

By Valeria

*the **A**nguish of an unsmiling watcher*
*flowers for the **B**roken spirit*
*a **C**ompanion's eternal farewell*
*the wild dreams of a **D**eluded child*
*the **E**nd of the dragon sphere*

Introduction

The world is dark and broken. A land that should once have been no different than a past you knew was changed forever, by the arrogant interference of those from the future and the inhuman greed of those left behind in the past. But beneath the scars, blood, wounds and misery still lies hope. A hope that a better future can be reached, even just for the next generation, even with sacrifices to be made.

The world of Drakengard is a twisted version of Europe from centuries ago, the world flipped upside-down by the forces of forgotten gods and unspeakable things from the times to come. Two great factions wage a war across what might be called Europe in another world. The Union, a collection of human states and kingdoms led by the kingdom of Caerleon, against the Empire, an imperial state led by a cult that seeks only the return of the terrible beings they worship known as the Watchers.

For now, these battles go on. A young prince named Caim is a leader and renowned warrior in these battles, driven by an endless rage against his hated foes in the Empire, Dragons. His sister, Furiae, is the Goddess who is stated to be the key to protecting this world and who the Empire seek to use to unlock the Watchers from their prison. In a years' time, the Empire will bring the war all the way to Caerleon castle and Caim, badly wounded in battle, will be forced to make a Pact with a old and hateful red dragon.

While in this world, you'll be given 1000 Choice Points (CP) to buy options from the following menu. You'll be spending ten years in this world, so choose your path wisely.

Locations

Roll a 1d6 to decide your starting location**.**

1. **Caerleon Castle**
Centre of power for the Union and home to Prince Caim and Princess Furiae. Caerleon Castle is a large fortress that rests in a dusty plain, surrounded by rocky barriers and large hills. There are towns and villages not far from the heavy stone castle but within it's vicinity is only countless layers of fortification and defence. You may begin at the castle gates or at one of these small towns a few miles out.

2. Elven Village
A few days travel from the plains of Caerleon is the vast forest in which the Elves make their home. A secretive but peaceful people, they are cautious of outsiders but do not refuse aid to those in need. Their simple villages are spread through the forest and you may choose to start at the entrance to this forest or staying in one of the simple villages.

3. Desert Region
Even more so than Caerleon, this region of the world is largely empty. Though deep in the desert resides one of the Union's great temples, most of this land is without people. Only a few small settlements can be found near the edges and surrounding oasis, some of which have long since dried. You can choose to start at one of the few lively villages here or at the entrance to an old prison, empty of any soul but a single elf woman.

4. Empire City
The core of the Empire's power. This city, and it is indeed a city in a way you'll recognise, is a towering construct. Stretching for miles in every direction, the centre of the city is dominated by the many towering buildings, blocky and with many windows. One might consider the paved roads, broken street lamps and office buildings to be the sign of a place out of time, if that were truly possible. You may start a few miles out from the city, out of sight of any sentries, or within it's bustling centre.

5. Ocean Fortress Island
An outpost for the Union, hidden far out at sea. Most of the island is simply a single fortress, a last line of defence constructed many years ago. There are a few small fishing towns at the edge of the island and other small islands not too far away, either of which you can choose to begin at. Little can be found here, though a spare boat isn't too difficult to scrounge up.

6. **Free Choice**
A lucky roll. You can choose any of the above locations to start at.

Origins

Warrior

A human who has found themselves in a life of battle. As a soldier in the army of the Union, a man enslaved to the forces of the Empire, a noble scion fearful of the approaching war, a village boy who took up the blade to defend his village from goblins. There are many paths to the battlefield in this world and few are pleasant in their journey or their destination.

You might have a better chance than most of the rabble at least, since you seem to have a talent for all this battle. If you're already buried into the life of war, you'll even find yourself with a position a little above the common soldier. A captain of the army, rather than a grunt, which might help keep you just a little more out of danger.

Priest

A cleric of the Union's religion, a faithful adherent to the Gods that the nation worships. Far from virtuous men, it differs little from the Christian faith that once existed in structure and practices, and the corruption to be found in many members should prove familiar.

You are no important figure in this church but you are at least an ordained priest, above the mere brothers, and perhaps even have a flock of your own to care for in a town, if you aren't assigned as assistant to a more senior priest.

Cultist

A fallen man, who finds himself not in service to the survival of humanity but to the darkest Watchers above. This is the cult of the Empire, a apocalyptic religion that seeks to bring the Watchers to the human world. Few even within the cults priesthood are aware of what this truly means and what ill fate awaits humanity if it comes true. Considering the madness, violence and debauchery that the Empire contains, it may not bother those unaware even if they did know.

