% of maximum	(10 x MAG) + 3d10, M. ARM
25 - 1% of maximum	(6 x MAG) + 2d10, M. ARM

Quetzalcoatl

A eye-widening explosion of thunder and lightning rocks the battlefield, revealing a strange beast hovering above the Summoner's head. Its body is entirely smooth and almost featureless; the rudimentary shape of a bird with great flapping wings and long trailing tendrils hinting at a majestic tail, pale green skin flashing golden here and there. Its entire body seems to glitter as it refracts the light from the constant electrical arcs rippling up and down its serpentine body; its head, eyeless and mouthless, nonetheless seems to regard the Summoner's foes with an ancient and terrible wisdom.

Hit Point Modifier: x 2

Support Abilities: *Potent Lightning, Elemental Absorbance: Lightning, Elemental Immunity: Wind, Elemental Weakness: Earth/Water*

SPECIAL RULES

All of Quetzalcoatl's attacks inflict damage based on its current HP. If Quetzalcoatl's current HP is **100** to **76%** of its maximum value, its attacks inflict **100%** damage; **75%** damage if current HP is **75%** to **51%** of maximum, **50%** if current HP is **50%** to **26%** of maximum, and **25%** if current HP is **25%** or less of Quetzalcoatl's maximum HP.

THUNDERCLOUD

VARIABLE COST

Target: Single

Type: Elemental (Lightning)

Quetzalcoatl raises its snout to the skies and calls down a bolt of crackling electrical energy to smite one opponent with high-voltage devastation. *Thundercloud* inflicts a certain amount of Lightning Elemental damage to the target, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

THUNDER SPARK*

VARIABLE COST

Target: Group

Type: Elemental (Lightning)

With an earth-shattering roar, Quetzalcoatl engulfs its enemies in a thundering holocaust of electrical energy, striping flesh and boiling blood with its ancient power. *Thunder Spark* inflicts a certain amount of Lightning Elemental damage to all eligible combatants in the targeted Group, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-22: Quetzalcoatl's Advancement

LEVEL	ATTACK	THUNDERCLOUD	THUNDER SPARK*	SPELLS
1 - 8	(3 x STR) + d8	(10 x MAG) + 3d10 (16 MP)	---	<i>Thunder</i>
9 - 16	(5 x STR) + 2d8	(11 x MAG) + 3d10 (23 MP)	---	---
17 - 24	(6 x STR) + 2d8	(13 x MAG) + 4d10 (28 MP)	---	<i>Thundara</i>
25 - 32	(8 x STR) + 3d8	(15 x MAG) + 4d10 (36 MP)	---	---
33 - 40	(10 x STR) + 3d8	(17 x MAG) + 4d10 (48 MP)	(22 x MAG) + 4d12 (77 MP)	<i>Thundaga*</i>
41 - 48	(11 x STR) + 4d8	(18 x MAG) + 4d12 (54 MP)	(24 x MAG) + 4d12 (85 MP)	<i>Null Element (Earth)*</i>
49 - 56	(13 x STR) + 4d8	(20 x MAG) + 4d12 (63 MP)	(26 x MAG) + 5d10 (96 MP)	<i>Null Element (Water)*</i>
57 - 64	(14 x STR) + 5d8	(22 x MAG) + 4d12 (72 MP)	(28 x MAG) + 5d10 (99 MP)	---
65+	(16 x STR) + 5d8	(24 x MAG) + 4d12 (80 MP)	(30 x MAG) + 5d10 (126 MP)	---

CALL

FLASH ARC

82 MP

Target: Group

Type: Elemental (Lightning)

Quetzalcoatl gathers electrical energy from the entirety of its body, skin dulling as crackling bolts of blue-white lightning converge at the tip of its featureless head. When the charge has built critical mass, the thunderbolts flare out in merciless arcs, striking the Caller's foes again and again. *Flash Arc* inflicts a certain amount of Lightning Elemental damage to all eligible combatants in the targeted Group, striking automatically — this damage is determined by the Caller's current Hit Points, as shown below.

Caller's Current Hit Points

Damage Done

100 - 76% of maximum

(18 x MAG) + 4d12, M. ARM

75 - 51% of maximum

(14 x MAG) + 4d10, M. ARM

50 - 26% of maximum

(10 x MAG) + 3d10, M. ARM

25 - 1% of maximum

(6 x MAG) + 2d10, M. ARM

Salamander

Fissures spread under the summoner's feet, turning the ground into a spiderweb of red and gold. The earth vibrates ominously, rumbling and rocking before it breaks apart under the press of a solid column of lava, bathing the entire battlefield in sickly, foreboding red. A careful observer will notice the flash of scale in the midst of the eruption, the movement of giant flippers and the serpentine head casually turning in the midst of the liquid fire before the lava finally cools into a pillar of black, steaming rock. For a moment, all is silent – then the column shatters, sending fragments of obsidian flying across the battlefield. In its place is a crimson-scaled serpent as large as a house, burning with a flame hot enough to warp the air around it into shimmering mirages. This is Salamander.

Hit Point Modifier: x 2

Support Abilities: *Potent Fire, Elemental Absorbance: Fire, Elemental Immunity: Earth, Elemental Weakness: Ice/Water*

SPECIAL RULES

All of Salamander's attacks inflict damage based on his current HP. If Salamander's current HP is **100** to **76%** of its maximum value, his attacks inflict **100%** damage; **75%** damage if current HP is **75%** to **51%** of maximum, **50%** if current HP is **50%** to **26%** of maximum, and **25%** if current HP is **25%** or less of Salamander's maximum HP.

FIREBLAST

VARIABLE COST

Target: Single

Type: Elemental (Fire)

Salamander draws in a deep breath before unleashing a massive torrent of pure flame, smothering the target in a sea of burning agony. *Fireblast* inflicts a certain amount of Fire Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

SCORCHED EARTH*

VARIABLE COST

Target: Group

Type: Elemental (Fire)

Salamander hovers in mid-air, body going from red to orange to brilliant yellow as it accumulates heat and power. Finally, the white-hot serpent dives back into the earth, effortlessly melting through until it has disappeared from sight. Lines of fire trace the Summon's progress, snaking beneath the enemy; the earth rumbles, the fissures grow wider, and Salamander emerges in an explosion of flame and steam, showering the Summoner's foes with magma. *Scorched Earth* inflicts a certain amount of Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-23: Salamander's Advancement

LEVEL	ATTACK	FIREBLAST	SCORCHED EARTH*	SPELLS
1 - 8	(3 x STR) + d8	(10 x MAG) + 3d10 (16 MP)	---	<i>Fire</i>
9 - 16	(5 x STR) + 2d8	(11 x MAG) + 3d10 (23 MP)	---	---
17 - 24	(6 x STR) + 2d8	(13 x MAG) + 4d10 (28 MP)	---	<i>Fira</i>
25 - 32	(8 x STR) + 3d8	(15 x MAG) + 4d10 (36 MP)	---	---
33 - 40	(10 x STR) + 3d8	(17 x MAG) + 4d10 (48 MP)	(22 x MAG) + 4d12 (77 MP)	<i>Firaga*</i> , <i>Null Element (Ice)*</i>
41 - 48	(11 x STR) + 4d8	(18 x MAG) + 4d12 (54 MP)	(24 x MAG) + 4d12 (85 MP)	<i>Null Element (Water)*</i>
49 - 56	(13 x STR) + 4d8	(20 x MAG) + 4d12 (63 MP)	(26 x MAG) + 5d10 (96 MP)	---
57 - 64	(14 x STR) + 5d8	(22 x MAG) + 4d12 (72 MP)	(28 x MAG) + 5d10 (99 MP)	---
65+	(16 x STR) + 5d8	(24 x MAG) + 4d12 (80 MP)	(30 x MAG) + 5d10 (126 MP)	<i>Nuke*</i>

CALL

WYRMFIRE

82 MP

Target: Group

Type: Elemental (Fire)

In the blink of an eye, Salamander's body is covered in crackling flame, an aura of pure elemental fire that fades from cherry red to lazy orange as it expands across the battlefield in a withering shockwave of heat, bowling through the enemy. *Wyrmfire* inflicts a certain amount of Fire Elemental damage to all eligible combatants in the targeted Group, striking automatically – this damage is determined by the Caller's current Hit Points, as shown below.

Caller's Current Hit Points

Damage Done

100 - 76% of maximum

(18 x MAG) + 4d12, M. ARM

75 - 51% of maximum

(14 x MAG) + 4d10, M. ARM

50 - 26% of maximum

(10 x MAG) + 3d10, M. ARM

25 - 1% of maximum

(6 x MAG) + 2d10, M. ARM

Catoblepas

The fell Catoblepas charges onto the battlefield in a great thundering of hooves, flailing legs casting great clouds of earth up in his wake. The large green-furred beast that skids to a halt in front of the Summoner is almost pathetically ugly, bearing the body of an ox with a serpentine neck barely strong enough to hold its great, pig-like head at ground level. Seemingly aware of the silent scorn of his observers, Catoblepas snorts defiantly, single eye aglow with the promise of baleful power.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Spirit Up*

MEDUSA'S EYE

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Seal)

Catoblepas lifts his ponderous head and stares intently at the target, his eye glowing a dull orange. The target's eyes are drawn to the gaze and fixed with terror... then the beast blinks, lowering his head once more. *Medusa's Eye* inflicts a certain amount of Magical damage to the targeted combatant, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal. In addition, *Medusa's Eye* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stone* (∞).

DEVIL'S EYE*

96 MP

Target: Group

Type: Status (Seal)

Catoblepas cranes his head upward and stares across the battlefield, his single eye glowing a bright red. Visions of lifeless stones and statues float around the hideous beast as the Summoner's foes frantically attempt to break away from the intent stare before they, too, are added to the ranks of the statuary. *Devil's Eye* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stone* (∞) on all eligible combatants in the targeted Group — roll separately for each eligible combatant.

Table AIII-24: Catoblepas's Advancement

LEVEL	ATTACK	MEDUSA'S EYE	DEVIL'S EYE*	SPELLS
1 - 8	(4 x STR) + d12	(10 x MAG) + 3d10 (52 MP)	---	---
9 - 16	(6 x STR) + 2d12	(11 x MAG) + 3d10 (59 MP)	---	---
17 - 24	(9 x STR) + 2d12	(13 x MAG) + 4d10 (64 MP)	---	---
25 - 32	(11 x STR) + 3d12	(15 x MAG) + 4d10 (72 MP)	---	---
33 - 40	(13 x STR) + 3d12	(17 x MAG) + 4d10 (84 MP)	---	<i>Stone</i> *
41 - 48	(15 x STR) + 4d12	(18 x MAG) + 4d12 (90 MP)	---	<i>Quake</i> *
49 - 56	(17 x STR) + 4d12	(20 x MAG) + 4d12 (99 MP)	---	---
57 - 64	(19 x STR) + 5d12	(22 x MAG) + 4d12 (108 MP)	---	---
65+	(21 x STR) + 5d12	(24 x MAG) + 4d12 (116 MP)	---	<i>Break</i> *

CALL

DEMON'S EYE

84 MP

Target: Group

Type: Status (Seal)

The cycloptic bull-demon Catoblepas steps onto the battlefield, letting its fearsome gaze wander over each of the Caller's foes in turn before retreating once more. *Demon's Eye* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Petrify* (4) on all eligible combatants in the targeted Group — roll separately for each eligible combatant.

Jormungand

The Summoner falls to her knees and places her palms to the ground in supplication. With a deafening rumble, the ground around the Summoner shatters and falls away, leaving her standing on a patch of scarred scaly flesh that slowly vanishes back into the ground. The Summoner has awoken the World Serpent, and her foes will pay the dearest price for its disturbance.

Hit Point Modifier: x 2

Support Abilities: *Earth Enhancer, Elemental Absorbance: Earth, Elemental Weakness: Water/Wind*

EARTH AURA

VARIABLE COST

Target: Single

Type: Elemental (Earth)

The Summoner points a finger at her foe and, with the wrenching snap of shattered stone, the World Serpent thrusts a gigantic spike of rock from the ground, impaling the target instantly. Seconds later, the stone collapses back into the ground as Jormungand's writhing destroys its foundations, leaving nothing but dust to mark its passing. *Earth Aura* inflicts a certain amount of Earth Elemental damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

ABYSSAL MAW*

VARIABLE COST

Target: Group

Type: Elemental (Earth)

Releasing a bellow of world-shaking proportions, Jormungand strikes down the Summoner's enemies in a terrifying eruption of collapsing stone and massive scaly flesh. The after-image of massive, glowing serpent-eyes lingers as the World Serpent returns to its rest... for now. *Abyssal Maw* inflicts a certain amount of Earth Elemental damage to to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-25: Jormungand's Advancement

LEVEL	ATTACK	EARTH AURA	ABYSSAL MAW*	SPELLS
1 - 8	(6 x STR) + 2d10	(10 x MAG) + 3d10 (19 MP)	---	---
9 - 16	(8 x STR) + 2d10	(11 x MAG) + 3d10 (26 MP)	---	---
17 - 24	(10 x STR) + 3d10	(13 x MAG) + 4d10 (31 MP)	---	---
25 - 32	(11 x STR) + 3d10	(15 x MAG) + 4d10 (39 MP)	---	---
33 - 40	(13 x STR) + 4d10	(17 x MAG) + 4d10 (51 MP)	(22 x MAG) + 4d12 (83 MP)	<i>Null Element (Wind)*</i>
41 - 48	(15 x STR) + 4d10	(18 x MAG) + 4d12 (57 MP)	(24 x MAG) + 4d12 (91 MP)	<i>Null Element (Water)*, Quake*</i>
49 - 56	(17 x STR) + 5d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	---
57 - 64	(19 x STR) + 5d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	---
65+	(21 x STR) + 5d10	(24 x MAG) + 4d12 (83 MP)	(30 x MAG) + 5d10 (132 MP)	---

CALL

MAGNITUDE 8

87 MP

Target: Group

Type: Elemental (Earth)

The world-spanning serpent crashes up through the ground beneath the targets and begins flailing its bulk, crushing and smashing the earth around itself. The targets are shaken and battered for **(18 x MAG) + 4d12, M. Armor** Earth damage.

