

Story/Intro: The short of it is a dragon, unseen in the kingdom for years, suddenly appears and wreaks havoc across the land. The dragon attacks a small village and steals the heart of the protagonist. The protagonist, alongside three teammates, then has to hunt down the dragon in order to take back his heart.

The other bits include the fact that the dragon is a pawn in a larger game summoned by the Seneschal (basically god) to find someone with an immense willpower to take his place because his willpower is running low. Once that person is found their heart is stolen and they are tested to see if they make the cut. If they do they kill the dragon then him and take his place and then the world starts feeding off of their willpower in an endless repetitive cycle. To start you off you are allowed 1,000CP (choice points).

Starting Location: Roll 1d8 to determine your starting location, or pay 50CP to choose.

1. Cassardis – A small fishing town that just moments before your arrival had been ransacked by the dragon. While only a few buildings were destroyed and only a handful killed the damage done is apparent to all. If you help the village in its time of need you're bound to gain a few friends here rather quickly. Cassardis is the home of the Arisen and generally has very few monsters you need to concern yourself with. (Pre-Dragon Danger: Very Low) (Post-Game Danger: Moderately High)

2. Witchwood – Witchwood is said to be the home of a very powerful and very evil witch. Most who enter Witchwood cannot find their way out due to the mysterious impenetrable fog that envelops the entire forest. Witchwood is home to few but fierce natural beasts. (Pre-Dragon Danger: Low) (Post-Game Danger: Moderately Low)

3. Bloodwater Beach – A fairly peculiar beach nestled between two cliffs on the southwestern coast. There are plenty of crates full of basic supplies and even a camp already set up here as if someone abruptly left. Your suspicions might yet be realized. The areas around Bloodwater Beach are home to many types of monsters all capable of easily killing a man. (Pre-Dragon Danger: Moderate) (Post-Game Danger: Moderately High)

4. Gran Soren – Gran Soren is a large city located on the eastern coast of Gransys. Large walls and a small army of knights protect Gran Soren from that which would do it harm. There are few things you cannot find here if you look hard enough. Gran Soren is home to the Duke and Duchess as well as the Pawn Guild. (Pre-Dragon Danger: Very Low) (Post-Game Danger: High)

5. Greatwall Encampment – The wall that surrounds most of the mountainous western half of the land is used to protect Gransys from the dangerous monsters that lurk in barren lands behind it. There is little to find here besides the path to the dragon's roost and a small outpost of guards. The lands around this encampment are poisonous and home to some of the toughest monsters and people in the land. (Pre-Dragon Danger: Moderately High) (Post-Game Danger: High)

6. The Bluemoon Tower – A tower older than anyone can remember that sits on the mountainous upper half of the eastern coast. Nature has taken its toll on the tower only leaving the upper levels not claimed by the sea. This ancient tower is full of hidden treasures and monsters that would stop you from claiming them. The areas around the tower are home to monsters that walk on two legs as well as four. (Pre-Dragon Danger: Moderately High) (Post-Game Danger: High)

7. Bitterblack Isle – Bitterblack Isle is the most dangerous and monstrous place in Gransys. Your chances of survival here are extremely slim. Death itself stalks the halls of this damned place and it might be the least of your

problems. A recent eruption of power coming from the farthest depths of the island has everyone on edge. Your best bet is to try and find a safe way back to the mainland. (Pre-Dragon Danger: Very High) (Post-Game Danger: Very High)

8. Your Choice – You may pick your own starting area free of charge from any of the above choices.

Origin: You keep your current gender and race. Be warned, if you're not visibly human you will be treated as some exotic monster. Or if you want you may change your gender and gain an additional human form for 100CP.

