

Dragon Quest 8 Jump

Version 1.0 by Noa & Tri-Sevon

A world full of monsters and humans, with the kingdoms of the latter dotting the landscape. But one kingdom and its castle will be the catalyst for many events to unfold in due time.

And whether you join in the 'Journey' with the Cursed King and the 'retainers' or not, there is still much to do in ways minor and major.

Before you go, take these…**1000 Quest Points** to prepare for your adventure, for whatever that entails.

Oh, before we begin…

Death works a wee bit differently here. Y'see, **Death itself does not result in chain failure.** With all the monsters roaming about, it happens quite often, but any unfortunate accidents can be remedied at the nearest church for a small fee.

If you can get to one, that is. **If you die and your body is unretrievable, you fail the jump.** After all, you can't be revived if your body can't make it to someone who can bring it back, yeah?

Starting Points (Starting Location)

There are plenty of locations on the short list to consider scouting. And in case you wish, you can roll some dice (a 1d9, with a 10 as 'free pick') to determine where you start instead. Take your time to sort out where you wish to arrive.

Farebury

A region near Castle Trodain that holds the namesake town. A walled town to protect from monsters, with two figures of fame among its denizens. A researcher of magic known as Rylus, and a well-practiced fortune teller named Kalderasha.

Alexandria

A nearby region to Farebury, with its own namesake town. A wood-walled town that holds a rather established family living there, alongside being connected to the Tower of Alexandria in the region.

Maella Abbey

A rather large abbey south of Peregrin Quay, which is also not too far away from Simpleton. This holy establishment mainly houses Templars and other smaller church services thanks to being run by a man known as Abbot Francisco.

Simpleton

A rather on the nose named town, where those in the Peregrin Quay region can find a relatively safe place to rest on their travels. Word is around town a certain infamous figure in red among the Abbey visits this location very often.

Pickham

A place befitting those of rougher status, especially in the region of the world it occupies. While not the most friendly place, it does still have many services that other towns would offer, plus their own modest casino.

Just be mindful, this place is also where those who fence goods and valuables and is the home of a certain bandit and not too far away from another one as well…

Neos
A desert island where many people from across the lands pilgrimage to, to find one of the most holy sites. Especially thanks to the giant Goddess statue that many can see for miles and miles…

This place, while also offering a few services like other towns…Also holds special meaning for those of royalty and the aristocracy.

Baccarat
A different region elsewhere in the world, with this well-to-do town hosting the most famous Casino of all the lands. Owned by the famous Mr. Golding, Baccarat attracts many seeking the pull of gambling and other accommodations that had risen alongside it.

Argonia
The Kingdom of Argonia occupies a major chunk of the world, and with their closeness to many monsters in the region, the castle town is among the most well-guarded.

There is also talk of an arrangement between the two kingdoms of Argonia and Trodain…Though such a matter will be disrupted with the events befalling the kingdom of Trodain.

Tryan Gully
A rumored place to exist in the world. This elusive location is assumed to be where humans, monsters, and many others peacefully coexist with each other…And among the rumors is of the being that runs the church services of the location…

Character Details (Backgrounds)

In case you do not wish to have a background that will befuddle your memories, you can make them count as a 'Drop In'. These backgrounds do include the option of

being flexible with age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Guv'nor

You're nobody special. Nope. Not at all. You're about as remarkable as a foot soldier. I suppose you have **Courage** to spare, but you're definitely nobody important. You're most certainly not the world's last hope against some great evil, or a long-lost scion of royalty, or secretly some crazy half-human hybrid carrying the blood of dragons- absolutely not!... Right? *Right?*

Legend'ry Bandit

Or formerly legendary, or about to become legendary, or… something. Point is, you used to be something of a thug, but you've left that all behind you. Perhaps you've found a new path to follow? Whatever it is that made you turn over a new leaf, it's left you with a strong sense of **Humanity,** but you're just as tough as ever. I pity the sod that starts a fight with you in a bar- alongside whoever's sitting in the nearest chair.

Firebrand

The only thing that burns hotter than your magic is your spirit. You're rebellious, hot headed, and just as likely to blow up figuratively as you are to blow someone up literally- but that's not the only thing that's heated about you. You are positively overflowing with **Sex Appeal,** and it pulls in admirers of all kinds, human and monster alike. Show a little skin, and watch their eyes grow wide. Va Va Voom!

Casanova

And now, the other side of the coin. You might not be breathtaking enough to leave 'em drooling at the sight of you, but you've got more than enough charm to have them eating out of your hands. Your **Charisma** is off the charts, and you have a talent for honeyed words. You're not just a pretty face, either; anyone who resorts to force against you will quickly regret it- if they even live that long.

Red Rossa
You're a slippery sort- no two ways about it. You might not be a two-bit criminal, but you're absolutely not the straight and narrow type, either. Regardless, though, you have skill and wit to spare; your skills at **Roguery** mean that you're good at getting what you want, be it through gold, steel, a bit of skin or even a brace of cannonfire.

Way of PASSIONE
You are no ordinary fellow, no no no! You are overflowing with the GUTS, the SPIRIT, the **PASSIONE!** Honestly, I have to take a step back here, because it's actually kind of intense to the point of being stifling. Your machismo is overflowing so much it seeps out of each and every pore. I'd tell you to turn it down a notch, but that just wouldn't be you, now would it?

Abilities & Skills (Perks)

Fisticuffs Tree (100)
Anyone can thrust a spear or swing a sword, but do you know how to throw a punch? You'd be surprised how many people don't! With this, you *do* know how to throw a punch- and you'll find them just as effective against the wildlife of this world as a blade.

You'd also be surprised at how applicable these skills are. Even if you're already armed, you can make easy use of most tactics that require you to have free hands.That said, who knows where these skills will lead you? From punching to throwing to grappling and even defending, there's a lot you can do. The possibilities are, ahem, in your hands…

Shield Utility (100)
There's more to combat than just knowing where to point your weapon, and for that matter, more to defending yourself than holding your trusty buckler out in front of you like a pot lid. With this, you actually *know* how to use one!

