Dungeons and Dragons Online

Version 1.9

By Hunting Time

Introduction

Welcome to Dungeons and Dragons Online or, as it is often called, DDO. We hope you will enjoy your stay here. There are a lot of choices to be made before you start and many more during your time here. Choose wisely for they will impact your journey and what you take away.

There are a large number of class and race combinations for you to pick from. Quests and dungeons are plentiful here and not all of them are your typical hack and slash adventures. The possible levels attainable are from 1 to 20 in various classes and up to 10 epic levels.

Only three classes are able to be used simultaneously. Reincarnation is also possible to gain more power by offering unique bonuses from Heroic, Racial, Epic, and Iconic Reincarnation.

+1000CP

Origins

FREE-TO-PLAY(FTP) [FREE]

You get free access to DDO and everything that is free in it. Any races and classes that are listed as free you gain as if you purchased them.

PREMIUM ACCOUNT [100]

So you spent a little money to get a leg up on what you can start out with. Any races and classes that are listed as free you gain as if you purchased them.

VIP [200]

You decided to take the subscription for your time here. Most classes and races are free to you. Any races and classes that are listed as free you gain as if you purchased them. Gain 10% more experience and move 10% faster.

RACES

Any race that isn't free to your origin costs 100CP and becomes an alt-form. Picking them up later, after you have started out, lets you use them but not gain the alt form. Alt forms always have access to their enhancement tree.The race you finish your time here with also becomes an Alt form for you.

All: [freel] Human, Dwarf, Elf, Halfling
VIP: [free] Aasimar, Dragonborn, Gnome, Half-elf, Half-Orc, Warforged, Wood Elf,Tiefling

Human: Humans are the most adaptable and flexible among the common races, and are more physically diverse. Humans are adaptable and quick to master specialized tasks, so they receive bonus feats and skill points. They receive neither bonuses nor penalties to abilities, and therefore make good candidates for any class.

Dwarf: Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, and their hard work.

Elf: Commonly referred to as the "Fair Folk", Elves are long-lived people who have populated many places following their retreat from Xen'drik. The stereotypical (and true) physical description of an elf includes large pointed ears; slanted eyes; elegant, angled faces; somewhat short physique and dark forest-green eyes; finally, most differences between male and female elves are marginal.

Halfling: Halflings are clever, capable, and resourceful survivors. They are notoriously curious and show a daring that many larger Races can’t match.

Aasimar [100CP]: Carrying the blood of a celestial, an Aasimar is usually good-aligned and fights against evil in the world.

Dragonborn [100CP]: Born to fight, Dragonborn are a race of warriors and adventurers that hail from Argonnessen. They have the unique ability to channel elements into a Breath Weapon attack.

Drow [100CP]: Drow elves are basically similar to all other elves, sharing several racial traits and enhancements with other kinds of elves. They also have spell resistance.

Gnome [100CP]: Gnomes are small, clever, and insatiably curious, yet not as strong as other races. They gain bonuses vs. giants, bonuses with and against illusions, are hard to hit due to their small size, and have a general affinity with magical devices. Gnomes love magic, inventions and secrets. Often skilled with illusions and mercantile ventures, many gnomes dabble in magic of one kind or another, though some are skilled with light hammers and similar weapons.

Half-Elf [100CP]: Half-Elves are a cross between humans and elves, so they have a good blend of human versatility and elven sensibility and have access to both race's enhancements and racial-specific equipment. Half-Elves don't have a favored class, they can do well in any class and are also naturals at social interaction and can use social skills more often than the other races, an advantage in managing the battle and assisting their party. They may also dabble with

an additional class ability using the Dilettante feat, making them even more diverse and self-sufficient.

Half-Orc [100CP]: Half-Orcs are extremely strong and have a bonus modifier to Strength. Half-Orcs also have a penalty to Charisma and Intelligence, thus generally showing less of these than most other races. Half-Orcs excel in melee combat and the Half-Orc favored class is Barbarian.

Shifter [100 CP]: Shifters are an Eberron race with notable Lycanthropic ancestry. They cannot transform entirely into animals, but can shift parts of their bodies to be animal-like for short periods of time. You are considered both a Humanoid and an Animal for the purpose of most spells and effects.

Tiefling [100 CP]: The Tiefling race itself is heavily focused on spellcasting, and revolves around playing with Darkness. They can conjure darkness at will, they specialize how their darkness affects them. Tieflings working together are able to use each other's darkness during fights. They are more charismatic and excel in a variety of roles, including Warlocks, Favored Souls, Bards and Sorcerers, and start with a bonus to Charisma.