Drop-In (Free) **Age:** 3d8+10	+ No additional memories. - Not much else going for you.
You awake in your starting location with any items you may have acquired piled beside you.	
Orphan (Free) **Age:** 3d8+10	+ Very knowledgeable about the world. - You're an orphan and have very little.
Raised in Gransys you lost your parents at a young age. While very knowledgeable about the world you're almost unmatched in knowledge when it comes to the area you start in.	
Villager (Free) **Age:** 3d8+10	+ Most know you as reliable and like you. - You're subject to your betters.
Raised in Gran Soren with close friends and family you know just about everyone there. A noble or two may or may not have it out for you.	
Knight (50CP) **Age:** 3d8+15	+ You're seen as a protector of the people. - Your life will almost constantly be at risk.
Answering only to the Duke you could easily step on a few toes without the need of worrying about losing your head. You will be afforded accommodations nearly anywhere you go.	
Noble (100CP) **Age:** 3d8+10	+ You're rich and own a fair amount of land. - General nonsense is your day-to-day.
Being good friends with the Duke has its benefits. When you're not dealing with peasants and your duties you could easily do just about anything else and get away with it.	
Duke (Duchess) (150CP) **Actual Age:** 3d8+70 **Apparent Age:** 3d8+20	+ You're one of only a handful of chosen. - You will kill those you love in a blind rage.
Striking a bargain with the dragon you gained domain over Gransys and its affection. Your rule is absolute and you are known to be one of the greatest warriors this land has ever seen. Unfortunately, due to the nature of your kind you will likely die if your heart is returned to you.	
Arisen (300CP) **Actual Age:** 3d8+20 **Apparent Age:** 3d8+15	+ You're one of only a handful of chosen. - Many will try to kill you for what you are.
A person that has had their heart stolen by the dragon. Your body still produces blood. **MAGICK.** All of those marked by the dragon are immune to disease, do not age, but can still fall in battle. Regaining your heart will make you mortal.	
Dragon (450CP) **Age:** 3d8+100	+ Only a handful can match your might. - You were ultimately summoned to be killed.
A being of considerable power and majesty. You have been summoned to this world to find those with exceptional willpower and make them rise to the occasion. Some will worship you but most will fear you. Grigori is the only other dragon summoned by the Seneschal.	

Vocations: There are nine vocations that can be earned and they are separated into three groups. Not purchasing a vocation doesn't mean that you cannot learn it but you won't ever master any advanced or hybrid vocations unless you do. Purchasing a vocation gives you the equivalent of half your age worth of training equalized between all the vocations you know and their skills. Purchasing both a basic, advanced, and or hybrid vocation of the same type gives all of the respective vocation skills a massive boost in power and makes you incredibly skilled in them.

Basic Vocations:

Fighter **(50CP) (Free: Knight, Duke (Duchess), Arisen) –** Wielding a sword and a shield, fighters stand in the fray of combat. Their primary role is group protection, drawing enemy attention away from the defensively inept.

Strider **(100CP) (Discounted: Orphan, Arisen) –** Wielding dual daggers and a shortbow, striders deal damage with blinding speed and deadly accuracy. Striders also have trap abilities and trick arrows that allow them to confuse and disorient enemies.

Mage **(150CP) (Free: Dragon Discounted: Arisen) –** Masters of elemental magicks, mages rain down destruction on their enemies while keeping their party alive with restorative abilities.

Advanced Vocations:

Warrior **(150CP) (Discounted: Knight, Duke (Duchess), Arisen) –** Favoring brute force over subtlety, warriors charge into combat head on. Equipped with massive two-handed weapons, warriors fearlessly take on all foes.

Ranger (200CP) (Discounted: Orphan, Arisen) – No class is deadlier from afar than the ranger. A sniper equipped with a massive longbow, rangers deliver punishing arrows from a distance.
Sorcerer (250CP) (Discounted: Dragon, Arisen) – Schooled in the arcane arts, sorcerers deploy the deadliest of magicks in battle. From meteor showers, massive ice spikes, and deadly necromancy, sorcerers are truly a power to behold.

Hybrid Vocations:
Mystic Knight (250CP) (Discounted: Knight, Arisen) – Masters of sword and sorcery, the mystic knight deals devastating damage to foes on the battlefield with their enchanted weapons, while also defending against the most ferocious attacks with their magickal shields.
Assassin (300CP) (Discounted: Orphan, Arisen) – Assassins are the most versatile vocation available. They can effectively wield dual daggers or swords, combined with either a short bow or shield. It is only natural they come equipped with a multitude of skills that pertain to whichever weapon they choose to wield.
Magick Archer (350CP) (Discounted: Arisen) – Equipped with a magick bow and staff, the magick archer is a class the weaves sorcery into every shot from their bow, ensuring that they always hit their mark. Magick archers do not require arrows and cannot use them.

