

## ATELIER: ARLAND TRILOGY (JUMP V.01)

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*"People change...countries change...but alchemy stays the same..."*

Welcome to Arland, Traveller. A fledgling country currently struggling through a period of modernization, Arland is working hard to find a balance between two major forces – alchemy and technology. The outcome of this balancing act will decide the fate of the country in the years to come – but you didn't come here to witness this moment in history did you?

Regardless of what you came for, Arland has a little bit of everything for everyone. If anything, I'd definitely say it's a good vacation locale, especially if you like a bit of adventure along with your vacation.

For those of you especially interested in Alchemy, well, you might want to consider getting involved in Arland's affairs – because whether you'll have a place to practice your art may hinge on the country's decision between technology and alchemy.

Well, before we proceed ahead, I should probably give you this. A preparation package from the Lady you see.

**+1000 CP**

We better get down to business, shouldn't we? We've got a lot of ground to cover ahead in terms of preparation, from any [training](#) you might need, any [friends](#) you might bring along, [items](#) to [prepare](#)...as well as some other...[options](#) to [consider](#). Let's start by figuring out your role and place in Arland shall we?

### [Preliminary Preparations]

Would you like me to bring out a mirror for you to check how you look? We're going to leave your appearance unaltered - though if you feel that you need a more...mundane form, we don't mind helping you and your companions with that. Just realize that mundane really does mean mundane!

Age 1d8+13. Appearance remains unchanged. Free human form as an option.

The easier details out of the way, let's take a look at how you'll fit in to the puzzle. Four paths for you to choose from – which one fits you best?

Background	Description
New Immigrant	A newcomer to Arland? Don't worry, you aren't alone, and we'll make sure that you have all the measures you

	need to prepare for your journey here in Arland. Without any existing background here in Arland though, you should take some time to build up a solid foundation before you go off exploring...
<b>Alchemist</b>	Alchemy is a popular art in Arland, though that is slowly changing as the country works through a period of industrialization. Skilled crafters through and through, you'll find that plenty of goods you procure in Arland are made by an alchemist.
<b>Adventurer</b>	Adventurers aren't an uncommon breed anywhere you go, and Arland sees many Adventurers in their employ, enough to form an Adventurer's Guild. Those who seek this path to follow will be able to take shelter in the guild and utilize their resources. Just take care not to abuse their generosity.
<b>Merchant</b>	The crux of Arland's economy, Merchants pretty much keep the kingdom going by facilitating trade in between Arland and the surrounding kingdoms. Can't afford all the industrialization efforts without selling off the products after all. Needless to say, you're going to be handling a lot of items.

Just one last thing before we set off for other preparations. Where you'll find yourself when you wake up... You've been handed a dice, **1d8 for location**.

<b>Well, you rolled...</b>	<b>...This Location!</b>
<b>1</b>	Arland, the capital of the Kingdom of Arland, you'll find this city to be one of the most vibrant in the land. Plenty of traffic moves through this city, so it's likely that you'll come here eventually even if you don't start off here.
<b>2</b>	Modis Ruins, a set of ancient ruins with clues suggesting that an ancient civilization once lived in vicinity of Arls – but if they did, they are long gone now. There isn't too much to see here, but with a bit of effort it would not be impossible to settle here.
<b>3</b>	The Arls National Mines was once in service, providing the country of Arls with much needed natural resources. However the mine has fallen into disuse for some time and now monsters roam its passageways. Take care should you travel deeper inside!
<b>4</b>	Alanya is a small fishing village not too far away from Arland. There are a notable amount of shipwrights here, and an Adventurer of renown, Gisela Helmold, also settled here before departing for one last adventure...

5	Frontier Village, a village in a land across the ocean. It isn't impossible to travel to Arland by boat, but you'll have to scrap a boat together yourself. Strangely enough, it seems all the residents of this Village are women...where could all the men have gone?
6	The Kingdom of Arls is a neighbouring province to Arland, and also happens to be substantially smaller. You won't find as many alchemists here – and word is that Arls is preparing to merge itself with Arland in anticipation for future expansion efforts. No one would know the exact details save for King Dessier of Arls...
7	Hart Outpost was originally constructed for the purpose of defending the kingdom of Arls from monsters and invaders alike, but now in calmer times, the Outpost acts as a traveler's haven – a checkpoint between Arls and Arland.
8	Free Pick – Choose from anywhere within Arland and Arls!

### Time Matters

Unless you're interested in going through the [Strange Gate](#), you'll have a period of 10 years to spend however you wish in Arland. There are however, three different choral anchors that we've placed – from which you may pick one to start off your 10 years from.

**Rorona Gate** – A time as Arland begins heavy duty industrialization, you'll find that the country is shifting very quickly and seems to be preparing for rapid expansion. Should you be in distant Arls you may not feel the effects so much, but Arland is about to face some significant changes. A young Alchemist apprentice starts off her journey here...will you help the young Rorona Frixell?

**Totori Gate – 8 years after the Rorona Gate** – 5 years after Rorona Frixell's ascension to State Alchemist, Alchemy is once again flourishing in Arland, and the country has stabilized somewhat. A young budding Alchemist, Totooria Helmold, has learned from the legendary Rorona – but she seeks something alchemy can't return to her – her mother which has gone missing after an unknown mishap.

**Meruru Gate – 14 years after the Rorona Gate** – The Republic of Arland has taken substantial efforts to incorporating nearby countries into its fold, and the Kingdom of Arls is preparing for one such merger. Will you take part in the merger efforts, alongside the young princess Merurulince Rede Arls? There's the fact that she wants to be an alchemist too...but that's secondary.

## {PERKS}

*Some people might call these the tools of their trade – but the nomenclature is irrelevant. Looking to enhance yourself? Then look on, I'm sure we have something to accommodate your needs while you're here in Arland. For each of the backgrounds, you'll find that the perks under the background are discounted, with the entry level perk free, courtesy of the Lady*

### (NEW IMMIGRANT)

*It'll be hard to learn everything about Arland since you just arrived, but you know better than most that time is a luxury – sometimes a luxury that you can't afford. Your talents revolve around proper scheduling, and making the most of the time that you have – but it doesn't mean that's all you can do. After all, sometimes preparation and discipline alone aren't enough...*

#### Time Management 100

*10 years might seem like plenty of time, but it isn't something that you of all people will squander.*

*Others may have more decades down the line, but here in Arland, this may well be the only decade you get. Learning some proper time management will help – after all, procrastinating forever will get you nowhere.*

*Those who take this will learn how to manage their time more proficiently, ensuring that distractions have less sway over the outcome of their every move. But this just scratches the surface of what you can learn. Let's cut to the chase here, no sense wasting time.*

Rank	Effect	Absolute Cost
0	<i>Your time management abilities have improved– in retrospect it feels like it was just a matter of discipline, but being able to resist distractions is still helpful and regardless of other people's attempts to distract you, ignoring them is easy.</i>	100/0
1	<i>Finding shortcuts to accomplish tasks was never so easy – provided that the shortcut was there in the first place. Your mind grows keener, and patterns seem to fall in place much quicker than before.</i>	200/100
2	<i>Some tasks are more important than others, and that's just common sense, but some tasks are more important than others – and that's common sense too. Your ability to optimize and balance out these two things improves, allowing you to work more efficiently.</i>	300/150
3	<i>It's important to know how long a task might take, and for some tasks – you might not have a clue to start with. Thankfully, now you can predict these things better – and tasks that might lead to more trouble down the line will stir a sixth sense inside you. Thankfully with this knowledge in</i>	400/200

4	<p>hand, your likelihood of success also increases.</p> <p>Efficiency improves when many things can be completed in a short period of time, but efficiency doesn't always equate success. You can't work miracles, but you can work harder. The penalties for doing multiple things at once is reduced – and most notably, you can cast multiple spells at once as you see fit – just that each stacked spell will cost more.</p> <p>500/250</p>
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#### Assistance 200

*In Arland, there never seems to be any shortage of people willing to help a person in need. Learning from this resilient spirit of charity can't hurt, and with time and experience, you'll be able to instinctively find people who are in need of aid. With each person you help, you'll come to realize that people not only respond to help in different ways, but sometimes you need to change the way you approach problems in order to help people.*

*When aiding another, the beneficial effects of your spells and items increase in magnitude greater than if you were to use it on yourself. Your proficiency in using such techniques and magic improves quicker than normal. It's safe to say that in helping others, you're also helping yourself.*

#### Sheer Luck 400

*Ever wanted a little bit more luck? Surely, you're not the only one to have such thoughts. Well, it's not impossible, and you don't even need to make your own luck or anything. Sure, potions can help, but if you're willing to put in a little effort, there's no reason why we can't help you become a bit luckier... Notice how we don't put in any guarantees?*

*Lady Luck's blessings isn't simple after all, and how much you get out of it is a matter of how far you're willing to court Lady Luck and cater to her whims. It's hard to put things like luck in tangible terms, so maybe you should ask yourself – how dedicated are you to the winds of Fortune?*

Rank	Effect	Absolute Cost
0	<p><i>It's strange to note that your luck improves in a very specific manner. Your likelihood of success in crafting items and performing tasks increases, and it seems that Lady Luck has chosen to protect you from curses and harmful magic to some extent.</i></p> <p><i>You have become more resistant to all types of afflictions and you can even shrug off the side effects of weaker spells, but her blessing isn't foolproof. Be wary not to rely on this for stronger spells, as this doesn't block away everything. The resistance increases with your natural magic ability.</i></p>	400/200

1	<p><i>Traps? What traps? On your travels, it seems things such as traps, ambushes, and other unfortunate accidents drops to almost nonexistent levels. You'll have to actively be looking for trouble in order to find it, and even then, you're more likely to pull off an ambush than be ambushed. Be wary, as this does not extend to allies, and you may find yourself caught up in one of their misadventures.</i></p>	600/300
2	<p><i>Getting more items is helpful, and it's when you start finding strange items in your adventures – perhaps in containers or looting fallen foes that you'll realize the strange nature of Lady Luck's blessing. Things that normally would have granted an item may grant you more – and every foe will drop some item, however mundane.</i></p> <p><i>Should you possess any trait perks, there's a chance that the items you find will possess those qualities as well. With multiple trait perks, you'll find that the perks show up in items randomly, but you can choose if they affect in a positive or negative fashion.</i></p> <p><i>Should you so wish it, you may select a single 100 CP <a href="#">trait perk</a> for free, but this only applies to the items – and not yourself as trait perks usually do.</i></p>	800/400

### Deadline Breaker 600

*Are you a firm believer that deadlines only stymy your creativity? Can't stand having people press you to complete your work? Now you can convince people to give you extensions on any task that you take on, giving you a little more time to accommodate for ~~that procrastination habit of yours~~ your other necessary pursuits.*

*Pressed with a deadline for your final exam? Well now you can buy yourself a year's worth of time to finish it! The less important the task, the more time you can force an extension without consequence – but try it with an apocalypse, and you'll find you can only extend it for a couple days at best. The more you use this, the longer you'll be able to prolong the extension period, but this growth won't happen overnight...*

### (ALCHEMIST)

*Arland is a land of alchemy, so it's no surprise to anyone if you've chosen to become an alchemist. That being said, the path of an alchemist is not an easy one in the slightest. Certainly, people will be more than happy to help you, but at the end of the day, you have to put in the actual effort to get things done if you want any results. An alchemist's reputation is tied to the items produced – so be sure to give it your all!*

## Synthesis 100

*Synthesis is the most basic art of the alchemist and deals with the creation of items, usually through simple mixing, though sometimes synthesis can be a complex sequence of magical and chemical reactions. All alchemists learn this to some degree.*

*Seeing as you're an alchemist, the synthesis of items should really be second nature to you. That being said, even if you're already an expert, there's nothing saying that you don't have room to improve further. Also there is no reason why we can't help you improve, if you're willing to put in the effort to learn.*