Valigarmanda

With the beating of feathery wings, the rainbow dragon Valigarmanda swoops down from the skies. Feathers and scales shimmer red, blue, gold and green in the light as he gently sets down on four short legs. A tuft of iridescent fur tips the end of his twitching serpentine tail, a long tongue flicks from a beak-like mouth and battle-hardened eyes peer from beneath an ancient bronze helmet.

Hit Point Modifier: x 2

Support Abilities: *Elemental Immunity: Fire/Ice/Lightning*

ANTIPODE

VARIABLE COST

Target: Single

Type: Elemental (Special)

Rearing back his head, Valigarmanda lifts his wings and lets out a roar. Blue and red particles flow from his mouth, encircling the target in a whirlwind of fire and ice. The particles converge, causing a massive explosion as raging heat meets freezing cold. *Antipode* counts as two separate attacks, both of which strike the targeted combatant automatically for a certain amount of damage – see the Advancement table for more details. The first attack inflicts Fire Elemental damage, the second inflicts Ice Elemental damage. Both attacks ignore M. ARM.

TRI-DISASTER*

VARIABLE COST

Target: Group

Type: Elemental (Special)

Taking to the air once more, Valigarmanda spreads wide his wings and whips his tail downward. Showers of energy rain from him onto the battlefield, engulfing the enemies first in searing flames, then freezing them in ice and finally unleashing a blast of thunder to shock the targets. *Tri-Disaster* counts as three separate attacks, all of which strike every eligible combatant in the targeted Group for a certain amount of damage – see the Advancement table for more details. The first attack deals Fire Elemental damage, the second Ice Elemental, and the last Lightning Elemental. All three attacks ignore M. ARM.

Table AIII-26: Valigarmanda's Advancement

LEVEL	ATTACK	ANTIPODE	TRI-DISASTER*	SPELLS
1 - 8	(6 x AGI) + 2d10	(4 x MAG) + d10 (21 MP)	---	<i>Blizzard, Fire, Thunder</i>
9 - 16	(8 x AGI) + 2d10	(5 x MAG) + 2d10 (25 MP)	---	---
17 - 24	(10 x AGI) + 3d10	(6 x MAG) + 2d10 (34 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(11 x AGI) + 3d10	(7 x MAG) + 2d10 (43 MP)	---	---
33 - 40	(13 x AGI) + 4d10	(8 x MAG) + 2d10 (51 MP)	(6 x MAG) + 2d12 (71 MP)	<i>Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(15 x AGI) + 4d10	(9 x MAG) + 3d12 (63 MP)	(7 x MAG) + 3d12 (86 MP)	---
49 - 56	(17 x AGI) + 5d10	(10 x MAG) + 3d12 (72 MP)	(8 x MAG) + 3d10 (97 MP)	---
57 - 64	(19 x AGI) + 5d10	(11 x MAG) + 3d12 (81 MP)	(9 x MAG) + 3d10 (110 MP)	---
65+	(21 x AGI) + 5d10	(12 x MAG) + 3d12 (89 MP)	(10 x MAG) + 3d10 (138 MP)	---

CALL

TRI-DAZER

90 MP

Target: Group

Type: Elemental (Special)

The dragon snake Valigarmanda descends from the clouds and releases a burst of electrical fury from the tips of his wings, quickly followed by a gust of frozen air and a blast of fiery breath so fierce that Valigarmanda simply dissolves into burning embers. *Tri-Dazer* counts as three separate attacks, each inflicting **(6 x MAG) + 2d10** damage on all eligible combatants in the targeted Group, striking automatically. The first attack does Lightning Elemental damage, the second Ice Elemental, and the third Fire Elemental.

Phantom

An eerie stillness fills the air. Seemingly from nothing, a figure engulfed in dark mist appears and then disappears, fading in and out of existence. This ghostly Phantom is never easy to see, but its presence can be felt by all; a chance glimpse reveals a creature little more than a translucent cloak and two glowing eyes. Unlike most spirits, however, this is no evil apparition; its eyes hide a benevolent spark, although only for the Summoner.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Vanish*

SPIRIT LIGHT

VARIABLE COST

Target: Single

Type: Arcane (Magical)
Status (Weaken)

Phantom's cloak briefly uncovers its face; searing, otherworldly light pours from its eyes, burning the resolve of anything unlucky enough to meet Phantom's gaze. *Spirit Light* inflicts a certain amount of Magical damage on the targeted opponent, striking automatically – see the Advancement Table for more details. This damage is reduced by M. ARM as normal. In addition, *Spirit Light* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Agility Break* (6).

GHOSTLY VEIL*

113 MP

Target: Party

Type: Status (Strengthen)

Phantom's ghostly cloak spreads out to cover the entire party, hiding them away from the world of the living for a few precious moments. *Ghostly Veil* bestows the Status Conditions *Vanish* (6), *Float* (6), and *Agility Up* (6) to the Summoner and all immediate allies.

Table AIII-27: Phantom's Advancement

LEVEL	ATTACK	SPIRIT LIGHT	GHOSTLY VEIL*	SPELLS
1 - 8	(5 x AGI) + 2d8	(11 x MAG) + 3d10 (39 MP)	---	<i>Burn Ray, Float, Yawn</i>
9 - 16	(6 x AGI) + 2d8	(13 x MAG) + 4d10 (44 MP)	---	<i>Blink, Gravity, Speed</i>
17 - 24	(8 x AGI) + 3d8	(15 x MAG) + 4d10 (52 MP)	---	<i>Ray Bomb, Berserk</i>
25 - 32	(10 x AGI) + 3d8	(17 x MAG) + 4d10 (64 MP)	---	<i>Ruse</i>
33 - 40	(11 x AGI) + 4d8	(18 x MAG) + 4d12 (70 MP)	---	<i>Demi*</i>
41 - 48	(13 x AGI) + 4d8	(20 x MAG) + 4d12 (79 MP)	---	<i>Flare Star*</i>
49 - 56	(14 x AGI) + 5d8	(22 x MAG) + 4d12 (88 MP)	---	<i>Vanish*</i>
57 - 64	(16 x AGI) + 5d8	(24 x MAG) + 4d12 (96 MP)	---	<i>Quarter*</i>
65+	(28 x AGI) + 5d8	(26 x MAG) + 5d10 (107 MP)	---	---

CALL

FADER

93 MP

Target: Party

Type: Recovery

The faint outline of a humanoid form shimmers into existence around the Caller, its eerie gaze taking stock of its surroundings. Without making a sound, it fades away again, leaving naught but a phantasmal residue in its wake. *Fader* bestows the Status Condition *Vanish* on the Caller and all immediate allies (6).

Unicorn

The Summoner raises her hand high, a sparkle of light shining from her fingers. As the light grows in intensity, it slips free of the Summoner's grasp, shooting off into the distance before exploding in a shower of brilliant sparks. The sudden burst of light outlines a shining white beast, indistinguishable from a horse until it begins to gallop towards the battle. Only as it draws closer does it become obvious that this is Unicorn: a dazzling creature with pure white hide, golden mane and tail, long spiraled horn glowing with an aura of health and good fortune.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Regen*

PURIFYING HORN

50 MP

Target: Party

Type: Recovery

Unicorn's horn glow silver as it sends a wave of curative energy rushing through the party. *Purifying Horn* cancels the Status Conditions *Berserk*, *Blind*, *Poison*, *Sleep*, and *Zombie* on all immediate allies.

FOUNTAINHEAD*

150 MP

Target: Party

Type: Recovery

Status (Strengthen)

Unicorn's horn literally erupts with light, sending torrents of vital energy crashing down on the party until the Unicorn itself has winked out of existence. *Fountainhead* cancels all negative Status Conditions on all immediate allies, as well as bestowing the Status Condition *Resist* (2).

Table AIII-28: Unicorn's Advancement

LEVEL	ATTACK	PURIFYING HORN	FOUNTAINHEAD*	SPELLS
1 - 8	(5 x STR) + 2d8	---	---	<i>Poisona</i>
9 - 16	(6 x STR) + 2d8	---	---	<i>Stona</i>
17 - 24	(8 x STR) + 3d8	---	---	<i>Regen</i>
25 - 32	(10 x STR) + 3d8	---	---	<i>Basuna</i>
33 - 40	(11 x STR) + 4d8	---	---	<i>Dispel*</i>
41 - 48	(13 x STR) + 4d8	---	---	<i>Esuna*</i>
49 - 56	(14 x STR) + 5d8	---	---	<i>Resist*</i>
57 - 64	(16 x STR) + 5d8	---	---	<i>Temporal Shift*</i>
65+	(18 x STR) + 5d8	---	---	<i>Vaccine*</i>

CALL

HEALING HORN

100 MP

Target: Party

Type: Recovery

The magnificent Unicorn casually trots towards the Caller, horn aglow with a brilliant white light that lifts ailments from all who behold it. *Healing Horn* cancels all negative Status Conditions afflicting the Caller and all immediate allies.

Carbuncle

A glowing portal opens in the ground in front of the Summoner, creating a perfectly round opening mere inches from her feet. What emerges could almost be a child's plaything: a small, mousy creature with neat turquoise fur, long ears, and large, curious eyes possessed of an unexpected intelligence. Its most notable feature, however, is the polished jewel nestled in its forehead, glowing with a warm inner light. That jewel now sparkles as Carbuncle does a little somersault in mid-air before landing, eager to be of service to its new master.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Reflect*

JEWEL LIGHT

VARIABLE COST

Target: Single

Type: Status (Strengthen)
Status (Barrier)

Carbuncle raises its head, causing the light of the sun to reflect off of its ruby brightly. The reflected light seems to coat one of the Summoner's party members. As the light dies, the affected party member feels lighter in spirit, as though the light is protecting him.

Jewel Light bestows a number of Status Conditions on the target dependent on the Summoner's current Level. Initially, this will be *Reflect* (6), but additional Conditions (6) are added onto the base effect as the Summoner gains experience — see the Advancement table for more details.

HOLY GUARD*

165 MP

Target: Party

Type: Status (Strengthen)
Status (Barrier)

Carbuncle rears up onto its hind legs, lifting its head towards the sun. As light strikes the jewel, it begins to flare up; an ethereal cone of energy shoots forth, diffusing into mana-rich particles at its apex. These motes quickly descend on the party, wrapping them in a blanket of divine power.

Holy Guard bestows the Status Conditions *Reflect* (6), *Shell* (6), and *Spirit Up* (6) on all immediate allies

Table AIII-29: Carbuncle's Advancement

LEVEL	ATTACK	JEWEL LIGHT	HOLY GUARD*	SPELLS
1 - 8	(5 x STR) + 2d8	+ Spirit Up (85 MP)	---	---
9 - 16	(6 x STR) + 2d8	---	---	<i>Faith</i>
17 - 24	(8 x STR) + 3d8	+ Regen (105 MP)	---	---
25 - 32	(10 x STR) + 3d8	---	---	<i>Shell</i>
33 - 40	(11 x STR) + 4d8	+ Shell (115 MP)	---	---
41 - 48	(13 x STR) + 4d8	---	---	<i>Shellga*</i>
49 - 56	(14 x STR) + 5d8	+ Magic Up (135 MP)	---	<i>Reflect*</i>
57 - 64	(16 x STR) + 5d8	---	---	---
65+	(18 x STR) + 5d8	+ Haste (165 MP)	---	---

CALL

RUBY LIGHT

107 MP

Target: Party

Type: Status (Barrier)

A hole opens in the ground in front of the Caller and a small green lizard with a ruby in its forehead peeks out. The creature furtively looks around, withdraws for a moment and then leaps into the air, its ruby scattering the ambient light across the party. *Ruby Light* bestows the Status Condition *Reflect* (6) on the Caller and all eligible allies in the immediate Party.

Golem

The earth rumbles but does not fissure. A ripple appears before the Summoner, and a hand made of stone slowly emerges as if being formed from the ground itself. Another hand follows, and the rest of the stone body hoists itself up onto the surface to reveal Golem, the great earth protector.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Protect*

EARTHEN DEFENDER

100 MP

Target: Single

Type: Support

Golem leans over and thrusts a hand into the ground. Should an enemy make a successful Physical attack against any ally, the hand will rise from the earth and block the attack; Golem takes the damage instead. Once the attack has been blocked, Golem pulls its hand back and counterattacks, making an immediate Attack Action against the opponent who made the original attack. After this, *Earthen Defender* has no further effect – it must be used again.