Much like how there's more to a sword than slashing and thrusting, you are now knowledgeable in the many ways to shield: blocking, parrying, deflecting and even disarming. As you gain experience with using this newfound knowledge, however, you'll find that you can apply these techniques to more than just physical strikes…

Recipe Learner (100)
Alchemy is perhaps one of the most useful, yet also not as widely practiced art of the world. Especially since one must stumble mixing around multiple ingredients to discover the most common and even legendary of recipes.

You, however, are seemingly full of the knack needed to become an expert in due time. While you do have a bit of intuition on what you can get out of using alchemy, your shining focus is actually in discovering new recipes from sources available around you. Namely, either in the pages of books written by others, observations and collections, or even tales, myths, and rumors…

Cheesemaking (100)
One method of preparation for a journey is to know how to make meals that travel well. One such example is cheese. You know all of the methods to make the foodstuff that people and chefs would know, but you also know how to make it work via magic or via Alchemy.

In addition to normal cheeses, this allows you to make more fantastical cheeses, safe for the consumption of both man and rodent, making the eater able to breath out waves of hot fire and chilling ice, provide a means of healing, or even boost defense and tension…

That said, you may not be able to make even those who hate its smell or taste like your stuff yet. That takes time and further refinement…

Psych Up/Tension (200)
The air of any battle can be considered to be intense, even against groups of lesser monsters and those of the larger and nefarious kinds. Yet, this intensity can be drawn upon by both humans and monsters.

Referred to as *Tension*, you can draw upon it as well. In essence, you spend time focusing these intense energies into means to amplify your performance in combat, whether it be through physical weapons or the casting of spells.

There are also levels to this tension, with the highest state said to turn even the weakest and strongest attacks and spells into tide-turning changes in any battle. Of course, such focus means the state cannot last for long, nor is it immune to those methods to shatter or drain the tension. So be careful if you find yourself relying on this combat…

Courageous Retainer (100: Free to Guv'nor)
While you may just be possibly a foot soldier at first, the tasks handled upon you mean that your courage in adapting to the situation is needed. Doubly so if you are one of the Retainers in protecting a King as well…

…As such, while you have the training needed to wield both longswords and lances to fight and protect, you also have enough experience to utilize your strength and skill to make a boomerang flay the scales off a dragon. No matter what, you'll be able to face down foes of any shape and size…

Curse-ory Inspection (200: Guv'nor)
Something about you is unique, perhaps even *wrong,* but I hesitate to say as such. You possess an immunity to curses as potent as it is mysterious. Regardless of source or type, be they from a bit of dodgy kit or slung by a demonic god, curses will simply slide off of you.

This is a twofold blessing. Not only are you immune to any nefarious hex that might be laid upon you, you're also able to make use of any cursed equipment out there, regardless of how clingy or evil they are, freely and without drawbacks. The real question, however, is where did this boon come from…?

Appeal to Force (and Thunder) (400: Guv'nor)

Congratulations, you now possess a very rare form of magic- the ability to summon lightning. Ranging from small arcs of electricity that leap from your fingers to earthshaking bolts that drop from the heavens, you can conjure storms that can tear your enemies apart just as well as you can act as a walking generator.

If you find yourself with at least three true friends at your side against an enemy that seems unstoppable, this perk will reveal its true power: the mighty spell known as Kazapple. By combining your strength, you and your allies can call down a bolt of the Goddess' lightning, a holy force that cannot be stopped by mortal means that only a godlike being could hope to survive…

Gigagash (600: Guv'nor)
It takes true courage to fight in the heat of dangerous battles, but it takes even more to wield raw energy when it could come back to bite you. However, there's something clearly special about you…

…With a focus and application of any magical energy you can pool, you can draw the energy into a specific shape. And by relation, shape it into perhaps the most powerful extension for those who wield weapons.

Namely, as they unleash a massive dual slashing strike against any foes who stand in your way. Not to mention, It will also further sting those who are weak to the element of lightning as well, if only to rub metaphorical salt in their wounds if still standing.

Pub Brawler (100: Legend'ry Bandit)
While you may or may not frequent the pub, it is safe to say that if a fight were to occur in one, you'd be the one most likely to be the winner with the sheer strength needed to throw down. Or throw things to make others go down instead, whichever works.

By extension, you've been blessed with great strength, allowing you to turn pretty much anything into a weapon, in addition to being capable of hefting the really chunky choppers you might come across in your quest. Be it an *axe*, a bottle, a *club*,

a table, a *scythe* or even a chair with someone sitting in it, if you can lay your hands on it, you can probably use it as a weapon.

Of course, this does nothing to make you actually *skilled* with using said weapons. There's more to fighting than just swinging around a hunk of sharp metal nilly-willy, yes?

Tricks Of The Trade (200: Legend'ry Bandit)
With the turning of a new leaf and path away from banditry, one won't necessarily need to forget everything you did in the past. As it may turn out, what you knew may be useful in entirely new manners.

Take for example, if you have a 'Nose For Treasure', it'd be a massive boon to know if the depths of the most monster-infested places could still have anything of value left in there. Or perhaps your 'Whistle' can act as a loud distraction while you and your party members sneak around after you helped them out with the 'Padfoot' trick to mask your footsteps.

And of course, as any good trade would be to do…There are still some connections you can pull upon. Just be careful on which connection it is, as you may need to throw in some begging or a 'favor' like a certain bloke and lady in red had involving a certain gem.

Golden Oldies (400: Legend'ry Bandit)
There is always this bit of disconnect between the young and old, but adding in other factors such as being a former bandit or being royalty on either side, those create further divides. However, you are not bound to face this…

…Perhaps much like whatever influenced your new path in life, like the involvement of a Guv'nor or something else, you can find that you can easily create connections and bonds with others. Like being able to even make such a bond with a cursed king that is older than you and treat you as a retainer…

…And have that same king show up in the midst of battle to give aid in fighting the enemy, with whatever aid or backup they can muster. It may not be much, but never count out every bit of help you can get in the chaos of fighting.

Typhoen Maul (600: Legend'ry Bandit)
Speed is power! While others might think you slow, you simply need to get started. When in a fight, you can now quite literally 'spin up'- essentially wind up to give yourself more power. This might seem cut and dry, but the longer you spin up, the faster you go- and if you're winding up to end someone, the harder you'll hit. On top of this, you'll start to gather a cyclone about your body as you do so- making it much harder for someone to just walk up and rudely interrupt you as you prepare to bring the pain.

