



Welcome, Jumper, to the floating islands of DragonVale! Situated high in the skies, above the healing Surface, these islands will be your new home for the next ten years.

The world of DragonVale is a relatively peaceful one - at least, up here in the clouds it is.

Down below, on the Surface, wild and dangerous magic saturates the land, creating an environment far too dangerous to live in. Someday, the land will heal, and the people will be able to return. But for now, the best thing you can do to help us is to build up a sanctuary for dragons, one of the many parks up here, and preserve and breed species back again! You will be rewarded for your efforts, I assure you...

Why don't you take this **1000cp** and see what you can do with it? I'm sure you'll be putting us grand wizards to shame in no time!

Oh, but before you go, take these!

Freebies



+1 Island

Everyone needs an Island to start on! This floating island will follow you through Jumps, either appearing somewhere in the skies of your subsequent Jumps or becoming an addition to your Warehouse. It is a roughly circular piece of land, with a diameter similar to a standard Warehouse. It is held up by runic magics, and has no weight limit.

+1 Breeding Cave

If you're going to be breeding some dragons back from the brink of extinction, you'll be needing somewhere to give them a little privacy. The Breeding Cave is a building on your island, and will remain on your island post-Jump.



+1 Nursery

The Nursery is the perfect place to hatch the eggs of your Dragons. Finely-tuned conditions planned to perfection by great wizards will see your eggs hatch as quickly and as healthily as possible. The Nursery can hold one egg in its base form, and will remain as a building on your island post-Jump.

+1 Market Terminal

The Market Terminal is a combination of a small-scale teleporter and a shopping website, all powered by a complex network of runes. The Market Terminal can be used to purchase habitats, decorations, elemental eggs, buildings, and islands, among other things, In-Jump.



+10 Primary Habitat Runestone Sets

A set of the runestones required to transmute an area from standard land to a habitat corresponding to each of the 10 Primary Elements of the world of DragonVale. When set the correct distance apart, at four corners of a square plot of land, they become a regular sized habitat for their corresponding Primary Element.

+2 Baby Primary Elemental Dragons

A pair of dragons appear to have arrived alongside you! They can be any two from the 10 Primary Elemental dragons, so long as they are not direct opposites (Plant and Metal, Fire and Cold, Earth and Air, Lightning and Water, Light and Dark).

Background

Please pick one of the following. Your background is your own personal history in this world, and will confer a 50% reduction in CP price to any corresponding Perks, unless stated otherwise. Humans don't age normally here, thanks to the odd influences of Time Magic, so don't be surprised if your lifespan appears longer than you might have expected.

Drop-In - Free!

Ah, a newcomer to the Floating Isles, eh? Well, welcome aboard! Nobody will really question where you came from - the people here are a quirky bunch at the best of times, and it's not unusual for someone to appear out of nowhere. So, how do you feel about building a dragon sanctuary, newcomer?

Age: 17+1d8 or 50cp to choose.



Wizard - 50cp

A fellow scholar, I see! Well met, friend! Us wizards might be an odd bunch, but what we lose in our quirks and eccentricities, we more than make up for with our magical powers! Without wizards, we'd all still be lost and trapped amongst the chaotic magics down on the surface, after all!

Age: 20+2d100 or 50cp to choose.



Explorer - 100cp

More the adventuring type, I hear? Well, whatever takes your fancy. The Surface is a strange place, and wild dragons are plentiful - and they tend to be much less friendly than our variety up here! Who knows what remains of the old world, or what you might discover, though. I hope you came prepared!

Age: 20+1d10 or 50cp to choose.

Must take 'A Harsh Start' Drawback, for only +50cp.



Drop-In Perks

An Eye in the Sky - 100cp (Free with the Drop-In Background)

When designing your park, sometimes it helps to get a bird's-eye view. From now on, when designing, building, or otherwise decorating a structure or area, you can focus for a few seconds to move your viewpoint into the air above your workspace, and perfectly visualise how things will look when they're done. This applies indoors as well, and does not slow or pause time.

Treat Farmer - 200cp

To say you have a green thumb is an understatement. Crops grow for you on a scale of hours, days at the most, rather than months. The growth of a tree you planted would be visible, minute on minute. Even if dragons didn't have such magical metabolisms, I'm sure you wouldn't find it too hard to keep up with their appetites.