Rank	Effect	Absolute Cost
0	<i>The basics of synthesis, learning how to make basic potions and food without proper ingredients is still pretty helpful. Sure, you won't be making anything high quality anytime soon, but at least you can make something safely edible from refuse material. It still won't be "good" for you, but it won't kill you.</i>	100/0
1	<i>Don't like the looks of what you've made? No matter, just give it a makeover! You can substitute the appearance of what you've made with something else similar to it in nature. Of course, appearances are exactly that, so don't expect the function of your item to change.</i>	200/100
2	<i>Enhancing what is already present, the items that you create will often possess some small trait related to its original function, generally acting as a sort of minor boost. The nature of the trait will never go against the intended purpose of the item – a potion that normally heals health may also help recover a small bit of your magic.</i>	300/150
3	<i>Practice makes perfect, and you're still a long ways away from perfect. Each time you make that same item, the quality of the product increases, resulting in increased magnitude of the intended effects. Though the gains will diminish the more you create a single item, you'll find that by the time you reach the plateau you'll have nearly twice the original effect.</i>	400/200
4	<i>Every alchemist has his own personal touch and it isn't uncommon for an alchemist to add strange quirks to their creations – almost like a signature. Dependent on the trait effects that you already know, you can add such an effect to your potions and other pieces of work.</i>	500/250
	<i>You may choose one of the 100 CP <a href="#">trait perks</a> to apply strictly to your potions for free. However, this chosen perk will only affect your creations, and not yourself as trait perks usually do.</i>	

### On Demand Potionmaking 200

*You can't always expect to have all the time you need to mix up a concoction, but with a bit of study and practice even you can mix potions on the fly. You'll find that the circumstances demanding this nature of potion mixing often leave you with little ingredients to utilize, and as a result, you'll have to be a bit creative when it comes to substitute ingredients.*

*You can quickly toss together a potion with fewer reagents than the normal recipe might demand, and though the effects of the resulting potion are diminished, you can't say that the efficiency of the whole process leaves much to be desired. If you want quality and quantity, you're going to have to put in the time for it – and this is for situations when time is a luxury you can't afford.*

### Efficiency 400

*As you grow in your skills as a crafter, you'll start to see more and more requests being handed your way. Before long, you're going to realize that you don't have all the time in the world to make everything that is requested of you, and that's when it becomes all the more important to complete your assignments efficiently. Efficiency isn't just a matter of time management – it's about managing waste, reducing redundancies, and above all – improving yourself.*

*Yes, you'll learn how to reduce the amount of wasteful choices you have to make – but should you apply yourself to this, there's a lot more to efficiency than what you'll learn by scratching the surface. All it depends on is whether you're disciplined enough to follow through.*

Rank	Effect	Absolute Cost
0	As advertised, you'll learn how to reduce the amount of waste produced during your crafting process. Achieving a 1:1 conversion will not be possible with this alone, but being able to turn the waste product into a desired product can go a long ways to making synthesis more manageable.	400/200
1	If you can use less of an item, you won't need to make as much. The effect of any item that you craft is increased slightly from its original magnitude, and their durations are again increased slightly. It will take you a little longer than usual to create items – but that's an acceptable sacrifice.	600/300
2	What could be more efficient than a two for one deal? Sure, it's going to mean that you'll need more of each reagent than normal, but for every item you create, you'll find that you'll also create a copy. The copies aren't perfect, so at most they'll reach half of the original's potency, but they come with their own quirks.	800/400
	Depending on what trait perks you have, the copy may carry one of these traits. Should you not have any trait perks, when you attain this level of efficiency you'll be able to adopt a single 100 CP <a href="#">trait perk</a> – though this only affects the copies.	



## Chim Synthesis 600

*At the peak of an alchemist's craft is the ability to create new life, and the Chim are the product of such efforts. As they can be created with mundane ingredients, some people think of Chim as miniature dolls – but the Chims possess more life to them than meets the eye. Most Alchemists capable of making Chims will set them to task with collection of reagents and daily management.*

*In routine tasks such as these, Chims excel, and with time it's not uncommon for Chim to understand the basics of synthesis themselves. Unfortunately, they communicate purely on an emotional basis through facial expressions, and won't communicate in the human tongues.*

*Chim have a very strange fondness for pie, and that's a trait that you should note carefully if you're to rely on them. A satisfied Chim is an effective Chim, and you'll find that they'll work more efficiently when taken care of. That being said, Chim will never participate in a fight, and are really only suited for day to day tasks.*

*With enough time and the highest quality reagents, you might be able to unlock the basics of the Homunculus, a fabled being far closer to a human than a Chim could ever be...*

## (ADVENTURER)

*The notion that anyone can be an adventurer is a misunderstanding propagated by fanciful thoughts and lucky novices. Those who falter and fail along the way are quickly forgotten, not even worth a place on a tombstone. For those who seek to follow this road, know that strength is tantamount to survival – along with a measure of ingenuity, creative thinking, and no small measure of luck. Those who have strength will quickly carve a place for themselves in Arland.*

## Exploration 100

*To explore the world is one of the most common reasons people become Adventurers in the first place. So it shouldn't be any surprise that your own abilities to explore and venture into the vast unknown have improved as well. It's a good skill to have in any case – considering the amount of travelling you'll be doing in your time here and elsewhere. But the process of learning how to explore isn't a straightforward matter, and the more time you spend on it, the more intricacies you'll find. How far will you go?*

Rank	Effect	Absolute Cost
0	Wandering about has helped you hone your directional skills – which can be a blessing when you find yourself in a foreign land with no map in hand. Even in an alien world without recognizable landmarks, your senses will still be able to help even the odds a little, and your general ability to survive in the wilderness has improved as well.	100/0
1	Maybe it's just practice, maybe it's a matter of familiarity, but when you're travelling you can see signs of where things like ambushes or planted traps are. Also, as you slowly become	200/100

2	<p><i>more accustomed to harsher terrain, the time it takes to travel between distances decreases.</i></p> <p><i>Who needs maps when you are a map? As you venture through unknown territory, all it takes is a moment of concentration to bring up a map of the terrain that you've passed through already. You can even mark locations on the map, and imprint a temporary physical mark on the location in real life.</i></p>	300/150
	<p><i>Naturally this makes backtracking easy – and also helps improve your visual memory too. Be wary that you may come across odd situations where maps fail completely, and without external aid your senses could always be fooled, so don't rely exclusively on this.</i></p> <p><i>As you travel, every so often you'll find yourself coming across strange entrances to what appears to be dungeons. These dungeons often appear to blend in with your surroundings and are crawling with local flora and fauna inside.</i></p>	
3	<p><i>The dungeons seem to be randomly affected by any trait perks you might have – they may be larger, or the environment may be sweeter, and so forth – but you can generally decide how perks affect the dungeons and their contents.</i></p>	400/200
	<p><i>Be wary that these dungeons aren't the sort of thing to magically refresh – it'll take time to recover if you pillage it, and some may never recover should you leave it in tatters. So proceed through these with caution. You can choose to freely make a dungeon of your own – but only one is permitted per realm, and you're rather limited in size depending on how much energy you dedicate to the process.</i></p> <p><i>As an Adventurer, it's only a matter of time until you come across a monster unfortunately. But coming across the same monsters every time can quickly get on ones' nerves. It feels odd to share with monsters, but now monsters you find can be affected by the same trait perks you possess as well! The changes however, are purely aesthetic in nature to relieve you from the monotony.</i></p>	
4	<p><i>Though you can decide what aspect of the trait perk will affect the monsters (Selectively smaller or selectively larger, etc.) the perks you'll find on monsters are applied randomly. You may find monsters with multiple associated traits, but if you find yourself lacking in trait perks, you can use this to apply a single 100 CP <a href="#">trait perk</a> to monsters you find. Of course, this one perk only applies to monsters.</i></p>	500/250

### Flair 200

*Not every Adventurer can afford a masterwork sword, and not every Adventurer will learn to fight with one in an expert manner. That being said, you need something to defend yourself with – and sometimes the only thing you have in hand is a skillet. Your ability to fight with all sorts of bizarre weapons will increase quickly with practice, and with enough effort, even an esoteric item like a musical triangle can function as good as a basic weapon.*

*That being said, this might make strange weapons easier to wield, but it doesn't excuse poor quality in the forging process – so be wary of your weapon's condition should you choose something more questionable than your standard sword and shield.*

### Battle 400

*Every Adventurer worth his salt knows that they need to be able to defend themselves. It doesn't mean you need to know how to kill a person, but you need to make sure that they can't kill you.*

*Basic combat training may seem a bit tedious, especially if you've already learned the basics from elsewhere – but there's no reason why you can't learn some new tricks with a bit of work.*

Rank	Effect	Absolute Cost
0	<i>Adventurers will quickly realize during their travels that a fight may well be unavoidable sometime down the line. Since it's better to have the skill and not use it than to not have the skill when you need it, you've grown more proficient in the use of all weapons.</i>	400/200
1	<i>Your skills shine particularly when facing foes that are stronger or bigger than you, improving substantially in the face of adversity. This doesn't have to be a physical difference of course – so punish those who are wrongly arrogant!</i> <i>As an adventurer, you need flexibility above all – and using the same skills over and over again will only make you predictable. You can freely take segments of your techniques and magic, and merge them with others. However, though this option affords you some added flexibility, the more techniques and spells you chain together, the weaker the overall combination will become.</i>	600/300
2	<i>Your trait perks affect you, but there's no reason why they can't affect your techniques and magic as well. You may freely select a single <a href="#">trait perk</a> under 100 CP to apply to your skills, or apply any other trait perk you possess to the same effect.</i> <i>With time and effort, you could probably attach multiple perks to your techniques and magic.</i>	800/400

### Battle Chain 600

*For the sake of survival, you'll use whatever you can get your hands on. If it'll give you an advantage, you'll use whatever item you can get your hands on. But in time you'll notice something peculiar. Not only can you use items in mid swing, the effects of your items seem to chain on to one another. Using a bomb after a healing potion will likely heal you even as it damages foes. Using a healing potion after that bomb might make you more resistant to explosion damage for a brief period of time.*

*The additional effects seem to be minor in nature – but it's a helpful addition when you consider that these are really free additions. So long as you keep using items consistently you can maintain your chain, but be wary that using the same item over and over again will lead to smaller and smaller effects. On the other hand, the higher the worth of the item, the longer the effect lasts – so don't be too surprised if you realize that you're under the effect of multiple item boons at once.*

### (MERCHANT)

*Every country needs trade, and Merchants are vital in both securing and promoting trade. Without a steady flow of currency, Arland will fall apart, so the Merchants act as an agent facilitating this crucial circulation. Masters of their trade, you'll find that as a Merchant it isn't just about selling and buying. Sure – those are crucial aspects, but there's a lot more to being a merchant than just an exchange in goods. Networking, procurement, understanding the nature of the market – all that is important too.*

### Identifier 100

*As a Merchant you're going to be handling items day in, day out, so it's best if you learn how to identify items early. With the sheer amount of items that some merchants have to handle, you need to be able to process through unknowns quickly and efficiently – but balancing that along with the need to take time and figure out what an item is can be difficult.*

*Give us your time, and we'll teach you all the skills you need to become a proper surveyor of goods. Of course, we can't teach you everything at once, but you can stop anytime you feel satisfied.*

Rank	Effect	Absolute Cost
0	The very basics of assessment start with identifying the value of an item. Translating the value into local currency can be a very helpful skill – especially when you need to know whether you're being ripped off. With a bit of time, you'll also be able to identify counterfeits.	100/0
1	It's a common technique for merchants to put out similar wares, but each individual item possesses slightly different qualities – some may be more beneficial while others can	200/100

2	<p>carry harmful effects. You can discern these unseen additions on sight now, at least enough to know if the effects are beneficial or detrimental to you. It'll be helpful too, since items here in Arland, and other places you may visit all have an increased likelihood of bearing such effects.</p> <p>Why limit yourself to only items? You can apply all of your identification skills to individuals and monsters as well – which will likely yield some rather bizarre results. By identifying creatures, you can actively track their current status up until they leave your sight.</p>	300/150
	<p>Now on identification, you'll find that things identified will bear an extra trait perk. For living beings, these trait perks function temporarily, acting like strange temporary spells, but for identified items the trait attached is permanent.</p>	400/200
3	<p>While you can use trait perks you possess, you can also choose a single 100 CP <a href="#">trait perk</a> for free, but this applies to your identified items only.</p> <p>At will, you can "freeze" the state of items that you've identified; leaving them in the state that you identified them. The item itself can't be customized further while in this frozen state – but it also won't degrade, which can be helpful depending on the circumstance.</p>	500/250
	<p>Each time the freezing is applied and released, the item's overall quality drops a little, so eventually you'll still need to repair it. It can work for consumable items, but the quality (and consequently effectiveness of the item) will drop very quickly even if the contents of the item recover. This won't affect living beings to any degree.</p>	