Once you're ready to let fly, you can either bring your blow down upon your unfortunate opponent's skull, causing a downburst that will magnify the force of your blow even further, or fire off the gathered winds to hit everything around you with a rapidly expanding typhoon. You'll find that the former technique is fantastic against bestial opponents, while the later wrecks havoc on airborne foes- *especially* avian ones.

Rebellious Heart (100: Firebrand)
You shine like the stars. Not because of your talent for magic, but because you are capable of conjuring and throwing grossly incandescent fireballs at a moment's notice. It's second nature, really, which might be the reason why people are a wee bit shy of ticking you off. Not only do you have a natural talent for casting spells (ESPECIALLY fire spells), you can cast them at a speed unparalleled- If you cast something, it **will** go off, unless you make it not go off.

Appeal Power (200: Firebrand)
Playing with fire isn't the only thing you're known for, mind. Looking at you evokes poetry about lofty peaks and deep valleys, or perhaps fertile plains and farmland. Regardless of what it is, you're eye candy of the highest caliber.

Let it be known that said appeal extends to pretty much everyone who looks at you- those of incompatible orientation and even different species (like monsters!) can and will take the time to appreciate your fine form- which, depending on the circumstances, can be the perfect time to strike.

Additionally, due to your awareness about your… *effect* on others, you're also able to spot when someone else is capable of doing the same thing, and can resist the urge to stare with ease.

Magic Slinger (400: Firebrand)
What is a mage without their magic? A schmuck with a funny hat and a stick, that's what. No need to worry about you getting stuck in that position, though: it's no longer possible for something to prevent you from casting. No need to worry about your spells fizzling out or your incantations being silenced thanks to the enemy.

Of course, by the same token, what is a Mage without anything to cast? Taking this perk expands your control of fire magic to encompass explosive blasts as well, and you can freely manipulate the blast area to make sure you only hit what you *want* to get hit.

Magical Burst (600: Firebrand)
For one who can sling spells, throwing every trace of magical might and training is a feat in itself. But there are those who can go further, as they push the limits of their magic casting by unleashing their entire internal reservoir…

…And with this, you can now cast Magical Burst, which will damage every foe caught in the massive magical explosion. And hopefully, they have fallen, since you will need time to recover from the stunning aftermath till you get your magical pool to recover.

Gambling Templar (100: Casanova)
With the world as it is, especially with the reach of the Templars and the Church, one would find that they hold influence in the means of combat. As such, even if you're

not a Templar (or were formally), this dedication of training has rubbed off on you in some ways…

…Especially in their use to protect yourself in case you find trouble or vice versa. As such, you find that there are means to engage with your foes directly with Staves or Fencing Blades in your hand. Or indirectly, especially with the speed and precision you can achieve with a well-made bow and supply of arrows.

Vicious Charisma (200: Casanova)
Of course, such a snide and pessimistic manner could prove useful to one well-versed in natural charisma. With the right timing and inflection of voice, a simple snigger or chuckle from you could disrupt the concentration of a highly focused opponent. Doubly so if they were focused on building up Tension.

That said…There are words one could say to cause more than just psychological harm, as well…

Kiss of Life and Death (400: Cassanova)
Sorry, no, this perk doesn't involve any kissing. A shame, I know, but what it *does* give you, is power over life and death! It's not *perfect* control, but your level of finesse at handling that particular border is a valuable talent indeed.

The first power you gain is **Whack**- a series of spells that'll send whatever sorry soul you send it at, straight to the hereafter. They do have some accuracy issues, and some opponents will have a stronger grip on their mortality than others, but Whack will still bypass an enemy's typical defenses to put them down for good if you can successfully hit them with it.

The other power you gain is **Kazing**- the power to resurrect the dead. Unlike lesser resurrection spells, this one has no chance of failure, barring something rendering the corpse unviable, and will bring the recipient back at full strength. No resurrection sickness here! The only drawback is that it *will* require a fair bit of your strength to cast it, so expect to be at the very least winded after casting it.

Pearly Gates (600: Casanova)
Also known as Grand Cross, this is the ultimate technique of those who follow the call of the goddess. By focusing the very essence of life upon a single point, you can cause an eruption of holy energy that will eviscerate the banal and corrupt.

This particular power is effective against all sorts of foes, but will display its true worth against demons and the undead, searing their very beings with the wrath of the heavens, and also displays a curious ability to wash away curses- at least temporarily. Perhaps this technique's use need not be limited solely to battle?

Ruthless Roguery (100: Free to Red Rossa)
Compared to those lesser bandits, especially those who rely on strength, you rely more on the Ruthless side of your personality. Being able to get into places quicker than most (even if they just arrived ahead of you), stringing deals that benefit you more and of course, in the midst of combat.

While you aren't as strong…it doesn't change the fact that the clever uses of Fans, Knives, and Whips can inflict their own level of damage. And that's not even accounting for the plentiful debilitating effects and weaknesses you'd use to your advantage with them.

Knee-Jerk Thieving (200: Red Rossa)
In the midst of fighting, you have that keen eye and reflexes to be able to steal things. While some would be fortunate to just steal money from people, you can steal gold and other such forms of money from the biggest and toughest of monsters in the midst of combat…

…And to be frank, with how monsters seem to be carrying various levels of gold in this world, it'd just be fitting to take your 'bonus cut' early before the payout at the end of the battle. Maybe if you are daring to push yourself, stealing more than money may be in the cards (if it wasn't already)…

Blade Cascade (400: Red Rossa)

Congratulations, you're now a purveyor of pitching portables to produce pain! While it doesn't sound like much, your ability to throw anything that fits in one hand is unparalleled, and you've got speed to back it up, too. If it fits in one hand, you can draw it and throw it fast enough to make a gunslinger proud and do enough damage to rival the guy who hefts an axe bigger than him over his shoulder with one hand.

I do mean everything, by the way. Daggers and rocks are an obvious choice, but shards of glass, playing cards or even handfuls of coinage will be just as lethal. Just note that whatever you throw tends not to survive the process…

Fire In The 'Ole! (600: Red Rossa)
There is honor in fighting with what you have in battle, but honor's not really something you care much for, now do you? Instead, with a simple signal at your command, you can instead have an entire ship's worth of cannons arrive nearby and have them firing off a barrage of cannon fire onto your foes despite whatever circumstances may make it seem unlikely or improbable.