Dragon Whisperer - 400cp

When you speak, the dragons listen. They can understand what you're saying, and will respond in kind - and you will understand them too. Their intelligence varies with age, and a little with species, but generally a fully grown dragon will be able to hold a lengthy conversation with you. Just don't be surprised if you're not interested in quite the same things they are, and don't expect a simple request to not eat you to be honoured outside of this Jump. On the plus side, the definition of dragon does seem to be surprisingly broad these days. Who would've thought a Yeti would count, or a Ghost? Is that a Walrus?

Blessing of Ts'aishen - 600cp

The Legendary Vault Dragon, Ts'aishen, smiles upon you, Jumper. Once per day, you may instantly summon all currency you own to your pockets/bag/inventory, plus 0.1% interest.

This ability also affects all currency that is yours but you have not yet received, such as donations to habitats you have constructed, resources generated naturally which are used directly as currency, and anything people might owe you. You do not need to pay tax on income generated via this 0.1% interest.



Wizard Perks

Portal Runecraft - 100cp (Free with the Wizard Background)

You've cracked the secret of teleportation! Well... sort of. Technically, you've figured out how to make a set of runes which renders any person or item that enters the central area invisible and intangible, then very quickly levitates them to a partnered set of runes. Your portal networks can handle up to 20 connections before overloading, but you must place your portals beforehand, and they must not be disturbed. Portal runestones, due to a quirk of their creation, cannot travel via a portal network.

Basic Habitat Runecraft - 200cp (300cp)

You understand the runes necessary to transmute areas of land into Regular or Large Habitats correlating to the 10 Primary Elements of DragonVale, and can make them with a few rocks and a little bit of time and focus. For an extra 100cp, undiscounted, you have also obtained the power required to create Giant Habitats.

Esoteric Habitat Runecraft - 400cp

You understand the runes necessary to transmute areas of land into Regular or Large Habitats correlating to the 16 Epic Elements of DragonVale, and can make them with a few rocks and quite a bit of time and focus. You may also make the necessary runes for the Omnitat, and any other unique habitats, however this takes a lot of time and focus.

Blessing of Kairos - 600cp

The Legendary Time Dragon, Kairos, has decided he finds you rather interesting, Jumper. Every day, you may either skip the entirety of the duration of a single process, or half the duration of up to three processes, instead causing them to go by in mere moments. This ability affects the growth of plants, the hatching of eggs, the construction of buildings, and just about anything else that would normally take a certain amount of time. This ability does not substitute in materials, and all materials required must already be present.



Explorer Perks

Sheer Grit - 100cp (Free with the Explorer Background)

Sometimes, things get tough out in the wild. Maybe the weather is miserable, or the soles of your feet are covered in blisters, or you just miss home. This perk helps all of that to just fade away. For the duration of your time, so long as it is spent journeying and in a place you are not in regularly, you have a much greater sense of patience, and can effectively ignore the pain and negative emotions associated with long times spent on the road.

Look, Shiny! - 200cp

Jumper, when you're on the search, there's sure to be treasure found at some point. Be it an Easter Egg Hunt or the Search for El Dorado, you seem to have a knack for thinking of places others wouldn't even consider, and picking up on the smallest of hints that something is hidden. Expect to be picking up a few more pennies from the ground, at the very least.



Any Port in a Storm - 400cp

Something about you just sets people at ease. Maybe it's your rugged charms, your weary travel-worn eyes, your thirst for adventure... or this perk! Suddenly, people are a lot more likely to offer you shelter when you need it, and are far more accommodating of any needs or desires you might have. Who knows what they'll give you, in exchange for a story or two from your travels? If there's someone living nearby, from a small cottage to a floating island overhead, don't expect to sleep outside - unless you want the peace and quiet!

Blessings of Bahamut and Tiamat - 600cp

Bahamut and Tiamat, the Great Wyrms of Order and the Queen of Chaos, have both deemed you worthy to carry their blessings. From Bahamut, you receive a measure of protection from the elements of Light, Air, Earth, Water, and Metal. From Tiamat, you receive a measure of protection from the elements of Dark, Cold, Fire, Plant, and Lightning. Combined, these two Mythic Dragons provide you with limited protection from every Primary Element in the world of DragonVale, and thus you will be relatively safe on your travels. Outside of this Jump, this protection will continue. Protection from Metal won't stop a bullet from hitting you, but it will stop it from hitting anything vital. And beware, this does nothing to protect you from any nonphysical threats you may come across!