Similar to the Priest above, you are an initiate and moderately important member of the Watcher Cult, enough to stop any careless sacrifices of you as long as you are careful. The right approach could see you ascend the ranks quickly, perhaps even coming into service of the cult's messiah Manah. A position that might let you put an end to the war or guarantee the Empire's victory, if you know what you're doing.

Beast- Free/400

A creature of inhuman power and blood, the sort that humanity has come to fear. A great menagerie of beasts exist in this world, from golems who crumple castle towers like a man would a sand castle, to the dragons whose breath can leave thick steel as puddles of boiling slag, to even spirits of the elements such as fairies of wind and gnomes of the earth.

What you are by choosing this option depends on the price you may for power. For free, you can be any of the so called "sub-human" races, the beings that are relatively similar in stature to a human and not impossible to defeat for a skilled warrior or mage. Goblins, fairies, gnomes, ogres or trolls, most forms of undead. Ordinary men would pose little threat and you may have minor magical powers of your own, such as flight or a few spell like attacks.

For 400 points, you can choose to be a monster of myths, a being having the power to take on hundreds of human soldiers. These creatures are almost always much larger than a man, such as the golem race being over ten meters tall or a dragon that has reached maturity being the size of a large jet fighter. Not only are you likely to have potent physical powers, magical power is found in plenty too. Even a dragon will have significant fire magic available to it beyond just breathing fire, and a smaller or physically weak choice such as an element may be able to fire magical blasts that kill dozens of men at a time. Finally, it is possible to choose to be weaker initially and grow into overall greater power, provided you throw yourself into constant conflict, as dragons show the ability to evolve in size and power to a point this way.

Your age is 16+2d8. Your sex is the same as it was before. Either option can be changed for 50CP.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Grand Wheel- 50
A strange construct appears in the eye of your mind, a sort of wheel on which you can store implements of war. Through some manner of magic, you are able to take any tool of war and store it within your being in the form of a slot on this wheel, of which there are twenty. A weapon can be instantly stored or withdrawn with a thought, swapping into your free hand as you do so.

Dark Commentary- 50
You'll find a new kind of companion going along with you now, a sarcastic little voice in your head to keep you entertained. While it's only present when desired, it'll fill the empty air with dry wit and insults towards the stupid people around you, even making up new lines in their voices to better make fun of it all. The commentary may not be all that helpful though, not outside of making a dumb world and story a little easier to bear.

Elf- 50
Despite claims of sub-humanity, Elves are the only species in this world other than humans to be found with both similar intelligence levels without also having greater power, like the mighty dragons. An Elf is effectively a human with pointed ears and a greatly extended lifespan, measured in centuries at least. Elves cease to age visibly once they reach adulthood, preserving their prime for many years. Perhaps it's not surprising that the humans would find these mere forest hermits to be the targets of such hatred, when they are born with what every man desires.

Singularity- 400
Time is like a river, a single stream that branches into many different paths for the water to take. But most people, the water that runs this river, cannot alter their course. They are fated to follow their path without being able to split the river. It is only the ones who hold the nature of a Singularity that have the privilege to change destiny.

Whether the restrictions are true or not, the fact remains that the splits that occur in the primary timeline in this world are always the work of a Singularity. A person who is unbound by Fate and Destiny. Not only do you have this trait and the freedom from predestination it grants, you can even control it to a point and gain a limited movement along the paths.

When you make a major choice in your life, something that greatly changes the path you and those around you take, you can choose to eventually end that timeline and move back to choose another. Once you make that choice, that timeline is marked in an unknown place as Ending A. You can travel back in time to any major choice that led you down that path and live again, making new choices. You may make this decision a maximum of five times per world, corresponding to the letters A, B, C, D and E.

Sometimes, it may seem as if time is not entirely straight when you return. You retain your own memories but sometimes other characters will as well. Sometimes allies are present that you have not yet made or the world has changed in response to things you only did on Ending A. These unpredictable changes will rarely be dangerous but certainly keep those that travel time on their

toes. If you keep an eye out, you might even be checked up on by a polite young woman in a fetching dress and rather cute glasses.

Red Magic- 400
Through an arcane ritual, your body has been dyed in red, soaked in a strange substance that protects it from all magic. The red colour on you reduces the power of things of a magical nature, from a spell to the fiery breath of a dragon, to just a small fraction of it's normal strength. A common soldier that would normally burn to a crisp from a dragon could withstand several scorching blasts before death. Even on top of that, a magical attack hitting you allows you to choose to reflect a damaging blast of antimagic that homes in on the original caster, dealing back a portion of what they hoped to hit you with. Unlike normal, you can choose to only have part of your body become the actual red colour, instead of needing to be entirely so.