EARTHEN GUARDIAN*

125 MP

Target: Party

Type: Support

Golem stands firm as large boulders materialize over its head and a massive rockslide tumbles down onto it. Rather than burying it, however, the rocks simply add to Golem's mass, making a much larger presence on the field. Once *Earthen Guardian* is engaged, all Physical damage dealt to allies is dealt to Golem instead. Unlike other Grand Summon Abilities, using *Earthen Guardian* does not result in Golem's dismissal; instead, it remains in effect until the Summoner is incapacitated, Golem is reduced to 0 or fewer Hit Points, or the battle ends.

Table AIII-30: Golem's Advancement

LEVEL	ATTACK	EARTHEN DEFENDER	EARTHEN GUARDIAN*	SPELLS
1 - 8	(6 x STR) + 2d12	---	---	---
9 - 16	(9 x STR) + 2d12	---	---	<i>Faith</i>
17 - 24	(11 x STR) + 3d12	---	---	<i>Protect</i>
25 - 32	(13 x STR) + 3d12	---	---	---
33 - 40	(15 x STR) + 4d12	---	---	<i>Protectga*</i>
41 - 48	(17 x STR) + 4d12	---	---	---
49 - 56	(19 x STR) + 5d12	---	---	<i>Wall*</i>
57 - 64	(21 x STR) + 5d12	---	---	---
65+	(23 x STR) + 5d12	---	---	---

CALL

EARTHEN WALL

107 MP

Target: Party

Type: Status (Barrier)

The Caller draws a gigantic man made of clay and stone from the ground and inscribes a magic word on its forehead. The Golem's eyes light up when the final letter is recorded and it assumes its mission - to defend its masters. The Golem spreads its enormous arms out in front of the party, preparing to shield them from all damage. *Earthen Wall* bestows the Status Condition *Wall* on the Caller and all immediate allies (6).

Seraphim

The Summoner bows her head and closes her eyes, imparting a prayer for assistance to her chosen deity. As she does so, a golden beam of light shines down from above, and a winged woman wearing a simple white robe descends from the sky to gently touch down before the party.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Float, SOS-Regen*

HEALING RAIN

VARIABLE COST

Target: Single

Type: Recovery

Seraphim gazes hopefully upwards and sings a single note. Light shines from the heavens and bathes a single party member in warmth, healing them of wounds. *Healing Rain* restores a certain amount of Hit Points to the targeted combatant — see the Advancement table for more details.

ANGEL FEATHERS*

VARIABLE COST

Target: Party

Type: Recovery

Seraphim spreads her wings and flies high into the air as an angelic chorus is heard from above. As her wings flap, feathers begin to slowly fall, showering the party. The feathers disappear as soon as they touch each party member, providing healing for the entire group. *Angel Feathers* restores a certain amount of Hit Points to all eligible allies in the immediate Party — see the Advancement table for more details.

Table AIII-31: Seraphim's Advancement

LEVEL	ATTACK	HEALING RAIN	ANGEL FEATHERS*	SPELLS
1 - 8	(5 x STR) + 2d8	(11 x MAG) + 3d10 (24 MP)	---	<i>Cure, Poisonsa</i>
9 - 16	(6 x STR) + 2d8	(13 x MAG) + 4d10 (29 MP)	---	<i>Float, Stona</i>
17 - 24	(8 x STR) + 3d8	(15 x MAG) + 4d10 (37 MP)	---	<i>Cura, Regen</i>
25 - 32	(10 x STR) + 3d8	(17 x MAG) + 4d10 (49 MP)	---	<i>Basuna</i>
33 - 40	(11 x STR) + 4d8	(18 x MAG) + 4d12 (55 MP)	(24 x MAG) + 4d12 (86 MP)	<i>Curaga*, Raise*</i>
41 - 48	(13 x STR) + 4d8	(20 x MAG) + 4d12 (64 MP)	(26 x MAG) + 5d10 (97 MP)	<i>Esuna*, Flight*</i>
49 - 56	(14 x STR) + 5d8	(22 x MAG) + 4d12 (73 MP)	(28 x MAG) + 5d10 (100 MP)	---
57 - 64	(16 x STR) + 5d8	(24 x MAG) + 4d12 (81 MP)	(30 x MAG) + 5d10 (127 MP)	---
65+	(18 x STR) + 5d8	(26 x MAG) + 5d10 (92 MP)	(33 x MAG) + 5d10 (149 MP)	---

CALL

REVIVER

111 MP

Target: Party

Type: Recovery

An angel descends from the heavens, accompanied by beautiful light and a divine chorus. She turns towards the party and spreads her six sets of wings, refracting the light across the party, instilling them with newfound health and courage. *Reviver* restores **(22 x MAG) + 4d12** Hit Points to the Caller and all allies in the immediate area.

Ark

The skies darken as a blood-red moon looms over the battlefield. A twinkle of light in the midst of that ominous sphere quickly grows into the battle-scarred shape of an ancient, dragon-headed airship studded with fearsome metal blades, hovering above the battlefield on a single mighty propeller. Suddenly, something inside the airship shudders into life; the rotor folds up, the prow splits in two, and the entire hull begins to fold and twist, by and by transforming the vehicle into an elegant mechanical knight.

Hit Point Modifier: x 2

Support Abilities (Airship): *Elemental Immunity: Earth, Elemental Weakness: Wind, Auto-Flight*

Support Abilities (Knight): *Elemental Immunity: Shadow, Elemental Weakness: Holy, Auto-Float*

SPECIAL RULES

Roll a d% when Ark is summoned. On a roll of 75 or higher, Ark appears in Knight form; otherwise, Ark will appear in Airship form. If brought into battle through *Grand Summon*, Ark automatically appears in Knight form. Ark can transform from Airship to Knight and back again at the cost of an Action. The form Ark takes determines which attacks and Support Abilities are available to it. In Airship form, it can use *Boomerang*, while in Knight form, it can use *Photon* and *Eternal Darkness*. Attack damage remains constant across both forms.

BOOMERANG

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Ancient mechanisms creak as two ornate blades swing out from the airship's back and whirl towards the target, cutting straight through it before returning to their starting positions. *Boomerang* inflicts a certain amount of Physical damage on the targeted opponent, striking automatically – see the Advancement Table for more details. This damage is reduced by ARM as normal.

PHOTON

140 MP

Target: Single

Type: Status (Fatal)

Weapon tubes flick open along the airship's battle-scarred carapace. The glow of energy fills each opening and beams arc out, twisting towards the target to sear its life away in a single intense barrage. *Photon* has a CoS of (M. ACC - 50), M. Evasion of instantly reducing the target to 1 HP, regardless of its current HP score, Armor, or M. Armor rating. Treat this as a Near-Fatal effect.

ETERNAL DARKNESS*

VARIABLE COST

Target: Group

Type: Elemental (Shadow)

A beam of red light shoots out from Ark's forehead, tracing a complex symbol on the ground below. As the symbol is completed, its patterns light up; target thus acquired, Ark swings his wings backwards and lets loose with hundreds of golden-white energy blasts that turn the battlefield into a glowing inferno. As the flames rage and smoke rises, the mechanoid Summon administers the *coup de grace* – a sizzling lance of energy projected from what was once the ram of his airship form, striking and re-igniting the residual energy around the enemy in a column of destruction that spills out into deepest space. *Eternal Darkness* inflicts a certain amount of Shadow Elemental damage on all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-32: Ark's Advancement

LEVEL	ATTACK	BOOMERANG	PHOTON	ETERNAL DARKNESS*	SPELLS
1 - 8	(6 x STR) + d10	(11 x AGI) + 3d10 (26 MP)	---	---	<i>Aero</i>
9 - 16	(8 x STR) + 2d10	(13 x AGI) + 4d10 (31 MP)	---	---	<i>Dark, Float</i>
17 - 24	(10 x STR) + 3d10	(15 x AGI) + 4d10 (39 MP)	---	---	<i>Aera</i>
25 - 32	(11 x STR) + 3d10	(17 x AGI) + 4d10 (51 MP)	---	---	<i>Confuse</i>
33 - 40	(13 x STR) + 4d10	(18 x AGI) + 4d12 (57 MP)	---	(24 x MAG) + 4d12 (91 MP)	<i>Aeraga*, Scourge*</i>
41 - 48	(15 x STR) + 4d10	(20 x AGI) + 4d12 (66 MP)	---	(26 x MAG) + 5d10 (102 MP)	<i>Flight*</i>
49 - 56	(17 x STR) + 5d10	(22 x AGI) + 4d12 (75 MP)	---	(28 x MAG) + 5d10 (105 MP)	---
57 - 64	(19 x STR) + 5d10	(24 x AGI) + 4d12 (83 MP)	---	(30 x MAG) + 5d10 (132 MP)	---
65+	(21 x STR) + 5d10	(26 x AGI) + 5d10 (94 MP)	---	(33 x MAG) + 5d10 (154 MP)	---

CALL

When Called, *Ark* will appear in one of two forms. Roll a d% to determine which form — and effect — is brought into battle.

Roll	Effect
1 - 60	Airship (<i>Propeller Wind</i>)
61 - 100	Knight (<i>Jet Breeze</i>)

PROPELLER WIND

119 MP

Target: Group **Type:** Elemental (Wind)
Status (Mystify)

The airship *Ark* screams across the battlefield, leaving a vacuum in the wake of its propeller. In an instant, the surrounding air rushes in to fill the vacuum, creating a swirling vortex that buffets the Caller's foes. *Propeller Wind* inflicts **(22 x MAG) + 4d12, M. Armor** Wind Elemental damage on all eligible combatants in the targeted Group, striking automatically. In addition, it has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Confuse* **(6)** — roll separately for each eligible combatant.

JET BREEZE

119 MP

Target: Group **Type:** Elemental (Wind)
Support

The knight *Ark* skims over the battlefield on jets of flame, thrusters kicking into overdrive as it sweeps over the thick of the enemy. The resulting backdraft is devastating, nearly blowing the Caller's foes off the battlefield entirely even as the party is plucked up and suspended on cushions of air. *Jet Breeze* inflicts **(26 x MAG) + 5d10, M. Armor** Wind Elemental damage on all eligible combatants in the targeted Group, striking automatically. In addition, it bestows the Status Condition *Float* **(6)** on the Caller and all immediate allies.

Doomtrain

Out of nowhere, train tracks rise from the ground; in the distance, a steam whistle sounds, faint and mournful. Before the astonished combatants can react, an ancient locomotive rumbles into sight, trailing behind it a long string of darkened, battered cars. As the whistle sounds again, however, the pitted iron shell melts away, revealing the horror underneath: a half-mechanical creature bedecked in red, gold, and brass; its frame a skeletal serpent encasing a heart of steam and pistons, its face a hollow-eyed phantom frozen in a rictus of permanent despair. This is the Doomtrain, transport of the dead and the damned, drawn from its course by the Summoner's behest.

Hit Point Modifier: x 2

Support Abilities: *Bio Enhancer*, *Elemental Absorbance: Bio*, *Elemental Weakness: Earth/Wind/Water*

DIABOLIC WHISTLE

VARIABLE COST

Target: Single

Type: Elemental (Bio)
Status (Special)

Noxious steam erupts from the Doomtrain's smokestack as its whistle rings out, a sound shrill and loud enough to break through the world of the living and into the realms of the dead. As if on command, a host of evil spirits emerge from the foul vapors, chittering and cackling as they swarm the target. *Diabolic Whistle* inflicts a certain amount of Bio Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Diabolic Whistle* also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Blind* (6), *Confuse* (6), *Immobilize* (6), and *Poison* (∞). Roll once for all Conditions.

MIDNIGHT EXPRESS*

VARIABLE COST

Target: Group

Type: Elemental (Bio)
Status (Special)

The battlefield seems to grow darker; overhead, stars appear in strange constellations, twisting disconcertingly. As if on cue, the great lamp atop the Doomtrain's head winks to life, bathing the Summoner's foes in pale, bone-white light. Suddenly, a great whispering cuts into the air; initially low and sibilant, it draws closer and closer until shadows begin appear at the edges of light. As they pass into the glare of the Doomtrain's lamp, the shadows resolve into pale, shrouded phantoms; in short order, the souls of the newly departed simply wash over the enemy ranks, barely caring for the damage they inflict as they prepare to board the train to their final reward. *Midnight Express* inflicts a certain amount of Bio Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Midnight Express* also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Condemned* (4), *Meltdown* (4), *Toad* (6), and *Venom* (4) – roll separately for each eligible combatant, but only once for all Conditions.