Vocation Specific Augments: These are vocation specific augments that can only be purchased if you have the vocation or the next rank of a less advanced vocation. Having mystic knight as your vocation would allow you to pick from any of the magic or close range augments. Having mystic knight and assassin would allow you to purchase any augment you want.

Acuity (200CP) (Discounted: Sorcerer)	Increases magick damage done by 20%.
Adamance (250CP) (Discounted: Mystic Knight)	Halves the amount of stamina you use.
Allure (250CP) (Discounted: Magick Archer)	Doubles the affinity received from gifted giving.
Apotropaism (150CP) (Discounted: Mage)	Increases magick defense by a fifth.
Arm-Strength (150CP) (Discounted: Strider)	Halves the stamina used when clinging to objects or climbing terrain.
Articulacy (200CP) (Discounted: Sorcerer)	Reduces all spell casting time by 15%.
Attunement (150CP) (Discounted: Mage)	Increases magick damage by 10%.
Audacity (200CP) (Discounted: Warrior)	Makes it harder for you to be toppled while charging. Reduces knockback and stagger done to you by 15%.
Autonomy (250CP) (Discounted: Assassin)	Increases your physical and magick strength by 50% when fighting alone.
Awareness (200CP) (Discounted: Sorcerer)	Increases your magick defense by a fourth.
Bastion (200CP) (Discounted: Warrior)	Increases your defense by a fourth.
Beatitude (150CP) (Discounted: Mage)	Increases the duration of curative magick by 50%.
Bloodlust (250CP) (Discounted: Assassin)	Increases your physical and magick strength by 50% at night.
Clout (200CP) (Discounted: Warrior)	Increases your strength by 20%.
Conservation (200CP) (Discounted: Sorcerer)	Reduces stamina consumed when using a catalyst for magick by 15%.
Damping (150CP) (Discounted: Strider)	Decreases recoil after firing a ranged weapon.
Detection (250CP) (Discounted: Magick Archer)	Allows for you to see behind yourself and spot things better than before.
Dexterity (150CP) (Discounted: Strider)	Allows you to climb and move about terrain faster and more effectively.
Efficacy (200CP) (Discounted: Ranger)	Increases the potency of curative items used by you by 20%.
Egression (150CP) (Discounted: Fighter)	Allows for easier escapes if grabbed.
Eminence (150CP) (Discounted: Strider)	Increases the damage done by leaping attacks by 30%.
Emphasis (200CP) (Discounted: Sorcerer)	Increases your ability to knock things down using magic.
Endurance (150CP) (Discounted: Strider)	Increases your stamina by a fifth.
Entrancement (250CP) (Discounted: Assassin)	Increases your stamina by a third at night.
Equanimity (150CP) (Discounted: Mage)	While near death your magick attacks do 20% more damage.
Exhilaration (150CP) (Discounted: Fighter)	When near death your strength increases by 15%.
Ferocity (200CP) (Discounted: Warrior)	Increases the damage done by all your skills by 10%.