### Networking 200

*At the end of the day, for all your efforts in advertising, the best ones to ask are your customers. Everywhere you go; those who frequent your store seem inclined to spread your reputation far and wide. You'll find that even when you expand into foreign lands, there will be those who will immediately recognize your face – as well as your wares. No need to worry about having to put one foot through the door when it is already done.*

*As a side effect, it seems that the neighbouring merchants are also a bit more helpful to you – and will generally help you out with advice, gossip, and even minor supplies when you so need it.*

### Gatherer 400

*Not a crafter, and not keen on reselling other people's products? Well, the natural resource market is a lucrative venture. As natural resources form the backbone to many projects, you can*

*be sure that you'll find a buyer – but before that you'll need to learn the basics in resource extraction and proper manipulation.*

*It's not as simple as plucking a plant out of the ground, though at first this is exactly what gathering is made out to be. As you develop further into the skill however, you'll come to realize that gathering is a science in itself. From proper handling of natural resources to developing new methodologies for extraction that improve yield, there's actually quite a bit of know-how to explore and learn in the whole process.*

Rank	Effect	Absolute Cost
0	Wherever you go, gathering materials and supplies is a breeze. Well – you're still a ways away from gathering the breeze, but you get what we mean. The amount of resources that you can harvest increases to greater amounts than what you would have normally expected, and there's the odd chance that you'll end up with higher quality materials as well.	400/200
1	One attracts many, and when you realize how to look for a single resource harvest node, more will show up all along your travels. These resource nodes take quite a while to regenerate, so for all intents and purposes, even though you've got plenty more places to extract resources from now, they're still are not an infinite supply.	600/300
2	Can't stand the fact that resources can get depleted? Wish that you could use your magic to renew the resources around you?  It will take an exorbitant amount of magic and quite some time, but you can now pour in magic to restore resource nodes or natural sources back to a harvestable capacity. Unfortunately, this only happens to work once per source, and once restored, you shouldn't expect the node to yield as much resources as it previously did.	800/400

### Paid in Pie 600

*The development of currency was a major turning point in Arland – giving the people a common tool to work with in gauging out value and services. But for those who don't have it, currency seems like a major obstacle, and there are those who would much prefer to deal directly with what services and goods they can provide rather than rely on currency as a makeshift bridge.*

*If you so wish, you can pay and demand payment in the form of something more immediately relevant. Pie for example, can become your new de facto currency, and though people will still attempt to haggle (Be wary of "half a pie" discounts!), you'll find that very few people will*

*question your demands that they bake you two perfect pies in exchange for your well-crafted hunting rifle.*

*This doesn't mean you can't pay for everything with one pie – unless that pie happens to be so heavenly that it has no equal in the world. You'll still need to meet an equivalent exchange unless you have means to persuade people otherwise.*

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### **(TRAIT PERKS)**

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*With a substantial amount of odd potions, charms, and spells, it's very likely that you'll come across some oddities during your time in Arland. That being said there's no reason why you can't take the time to modify yourself a little before you set off on your journey, so take a look and see what's to your fancy.*

#### **Size Shifts 50**

*A modification which shifts the size of the affected, you can choose whether to grow or shrink by a small factor, likely around a tenth of the affected party's current size. Size manipulation is actually rather common in Arland, as you'll find strange items with sizes that are definitely not within reasonable expectations.*

#### **Weight Shifts 50**

*Weight loss potions are all the rage, but there are plenty of duds out there, and plenty of potions make lack the potency to affect you. Rest assured, we don't prepare duds here, and you'll find that each potion will shift your weight by a small factor, likely around a tenth of your current weight. We have potions for both weight loss and weight gain, and of course...these can affect things besides your body.*

#### **Sweetness 50**

*As nonsensical as this may seem, this modification does indeed make things sweeter. Good for those who fancy themselves as having a bit of a sweet tooth, as a side effect of this; you also attract others to you easier. Be wary that it isn't just people that will be attracted – and this attraction effect works on items too.*

#### **Endurance Shift 50**

*Making things more durable is always an admirable aim, and you'll find plenty of masterwork crafts where durability is their claim to fame. You'll find that items reinforced in this manner will increase in their physical durability by a small factor, though this does nothing for their capabilities to endure the elements. This can affect you as well naturally.*



### Elemental Resistance 100

*Want to increase an item's resistance to the elements instead? That's possible too, but with so many elements around, you have to understand that it'll be difficult to increase resistance for every single element all at once. Even a master alchemist will find that a difficult feat. You can either choose to focus on a single element for a moderate level of resistance, or split them up between multiple elements.*

### Attach Element 100

*Enchanting items is also rather popular among alchemists, and it isn't uncommon to find items that possess some form of elemental affinity. It's not as common to find people attempting to enchant themselves with such affinities, but it certainly isn't out of the realm of possibility. After all...Chims aren't too far away from being human... You'll have to take this multiple times to attain a complete mastery of elemental attachment, as just once will only grant you a basic level.*

### Improved Parameters 100

*Doesn't everyone want to make top quality goods? In the hands of a seasoned alchemist, you'll find that even potions of the same type have different grades. With this trait, you'll increase the base quality of anything you make – enhancing them in a fashion that their users will temporarily see a performance boost in their own ventures. Of course, this can be applied to yourself for a small boost to your own "basic parameters".*

### Rampant Magical Flow 100

*Magical items for everyone! Granted, you could argue that anything created with alchemy would be a magical item, but now even your more mundane creations can become magically attuned. Should you only pursue this option once, you'll find that the magic flow from these items is rather small – but taking this multiple times can increase the flow somewhat. Be wary that alchemy works on the principles of conversion, and no magical flow comes without a slight cost to the ambient energy of the environment around you.*

*Still, these items can make for great spell conduits!*

### Peppy 100

*There are some things in life that just seem to cheer you up whenever you see them. Being able to make them? Well maybe that will cheer you up a little just in the process itself. Even in the darkest hour, these items seem to act like beacons of hope – and naturally, you too can benefit from the same effects, though the range is limited to a short distance within meters away from the affected item. It can be increased by taking it multiple times.*

### Attractive 100

*Who doesn't want a good beauty enhancing potion? Actually, you'll probably find that should you take this, you can make quite a fortune just selling beauty potions to travellers and citizens*



*alike. Naturally, this trait perk also affects yourself – and we all know what beauty can do. Just remember that beauty is in the eye of the beholder...and that has its own implications.*

#### Attack Absorber 200

*Sap away at those who would harm you! A dangerous form of alchemy normally found in potions, it weakens those who would seek to hurt you by reducing their strength. You can also choose to have this affect your touch, but there's a limit to how much you can drain their strength, and repeatedly touching people will just make you a pervert.*

#### Defence Absorber 200

*Similar to the option above, except it works with an enemy's defence instead. It's important to note that when enchanted into a potion, the effect works in the same nature as it would like an enchantment on yourself – giving others the same touch ability temporarily when they ingest the potion. So don't hand it to your foes expecting it to act like a poison.*

#### Heavenly 200

*Are you 40 or are you 20? Be very careful when you make this potion – because if people catch wind of it, they'll flock from all over to get a taste for themselves. It doesn't act like a potion of youth, reversing one's age – but it does allow one to maintain the façade that they are younger than they truly are. Of course, you too can use this ability to masquerade yourself, but while you can keep this up for as long as you can sustain magic flow, the potion will run out eventually.*

#### Unchanging 200

*Unlike the potion that can affect your appearance, this potion will ensure that your physical form doesn't change. Generally used as an antidote before the possible poison, these can make effective pre-emptive countermeasures. Be wary though, as the strength depends on your ability as an alchemist. As a trait affecting an item or yourself, it increases your resistance to status effects dramatically.*

#### Range Manipulation 200

*Can't reach the top of the cabinet? Or perhaps your arms feel too long? Well unfortunately, you should probably go see a physician about things like that, but this potion effect can help you shift your effective range somewhat. With this option, you may either add/subtract a foot from your absolute range. Items affected by this may also shift from striking a single target to striking an area, and vice versa.*

#### Drop Inducer 200

*Should you advertise anything made with this trait, you should really just say that it makes you luckier. Applied to yourself, or whoever wields an item with this effect, there will be a larger chance that you'll find something usable after an enemy falls. What item you actually find tends to be the luck of the draw, and it's usually not too useful, but existing drops will increase.*

### Bonded (Special)

*Not a trait for you, but rather one for your companions. Those who bear this perk are special to you – and whether they are near or far, wherever they are, they'll still be close to heart. You'll instinctively know if they happen to be in danger, and recalling them to your side is something that happens automatically. Similarly, they can do the same for you when the time comes. Naturally...you both have to be in the same world – some things are beyond even alchemy's reach.*

*Bonded cannot be applied manually – and is something unique to you and certain companions. See the section for Friend Requests in the Companions section for details.*

## {COMPANIONS}

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*The man's face lights up in a smile as he begins to discuss companions with you. It's clearly a passion of his, but the portfolio that he offers you to detail choices isn't actually very thick. Maybe he's just thankful that he doesn't have much to explain.*

### The Adventuring Band 50 CP

*Looking over the man's shoulder, it's apparent that he seems rather engrossed with the people in the dossiers he's holding – you'll recognize them too, they're your companions after all. His offer to you is simple; he can import them into this world, and they go through the same process which you went through. Unfortunately, as policies state, they won't be able to purchase any items.*

Import a companion for 50 CP; they gain 300 CP to spend on skills.  
You may import in a batch of 8 for 300 CP, with the same benefits.

### Canon Companion 100/200 CP

*Alchemists are a rare breed in Arland, but there are plenty of notable folks besides them. Perhaps you're interested in somebody from this world as a travelling companion? You'll likely have to give them good reason to join you, but we could arrange for the necessary conditions for you to meet them early on in your travels...at additional cost. The shopkeeper being from Arland has a bit of a bias towards these folks – and she'll let them shop at her establishment.*

Recruit a canon companion for 100 CP, but you'll have to convince them to join you. For 200 CP you start with them right away. They have 300 CP to spend on skills.

### Friend Requests 100 CP

*As the locals will attest, having friends and companions is very helpful. Having a set of reliable companions makes tasks less daunting, but it isn't always just a relationship where you can consistently take away. Knowing when to give aid is important as well. When you take this option, choose a companion, and **they'll receive a boost directly equivalent to what you've contributed in terms of CP.***

*Sometime during your time here in Arland, it's likely that this companion will ask you for a favour. Depending on the nature of the favour and the outcome, you'll find that after the experience, your companion will likely have grown a bit in some form – and the bond between the two of you will have grown as well.*

<b>Task Overview</b>	<b>Excellent Results</b>
<i>Your companion has something they need you to find for them, but unfortunately, it seems that it's in a rather remote location.</i>	<i>Elemental Resistance</i>
<i>Your companion has taken on a request a bit too large for their own capacity.</i>	<i>Range Manipulation</i>
<i>Your companion wants to hunt down a very specific beast that has been prowling around the city lately.</i>	<i>Attack Absorber</i>
<i>There's a rumour from the taverns that your companion wants to clarify</i>	<i>Improved Parameters</i>
<i>Your companion wants to take on a project of their own – and would like your help gathering necessary components.</i>	<i>Drop Inducer</i>
<i>Your companion has a piece of equipment they want you to make for them.</i>	<i>Attach Element</i>
<i>It's their birthday – and well...how long has it been since you had to plan a party for them?</i>	<i>Peppy</i>
<i>In an odd twist of events, your companion was asked to help capture a beast – with desperate pleas not to kill it.</i>	<i>Defence Absorber</i>
<i>There's an upcoming beauty contest, and well...your companion has decided to participate – dragging you along with them.</i>	<i>Attractive</i>
<i>A rumour is spreading about a mystical catalyst, and your companion has decided to go on a hunt for a necessary reagent.</i>	<i>Rampant Magical Flow</i>

Friend Requests work in a simple manner. Applicable to a single companion, it gives them an extra 100 CP. They will also get a specific trait perk. (See table above) Lastly, the companion this is applied to will gain the trait perk Bonded. Once they've attained this perk, they won't ask for another request again – so choose how you help them wisely!