Gear

Anything purchased here will follow you through beyond this Jump - structures, islands, and their upgrades included! See the 'Freebies' menu for an idea of what that might look like.

Gaia's Barrel of Dragon Treats - 50cp (100cp)

This Barrel of Dragon Treats is stuffed to the brim with every kind of Dragon Treat imaginable - from Dragon Snaps to Cubetubers! This barrel contains exactly enough to see a baby dragon grow to its adult form in a single feeding! This barrel refills once every two days. For 50cp extra, this barrel also includes time-limited Dragon Treats, such as Ro's Dragon Fruit Cakes, and contains enough food to see a Primary Element dragon grow from baby to Elder in a single feeding session. This is Gaia's gift to you, Jumper.



Ts'aishen's Chest of Dragon Cash - 50cp (100cp)

50,000 Dragon Cash, arriving in a handy little treasure chest - this roughly converts to \$500, £375, €425, ₺75, 385 Republic Credits, 250 Federation Credits, or an equivalent amount in whatever currency is native to wherever you bring it to, at the start of a Jump. For an extra 50cp, this chest refills once every two weeks, however it only refills to whatever you have spent, traded, or given away from its supplies, not just what you've taken out of it. Ts'aishen doesn't take kindly to Jumpers trying to cheat his gifts...

Kairos' Pouch of Gems - 50cp (100cp)

Ten red gems, nestled in a small leather pouch. Crush one over an object, and the next process involving that object is shortened by an hour. Cook quicker, mend faster, skip part of a journey, or just fast forward an awful, awful movie. This pouch regains a gem every day, up to a maximum of ten gems. For a further 50cp, you can consume one of these gems to double your mind's speed, reflex time, and all biological necessities to move at twice your normal speed. This effect lasts for ten minutes. Kairos smiles upon you.



Bahamut's Staff of Order - 50cp (100cp)

Bahamut, the Great Wyrms of Order, has a voice well-respected throughout the lands of DragonVale, and this gifted staff will help you channel that. While holding the staff, you will find people will never dismiss your ideas out of hand, and will always at least consider what you have to say. This staff also makes wild creatures, dragons or otherwise, far less likely to see you as a threat - unless you strike first, or get a little too close for comfort, they won't attack you. For 50cp more, the staff is also capable of firing blasts of Elemental Power - Light, Air, Earth, Water, and Metal - five times per day, to devastating effect.



Tiamat's Orb of Chaos - 50cp (100cp)

Tiamat, the Queen of Chaos, was partially responsible for creating the Scar of the World, and causing the state the Surface is in now - and this orb channels those destructive powers. When held out in your hands and focused upon, you can activate its effects and cause fields of Elemental Power - Dark, Cold, Fire, Plant, and Lightning - to appear at random around you, lashing out at everyone close by. Excellent for when you're surrounded and need to sew a little chaos. For another 50cp, you can activate and then let go of the Orb, throwing it like a grenade or leaving it hidden in an area. It will return to you after one week.



Another Island - 100cp

Well, several more, to be precise! Now, rather than just your first island, all of your islands purchased and summoned during your time here will come along with you. You can purchase up to 15 further standard islands.

Enchanted Breeding Cave - 100cp

An upgrade for your Breeding Cave, this makes it much more likely for Rare and Epic dragons to hatch after a pair of your dragons breed in the cave. It also reduces the time breeding takes by 20%.



Breeding Island - 100cp (200cp)

An extra island to add to your floating archipelago, the Breeding Island is a second area for your dragons to breed, attached to your first island via a set of metal chains. For an increased price of 200cp, you can upgrade your Breeding Island to the Breeding Sanctuary, which will see an increase in Rare and Epic dragon eggs being produced, and a reduction of 20% of the time required for the magic to happen, so to speak.



Fountain of Youth - 300cp (100cp for Wizard Background)

Ah, to soak in those enchanted waters once more... the Fountain of Youth changes the appearance of any who enter it - towards the more youthful side, or towards the more wisened. The longer one spends submerged in its waters, the more apparent the effects. I imagine someone who bottled its waters and sold it might become very rich, indeed...