Warrior

Hurt and Harp- 100
Through the education of a noble child or the harsher teachings of a soldier, you learned the ways of war. You've gained the skill to capably fight a handful of soldiers, even weaker creatures like goblins, and win with a variety of weapons and to ably wear armour or ride a range of different mounts. You're far from any legend and an armoured knight or ogre would be a scary opponent but your existing skills, and your surprising amount of knowledge on noble customs and arts, could land you a more comfortable position if you show off to the right man. A well played heart can do wonders for the soul of a lonely lord and for his generosity to you.

Burning Spirit- 200
The intensity of your spirit shines far brighter than whatever demeanour you show outwardly. A burning heart that draws in those that fight on your side to become allies and friends, even when they might normally be more opposed to you. Even a seemingly callous, ruthless individual could be seen as an admirable, even attractive, person if that is somewhere in their heart, driving their actions. If your raw willpower is strong enough, it can also act as a lure in and of itself, causing people to overlook your negative qualities and actions more and more. Differences such as separate species or close relations seldom seem to hinder the effects of this and other similar attracting abilities.

Love of the Bard- 400
Why him? Why do all the gifts of the Goddess shine on his shoulders? If only some of that love could be shown to you! But what price could it take to steal away the heart of a Goddess? More importantly, what price are you willing to pay? Those things that you find yourself looking on with envy or jealousy are now much more obtainable for you, even if you lack the means to gain them. The effortless talent your childhood friend wields a sword with, the foul love that said friend's sister feels to him, even the mighty dragon he rides. A chance will appear not long after you feel intense desire for something someone else has, a chance that will either allow you to take it for yourself or give you an equivalent version for yourself.

But these chances come with costs. The greater the gain, the worse these can get. That swordsmanship might require you enter service to a dark cult for power, the dragon you gain may be a corrupted beast that seeks to use you and the true love you desperately desire might end in a terrible beast if you lack care. These prices can at times be mitigated somewhat with careful planning and forethought, as long as you can resist your own desires.

Slaughterism- 600
A bloody path you'll carve through all your foes, through a criminal gang or the entirety of the empire. Even now, a small army of men would be little more than pigs lining up for the slaughter to you, as your skills in combat are far beyond ordinary men. As is your physical body, with strength to slice clean through plate armour or jump above a man's height, not to mention only being moderately wounded by the heavy charge of a mounted knight. But as you soak in blood, you'll find that you only grow better at this task. The more you kill, the stronger your body and the weapons you use to kill will become. Most weapons will quickly develop a unique magical ability, such as spraying fireballs or raising stone spikes, that is swift and easy to use in melee combat and continues to grow as well. While the growth of both body and weapon is slow, you may eventually grow strong enough to singlehandedly slay fully matured dragons or even the grim reaper itself.

Priest

Godly Man- 100
To lead the worship of the Gods takes a steady hand and a strong tone. A voice that can calm the frightened sheep and a rod to beat back the heathens that beg for the false Watchers to aid them. As a trained member of the clergy of the Gods, the religion of the Union, you have that natural presence and oratory skill. You have extensive knowledge on your new faith and are quite good at calming or exciting religious adherents. Your best attribute lies in targeting their ire however, directing anger at the many woes of life towards specific groups, especially subhumans like goblins and elves.

Protective Priest- 200
The priesthood, perhaps to their soon regret, has little to do with the combative side of magic. Rather, they focused their arcane efforts into things that they considered holy. Techniques to protect and seal away threats, ones you've become decently practiced in after tutelage from the order. You're aware of and able to cast a range of sealing and warding incantations, from weaker spells that may weaken or seal spellcasting in a small area or provide a strong barrier over a castle gate, to holy chants that can bind enemies beneath the earth or imprison a spirit with ghostly chains. You've even got some knowledge of the nigh-mythical Sea of the Goddess, a grand ritual that uses a living martyr and powerful ritual locations to seal off an entire world from external dangers. Not enough to cast it but enough to point you in the right direction to learn the rest.

