

Exalted: The Dragon Kings

Long before humans walked Creation, the saurian Dragon Kings were the favored people of the Unconquered Sun. Despite their savage nature, they ruled a civilization matched by few others in their time. It was they who were the masters of humanity before the Exalted were created to rebel against the rightful rulers of Creation. Such was the might of the Dragon Kings, that one of the first acts by the Primordials during the rebellion was to smite their civilization, permanently destroying their souls by the tens of millions and forever diminishing them. Perhaps this was for the best, as that diminishing combined with their loyalty and valor during the Primordial War was likely an important factor in the Dragon Kings being allowed to maintain their autonomy during the First Age, even as the Jadeborn were cruelly stabbed in the back and broken by their Exalted allies.

That was long ago, however. In the Age of Sorrows, the civilized Dragon Kings are all but extinct, with their feral stalker descendants left to prowl the ruins of their once-great cities. You are one of the lucky ones. Whether as an ancient survivor from an earlier age, or as a stalker who has somehow managed to claw back their ability to reason from countless lifetimes ago, you may be the greatest hope of your people to once more rise above their current state. Regardless of whether you attempt to do so or pursue some other goal, you will spend the next ten years as a Dragon King.

Regardless of your breed, you start with **1000cp**.

Origin

Either origin may optionally drop you into the setting free of any past history or earlier memories that may influence your personality.

Modern Dragon King: The Dragon Kings of the modern day are a pale shadow of what they once were. You've just recently managed to regain your higher reasoning. While you may still be bothered by your feral instincts on occasion, it's more of an annoyance than anything you struggle with. You start with an Essence rating of 2. **[Free]**

Ancient Dragon King: You were one of the lucky First Age Dragon Kings to make it to a stasis pod, saving you from the Great Contagion. Not only do you have an Essence rating of 3, but you also possess a level of education that would put most humans in the Age of Sorrows to shame. Unsurprisingly, you've progressed further along the Paths of Prehuman Mastery than most modern Dragon Kings. Optionally, you may choose to be a modern Dragon King lucky enough to be born and educated in Yu-Shan. **[100cp]**

Breeds

Dragon Kings are broken up into four different breeds, one for each of the four directions of Creation and the elements associated with said directions. There are no Dragon King breeds associated with earth, as in the time of the Primordials, the Blessed Isle was ruled directly by the gods.

Anklok: The largest, sturdiest, and most aggressive of the Dragon King breeds, Anklok take on the appearance of humanoid ankylosaurs. They were made to dwell in the hot and arid environments of the South. Despite being the most zealous of the breeds, Anklok rarely build temples to the Unconquered Sun. Instead, most prefer to honor their patron god through hunting and sacrifice, offering the hearts of their prey right on the spot. Most Anklok oftentimes come off as callous and uncaring, but they show the same level of devotion to those they care about as they do to the Unconquered Sun. Their breed Paths are the Blazing Fire Path and the Flickering Fire Path. **[Free]**

Mosok: Aquatic predators who call the Western Ocean home, most Mosok spend their lives in the water and can hold their breath for dozens of minutes at a time. Their moods shift and change like the water they dwell in, and their true intentions are often as unfathomable as the darkest depths of the ocean. In appearance, Mosok are actually built more like scaly humanoid whales rather than most marine reptiles due to their somewhat brachycephalic faces. Thanks to possessing bodies specialized in aquatic environments, Mosok are fast and powerful swimmers, but rather clumsy and slow on land, completely lacking the ability to sprint. Despite their often unpredictable and self-serving natures, Mosok are actually very sociable creatures who prefer to dwell in large communities and are lovers of festivals. Much like the Anklok, if you earn their close friendship, most Mosok are loyal to the bitter end. Their breed Paths are the Path of Flowing Water and the Path of Shimmering Water. **[Free]**

Pterok: Out of all the breeds, the Pterok were hit hardest by the Primordial War. Once possessing numbers equal to that of the other breeds, thanks to how many had their souls destroyed, the Pterok are now the rarest of the Dragon Kings. This is true even in the mountains of the North they prefer to call home. While not as naturally skilled as the Raptok, Pterok love beautiful things, so their crafts tend to possess an elegant beauty. Despite this, Pterok rarely bother decorating their homes, giving their dwellings a spartan appearance. What they truly value though, is knowledge. Scholarly by nature, Pterok in the Age of Sorrows often dedicate themselves to uncovering and preserving lost lore. Don't be fooled by their love of intellectual pursuits though. Pterok are still agile and deadly aerial predators. The Pterok breed Paths are the Celestial Air Path and the Clear Air Path. **[Free]**

