



"A beast with a crimson jewel shining from its forehead."

Table: Carbuncle	
Class Level	Special
1 st	Limit Break
2 nd	Ruby Sparkle
3 rd	—
4 th	Healing Ruby
5 th	—
6 th	Shining Ruby
7 th	—
8 th	Poison Nails
9 th	—
10 th	Glittering Ruby
11 th	—
12 th	Ruby Ray
13 th	—
14 th	Ruby Light
15 th	—
16 th	Restoring Ruby
17 th	—
18 th	Reflectga
19 th	—
20 th	Reflect Prism

Limit Break (Su): At 1st level, Carbuncle receives the Limit Break (Searing Light).

Searing Light (Su): Carbuncle summons a blast of searing light, destroying foes in a 60-ft.-line. Enemies within area of effect take 1d6 points of holy damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Carbuncle's Constitution modifier) for half damage.

Ruby Sparkle (Su): At 2nd level, as a standard action, Carbuncle can emit light from the ruby in his forehead. He may make a ranged touch attack against a single target within 30 feet. The target takes 1d6+4 points of non-elemental damage.

Healing Ruby (Su): At 4th level, Carbuncle heals an ally, causing its ruby to shine. One ally within 30 feet is healed for 2d8+5 damage and receives Fast Healing 2 for 1 round per summoner level. This consumes 2 MP from the summoner. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Shining Ruby (Su): At 6th level, Carbuncle grants nearby allies a magical protection. All allies get a +3 deflection bonus to Armor Class and a +3 resistance bonus to saving throws for 2d4 rounds. The allies must be within 30 feet of Carbuncle when it uses this ability to receive these bonuses. This consumes 3 MP from the summoner. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Poison Nails (Ex): At 8th level, as a standard action, Carbuncle attacks its enemy with its poisoned claw. If successful, the creature must make a Fortitude save (DC 10 + half of the summoner's level + Carbuncle's Constitution modifier) or be inflicted with Poison status effect for 2d4 rounds.

Glittering Ruby (Su): At 10th level, Carbuncle imbues allies with a glittering effect, emanated from its ruby. Allies within 30 feet roll a d6. They get a +5 bonus to a random attribute based on the d6 result. 1 is Strength, 2 is Dexterity, 3 is Constitution, 4 is Intelligence, 5 is Wisdom, and 6 is Charisma. The bonus decreases by 1 every round at the beginning of the affected ally's turn. This consumes 4 MP from the summoner. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Ruby Ray (Su): At 12th level, Carbuncle may fire a beam of energy from the ruby in its forehead as a standard action. Carbuncle may make a ranged touch attack against up to three visible targets, all within 30 feet. Each ray deals 2d6+8 points of non-elemental damage, and no two rays can strike the same target.

Ruby Light (Su): At 14th level, Carbuncle imbues nearby allies with a magical shield. Allies must be within 30 feet of Carbuncle when it uses this ability to receive the effect. The shield deflects the next spell targeted at the affected individual back at its caster, and is then discharged. The shield also discharges after 1d6 rounds. Only spell not affected is the *Dispel* spell. This consumes 6 MP from the caster. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Restoring Ruby (Su): At 16th level, Carbuncle heals nearby allies with a more powerful version of its healing ruby. All allies within 30 feet are healed for 15d8 points of damage and are cured of all negative status effects of 6th level and lower. This consumes 7 MP from the caster. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

Reflectga (Sp): At 18th level, Carbuncle is able to cast *Reflectga* like the spell. This is a spell-like ability and consumes 9 MP from the summoner.

Reflect Prism (Su): At 20th level, Carbuncle is affected constantly by a Reflect status effect. Each turn, one element is unaffected by this ability. At the start of the turn, roll a d6. 1 = Fire, 2 = Ice, 3 = Lightning, 4 = Wind, 5 = Earth, 6 = Water. That element of damage is unaffected by Reflect Prism for this turn. Reflect Prism overrides any other Reflect status effect.