## {SYNTHESIS ITEMS}

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*The store stocks an ample amount of supplies for adventurers and shopkeepers alike. The shopkeeper, a wispy phantom of a girl, seems ecstatic to see a guest – perhaps you're the first customer she's seen in a long time. The items in this section of the shop seem different from the rest – they feel like they belong in a set, and they're advertised as such as well.*

### The Mixing Cauldron 50 CP (Free Alchemist)

*Every Alchemists' trusty tool, the mixing cauldron is basically the alchemist's work desk and research station combined into one. With this, no potion is out of reach – though it isn't uncommon to find that some alchemists' will create...other things from their cauldrons, and one would be foolish to presume that a cauldron can't be improved...*

*Naturally this cauldron will come with you when it comes time to depart; it's unsanitary to leave a used cauldron lying about. Who knows what you might have been mixing in there? **You can purchase multiple cauldrons, all of which will be affected by any modifications you chose. Each of these core cauldrons will be affected by all perks – but any “children” cauldrons that are produced as a result of 200CP perks will only replicate effects from perks up to 100 CP. This primarily affects the Daisy Chain perk.***

### SNOW STONES 50 CP

*It might be more appropriate to just call these snowballs. Strangely enough, when they're placed inside the cauldron, they don't seem to shift the temperature of the mixture – but the end product that comes out is icy cold. The mixtures and items created with this all seem to carry a residual chilling effect – as well as bearing the element of ice.*

### MAGIC GRASS 50 CP

*Tossing grass into the cauldron isn't generally the first idea that comes to mind, but if this is really magic grass, it can't be as silly as it sounds – right? The effects become apparent when you mix potions prepared for plants – as the plants will respond more vibrantly to the potions. Be wary that should any of the cauldrons contents spill out while you're mixing, you might see random plants pop out of the ground.*

### PHLOGISTON FLUID 50 CP

*A rather inconspicuous vial of liquid, you'll see the effects the moment this is added to the cauldron, in which the water inside literally explodes into flames. Thankfully the explosion itself seems to be cosmetic effect, but you'll soon notice that anything created with this mixture in play bears the element of fire...and also raises the temperature by a fair bit.*

#### SEA PUDDLE 50 CP

*Despite its name, this is actually a strange sample of mud that you suspect may well have come from the bottom of a lake. It's evidently been there for long enough that even water spirits have blessed it however, as the moment you inject it into a cauldron the goods that you make out of that cauldron will be enchanted with the element of water, and grow a little more resistant to wear and tear.*

#### SPIRIT PYROXENE 100 CP

*No one quite knows where this pyroxene came from, but it has a very definitive effect on the items that it forms a component of. The mystical power inside the pyroxene seems to carry over into the items that it forms – at least a portion of the power does, and the crafted items became more conductive towards spiritual magic of a large variety.*

#### MELTING POT 100 CP

*It's not uncommon to find that certain ingredients will not mix well just as attempting to stack too many enchantments into a potion can prove disastrous. In an attempt to mitigate this, the melting pot was constructed with a higher rate of mixing. This directly translates to a higher degree of homogenization, but you'll have to understand that to maintain this level of mixing you need to have a higher energy source than just a fire under the cauldron. It does allow you to blend some ingredients that normally would not mix however, though the results may still not be as optimal as you would hope.*

#### CORE REACTOR 100 CP

*The purpose of this piece of technology is unknown, and certainly, it's not common to see technology being used to aid in the process of alchemy. However, regardless of its intended function, this core reactor goes a ways in stabilizing the cauldron during turbulent reactions, and also provides quite a substantial amount of energy.*

*In fact, it's not a stretch to say that it acts as a catalyst for many difficult reactions. As expected, the reactor is generally more useful for difficult synthesis attempts which have very inert reagents, and it's important to note that the Core Reactor works best alone and without anything diluting it.*

*With a Core Reactor and the Perpetual Motion Cauldron option, you'll find that the cauldron will follow along with you in the form of its own chamber – practically a containment chamber. (If you choose not to keep the chamber, be wary to find a way to contain the energy in a safe fashion!) For practical purposes, generally the containment chamber resembles a small cottage. You'll also get an effective discount on certain options should you decide to develop a core reactor.*

#### ETERNITY FLAME 100 CP

*Despite the popular belief that these flames were made by a God, the only thing you can verify is that these flames won't burn a person, but they can transfer energy very effectively. The fact that they don't burn out either is very helpful – though should magic interfere with them, they'll relight once the offending magic has left. It is possible to transfer this flame into other things by mixing it in potions – just note that things created with this flame will weaken any other elemental affinity present save for fire.*

#### GOLDBERG FORMULA 100 CP

*There are times when making things overly complex can be problematic. Then there are times when making things overly complex can be outright awesome. Your cauldron really shouldn't be called a cauldron anymore. Synthesis isn't a matter of tossing in ingredients and brewing. Your cauldron is a part of a system, a large chain of components and contraptions which ultimately will create a potion – likely of higher quality. But you'll likely have no clue how it works.*

*Due to the nature of this set up, you'll find that the cauldron will follow along with you in a containment chamber of its own – and though it initially resembles a cottage...should the contraption chain grow bigger (and it will!) the cottage will also increase in size.*

#### RAINBOW FRAGMENT 200 CP (100 CP WITH ETERNITY FLAME)

*A fragment whose true power is brought out in the presence of mystic fire, the basic elements are locked within this stone, but anything made with this present and a mystic fire of some sort present will be enchanted with the power of the locked elements. It'll be very obvious should anything be enchanted with the effect, as fires of the seven colors of the rainbow will appear, with a different fire depending on the element.*

*This also allows you to create the special metal Regentium, a rare metal whose power to absorb, bind, and enhance elements leaves it much desired for by weapon smiths. As quite possibly one of the most elementally attuned metals in Arland, being able to craft it can be quite helpful.*

#### DAISY CHAIN 200 CP (100 CP WITH GOLDBERG FORMULA)

*Interested in large scale alchemy? Well, between this and a core reactor, you'll have yourself a veritable alchemy workshop. Granted, in reality this just sets up a series of mini cauldrons which will automatically adopt specific arrangements to facilitate more complex, multi-tiered synthesis reactions – but it'll boost your synthesis rates immensely, and ensure that easier recipes won't fail! Of course...you could have each cauldron act autonomously – but really they work best in unison with every other unit.*

*Due to the number of cauldrons created, a large part of the containment chamber is occupied by cauldrons as they move about and get down to business. Thankfully, you can still move about and organize the cauldrons – though they're a fair bit more autonomous than before. Each cauldron seems to exhibit the same effects as your original cauldron, and it isn't out of the realm of possibility to add more cauldrons – though it'll be a time consuming process.*

#### PERPETUAL MOTION CAULDRON 200 CP (100 CP WITH CORE REACTOR)

*And now it's up and moving. It's probably not the safest thing for your cauldron to be up and moving about, but it seems to have reached a point where all the energy inside of it has given it some level of autonomy. When your cauldron can move about and grab its own ingredients – well you know something can go wrong, but...at the same time you can't deny it's ridiculously efficient. The amount of energy that comes out from this cauldron is immense, and you could easily turn it into a weapon if need be. Granted, you're going to have some troubles hauling a cauldron around on the battlefield.*

#### THE VORTEX 200 CP (100 CP WITH MELTING POT)

*The amount of energy required to keep this going will be tremendous, but if you toss anything into there – it will blend. Instead of functioning like a batch system, the Cauldron operates continually, and will actively remember the last effect from the last ingredient which was put in. It's also possible for it to store an effect, but this requires you to have a constant supply of the reagent necessary to provide that effect. A cauldron useful for expert alchemists, one should take care if this is combined with any other extensive modifications.*

#### Herb Garden 50 CP (Free New Immigrant)

*Your own personal herb garden, though you'll find that plenty of people in Arland seem to have one nearby. Perhaps it's due to how popular alchemists are in Arland proper, but hey, at least now you can stop asking that neighbouring girl for some herbs. You could always continue to hunt in the various dungeons for herbs – but this will give you a reliable measure to cultivate new herbs, something that won't be as easy in a dungeon. **You may only purchase a single garden, though taking this option multiple times will double its size each time – it starts off the size of a small backyard garden.***

*When it comes time for you to leave, just remember to take your garden with you – can't have children wandering about in the lot...not knowing what kind of things you'll grow.*

#### GLOW GRASS 50 CP

*A grass sample that adds a soft white luminescence to your garden, allowing plants to grow even if there's no sun, there's no telling where this glow grass actually came from. Normally, glow grass will only grow under the cleanest conditions, and is a good sign of the general health of your garden. It also makes for a pretty night light.*

#### WINDING GRASS 50 CP

*More vines than grass, introducing samples of these into your garden will lead all of your plants to grow more erratically. It wouldn't be a far stretch to say that they've all grown taller, but they also exhibit some vine like tendencies, so be wary of tripping hazards! Naturally, plants that bear fruit will have more room to bear fruit – and bear more fruit consequently.*



#### SERENITY FLOWER 50 CP

*A nice name for a potentially dangerous plant, the serenity flower is a potent relaxing agent. Useful for subduing active beasts and men alike, its fragrance drains the motivation out of those who accidentally inhale too much of it. Within the vicinity of your garden, anyone who enters is pacified – and the flower itself helps victims of insomnia as well. Be wary should your garden expand, it is very likely that the effect of this flower will expand as well, as long as it continues to grow within your garden.*

#### FERTILIZED FIELDS 50 CP

*Fertilizing your fields always helps and having more nutrients in the soil means that you can grow more with less space. It might not be optimal exactly, but you'll see your plants grow in larger quantities, and bear better quality fruits and flowers. This can be taken multiple times to improve the quality further.*

#### FOREST SPIRITS 50 CP

*It's no secret that forest spirits exist in Arland, and they come in many forms – but these little sprits resembling Chim with wings are here to ensure that your garden stays in tip top shape even if you don't have time to tend to it. They won't do anything except tend to the garden, and they also won't leave the garden, but they're reliable helpers. You start with 2, and with each purchase you gain another pair.*

#### NATURAL PURIFIER 100 CP

*A purifier unit that runs on ambient magic, while plants do a great deal of work in removing toxins from the air, this purifier works to remove any toxins that might harm your plants. Naturally, it also cleanses anyone who enters the area, making this an appealing option should you ever need a place to rest. Should you have any toxic plants, it'll make them safe to handle as well. Hopefully you don't have pollen allergies, because pollen is a part of the plant.*

#### GRAVISTONE 100 CP

*A stone that interferes with gravity, by using this in the construction process of the garden, you can rearrange your garden such that it will have levels. These levels are essentially floating platforms with which you can plant even more plants – though working out the lighting issue is going to be a major problem. It naturally makes your garden bigger and allows it to grow towards the sky.*

#### SPARKLING POOL 100 CP

*This provides a consistent water supply inside your garden – so even if it follows you somewhere there is no water, the plants won't die. The pool doesn't disappear. Sometimes you'll probably feel like questioning where the water comes from, but it may be best not to ask when things like forest spirits exist. The water is good for drinking, provided you don't happen to contaminate it, but it's optimal for providing plants with nourishment.*

#### FAIRY WORLD TREE 100 CP

*A makeshift home for sprites - this strange tree possesses a magic, and it is key should you ever wish to give your companions in stasis a place to reside while you go off on your adventures. Your companions in stasis can adopt a spirit form and tend to the garden, replacing forest spirits already existing. They are bound to the same limitations as a forest spirit, though they don't necessarily have to maintain that form. It does mean that you won't be able to have them do anything substantial besides tending to the garden though (So no fighting or substantial crafting!). Naturally, for this to act, you need to have forest spirits to begin with. The limit of how many companions you can move in is dependent on how many spirits you have – and you can rotate them out, but only at the moment you enter a new world.*

#### WORLD SPIRIT 300 CP

*Be wary if this is taken – because it allows your garden to uproot itself and rearrange itself according to its own will. This is no option for those who would prefer their gardens to remain static, but the World Spirit that has taken hold of the herb garden will work to rearrange the garden in the way that it sees fitting.*

