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The game features a soft currency (**Gold**, already existing in the game), a hard currency (**Draconic Shards**), two in-game Currency (**Eldergems and Limited/Permanent Summons**) and an energy system (**Draconic Ecoes**).
The game also features a Pity System (**Elder Emblem**). and a Season Pass (**Forgotten Prophecies**).

- **Gold** can be used in character/armor/weapon enhancement, crafting, buying from merchants, etc.
    - Gold coins can be obtained by completing quests, looting, opening treasure chests or by exchanging Draconic Shards.
- **Draconic Shards** are used to buy items in the shop (Gold, eldergems, cosmetics, etc.)
    - Draconic Shards can be bought with real currency in the shop, with ideally the following ratios:
        - 75 DS x €0.99, 375 DS x €4.99, 1180 DS x €14.99, 2480 DS x €29.99, 4080 DS x €49.99, 8180 DS x €99.99.
- **Eldergem**s can be used for speed-up crafting, obtaining Draconic Ecoes or being exchanged for Limited/Permanent Summons.
    - Eldergems can be obtained by converting Draconic Shards in a 1:1 ratio, Completing daily missions (and specific story missions) or during the various in-game events.
- **Summons** can be used to "pull" **Special Armor/Weapons** or **Companions** non obtainable in other ways, using gacha rules. The Limited summons can be used only in limited-time banners (that feature both special items only for a limited time and all the items in the permanent banner) while permanent summons can be used only in the permanent banner (that feature fixed items and are occasionally updated with new ones).
    - Permanent Summons can be obtained upon reaching certain requisites in the game (Player/Companions Level Up, Completing certain missions, etc.) or by using Eldergems.
    - Limited summons can be obtained only by using Eldergems.
    - A summon cost 200 Eldergems.
- **Draconic Echoes** are the energy mechanic. Can be used for entering in certain dungeons in order to farm materials to enhance the Player character, weapons, armors and companions. It's regenerated over-time up to a certain cap.
    - One Dragonic Eco is generated each 6 minutes. Upon reaching 200 Draconic Echoes, the generation timer is paused but they can still be obtained by using eldergems or other specific items.
- **Elder Emblems** are used for the Pity System. Those Emblems can be exchanged for summons (5 Emblems Each), crafting/leveling material (2 Emblem Each), weapons, armors, and companions in the current Limited Banner(150 Emblem Each).
    - Each 10 summons the player receives an Elder Emblem and upon receiving a duplicate it's awarded with 3 Elder Emblem for a Rare Item and 10 Elder Emblem of a Legendary Item
- **Forgotten Prophecies** is the battle pass system of this game. It features 30 levels and each level has 1000 prophecy points. The quantity of prophecy points that the player can gain per week are capped to 10k. The player can gain prophecy points by completing daily, weekly and forgotten tasks. Besides the daily and weekly tasks, the Forgotten Tasks lasts for the full

duration of the battle pass, and are never renowned for its duration. Also those tasks ignore the weekly cap and can be claimed anytime, collecting the respective prophecy points.

- The battle pass include a Free plan, a €10 plan and a €20 plan:
    - The free plan includes rewards like Gold, Permanent Summons, experience and leveling resources, etc.
    - The €10 plan include a pool of Epic items (Weapons, Armors and Companions) and the player can choose between one of those, plus even more rewards already included in the free plan (ideally in a 1:10 ratio)
    - The €20 plan includes limited-time cosmetic items, like skins, profile backgrounds, profile icons, etc.

The main monetization point of this redesign is the introduction of a gacha mechanic for gaining special items only available for a limited time, joining the Banner system of Genshin and the Prime Access system of Warframe. The drop chances per summon are 60 for Common Items, 30% for Rare Items, 9% for Epic Items and 1% for Legendary Items. The chance of receiving a specific item of a certain rarity is shared between all the items of that rarity included in that banner. The items in rate up have an increased chance to be dropped

- If in the banner there are 10 Epic items and 3 of them are in rate up, each non featured item has a 0.643% chance to drop while each featured character has a 1.5% chance to drop.
- If in the banner there are 2 legendary items and both are in rate up, each of them will have 0.50% chance to drop.

The game also allows the players to farm for armors, weapons and companions, but limiting the "runs" with uses of Draconic Echoes, the energy mechanic. Limited items cannot be farmed.
Each Run in a Dungeon consumes 20 Draconic Echoes upon collecting the final rewards.