Warforged [100CP]: Warforged are a race of sentient constructs built to battle in the Last War. The Warforged's body is covered by plating, giving it an inherent AC bonus, but preventing the wearing of other armor. Healing spells have their benefits reduced by half when cast on Warforged. Only the arcane repair spells heal Warforged without any penalty. Warforged can improve their armor class using the Adamantine Body and Mithral Body feats. Warforged can also gain additional abilities and customize their appearance by using docents.

Wood Elf [100CP]: A variant of the regular elf they are more hardy and stronger than the normal Elf and usually slightly less intelligent.

ICONICS

These are powerful races that start out at level 15 but must go to the highest level before reincarnation is possible. Costs 100CP to purchase and counts as an alt-form.

VIP: [free] Deep Gnome

Aasimar Scourge [100CP]: Aasimar Scourge are imbued with a divine energy that blazes intensely within them. It feeds a powerful desire to destroy evil - a desire that is, at its best, unflinching and, at its worst, all-consuming. First level is Ranger.

Bladeforged [100CP]: You were built for war. With a greatsword in hand, you mercilessly smite your foes and leave behind only a wake of destruction. Similar to the Warforged. First level is Paladin.

Deep Gnome [100CP]: Also called deep gnomes, svirfneblin are said to dwell in great cities deep underground. A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair. An arcane illusionist with affinity for the fathomless darks of the earth. First level is Wizard.

Purple Dragon Knight [100CP]: A stalwart Fighter, cut loose from active service, who can lead the charge with rallying battle-cry. First level is Fighter.

Razorclaw Shifter [100CP]: More independent, self-reliant and adaptable than their longtooth cousins. They're just as loyal to their group as longtooth shifters however, they expect their companions to be just as self-reliant and capable as they are. Razorclaw shifters strive to carry their own weight within their groups. First level is Barbarian.

Shadar-kai [100CP]: A lethal Rogue who has thrown off the Netherese yoke and draws on innate powers of the Shadowfell to hide and to kill. First level is Rogue.

lSun Elf [100CP]: A battle-ready Cleric of the great sun-god who wields holy light against the dark in all its wicked forms. First level is Cleric.

Tiefling Scoundrels [100 CP]: Scoundrels are an Eberron race and start their lives at the City Watch Station in Sharn. They wake up with no memory and the city watch tells them they took a good hit to the head after one of the fiercest tavern brawls they've ever seen. First level is Bard.

CLASSES

Any class that is not free to you costs 100CP to purchase. Classes you purchase are the ones that will be available to you; you must take levels in a class in order to gain feats abilities from that class. You may allocate each level gained freely to an available class, but may not have levels in more than three classes simultaneously. In order to reallocate your levels you must reincarnate. Your class levels combined together can only equal twenty.

VIP: [free] Monk, Druid, Warlock

Barbarian [free]: A Barbarian is a warrior who has special powers when enraged and specializes in dealing heavy damage. Barbarians wear less armor than fighters or paladins, but have more hit points and some innate damage reduction. Uncanny Dodge allows them to have a high dodge chance and excellent reflex saves in short bursts. While many barbarian abilities are geared towards melee combat, they can also make passable ranged combatants should the need arise. A barbarian's primary attributes are Strength and Constitution.

Bard [free]: Bards possess many skills with some special spell casting ability. Their spells consist of a mix of both divine and arcane, but are considered arcane overall. Bards are specialists in songs that buff a party; they can use arcane spells focused on crowd control,

healing, and buffs. Bards are also very good at learning the Use Magic Device skill to operate any kind of magical item. They have been called the "best sixth man", because using a bard to fill the final slot in a party means that their powerful musical buffs boost five other players, and their respectable healing abilities assist the main healer in keeping the party alive. The primary attribute of bards is Charisma.

Cleric [free]: Clerics are divine spell casters who specialize in healing and defense spells as well as some offensive ability in the way of light, fire, and physical spells. Most people think of clerics when asking for a healer for their group, due to their having the only enhancement tree devoted entirely to healing and support. They can use any armor without penalty, but they are only proficient with Simple Weapons. Clerics can also take up a melee weapon and dish out respectable damage, but they are not as strong as the more physical-based classes. They gain access to clerical domains at level 2, giving them great versatility in allowing them to specialize in certain aspects of the divine arts. The cleric's primary attributes are Wisdom, which they use to gain more spell points and improve the DCs for their spells, and Charisma, which helps both their ability to Turn Undead and gain more uses of turn undead.