*It does an excellent job at coordinating Forest Spirits however, and should you be out wandering, it also acts as a wonderful communication facilitator and lets you talk to those within while updating the situation on the garden. If it didn't have a tendency to rearrange the garden every time you visit, you'd probably find it more useful.*

#### OVERGROW 300 CP

*Overgrowth can be a dangerous thing, and when plants run amok, it isn't out of the realm of possibility to forget about it for a little while and come back to find a forest in place of your garden. Upon taking this option, your plants can freely expand outside of the garden's bounds – a concept which should be simple enough should your garden follow you throughout worlds. Be wary of how invasive your plants can become.*

*In a bizarre twist however, should you choose to make the garden a standalone realm or merge it into a realm, it will slowly expand the domains as plants grow more and more. Certain realms, like that neat little warehouse you have, is far beyond this magic's capabilities, and will never increase in size. The creep is ridiculously slow, that you might not notice any change in a decade – but its growth is truly just a matter of time.*

#### SAGE HERBS 300 CP

*Some things were never meant to establish expressive sentience, and plants could well be one of those things. Sure, having living plants walking about is interesting, but you also have to realize that when plants come to life, they often have opinions of their own – especially on whether you can use them. By giving more life to these plants, you've made them grow twice as fast as before and slightly bigger on top – if you ever choose to uplift one of these...be very careful regarding what you choose.*

## {STANDARD ITEMS}

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*More standard items are arranged here, and the young ghost seems to be eager to get rid of them as well – seems that she's kept this stock here for a long time with no customers to sell them off to. Maybe it'll make her feel better if some of these are sold?*

### Bag of Silver Coins 50 CP

*A bag containing 100 silver coins...what could they be used for? No one really knows, but you can trade these in for the local currency if you so wish. There are rumours that a young wandering merchant might have some interest in these, though it'll be tough to meet him without some special circumstances.*

### Bag of Uni 50 CP

*Despite its peculiar name, this inconspicuous bag is filled with sharp stones, and it hurts quite a bit when it is tossed at a person. The bag will literally burst open at its seams, spraying the poor victim with rocks sharp enough to leave them with painful gashes. A new bag shows up each day should this be used.*

It's a bag of rocks that you can toss at people.

### The Infinite Pie 50 CP

*The pie that keeps coming back – you're not sure if it's the tin plate that is magical or if the pie is the product of some alchemical spell, but when you eat this and clean off the plate, another pie will magically appear in place the moment nobody is looking at it. Could this be the work of the pie fairy?*

It's a pie that keeps filling up.

### Hardy Basket > Happy Basket > Magic Chest 100 CP per level (1 Discount, New Immigrant)

*Strong alchemy has been weaved into this basket to make it suitable for use by any budding alchemist who has to go out into the wilderness to gather materials. While it isn't bottomless, this basket serves as a handy tool should you need to store different kinds of ingredients – as it segregates them naturally.*

*With a bit more time, alchemy, and energy, you can turn this basket sentient to a limited degree. Now it'll happily hop about, gobbling up reagents from gathering points like herbs and veins*

*nearby. When it's full, it'll hop right over to you to let you know. Just don't expect it to go near dangerous flora or fauna.*

*For those who sincerely love to have their basket around, with even more effort you can have improve it into a magic chest, which will make it a simple matter for the ex-basket to handle its obtained goods, as it can now deposit them directly into your warehouse. Be wary that it has no clue how your warehouse might be designed, so things might show up in strange places!*

A chest useful for handling harvested supplies, for more CP, you can upgrade it to automatically attempt to harvest things though it can't fight. For even more CP, you can establish a direct connection to the warehouse.

#### Speed Gloves 100 CP (Discount Alchemist)

*A pair of gloves that has been well worn; you really have to wonder just how many hands have filled its leather linings. There's no telling just how much alchemy this pair of gloves has seen but its magic is very apparent. When worn, your ability to mix ingredients and create potions improves substantially – and if it is indeed magic that causes this effect, it doesn't discriminate, because other crafting ventures will improve slightly in speed as well.*

This pair of gloves improves your crafting speed – with a notably larger increase to potion creating speed.

#### Traveler's Shoes 100 CP (Discount Adventurer)

*Thankfully these shoes aren't well worn, but they've been specially made by Alchemists looking to emulate the style of the State Alchemist, who was rumoured to be an avid adventurer herself at one time. Strange...I wasn't aware there was a State Alchemist in Arland... Still, when wearing these shoes, it seems that you don't grow weary of travelling at all – and it feels like there are new sights to be seen everything you go.*

This pair of shoes makes travelling by foot a bit more bearable.

#### Camo Cloak 100 CP (Discount Adventurer)

*A cloak with a strange pattern that the ghost shopkeeper insists will make you invisible. She might be able to turn invisible at will, but she happens to be a ghost. You're not a ghost (Hopefully!) but with this you can evade the eyes of regular folks as well! The shopkeeper insists that this is an excellent tool when it comes to spooking people, though you'll probably be able to find better uses for this.*

A cloak that will help you blend in with your surroundings.

### Platine Vein 100 CP (Free Merchant)

*You're not sure how she can sell a vein of platine, but it is there, embedded in the wall. Platine is a high quality metal which is highly resistant to corrosion and similar forms of attack. Naturally, corrosion can happen due to a wide variety of causes, but properly refined, Platine will be able to resist the vast majority of those cases. It's hard to refine, but the results are generally very durable. This vein can be placed anywhere you wish, but it can take some time to recover if mined out.*

Grants you a vein of ore for you to place and mine anywhere you'd like.

### Potion of Aging 200 CP

*A potion coveted by many, though its effects are often misunderstood. Though it was intended to bring its drinker down to the age of **14**, somehow during the process of creating the recipe, a chain of mishaps led to one of the key ingredients controlling the aging to be written in improperly. As a result, now the potion simply decreases or increases the drinker's age by 14, and this effect can be somewhat random. Drink at your own caution! Naturally, it comes with the recipe as well.*

A potion used to decrease or increase age by 14 years.

### Extreme Liquor 200 CP

*Written by an alchemist who was also an alcoholic, this treatise on ale and its accomplices has anything and everything to do with alchemical brewing. While it is great for those budding alchemists who wish to create a wide variety of party drinks with common ingredients, the most interesting application of this book's theories appears to be a set of theories on increasing the potency of any alcoholic substance twofold, with just the addition of simple ingredients.*

### Applications of Polywool 200 CP

*Some would argue that rather than calling it "applications" of Polywool, this collection should instead be called "An Attempt to Replicate Polywool". Polywool is extremely flexible, and its flexibility makes it highly desirable by many clothing makers. Attempts have been made to carry the properties of polywool into other fabrics, but the majority of this collection is dedicated to the process of creating polywool through mundane materials. Though there is a section for making any fabric stretchy, it seems you'll have to put in some effort to develop it further.*

A book that teaches you how to make polywool, a stretchy wool material. With work you might be able to give other materials the same elastic properties.

### Halmolium Vein 200 CP

*Thankfully just from a glance you can tell that this vein is definitely not a vein of platine. Perhaps aptly described as the opposite of platine, Halmolium is very reactive to magic. Its inherent magic conducting nature leads some to think that Halmolium may be the first true magic conductor – and it is not uncommon to find Halmolium being used as magical cores for staffs and wands. Similarly to the vein of platine, you can place this anywhere you wish.*

Grants you a vein of ore for you to place and mine anywhere you'd like.

### Infinite Alchemy, the Complete Volumes 300 CP

*The author of these volumes has most certainly moved on, but their legacy remains in the form of all the strange recipes that this collection contains. There does happen to be several notable alchemy theories here – namely breathing life into inanimate objects like pies and candy, the transmutation of metal into a visually more polished product, and for those who can create Chims – a breakthrough into the creation of Homunculi. Just don't ask what the ingredients are. There is a volume of this book dedicated apparently to identifying reagents which can be used from your locale. It must be magic that keeps it up to date...*

A special collection of alchemy spells that will teach you some tricks, given enough effort.

## {DRAWBACKS}

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*Arland not dangerous enough for you? Care to make your trip a little bit more memorable by making it a little bit more dangerous? If you're up for the challenge, we'll make it worth your while – you may take up to **600 CP** in drawbacks. Be wary that whatever drawbacks you take will stack up and take precedence. The CP values for the tiered drawbacks are not cumulative.*

### **Alchemy Sucks! // Your Alchemy Sucks // Everyone's Alchemy Sucks**

[100/200/300]

*For a country that is so focused on alchemy, there are a substantial number of people who can't seem to practice the art. Whether they lack the inherent capacity for the craft, or just have no motivation at all, these people have substantial issues with creating anything at all through alchemy. Unfortunately, you happen to be one of these folks – and all of your creations are liable to backfire and explode on you.*

***Please don't take this further**, because you'll only be crippling yourself even more – as all of your creations, even those done without alchemy, will fail ridiculously. Vehicles will end up running amok, potions will likely lead to completely unintended results, and your food will leave people with strange mutations...hopefully temporary. And **if you take this again**...everyone will share in your terrible fate. You can't be that horrible of a person can you?*

### **Short of Change // Resource Deprivation // A Dying World**

[100/200/300]

*Arland is a vibrant, rich country, with countless resources – so why is it that you always seem to be flat broke regardless of how hard you try? Whatever money you make here in Arland just seems to vanish like dust in the wind, though thankfully you can provide for yourself through other means if necessary.*

***To go beyond that**, you really must be a glutton for punishment – and hopefully you're not an alchemist, because natural resources will seemingly rebel against you, as will your own creations. Just as that pie didn't want to be eaten, those stones and that grass did not want to go into your cauldron. You'll find that resources in general just seem to be in short supply.*

***But should you go even further**...no, you're no masochist – you're definitely a sadist true and true. The resource deprivation afflicting you will quickly spread to affect the world, leaving the kingdom of Arland with some dark times ahead...Hopefully you have a way to clean up your mess.*

### **Adventurer at Heart // At the Edge// Hero's March**

[100/200/300]

*If it isn't a challenge, it isn't fun! At least, that's what seems to be the latest fad. Oh well, there's no harm to take part in it as well, right? You'll find that you are compulsively drawn towards*

*dungeons, oftentimes woefully underprepared and sometimes even utterly clueless as to the threats within. You might not die, but it'll be painful to scrape through, but the whole life and death sensation is immediately addictive for you.*

*That thrill still isn't enough? **If you hunger for more**, it's a matter as simple as tweaking your thoughts a little. Of course, after it's done, you'll find that you never truly feel "alive" unless you're teetering on the brink of life and death – and that's going to lead to some very bad decisions down the line no doubt – but hey, it's like the ultimate high!*

*Not enough...never enough? **It's like bearing a deathwish**, but if you so wish, you can throw yourself at the immeasurable odds to be found in Arland. Though you might think that there can't be many opponents who will prove to be ridiculously difficult, you have to realize that Arland does have things such as dragons and divine beasts...and trying to give them "handicaps" to make the fight more "exciting" is going to be a very dangerous idea.*

### **A Profound Ignorance // Joy to the World // Nirvana**

**[100/200/300]**

*It's fine to tune out some things, but by the time it gets to your level, there's no word for it besides sheer ignorance – or bliss, if you prefer that. Whether it's because your senses just happen to be that slow, or you're perpetually distracted from the world around you, things just seem to happen all the time without you being aware of it. That's a nice way of saying "You have no clue what's going on, even when it's happening right in front of your face."*

***Want to make it worse?** You won't, trust us. The thing is, when your ignorance puts you into predicaments – you're the one at fault and also the one affected. When the rest of the world joins you in that ignorance, you're still the one who gets affected. Thankfully, there is some reprieve – if you choose to **see this through to the end**, you'll finally reach a state of zen where you no longer feel the pain from the calamities piling up around you. Granted, you won't realize when monsters skewer you either – so hopefully you can survive without your regeneration, because even your abilities will be as ignorant as you are.*

*As blissful as you are...right, as blissful.*

### **Test Subject // This Won't End Well**

**[200/300]**

*Lucky you! You get to meet the legendary Astrid Zexis! She's a really famous alchemist who has perfected the art of creating Homunculi. You two will get along just marvellously – oh, we didn't tell you? You're going to start off as test subject number...*