Raptok: Often considered the most civilized of the Dragon Kings, Raptok are social creatures that enjoy the fruits of civilization as much as humans do. It was they who built Rathess, the capital of Dragon King civilization who's ruins can be located in an Eastern jungle. Unlike other breeds, the Raptok are omnivorous and appreciate the culinary arts as much as they do the arts in general. Known as great craftsmen, the artifacts produced by the Raptok were valued even by the Exalted for both their function and beauty. Raptok are of a similar stature to humans and possess slender yet athletic builds. They have many birdlike features, such as beaks (albeit full of sharp teeth) and a colorful crest of feathers that run down their backs and tails. Unlike other breeds, Raptok do not require tools designed for Dragon Kings, as they can easily use those made for human hands. Raptok favor the Growing Wood Path and the Shaping Wood Path. **[Free]**

Location

While little more than ruins remain of the Dragon King city-states, not all is lost. Stalkers still prowl the streets and ancient survivors slumber in stasis pods hidden within. Even beyond that, a few modern settlements have managed to rise from the ashes, and a small population of Dragon Kings descended from those lucky enough to live in Yu-Shan during the Great Contagion continue to persist. You may either roll or pay 50cp to choose your starting location.

1. Rathess: Found in the jungles of the East, Rathess was the greatest Dragon King city during the First Age. Even it wasn't spared the horrors of the Great Contagion though. Despite being ravaged by age and the occasional looting by treasure hunters, many artifacts and other remnants of Dragon King civilization still exist here. Within Rathess remain the ruins of both the oldest temple dedicated to the Unconquered Sun and the Great Observatory. The closest thing Rathess currently has to a government besides from a few Fair Folk Nobles and an 100 member tribe of Raptok located in one of the intact dwelling towers is the cult dedicated to the ghoul-god Han-Tha, lead by the Essence 6 Solar, Filial Wisdom.

2. Shakanzar: The second greatest Dragon King city during the First Age, the ruins of Shakanzar rest in the South. Made of the sort of rough-hewn stone favored by Ankloks for its texture, the city was almost totally dissolved into the Wyld during the Balorian Crusade. The northern half of the city was spared this fate due to a clever Dragon King technician connecting a small reality engine to the energy dome used to shield the city from the weather. While the southern half of the city has stabilized over time and revealed the multicolored glass remains of the Dragon Kings who once lived there, a Wyld zone spanning nearly ten square miles still exists within the city. Even in their debased state, the feral Dragon Kings that squat in the ruins have instinctively kept the Wyld-born creatures that occasionally emerge from it contained.

The dome that protected Shakanzar persists to this day, preventing anyone from entering or leaving. This means that while what remains of the city has gone completely unlooted, anyone inside is unable to leave. Doing so will require you to either disable the central manse powering the reality engine, or something on par with Celestial Circle Countermagic.

3. Vesathar Valley: Civilized Dragon King societies are few and far between, with the settlement found in Vesathar Valley being one of the few exceptions. Found several hundred miles north of the Haslanti city of Crystal, the thousand or so Dragon Kings made up of a mixed population of Pterok and Raptok rule benevolently over the five thousand humans who dwell among them. Despite the harsh environments and the Wyld-tainted barbarian tribes beyond the valley, the artifacts produced by the Dragon Kings have allowed the settlement to thrive. An expedition is currently in the works to investigate the origin of a skyship that was recently spotted.

4. Mount Eledath: This four mile tall extinct volcano is home to a wide variety of exotic flora and fauna found nowhere else in Creation, along with dozens of Raptok and Anklok that miraculously regained their intelligence a few years ago. Putting their previous territorial squabbles aside, the Dragon Kings have begun to civilize their more savage brethren. They've recently begun focusing on the cultivation of vegetative artifacts thanks to a fortuitous encounter with the Jadeborn city of Dijak providing them with a valuable trading partner.

5. Scale Crest Island: This jungle island a thousand miles south of the Wavecrest Archipelago is home to two separate populations of humans. The ones who dwell along the coast are ruled over by around 300 Mosok, while the more inland people are ruled by half as many Anklok. Both populations tend to avoid each other, although they do occasionally raid or trade instead. At the center of the island is a palisade of living trees constructed around a dormant volcanic crater by the

Anklok to contain both the saurian megafauna and the thirty foot tall First Age automaton that dwell there.

6. Wilderness: Many feral and semi-feral populations of Dragon Kings exist throughout Creation, such as the Pterok of the Black Crag Mountains west of Gethamane, or the Anklok of the Glitter-Flame Desert. Do be warned though, in many such places other intelligent Dragon Kings may view you less as an ally and more as a potential threat to their rule over their more savage bretheren. Modern Dragon Kings can choose this option for free.