Fitness (150CP) (Discounted: Fighter)	Halves stamina used when lifting objects or grabble-holding opponents.
Fortitude (250CP) (Discounted: Mystic Knight)	Your now as resistant as steel.
Gravitas (200CP) (Discounted: Sorcerer)	Makes it harder for you to be toppled when you're intoning a spell.
Grit (150CP) (Discounted: Strider)	Halves recovery time when you run out of stamina.
Impact (200CP) (Discounted: Warrior)	Increases your ability to knockdown enemies with attacks.
Inflection (150CP) (Discounted: Mage)	Halves damage taken while intoning a spell.
Intervention (150CP) (Discounted: Mage)	Reduces damage done by magickal debilitations by 15%.
Leg-Strength (150CP) (Discounted: Strider)	Allows you to run faster than you already can.
Longevity (200CP) (Discounted: Ranger)	Increases your health by a fourth.
Magnitude (250CP) (Discounted: Magick Archer)	Increases the debilitating effects of your magicks.
Morbidity (200CP) (Discounted: Ranger)	Increases cumulative damage to foes you debilitate with non-magick attacks by 30%.
Periphery (250CP) (Discounted: Mystic Knight)	Halves your chance of being toppled.
Perpetuation (150CP) (Discounted: Mage)	Increases the duration of enchantments by 30%.
Potential (250CP) (Discounted: Magick Archer)	Increases your stamina by a third.
Precision (200CP) (Discounted: Ranger)	Stops your arrows from flying off mark when you loose them while in motion.
Preemption (250CP) (Discounted: Assassin)	Doubles damage done to those you surprise attack.
Prescience (150CP) (Discounted: Fighter)	Guarding perfectly is now much easier for you.
Proficiency (200CP) (Discounted: Warrior)	Reduces stamina used when using weapons by 25%.
Radiance (200CP) (Discounted: Ranger)	Increases the illumination range of lighting catalysts or effects used by you.
Regeneration (250CP) (Discounted: Magick Archer)	Allows you to heal from any wound a human could heal from in an hour.
Reinforcement (250CP) (Discounted: Mystic Knight)	Those you fight with have their physical and magick defense increased by a fifth.
Resilience (250CP) (Discounted: Magick Archer)	Halves the amount of damage you take from falling.
Resistance (250CP) (Discounted: Magick Archer)	If affected by a magickal debilitation this reduces the damage of any others you might acquire until they're all cured.
Restoration (250CP) (Discounted: Mystic Knight)	When you enter the battle your allies regain from half their injuries.
Retribution (250CP) (Discounted: Mystic Knight)	Those you fight with have their physical and magick strength increased by a fifth.
Sanctuary (250CP) (Discounted: Mystic Knight)	When near death your physical and magick defense is increased by half.
Sanguinity (250CP) (Discounted: Assassin)	Increases your health by a third at night.
Sinew (150CP) (Discounted: Fighter)	Allows you to move slightly faster than you could before.
Stability (200CP) (Discounted: Ranger)	Stops wind from hampering your mobility.
Suasion (200CP) (Discounted: Sorcerer)	Increase the sale value of items by 15%.
Temerity (200CP) (Discounted: Warrior)	Halves damage taken while charging.
Toxicity (250CP) (Discounted: Assassin)	Increases the damage you do with poisons sharply.
Trajectory (200CP) (Discounted: Ranger)	Arrows used by you fly 30% further.
Vehemence (150CP) (Discounted: Fighter)	Increases your strength by 10%.
Vigilance (150CP) (Discounted: Fighter)	Increases your health by a fifth.
Watchfulness (250CP) (Discounted: Assassin)	Halves the damage you'll take from surprise attacks.

Secret Augments: These are augments that are acquired through much more difficult means but are otherwise not assigned to any vocation and thus can be purchased by anyone.

Acquisition (50CP) (Free: Villager)	Hastens the speed with which you gather and mine items.
Adhesion (50CP) (Free: Knight)	Makes it harder for an enemy to throw you off while clinging to it.
Athleticism (100CP) (Discounted: Nobleman)	Reduces stamina consumed while running.
Conveyance (50CP) (Free: Dragon)	Hastens your movement speed while carrying a person or object.
Facility (50CP) (Free: Knight)	Hastens the reloading process for ranged weapons.
Flow (100CP) (Discounted: Drop-In)	Keeps you from being slowed while fording water or marshland.
Fortune (50CP) (Free: Nobleman)	Increases the likelihood enemies will drop valuables.
Grace (50CP) (Free: Duke (Duchess))	Raises the threshold for taking damage from falling, allowing you to safety alight from greater heights.
Mettle (200CP) (Discounted: Drop-In)	Recover health when you take damage. Very slight.
Opportunism (200CP) (Discounted: Duke (Duchess))	Augments your strength while you cling to foe by 20%.
Predation (200CP) (Discounted: Dragon)	Slightly restores health when you deliver the killing blow to a foe.
Prolongation (50CP) (Free: Arisen)	Makes illuminating catalysts last longer.
Recuperation (100CP) (Discounted: Arisen)	Hastens the speed with which you recover lost health from curative magick and healing springs.
Tenacity (200CP) (Discounted: Villager)	Grants a chance that any attack, which would kill you, leaves you with just enough health to survive instead. Only helps so much against some attacks. Not guaranteed.