The Pact Price Was His Hair- 400
The Goddess showers you with fortune, said all those who witness your unnatural luck in surviving lethal situations. You're very hard to kill or cripple without personally meaning it. Not because you're tough or a great fighter but because events happen so that you usually survive things most would not. Provided you are not specifically targeted, you'll generally emerge mostly unharmed, even from walking through a battlefield, being in a natural disaster or a world wide monster invasion. Even direct attacks, as someone kicking you in the head for constantly yelling about murdering sub-humans, will mostly just bruise you as long as they're not actually trying to break your head open. Invariably, costs for supernatural rituals also take a somewhat more lenient form for you, provided you only take advantage of this aspect rarely. A pact that might normally take something as important as a sensory organ may only take your beauty or inflict constant but non-lethal sickness. As before, if the ritual would actually kill you, you'll find little protection, and making too often use of this protection will see yourself without.

Natural Goddess- 600
Not are equal in the position of the Goddess. The holy seals placed on such a figure are strenuous, even tortuous, to those too weak to withstand them. Even a mighty dragon can be left paralysed in pain should the seals be made strong enough. But there is always an element of personal suitability at work, beyond just power, and you find yourself quite fitting in this place. While you are not yet the actual Goddess in this world, you'd find yourself an exceptional container for that position. It's easy for you to act as the container or anchor point for almost any ritual, magic or seal, bearing the strain with a small fraction of the normal difficulty. The Goddess seals of such strength that they left the dragon unable to move would merely result in a constant mild sickness for you. Beyond that, you're able to directly adjust the strength or even release such things that use your body as a container. While your adjustment is limited to a three or four times the normal severity and will confer more strain on you, you can freely release these things with just a small ceremony.

Cultist

Would You Hurt a Child- 100
The threat of a child is always underestimated, regardless of the true age of that threat. You may still be young or just have the aura of such, but others find it quite difficult to not see you as an innocent, naive and child-like figure. It's difficult for people to take you seriously as a foe, even when they logically know you are the evil empire's leader, and many feel protective of you when you are in danger. It's enough to make most warriors hesitate before the final blow at least and to make many heroes just gullible enough to let you get away. You could always push past this innocent aura to appear more menacing but you'd lose the benefits while you do so.

Imperial Wizard- 200
The Empire is the foremost centre of learning for the magical arts, all the better to help wipe out all their rivals and enemy countries. At an academy or from the cult directly, lessons were passed down to make you a capable wizard. You have the same skill as a combat wizard in the Empire's armies, letting you fling about decently strong bolts of harmful energy, but most of your talents are found in the arts of illusions, enchantments of objects and control over other living things. You don't have the power to control whole armies but controlling a few soldiers, creating useful magical weapons or hiding your presence from the senses of others are all possible already. You're also aware of the Red Eye curse, able to protect yourself from it's influence and spread it to others. It makes it much easier to work magic on those infected with it, even if it also opens them up to the influence of the Watchers.

Occult Practices- 400
Magic is merely one part of the foundation that the Empire has built it's war machine on. Science, or at least the formalised practice of occult works, is the other. You're one of the more broadly learned researchers in the creation of Imperial technology. Much of this is focused on the creation, as well as enslavement, of non-human entities. Monsters such as goblins, giant cyclops, wyverns and the undead. Weapons of war such as missiles and bombs powered by magic, as well as horrible poisons to spread over large areas. Even manufactured methods to break holy, sacred or magical wards and defences open. It naturally combines well with any magical knowledge you might have, allowing you to push these militaristic specialties even further.

Watched Closely- 600
To be so favoured by the Watchers, what a gift you have. Those great beings that look down on us all from above have a love and adoration for you, a being that they would gladly choose as a holy messiah for their will. Not just them either, as any divine or eldritch being will find a similar affection sprouting in their hearts as they look on you. It is a simple matter to gain the great favour of such beings, and be showered in gifts from them for working towards their causes. Your favour can see them quite eager, sometimes even forceful depending on their character, to give you important duties and missions. But that same eagerness would almost guarantee that they'd try to empower you should you be in trouble or need the help. While the favour of gods grants both power and brings significant risk, you'll at least be able to retain your sense of self, as you appear to always remain in control should a divine being like this possess you or share your body.

Beast

Fairy Temper- 100
Non-humans in almost all cases have lives that last far longer than an ordinary humans. Barely noticeable for goblins and ogres that die to battle early anyway, most of the more powerful beasts can be hundreds or even thousands of years old. You have a wealth of experience in life, even should you not be so old, that gives a great deal of common sense, good instinct for dangerous situations and a nasty talent for using insults to pick apart the silly mortals that have the lifespans of house flies. Given time you can pierce even the thickest of skins to get a rise or reaction out, helped along by the enormous patience you gathered over your life until now.