And with how much cannonballs, gunpowder, and black smoke being kicked up into the air, it would be suffice to say the local area would be darkened, even in the brightest hour with that sun in the sky. Perfect for you to get what remains picked off by your quick hands or a perfect means to leave with no one to give chase.

And if there are any still persistent opponents…well, the reinforcements that arrived with the Cannons should hopefully be a sign of how much their chances go down with them around and the following volleys of cannonfire to follow.

Monster Tamer (100: Free to Way of Passione)
With such Passione in taming monsters, it would make sense in the efforts and means you have to tame them that they have rubbed off on your means to fight, right?

After all, plenty of monsters are known users of Clubs and Hammers of various kinds, while there are plenty of sharp Claws from all beasts and families. Though

perhaps the application of Boomerangs could also be from the methods used in taming and caring for the monster companions thanks to your throwing arm?

Monster Musk (200: Way of Passione)
With the amount of time and Passione you have devoted to taming monsters, it would be no surprise that you would have your own ways to get even the most fearful or anxious of monsters to approach you.

In essence, you can somehow emit this sort of musk or scent that can attract monsters to you. And while those who are known to rely on Holy Water to mask and hide themselves from monsters may question why you can do this…

…Let it be known that the infamous hard to catch members of the 'Metal Slime' family are among those who would make a mad dash towards you. In other words, luring them into a battle with you and any allies…

GUSTO Tension (400: Way of Passione)
Those that follow their own path alongside their Passione, are perhaps the ones most connected to Tension. Perhaps such spirit is why you guide Tension to yourself or your allies in ways other than the known methods.

One such new method is called, 'Intensso'. It is the reflection of your spirit where it can support someone already trying to gather Tension. As if you are to say, 'Egg On' their efforts and push them further, and rarely, do so with more intensity…

…However, such spirit can be focused inward and mix with your already existing Passione. In this case, it can be reflected in the Gusto…No, that ain't accurate to you. It can be reflected in the 'GRAND GUSTO' you have.

Monster Mia (600: Way of Passione)
Even in a world full of hostile monsters, your Passione and talents in taming Monsters has a certain effect that can summon even the most unexpected of allies no matter where you are.

Normally, you can expect to find one of three cases when you call upon any monsters to help. A massive ‘Mazin Golem’ monster to arrive and deliver powerful physical strikes and to tank hits meant for you and your allies..

…An entire herd of Sabercats with accompanying claws and fast strikes to tear apart the opposite side, and perhaps when things are most dire with those on their last legs a trio of 2 Cureslimes and a King Cureslime to act as the emergency healers.

Of course, there may be other cases that can show up. Like perhaps a collection of Killing Machines or their rarer ‘cousins’ arriving with their weapons ready to fight by your side and to take blows meant for your team.

Though to note, these kind monsters will not stay around forever and will leave after being defeated, determine their aid is sufficient, or leave when the battle has ended. And to call for such aid with such GUSTO will take its toll on your magical energy as well…

Journey Items (Gear & Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General Item Tree

Pouch o’ Panaceas (100)

A bag stuffed with an assortment of herbal medicines that can be either ingested or applied topically. Good for minor-to-moderate wounds, and excellent for counteracting poisons, paralytics, hallucinogens and soporifics. It might not save you at death's door, but it'll sure make it a fair bit harder for you to get there in the first place.

Alchemy Pot (200)
This is a silver, gem-encrusted, strangely shaped pot, that while one may assume being a rather ornate (if impractical) cooking pot, it is actually rather a more fantastical relic. This is an Alchemy Pot, where an individual would be able to place *two items* and/or 'alchemical ingredients' into it to create entirely new objects or find attentive means to create common objects.

Once set inside by merely closing the top of the alchemy pot in place, the inherent magic in the item will begin creating. Depending on the result or 'recipe' you are aiming to achieve, it may take time to 'cook' before it is complete.

There will also be some additional items you can use to improve the Alchemy Pot, but it will take time and effort…After all, such a fantastical item to be improved to add in a third item to alchemize or nullify the 'cooking' times requires dedication and care.

Baumren's Bell (100-200)
A special bell marked with features and colorations of the well-known Great Sabercats. When rung, a Great Sabercat will arrive to allow you to use it as a riding mount to cross ground faster than those relying on their own feet.

If sprung for an additional **100**, you'll also get two bells. One referred to as a 'White Gold Bell' and 'Darksteel Bell' that will instead summon other members of the Great Sabercat sub-family, with their own colorations and patterns.

Mystical Water Vial (200)
A rather unique glass container full of the mystical water located in a spring among the kingdom land of Argonia. This water, when drunk by a cursed being will allow for

a temporary alleviation of their inflictment. However, much like the properties of the water, this vial is also small and limited despite its slow rejuvenation rate.

Dragon Shield (200)
A circular shield made of Dragon Scales and carrying the face of a Dragon on its front. This scaled equipment can easily be fitted alongside any arm, allowing for easy integration with whatever weapons you may be carrying.

As for the protective aspects, this shield is among the more tougher shields out there when being physically attacked. But thanks to the scales as well, it can help resist the wielder from the damages of fire and ice magic, alongside similar hot and cold breath sources as well.

Sage's Stone (400)
A rather special scepter of sorts, what with the embedded stone on top. Filled with potent magical energy of the healing variety, this can be held aloft to allow multiple people to be healed at the same time akin to a Priest casting 'Multiheal'...

…Of course, one doesn't even need to use any of their own magic to make use of this relic. Making it invaluable as a secondary means to heal or to save energy for other spells that may be needed in the tides of a chaotic battle.

Yggdrasil Leaves and Dew (600)
A verdant, green leaf from the World Tree Yggdrasil. Powerful magic courses through it, akin to the heartbeat of a living creature. By placing the leaf on the body of someone who has died before their time, you can imbue their body with these magics, and bring them back to life. It won't work on someone who has died of natural causes, but considering what kind of world you're in, this is more than enough.