Fighter [free]: Fighters are warriors with many extra feats (almost double what most classes can obtain), allowing them to super-specialize their role in combat. There are many ways to fight: two-handed, dual-wielding, a sword and shield, or even with a bow... you name it, a fighter can specialize in it. As such, players should examine thoroughly what feats they would like to pick before they create this versatile front-line class. Fighters also gain access to many unique feats that increase their offensive power, their defenses, or their ability to use tactical maneuvers like Trip or Stunning Blow. Depending on which martial path they wish to follow, a fighter might require Strength, Constitution and Dexterity in varied amounts.

Paladin [free]: A Paladin is a warrior that trades some melee power for the ability to cast divine spells. The paladin often has the best saving throws of any character, gains immunity to fear and disease, and may also serve as backup healers for short encounters. They also have passive auras that aid their party members when facing evil creatures. Paladins make great defensive characters, but can easily perform well in an offensive role with weapons. The primary attributes of paladins are Wisdom (for spellcasting and spell points) and Charisma (for higher saves and increasing the effectiveness of their unique abilities). Strength and Constitution should not be ignored, of course, as the paladin is a martial class.

Ranger [free]: Rangers are inherently both archers and a dual-wielding melee class, being proficient in both combat styles. The ranger is capable of stealth combat, although not as well as the rogue and can cast from a limited selection of divine spells. Rangers increase their damage with Favored Enemy feats, where they can pick up to five kinds of monsters to specialize in fighting, gaining stacking damage bonuses against them the higher level they are. Rangers require Wisdom in order to cast spells and gain spell points. Strength and Dexterity are useful to rangers, as well, increasing their damage and accuracy with weapons.

Rogue [free]: Rogues get the most skill points in the game. They are capable of finding and disarming traps and opening locks. The rogue can also deal devastating sneak attack damage when they are beneath the notice of their enemies and are the best at stealth and sneaking around. Their defenses are quite low, even though they have Evasion and a fairly high Dodge, and so must rely on their wits and cunning to survive tough battles. Rogues can do well as either a melee or ranged character, and their primary attributes are Dexterity and Intelligence.

Sorcerer [free]: A Sorcerer is an arcane spellcaster, and serves as the primary offensive magic class for DDO, but is physically quite weak. Their enhancements are built almost entirely around dealing significant damage with spells. Unlike wizards, they have a limited selection of spells, only gaining a few spell slots per spell level and cannot change them at a tavern or rest shrine. However, they cast spells much faster than any other, and most often have the highest amount of spell points of any class. Charisma is the primary attribute for sorcerers, increasing their available spell points and making their spells more effective.

Wizard [free]: A Wizard is an adaptive and versatile arcane caster and gains five extra feats as they level to further enhance their spellcasting. Wizards are able to switch spells after resting at shrines or while in taverns, ensuring they always have the right spell for the job. Wizards have more spells available to them than a sorcerer, but do not have as many spell points. Wizards are often called 'DC casters' due to their ability to focus not on offensive spells but spells that instantly kill, control, charm, debuff, or otherwise disable or weaken enemies. They must focus on their Intelligence to increase their spell points and the effectiveness of their spells.

Alchemist [100CP]: The Alchemist is an Intelligence based caster class that focuses on the elements and poison. They are able to bottle spells to be thrown at their targets. They are capable of healing, buffs and debuffs and some other support spells. Almost all their spells rely on conjuration or transmutation. They gain a bonus feat every four levels with a large list of possibilities including evasion.

Artificer [100CP]: The Artificer combines magic with weapon technology and skill. Traditionally, Artificers prefer to avoid getting their hands dirty in a fight, using personally-made constructs that perform a variety of tasks but are especially capable in combat. Artificers are a jack-of-all-trades: they can serve as backup healers, decent offensive spellcasters, can act as both ranged or melee combatants, can find and disable traps and open locks, and have excellent supportive abilities. Artificers are the only class that can gain the use of Rune Arms, and their primary attributes are Dexterity and Intelligence.