More Islands!!! - 300cp (100cp for Drop-In Background)

Need even more space, Jumper? Well this is the purchase for you! Alongside any islands you've already purchased, you will gain access to the Lost Islands of Burcadia and Olympus, the Gargantuan Island, and the Overgrown Island. The Lost Islands are half the size of a standard island, but the other two are three times the size - plenty of room to stretch your legs.

Reinforced Airship - 300cp (100cp for Explorer Background)

Sail the cloudy seas in style with this reinforced airship! Held aloft by a touch of magic, this airship has been reinforced with sturdy metal plating to ensure it will be safe from even the most dangerous of magical effects. You'll be able to fly it through the Rift, or even down to the Surface, quite safely. Comes in several different designs, so take your pick!



Scenarios

Bring 'em Back!

This scenario emulates the Bring 'em Back event, or BEB, held within DragonVale every year. Usually, for one month only, all dragons from past seasonal and special events can be bred in this time. With this scenario, Bring 'em Back lasts full time, and all dragons can be bred at any time.

Season Freeze

This scenario completely removes all seasonal and special events, reducing the total number of dragons available to be bred. You'll no longer need to worry about missing a specific timeframe to breed a certain dragon. This scenario locks out the Seasonal, Snowflake, Monolith, Ornamental, Aura, Chrysalis, Hidden, and Surface epic dragons from being obtained, as well as other time-limited dragons.

DragonVale World

Rather than arriving in the floating islands above DragonVale, you've arrived a thousand years later, on the now-healed Surface. The dragons down here tend to look a little different, and they're quite a bit more dangerous, being wild. Any islands you previously purchased or obtained will be replaced with plots of land of an equivalent size.

The Rift

Rather than simply appear, existing in this world, your arrival has opened a portal on your first island to a strange alternate dimension called The Rift. The Rift is a strange new place, where there is no land at all, and instead much smaller floating islands make up individual habitats. The dragons of the Rift have been affected by strange magics, causing peculiar elemental charging to occur, and a handful of new species to develop. Habitats here generate Etherium, which can be expended to breed new Rift dragons, clear the strange swirling mists surrounding the portal's entrance, or build more Rift island habitats.



Drawbacks

You can take a maximum of 600cp worth of Drawbacks. 'Gotta Breed 'em All!' does not contribute to this limit.

A Harsh Start - +100cp

See all those Freebies you gained at the start? Well... I guess you won't be needing those, huh. You instead appear on the floating archipelago of The Great Nogard, a powerful wizard and the leader of House Blazing Gale. Nogard doesn't take too kindly to non-paying guests, so I hope you have some way out of here!

Barren Lands - +100cp

Either this floating island's soil quality is awful, or you're just a terrible farmer. All of your Dragon Treat crops seem to come back with only half the expected yield at best, and can never quite figure out a solution. I hope you weren't expecting to get started on growing your dragons straight away. Cannot be taken alongside the Treat Farmer perk.

A Slow Day - +100cp

Maybe your floating archipelago just happens to be on the edge of the territory, or perhaps your advertising just isn't as good as other sanctuaries. You never seem to drum up the crowds other parks get, and it shows in your profit margins - you make maybe half as much as you would expect to make in a normal day, and Dragon Cash is a lot tighter than normal.

A Challenger Approaches - +200cp

On the same day as your arrival, a neighbouring sanctuary also started up, close enough that you can see it through the clouds, occasionally. This park always seems to be doing better than yours, and you can't help but feel a little bitter and jealous. If guests spot this neighbouring park, they'll leave yours to visit it instead, greatly reducing how much your habitats make in a day. I hope you know how to keep their attention on your own sanctuary, Jumper.

Nogard's Tips - +200cp

Every morning, The Great Nogard comes to visit your islands, and gives you a few tips. He won't leave until you've heard everything he has to say, and he apparently has nothing better to do to motivate him to leave before that. Expect to have the most basic of basics explained to you, day in and day out. On the bright side, though, every now and then, he might just say something useful. Is that really worth your poor ears, though?

Elemental Rivalry - +300cp

It's not just that Primary Element dragons of opposing elements can't breed - they seem to genuinely hate each other! Keeping them on the same island is a recipe for chaos, and will almost guarantee a fight breaking out. If, by some miracle, you manage to breed a dragon sharing two opposite elements, it will be rejected by the Primary Element dragons of both sides, albeit not nearly as violently.