Inner Fury- 200
The magic in your body heats far faster than most others, actively stoked and growing as you use it. Not only do you find your stamina greatly increased so long as you continue to fight and cast magic, you'll also see that your magic steadily concentrates over the course of a fight until it reaches a critical mass, letting you unleash an enormously powerful attack for a surprisingly small amount of energy. A dragon might normally fire a handful of small homing fireballs but using them with this would turn it into two dozen powerful and fast ribbons of burning light that zip across the skies to strike every foe directly. You can still run out of magic if you go too hard, making it most efficient to rely on smaller attacks until you can let off your new super magic every few minutes.

Pactmaker- 400
The original pact came about from a dragon and a young girl seeking to survive. Many beasts since then have made pacts for life as well. But not too many study the act further, not many are like you and seek to fully understand the process. More than most, you can alter the way pacts work. You've learned how the process works and can guide others to it easily enough but also how to maintain several pacts at once by yourself. You know how to guide the price of a pact to certain areas, even beneficial ones, such as taking someone's time. It is possible in the future that you can take this knowledge even further, perhaps learning to create pacts that exchange qualities between pact-mates or even discovering how to remove the life link between partners.

Sovereign Beast- 600
A terror from the distant past, a thing that even the monsters that roam the skies feel fear in their hearts towards. Like the Wyrms of the dragon race, you are a sovereign of your kind, a particularly powerful and large variant of whatever species you might be. A wyrm would tower over even a fully matured dragon here by ten times or more, with the physical and fire power to tear it apart in just a few blows. As with all such sovereigns, you also have the ability to spawn ordinary members of your kind in the tens, dozens or even hundreds depending on their size. These spawn are enslaved to your will and even ordinary members of your kind that you have not created will feel an instinctual fear and loyalty to you. It's not impossible for an inferior of your race to defeat you, a mere dragon did slay the Wyrm, but it requires special factors. A pact partner, great skill to cross the gulf of power, magical aid or the interference of the cursed Watchers are all still potential threats.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Warrior

Story of the Little Hero- 100

The charming little fairy tale that Seere holds so dear, describing the little hero that does what he can against evil and gives up his own life to save the day. While a sad tale in this world, in future worlds the book will alter to vaguely depict an important event in your future. Not really more than a realisation in the moment or something you notice as you look back but maybe it can provide a hint.

Magical Weapon- 200

One of the many that are scattered across the battlefields, you hold one of the magical weapons of this world. A sword, an axe, a hammer, a spear, any weapon that might fit in well here could be chosen. It'll be supernaturally proficient at it's purpose, from cutting to smashing, and have a fully unlocked magical power that can be freely used within. Raising great earthen spikes from your surroundings or spraying powerful fireballs around you for instance. Unlike normal, you can make rapid and easy use of this magic, rather than needing to link it to physical attacks or wait for it to charge.

On Land or Sea- 400

A mighty bulwark of stone and iron, a fortress that would astound any man to see. A sizeable castle owned by you, or your family line, along with the title that came with the castle, though titles won't mean much in the cult controlled empire. Still, whether it be a ordinary castle on land or a island based fortress, you have an expansive fortress with a confusing layout of hallways and siderooms that make any invaders get easily lost. A few hundred soldiers make their living here in your service, mostly footmen and a few armoured knights, helping to patrol the grounds. You might have peasants living in the surrounding area as part of the Union at least and in future worlds, you'll find a similar fortress awaiting in your name.

Seeds of Destruction- 600

Playthings left behind by the Gods, a nest of ten massive white orbs appears to you in a secret location. The mythical Seeds of Resurrection that mankind had hoped would lead to a new, better form of man are just a cruel trick of the divine. Each one is an engine of doom for mankind, though you have found a way to take better control of them. Placing a creature into one of these seeds will forcibly evolve it, turning it into a far more powerful being with an all consuming obsession for the extinction of a species you choose, though by default it is targeted towards it's own species. Even a weak human girl would become a terrifying foe for a dragon. When a being is placed into one seed, it can be replicated across all of the seeds, resulting in numerous identical clones emerging with the same power and desire to exterminate. The room will add another seed at the end of each year and appear as it was before in future jumps.

It may be possible, with the right arcane knowledge, to learn to use these Seeds of Destruction as Seeds of Resurrection, allowing one to bring back those that have passed away or even create new, stable and sane life from combining elements from multiple existing creatures.

Priest

Isolated Cabin- 100
Tucked away in distant wilderness, a cozy cabin that would appear far too isolated for anyone to stumble across. So long as it's not hunting you to down for violent intentions, people won't disturb you here unless you desire it, in which case you'll find that the sort of person you're interested in happens to stumble across the cabin against all odds. There's plentiful food in the woods around the cabin at least, which you'll also find somewhere nearby in future worlds.