7. Yu-Shan: Several hundred Dragon Kings call the city of the gods home, where they are viewed with a mixture of pity and lingering respect for what they once were. While most work low level jobs as groundskeepers, clerks, and couriers, a few have found employment within the Bureaus of Heaven and Seasons. Ancient Dragon Kings may choose to start in Yu-Shan for free.

8. Free Choice: You may choose to start in one of the above options, or anywhere else in Creation.

Perks

Perks that match your breed cost 50% less, except 100cp Perks, which are free. Non-breed 100cp Perks that get a discount have their cost lowered to 50cp.

Generic Perks

Path Mastery: Unlike most Essence-wielding creatures, the elemental powers of the Dragon Kings are not arranged in Charms, but in Steps contained in what are now known as the Paths of Prehuman Mastery. Much like Charms though, using them requires the expenditure of Essence and most only stay active for about an hour before needing to be used again, with some only taking effect for an instant or lasting as long as the Essence is committed. Each Path is associated with a Virtue, and each of the six Steps learned represents not just an increase in power, but also an increase in spiritual growth. due to this, there are no high Essence Dragon Kings who lack a deep understanding of the Paths, and learning the sixth Step of a Path requires the spiritual enlightenment that comes with an Essence score of 6. While nothing stops you from progressing along a Path in the normal way, each purchase here grants you progression up to the third Step of a Path. Dragon Kings find it easier to learn the Paths associated with their breed, and one Path outside of it known as a favored Path. All Dragon Kings start knowing the first Step of their Breed and favored Paths regardless of purchases here.

Those that learn [*the Celestial Air Path*](#) develop the ability to perceive and interact with spirits through understanding the spirit chakra and learning the truths of breathing and Essence. This progresses from being able to see, hear, and smell spirits as if they had materialized, to the second Step allowing the user to physically interact with them. The third Step opens spiritual doors, thus granting access to the sanctum of spirits. The fourth Step can summon elementals without sorcery, although it takes hours to summon stronger elementals or those associated with non-breed elements. An advantage this Step has over sorcery is it takes mere seconds to call forth associated elementals of lower Essence. The penultimate Step allows a Dragon King to dematerialize much like an elemental can. They can even allow a number of willing creatures equal to their Essence to dematerialize with them.

As for the sixth Step, it grants the ability to bar the opening of spiritual doors, who or what may materialize or dematerialize, and can even set objective passwords and conditions to allow some

things the ability to change their state while preventing others from doing so. It can do so out to a radius equal to 10 times the Dragon King's Path rating, or the radius of a demesne or manse the Dragon King is attuned to if they are within it. In addition, through a ten minute long ritual, the Dragon King can create five fragile levitating crystals that extend the range of the sixth Step out to 10 times the normal range in a pentagonal shape. This lasts indefinitely until one of the crystals is destroyed. As one final benefit, the sixth Step allows a Dragon King to enslave or permanently kill a spirit they slay, much like spirits do to each other. The associated Virtue of this Path is Temperance

By opening their third eye and understanding their place in the world, [*the Clear Air Path*](#) empowers the perceptive abilities of a Dragon King through the lens of their predatory nature. While this starts with the ability to enhance a sense to a superhuman degree, it progresses to the ability to see the flow of Essence, then heightens their ability to both avoid attacks and fire off ranged attacks as if they'd taken time to aim, followed by granting them the ability to instinctively identify weak spots in both objects and living creatures. As they near mastery with the fifth Step, the Dragon King gains the power of psychometry, allowing them to learn about a person, place, or thing by touching it. This is easier to use the less damaged the target is, and uncovering more than simple or harmless information can require multiple activations. Complete mastery of the Clear Air Path allows a Dragon King to see through any attempt to hide or deceive their senses, whether through mundane or magical means. It even pierces mind-affecting powers, like abilities that would force the user to ignore something. Like most Steps however, the sixth Step is not all-powerful, and can be overcome by strong enough magic. Despite relying on a Dragon King's predatory instincts, this Path is associated with Compassion.