Table AIII-33: Doomtrain's Advancement

LEVEL	ATTACK	DIABOLIC WHISTLE	MIDNIGHT EXPRESS*	SPELLS
1 - 8	(6 x STR) + 2d10	(11 x MAG) + 3d10 (59 MP)	---	<i>Blind</i> , <i>Poison</i> , <i>Sleep</i>
9 - 16	(8 x STR) + 2d10	(13 x MAG) + 4d10 (64 MP)	---	<i>Berserk</i> , <i>Slow</i>
17 - 24	(10 x STR) + 3d10	(15 x MAG) + 4d10 (71 MP)	---	<i>Immobilize</i> , <i>Silence</i> , <i>Zombie</i>
25 - 32	(11 x STR) + 3d10	(17 x MAG) + 4d10 (84 MP)	---	<i>Bio</i> , <i>Confuse</i> , <i>Slowga</i>
33 - 40	(13 x STR) + 4d10	(18 x MAG) + 4d12 (90 MP)	(24 x MAG) + 4d12 (136 MP)	<i>Curse*</i> , <i>Disable*</i> , <i>Mini*</i>
41 - 48	(14 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	(26 x MAG) + 5d10 (147 MP)	<i>Stone*</i> , <i>Sap*</i>
49 - 56	(16 x STR) + 5d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (150 MP)	<i>Pain*</i> , <i>Stop*</i> , <i>Venom*</i>
57 - 64	(18 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (177 MP)	<i>Toad*</i>
65+	(21 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (199 MP)	---

CALL

RUNAWAY TRAIN

124 MP

Target: Group

Type: Elemental (Bio)
Status (Special)

In the blink of an eye, the battlefield is sucked away into the Dimensional Rift. Warning bells ring as railway gates come crashing down, fencing the Summoner's foes in; flames spring up in the midst of the void, forming the shadow of a ghostly express line. A single light shines in the darkness, and with a mighty thunder of pistons, Doomtrain comes chasing down the track towards the trapped foes, rolling through their ranks without even slowing. *Runaway Train* inflicts (22 x MAG) + 4d12, M. Armor Bio Elemental damage on all eligible combatants in the targeted Group, striking automatically. It also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Blind* (6), *Meltdown* (2), and *Poison* (∞). Roll separately for each Status Condition and each eligible combatant.

Hades

A deep, mournful bell is heard as a thick mist rolls over the Summoner's party. As the mist clears, it reveals the figure of a skeleton clad in a deep purple robe hunched over a large cauldron. Hades looks gleefully up at the enemy party as if to let them know their time has come.

Hit Point Modifier: x 2

Support Abilities: *Bio Enhancer, Elemental Absorbance Bio, Elemental Weakness: Fire/Ice/Lightning*

DEVIL'S BELL

VARIABLE COST

Target: Single

Type: Elemental (Bio)
Status (Special)

Hades reaches slowly into one of the sleeves of his robe, pulling out a dull iron bell. As he points at one member of the enemy party, he rings the bell, causing the same mournful tone heard during his summoning. The affected monster slumps over, filled with despair over the knowledge of its imminent demise. *Devil's Bell* inflicts a certain amount of Bio Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. In addition, *Devil's Bell* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Berserk* (6), *Mini* (6), *Poison* (∞), and *Silence* (6). Roll once for all Conditions.

CURSED MIST*

VARIABLE COST

Target: Group

Type: Elemental (Bio)
Status (Special)

Hades straightens up and begins a hideous chant. As he chants, a pale flame appears under the cauldron, causing whatever is within to begin bubbling. As the chanting reaches its climax, Hades scatters an unknown substance into the cauldron. Almost immediately, a thick gray fog begins pouring out of the cauldron, washing over the enemy party and covering them with hideous toxins. *Cursed Mist* inflicts a certain amount of Bio Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. In addition, *Cursed Mist* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Curse* (6), *Petrify* (4), *Venom* (4), and *Zombie* (6) on all eligible combatants in the Group. Roll separately for each eligible combatant, but only once for all Conditions.

Table AIII-34: Hades's Advancement

LEVEL	ATTACK	DEVIL'S BELL	CURSED MIST*	SPELLS
1 - 8	(6 x STR) + 2d10	(11 x MAG) + 3d10 (59 MP)	---	<i>Blind, Poison, Sleep</i>
9 - 16	(8 x STR) + 2d10	(13 x MAG) + 4d10 (64 MP)	---	<i>Berserk, Slow</i>
17 - 24	(10 x STR) + 3d10	(15 x MAG) + 4d10 (72 MP)	---	<i>Immobilize, Silence, Zombie</i>
25 - 32	(11 x STR) + 3d10	(17 x MAG) + 4d10 (84 MP)	---	<i>Bio, Confuse, Slowga</i>
33 - 40	(13 x STR) + 4d10	(18 x MAG) + 4d12 (90 MP)	(24 x MAG) + 4d12 (136 MP)	<i>Curse*, Disable*, Mini*</i>
41 - 48	(14 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	(26 x MAG) + 5d10 (147 MP)	<i>Stone*, Time Slip*</i>
49 - 56	(16 x STR) + 5d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (150 MP)	<i>Pain*, Stop*, Venom*</i>
57 - 64	(18 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (177 MP)	<i>Toad*</i>
65+	(21 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (199 MP)	---

CALL

BLACK CAULDRON

124 MP

Target: Group

Type: Elemental (Bio)
Status (Special)

The sky fades to black; in the newly-birthing shadows, a menacing figure comes into focus, blood-red robes fluttering in the cold wind. A metallic creak rents the air as Hades stirs his pitch-black cauldron, filling the air around the Caller's foes with a drift of noxious fumes. *Black Cauldron* inflicts (22 x MAG) + 4d12, M. ARM Bio Elemental damage on all eligible combatants in the targeted Group, striking automatically. In addition, *Black Cauldron* also has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Curse* (6), *Mini* (6), and *Silence* (6). Roll separately for each Status Condition.

Kujata

As the summoner chants the words of her incantation, the earth begins to rumble, and a loud roar is heard in the distance. The horned boar god Kujata charges to the aid of the summoner and her allies, hot sparks flying as his hooves strike rock. With a snort, the huge boar interposes himself between the summoner and her enemies, letting out another titanic bellow.

Hit Point Modifier: x 2

Support Abilities: *Elemental Immunity: Earth/Fire/Ice/Lightning, Elemental Weakness: Water/Wind*

ERUPTION

VARIABLE COST

Target: Single

Type: Elemental (Special)

Kujata raises its hooves and drives them into the earth. A huge spike of rock smashes into one of the Summoner's enemies, then explodes, raining fiery lava down on the target. *Eruption* counts as two separate attacks, both of which strike the targeted combatant automatically for a certain amount of damage — see the Advancement table for more details. The first attack inflicts Earth Elemental damage, the second inflicts Fire Elemental damage. Both attacks ignore M. ARM.

HEAVEN'S RAGE*

VARIABLE COST

Target: Group

Type: Elemental (Special)

Kujata lets out a terrible roar and the earth itself rips apart under the feet of the summoner's enemies. As the summoner's foes fall into the chasm, they are first bathed in boiling lava, then frozen in crystallized ice, then struck by otherworldly bolts of lightning. Finally, the chasm itself slams closed, crushing the enemies before throwing them back onto the surface. *Heaven's Rage* counts as four separate attacks, all of which strike every eligible combatant in the targeted Group for a certain amount of damage — see the Advancement table for more details. The first attack deals Fire Elemental damage, the second Ice Elemental, the third Lightning Elemental, and the last Earth Elemental. All four attacks ignore M. ARM.

Table AIII-35: Kujata's Advancement

LEVEL	ATTACK	ERUPTION	HEAVEN'S RAGE*	SPELLS
1 - 8	(6 x STR) + 2d12	(6 x MAG) + 2d10 (34 MP)	---	<i>Blizzard, Fire, Thunder</i>
9 - 16	(9 x STR) + 2d12	(7 x MAG) + 2d10 (43 MP)	---	---
17 - 24	(11 x STR) + 3d12	(8 x MAG) + 2d10 (51 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(13 x STR) + 3d12	(9 x MAG) + 3d10 (63 MP)	---	---
33 - 40	(15 x STR) + 4d12	(10 x MAG) + 3d10 (72 MP)	(5 x MAG) + 2d10 (78 MP)	<i>Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(17 x STR) + 4d12	(11 x MAG) + 3d10 (81 MP)	(6 x MAG) + 2d10 (95 MP)	<i>Null Element (Water)*</i>
49 - 56	(19 x STR) + 5d12	(12 x MAG) + 3d10 (89 MP)	(7 x MAG) + 2d10 (109 MP)	<i>Null Element (Wind)*, Quake*</i>
57 - 64	(21 x STR) + 5d12	(13 x MAG) + 4d10 (100 MP)	(8 x MAG) + 2d10 (151 MP)	
65+	(23 x STR) + 5d12	(14 x MAG) + 4d10 (103 MP)	(9 x MAG) + 3d10 (177 MP)	---

CALL

TETRA-DISASTER

125 MP

Target: Group

Type: Elemental (Special)

A burst of flames erupts from the ground, burning the Caller's foes. A cold air begins to sweep in that promises quick relief, but turns to a painful sting as it coalesces into a block of ice that chills the targets for further damage before being shattered by a volley of lightning bolts that reveals the source of this misery - the massive elemental beast Kujata. With a stomp of its mighty hooves, Kujata sends a final ripple through the ground, shaking all opponents in range before vanishing again. *Tetra-Disaster* counts as four separate attacks, each inflicting **(6 x MAG) + 2d10** damage on all eligible combatants in the targeted Group, striking automatically. The first attack does Fire Elemental damage, the second Ice Elemental, the third Lightning Elemental, and the fourth Earth Elemental.

Alexander

The summoner closes her eyes and gives a small prayer, which is answered as a massive mechanical creature rises up behind her. Alexander, the holy guardian, towers over the battlefield, resplendent in brightly-ornamented silver armor. It may be humanoid, but nothing below the waist can be seen above the ground. The arms are massive pillars, leaning against the ground, though no hands are visible. Perhaps the strangest thing about Alexander is what appears to be a palace on its wide shoulders, with towers sprouting high up over its head.

Hit Point Modifier: x 2.5

Support Abilities: *Holy Enhancer, Elemental Absorbance: Holy, Elemental Weakness: Shadow*

RAY OF LIGHT

VARIABLE COST

Target: Single

Type: Elemental (Holy)

A thin beam of light shines from Alexander's visor, flaring from white to red as it begins to trace a glyph around the target with fast, darting motions. As the final stroke is made, the intricate lines glow red; the two light sources unite as one, engulfing the target in searing fire. *Ray of Light* inflicts a certain amount of Holy damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

HOLY JUDGMENT*

VARIABLE COST

Target: Group

Type: Elemental (Holy)

Alexander shudders and clanks, as a pair of immense feathered wings emerge from his back, shattering metal and stone. The wings beat slowly in the air as a ball of Holy energy is formed in front of Alexander's body. Suddenly the wings stop, and the ball splits into thousands of thin streams of energy, spiraling around the battlefield until, one by one, each plunges into a different enemy. *Holy Judgment* inflicts a certain amount of Holy Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-36: Alexander's Advancement

LEVEL	ATTACK	RAY OF LIGHT	HOLY JUDGEMENT*	SPELLS
1 - 8	(6 x STR) + 2d10	(13 x MAG) + 4d10 (31 MP)	---	---
9 - 16	(8 x STR) + 2d10	(15 x MAG) + 4d12 (39 MP)	---	<i>Fade</i>
17 - 24	(10 x STR) + 3d10	(17 x MAG) + 4d12 (51 MP)	---	<i>Protect</i>
25 - 32	(11 x STR) + 3d10	(18 x MAG) + 4d12 (57 MP)	---	<i>Shell</i>
33 - 40	(13 x STR) + 4d10	(20 x MAG) + 4d12 (66 MP)	(26 x MAG) + 5d10 (102 MP)	<i>Banish*, Raise*</i>
41 - 48	(15 x STR) + 3d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Dispel*</i>
49 - 56	(16 x STR) + 5d10	(24 x MAG) + 4d12 (84 MP)	(30 x MAG) + 5d10 (132 MP)	---
57 - 64	(18 x STR) + 5d10	(26 x MAG) + 5d10 (94 MP)	(33 x MAG) + 5d10 (154 MP)	---
65+	(21 x STR) + 5d10	(28 x MAG) + 5d10 (97 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Holy*</i>

CALL

DIVINE JUDGMENT

130 MP

Target: Group

Type: Elemental (Holy)

Behind the Caller, the ground suddenly sags and crumbles away, leaving a gaping hole in the battlefield through which Alexander ascends to join the fray. Once above ground, the sentient war machine anchors itself with a hiss of steam; two great weapon batteries open atop the war machine's towering shoulders, spitting lances of holy destruction into the air. For several seconds, nothing happens – then Alexander's deadly payload comes raining down again, all but vaporising the enemy on impact. *Divine Judgment* inflicts **(26 x MAG) + 5d10, M. Armor** Holy Elemental damage to all eligible combatants in the targeted Group, striking automatically.

Anima

A blackened metal chain plummets out of the sky, plunging into the ground with a thundering jolt. The chain retracts as it slowly pulls something out of the shadowed depths of the earth. More chains spring out of the earth, pulling themselves taut around the emerging figure, a strangely fish-like creature who roars in impotent fury as she weeps boiling blood. This is the dark spirit Anima.