*Well, we forgot what number you were. Too many failures to count, yeah? Astrid is trying out some new drugs and potions – and unfortunately they're a bit too potent for the rest, but now that you've come along it shouldn't be a problem. You'll be subjected to routine tests – and of course, Astrid does try to keep you alive somewhat, but be wary that some of these effects may*



*well be permanent until you have a chance to leave Arland. So if she offers you a choice between a youth potion and a pie potion...pick wisely.*

*Confident in your abilities to endure horrible trials? Well, **if you take this further**, Astrid will take that as acceptance of more...violent tests. After all, sometimes in order to treat patients, it's necessary to fight fire with fire. You can expect Astrid to pop up in the most inconvenient times to plunge a syringe full of unknown compounds into your body. Hopefully you don't go for adventures much – because you never know when some sickness or curse will overwhelm you.*

*But hey at least you get to meet Astrid and help the world in your own little way!*

### **Pressed for Time // The World Won't Wait**

**[200/300]**

*Deadlines – there's a reason the word dead is inside. Did you think people would let you off the hook forever? No amount of charisma is going to stop them from hunting you down and making you pay for any deadlines that you've missed. This normally shouldn't be a problem – of course, you've never been late, right? The problem lies in everyone's expectations, and as long as you continue to meet their demands, their expectations will rapidly increase. The higher their expectations get – the worse the consequences get should you fail.*

*Don't even consider making this any harder for yourself! **If you commit to this drawback any further**, no amount of time manipulation or charisma will save you – and everyone will act like their task is a matter of life or death. Don't be mistaken – the "death" here refers to your death if you fail. Now if you could only figure out why you've suddenly become Arland's official help desk, you might be able to survive...*

## {SCENARIO}

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=S1= THE PRODIGAL DAUGHTER 300 CP

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[Note: In taking this scenario, you can extend your stay to 20 years rather than the traditional 10, but you start off in Rorona's time frame]

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### AN ENCOUNTER WITH AN ALCHEMIST

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Opening your eyes to the sight of a raven haired bespectacled woman was not what you expected – considering you had arranged for your entrance to Arland under different circumstances. The woman muses over you as you realize that you're in some sort of workshop. There's a cauldron, a bunch of vials, and a good deal of strange tools that you'd expect to see in a science laboratory.

As you get to your feet, the woman continues to inspect your body, making strange comments to herself that you'd otherwise ignore – until a specific comment catches your attention.

"Hmm...he was right...this is an interesting homunculus sample..." You might as well double check, but last time you checked, you did not start off as a homunculus. Did something happen to you...? The woman seems to notice that she's gotten your attention and frowns.

"You're not a Homunculus." Seems like she's talking to you finally, and she proceeds to introduce herself. "My name is Astrid Zexis. A man dropped you off here, and frankly, I wouldn't have cared...except he told me you're a homunculus. Which obviously isn't true, and I would know, I'm the leading researcher on homunculi. You could say I'm the only researcher."

She says this without much enthusiasm – as if these were just trivial details that she has repeated to countless individuals. She seems more interested in you, even though you obviously aren't what she had been advertised. "You're not from this world." Another comment made in the same matter of fact style of speech.

Did the man that dropped you off tell this woman your background as well? You can't be sure, but Astrid has a very strange proposition for you.

"You're not from Arland, you're not like the rest of them...maybe you can change things...maybe not – I suppose there's no harm trying if you're doing all the work. That's right...I want to see Arland change – not that I expect you to do anything much...but you're not the only one I've invested a little in I suppose."

"I have an apprentice. A rather hopeless one, but she's dedicated to the craft." Astrid pauses for a moment before a sudden realization strikes her. "...Right, I forgot part of the explanation – the craft is alchemy. I'm an alchemist...not like that's worth much nowadays." Her tone seems to turn slightly bitter, though she quickly switches back to her regular dull tone.

"Look, I don't care much for explanations, but Arland has forgotten its alchemical roots in favour of the latest and greatest thing – technology. They're ungrateful, and just once, I think it'd be interesting to show them up." Astrid seems to be a bit hostile towards the idea of technology...though really you haven't seen enough of either side to really know the full scale of the matter at hand. She's evidently making a request from you, seeing as she doesn't seem too confident in her apprentice – and she doesn't seem like she's about to make a move herself.

There's no harm in asking Astrid about what her request actually entails, and oddly enough, she seems to perk up a little as she explains. Perhaps she wasn't expecting you to show any enthusiasm at all.

"You want to know my request? No point beating around the bush – I want you to change people's minds about technology and alchemy. Knowing the people in Arland, you'll probably have to help them out to change their minds."

"Well...it's not like I expect you to succeed, but if you do, I'll show you a thing or two about homunculus. I did say I'm the only researcher into the matter...not that there are many alchemists nowadays who even care anyways. I'm pretty certain I can teach you if I put my mind to it." It seems that since you started asking her questions, she's broken out of her monotone a little.

It's still up to you ultimately whether you accept this challenge of hers or not. But...well...while you might have come into Arland with a vacation in mind, there's no apparent reason to refuse her unless you have other plans in mind. Who knows, maybe it'll be an interesting endeavour in itself?

Should you accept her request, Astrid is visibly surprised, but tosses you a folder from the table nearby, as well as another envelope containing an address. "Go here...my apprentice owns the workshop here, you might as well see if she can help you. She'll recognize you with the envelope." You notice there's a sticker of a pie on the envelope – perhaps that's Astrid's signature...?

Judging by the way she sighs when you linger around, you should probably set off before Astrid gets bored again. Despite a very strange first encounter...it seems like she already has certain expectations of you.

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### I THINK I CAN MAKE THIS...

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The address Astrid gave you leads you to a workshop in Arland known as Atelier Rorona. A rather run down place, this alchemy workshop is named after Astrid's apprentice who also owns it – one Rorolina Frixell. Rorolina, or Rorona as her closer friends call her, is a particularly dedicated student to Alchemy. That being said, unfortunately her teacher has gotten a bit too lazy to teach her.

So when you show up with a symbol that she recognizes from Astrid, Rorona immediately assumes that you're here to teach her Alchemy. In the brief time of your introduction, you've already realized several things about Rorona. For one thing, she's already given you a strange nickname even though it's just your first meeting. For another, she immediately asks you if you can teach her how to synthesize a better pie.

You should probably explain to Rorona what Astrid sent you here for – just keep in mind that Rorona can get distracted by the idea of food (especially pies!) quite frequently. As Astrid expected, Rorona is very keen to help you once you can get your situation explained properly – for one thing, she knows how demanding Astrid can get, as well as how harsh Astrid's requests can be.

Thankfully, Rorona has a very good idea of key people that you can help, and most of them are people you can find in and around Arland. She can't help you find everyone, but this budding alchemist has a strange talent for finding important people – getting personal requests from the Ministry helps as well.

Come to think of it...you could probably use that to your advantage as well...

In addition to the short list of people that Rorona can think of, keep in mind that helping the general populace of Arland will help your reputation, though you probably won't get compensated the same way.

The people that you help from Rorona's list will garner favour for you and provide you with a sum of silver coins (though it isn't quite clear what you can do with this as it certainly isn't standard currency). Who knows? Maybe if you collect enough of them, you'll be able to find a collector who will trade them for something?

Given that Rorona suspects Astrid is spying on you from afar, you'll likely be improving your own reputation with Astrid as well.

Of course...that isn't the only way you can improve your reputation and alchemy's influence – alchemists are known for their creations after all. Whether it is you or Rorona, should your creations gather some renown, it'll only help alchemy's reputation in Arland.

Client	Request	Reward
Hagel Boldness	<i>A rather jovial man who you can find operating a well-known smithy in Arland, Rorona notes that you definitely shouldn't comment on his absence of hair. That being said, if you can find a solution for his hair troubles, he'll gladly recompense you by not only giving you a small sum of silver coins, but also spreading word of the miracles that alchemy can bring about.</i>	<i>100 silver coins/+1 Approval of Astrid</i>
	<i>Granted, even Rorona thinks it might take a miracle to treat his baldness.</i>	
Iksel Jahnn	<i>A budding chef who also happens to own the Sunrise Café in Arland, Rorona notes that Iksel is very likely to challenge you to a cook off on your first meeting. But this young man is dedicated to finding the best ingredients in order to make the legendary dessert of his dreams. Rorona wants you to help him make a pie of course, but regardless of what you help him make, should you succeed he'll have no problems accepting the wonders of alchemy – and advertise it too.</i>	<i>100 silver coins/+1 Approval of Astrid</i>
	<i>A girl from across the sea, without a boat, it'll be difficult for you to find her – though she'll naturally arrive to Arland within the last couple years of your stay. Ultimately, Piana is an adventurer (albeit with no experience) and should you take her along with you on adventures, she'll be more than happy to repay the favour in whatever way she can.</i>	<i>100 silver coins/+1 Approval of Astrid</i>
Cecilia Helmold	<i>A waitress of some renown in the small fishing village of Alanya, it seems that this poor girl has a rather severe popularity problem. That is, it seems that she doesn't really take too kindly to the attention that the men in the village give her.</i>	<i>100 silver coins/+2 Approval of Astrid</i>
	<i>If you could help her out with it somehow, she'll be more than grateful – but what she wants above that is to become an adventurer like her mother. That...might be a bit more difficult to arrange, as she is currently stuck taking care of her family. Maybe you have the answer to her troubles?</i>	
Sterkenburg Cranach	<i>An agent of the ministry, a self proclaimed knight, and above all, a ridiculously hard working man. "Sterk", as Rorona calls him, wants to see the idea of knighthood promoted all through the land of Arland, and to gain his favour you'll have to help him see it through to the end – even if the current state of things don't look good for the order all in all as Arland industrializes.</i>	<i>200 silver coins/+2 Approval of Astrid</i>

Esty Dee	<p>Astrid and he appear to have had some close relations to each other, but Astrid is not willing to comment on it, besides to inform you that spreading knighthood through the land may be a monumental undertaking.</p> <p>A receptionist at the Adventurer's Guild who seems to be infatuated with the idea of romance, she's a bit torn over having to choose between her job and her desire for marriage. A bit misguided, but at least she's honest about her intentions.</p>	<p>200 silver coins/+2 Approval of Astrid</p>
	<p>If you can help her solve this marriage dilemma of hers, she's so well connected in Arland that she can practically become a walking alchemy PR agent. That being said, love is a tricky customer to negotiate with...</p> <p>A widow who owns the Sundries shop in Arland, unfortunately she has similar problems to a certain young woman in Alanya ever since she became a widow. She can take care of her problems fine, but she does have an issue with procuring goods...as she is no adventurer herself.</p>	<p>200 silver coins/+2 Approval of Astrid</p>
Tiffani Hildebrand	<p>If you could help her out, she has no problem spreading word of your efforts to her customers. Of course, she would be even more grateful if you can help her out with all this extra attention she gets...</p>	
	<p>Pamela...well, Pamela is easy to find, but she's not human, and that's part of the dilemma that you'll have to solve for her. Rorona will show up one day with a teddy bear in hand, apparently one that Pamela is inhabiting – see, she's a ghost, and she doesn't quite remember how exactly she died.</p>	<p>300 silver coins/+3 Approval of Astrid</p>
Pamela Ibis	<p>That isn't the problem anyhow: Pamela wants a living body to inhabit, and naturally you're going to have a hard time convincing anyone in Arland to give up their body for the whims of a ghost. Which means you'll have to either make one for her, or find another means. Naturally if you can find a means with alchemy...well, she'll be a living testament to alchemy's worth.</p>	
	<p>The royal advisor to the King of Arls, to find this man you'll have to do a bit of travelling, but considering the King of Arls and Arland are brothers...if you could convince the royal advisor, you might be able to find a strong helper for your cause. That being said, Rufus isn't without problems of his own that he needs taken care of.</p>	<p>300 silver coins/+3 Approval of Astrid</p>
Rufus Falken		

<p><i>Ludwig Giovanni Arland</i></p>	<p><i>Something that shouldn't be described as a problem but can only be described as a problem is his royal charge, the princess Merurulince of Arls. A whimsical girl who is obsessed with the idea of a fantastic adventure, Rufus wants some way to rein her in...and that's where you come in.</i></p>	
	<p><i>Figure out a way to keep the young princess content and manageable, and the royal advisor will stand behind you all the way.</i></p>	
	<p><i>A fine gentleman who also happens to be an expert fencer, he's heard of your problems strangely enough, and has come to you with a proposal for a solution. He can help you become an ambassador of Arland – if you're willing to help both technology and magic grow as one, and spread it in a manageable and responsible manner.</i></p>	<p><i>500 silver coins/+3 Approval of Astrid</i></p>
	<p><i>That being said, he won't consider it a success until you've convinced the entire ministry of your cause, and you'll have to do it personally! Better get to it...because the ministry won't wait for you to get the job done, and the industrialization won't stop for anyone.</i></p>	

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### I LOVE DANGER!