You also receive a phial of holy water with tiny pieces of a Yggdrasil leaf suspended in it. This dilutes its strength, meaning that it is no longer capable of raising the dead, but now serves as an incredibly powerful medicine for the living. Simply throw it into

the air, and watch as the resulting rain washes away your wounds like grime. You receive one of each per jump, and can't stockpile them. Use them wisely!

Guv'nor's Attire (Free: Guv'nor)
While it ain't much, this simple set of Trodian Clothing is certainly suitable for any long-distance traveling you may face. It does also come with a bandana of your own make and coloration to cover your hair, and a notable pocket bag for anything small you may want to carry as well. Like say a mouse if you had a creature that small with you…

Cheesemaker Kit (100: Guv'nor)
A bundled set of cheese-making resources, such as Remnant Powder and Fresh Milk to make simple cheeses if used in traditional cooking methods. However, this set of Powder and Milk can also find uses in Alchemy. And as one may ask how, it is through mixing these special sets of colorful Blue, Red, and 'Premium' Molds.

Blue Molds would be useful for making the resulting cheese to be cold, while Red Molds would make them hotter instead. As for the one known as Premium Mold, this colorful mix is much more limited, but no less potent…

Gothic Mite & Vestment (200: Guv'nor)
A set of white attire adorned with holy symbols that is significantly more protective than most common clothes and armor than one may expect in the midst of battling. It also is light enough to allow for the wearer to be more evasive, while also extending a similar helping in avoiding the ailments inflicted by spells such as 'Fuddle', 'Snooze', and 'Whack', and other things that cause 'Paralysis'.

However, what makes these perhaps more desired is their ability to slowly restore one's own health and magical energy with each step taken as well while wearing the full ensemble.

Liquid Metal Sword (400: Guv'nor)

This is a very interesting blade. As its name implies, this sharp broadsword blade is made from the metal of the Metal Slimes. Which besides meaning that this is a very sturdy blade that would still be effective even with rust being all over it…

…It will also allow for more damage to be inflicted on said Metalic Slimeballs, let alone piercing the hides, armors, and materials of other monsters that other blades would struggle to damage.

Argon Ring (600: Guv'nor)
A special ruby-red ring crafted from a precious stone called an Argon Heart. This ring by itself will boost your various parameters when worn to a strong degree despite its mere appearance. That said, what is more equally important is the status of owning such a ring as well. To elaborate, the Kingdom of Argonia has Argon Rings as proof of the person's identity and status, especially amongst its royal family.

As this will be your ring, this one will be recognized as belonging solely to you. And as such, it will also be protected, so that it can never be stolen or lost unless you willingly give it to another person, such as the one that captures your heart.

(Former) Bandit's Titfer & Billy (100: Free to Legend'ry Bandit)
While these are clothes for those with a past of banditry, do not forget that these clothes are still yours to make a new turn with. Not to mention, that spiked helmet can also be worn for those who wish to hide their hair (or baldness) as well.

And even then, these clothes can also handle a variety of environments. Especially the vest of fur this ensemble has if going somewhere cold, for example…

Old Treasure Hull (200: Legend'ry Bandit)
While one of these is expected to be among something a Bandit would have taken, the other one is quite a surprise instead.

Normally worn by some of the biggest slimes to denote their 'Royal Slime' status, this missing *Slime Crown* is now in your presence. While it does look nice and doesn't have any slime on it, it also acts as a rather decent piece of headwear to

protect yourself with. And as a brief aside, it'll also subtly change to fit you when worn. Though there are rumors that these things are worth a lot more than just a good chunk of gold…

…As for the other 'treasure', this is not a simple staff. Rather it is a *Rune Staff* that is usually sold as prizes in casinos due to its rarity. This is something not many would expect to be carried by someone such as yourself before you turned a new leaf.

More importantly, while it is still usable as a bludgeon for those capable of using Staffs/Staves as such, this one holds a much more supportive function when held aloft. Namely, when held aloft, it will cast a defensive barrier over the user and nearby allies akin to a 'Kabuff' spell to improve their physical defenses.

However, what is key to note is that this magic can be casted multiple times, especially without draining any of the weakest magical reservoirs of anyone out there.

Spiked Armor (400: Legend'ry Bandit)
An entire suit of armor adorned with spikes and sharp points, that offers modest protection from physical attacks. However, as indicated by the spikes, it will also make sure to damage any foe that engages in physically attacking you as well…

…Thankfully, it can be easily worn and taken off, while also not hindering your agility or combat capability with whatever weapons you may be using as well.

Timbrel of Tension (600: Legend'ry Bandit)
A special threaded design made of such powerful items brought together by Alchemy. When held aloft, it allows for multiple people to freely generate a level of tension without having to 'Psyche' themselves up.

Of course, such a means would allow for multiple people to achieve a state of Super-High Tension…

Lightning Staff (100: Firebrand)
A rather peculiar purple and gold accent staff (or wand) with a curved crescent end with a glowing green crystal. Compared to others out there, this is nothing too special when used to bludgeon anyone who gets too close with its weight. However, its value lies more in being able to cast thunderbolts on multiple targets, making it worthwhile against groups of monsters and an option to make up for lacking the shocking spells in any magician's collection.

Bunny Suit (200: Firebrand)
Ah, yes. This ensemble of an outfit. For those who take value in their appeal to others, this ensemble allows you to look like a 'Bunny Girl'. And this can in fact amplify that as well, alongside a few additional things that the attire brings along.

The main suit is oddly better than most common light armors, while the set of ears are able to offer their own little bit of defense and magical potency. As for the fishnet stockings, they chip in their bit of defense as well.

Of course, it can't be forgotten that many of the weaker monsters and foes can get distracted by this as well, plus your natural appeal. That said, still do be aware that there are better things than this…

Scourge Whip (400: Firebrand)
A rather nasty and impactful Whip that seems almost to hiss when uncoiled, yet is quite safe to use; a weapon that was purified of its cursed nature to reveal its true power, perhaps? Like all Whips, this can attack groups of enemies in a single swipe, while also allowing for lashes and strikes performed by expert users.

Besides the sheer strength inherent in this whip, it will also incur more damage to those monsters and creatures that are considered to be 'Humanoid' in form as well and also increase the chances and duration of inflicting status effects on others.