[*The Solid Earth Path*](#) is not associated with any breed, and grants control over stone through an understanding of sacred geometry. The first Step increases a Dragon King's ability to understand and work with raw mineral substances, while the second allows them to shape and repair those materials and the things made from them as easily as if they were made of soft clay. The third Step aids in the construction of manses and allows the creation of the lithic artifacts Dragon Kings are famous for. It isn't just limited to such materials though, white jade and even orichalcum can be worked as well. When combined with the second Step, a single Dragon King could build a small manse in a week, and create the weakest of lithic artifacts in about an hour. The fourth Step allows a Dragon King to turn their body to stone and makes them immune to fatigue or exhaustion in exchange for losing the ability to swim, fly, or move at full speed due to their increase in weight. The fifth Step grants the Dragon King the ability to move and shape large amounts of earth and stone with a touch. This process is too slow to attack with, but grants the user the ability to cause earthquakes out to a range of 20 times their Path rating in yards, or perform feats of mass construction that would require a hundred mortals a day to do in just an hour. The final Step allows the user to not just move through stone as easily as water or air and see through it up to their Path rating in yards, but also makes them fully immune to damage done through stone or earth-based attacks, or attempts to hinder them using said materials. Temperance is the Virtue associated with this Path.

Through the abstract methodologies of [*the Yielding Earth Path*](#), a Dragon King gains the ability to heal both objects and living things. The first Step increases the target's resistance to disease and infection for a day, while the second repairs objects to a limited extent. The more valuable or complex an object is, the harder it is to repair, and further mastery of the Yielding Earth Path is required to successfully do so. Without the required knowledge or mastery, the object will only look fully repaired, breaking at the worst possible time for the user. This also doesn't fix damage caused by regular use and the passage of time, such as a lack of proper maintenance. Finally, it only repairs the parts of the object that are there and cannot replace missing parts. As for the third Step, it multiplies the target's natural healing rate for most forms of damage by the Dragon King's Path rating for as long as the Dragon King keeps the motes committed. The fourth Step overcomes the

limitations of the second Step when it comes to mundane objects by consulting the spirit of said object about its creation and history, allowing the Dragon King to return it to its prime even with parts missing. This repair is usually instant as long as it would not normally require significant resources to fix the object, otherwise it takes a day and requires the Dragon King to remain within a hundred yards of the object for the duration. With the Fifth Step come even greater powers of healing, allowing the user to identify the severity of a crippling injury, poison, or disease, after which they may both prevent the target from getting worse, and allow them to heal from the affliction over a period of time determined by the severity of the condition. The worse the condition, the more Steps are required to treat it and the longer it takes, but only powerful supernatural effects take longer than five days to heal.

All of this pales in comparison to the sixth Step, which allows the regeneration of an object from even a small piece as long as the Dragon King spends an hour unobserved working on it. This effect is a form of reality-warping and causes any pieces of the object not used during the repair process to simply disappear from existence. There are of course limitations to the sixth Step. If the repair would require prerequisites that are impossible for the Dragon King to meet, such as needing a certain power, they must go on a spiritual quest to complete the process. If they fail, they may not attempt to repair the object with this Step again unless they find some way to raise their Essence, a feat normally impossible for Dragon Kings. Unsurprisingly, the Virtue associated with the Yielding Earth Path is Compassion.

Dragon Kings who seek the enlightenment of ***the Blazing Fire Path*** learn the glory of unrestrained passion and idealistic devotion that comes with the pursuit of righteous purity. In doing so, they gain mastery of fire. The first Step is somewhat unimpressive, granting the ability to make the user or an object they touch glow. Actual creation of fire comes with the second Step, allowing the Dragon King to cover an object or part of themselves with fire. This does not harm the object or the Dragon King who conjured the fire, and no form of pyrokinesis but the user's can seize control of it, though fires caused by the heart's flame is another matter. With the third Step comes the ability to channel the Dragon King's rage into bolts of fire they can throw out to a range of their Path rating times 20. The Dragon King can even increase the power of these bolts by pumping more Essence into it, but this is limited by their Path rating. The fourth Step lets the Dragon King control up to a bonfire's worth of fire while also making them and anyone else they choose immune to the flames they're controlling. A number of such fires can be controlled equal to their Path rating. This Step is not limited to just movement, the Dragon King can also increase or lower the amount of flames within the usual size limit. The fifth Step allows the Dragon King to shoot an orb of golden heart's flame that explodes on impact. With the sixth Step comes true mastery, making it so for about an hour, the Dragon King becomes immune to fire and can create heart's flame with a touch. They can choose how large the heart's flame is and how hotly it burns. This fire will not burn those who hold a pure love for something the Dragon King cherishes or objects meant to be used in service to said target. To creatures of darkness and things that the Dragon King hates, the fire deals severe magical wounds that heal slowly. With an effort of will, the Dragon King can even cause this fire to burn forever as long as its target persists. The Virtue associated with this Path is Valor.