Hit Point Modifier: x 2.5

Support Abilities: *Shadow Enhancer, Elemental Absorbance: Shadow, Elemental Weakness: Holy*

WRACK

VARIABLE COST

Target: Single

Type: Elemental (Shadow)
Status (Fatal)

Anima cries out to the battlefield as a drop of molten blood is flung from her eye upon the target. As the dark essence sears away at the target, the pure rage of Anima attacks their very spirit. *Wrack* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 Hit Points, regardless of current HP, ARM, or M. ARM values. Treat this as a Death-type effect. Should the target survive, *Wrack* does a certain amount of Shadow Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

OBLIVION*

VARIABLE COST

Target: Group

Type: Elemental (Shadow)

The chain binding Anima to the surface snaps free, sending Anima plunging back into the earth. The chains themselves drag the enemy party down with her, allowing them to meet Anima's other face, a monstrous crowned skeleton, whose chains are near breaking point. As the combatants sink deeper into the darkness, the bindings snap, and Anima's other half is freed. With two gaunt arms she begins to vent all the pain and suffering of her existence into the Summoner's foes, all but destroying them on the spot. *Oblivion* does a certain amount of Shadow Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-37: Anima's Advancement

LEVEL	ATTACK	WRACK	OBLIVION*	SPELLS
1 - 8	(6 x STR) + 2d10	(13 x MAG) + 4d10 (64 MP)	---	---
9 - 16	(8 x STR) + 2d10	(15 x MAG) + 4d12 (72 MP)	---	<i>Dark</i>
17 - 24	(10 x STR) + 3d10	(17 x MAG) + 4d12 (84 MP)	---	---
25 - 32	(11 x STR) + 3d10	(18 x MAG) + 4d12 (90 MP)	---	<i>Debarrier</i>
33 - 40	(13 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	(26 x MAG) + 5d10 (102 MP)	<i>Scourge*</i>
41 - 48	(15 x STR) + 4d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (105 MP)	---
49 - 56	(16 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Death*</i>
57 - 64	(18 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (154 MP)	---
65+	(21 x STR) + 5d10	(28 x MAG) + 5d10 (130 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Scathe*</i>

CALL

TORMENT

130 MP

Target: Group

Type: Elemental (Shadow)

Anima's tormented form erupts in the midst of the Caller's foes, ever struggling with her eternal chains. Her futile struggling whips the chains to and fro, tangling all nearby targets as her piercing howls drive fear into even the boldest of hearts. *Torment* inflicts **(26 x MAG) + 5d10**, M. ARM Shadow Elemental damage on all eligible combatants in the targeted Group, striking automatically.

Cerberus

Thick mists begin to surround the Summoner's body, rolling out to fill the immediate area until the entire battlefield is shrouded in murky fog. Just as confusion and panic begin to spread in the combatants, the veil begins to lift, revealing a pair of stone cemetery gates rising up behind the Summoner; the iron-wrought portal between them is blackened and age-pitted, scored with rust that seems as old as creation itself. Suddenly, a distant howl cuts through the gloom; the steady patter of running, thundering feet draws closer as glowing eyes cut through the mists and the gates of the underworld slowly creak open, acknowledging the return of their master.

In the flesh, Cerberus is a terrible thing indeed. A bony carapace the color of gravestone barely covers a three-headed demon-hound great enough to tower over mere mortals; between the gaps, blood-red muscles and sinews glisten as if freshly skinned, tensing with barely restrained power.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Haste*

SONIC DRIVE

VARIABLE COST

Target: Single

Type: Arcane (Physical)
Status (Time)

Cerberus fixes a single foe with three sets of eyes as cold and pitiless as the heart of a dying star, sapping the very life from the hapless victim's body. *Sonic Drive* inflicts a certain amount of Physical damage to the targeted combatant, striking automatically — see the Advancement table for more details. This damage is reduced by ARM as normal. *Sonic Drive* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Stop* (6).

OVERDRIVE*

183 MP

Target: Party

Type: Status (Strengthen)

Cerberus raises all three heads to the sky and unleashes a howl, defying death's inevitability for one brief moment. Almost immediately, energy suffuses the Summoner and her comrades as the weight of the ages begins to melt away. *Overdrive* bestows the Status Condition *Haste* on all eligible combatants (6), as well as immediately casting the Time Magic Spell *Quicken* on them.

Table AIII-38: Cerberus's Advancement

LEVEL	ATTACK	SONIC DRIVE	OVERDRIVE*	SPELLS
1 - 8	(5 x AGI) + 2d8	(13 x AGI) + 4d10 (54 MP)	---	<i>Burn Ray, Hold, Yawn</i>
9 - 16	(6 x AGI) + 2d8	(15 x AGI) + 4d12 (62 MP)	---	<i>Slow, Speed</i>
17 - 24	(8 x AGI) + 3d8	(17 x AGI) + 4d12 (74 MP)	---	<i>Ray Bomb, Reset</i>
25 - 32	(10 x AGI) + 3d8	(18 x AGI) + 4d12 (80 MP)	---	<i>Haste, Slowga</i>
33 - 40	(11 x AGI) + 4d8	(20 x AGI) + 4d12 (89 MP)	---	<i>Flare Star*, Time Slip*</i>
41 - 48	(13 x AGI) + 4d8	(22 x AGI) + 4d12 (98 MP)	---	<i>Stop*</i>
49 - 56	(14 x AGI) + 5d8	(24 x AGI) + 4d12 (106 MP)	---	<i>Hastega*, Return*</i>
57 - 64	(16 x AGI) + 5d8	(26 x AGI) + 5d10 (117 MP)	---	<i>Old*</i>
65+	(18 x AGI) + 5d8	(28 x AGI) + 5d10 (120 MP)	---	<i>Shockwave Pulsar*, Quicken*</i>

CALL

COUNTER ROCKETS

139 MP

Target: Party

Type: Status (Strengthen)

Infernal power glows in the depths of Cerberus's maws, growing in intensity until the fell hound at last lifts its three heads to the heavens and shoots the pent-up energy into the sky. For one brief moment, a new constellation winks down on the party; then it too is gone. *Counter Rockets* bestows the Status Conditions *Power Up* (6) and *Magic Up* (6) on the Caller and all eligible allies in the immediate Party.

Phoenix

An egg the color of amber sunlight falls from the heavens, melting into the ground without even slowing. Trails of flame blaze forth, tracing the outline of a majestic bird around the party before erupting into an utter inferno. Out of the conflagration soars a giant bird covered in gloriously vibrant plumage, trailing a rainbow in its wake as it spreads its wings and soars into the sky.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Reraise*

BLAZE OF LIFE

VARIABLE COST

Target: All

Type: Elemental (Fire)
Recovery

Phoenix hovers above the battlefield, a cascade of feathers showering down with every beat of its mighty wings. Where the feathers touch allies, they radiate warmth and light; where they strike the enemy, they burst into hot and wicked flames, scorching without mercy. *Blaze of Life* inflicts a certain amount of Fire Elemental damage on all eligible enemy combatants on the battlefield, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Unconscious* allies are revived as if they had been targeted by the Spell *Raise*.

REBIRTH FLAME*

VARIABLE COST

Target: All

Type: Elemental (Fire)
Recovery

Phoenix circles above the battlefield again, singing its powerful song. Finally, it dives again, wreathing its entire body in flame. To the party, the flame pulses with the heat of life; to the Summoner's foes, it burns with the intensity of a raging sun. *Rebirth Flame* inflicts a certain amount of Fire Elemental damage on all eligible enemy combatants on the battlefield, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Unconscious* allies are revived as if they had been targeted by the Spell *Arise*.

Table AIII-39: Phoenix's Advancement

LEVEL	ATTACK	BLAZE OF LIFE	REBIRTH FLAME*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (62 MP)	---	<i>Cure, Fire</i>
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (74 MP)	---	---
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (80 MP)	---	<i>Cura, Fira</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (89 MP)	---	<i>Raise</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (98 MP)	(28 x MAG) + 5d10 (135 MP)	<i>Curaga*, Firaga*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (106 MP)	(30 x MAG) + 5d10 (162 MP)	<i>Reraise*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (117 MP)	(33 x MAG) + 5d10 (184 MP)	<i>Nuke*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (120 MP)	(36 x MAG) + 5d12 (203 MP)	<i>Arise*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (147 MP)	(39 x MAG) + 5d12 (223 MP)	<i>Rebirth*</i>

CALL

UNDYING SPIRIT

147 MP

Target: All

Type: Elemental (Fire)
Recovery

Feathers, ashes and drops of oil fall from the sky to form a small pile in the center of the battlefield. After a moment, a small red bird emerges from the pile and shakes off some debris, then spreads its wings and takes to the sky. Circling once over the battle before departing, it trails ribbons of flame everywhere that scorch the Caller's opponents. *Undying Spirit* inflicts **(26 x MAG) + 5d10, M. ARM** Fire Elemental damage on all active enemies on the battlefield. In addition, all *Unconscious* allies are revived with **25%** of their maximum Hit Points.

Typhon

A truly grotesque creature descends from the heavens, fat violet body undulating and wobbling as its brings itself into position and surveys the battle with greedy eyes. One grinning, demonic face tops that sluglike mass, sporting a mouthful of fangs wide enough to swallow cattle whole; another head, smaller but no less uglier for it, leers in the monster's rump, blowing an obscene raspberry at the Summoner. Flexing his stubby arms, Typhon prepares to unleash his vulgar powers.

Hit Point Modifier: x 2.5

Support Abilities: *Wind Enhancer, Elemental Absorbance: Wind, Elemental Weakness: Earth/Bio, Auto-Float*

SNEEZE

VARIABLE COST

Target: Single

Type: Elemental (Wind)
Status (Fatal)

Typhon's hideous face wrinkles; his maw twitches, and without warning, the summon sneezes with tree-felling force, creating a burst of unimaginably powerful air currents. *Sneeze* has a CoS of **(M. ACC - 50)**, **M. Evasion** to *Eject* the targeted combatant from the battlefield. Should the target survive, *Sneeze* inflicts a certain amount of Wind Elemental damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

DISINTEGRATION*

VARIABLE COST

Target: Group

Type: Elemental (Wind)

Typhon blows a howling gust of air into the ranks of the enemy, whipping up a malevolent whirlwind that wraps itself around the Summoner's foes and sweeps them up. As the enemy tumbles about helplessly, the hideous summon turns around to reveal his second head, which unleashes a furious sneeze; in an instant, heaven and earth are reversed, and fragments of what was once the ground begin to tumble down, battering the trapped opponents until the tornado finally peters out. *Disintegration* inflicts a certain amount of Wind Elemental damage to to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-40: Typhon's Advancement

LEVEL	ATTACK	SNEEZE	DISINTEGRATION*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (62 MP)	---	<i>Aero</i>
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (74 MP)	---	<i>Float</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (80 MP)	---	<i>Aera</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (89 MP)	---	<i>Flight</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (98 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Aeraga*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (106 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Null Element (Earth)*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (117 MP)	(33 x MAG) + 5d10 (154 MP)	<i>Null Element (Bio)*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (120 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Weaken (Wind)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (147 MP)	(39 x MAG) + 5d12 (193 MP)	<i>Whirlwind</i>

CALL

CHOW TIME

155 MP

Target: Group

Type: Elemental (Wind)

Typhon swoops down, mouths agape and drooling in anticipation of a fresh meal. He inhales greedily, drawing all opponents in the vicinity up into the terrible, cavernous depths of his gullet; then, just as suddenly, he spits them out again, as if displeased with the quality of his impromptu snack. *Chow Time* inflicts **(30 x MAG) + 5d10**, **M. ARM** Wind Elemental damage to to all eligible combatants in the targeted Group, striking automatically.

Leviathan

A rip opens in the fabric of reality, birthing a long, sinuous column of seawater that twists and turns this way and that, gaining definition as it begins to solidify. By and by, spines emerge from the snaking column; the brine hardens into shimmering scales, stretches out into fins and long, trailing whiskers, gives form to a sharply beaked head. As the great sea serpent Leviathan completes his metamorphosis, the tang of salt fills the air; sharp, clear, and foreboding.

Hit Point Modifier: x 2.5

Support Abilities: *Water Enhancer*; *Elemental Absorbance: Water*; *Elemental Weakness: Lightning/Ice*

TIDAL WAVE

VARIABLE COST

Target: Group

Type: Elemental (Water)

Leviathan coils up in a glistening ball of scales; water begins to bead on the surface of his body, quickly forming a solid cocoon of liquid. Once the great sea serpent is completely surrounded, the brine explodes outwards, sending furious waves gushing in all directions. *Tidal Wave* inflicts a certain amount of Water Elemental damage to to all eligible combatants in the targeted Group, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

GRAND FALL*

VARIABLE COST

Target: Group

Type: Elemental (Water)

The earth rumbles and shakes, thrusting up larger and larger fragments of stone until a towering slope has been erected over the battlefield. With a flick of his tail, Leviathan soars to the summit of the newly-formed peak; in an instant, he transforms his body to water once again, creating a mighty waterfall that pours and tumbles down the dry rock. This liquid avalanche quickly gathers momentum until it reaches the bottom and fans out in a crushing wall of oceanic devastation, sweeping up everything in its path. *Grand Fall* inflicts a certain amount of Water Elemental damage to to all eligible combatants in the targeted Group, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-41: Leviathan's Advancement

LEVEL	ATTACK	TIDAL WAVE	GRAND FALL*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (47 MP)	---	---
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (59 MP)	---	<i>Water</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (65 MP)	---	---
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (74 MP)	---	<i>Watera</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (83 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Null Element (Lightning)*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (91 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Null Element (Ice)*, Waterga*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (102 MP)	(33 x MAG) + 5d10 (154 MP)	---
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (105 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Weaken (Water)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (132 MP)	(39 x MAG) + 5d12 (193 MP)	---

CALL

TSUNAMI

155 MP

Target: Group

Type: Elemental (Water)

Leviathan thrashes and sweeps across the battlefield, budding tiny bubbles of water from the length of his body. As he passes over the enemy ranks, these minute droplets begin to multiply; behind him, a great wall of water begins to form, growing in scale and intensity as he draws closer and closer. When the tsunami finally hits, it is with the force of nature's wrath in its purest form — a blow few foes can weather. *Tsunami* inflicts (30 x MAG) + 5d10, M. ARM Water Elemental damage to to all eligible combatants in the targeted Group, striking automatically.