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Provided that you've kept her around and are on friendly terms with her, around your third year here in Arland, Rorona will come to you with a personal request of her own. As a final test of her worth and in an effort to close down her shop, the Ministry has given her a special assignment.

Needless to say, considering this is the final test, she's not very confident in her odds regarding this. It seems that she's been worrying about the potential consequences for quite some time – as she's now seemingly convinced that it is a deathtrap.

Perhaps you should advise her not to follow through with it – considering these are places that no teenage girl should venture into...but as Rorona argues, if she refuses, her alchemy license will be revoked. The only alternative left is perhaps for you to help her with the assignment.

Give the matter some careful thought – but before that, you should probably take a look at what the assignment demands in detail. For one thing, this request isn't something that you would have expected the Ministry to assign to an alchemist. While it is a creation request, it's a very specific one – the Ministry wants Rorona to create a potion that will



ensure any adventurer can survive a trip through a dungeon. They already have a dungeon in mind as a test standard as well...

### ~The Expeditionary Assignment – Orthogalaxen~

Based on the dossier given to you, it's apparent that not much is known about Orthogalaxen. The reports indicate that people had previously attempted to infiltrate the ancient ruins, and found a technological wonder guarded by all manners of fierce monsters.

All the previous excursions could confirm was that Orthogalaxen was massive – the previous adventurers mentioned that once inside, they could not properly discern whether they were moving up or down. Passageways seem to wind on forever, up, down, and all around. Clearly, if you're supposed to prepare a potion for this, you're going to need something that goes for the long haul.

The Ministry kindly informs you that you're going to need to bring back proof of your trip into Orthogalaxen if you're to help Rorona. Word is that an Iron Giant patrols the strange halls inside the complex, and the Ministry is very interested in the inner workings of such a machine. Based off of the adventurer's reports, they're certain that the Iron Giants are far more sophisticated than anything Arland is currently capable of. Even if all you can bring back is a circuit board, the Ministry will recognize your efforts – and the merit of alchemy.

But the Iron Giant isn't one to linger at the entrance of Orthogalaxen, and to reach it, you'll have to proceed deep into the complex. It'll quickly become apparent to you that in stark contrast to the rest of Arland, Orthogalaxen definitely is outside of this time. All sorts of digital access terminals and floating machinery is present here – if you weren't tasked to find an Iron Giant, maybe you could have fooled the Ministry with this.

But considering they've sent previous expeditions into here, it's best not to try to pull a fast one on them. Furthermore, the Ministry makes it clear that you're going to have to clear this in one go – if you return to Arland empty handed, they'll consider Rorona's license for alchemy forfeit. They'll be waiting at the entrance to Orthogalaxen to ensure you uphold the terms.

Seriously, what's wrong with these Ministry folks and their tests?

It's up to you whether your companions should come along, but Rorona won't take no for an answer regarding her participation. Thankfully she can hold her own...provided that she's not distracted.

Griffons, demonic bunny blobs, gangsters, land whales, and ghost spirits – all standard monsters that will harass you as you delve into Orthogalaxen in search of the Iron Giant, but you'll know that you're delving into unknown territory when you start coming across undisturbed chests and control panels.

You'll know for sure you've gone farther than anyone else when you come across a red dragon barring your path. Strange...the Ministry never mentioned there was a dragon in the way... The dragon doesn't seem keen to talk, or rather, it doesn't seem capable of negotiation at all – so it looks like you're going to have to beat this obstacle away with force.

Unfortunately, that isn't the only dragon inside Orthogalaxen, and as you defeat the red dragon, another one will lunge out from the shadows and bat its defeated brethren aside. Unlike the red dragon blocking the way, this one seems to be far more intelligent, as it has been lying in wait to watch your combat patterns. It doesn't seem to find you worthy to converse with – unless the fire breath is how dragons communicate with one another.

You'll have to fend off this dragon attack as well – but thankfully after you weaken it somewhat, it will be inclined to simply fly away, especially if it sees that you are gaining the upper hand. What an opportunist!

The floor after this appears to be devoid of monsters – that alone is probably not a good sign. At the very end of this floor – what seems to be a dead end is actually where the Iron Giant resides...as it appears when you enter its “territory”. The Iron Giant is amazingly resilient and packs quite a punch too, so you should be prepared for a long fight. Be wary that it can manipulate magnetism proficiently – so it might not be wise to rely on things that can be affected by magnetic fields!

Just remember to collect the scrap parts that the Ministry wants before you leave! The access terminals in the back (which the Giant was apparently guarding) has a wide variety of files – ones that the other terminals don't seem to be able to access, including dossiers on various monsters in different locations of Arland.

Maybe if you have some spare time, visiting some of the other ruins might make a good adventure, but for now you have a Ministry official to report back to.

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### SHOPKEEPER'S DISPOSITION

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As Arland grows more prosperous with your continued efforts, you'll start to notice more and more shops pop up all over the city. But one specific shop draws your attention – especially if you can see magic, because this shop seems to be teeming with it.

The shopkeeper is strangely enough, a young boy who introduces himself as Cole Dueller.

It seems given the way Rorona and Cole casually converse, the two of them have met previously. Cole mentions that since the last time he visited, he's found a whole new set of wares that will blow his previous stock out of the water.

Speaking with Rorona, it seems that Cole likes to sell things he finds out in the wilderness. You suppose it can't hurt to take a peek at his wares. You'll soon realize that Cole had a bit of help in procuring his wares from a certain ghost that you may have already met – and the pair is rather insistent that they won't trade with you in standard currency.

Rather, you're going to have to exchange the favours (those [silver coins](#)!) you've collected from helping others out up until now.

<i>Item</i>	<i>Description</i>	<i>Cost</i>
<i>Type-0 Invisible Bag</i>	<i>This bag can turn invisible on demand, but that's not what it's only function is. Intended to be the only container an alchemist should need, when you smack the side of the bag, it can double in size up to three times. It will shrink whatever you store inside to fit, so take care not to put living things inside.</i>	<i>50</i>
<i>Undying Wind</i>	<i>A bag filled with wind – who knows where this is from, but it fills a room sized space with a pleasant aroma. You can use this to capture the air of the space around you – though how you might utilize that effectively is up to you to determine.</i>	<i>50</i>
<i>Medicine Thread</i>	<i>This spool of thread has medicinal properties, but it's commonly used for more mundane purposes. With the right proficiency in alchemy, you could potentially make clothing which will heal its wearer slowly over time.</i>	<i>50</i>
<i>Notes on Love Potion #9</i>	<i>A certain lovelorn woman might find these notes interesting...and mass producing this could prove lucrative. These potions do inspire amorous feelings within the individual who ingests them, but it's not guaranteed to direct those feelings towards the intended targets – and more likely to direct them towards the most convenient target.</i>	<i>100</i>
<i>Squirrel Trio</i>	<i>This strange trio of squirrels might not look like much, but they seem confident that they can help you out with their alchemy prowess. Considering they're smart enough to communicate with you via signs and scribbles, maybe you could consider taking them on?</i>	<i>100</i>
	<i>They come as a trio, count as 1 companion, and have 300 CP to work with, but they are restricted to the</i>	

	<i>alchemist backgrounds (perks are shared).</i>	
	<i>A hefty globe that shifts its appearance to match the world that you're in. Astrid might like this – if only so she can toss it at people whenever she's frustrated. Should you give it to her; you'll likely earn a small bit of favour (1 point equivalent.)</i>	100
	<i>It's a puni that's shaped like a bunny! It makes a nice pet for anyone who has the courage to tame it – prepare to get slapped a lot. Astrid might like this to vent her frustrations on. Should you give it to her, you'll likely earn a small bit of favour, but...you can only hope Astrid doesn't subject the bunny to her every whim. (1 point equivalent)</i>	100
	<i>A pot that has a random monster inside, perhaps thankfully, these monsters tend to be small and are evidently drawn from the local environment. Tossing it on the ground will break the pot and release the monster (random one each time). Pot reforms in a day.</i>	100
	<i>A vein of sunlite ore, which when refined into a metal, will bless anything created with it with the power of the sun. The more sunlite used in the forging or refining process, the stronger the item will glow. Good for making a night stick out of a baton...or your sword for that matter.</i>	100
	<i>Can't explain things in a simple manner? This smart encyclopaedia will translate terms that it hears into understandable language – no jargon thankfully. Good for kids.</i>	100
	<i>Three gears that seem to be perpetually moving. Good for machines that can take gears – but the "power" it can generate is miniscule. Still, you might be able to hook up a small life support unit to it or something. Why do they keep moving anyways?</i>	200
	<i>A seed that accelerates plant growth in its immediate vicinity. It may never flower, but its effects don't go away unless the seed is removed from the area. Be very careful that it also accelerates wilting for plants that go through such processes.</i>	200
	<i>Need to know where to dig? This crystal will let you look into the ground without digging, but only up to a certain depth. Good for prospective gold hunters.</i>	200
	<i>These little Chim are made to resemble the Clients that you've helped out. For each client that you helped, their likeness takes up the body of one Chim. Together, they're all considered 1 companion –</i>	200

Peacemaker	but...they're Chim, so don't expect too much from them!	
	If you helped out all 10, you'll even get an extra Chim...that seems to resemble Astrid. Is she behind all of this?	
	It's a cannon that shoots a mushroom. The mushroom explodes in a wide variety of ways, from a single explosion, to a scattered rain of missiles...to even a mini mushroom cloud explosion...	200
Bottle of Thousand Spirits	Naturally, be careful where you use this, as well as who you use it against.	
	As the name on the jar reads, there is a massive amount of friendly spirits in here. What you're going to do with all these souls is anyone's guess, but it contains souls of many mundane creatures like spiders, dogs, and ordinary folk.	
	The bottle only holds up to a hundred spirits at once, contrary to its name. Well, that's false advertisement for you. Astrid might be interested in this.... What is she going to do with it if you give it to her? Well, your relationship with her will certainly improve by a fair bit. (2 point equivalent)	200
Isle Fish	A fish as big as a small island! How is Cole even keeping it around...? It actually lives on land despite its name and is really friendly, except most people tend to get scared of it. Maybe you could find a way to breed it eventually?	
	Astrid seems rather interested in it though. Well, not like you can really blame her, considering how big this fish is. Hopefully she doesn't just want it for dinner though...	200
	Should you give it to her your relationship with Astrid will improve by a fair bit. (2 points equivalent)	
Himmelstern	A collection of the world's poisons, all wrapped up in a crystalline package. Whoever gets hit by this is going to have a bad day. Like a dirty bomb, it shatters into hundreds of fragments, each one potentially poisoning the wounded party critically. Don't give it to Astrid...even if her eyes say that she wants it badly.	200

<i>Purity Vase</i>	<p><i>Should you give it to her your relationship with Astrid will improve by a fair bit, just be careful should she ever get angry at you. (2 points equivalent)</i></p> <p><i>A vase that's used to turn any liquid you put inside into medicine, but the time it takes to do so can be very long depending on what liquid you put inside – generally works best with water....but the more magical the liquid, the more potent the result...so it's a trade-off.</i></p>	200
	<p><i>The Ruby Prism is every Alchemist's Holy Grail. A legendary stone that can transmute rocks into precious metals, it's said that the Ruby Prism is made to reflect its owner – and will carry all of the Trait Perks that its owner is proficient with. The "precious metals" that it creates seem to be restricted to naturally occurring metals and gemstones, but by default it turns normal rocks into gemstones of your birth sign. There's no doubt that being an alchemist, Astrid would probably really love this one.</i></p>	300
<i>Notes on the Nature of the Ruby Prism</i>	<p><i>Should you give it to her your relationship with Astrid will improve substantially. Maybe you could get her to share the knowledge with you eventually if she trusts you enough? (3 points equivalent)</i></p> <p><i>A scholarly text that details the results of an intensive study by the Ministry to determine the different approaches to learning and improving alchemy in the past. Though they weren't very successful in standardizing the alchemy process, these notes do serve a peculiar purpose for you.</i></p>	300
	<p><i>Applying their teaching standards, you can improve a branch of your skills (tailoring for instance, or potion brewing) with repeated use, until you eventually become a master at the field. Repeating the process is tedious and you're likely to be better off focusing on developing one field, but you can share this amongst your companions to help them improve as well.</i></p>	300
<i>Master's Note</i>		

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### CADENA (ASTRID'S FAVOUR BELOW 20)

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Regardless of whether you successfully completed the request from Astrid and whether alchemy's revival was successful in Arland, things still have to come to an end sooner or later. Naturally, you may choose to leave at the end of a decade, or anytime in between then and the end of the second decade.