The Flickering Fire Path is about seizing control of one's own destiny through accepting change and the inner fire of courage. Back during the First Age, Anklok missionaries taught the lessons of this Path, inspiring reckless acts of heroism throughout Creation from those who devoted themselves to it. The first Step increases the athletic capabilities of the practitioner, making them all the better at seizing control of the momentum of battle. As for the second Step, it allows the user to carry out many acts at once in a short amount of time. While it may seem odd for such robustly build creatures like the Anklok, the third Step makes the user momentarily superhumanly agile and dexterous. Great speed comes with the fourth Step, allowing the Dragon King to not only cover great distances and blitz through a flurry of blows from an enemy, but also ignore any sort of terrain

that may impede their movement, allowing them to even run on water or swim up a waterfall. With the fifth Step comes the ability to mitigate, but not completely overcome any clumsiness that comes with hasty actions. Finally, the sixth Step allows the Dragon King to ignore any of the difficulties that come with rapid action, enemies throwing out a barrage of attacks both alone or in a coordinated group, or even something like lacking leverage. Furthermore, the Dragon King can ignore anything that might throw off their balance or try and restrain them, and even allows the user to move as fast as they can sprint no matter the form of locomotion as long as they can fit their head through the space they're traveling. Like the Path of Blazing Fire, this Path is associated with Valor.

Study of mathematical numerology reveal the power of detached contemplation and creative analysis that comes with walking ***the Flowing Water Path***. The Steps of this Path revolve around the manipulation of space and direction, with the first Step granting the humble ability to walk on any solid surface no matter what gravity demands as long as it can bare the Dragon King's weight. Unsurprisingly, this also makes the Dragon King harder to knock over. With the second Step, things like solidness and weight cease to matter, allowing the user to walk on the air itself. The third Step allows the Dragon King to push up to half their body and any easily carried object through a solid surface, and the fourth allows them to pass through it completely, but in both cases they cannot move through a barrier made of the magical materials. By dividing by zero, the fifth Step allows the practitioner to disappear from existence and reappear up to thirty yards away multiplied by their Path rating, as long as they are aware of where they are and where they want to go. The Dragon King can even transport material weighing up to fifty times their current Essence rating as they do, but regardless of that, it is much easier to teleport someplace the user can see than it is to a location they are not observing. With the sixth Step comes the ability to create a portal up to six yards in diameter for a few seconds rather than just teleporting the user. There is no need to actually pass through the portal, just touching it will cause it to activate. While this portal cannot normally cross between dimensions, if the Dragon King screws up badly enough creating it, there is a possibility it could dump them somewhere outside their current reality. If activated through a ten minute long ritual within a manse or demesne the Dragon King is attuned to, the user can extend the gateway out to a range of their Path rating in miles. Conviction is the Virtue associated with the Flowing Water Path.

Through riddles, hallucinations, and opening themselves up to the powers of assumption and perspective, the ***Shimmering Water Path*** grants the Dragon King the power of disguise. The first Step only makes the user harder to notice, but the second Step actually allows a degree of shape-shifting. While the user doesn't gain any of the capabilities of the form they assume, the Dragon King can take on the appearance of any bipedal reptilian creature as long as it is not fifty percent larger or smaller than the user. The third Step expands this to any humanoid creature, while the fourth Step moves beyond changing shape to making the user both invisible and difficult to pinpoint the exact location of, even with finely honed senses. With the fifth Step comes the ability to disguise other objects and creatures with an illusion, from as small as a cat to as large as a moose, but it can be overcome with a supreme act of willpower that becomes much easier if the target is acting out of character.

All of these are mere parlor tricks when compared to the strength of the sixth Step. With it, the Dragon King can seize control of what everyone perceives within a hundred yards, even people who are looking at the area from the outside. Anyone within the effected area with weak wills fall even deeper into the illusion, completely seizing control of all of their senses. Those made of stronger stuff still experience the illusion, just not to that extreme of an extent. Much like the fifth Step, this illusion can be pierced with an extreme expenditure of willpower, or a more modest one if the person afflicted realizes that what is happening is impossible. Once again, Conviction is the Virtue associated with the Shimmering Water Path.