Lich

A dark fog snakes around the Summoner, slowly solidifying into a creature seemingly born of nightmares: a cruel-faced skeleton clad in the decaying remains of wizard's robes, gaunt form held aloft by two skeletal wings. With a hideous, cackling laugh, the Lich swoops forward, ready to unleash the power of darkness against the Summoner's foes.

Hit Point Modifier: x 2.5

Support Abilities: *Shadow Enhancer, Elemental Absorbance: Shadow, Elemental Weakness: Holy*

DEATH CUTTER

VARIABLE COST

Target: Single

Type: Elemental (Shadow)
Status (Fatal)

A sneer seems to twist Lich's skull-like features as he charges towards the chosen foe, skeletal arms reshaping mid-rush into curved, cruel scythes that impale the target without a moment's pity. *Death Cutter* inflicts a certain amount of Shadow Elemental damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Death Cutter* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 Hit Points, regardless of current HP, ARM or M. ARM values, or the Damage Cap; treat this as a Death-type effect.

DOOM MIRROR*

VARIABLE COST

Target: Group

Type: Elemental (Shadow)
Status (Transform)

With a cackle, the Lich calls an age-scored and rune-encrusted silver mirror into existence before each foe still standing; even as they behold their reflections, those mirror images begin to wither and waste, leaving nothing save bones. That grim display done, the mirrors explode into sweeping jets of black gas, a rotting malaise that seeks to make the illusion into reality. *Doom Mirror* inflicts a certain amount of Shadow Elemental damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal. *Doom Mirror* also has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Zombie* (6) – roll separately for each eligible combatant.

Table AIII-42: Lich's Advancement

LEVEL	ATTACK	DEATH CUTTER	DOOM MIRROR*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (72 MP)	---	---
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (84 MP)	---	<i>Dark</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (90 MP)	---	<i>Zombie</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (99 MP)	---	---
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (108 MP)	(28 x MAG) + 5d10 (115 MP)	<i>Scourge*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (116 MP)	(30 x MAG) + 5d10 (142 MP)	<i>Death*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (127 MP)	(33 x MAG) + 5d10 (164 MP)	<i>Null Element (Holy)*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (130 MP)	(36 x MAG) + 5d12 (183 MP)	<i>Weaken (Shadow)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (157 MP)	(39 x MAG) + 5d12 (203 MP)	<i>Scathe*</i>

CALL

DESCENDING DARKNESS

168 MP

Target: Group

Type: Elemental (Shadow)

Wind whips at the tatters of his robes as Lich soars over the battlefield, laughing maniacally as the while. From his fingertips leaps lightning as black as a moonless night, bolts of unadulterated evil that draw the life from anything unlucky enough to find itself in their path. *Descending Darkness* inflicts **(36 x MAG) + 5d12**, **M. ARM** Shadow Elemental damage on all eligible combatants in the targeted Group, striking automatically.

MADEEN

Cracks begin to form in the ground underneath the Summoner, growing wider and wider as beams of light pour through the newly-created openings. In the midst of this devastation, fragments of earth start rising up, forming miniature floating islands that surround the Summoner in a loose, gravity-defying archipelago. Finally, the last of the beams shoots forth, tearing the very sky in twain. From this fissure emerges a majestic figure indeed: a golden-skinned lion-man of impeccable physique carried on the beats of dragon's wings, landing with seemingly effortless grace atop the largest of the fragments to roar his arrival to all below.

Hit Point Modifier: x 2.5

Support Abilities: *Holy Enhancer, Elemental Absorbance: Holy, Elemental Weakness: Shadow*

HEAVEN'S REIGN

VARIABLE COST

Target: Single

Type: Elemental (Holy)

Madeen raises one clawed hand, drawing a handful of the debris called by his summoning to surround him. Tightening his hand into a fist, he turns each particle into a miniature starburst of purest light, then sends the freshly-created swarm howling towards the target in an eye-searing streak of destruction. *Heaven's Reign* inflicts a certain amount of Holy Elemental damage to the target, striking automatically – see the Advancement table for more details.

TERRA HOMING*

VARIABLE COST

Target: Group

Type: Elemental (Holy)

A web of light forms around Madeen, gradually expanding until it has encompassed the Summoner's foes in their entirety. At this point, the web unravels into a spray of beams, bombarding the targets with bolt after bolt of divine power. *Terra Homing* inflicts a certain amount of Holy Elemental damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-43: Madeen's Advancement

LEVEL	ATTACK	HEAVEN'S REIGN	TERRA HOMING*	SPELLS
1 - 8	(8 x STR) + 2d10	(15 x MAG) + 4d10 (39 MP)	---	---
9 - 16	(10 x STR) + 3d10	(17 x MAG) + 4d10 (51 MP)	---	<i>Fade</i>
17 - 24	(11 x STR) + 3d10	(18 x MAG) + 4d12 (57 MP)	---	<i>Protect</i>
25 - 32	(13 x STR) + 4d10	(20 x MAG) + 4d12 (66 MP)	---	<i>Shell</i>
33 - 40	(15 x STR) + 4d10	(22 x MAG) + 4d12 (75 MP)	(28 x MAG) + 5d10 (105 MP)	<i>Banish*, Life*</i>
41 - 48	(17 x STR) + 5d10	(24 x MAG) + 4d12 (83 MP)	(30 x MAG) + 5d10 (132 MP)	<i>Protectga*, Shellga*</i>
49 - 56	(19 x STR) + 5d10	(26 x MAG) + 5d10 (94 MP)	(33 x MAG) + 5d10 (154 MP)	<i>Null Element (Shadow)*</i>
57 - 64	(21 x STR) + 5d10	(28 x MAG) + 5d10 (97 MP)	(36 x MAG) + 5d12 (173 MP)	<i>Weaken (Holy)*</i>
65+	(22 x STR) + 5d10	(30 x MAG) + 5d10 (124 MP)	(39 x MAG) + 5d12 (193 MP)	<i>Holy*</i>

CALL

SHINING STAR

168 MP

Target: Group

Type: Elemental (Holy)

A star glints in the distance – but as the light draws closer, it quickly becomes obvious that this is no mere astronomical phenomenon, but an ever-growing ball of holy power surrounding the rapidly approaching Madeen like a deadly nimbus. The air itself seems to burn as the lion-man simply roars through the ranks of the enemy and the false star flares one last time, disappearing in a blast of pure light. *Shining Star* inflicts (36 x MAG) + 5d12, M. ARM Holy Elemental damage on all eligible combatants in the targeted Group, striking automatically.

Odin

A black vortex opens in front of the Summoner, spewing thick streams of smoke from its yawning depths. As creeping vapors curl around the Summoner's feet, metal suddenly flashes deep in the darkness; hoofsteps become audible, growing louder and louder as a great six-legged war charger strides into view. On its back is a true giant of a warrior, covered from head to toe in ancient and ornate armor; his left hand clutches a long-hafted spear, the right a sword easily as long as a man is tall. Only a golden-skinned face is left visible, handsome and cruel, framed by a great horned helm of almost prehistoric provenance. Odin has arrived, and woe betide any creature that dares to stand in his path.

Hit Point Modifier: x 2.5 **Support Abilities:** *Auto-Power Up, Auto-Regen*

SHIN-ZANTETSUKEN

VARIABLE COST

Target: Single **Type:** Arcane (Physical)
Status (Fatal)

Odin holds his blade at the ready, but those who know of this warrior's exploits know that they witness no ordinary weapon: this is the legendary blade Zantetsuken, the Iron-Cutting Sword whose impossibly keen edge respects not even diamond. The curved metal glints wickedly as the warrior summon spurs Sleipnir into a charge; the sword-stroke falls so quickly that the motion is almost invisible. Only when the enemy begins to slide apart does it become obvious that they have been cleaved cleanly in twain. *Shin-Zantetsuken* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 Hit Points, regardless of current HP, ARM or M. ARM values, or the Damage Cap. Treat this as a Death-type effect. Should the target survive, *Shin-Zantetsuken* does a certain amount of Physical damage to the target, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal.

OBLITERATION*

VARIABLE COST

Target: Group **Type:** Arcane (Physical)
Status (Fatal)

Thunder peals and rolls as Odin sizes up the ranks of the enemy; beneath him, Sleipnir kicks the earth impatiently, waiting only for his master's command. Finally, the warrior summon makes his move, riding at the enemy in full charge with Zantetsuken leveled dangerously low to the ground. The very air itself is split by the blade's passing, creating a rising vapor trail that grows in intensity as Odin cleaves through one foe after another like a dark comet of vengeance. *Obliteration* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing all eligible combatants in the targeted Group to 0 Hit Points, regardless of their current HP, ARM, or M. ARM values; roll separately for each eligible combatant. Treat this as a Death-type effect. Should the target survive, *Obliteration* does a certain amount of Physical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal.

Table AIII-44: Odin's Advancement

LEVEL	ATTACK	SHIN-ZANTETSUKEN	OBLITERATION*	SPELLS
1 - 8	(9 x STR) + 2d12	(15 x STR) + 4d10 (72 MP)	---	---
9 - 16	(11 x STR) + 3d12	(17 x STR) + 4d10 (84 MP)	---	<i>Faith, Slow</i>
17 - 24	(13 x STR) + 3d12	(18 x STR) + 4d12 (90 MP)	---	<i>Might, Fear</i>
25 - 32	(15 x STR) + 4d12	(20 x STR) + 4d12 (99 MP)	---	<i>Despair, Dispel</i>
33 - 40	(17 x STR) + 4d12	(22 x STR) + 4d12 (108 MP)	(28 x STR) + 5d10 (135 MP)	<i>Haste*, Slowga*</i>
41 - 48	(19 x STR) + 5d12	(24 x STR) + 4d12 (116 MP)	(30 x STR) + 5d10 (162 MP)	---
49 - 56	(21 x STR) + 5d12	(26 x STR) + 5d10 (127 MP)	(33 x STR) + 5d10 (184 MP)	<i>Hastega*, Stop*</i>
57 - 64	(23 x STR) + 5d12	(28 x STR) + 5d10 (130 MP)	(36 x STR) + 5d12 (203 MP)	---
65+	(25 x STR) + 5d12	(30 x STR) + 5d10 (154 MP)	(39 x STR) + 5d12 (223 MP)	---

CALL

By default, Odin will use *Zantetsuken* when brought into battle by an Caller. However, if summoned against a Boss, End Boss, or creature with Death or Fatal Immunity, Odin will use *Gungnir* instead. The cost is the same regardless of which effect is used.

ZANTETSUKEN

176 MP

Target: Group

Type: Status (Fatal)

Odin draws his blade and makes three economical cuts through the thick of the enemy, bloodlessly parting limbs from bodies, heads from shoulders in a raw display of physical might. *Zantetsuken* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing all eligible combatants in the targeted Group to 0 Hit Points, regardless of their current HP, ARM or M. ARM values, or the Damage Cap; roll separately for each eligible combatant. Treat this as a Death-type effect.

GUNGNIR

176 MP

Target: Single

Type: Arcane (Physical)

Odin draws the mighty lance Gungnir, the great crystal-tipped spear whose fearsome reputation is almost equal to Zantetsuken's own. With one swift motion, he lifts and hurls the lance into the skies; seconds later, it comes whistling down again, neatly skewering the target on the spot. *Gungnir* inflicts **(33 x MAG) + 5d10, ARM** Physical damage on the target, striking automatically.

Bahamut

A sonic boom shakes the battlefield as Bahamut descends from the heavens with the speed of a falling meteor, wings unfurling to brake his fall mere inches from the ground. Every inch of the Wyrming exudes physical power; his dark scales shine like diamond, his talons glint with points sharp enough to put the finest swords to shame. But it is the cold, ruthless intelligence that sparkles in his eyes that gives the Summoner's foes most pause for thought; as Bahamut lands and beholds the battle unfurling before him, he does so with the contempt a man might muster surveying a swarm of ants poised on the cusp of biting.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Magic Up, Auto-Protect, Auto-Shell*

IMPULSE

VARIABLE COST

Target: Group

Type: Arcane (Magical)

Bahamut raises his scaled hands, gathering magical energy from deep within until his talons burn and ripple with the surge of power. With a mighty roar, he brings his hands together in a momentous thunderclap, unleashing a wave of explosive energy to shatter the Summoner's foes. *Impulse* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

GIGAFLARE*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

Calling on the innermost reserves of his power, Bahamut opens his jaws and begins to gather raw magical energy, creating a rapidly-swelling ball that expands to man-sized proportions in a matter of seconds. A deafening roar rocks the battlefield as the accumulated power is finally released, engulfing the immediate area in a devastating arcane shockwave that sends greater foes flying and sears away lesser opponents on the spot. *Gigaflare* inflicts a certain amount of Magical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal, but ignores the Damage Cap, and may inflict more than 999 damage.