Magical Tome- 200
One of the rarer tomes of knowledge, stolen away from a religious library where it was kept safe and away from the hands of those that would use it. This book contains detailed instructions on many spells, though few of great power, and aids those who seek to learn a broad range of magical fields, even if they lack any magical knowledge at the start. It is difficult to do so without a teacher but possible and beyond that, the scriptures here also detail how to summon strange creatures from beyond the mortal realm. Depending on the sacrifices made to lure them, they can be indeed powerful, such as great elementals or perhaps even an angel, in some limited manner. In future worlds, this book will hold basic lessons on most common forms of magic and extend to a moderate level of skill, though it does not guarantee the ability to learn.

Sealing Corners- 400
Four great temples have been constructed in your name or under your orders, each in a different corner of these lands and a different climate. None of these temples are connected to the Goddess seal however, instead remaining empty of magic and guarded by a light complement of troops at each location, be it land or sea or air. Magic cast by the owner of these temples and those they favour is significantly increased in power and each temple can be used as a keystone for any ritual involving sealing, restricting or summoning magic. Such a use will greatly empower the magic spell or ritual for each temple added into it, so long as the temples remain intact and unsullied. The Goddess seal was extended to cover the entire world through such a manner.

Hierarch- 600
The Hierarch is the highest position within the Union's religious cult, a status that not only holds supreme power over matters of faith but also a great deal of political clout with the Union itself. The Empire's equivalent is even more influential, only surpassed by Manah's position as a personal avatar of their foul Watchers. As a replacement for the old fool Verdelet in the Union or a new subordinate to Manah, you are now that Hierarch. You're considered to be an effective and popular leader, though it may change with your later actions, and have access to all manner of forbidden knowledge and state secrets. In future worlds, you'll attain a similar status in a existing religion of your choice.

Cultist

Occult Robes- 100
One size fits all, no matter how large the cultist in these robes is. A set of magical clothes created by the cultist magicians, they're a decent set of protective gear, around as good as a set of chainmail despite being as light as thin cloth. They also appear to change size and shape to any extent as the wearer does, even if they tower over tall modern buildings.

Cult- 200
Far from the expansive army that is the Imperial Cult, this small gathering is much more loyal to you in particular. Counting around fifty members, these cultists appear to either worship you directly or just see you as the avatar of another God, though the details of either are up to you. They have some basic training in combat, enough to not be put down by common soldiers, and they've even gathered quite a bit of occult lore on their religion. The largest advantage is that their loyalty to you will see them quite happily give up their lives if you deem it necessary. Members that pass away out of these fifty will quickly see a replacement join or even mysteriously appear from nowhere.

Cyclops Trio- 400
A group of three towering behemoths, monsters experimented on and enslaved by the Empire. Each one stands tens of times the height of any man and has the strength to smash a tower down with a few rough blows. Their eyes can even project powerful lasers of magic over great distances, though these creatures are hindered by their slow speeds. You appear to have a mental connection with each being, allowing you to easily transmit orders, though the three have only the intelligence of a loyal, fairly smart dog. They can get as affectionate as one too, which is at times a risky proposition. Each of the three has scaffolding attached to the to allow for easy travel and riding on their bodies, the scaffolding and the cyclops themselves quickly returning from destruction after a day.

Shellship- 600
The greatest marvel of Imperial engineering that will ever see the light of day. The largest airship ever created, a massive shell-shaped edifice of black stone that is large enough to contain a small city and yet fast enough to cross the continent in just a day. It's sides and the trenches that run across it's hull are dotted with powerful magic cannons. The many docks featuring hundreds of imperial airships of smaller sizes, though it only has the crew to man a significant portion of these rather than all at once. The ship has a sizeable and skilled crew to fly, maintain and defend it's interior but it's most fearsome weapon is the arcano-nuclear missiles it is equipped with. A dozen bombs are present in full, refilling at the rate of one per year after their use, and each one works very similarly to an early atomic bomb from the modern era. A powerful blast that destroys all for hundreds of meters, a flash of light that burns the eyes blind and a wave of necromantic magic that raises the corpses of all those killed as resilient, powerful skeletons and undead monsters. Truly, does the Union have any hope at all?

Beast

Petrified Statues- 100
A valley filled with many strange statues, seemingly perfectly carved stone images of many different creatures. Some are quite recognisable, being visages of yourself in different forms as well as differing allies and enemies you have met over time. Just simple art pieces here, fortunately nothing here is an actual petrified creature. However, if you happen to change forms or appearance going forward, or meet new people, you'll find that more statues appear. They're all quite fetching too.