The Growing Wood Path is about the beauty of life, its vibrations, and its aura. Unlike the Solid Earth Path, which was used for constructive purposes and the common good during the First Age, the Growing Wood Path was often learned as a means of artistic expression and self-fulfillment. The first Step is much the same, making the Dragon King better at working with plant-based materials. The second gives the Dragon King the ability to allow plants to grow in environments they would normally fail to thrive in, including ones that require supernatural environments like the Wyld. With the third Step comes the ability to craft manses and artifacts from plant-based materials and green jade in much the same way the third Step of the Solid Earth Path does with its favored materials. Through the power of song, the forth Step allows a Dragon King to reshape living plants with a touch and move rapidly through overgrown environments. Using the forth Step, a Dragon King could do what takes someone a day in a single hour when working with the appropriate materials. The fifth Step allows the Dragon King to communicate with the spirit of a plant and read their mind as long as they don't possess a higher Essence score. An even greater expenditure of Essence could even allow the spirit to animate the plant, whether freely or as a slave. More mundane plants can be freely altered by the Dragon King, making them heal, experience a year's worth of growth in a day, or even changing their properties, like toxicity, environmental tolerance, or rate of maturation. As a word of warning, no plant can tolerate these alterations more than once a month without dying from the strain, and plants with Essence scores of their own are immune. The sixth Step allows a Dragon King to move through plants and wooden objects in much the same way as the sixth Step of the Solid Earth Path. This may not seem as useful since you can't do things like duck into the earth, but unlike it, the sixth Step of the Growing Wood plant allows the user to interact with plant spirits and possess plants when combined with the fifth Step. What might be the greatest boon of the sixth Step is that by staying inside a living plant, a Dragon King regains Essence at a rapid pace. Fitting for a Path dedicated to shaping and nurturing life, this Path's associated Virtue is Compassion.

Through ritual markings and names, **the Shaping Wood Path** allows a Dragon King to better appreciate, control, and understand who they are, past, present, and potential future. The first Step allows the Dragon King to take on a more primal form, to what extent depending on their Path rating. What starts with a thickened hide progresses to more powerful natural weapons at the cost of slightly hindered dexterity, and by taking on an even more bestial appearance, the Dragon King can further strengthen their natural offensive and defensive capabilities. The Drawbacks get worse if drawn on to a deeper extent, providing a similar increase in durability and more deadly natural weapons while losing the ability to use weapons and armor. To go further beyond makes the user less adept socially even as their endurance increases, while drawing on this ancient power to its fullest extent makes the user stronger and even more durable in exchange for their ability to speak. While the Dragon King can potentially draw on the maximum power of the first Step all at once as long as they have sufficient mastery of the Shaping Wood Path, the deeper they go, the longer it takes to undo. It takes about an hour to undo one level's worth of changes.

With the second Step, the Dragon King increases in size by fifty percent with a corresponding increase in strength and even dexterity. Despite this increase in size, a Dragon King could squeeze through a space as narrow as four inches wide. The third Step increases the user's ability to survive in harsh environments, and even increases their stamina in general to a lesser extent, depending on their Path rating. With the forth Step, the practitioner can reshape their form entirely, temporarily transforming themselves into a different breed of Dragon King. The fifth Step is much like the first, but rather than drawing on primal strength to varying degrees, the Dragon King's transformation goes a step further, making them a prehistoric monster in truth. Their strength, stamina, and ability to take punishment increase by an astonishing degree, depending on their Path rating. An Essence 6 elder could out-muscle elephants and large theropods when combined with the comparatively modest boosts provided by the previous Steps. Much like the first Step, this does come with a cost. Attuned weapons and armor fuse with the Dragon King, becoming unusable, and their aggression

increases to a nearly uncontrollable degree. While they won't be driven to recklessly attack or turn on their allies, once provoked, it's basically impossible to back down from combat.

Finally, the sixth Step allows the Dragon King to completely change themselves into a different species as long as it is only slightly supernatural at most, can exist outside the Wyld or similar environments, and is no smaller than a house cat or larger than a large theropod. While the user can maintain this transformation potentially indefinitely, they may only turn into a number of different forms equal to their Path rating. Luckily, the forms they have access to can be changed with time and effort. Despite, or possibly because of the primal instincts and blood lust the Shaping Wood Path invokes in the user, its associated Virtue is Temperance.

Path Mastery can be purchased multiple times. Modern Dragon Kings start with one purchase of a Breed Path for free. Ancient Dragon Kings start with one purchase of a Breed Path for free, along with another free purchase of either their other Breed Path or their favored Path. **[100cp, Discount: Appropriate breed Paths and one other]**

To Walk in Darkness: While Dragon Kings have always practiced the Paths of Prehuman Mastery, as their civilization degraded due to a cultural ennui born from their increasing irrelevance during the First Age and feeling that the Unconquered Sun had abandoned them after he turned his face from Creation, new Paths emerged known as the Dark Paths. While the elemental Paths are associated with Virtues, Dark Paths exist in opposition to them. Normally, a Dragon King can attempt to draw on their Virtues to temporarily leap ahead on a Path, but Dark Paths require them to fail this attempt. Due to these Path's ties to the Underworld, it's even possible for mortals to learn the first Step of each of them. Walking the Dark Paths is corruptive, and if knowledge of one outstrips an elemental Path, it will even mark the Dragon King as a creature of darkness. You're unusually compatible with one of them, allowing you to study it without the negative side-effects. Unlike Path Mastery, you only start knowing the first Step of your chosen Dark Paths, but you can master them as quickly as you would a breed Path.