Druid [100CP]: Druids are divine spellcasters with a variety of offensive and supportive spells. They can be excellent melee combatants, able to use Wild Shape to transform into bears and wolves, or can take up a spellcasting role, turning into fire or water elementals to unleash primal forces of nature in the form of blizzards, storms, and earthquakes. Druids make strong solo characters considering their melee and self-healing options, especially at low and mid levels. Druids cannot use metal armor or wield metal shields; doing so removes their ability to use

many of their druidic abilities. Druids use Wisdom as their primary attribute, determining their maximum spell points and spellcasting effectiveness.

Favored Soul [100CP]: Favored Souls are divine casters that follow the path of the cleric but tend to be more focused on offense than support. They have fewer spells at their disposal than clerics, but have almost double the amount of spell points, enabling them to cast those fewer spells more often. They gain energy resistance and inherent Damage Reduction as they progress and can use light or medium armor. They have simple weapon proficiency, but gain the use of additional weapons depending on their chosen god and can become capable melee combatants. Favored souls can use the highest of their Wisdom or Charisma scores for determining their maximum spell points and effectiveness of spells.

Monk [100CP]: A Monk is a combatant that performs amazing techniques in battle by using a power source called ki. They can have extremely high Dodge and at high levels have a higher base movement speed than any other class. In order to use their special abilities, monks must be centered and remain in a state of physical and mental balance. To remain centered, a monk must be unencumbered, wielding monk-specific weapons or unarmed, and be wearing no armor except robes or outfits. When not centered, monks lose the majority of their special bonuses. While they are limited in their weapon selection, monks can gain specialized training through feats or other class enhancements to enable other weapons to be used while centered and gain a variety of special feats as they gain levels. The primary attribute of monks is Wisdom, which they use in retaining ki, increasing their Armor Class, and increasing the effectiveness of their ki attacks and monk-specific tactical abilities. Strength, Constitution, and Dexterity are also important.

Warlock [100CP]: Warlocks are arcane spellcasters who form pacts with powerful beings to gain power and magic, and often seek out rare and forbidden knowledge. They deal moderate amounts of damage with their Eldritch Blast but they do not require spell points to do so, ensuring a steady stream of magic damage at no cost. They have no offensive magic but do have a variety of buffing, crowd control, and utility spells. Warlocks have moderate defenses against physical attacks, but can defend against magical spells better than most other classes. Charisma is the primary attribute for warlocks, increasing the effectiveness of their spells and their eldritch blast, and increasing their maximum spell points.

General Perks

Perks are discounted 50% to their origins, except 100CP perks which are free to their origins.

Game Interface [Free]
You view the world through the lense of the game. You have a character sheet. You also have hotbars to allow you to use and swap whatever you place into them quickly.

Avatar Body and Customization [Free]

Set your appearance to how you would like it within the realm of your chosen race. Your body also looks the same no matter what damage you are afflicted with. You will look perfectly fine until the moment you die. This can be toggled off if you want.

Health/Mana Bars [Free]
You have a health bar to indicate how healthy you are and a mana bar to let you know how much mana you have left to cast your spells. They can also display a numerical value to help you track it better.

Wilderness Areas [Free]
There are many areas throughout the world that are wild places where monsters and mobs roam the land. Clearing them out can gain you experience to advance your level. They also have rare mobs to hunt down along with locations or items to find that also grant experience to help you advance.

Inventory Tabs [Free/100/200]
You get the standard inventory of three bags that will hold twenty items each. Each additional purchase grants another bag.

Minimap [Free/200]
You have a small map that lets you see what important locations and people are close by.
For an additional charge you have a large map that shows the entire area you are in.

Gold [100]
You start out with a small fortune of gold; for each purchase you have 1,000,000 gold coins. You get this amount at the start of each jump.

Quests [100]
Speaking to the people can give you quests to complete. If you have the MiniMap they will show up on it with a gold chalice icon above them when you are able to get a quest from them. If you are not high enough level it will be a clear one, indicating for you to come back when you are stronger. Raids also become available with this.

FTP PERKS

Unbind Items [100]
You can reduce the level of how bound an item is to a lower rating than it currently has, once. Bound to Character equipment can become Bound to Account. Bound to Account items can be reduced to completely Unbound. BTC items can only be used by you, BTA items can be used by you and your companions. Unbound items can be used by anyone. All bound items can be broken but not destroyed and repaired at any merchant for money.

Veteran Status [200]

Whenever you go through the character creation process you are able to build for level 10 instead of level 1.