Riding Gear- 200
Particularly for the larger beasts, the issue of providing suitable accomodation for any riders can be a complex one. A dragon might have a fairly comfortable spot behind the neck for a partner to ride but what of a golem, a cyclops or a leviathan? With this item, you are able to summon appropriate riding gear onto your form for any being smaller than yourself to be able to comfortably and safely ride on your body. A special saddle for a dragon, a full set of scaffolding for a giant, a little backpack for any fairies to ride on a normal human.

Nest- 400
A fitting home for almost any beast but most particularly for your kind. This nest is large enough to comfortably fit any monster found here and surprisingly easy to defend even against human sized invaders. Natural magical materials in the area make it difficult for enemies to approach without your awareness and the lair, be it a cave or grove or old castle, seems to shift and warp somewhat in shape and size to allow you to easily make your way around. Any children you may have will grow up filled with vitality here and, deep in the lair, are a few strange artefacts that hint of more advanced technology from ancient years. Mainly weapons, firearms that don't fit this time as an example.

Monster Forest- 600
Even with the Empire and Union both killing most of the non-human life they encounter, there still remain pockets of these civilisations. Forests where elven villages and fairy kingdoms still reside, mountains where the golems silently wait for the call to war, even coral coves where sea beasts gather for rest. You find yourself the leader of such a supernatural enclave, a difficult to locate and comfortable home for you and a significant number of your species. There may be thousands of lesser fairies if that is your race but a dragon or giant might only find a few dozen making up their new family. You're seen as the ruler of the location, with your people heeding your words, though they are not obedient soldiers of an army. In future worlds, you can either take along this place as is or find a new one fitting to the new race you take on.

Companions

Create/Import- 50

This option allows you to create a new companion or import an existing one for 50CP per such companion. You may decide the history, personality and character of any newly created companion as you please. Any companion may take a free origin or pay for the costing origin, as they all gain 600CP to make their own builds with.

Canon- 100

Purchasing this option grants you a ticket that can be used to take along any canon character in this world that you can convince to become a companion and travel with you to future worlds. Pact Partners, provided the pact is active at the time, may be taken together as one purchase if both agree.

Pact- 300

A Pact is a magical ritual unique to these times, originally created in the distant past between a dragon and a girl who could sing a magical song. It is a exchange of hearts between two partners, a human or human-like being and a monster or inhuman creature, connecting them by their very souls. If one dies, so will the other, bound so tightly are they.

But a Pact has many advantages. It significantly empowers each member to greater power in body and magic as they grow closer together, making feats of might possible that were once unthinkable. A truly close pair could push a dragon to overcome even a ancestral wyrm. The Pact partners can communicate mentally and even heal each others wounds, though the act is tiring. The mere act of making the Pact initially can restore even a crippled dragon to a healthy state. Could it be that even such an arrogant creature's heart is so overjoyed at the connection that their body responds?

There is a cost to this. A pact takes a further price from the human, or being in that position, beyond the life-binding. Something important to the human, such as the voice of a man constantly berating the world for it's crimes against him or the womb of a woman desperate to have her own children or even the time of a child that wants to grow up.

Taking a Pact grants a powerful companion to you, along with the benefits above. The Beast origin gains a companion from one of the other origins, with 1000CP to spend on the companion. Any other origin may take a Beast companion of with 600CP to spend and a free purchase of the 400CP Beast Race option. Either version may be used on any canon character present in Drakengard 1's time that is not already in a Pact. You may also import an existing companion into this option.

You can only purchase this option once.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

1.3- +0

Though the world here is right now based on the original vision of Drakengard 1, this option changes things to either of the existing alternate version of the story. The different story of Shi Ni Itaru Ka, where an Intoner from ancient times is travelling with a genocidal elf to Caerleon castle is the first choice, while the partially complete future of Drakengard 1.3, a story built on the changes that Drakengard 3's primary ending would cause, is the other. Both futures change the dangers that are present in the world and may make it even more dangerous or open new opportunities not present before.

Terrible Taboo- +100

You are but one of many twisted individuals here, holding some freakish desire that would turn normal folk away in disgust if not into outright violent response. A taste for the flesh of children, in either form, would be the most direct example but other vile things are possible. It's a powerful desire that you feel, difficult to resist and restrain, especially if you are at all around the focus of your desires. Even holding it in will be difficult, as not indulging will tear at your heart as you hold back from what you feel you truly desire.