Abilities: Jumper specific abilities, or not. Can only be purchased here or similarly acquired in another world, or not.

Call of the Arisen (100CP) (Free: Arisen, Dragon) – You gain a willpower great enough to support the existence of this world, or at least for a time. This translates into you can pretty much do whatever you put your mind to given enough time and resources.

Well Equipped (100CP) (Discounted: Knight, Duke (Duchess), Arisen) – The equipment you personally use is now much more resistant to damage. Swinging a sword at a wall superhumanly fast might still cause it to shatter but anything less and it should be fine. Armor acts the same way and will still be extremely vulnerable to being struck because of reverb. Throwing your sword at a wall superhumanly fast will cause it to break because you're no longer actively using it.

Writ Large (100CP) (Free: Duke (Duchess) Discounted: Knight) – Your voice carries weight. When you say don't do something people usually don't do it without your permission. Those truly loyal to you won't ever go against your word.

Servitude (100CP) (Free: Orphan, Villager Discounted: Knight, Noble) – You serve not because you have to but because you find it easier than leading. With this you will very rarely ever get into trouble from your betters even if you did something to stir the pot. This isn't immunity but a form of extreme leniency. People will note your actions still.

Getting a Head (200CP) (Discounted: Arisen) – By slaying your enemies or showing off their remains you can gain a truly impressive bout of renown. Slaying the dragon might get you an impressive title without this but with it it'll take you straight to the throne of the Duke.

Affinity and Beyond (200CP) (Discounted: Orphan, Villager, Arisen) – It's now much easier for you to make allies and keep them. In addition, you'll know fairly well what gifts to get people to make them like you and which ones to get them to make them hate you.

Majesty (200CP) (Discounted: Duke (Duchess), Dragon) – You have a very commanding presence. Your actions seem firmer to others and you can articulate in such a way as to send shivers down the spine of anyone who hears you. You have a very desirable voice.

The Tourist (200CP) (Discounted: Villager, Noble) – Traveling unknown lands can be tough but this helps. During your travels you will run into at least one person who will go way out of their way to help you. With this people will also come to your aid more if they see you're in trouble.

It Begins (300CP) (Discounted: Duke (Duchess), Arisen, Dragon) – You're now fully aware of when you get involved with something bigger than yourself. Helping that stranger fix his wagon might not seem like much but you'll know very well after the fact through observation and inferring if not during that he's actually the traveling son of a nobleman out to slay a great beast.

Come Courting (300CP) (Discounted: Knight, Noble) – Those in charge usually seem to take a liking to you, or at the very least are interested in you for whatever reason. You can expect to personally meet a fair amount of important people with this. You also now know how to properly behave in the presence of nobility.
The Explorer (300CP) (Discounted: Orphan, Knight) – You have a knack for finding nearly every area of importance when you go out looking for them. Hidden or not the world seems to open up to you and you'll instinctively know when you've found something of importance or value.
The Artisan (300CP) (Discounted: Drop-In, Villager) – You gain a natural sense of what goes with what. You can easily and fairly quickly craft any creatable items from DD:DA if you have the appropriate resources to do so. Outside of this world this turns into similar items, the mundane, and slightly powerful enchantments.

The Hero (600CP) (Discounted: Duke (Duchess), Arisen) – You're now very aware of almost exactly what needs done to be done before that big fight in order to get the results you want. This will allow you to tie up a lot of loose ends and figure out nearly any possible outcome to a situation and how to prepare for it. Must still have some knowledge of what you're trying to do.
The Knave (600CP) (Discounted: Orphan, Villager, Noble) – Your forgeries are masterful. There are very few things that you cannot make an exact replica of within twenty-four hours. Food, magickal equipment, and mundane items are all possible but some items just cannot be made exactly. Typically items of importance or things that are too powerful to replicate. The better the quality of the item the more astronomical the amount of resources needed to replicate what you're trying to make.
The Veteran (600CP) (Discounted: Knight, Dragon) – You can clearly see an enemy's weaknesses, plans, and tell how many more times you need to hit them until they fall. You naturally exploit enemies to the best of your ability when fighting or planning so long as maintain your focus.
The Specialist (600CP) (Discounted: Drop-In) – Taking this allows you to specialize in one vocation to the point were you're more than a master at it. While some master mages can fire five fireballs you'll be firing dozens. A fighter that could take on a dozen men or beasts could take on a small army or horde easily. A strider could shoot a dozen arrows at once and have them all hit exactly were he wanted them to. Some of the more advanced vocations could conquer kingdoms with the appropriate resources and planning.