Table AIII-45: Bahamut's Advancement

LEVEL	ATTACK	IMPULSE	GIGAFLARE*	SPELLS
1 - 8	(9 x STR) + 2d12	(17 x MAG) + 4d10 (59 MP)	---	<i>Blizzard, Fire, Scan, Thunder</i>
9 - 16	(11 x STR) + 3d12	(18 x MAG) + 4d12 (65 MP)	---	<i>Aero, Poison, Water</i>
17 - 24	(13 x STR) + 3d12	(20 x MAG) + 4d12 (74 MP)	---	<i>Blizzara, Fira, Thundara</i>
25 - 32	(15 x STR) + 4d12	(22 x MAG) + 4d12 (83 MP)	---	<i>Aera, Bio, Watera</i>
33 - 40	(17 x STR) + 4d12	(24 x MAG) + 4d12 (91 MP)	(30 x MAG) + 5d10 (152 MP)	<i>Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(19 x STR) + 5d12	(26 x MAG) + 5d10 (102 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Aeraga*, Quake*, Waterga*</i>
49 - 56	(21 x STR) + 5d12	(28 x MAG) + 5d10 (105 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Flare*, Freeze*, Nuke*, Venom*</i>
57 - 64	(23 x STR) + 5d12	(30 x MAG) + 5d10 (132 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Absorb*, Weaken*</i>
65+	(25 x STR) + 5d12	(33 x MAG) + 5d10 (154 MP)	(42 x MAG) + 5d12 (245 MP)	<i>Break*, Meltdown*, Whirlwind*</i>

CALL

MEGAFLARE

225 MP

Target: Group

Type: Arcane (Magical)

Thunder crackles across the battlefield, marking the Wyrming's descent from the skies. Soaring above the general melee, Bahamut opens his maw, showering the enemy with a rapid barrage of glowing energy before charging a far mightier projectile – the legendary Megafare, a solid beam of destruction that all but blots out the party's foes as it sears them to the core. *Megafare* inflicts **(39 x MAG) + 5d12** Magical damage on eligible combatants in the targeted Group, striking automatically. This damage ignores the Damage Cap, and may inflict more than 999 damage.

Crusader

Throughout history, great warriors have been the foundation of countless legends, inspiring generations with their courage and fighting spirit. None, however, are as storied as the Crusaders. Undisputed paragons of the fighting arts, so great was the prowess and purity of these thirteen warriors that not even mortality could stand in their way; having shed their bodies, the Crusaders became beings of pure power, roaming the universe in search of causes just and true. Their names may have long been lost to history, but such is their reputation that friend and foe alike cannot help but suppress a shiver when these armored titans shimmer into existence around the Summoner, ready to once again put time-honed skills to the test.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Power Up, Auto-Protect, Auto-Shell*

CLEANSING

VARIABLE COST

Target: Group

Type: Arcane (Physical)

The Crusaders move to encircle their foes, weapons at the ready. Each towering warrior all but glows with energy as he begins to channel his mighty *chi* into his arms, linking with his fellows to form an ever-growing vortex of boiling red destruction that sweeps over the enemy ranks like a vengeful wildfire. *Cleansing* inflicts a certain amount of Physical damage to all eligible combatants in the targeted Group, striking automatically – see the Advancement table for more details. This damage is reduced by ARM as normal.

ULTIMATE END*

VARIABLE COST

Target: Group

Type: Arcane (Physical)

Acting as one, the Crusaders leap into the fray, bringing their strength to bear on the Summoner's foes. Each warrior strikes but once, but once is enough; every stroke is infused with the power to fell a cohort. *Ultimate End* strikes all eligible combatants in the targeted Group three times, doing a certain amount of Physical damage each time and ignoring the enemies Armor – see the Advancement table for more details.

Table AIII-46: Crusader's Advancement

LEVEL	ATTACK	CLEANSING	ULTIMATE END*	SPELLS
1 - 8	(9 x STR) + 2d12	(17 x STR) + 4d10 (59 MP)	---	---
9 - 16	(11 x STR) + 3d12	(18 x STR) + 4d12 (65 MP)	---	<i>Yawn</i>
17 - 24	(13 x STR) + 3d12	(20 x STR) + 4d12 (74 MP)	---	---
25 - 32	(15 x STR) + 4d12	(22 x STR) + 4d12 (83 MP)	---	<i>Fear</i>
33 - 40	(17 x STR) + 4d12	(24 x STR) + 4d12 (91 MP)	(10 x STR) + 3d10 (153 MP)	<i>Despair</i>
41 - 48	(19 x STR) + 5d12	(26 x STR) + 5d10 (102 MP)	(11 x STR) + 3d10 (175 MP)	---
49 - 56	(21 x STR) + 5d12	(28 x STR) + 5d10 (105 MP)	(12 x STR) + 3d10 (194 MP)	---
57 - 64	(23 x STR) + 5d12	(30 x STR) + 5d10 (132 MP)	(13 x STR) + 4d10 (214 MP)	<i>Age*</i>
65+	(25 x STR) + 5d12	(33 x STR) + 5d10 (154 MP)	(14 x STR) + 4d10 (245 MP)	<i>Meltdown*</i>

CALL

PURIFIER

225 MP

Target: Group

Type: Arcane (Physical)

Reality itself seems to warp and break as an armored warrior in battle-pitted mail materializes in the midst of the battle holding a ponderous greatsword aloft over his head. Crusader barely even considers the carnage surrounding him; he remains frozen, still as a statue whilst his sword begins to glow ever and ever brighter. Finally, the harsh glare becomes too much for even the toughest combatant to bear; at that exact moment, Crusader strikes, sweeping his blade through the ranks of the Caller's enemies before vanishing in the resulting cataclysm of light and heat. *Purifier* inflicts **(39 x MAG) + 5d12** Physical damage on eligible combatants in the targeted Group, striking automatically. This damage ignores the Damage Cap, and may inflict more than 999 damage.

The Magus Sisters

A field of flowers springs up around the summoner's feet, with three of the flowers growing to immense size. The flowers open, and an insect flies out of each one, quickly growing to human size. Sandy, Cindy, and Mindy, the Magus Sisters, stand before the summoner, chatting and bickering good-naturedly while waiting for their commands.

SPECIAL RULES

Unlike other Summons, the Magus Sisters fight as three independent combatants, always acting in the following order: Sandy, Cindy, Mindy. The Sisters are often too busy conversing among themselves to pay full attention to the Summoner, and therefore can only be given a few general commands, which they take as suggestions. These commands are:

Do As You Will.

The Sisters are free to fight as they choose. They will undertake the following Actions:

SANDY

If Cindy does not have the *Reflect* Status, Sandy will cast *Reflect* on her. If she does or Sandy is unable to cast *Reflect*, roll a d10 to determine which Action Sandy takes:

Roll	Action
1 - 8	<i>Razzia</i>
9 - 10	Sandy does nothing.

CINDY

If any allies are currently *Unconscious*, she will cast *Arise* on them. If *Arise* is not an option, she will cast *Raise*. If there are no *Unconscious* allies or casting either Spell is not an option, roll a d10 to determine which Action Cindy takes:

Roll	Action
1 - 3	<i>Reraise</i>
4 - 6	<i>Flare</i>
7 - 9	Attack Action
10	Cindy does nothing.

MINDY

If Cindy has the *Reflect* Status, Mindy will cast a Spell on Cindy that reflects towards the enemies. Roll a d10 to see which Spell is cast; if *Flare* or *Death* are not an option, add 5 to this roll.

Roll	Action
1 - 3	<i>Flare</i>
4 - 5	<i>Death</i>
6	<i>Aeraga</i>
7	<i>Blizzaga</i>
8	<i>Firaga</i>
9	<i>Thundaga</i>
10	<i>Bio</i>

If Cindy does not have *Reflect* allies or casting Spells is not an option, roll a d10 to determine the Action Mindy takes:

Roll	Action
1 - 6	<i>Passado</i>
7 - 9	Attack Action
10	Mindy does nothing.

ONE MORE TIME!

The Sisters will repeat their previous Actions... most of the time. Roll a d10 for each Sister to see what happens:

Roll	Action
1 - 6	Repeats last Action made.
7 - 9	Summon Ability (<i>Razzia</i> , <i>Camisade</i> , or <i>Passado</i>)
10	Does nothing.

FIGHT!

The Sisters make physical attacks or use their Summon Abilities. Roll a d10 for each Sister to see what happens:

Roll	Action
1 - 4	Attack Action
5 - 8	Summon Ability (<i>Razzia</i> , <i>Camisade</i> , or <i>Passado</i>)
9 - 10	Does nothing.

HELP EACH OTHER!

The Sisters use whatever Recovery or Support Spells are currently appropriate. They will undertake the following Actions:

SANDY

Sandy will cast a Spell on all allies, or one randomly determined ally if the Spell is Target: Single. Roll a d10 to determine which Spell is cast.

Roll	Action
1 - 2	<i>Wall</i>
3 - 4	<i>Shellga</i>
5 - 6	<i>Protectga</i>
7 - 8	<i>Hastega</i>
9 - 10	<i>Renew</i>

If any Spells are unavailable, use a weaker version instead — *Shell* instead of *Shellga*, *Protect* instead of *Protectga*, *Haste* instead of *Hastega*, *Curaga* instead of *Renew*.

CINDY

If any allies are currently *Unconscious*, she will cast *Arise* on them. If *Arise* is not an option, she will cast *Raise*. If there are no *Unconscious* allies, but any of the Sisters are at less than maximum Hit Points, she will cast *Renew* on them. If *Renew* is not an option, she will cast *Curaga* or a weaker alternative. If all Sisters are at maximum Hit Points, she will cast *Reraise* on one Sister at random. If all Sisters are under the effects of *Reraise*, she will use *Camisade* on a randomly determined opponent.

MINDY

If Mindy's HP is below its maximum value, she will cast *Syphon* on a randomly determined opponent. If *Syphon* is not an option, she will cast *Drain* instead. If HP is at maximum but her MP is below its maximum value, she will cast *Osmose* on a randomly determined opponent. If both MP and HP are at maximum, roll a d10 to determine the Action Mindy takes:

Roll	Action
1 - 6	<i>Passado</i>
7 - 9	Attack Action
10	Mindy does nothing.

Go, Go!

The Sisters will use offensive magic or their Summon Abilities.

SANDY

Roll a d10 to determine the Action Sandy takes:

Roll	Action
1 - 4	Attack Action
5 - 8	<i>Razzia</i>
9 - 10	Sandy does nothing.

CINDY

If her Hit Points are not at maximum, she will cast *Drain* on a randomly determined opponent. If her Hit Points are at maximum, but her Magic Points are not, she will cast *Osmose* on a randomly determined opponent. If both are at maximum, roll a d10 to determine the Action Cindy takes:

Roll	Action
1	<i>Ultima</i>
2 - 4	<i>Meltdown</i>
5 - 7	<i>Flare</i>
8 - 9	<i>Camisade</i>
10	Cindy does nothing.

MINDY

Mindy will cast a Spell, targeting a randomly determined opponent or the enemy Group. Roll a d10 to determine which Spell is cast:

Roll	Action
1 - 2	<i>Meltdown</i>
3 - 4	<i>Flare</i>
5 - 6	<i>Death</i>
7 - 8	<i>Quake</i>
9 - 10	<i>Waterga/Watera/Water</i> (depending on available MP)

COMBINE YOUR POWERS!*

This command is only an option if the Sisters were brought into battle with *Grand Summon*, and allows them to use their Grand Summon Ability, *Delta Attack*. Roll a d10 to determine what happens.

Roll	Action
1 - 9	<i>Delta Attack</i>
10	The Sisters do nothing.

SANDY

A tall, curvaceous woman in red and green armor, Sandy resembles a mantis. Antennae and large red compound eyes lie atop her head, and long wings rest at her back. Her face is somewhat aloof, that of a woman who might rather be elsewhere.