Goddess Ring (600: Firebrand)

A very powerful ring that focuses more on boosting the magical potency of offensive spells you can cast. And with each step taken when wearing this ring, the magical pool of energy in a person will be restored slowly…

…Of course, such a ring also offers benefits as providing resistances to Fuddle, Paralysis, and Snooze when they are casted on you. That said, as great as such a ring is, it does nothing to diminish any actual damage done to you, compared to many other rings and braces around these lands. Perhaps it is the necessary price of such power in a ring…

Custom Templar Gear (100: Cassanova)
Templars are seen as members of the Church, while also being able to take up arms against monsters. So this is an outfit among their own, being decently stronger than most common clothes and the most basic of armor…

…But while it still holds its ties to the Church, you are still free to design it as you see fit. Though do be mindful that standing out amongst them may draw ire…unless that is what you want. Then feel free to go ahead.

(Magic) Water & Elixir Vials (200: Cassanova)
As any good healer would know, it is wise to stock up on supplies when traveling, lest you find yourself in the wilderness or the depths/heights of dangerous locales…

…However, unlike the herbal remedies and those fancy vials of Amor seco essence, these will actually restore your magical power. Mighty handy if you spent all of it already as well in the midst of battle.

As for the actual items: This is a collection of Magic Water, plus a rarer special concoction. The vials of Magic Water are known for restoring a small or modest amount of magical energy when ingesting their contents. And even if not being used that way, are a known incident in various alchemy recipes and studies.

As for the concoction, this is a single vial of Sage's Elixir, which is far more potent in restoring magical energy than mere Magic Waters. That said, these are far rarer and costly in acquiring more of these, as to a lesser degree with Magic Waters.

Cheiron's Bow (400: Cassanova)
A rather unique patterned bow that also holds a special blessing upon its form. While perfectly capable of being a weapon and a rather strongly decent one at that…

…The more highly potential side comes in with its additional utility. If focused into, it can be used as a means to heal yourself or an ally for minor wounds akin to a 'Heal' Spell. Meaning this Bow can both damage and restore in the midst of combat, which few other weapons can achieve on their own.

Catholicon Ring (600: Cassanova)
A rather large ring composed from a merging of other rings, brimming with protective magic. This protective magic extended to protection of the deliberating spells and abilities tied to Dazzle, Fuddle, Paralysis, Poison and Snooze.

However, as perhaps a further sign of its merging, it also offers a rather higher defensive boost than most other rings as well, Allowing those that are the lifeline among allies to remain unburdened and unhindered by any attempts to impede them.

Thieves' Key (100: Red Rossa)
A special makeshift key used by thieves to break *simple locks* out there, be it on chests, doors, or anything else. Even better is that you also got a special paper with a recipe to make more of them in case yours ever gets lost or breaks somehow.

Boss Ship & Crew (200: Red Rossa)
Of course, a non two-bit criminal like you needs to have means to accomplish your aims. Either for treasures and riches to find, or for transporting the illicit goods in your possession to find…

…So why not your very own ship? Compared to other ships out there, this one is much more lavish in your tastes, alongside all the amenities one could ask for, such as an entire deck full of cannons, cannonballs, and gunpowder.

Of course, since you're the one running the operation, it would make sense that there is also a crew to go with such an impressive ship. And means for them to work the ship when you aren't there in person if need be.

Imp's Knife (400: Red Rossa)
A rather sharp and colorful blade, perfect for concealing and hiding away for use when needed. Besides being sharper than most common shivs and knives you may find out there, this one is special in that it can steal the magical energy of those you strike with it.

Meteorite Bracer (600: Red Rossa)
While not seemingly special at first glance with this green and yellow gem bracer, it holds very potential energy. Rather than inherent defensive power, this Bracer instead massively improves one's own agility when being worn- to the point of moving at seemingly double your normal speed. Just remember, haste makes waste!

Dramatic Scarf & GUSTO Attire (100: Way of PASSIONE)
A set of solid color attire (of your preference) that screams how much GUSTO you are capable of. And it even comes with a simple white scarf that acts as if it is blowing alongside the wind, even indoors with no wind getting in.

Team Paddock (200: Way of PASSIONE)
A special chunk of land that acts as the carrying ground to send any Recruited Monsters to rest, train, and so on. Even better, is that if you have a means to 'Call' any monsters in the Paddock assigned to a team, they'll return here once their time is up in battle.

Jester's Outfit (400: Way of PASSIONE)

While this may be possibly garish to some, to you…It may be just the right thing upon further view. Normally in a set of colors such as red, green, and brown from head to toe…

…This rather clowish-set of attire is actually rather strong in ways you may have not seen. Rivaling the protectiveness of rare and expensive heavy armors, this outfit can take on weapons and attacks from a variety of monsters. But what also seals the deal is the inherent magical protection in the outfit.

Whenever a non-Zap spell is casted upon the wearer, it will cut any and all damage to a third of its strength. Meaning such devastating spells such as Kafrizzle, Kasizzle, Kaboom, and Kacrackle will find themselves less effective in hurting you while wearing this outfit.

Elevating Shoes (600: Way of PASSIONE)
These rather strange shoes are perhaps fitting for one such as yourself. Besides offering a minor boost to your own agility, they also offer a rather rare means of gaining experience and power to improve one's self.

In essence, it can be viewed that every step taken with these shoes will allow for development of one's own skills, even outside of the rigorous and tiring means of battle. And while it may be very small at first, the collective steps one can achieve in a year, let alone the kinds seen in a long-living life…

…Perhaps the shoes are just playing their part in their elevation of your own dedication and Passione.

Allies & Retainers (Companions)

Companions can purchase Perks and Items.

Party Invitations (Import) (200-300)

You can bring along 8 companions for 200 QP. They will each individually get 600 QP to spend for themselves as they see fit. If you wish to bring in more than just 8, you can spend an additional 100 QP to bring in as many as you want.

Party Recruitments (Recruit) [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the QP you spent.