Starting Items: Everyone gets a Lantern (Half-Full), Kindling, and a Pilgrim's Charm. The first two should be self-explanatory but the Pilgrim's Charm is more or less a magickal good luck charm.

Items: Various equipment and helpful things.
DD Curative Item (25CP) – Any one curative item stored away in an airtight flask. The item purchased will never go bad while in the flask and will fully replenish in six hours after being removed from said flask.
http://dragonsdogma.wikia.com/wiki/Category:Curatives
DD:DA Curative Item (50CP) – Any one of the best curative items stored away in an airtight flask. The item purchased will never go bad while in the flask and will fully replenish in six hours after being removed from said flask.
http://dragonsdogma.wikia.com/wiki/Category:Dark_Arisen:_Curatives
DD Materials 25CP) – Any one material that can be acquired.
http://dragonsdogma.wikia.com/wiki/Category:Materials
DD:DA Material (50CP) – Any one of the best materials that can be acquired.
http://dragonsdogma.wikia.com/wiki/Category:Dark_Arisen:_Materials
DD Armor Set (100CP) – Any one set of armor or any four pieces of armor that could be put together as a set.
http://dragonsdogma.wikia.com/wiki/Category:Complete_Armor_Sets
DD:DA Armor Set (150CP) – Any one of the best armor sets or any four pieces of armor that could be put together as a set. http://dragonsdogma.wikia.com/wiki/Category:Dark_Arisen:_Armor_Sets
DD Weapon (200CP) – Any weapons used by a specific vocation that you have. A fighter could get a sword and a shield from this while an assassin could get a sword, dual daggers, shield, and shortbow. Those without a vocation only get one weapon from this. http://dragonsdogma.wikia.com/wiki/Category:Weapons
DD:DA Weapon (250CP) – Any of the best weapons used by a specific vocation that you have. A fighter could get a sword and a shield from this while an assassin could get a sword, dual daggers, shield, and shortbow. Those without a vocation only get one weapon from this. http://dragonsdogma.wikia.com/wiki/Category:Dark_Arisen:_Weapons

Dragon's Spit (50CP) (Discounted: Strider) – A small powder charge capable of exploding when thrown.
Throwblast (100CP) (Discounted: Assassin) – A large power charge capable of exploding when thrown.
Blast Arrows (100CP) (Discounted: Assassin) – Arrows that explode with the force of a throwblast on impact.
Blinder Arrows (50CP) (Discounted: Ranger) – Arrows that inflict blindness on impact.

Maker's Finger (300CP) (Discounted: Noble) (Can only be purchased once.) – An arrow said to kill whatever it hits but can only be fired once. While mostly true, only one or two beings in this world not including the dragon can survive being struck with this arrow.
Oil Arrows (50CP) (Discounted: Strider) – Arrows that drench the target in oil on impact.
Petrifying Arrows (150CP) (Discounted: Assassin) – Arrows that turn the target to stone on impact.
Poison Arrows (50CP) (Discounted: Ranger) – Arrows that inflict a gradual life threating poison on impact.
Silencer Arrows (100CP) (Discounted: Assassin) – Arrows that stop the target from being able to casting spells for a time on impact.
Sleeper Arrows (50CP) (Discounted: Ranger) – Arrows that quickly put to sleep the target on impact.
Splinter Arrows (50CP) (Discounted: Strider) – Arrows that fracture into smaller missiles on impact. Those with the proper skill can use this most effectively.
Whistle Arrows (50CP) (Discounted: Strider) – Arrows that let off a loud whistling sound when fired. Those with the proper skill can use this most effectively.
Invasive Arrows (50CP) (Discounted: Ranger) – Arrows that debilitate the target with weakening status effects on impact. Those with the proper skill can use this most effectively.
Blast Powder (50CP) (Discounted: Strider) – A bag of powder used to set traps that can be triggered with the strike of a blade. Those with the proper skill can use this most effectively.
Fireworks (50CP) (Discounted: Strider) – Stunning little bombs that blind the target momentarily when thrown. Those with the proper skill can use this most effectively.