Hit Point Modifier: x 2

Support Abilities: *Auto-Magic Up*, *Auto-Spirit Up*

RAZZIA

VARIABLE COST

Target: Single

Type: Arcane (Physical)

A pair of jagged blades extend from beneath Sandy's forearms, sheathed in flames. She charges toward the target, cutting deep with two searing strikes. *Razzia* inflicts a certain amount of Physical damage to the targeted combatant, striking automatically – see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-47: Sandy's Advancement

LEVEL	ATTACK	RAZZIA	DELTA ATTACK*	SPELLS
1 - 8	(8 x STR) + 2d10	(17 x MAG) + 4d10 (51 MP)	---	<i>Cure</i>
9 - 16	(10 x STR) + 3d10	(18 x MAG) + 4d12 (57 MP)	---	---
17 - 24	(11 x STR) + 3d10	(20 x MAG) + 4d12 (66 MP)	---	<i>Cura</i> , <i>Protect</i>
25 - 32	(13 x STR) + 4d10	(22 x MAG) + 4d12 (75 MP)	---	<i>Haste</i> , <i>Shell</i>
33 - 40	(15 x STR) + 4d10	(24 x MAG) + 4d12 (83 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Protectga</i> *, <i>Curaga</i> *
41 - 48	(17 x STR) + 5d10	(26 x MAG) + 5d10 (94 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Hastega</i> *, <i>Shellga</i> *
49 - 56	(19 x STR) + 5d10	(28 x MAG) + 5d10 (97 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Reflect</i> *, <i>Wall</i> *
57 - 64	(21 x STR) + 5d10	(30 x MAG) + 5d10 (124 MP)	(42 x MAG) + 5d12 (244 MP)	<i>Renew</i> *
65+	(22 x STR) + 5d10	(33 x MAG) + 5d10 (146 MP)	(45 x MAG) + 5d12 (275 MP)	---

CINDY

A rotund figure in armor, Cindy resembles a ladybug. Layers of armor plating cover her body and limbs, while a red shell with black spots is set on her back. As with her sisters, she has compound eyes and antennae atop her head. Her plump face is smugly amused, as if she were trying not to laugh at some secret joke.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Magic Up, Auto-Spirit Up*

CAMISADE

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Cindy flops into a sitting position as if to rest, but doesn't stay there long. The ground begins to rumble, and a geyser erupts beneath her, sending her flying high into the air. She lands heavily on the target, squashing them flat with her bulk for modest damage. *Camisade* inflicts a certain amount of Physical damage to the targeted combatant, striking automatically — see the Advancement table for more details. This damage is reduced by M. ARM as normal.

Table AIII-48: Cindy's Advancement

LEVEL	ATTACK	CAMISADE	DELTA ATTACK*	SPELLS
1 - 8	(9 x STR) + 2d12	(17 x MAG) + 4d10 (51 MP)	---	<i>Cure</i>
9 - 16	(11 x STR) + 3d12	(18 x MAG) + 4d12 (57 MP)	---	---
17 - 24	(13 x STR) + 3d12	(20 x MAG) + 4d12 (66 MP)	---	<i>Cura</i>
25 - 32	(15 x STR) + 4d12	(22 x MAG) + 4d12 (75 MP)	---	<i>Drain, Raise, Osmose</i>
33 - 40	(17 x STR) + 4d12	(24 x MAG) + 4d12 (83 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Curaga*, Reraise*</i>
41 - 48	(19 x STR) + 5d12	(26 x MAG) + 5d10 (94 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Flare*</i>
49 - 56	(21 x STR) + 5d12	(28 x MAG) + 5d10 (97 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Renew*, Arise*</i>
57 - 64	(23 x STR) + 5d12	(30 x MAG) + 5d10 (124 MP)	(42 x MAG) + 5d12 (244 MP)	<i>Meltdown*</i>
65+	(25 x STR) + 5d12	(33 x MAG) + 5d10 (146 MP)	(45 x MAG) + 5d12 (275 MP)	<i>Ultima*</i>

MINDY

A slim figure, Mindy looks like a child dressed as a hornet. She wears a red and gold leotard, with a large abdomen hanging from the rear. An oversized helmet bears blue compound eyes and dangling antennae, along with a pair of striped pigtales. Almost never on the ground, she hovers a few feet in the air by way of four wings. Her face bears a pout, like a petulant child who is stuck where she doesn't want to be.

Hit Point Modifier: x 1.5

Support Abilities: *Auto-Magic Up, Auto-Spirit Up*

PASSADO

VARIABLE COST

Target: Single

Type: Arcane (Physical)

Turning to face away from the target, Cindy leans over and points her stinger at them. Four barbs shoot out, one after the other, to impale the target. *Passado* hits the targeted combatant four times, with each strike inflicting a certain amount of Physical damage — see the Advancement table for more details.

Table AIII-49: Mindy's Advancement

LEVEL	ATTACK	PASSADO	DELTA ATTACK*	SPELLS
1 - 8	(6 x STR) + 2d8	(1 x MAG) + d10 (19 MP)	---	<i>Aero, Blizzard, Fire, Thunder</i>
9 - 16	(8 x STR) + 3d8	(2 x MAG) + d10 (27 MP)	---	<i>Poison, Water</i>
17 - 24	(10 x STR) + 3d8	(3 x MAG) + d10 (40 MP)	---	<i>Aera, Blizzara, Fira, Thundara</i>
25 - 32	(11 x STR) + 4d8	(4 x MAG) + d10 (57 MP)	---	<i>Bio, Drain, Osmose, Watera</i>
33 - 40	(13 x STR) + 4d8	(5 x MAG) + 2d10 (78 MP)	(33 x MAG) + 5d10 (174 MP)	<i>Aeraga*, Blizzaga*, Firaga*, Thundaga*</i>
41 - 48	(14 x STR) + 5d8	(6 x MAG) + 2d10 (95 MP)	(36 x MAG) + 5d12 (193 MP)	<i>Death*, Flare*, Quake*, Waterga*</i>
49 - 56	(16 x STR) + 5d8	(7 x MAG) + 2d10 (109 MP)	(39 x MAG) + 5d12 (213 MP)	<i>Syphon*</i>
57 - 64	(18 x STR) + 5d8	(8 x MAG) + 2d10 (153 MP)	(42 x MAG) + 5d12 (244 MP)	<i>Meltdown*</i>
65+	(19 x STR) + 6d8	(9 x MAG) + 3d10 (177 MP)	(45 x MAG) + 5d12 (275 MP)	---

GRAND SUMMON EFFECT

DELTA ATTACK*

VARIABLE COST

Target: Group

Type: Arcane (Magical)

The three sisters move to surround the enemy in a triangle formation and begin an incantation. Glowing lines form between them along the ground, then raise upward to form a massive tetrahedron around the enemy group. The field glows brighter and brighter before finally imploding. *Delta Attack* inflicts a certain amount of Magical damage to all combatants in the targeted Group, striking automatically — see the Advancement table for more details. Damage dealt by *Delta Attack* is reduced by M. ARM as normal, but ignores the Damage Cap, and may inflict more than 999 damage.

CALL

SIBLING JUSTICE

250 MP

Target: Group

Type: Arcane (Magical)

Three lights appear on the horizon - one red, one blue, and one yellow. As they grow brighter and closer, they begin to resolve into three women garbed in strange insectoid costumes. The three women circle the targets before attacking - the tall one in red assaulting with spells, the large one in blue-grey steel stomping and smashing and the small one in yellow launching stingers at the targets. The Sisters complete their assault with a burst of magical force and when the dust settles no foe has been left unscathed. *Sibling Justice* inflicts **(42 x MAG) + 5d12, M. ARM** Magical damage to all eligible combatants in the targeted Group, striking automatically. Damage dealt by *Sibling Justice* ignores the Damage Cap, and may inflict more than 999 damage.

Yojimbo

Luminous blue cherry blossoms fall from the sky; the heavens turn to night and a full moon appears overhead. A deep, guttural bark issues from the distance as a strange hound comes bounding toward the Summoner, blood-red fur broken up by where the dog's flesh has hardened into bronze-colored spirals. Behind him walks a tall swordsman dressed in ornate robes, masked face further concealed underneath a wide-brimmed hat. Yojimbo, mercenary Summon, strides with purpose, one hand resting on the scabbard of his katana as he coolly approaches the Summoner and awaits his first payment — and another opportunity to display his mastery of the blade.

Hit Point Modifier: x 2.5

Support Abilities: *Auto-Protect, Auto-Regen, Auto-Shell*

SPECIAL RULES

Unlike other Summons, Yojimbo is a hired sword first and foremost. In order to call upon Yojimbo's Abilities, the Summoner must offer a sum of Gil to contract his services. A Summoner must pay at least **(25 x Level)** Gil every time he wishes Yojimbo to use an Ability, although Yojimbo will perform better services for more generous benefactors, as shown in the following chart:

Payment	Ability Used
Minimum - 3,999 Gil	<i>Daigoro</i>
4,000 - 5,999 Gil	<i>Kozuka</i>
6,000 - 9,999 Gil	<i>Wakizashi</i>
10,000+ Gil	<i>Zanmato</i>

DAIGORO

Target: Single

Type: Arcane (Physical)

Unimpressed by the sum, Yojimbo dispatches his dog to do the job instead. At his master's command, Daigoro leaps into the fray, savaging the first opponent he finds with claws and fangs before slinking back to his master. *Daigoro* inflicts a certain amount of Physical damage to one randomly determined combatant in the targeted Group, striking automatically — see the Advancement table for more details. This damage is reduced by ARM as normal.

KOZUKA

Target: Group

Type: Arcane (Physical)

Yojimbo is satisfied with the payment offered and accepts the job. He surveys the battlefield for a brief moment, then draws a set of expertly crafted kunai from the depths of his robe, sending them whirling at the enemy with a single flick of the wrist. *Kozuka* inflicts a certain amount of Physical damage to three randomly determined combatants in the targeted Group, striking automatically — see the Advancement table for more details. This damage is not reduced by ARM.

WAKIZASHI

Target: Group

Type: Arcane (Physical)

Yojimbo is pleased by the payment and agrees to the task. In one fluid motion he draws his katana and strikes a blow so powerful it rents the air itself in two, creating a shockwave that crashes into the enemy with devastating force. *Wakizashi* inflicts a certain amount of Physical damage to all eligible combatants in the targeted Group, striking automatically — see the Advancement table for more details. This damage is reduced by ARM as normal, but ignores the Damage Cap, and may inflict more than 999 damage.

ZANMATO*

Target: Group

Type: Status (Fatal)

Yojimbo is silently elated with the sum offered, and decides to perform his most impressive technique. Extending a finger, he releases a small portion of his own life force to summon a blade of pure darkness from the depths of the earth. Vengeful spirits howl as Yojimbo pulls the blade from its hilt and charges the enemy line, cherry petals flying in his wake. The blade flashes white, and for one moment the enemies are absolutely still — then they slowly fall apart, cut in two so cleanly that they die without a sound. *Zanmato* will automatically reduce all eligible combatants in the targeted Group to 0 HP, regardless of their current Hit Points, ARM, or M. ARM ratings — treat this as a Death-type effect. If any combatant in the targeted Group has Status Immunity to *Death* or Fatal-Type effects, Yojimbo refuses to perform *Zanmato*, switching instead to *Wakizashi*. In either event, the money given to Yojimbo is gone — the Summoner will not receive a refund.

Table AIII-50: Yojimbo's Advancement

LEVEL	DAIGORO	KOZUKA	WAKIZASHI	ZANMATO*
1 - 8	(9 x STR) + 2d12	(7 x STR) + 2d10	(22 x STR) + 4d12	---
9 - 16	(11 x STR) + 3d12	(8 x STR) + 2d10	(24 x STR) + 4d12	---
17 - 24	(13 x STR) + 3d12	(9 x STR) + 3d10	(26 x STR) + 5d10	---
25 - 32	(15 x STR) + 4d12	(10 x STR) + 3d10	(28 x STR) + 5d10	---
33 - 40	(17 x STR) + 4d12	(11 x STR) + 3d10	(30 x STR) + 5d10	---
41 - 48	(19 x STR) + 5d12	(12 x STR) + 3d10	(33 x STR) + 5d10	---
49 - 56	(21 x STR) + 5d12	(13 x STR) + 4d10	(36 x STR) + 5d12	---
57 - 64	(23 x STR) + 5d12	(14 x STR) + 4d10	(39 x STR) + 5d12	---
65+	(25 x STR) + 5d12	(15 x STR) + 4d10	(42 x STR) + 5d12	---

CALL

Like Summoners, Callers have to pay Gil to summon Yojimbo. The effects of the Call depend on the amount of money offered by the Caller:

Payment	Ability Used
Minimum - 2,999 Gil	<i>Daigoro</i>
3,000 - 4,999 Gil	<i>Wakizashi</i>
5,000+ Gil	<i>Kozuka</i>

The smallest payment an Caller can give Yojimbo is **(Level x 10)** Gil.

DAIGORO

Target: Single **Type:** Arcane (Physical)

As a Call, *Daigoro* inflicts **((Gil Paid / 150) x MAG) + 4d12, ARM** Physical damage to one randomly determined combatant in the targeted Group, striking automatically.

WAKIZASHI

Target: Group **Type:** Arcane (Physical)

As a Call, *Wakizashi* inflicts **((Gil Paid / 150) x MAG) + 5d12, ARM** Physical damage to all eligible combatants in the targeted Group, striking automatically.

KOZUKA

Target: Group **Type:** Arcane (Physical)

As a Call, *Kozuka* inflicts **((Gil Paid / 250) x MAG) + 5d10, ARM** Physical damage to three randomly determined combatants in the targeted Group, striking automatically. For every 3,000 Gil paid above the minimum of 5,000, the attack will strike one additional randomly determined combatant.