Learning the glory of hunger and greed, Dragon Kings can draw upon the ashen power of [the Glorious Consumption Path](#) to steal from the dead by consuming corpses. You do not need to eat the entire person and can even share, you just need to consume the equivalent of a meal. While even with your mastery, you must eat the fresh, mostly intact corpses of sentient beings to fuel this Path, eating enemies with higher Essence than you no longer hinders your ability to function or use certain Steps. Do be warned though, most of the Steps of this Path require a large amount of Essence to use, but this is mitigated by the fact most Steps stay active for multiple days, depending on Step rating. The first and simplest Step allows you to heal by eating the dead, with the amount healed depending on your Path rating. With complete mastery, an average human on the brink of death could completely heal from a single meal. Through an act of will, this can even heal grievous and magical damage, but it's five times less efficient. Using the second Step, the Dragon King can consume brains to gain the memories of their meals. Only one person's memories can be held onto at a time, and holding onto the memories of non-mortals indefinitely requires a commitment of Essence. For mortals, an expenditure of will is sufficient. The third Step allows the user to gain the physical attributes of their meal. This could be something as simple as strength, or a different quality, like natural armor or weapons. The more powerful the trait you gain, the more Essence this requires. A minor boost does not cost much, but by spending enough Essence you can become a real monster. With the fourth Step, the Dragon King may consume an entire corpse, bones and all, in a single bite. This also works against people killed by a bite. Best of all, a bite empowered by this Step ignores armor. The fifth Step is truly mighty, allowing the user to steal supernatural energy and powers known by their meals. The more spiritually potent a meal is, the more Essence the user gains from consuming them. They also get complete understanding of said meal's supernatural powers, allowing the Dragon King to pick one to gain complete mastery of for about an hour. The

sixth Step only activates on the Dragon King's death, causing their body to consume itself and be reborn at the brink of death from any corpse within a mile of the user several seconds later. As the user resurrects, they simultaneously consume the corpse they rise from, allowing them to activate Steps in the process. The Glorious Consumption Path opposes the Virtue of Valor.

Through the consumption of blood, ***the Coagulated Eucharist Path*** teaches the user the power of fear and lust. Normally, someone who walks this Path runs the risk of addiction and a loss of self-control, but your mastery prevents that. The first Step allows the user to regain Essence by drinking blood, with animals providing half as much as a mortal and three times less than a creature with supernatural power. With the second Step, the Dragon King can learn a desire or fear of the victim, beginning with the one the target is least proud of. Not only that, but using this knowledge to influence or investigate a victim becomes much more successful. By using the third Step, the Dragon King may extend a tentacle of blood from one of their wounds. This tentacle deals greater damage the more injured the practitioner is and the further they've progressed on this Path. If the attack draws blood, the user automatically drinks it. Anyone grabbed by this tentacle runs the risk of being overwhelmed by fear or lust. A Dragon King who has reached the forth Step may instead make the tentacle immaterial and invisible to material creatures and give it the capability to hurt dematerialized spirits. While it can't harm or feed from material creatures, it can still infect them with lust or fear, and even turn them into loyal servants for an hour. Do be aware that those under this effect become slightly more cowardly and lose some self-control.

With the fifth Step, the Dragon King may feed someone their blood, granting them the disease resistance, healing rate, and durability of one of the Exalted. This also causes them to have very pleasant and restful sleep. As an inherently selfish Path, there is of course, a catch. The user gains the ability to damage the target from the inside, intoxicate them, and grant mind-warping nightmares that infect the target with one of the Dragon King's own desires or beliefs. It is possible for the victim to reject the blood and vomit it up at any time, but doing so causes grievous, difficult to heal injuries. Finally, the Dragon King can drink their own blood to gain the benefits for themselves, or influence other Dragon Kings with this Step who have drunken their blood. Thanks to your mastery, you do not have to worry about being controlled due to this. The final Step grants something truly unique. The Dragon King may raise their Essence rating beyond the usual cap of 6, to a maximum of 3 Essence higher. This does come with a price. To maintain this heightened Essence rating, the user must visit the Underworld once a month for an entire day. Normally, the higher the Essence you have, the deeper you need to go, but with your mastery (and out of consideration for Jumps that lack such places), any haunted location or place that has seen mass death will suffice. If you don't maintain this higher Essence rating, anything that relies on it will be lost, but returns to you once you get your Essence back up. You also don't need to worry about gaining a powerful motivation related to your fear and/or lust, but indulging will still be more satisfying than usual. Unsurprisingly, this Path exists in opposition to Temperance.