Neutralizing Elixir (25CP) – An elixir that, for all extensive purposes, destroys a pawns mind so that it is malleable and can be formed again to different specifications.
Fiend-Luring Incense (25CP) – A monster luring essence that will cause any nearby creatures to seek you out in a rage.
Wyrmward Perfume (50CP) – A perfume that wards off dragons and the like.
Wakestone Shard (100CP) – Three of these shards brought together will form a wakestone that can bring any recently dead back to life. Will automatically be used up if you are to die regardless of its location.
Portcrystal (25CP) – A hefty black crystal that acts as a hub for teleportation.
Eternal Ferrystone (50CP) – A small everlasting stone that allows for teleporting to know portcrystals.
Blessed Flower (25CP) – A flower blessed by powerful magic that causes feelings of love and loyalty to manifest in the one who receives it. Very time sensitive.
Rift Stone (100CP) – A large stone that links to the rift. Purchasing this will allow you to take it out of this world and revive and summon your main pawn or pawns an infinite number of times. Those with or without a main pawn can summon two somewhat random but loyal pawns that don't count against the companion limit.
Home (50CP) (Free: Villager, Noble, Duke (Duchess)) – A home fitting your status. Everyone else gets a hole in a wall, albeit a very nice hole in a wall.
Arisen's Bond (300CP) (Discounted: Arisen) – This ring when gifted to others will increase their affinity almost to the limit of what they're capable of feeling. Their feelings are still subject to change but good feelings are reinforced.
Ring of Thrift (300CP) (Discounted: Noble) – While this ring is in your possession you will be able to get 15% more money for whatever you sell or a discount just as much.
Wyrmking's Ring (300CP) (Discounted: Duke (Duchess)) – While in your possession this powerful magic ring will reduce your casting time by 15%. May or may not be accused of stealing from the crown if someone sees this.
Skeleton Key (300CP) (Discounted: Orphan) – A reusable key that can open damn near any door with a keyhole.
Coin Purse of Charity (300CP) (Discounted: Noble) – While seemingly unremarkable, when used this coin purse will use large quantities of your money to inflict truly devastating damage on an enemy. This may or may not be enough to kill a lesser wyrm.
Secret of Metamorphosis (300CP) (Discounted: Arisen) – A set of papers that will allow for you and your main pawn if you have one to completely remake yourselves. Time doesn't stop while you use this. Limited in appearance to what a human could actually look like.

Enhancing, Dragonforging, Rarifying & Purifying: All of the following are ways of improving your existing equipment. With the exception of the first three tiers every other improvement is fairly hard to acquire and very costly. You must purchase each tier to get the one after it with the expectation of when it comes to purifying a desired item.

Enhanced Level 1 (25CP)	Increases the durability and lethality of the item by 5%.
Enhanced Level 2 (25CP) (Free: Knight)	Increases the durability and lethality of the item by 10%.
Enhanced Level 3 (25CP) (Free: Noble)	Increases the durability and lethality of the item by 15%.
Dragonforged (50CP) (Free:	Increases the durability and lethality of the item by 30%.

Dragon)	
Silver Rarified (50CP	Increases the durability and lethality of the item by 60%.
Gold Rarified (75CP)	Increases the durability and lethality of the item by 80%.
Purified (50CP)	Purifying can take any one item and cleanse it if it is cursed.

Companions: New allies and old ones.

Foreign Recruit (50CP) – Any of your current companions can be imported with this option for 50CP per companion. Said companions can all be given any basic vocation for one additional purchase of 50CP. While skilled enough to reach their advanced vocation with time they won't ever master a hybrid one.

Local Recruit (200CP) (Discounted: Orphan, Villager, Knight, Noble, Duke (Duchess), Arisen) – A fated meeting on agreeable terms with any one person here. They will be inclined to follow you and will develop romantic feelings for you if you wish.