-Team Monsters (Infamous Among The Lands)

Drops of Ultrus (Three Slimes) [200]
These are three rather infamous Slimes that roam the lands, at least for being stronger than the most common ones out there. If viewed only individually, many may write them off as just little slimeballs that pose danger to weaklings…

…However, viewed together, it becomes apparent of their true potential. If given the chance, these three could form together into perhaps one of the most dangerous monsters. Ultrus.

A massive slime with an equally powerful attack and speed that it could handle the most sturdy and agile of warriors. And even if it would take a beating somehow, its magical knowledge includes the legendary Omniheal…alongside being able to cast meteors down from the sky.

Of course, they do need to be able to focus and have that chance to join together to be Ultros. But surely, some guidance and help can make that likely. And if not, these slimy allies still may be able to give a hand (despite lacking hands).

Wings of Gracky (Three Drakies) [200]
Perhaps why many would see this trio of flying bats as perhaps a bigger danger than mere slimes, they also aren’t seemingly special besides just having names…

…That would be an error to assume. With the three working together they could form together into the terrible massive threat known as Gracky. Despite their massive size, Gracky is extremely fast, alongside being able to fly. Meaning the massive bat monster can attack foes multiple times before they could even act. And while lacking in supportive magic, it may not be needed as they can cast the most intense of explosive spells…The illusive Big Banga…On any foes in its way.

Though as to be expected, these winged monsters need to be able to focus to pull off their potential. So that is one thing one needs to keep in mind if asking for their assistance in battle…

Materials of Mazin (Three Golems) [300]
While perhaps not the fastest of monsters, this trio of Goldman, Brickman, and Stoneman belonging to the Golem line are very capable fighters in of themselves. Of course, while they can still use training and so on…

…There exists a far greater potential between these three, much like other possible trios out there. If the three were to focus and join together, they would become a massive and powerful red golem known as Mazin.

Mazin, while lacking in sheer speed and magical potential, makes up for it with their sheer strength, resilience, and vitality that makes it a dangerous threat for even the bravest and experienced of warriors. In fact, it is also fully capable of delivering devastating attacks upon the target struck by it, as if its fiery aura was not an indication of it as well.

Though, the three would need to focus together and be able to perform such a feat as a reminder. It may not need to be a warning, but even a weak crack among these moving pillars of material could bring it all crashing down.

Notorious Individuals (Non-Team Monsters & Others)

Slimedrop Mouse [Free]

This is an odd slimeball. It resembles a mouse of some kind, despite not having the fur of one. That said, it does have a funny tail, sets of whiskers and ears, and a strong hankering for eating cheeses. So much so, that if you feed it very hot or cold ones, it can produce fire or ice-like breaths…

…And who knows, maybe if you feed it other kinds of cheeses, it could do other things. Thankfully, this little fellow is small enough that you could carry them in a pocket or small bag as well.

Bo(s) Of Hazard (200)

While perhaps in transit or some other matter, this sudden appearance of a treasure-filled bag and a treasure-filled chest gave you pause. Of course, not too long after…

…It became clear as the two objects moved. The former was actually a Goodybag, while the other was a member of the infamous Cannibox family. However, both ended up glancing at each other and then you…

…And somehow made it clear, they would rather travel with you (perhaps the look in their eyes or some sort of jewel and coin message). For some reason though, you'll later learn the duo are called Bojewels (Bag) and Boxjangles (Box).

Boxjangles can drive foes to sleep by exhaling a sweet-scented spoforic, allowing time for its Sizz spells to harm groups or launch brutal strikes with its sharp teeth and strength. As for Bojewels, they can support their allies and partner in crime by lowering the defenses of groups with Kasap and help disrupt and distract them by causing the spontaneous urge to break into a dance through their own.

So do take care of these two…and these two perfect partners for each other will perhaps see you as their next 'Partner of Hazard'.

Restless Clank (200)

A wandering knight armed and armored with sword and shield. Except upon closer look and noting the details, they don't match any human forms. And looking in the gap between the armor of the open slot of the helmet…There's no one inside.

Instead, this is a 'Restless Armor'. A strange entity that is actually the suit of armor (minus the sword and shield) and one that actually talks back. Their voice sounds very knight-like, save for the occasional *CLANK* that seems to bounce out of their armor at times. As for who they are, it seems to be that they are Sir Knalc (or perhaps Lady Knalc), a knight without any allies to fight alongside till they crossed paths with you.

One can see that their sword and shield can aid them in combat, alongside their talent in smashing tension in combat with their strikes if need be. Of course, even if things do turn more sour…They can seek to call aid, causing the floating slime-jellyfishes known as Healslimes to lend their magical mending to the best of their capabilities before fleeing afterward.

So if they offer to travel alongside you for even beyond the foreseeable future, take them up on their offer…

Phantom Friend (200)
Is your shadow moving? Because it is. And regardless if you have or haven't noticed that yet…The darkness that has appeared by your side is not actually your enemy. Rather, it is a 'Shadow' Monster, one of those mysterious phantom-like things that inhabit dark and gloomy places.

This one (possibly named 'Rai'), however, doesn't mind being away from those places. But said shadow would like to avoid being seen by others that aren't you (and possibly your allies) due to some reason that makes sense to them.

In terms of helping in combat, Rai is very strongly resilient to physical attacks of all kinds, while also being able to do just as much with its claws and cold breath. And you may never know when having a shadow on your back will keep you going. That said, be nice to your new friend as well if you can.

MR-KM (300)
No matter if this was found in a market, out in the wilderness, or somewhere in the depths of many a locale, this is a strange object. Though to make it clear, this is one of the many oddities of the Machine Family of monsters.

This one in particular, however, seemed to react in either your presence or perhaps something else brought it back on. And for such a matter, the machine robotically requested to join your journey.

Designated as ‘Exor’, this machine monster is a Killing Machine. Which given that it has a trusty sword (capable of Kacrackle Slash) arm on its right, a crossbow arm as its left, and its robotic eye packing a dangerous laser…

…It easily deserves its namesake. That said, while this machine is a lethal fighter *if* it needs to be with its speed and power inherent in its design, Exor perhaps has more ‘heart’ than machine metal in its core. And perhaps you can help it become more visible if you wish to help…

Healing Hands (300)
A trio of floating slime jellyfish, otherwise known as the ‘Healslime’ bunch of the Slime Family. One of them is the classic Healslime named ‘*Healie*’, Medislime is named ‘*Medi*’, and the last is a Cureslime named ‘*Curie*’.