System Shenanigans [400]
When the system was made, it wasn't made perfect and there are little tricks that you are able to use to game that system. Whether it is using your bag to duplicate materials inside them or using the mail to reuse items that normally are consumed on use. You have found a way to abuse and exploit the rules of the world. The more complex the system the easier it is to abuse.

Soul Stone [600]
When you die your body disappears and your spirit is attached to a soul stone that drops to the ground at the location you died. While in this spirit form you can move up to ten seconds away from the stone before snapping back to it. If your stone is targeted with a resurrection spell you will be returned to life. If you are still in this form when a jump ends that counts as being dead.

PREMIUM PERKS

DDO Points [100]
You have purchased 10000 DDO points for use with the DDO store.

Reincarnate [200]
You have already completed one or more past lives at the start of your time here. For each purchase choose a Class, Racial, Iconic or Epic past life to have already completed.

Veteran Account [400]
You have done this all before, you start off with whatever you already have in your account while you live through your time here. What you have counts as CP purchased. For jumps that are also games, this can apply to your saved profiles.

Exalted Experience [600]
Gain 100% more experience from all sources of all types. This stacks with everything.

VIP PERKS

DDO Wiki [100]
A wiki for the world you are in, that lets you know where things are. Knowing where things of interest are and why they are unique or important. Giving small biographies of important individuals and where they can be found. Also giving you a map layout or mini map to find what you are looking for. This is most helpful especially to those with little knowledge of the setting.

Cannith Craftsman [200]

Whenever you try to craft anything you only need half of whatever the costs are. Whether this is materials to make something or to deconstruct something.

Fortunate Treasure Discovery [400]
Containers have the quality of their loot increase by +20 with a 20% increased chance of named loot.

Epic Destinies [600]
There are Epic Destinies and normally you can use three at a time. You however have unlocked the ability to use as many as you want at the same time. In addition you get an extra destiny point to spend in those trees per level.

ITEMS

FTP

Universal Vendor Stand [100]
This stand lets you purchase any material spell components, potions, spell scrolls (lv1-7), wands and ammunition normally available.

Mount [200]
Your choice of a mount with 200% movement speed. Mounts do not participate in combat. Your mount is summoned to you with the use of a figurine.

Guild Airship [400]
You have a Daedalean Kraken guild airship, it can always be accessed through your warehouse regardless of where you have it parked. The teleporter adjusts to each new world you go to picking important places that you will be able to fast travel to. Houses numerous rooms that provide amenities. They are all top of the line, permanent and can be accessed all at once by using the amenity bar.

Supreme Siberys Spirit Cake [600]
Cast a True Resurrection spell on yourself (even when dead) or another character, returning the target to life wherever accepted with full hit points, AND also replenishes 600 spell points. Also resurrects any hirelings/minions/companions of the target player who are nearby and gives them 600 additional spell points, receiving one per jump.

Premium

Orb of Advancement [100]
You can use this to reset your spells if you are a class that might need to. This also functions as if you were at the Fatespinner or Class Trainer.

DDO Store [200]
Classes, Races, Quests and some items can be purchased through the store. You keep access to the store after this jump is over.

Reincarnation Grove [400]
Here is where the Lifeshaper resides and in exchange for Hearts of Wood/Blood gives the option to reincarnate into a new life.

+8 Tomes [600]
A +8 tome for the ability of your choice every jump that adds an Inherent bonus to whichever Ability you decide to apply it to. Strength, Dexterity, Stamina, Intelligence, Wisdom and Charisma.
May be purchased multiple times, gaining a new tome each jump.

VIP

Universal Crafting Station [100]
This is an all in one crafting station that will let you complete all crafting you need done here instead of running to the numerous different ones located all over the place.

Named Item [200]
Any named item in DDO, if it has variables you get to choose them. May be purchased multiple times.

Artifacts [400]
Any named artifact in DDO, if it has variables you get to choose them. May be purchased multiple times.

Expansive Land [600]
Pick one of the following areas and you get to import it into future jumps or attach it to your warehouse. Can be purchased multiple times, once for each area. Feywild, Ravenloft, Sharn , High Road, Necropolis, Borderlands, Three Barrel Cove, Gianthold, Eveningstar, Cannith, The Twelve, The Thunder Peaks, Shadowfell Conspiracy, etc.

COMPANIONS

Companions can be imported into one of the slots that you have for your account free if you took **Veteran Account**. Each companion gets 600 CP to spend.
You may give CP to companions at a ratio of 1 to 1.