Main Pawn (400CP) (Free: Arisen Discounted: Drop-In) (Can only be purchased once.) – A malleable and ultimately expendable immortal being born of the Rift to strictly serve their master. A pawn is a humanlike being that lacks any real personality of their own only acting as their master desires to the point that they look as their master prefers down to the smallest detail upon being first summoned. If you tell one to act tsundere, and then explain what that is thoroughly enough, it will act tsundere but n-not because it likes you or anything. All pawns get a basic vocation for free and will master their advanced one before you leave this world but cannot ever acquire a hybrid one.

Dragonkin Companion (400CP) (Discounted: Dragon) – Soon after arriving here you meet a drake, wyrm, or wyvern and hit it off splendidly enough that said kin of the dragon considers you to be its ally now. This companion may develop feelings for you over time if you're into that. It should be noted that dragonkin have strong personalities and are not to be trifled with lightly.

Drawbacks: You can take as many as you want. If you would receive more than 600CP, reduce the amount to 600CP.

Brine (+100CP) – The microscopic creatures that inhabit water in this land think you taste great. Traversing any body of water bigger than a bathtub will most likely end with you being eaten alive.

Headshunter (+100CP) – During your time here you must find and slay a particular archhydra. To make matters worse it will send you mean letters that will be delivered to whichever inn you're closest to at the time.

A Queen's Regalia (+100CP) – During your time here you must cross-dress. Not just a little bit but full out drag queen or king.

Damion (+200CP) – Damion wants you dead and each time you kill him he comes back a little bit stronger than before. Your only reprise is that unless you're on the Bitterblack Isles he will take him a long time to find you.

Solitude (+200CP) – No one here wants to love you. Not even with an Arisen's Bond can you make someone fall for you. Besides that, all companions are locked away and you cannot get any companions even if they're free.

Human Resources (+200CP) – You're abilities and items are now all locked away while you're here. Everything you use must be purchased here or acquired in world.

The Escort (+300CP) – You must now escort Feste the Jester everywhere. If he dies, and he will likely die because he's useless, you will be locked away in the dungeons and tortured until your time in this world is up. If this happens you lose all the things you've acquired here.

The Messiah (+300CP) – You must now kill the Ur-Dragon. Not the weak one but the other one. Yeah, the one that just gets mad when you hit it with a Maker's Finger. Until you kill it you cannot leave this world but it won't hunt for you, which is the only thing you have going for you.

The Ever-Turning Wheel (+300CP) – You must now collect every Badge of Vows twice. Once before the dragon is slain and then again after. You cannot leave until this is done and they move about so they're harder to find the second time around. Any items or abilities you have that help you find hidden things don't work for these.

Endgame: The last bits besides notes.

Peace (Stay) – Whatever your reasons you have decided to take peace in an illusion and stay.

Closure (Go Home) – You decide to go home of your own accord.

Servitude (Move On) – You continue an endless cycle of a different sort.

Notes: Read these.

1. Upon leaving this world you may switch between your natural form and dragon form at will if you had that origin.
2. Just incase it's not clear all discounts halve the price of whatever it applies to.
3. The max beneficial cap for augments with given percentages is eighty percent. Abilities without given percentages stack indefinitely off of whatever your base is.

4. Some examples of things that are too powerful to make a perfect forgery of would be a Maker's Finger, Wakestone Shard, the Wyrmking's Ring, or a McGuffin.
5. You can endlessly pull regular arrows from any shortbow quiver or longbow quiver acquired in this world.
6. With the exception of the Maker's Finger which can only be manifested once every month every bomb and every other type of arrow besides regular arrows can all be manifested a hundred times every six hours if purchased. This number increases by a hundred, again with the exception of the Maker's Finger, per purchase.
7. You could theoretically stock up on the Maker's Finger if you manifest it and just don't use it until you acquire more. The same could be done with the rest of the arrows and bombs.
8. If you arise most high you will not be allowed to leave until you renounce you powers and items acquired through your ascension. If your willpower is completely drained or if you deem another worthy enough to take your place you may leave whenever you decide is best. You are otherwise stuck here for ten years unless you die.
9. Wanking helps.