These small floating goobers are kind souls looking to help others (either monster or human) with wounds and maladies, thanks to them knowing their own respective healing spells, magic, and techniques. And they do all of these together, because they can’t stand to be separated from each other.

Besides telling them apart by their respective personalities, they also have their own dedicated headwear they like to have on their slimy heads. Healie has a red-colored Beret, Medi has their custom Priest Hat, and Curie has a familiar Slime Crown.

For note, they are capable of attacking to defend themselves if need be. But even they know that their greatest strength lies more with their magic and kindness instead…

Challenges (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Silent Protagonist (+100 CP)
You're a silent protagonist- what else is there to say? Your ability to communicate will be limited to gestures and facial expressions. The good news is that you won't have to worry about sending the wrong message- everyone will understand your pointing and gesticulating- but it's a bit hard to explain things, isn't it?

Having a Giraffe (+100 CP) (Incompatible with Silent Protagonist)
You're… not good with metaphors. You tend to mix them, or bungle the original phrase, especially when animals are involved. People will often understand what you meant, but you'll feel a bit silly when someone corrects you- huh? It's 'having a lark,' *not* giraffe? Hm. See what I mean?

Picky Past (+200 CP)
You've a bit of a checkered past, eh? Maybe you did something you're not too proud of, or you broke a very important promise. Whatever the case, someone's got one over you, and they intended to cash that check eventually. The good news is that this little 'favor' isn't going to be blackmail; you're more likely to be sent on a fetch quest to acquire some artifact or bauble. The bad news is that artifacts and baubles tend to be kept well guarded…

Dancin' Reels (+200 CP)
The casinos that dot this land lack the usual games of chance. Rather, they're all games of skill- the slot machines stop when you tell them to, and the available poker and blackjack tables are just a battle between you and the dealer.

Unfortunately, like a certain dancer I could mention, you are absolutely terrible at gambling, and gold goes through your pockets like water through a sieve when you step inside a casino. That's not to say you can't win, but chasing those top prizes will leave your wallet a fair bit lighter…

COR BLIMEY! (+400 CP)
You have a talent for being snuck up on. Normally, this would just result in a mildly amusing comedy routine that would get dropped roughly 80% of the way through your adventure here (as by then 'everyone' will be sick of that old bit), but monsters have picked up on it, too. Expect random mooks and monsters to get the drop on you whenever able- hope you brought along someone extra observant to compensate!

Va-Va-Voom…? (+400 CP)
There's plenty of bouncy things along this adventure, not the least of which are the many wiggly, jiggly, wobbly slimes that populate the land! (What do you mean you thought I was talking about something else?) Whenever something's a-bouncing up and down, you'll find yourself watching the happy little ball of ooze goo-ing about its business for a while. Perhaps you should become a researcher- I'm sure those metal slimes appreciate someone giving them plenty of time to scarper off while whatever nasty thing that was chasing them switches its attention to you.

Don't Remember, Can't Recall (+600 CP)
You can't remember a damn thing. Ever since you arrived in this jump, you've been an amnesiac, and any companions you may have brought with aren't at liberty to fill in the blanks. This seals off access to the warehouse and any gear you may have brought with- but I'll leave you with an interesting deal on perks.

Anything that must be activated (i.e. an ability to cast spells) will be sealed for the duration of the jump, so you won't be able to bring in nonsense from outside this context (after all, you don't even know they exist!)- but anything *passive* like, say, a perk that boosts your survivability, or an auto-revive, will still function. Not that you'll know that you have them, mind.

Side Quests (Scenarios)

Dragovian Trials

Long ago, there was a tribe of beings that left the lands known as the Dragovians, assumingly after many fights against the Lord of Darkness nearly wiped them out. And while their history has almost nearly vanished in comparison to the Sages and their descendants…They are still out there possibly.

Your quest (outside of any others you may be on) related to them has multiple parts. One key part of this is for you to find where they have left to, survive the trek once it has been found and…resolve a matter that is leaving what remains to eventually collapse if unresolved…And once the matter has been resolved, you find yourself with perhaps the true gauntlet ahead of you. ***The Dragovian Trials***.

In essence, you will find that the Lord of the Dragovians will challenge you and any in your party/side to defeat him across each of these trials. Though there will be a new form and strategy used in each trial till the seventh and last…

Reward:

As for the reason one would wish to undergo this gauntlet…You'll find that you can now use the ability of **Dragon Soul,** even if one is not an actual Dragovian. While it is best used for a singular target, the sheer amount of damage it will inflict is well-worth it. And that's outside of including the effects of Oomph and Tension…

Besides an ability of combat, there is the **Memorial Lane**. This location can be accessed to act as a form of training ground against the *memories* of past foes with their previous big battles or infamous skirmishes, based on how they fought back then…

…Though, you could also change the memory to have them be far stronger than they may have been in exchange for greater items to find after their battles.

Thankfully, even if one were to seemingly perish…it won't actually apply as long as you and your companions are using it for training.

You'll also find that the chambers and pathways inside the path to each part of the lane will have members of the Metal Slime family to roam it and seek you out to test your mettle.

Gameith Overth (End Results)

So with your time here over, what will you pursue next?

New Journey (Next Jump)

Next Step (Stay)

The Return After The End (Home)

Journal Section (Notes)

-For note, the backgrounds are respectfully: *Hero/Eight, Yangus, Jessica, Angelo, Red,* and *Morrie.*
--*Red* and *Morrie* being from the *3DS Version*, for those more with the *PS2 Version* and its party of 4.

-The first Perks of each background were meant to mention the various Weapon 'Types' each background could take. The exception of note is ***Rebellious Heart***, which was focused more on spellcasting.
--For note, the Firebrand can use *Whips, Knives,* and *Staffs*. Though the inspiration isn't exactly that great of a physical attacker for note.

-???
--???

Change Log

v0.1

-Doc Created

v1.0

-Finished the first usable version of the doc. Goddamn, this took a while.

In memory of Akira Toriyama, creator of Dragon Ball Z, Character Designer for Dragon Quest and Chrono Trigger, and an inspiration to us all. God bless you, you beautiful bastard.