Should you have been successful with meeting Astrid's demands, the alchemist will keep her end of the bargain and teach you a bit about her know how regarding the Homunculi.

Unlike traditional Chim Synthesis, or even the Homunculus synthesis that you might eventually be able to discover with decades of effort, Astrid teaches you how to mould life from existing elements.

Whereas standard Homunculi can express some simple emotions and seems to be akin to children to some extent, the Homunculi brought to life by Astrid each seem to have their own personalities – a fact brought to your attention when observing their interactions with other animals. It's almost as if she's creating people – rather than constructs.

Astrid's homunculi have a special connection to cats – but yours are free to mould as you wish. All of your creations, like Astrid's homunculi, gain the ability to learn and development alchemy on their own. Maybe the fact that they learn faster than standard Homunculi has something to do with the ingredients that Astrid used... Should you already be able to bring Homunculi to life, such abilities are improved substantially. Unfortunately, that's about as much as Astrid will teach you before she departs on a journey of her own.

What's left after that is for you to decide.

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### UNDERSTANDING GENIUS (ASTRID'S FAVOUR ABOVE 20)

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Should you have helped enough folks and brought about some sense of equality between alchemy and technology, even if it's just a matter of recognition of alchemy's merits, it's very likely that you'll have slowly worked yourself into Astrid's good graces. She has been watching, considering you and Rorona are both a good source of entertainment for her; Rorona with her antics and you with your efforts.

Should you have taken the time to learn more about Astrid, bits and pieces of Astrid's past would have come to light – a tale which in itself explains her attitude somewhat. Upon the conclusion of your task, should you approach Astrid with this detail in mind, she'll hesitantly open up to you.

Astrid's master wasn't a genius like her – but had a sincere, honest disposition – something that did not help her at all when the people turned against her due to her lack of talent. Unfortunately in a world where one is judged for their ability rather than their character, being kind and considerate doesn't amount to much.

It's obvious from the way Astrid tells the tale that she's bitter over how things ended. Her master died in exile from Arland – something which seems rather outlandish considering



the atmosphere of the town, even the country in whole. For Astrid to watch as her master died was evidently enough to shift her mindset regarding the people of Arland substantially, but you and Rorona's efforts have changed her outlook a little.

Astrid wants to go on a journey, a pilgrimage of sorts rather, and given that Rorona is holding the fort here in Arland, she invites you to come along with her. She intends to return to her master's place of birth and start anew there. Should you depart with her, it'll mean going away from Arland for a while – but it'll also mean a chance to get to know Astrid better. **When the time does come for everything to come to a close, she may be willing to join you as a companion for your travels. Astrid is locked as an alchemist, but has 600 CP to spend on skills – she is a genius after all.** If she puts her mind to it there's no reason why she can't learn new tricks. (This does stack should you already have made her a companion through other means.)

That being said, regardless of whether you take her up on her offer, you did hold up your end of the bargain, so Astrid has no qualms of holding up her end and teach you a bit about her know how regarding the Homunculi. Unlike traditional Chim Synthesis, or even the Homunculus synthesis that you might eventually be able to discover with decades of effort, Astrid teaches you how to mould life from existing elements.

Whereas standard Homunculi can express some simple emotions and seems to be akin to children to some extent, the Homunculi brought to life by Astrid each seem to have their own personalities – a fact brought to your attention when observing their interactions with other animals. It's a level of complexity that you would have only expected from a genius like Astrid.

Your homunculi will shape themselves according to the ingredients that you use to make them – should you already possess the ability to create Homunculi, you can choose whether you augment your techniques, or leave them as separate branches from the same tree. Some things may be best left isolated...for various purposes.

Congratulations on returning alchemy to its former glory! Naturally if you completed prior to the passing of two decades, you'll have all the time remaining to use as you see fit.



## {A TIME OF ENDINGS}

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Has the time already come and gone? Well, not quite yet, because things aren't entirely done yet. After all, you still have another choice left to make, and we still have one last preparation to complete before our business with you concludes.

Well, this shouldn't be the first time...so let's get down to it.

Three doors, three fates – what shall it be?

### HOMEWARDS BOUND AFTER A LONG JOURNEY

Time to go home is it? Very well then, we'll make the fitting preparations to return you to your original home. Won't it be nice to see your family after all this time?

### REVISITING ARLAND

Oh? You'll be going back after all? If whatever it was that drew you to Arland was enough to make you stay, we won't be the ones to bar your way. We'll make the necessary preparations for an extended stay here.

### ANOTHER STEP FORWARD

Another leap into the unknown, is it? Well, best of luck on your next journey.

## Notes

Atelier Series, Arland, Simplified Basis Variant

### *BACKGROUNDS*

(Backgrounds follow a standard 4 background 1246 system with the 1 and 4 perks being tiered, all backgrounds have perks tied in with the trait perks.)

**\*New Immigrant** – Meta focused background (reflecting in game mechanisms and themes)

**\*Alchemist** – Alchemy focused background, focused on creation and innovation.

**\*Adventurer** – For the fighter in the group, and also focused on exploration.

**\*Merchant** – Focused on resource acquisition and resource accumulation.

### *PERKS*

Perks marked as [Freeform] are open to wider degrees of modification/customization.

Perks marked as [Tiered] have their own internal tiers.

### NEW IMMIGRANT PERKS

1	Time Management [Tiered]	<p>*Initial: Better time management/immune to attempts to distract you by others.</p> <p>*Tier 1: Improved pattern recognition.</p> <p>*Tier 2: Improved prioritization and time allotment for tasks.</p> <p>*Tier 3: Limited prescience for tasks, increased likelihood of success (General)</p> <p>*Tier 4: Multiple casting/actions at the same time, reduced penalties for all manner of multitasking.</p>
2	Assistance	<p>*Increased effects for all spells/items when used on another.</p> <p>*When effect is active, improved learning/improvement speed.</p>
4	Sheer Luck [Tiered]	<p>*Initial: Increased resistance to general magic and curses/diseases/Increased likelihoods of crafting success and task success.</p> <p>*Tier 1: Significantly reduces the likelihood that unfortunate accidents can occur, affects only you. Can be turned off.</p>

		<p>*Tier 2: Always find some form of loot – increases loot drop where it already exists. Interacts with trait perks, all your loot may carry a trait perk (occurs randomly if you have multiple) / You may choose a free trait perk (limit to 100 CP)/You can decide how the trait perk affects the loot.</p>
6	Deadline Breaker	<p>*Extends the “deadline” for any given event, regardless of severity. More severe events are pushed back less.</p> <p>*More this is used, longer the extension. Takes a while to develop. Does not affect your time within the world.</p>

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### ALCHEMIST PERKS

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1	Synthesis [Tiered]	<p>*Initial: Can synthesis something usable from waste material, basic synthesis abilities to create consumables.</p> <p>*Tier 1: Can change physical appearance of your creations with no shift to function.</p> <p>*Tier 2: Associates an extra trait to created items that is aligned with the item’s original intention.</p> <p>*Tier 3: Increased effectiveness and quality of items the more you craft them. Barring external factors, improvement scales logarithmically.</p> <p>*Tier 4: Adds a trait perk to every item you create, you can decide how the trait perk demonstrates itself. You may choose a free trait perk (limit to 100 CP)</p>
2	On Demand Potionmaking	<p>*Cuts time for synthesise down dramatically.</p> <p>*Can substitute reagents for others, or use a smaller amount of reagents, though this reduces the overall effect.</p>
4	Efficiency [Tiered]	<p>*Initial: Reduces by-products from any crafting process, increases the amount of desired product created.</p> <p>*Tier 1: Increases the effect duration of items, and increases the magnitude of their effects. Increases crafting time.</p> <p>*Tier 2: Items you synthesize come with a doppelganger – but this doppelganger mimics only half of the initial effect (no other enchantments). Instead it is affected randomly by trait perks you possess. You may choose a free trait perk (limit to 100 CP)</p>
6	Chim Synthesis [Freeform]	<p>*Can create a doll like form of life with mundane materials (flesh, blood, natural elements)</p> <p>*Your creations are subservient to you and follow commands with great precision, suited for simple tasks. Attains an animal level of sentience with some hints to</p>

		<p>human sapience.</p> <p>*With enough experience and proper reagents, may be able to create a Homunculus (fully sapient Chim) in time.</p>
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### ADVENTURER PERKS

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1	Exploration [Tiered]	<p>*Initial: Increased ability to survive in all environments. Heightened spatial awareness/directional skills.</p> <p>*Tier 1: Decreases time to travel for all methods. Awareness of traps/ambushes/potential travelling pitfalls.</p> <p>*Tier 2: Improved visual memory/mental mapping/ability to physically mark locations with magic. (Persistent)</p> <p>*Tier 3: Creates dungeons with animals/plants native to the current world. The dungeon itself is affected by trait perks you possess. Can create a single dungeon at will per world. (Size dependent on magic energy dedicated to conjuration)</p> <p>*Tier 4: All monsters can be affected by trait perks in a aesthetic limited manner to your preference. You may choose a free trait perk (limit to 100 CP)</p>
2	Flair	<p>*Can fight freely with anything in hand, weapon or not.</p> <p>*Does not make the item any more durable than before.</p>
4	Battle [Tiered]	<p>*Initial: Improved weapon proficiency for all weapons. Abilities increase in strength in disadvantageous situations.</p> <p>*Tier 1: Can freely divide skills/magic into portions and hybridize them accordingly. Chaining large amounts of skills/magic together weakens the overall effect.</p> <p>*Tier 2: Can freely apply trait perks to magic spells or techniques. You may choose a free trait perk (limit to 100 CP)</p>
6	Battle Chain [Freeform]	<p>*All items can chain together in terms of effects. The last item used will pass down an effect to the next item used. The effect passed down is always related to the item's intended primary effect.</p> <p>*Items with several intended primary effects pass down a single effect regardless.</p> <p>*Can be used to stack buffs, duration is dependent on item quality, using the same item repeatedly decreases overall effect carry over.</p>

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### MERCHANT PERKS

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1	Identifier [Tiered]	<p>*Initial: Can determine value of any item (in local currency). Can identify counterfeit items.</p> <p>*Tier 1: Can identify any potential blessings or curses an item may have. Will introduce blessings/curses to items where they previously were not present.</p> <p>*Tier 2: Can use identification abilities on living things/individuals. Can be used to track identified things.</p> <p>*Tier 3: Adds a trait perk on items identified. Works only once for items, but when used on people, acts like temporary buffs. You may choose a free trait perk (limit to 100 CP)</p> <p>*Tier 4: Can make an item unbreakable and unchanging, but it also makes them impossible to customize/Decreases the item's condition slightly each time this is applied. If used on consumables (such as potions), the overall quality of the item will decrease even if its contents don't.</p>
2	Networking	<p>*Improves your reputation (or develops one for you) whenever you enter into a foreign land.</p> <p>*You'll find that locals are generally more inclined to help you.</p>
4	Gatherer [Tiered]	<p>*Initial: Increases the amount you attain from harvesting natural resources.</p> <p>*Tier 1: Creates new resource nodes in worlds you travel to. Resource nodes regenerate over time.</p> <p>*Tier 2: Can use magic to replenish natural resources, with decreased efficiency.</p>
6	Paid in Pie	<p>*Can bend reality slightly and change the natural currency into a different form, such as pie.</p> <p>*The quality of the item chosen correlates directly to its worth as a form of currency.</p>