Ardent Belief- +100

To some level, it can be understood if you dislike other races here. A lot of them are terrible monsters and even the ones that are people, like elves and fairies, can be pretty nasty. But you take it to an obscene level. Your racist beliefs become a major driving force in your personality and goals, thoughts of purging those other than your kind becoming a constant companion in your mind. They're not strong enough to drive you to action but they do definitely come out often when you speak. Not everything's the fault of some dirty elf but it can be hard to believe it when someone listens to you.

Cowardly- +100

The heart of a poet is not one for battle and truly, who can blame you for it? You should be back in the castle, singing softly to your fair maiden. Not forced into violent wars with silent brutes and mocking winged beasts! But you can't help but quiver at the idea of a fight, shrinking away when physical danger comes near you. Every blow carries the slightest hesitation and your tactics always carry the slight edge of hysteria, unconsciously showing your desire to run from any serious confrontation.

Caim Heart- +200

Be it sinful glee or an unending vengeance, a battle to the death is like a siren call to you. Your bloodlust seems to have little limit, roaring and spitting at the hint of violence and leaving you bereft of much of your reason. You can still think clearly outside of battle, if tinged by anger at all times, but even the threat of violence is enough to swiftly turn you into a berserker, even great force of will only enough to turn your blade towards the enemy. There is little distinction between targets, any unlucky enough to bar your path will be attacked, even a child soldier forced into war by an evil empire.

Lost Time- +200
Your body is weak and frail, though the source of your condition can vary. You may be old and somewhat senile, a decrepit body that while no riddled with sickness has weakened greatly in age. Alternatively, this may be the form of a young child, far from developing any strength and with a mind still vulnerable to all the horrors of the world. You'll be stuck in these forms for your time here, unable to age out of them or alter the traits with magic and the like. Magic or a pact may be your only serious way of fighting.

Petrified Partners- +200
An unlucky price was taken from you in return for the rewards you desire. Any allies you bring into this world, along with any pact partners you make during this time, will be forcibly petrified. Turned into unmoving, unthinking stone for your time here. They will not come to harm because of it but are entirely cut off from you, unable to aid or communicate with you. This cannot be taken without a Pact Partner option being taken in this jump.

Red Eye Disease- +300
Terrible circumstances have led to your infection with the empire's favoured disease. The Red Eye shines in you now, turning your eyes a deep red and conferring enhanced strength on you. The bad part is the near irresistable compulsion to serve the Watchers, the link that allows them to always watch over and through you, as well as to far more easily affect you with magic even in spite of normal protections. Even a devoted servant however, should feel caution, as it appears the Watchers have plans to use you as the spearhead in their attempts to take out their enemies on this world.

Sealed Timeline- +300
The world came to an end before you even arrived here. The routes to destruction that this timeline could have taken have all come true, in their own ways, and the timeline has been sealed by those that monitor such things. Now you are trapped on this planet, along with a massive army of Watchers, risen Dragons and twisted abominations born from the Seeds of Destruction. Each army of mighty beings clashes in terrible battles, already having left much of the world a ruined wasteland and forcing what is left of humanity to join in their doomed war. You will not be specifically pursued by each faction but you are a known presence from the start, which may lead them to force your aid or your death in time.

Goddess- +300
The blessing of all blessings was transferred to you, making you the newest incarnation of the Goddess on this world. At least, you have the unfortunate downsides of such a position without the exact same spell. Instead, you'll find the bindings on your person are the only thing supporting your own existence. Linked to four ritual temples across the world and imprisoning you on this world at the same time, the bindings draw deeply on your own power to both weaken you to at most the strength of a great Wyrm in this world and cause constant pain. If someone were to destroy the temples and then slay you, it is believed that they would gain your unique powers. Whether it is true or not, the fact remains that you are heavily weakened and restricted in movement, in constant pain, with numerous parties now aware of the method to destroy the seals that allow you to live. Perhaps the saving grace is that these factions will often clash with each other, perhaps giving you time to reinforce and defend the temples that support your life.

Ending

At the end of your time, you must choose one of three things.

Do you want to Stay Here?
Do you want to Go Home?
Do you want to Continue On?

Notes

Special thanks to my darling NuBee.

The only one in a pact at the time the jump starts is that old idiot Verdelet with his pointlessly petrified dragon.

By default, the world will follow the path that leads towards Drakengard 2, otherwise called Ending A. Your interference can change this.

Singularity is partly fluff based on what might be likely, not hard canon. You are not stopped from having free will without the perk, though having the perk will stop stuff taking that choice away in the future. You just won't be making new timelines without it.