Reclaim the Surface - +500cp

Now this is more of a challenge! You've worked out, like many before you, that there's a reason the wizards are convincing so many to start up sanctuaries - the dragons are the key to nullifying the chaotic magics ravaging the Surface, and allowing everyone to descend once more. Elemental fields can be cleared with a dragon of a corresponding element - which is simple if they only require a Primary Element. But when several elemental fields overlap, things suddenly get a lot more difficult. It is now your job to provide as many different dragons as you can for the reclamation effort. You will not be paid for this, and these dragons will most likely not return to your island afterwards. If you do not provide at least ten dragons per month to the reclamation effort, your park will be shut down - a Chain Failure.

Powerful Foes - +500cp

Your sanctuary isn't just a place to breed dragons back from extinction - not anymore. It's your army's base of operations now. At the end of your ten year stay here, your floating archipelago will be assaulted by the Legendary Dragons - Kairos, Gaia, and Ts'aishen - as well as the Mythic Dragons, Bahamut and Tiamat. None of your out-of-jump gear or perks will be able to affect them. You must breed and train a strong enough army of dragons to defeat these powerful creatures, or you will surely perish - a Chain Failure.

Gotta Breed 'em All! - +200/300/400/600/800cp

...is that not the right franchise? By taking this scenario, you affirm your commitment to obtaining at least one of every single dragon, and providing them with a safe place to live within your park. If you have taken the Season Freeze scenario, this scenario confers only 200cp. If you have taken The Rift scenario, this scenario confers 400cp. If you have taken the Bring 'em Back! scenario, this scenario confers 600cp. If you have taken both The Rift and Bring 'em Back! scenarios, this scenario confers 800cp. If you have taken no other scenarios, this scenario confers 300cp.



Companions

Imported Help - 100cp

Bring up to four companions into this Jump along with you. They receive a background, and 400cp to spend on gear and perks. They cannot purchase the three Blessings perks, and may only purchase the first tier of each of the Gifts gear.

Many Hands Build A House... - 100cp

...But many wizards build a castle! Usually, at least - it's just kind of a thing they tend to do. I digress. A Wizard joins you, to help keep things in line. They have the perks for all three available forms of runecraft, as well as five individual red gems. This wizard can be one of the many canonical wizards, or an entirely original one.

Not all those who Wander... - 100cp

...Do so for some profound reason. Some are just in it because they like the journey. An Explorer joins you, hoping they'll find peace from their constant wanderlust by working on this project. They have the Sheer Grit perk, as well as their own Reinforced Airship. They also possess a single Epic dragon egg, which will hatch into a random Epic dragon.

Draconic Export - 200cp

One of your dragons has taken quite the shining to you, Jumper. Why don't you take them along on a few of your adventures. Whereas the rest of the dragons you wish to take along become pets - hanging out in your warehouse or on your islands, but not able to enter into future Jumps - this one can join you in future adventures! If this dragon is a Primary Element, Common Hybrid, or Rare Hybrid, it receives perks entitled 'Element of [Element Here]', for each of its elemental affinities. These perks provide your new dragon companion with control over each of the elements saturating its being. If your Dragon is an Epic Dragon, they receive a perk entitled 'The Power of [Element Here]', which will grant them control over their Epic Element. Feel free to mix and match these perks as you see fit, Jumper, in order to accurately represent your new companion's skillset.



Ending Options

Congratulations, your ten years here are over! How was it? Well, you have a few options for what you do next...

Stay Here

You're always welcome to stick around, Jumper! There's always some new dragon to breed for, or some new adventure to go on, after all.

Go Home

Has the quaint, rural life in the skies left you with a touch of homesickness? You're free to head home whenever you want, Jumper. Try not to terrify anyone with your new floating islands and dragon friends, eh?

Move On

Well, it's been a lovely time here, but I think we both know you're ready for your next adventure. Fare thee well, Jumper - onwards and upwards.

Notes & Changelog

Hi! This is the first JumpDoc I've ever written, so I apologise if the balance is poor. If you have any suggestions or comments, you can reach me at [u/Pomumon](#) on Reddit.

V1.0:
JumpDoc written.

V1.1:
Some wording changes, and spelling/punctuation/grammar fixes.