FTP: 100 CP Import: Bring in one of your previous companions. They get 600 CP to spend, along with a free origin and associated freebies.

Premium: 400 CP Import: You have a dedicated questing group, you can import 5 of your companions into any background. They get 600 CP to spend, along with a free origin and associated freebies.

VIP: 600 CP Import: You have decided on forming a raid group, bringing 11 dedicated and inseparable companions with you. They get 600 CP to spend, along with a free origin and associated freebies. In addition, you gain 3 extra active companion slots to help you keep that big family of yours together.

Scenarios

Normal Difficulty:
Complete and gain a past life for each class available to gain the class completionist feat and gain the bonus of your Past life feats as part of your Base body.

Hard Difficulty:
Complete and gain 3 past lives for each Epic Destiny sphere available to gain the epic completionist feat and gain the bonus of your active Epic Destinys as part of your Base body.

Elite Difficulty:
Complete and gain 3 past lives for each Race available to gain the racial completionist feat and gain Inherent bonus feats as part of your Base body.

Reaper Difficulty:
Completely fill a Reaper Enhancement Tree (44 points) available to gain the Reaper Trees as part of your Base body.

Hardcore Difficulty:
This Jump is a Gauntlet, it can be attempted as many times as you like. If you die, you are sent to the Well of Souls and have to start over fresh. Anything you had on you is locked away until completion. Complete one of the following to finish the Gauntlet; Level 20, 10 Reaper Points, or 1750 Favor. Your Cosmetics, Mounts and Pets count as part of your Body Mod.

DRAWBACKS

Low Resolution: [100CP]
Everything looks blocky and as if you turned the resolution of the world down to the lowest settings.

One Hand: [100CP]
You only have one hand instead of your normal amount. This means you can only use one handed weapons, and only one ring.

Where did my gold go?: [200 CP]
Everything costs double the gold that it normally would. Your sales only give you half their value. Managing your money is now something that you have to pay much more attention to as it will run out much faster.

Half Time: [200CP]
Well, did you sleep through some of your allotted time here? You only have 5 years now to gather what you want from here.

Diseased: [200CP]
You have a random disease that can't be permanently cured and it bypasses any immunity you might have or gain. Roll 1d10 to gain the corresponding disease. Bogdish Rot, Blinding Sickness, Cackle Fever, Devil Chills, Ghoul Fever, Mind Fire, Mummy Rot, Shakes, Slimy Doom, Virulent Maggot Plague

Slowed: [200CP]
You seem to be under the effects of the Slow Spell, your attack speed, movement, casting speed are all much slower.

Dual Class: [200CP]
You can only have two classes at a time instead of the normal three. Can not take Single Class.

Single Class: [300CP]
You can only have a single class at a time instead of the normal three. Can not take Dual Class.

Stutter Step: [300CP]
Sometimes you experience a phenomenon where you seem to move but you really don't. It can also be called rubberbanding.

Botched Creation: [400CP]
Your class and race picks are rolled at random. Skills are only class skills and randomly picked for distribution.

Fresh off the Boat: [500CP]
You washed up on the shore with nothing to your name and no memory of how you got there. Warehouse is locked out.

New First Life: [600CP]
Your powers and abilities from previous jumps are unavailable to you for the duration. Must have done a previous jump.

Just a Game: [1000CP]

Instead of being sent to the world of DDO you are sent to a world just like our own with a burning desire to play DOO. Pick a time after DDO went Free To Play on September 1, 2009 to start your ten year gaming addiction. You are returned to your pre jump-chain self for the duration. On the last day regain warehouse access if you have one and your memories, you have that time to move anything you want to save into your warehouse.

END
STAY
GO HOME
CONTINUE ON

NOTES

All world details can be found here. https://ddowiki.com/page/Home
Epic Destiny details for fast reference https://ddowiki.com/page/Epic_Destinies

While not in the world of DDO, your items, Enhancement Trees and Reaper Trees have their level restrictions removed.

Inventory and bank spaces will be kept post jump.

Universal Enhancement Trees are always available for use.

Spells and items that teleport you around the world realign to new worlds that you are in.

Gear that you are wearing and consumables in your inventory can get randomly damaged or broken when you are dealt damage. Paying gold at a tavern can get it repaired.

Veteran Account: If you used cheat codes, or hacks then no you can't use that account anymore.