The Technomorphic Transcendence Path is a Path of cracking bone and cold logic that allows the user to augment their body with artifacts. Mastery of this Path still usually requires knowledge and a well-stocked laboratory, but unlike most people who follow this Path, you do not have to worry about it turning you into a heartless machine or any loss of social skill. The first Step allows the user to attune to a number of artifacts equal to their Path rating using their will rather than Essence as long as it is touching their body. This attunement doesn't actually permanently weaken the user's willpower, but if it falters too much, the attunement will break. Artifacts attuned in this way that normally require an expenditure of Essence to function can and must be activated through an effort of will instead. The second Step makes it so the user no longer has to worry about potential medical complications caused by implants, and allows them to use their bones and nerves to repair said implants from inside their own body. With the third Step, a Dragon King can integrate a number of artifacts they've attuned to equal to their Path rating into their body, but the stronger the artifact, the

higher the Essence rating required. Only ancient Dragon Kings are able to fuse with the greatest examples of Solar and Primordial artifice. Even then, integrating some powerful artifacts might still be impossible unless the Dragon King finds a way to exceed their natural Essence limitations. Any artifacts integrated in this way count as a part of the user's body, with weapons being as easy for a Dragon King to use as their claws and fangs. Finally, artifacts that have been integrated with this Step cannot be removed from the Dragon King's body against their will.

The fourth Step allows the user to perfectly hide any implants they may have, making them completely undetectable by normal means. While Charms and other supernatural powers could potentially detect them, they struggle to accurately identify the implants or how many the Dragon King has. The fifth Step allows the Dragon King to instantly attune with an artifact, even if the artifact is currently attuned by someone else. This is resistible, however. Depending on the strength of the artifact and the Path rating of the user, the Dragon King also becomes fully aware of any functions the artifact may have and how to activate them. With the correct knowledge base, even this limitation can be overcome. As a final benefit, as long as the attuned artifact is in physical contact with the Dragon King, it cannot be forcibly deattuned by any means. With the sixth Step, a Dragon King fully excises their emotions for as long as they commit the Essence to keep this Step active. Doing so gives them an endless source of willpower and makes them immune to mental influence of any kind. Removing your emotions in this way interferes with your ability to expend your willpower in activating non-Step abilities, however. Finally, this Path will also work for out-of-Jump technologies, whether magical or purely mechanical. As alluded to earlier, this Path opposes Compassion.

Through bloodlust, rage, and the utilization of pyre flame, the teachings of [the Ecstatic Armageddon Path](#) reveal the power and glory of destroying what the practitioner hates. Thanks to your mastery, you do not have to worry about accidentally setting things on fire while the Steps of this Path are active, although you can still choose to do so. The first Step allows the Dragon King to use supernaturally enhanced persuasion to instill a deep seated anger or hatred of a person or a crowd in someone (including themselves), although successfully doing so for larger crowds depends on your Path rating. If successful, the target gains a minor boost to their combat capabilities, but will be forced to attack the source of their hatred without a large exertion of willpower. Using the second Step makes the Dragon King literally glow with hatred, causing supernaturally slow healing wounds against sentient beings they hate. With the third Step, the Dragon King becomes surrounded by the fires of hatred, making them immune to non-magical fire, and burning anyone who dares to attack them in close combat. The fourth Step allows the user to breathe fire.

Through giving a sermon that calls for the destruction of everything nearby, the fifth Step allows the Dragon King to stoke the fires of destruction in both the environment and the hearts of others. Those caught up in the call to destruction begin to attack and destroy everything in sight without a moderate effort of will. Unless someone affected hates a particular person nearby, they're more likely to target the things around them and save other people for last. All fire in the environment turns into the napalm-like imperishable (when not exposed to sunlight) green fire of the Underworld known as pyre flame, water becomes polluted with disease, the earth shakes and splits open, the air becomes ashy, with any winds becoming cold and turbulent, animals turn violent, and plants die. The effects are so bad that it's just as blinding and violent as a sandstorm. As one last benefit, every time something significant that the Dragon King hates is destroyed, they regain a decent amount of Essence. This Step has a range of the Dragon King's Path rating times 20 yards.

Covering the user in a bonfire's worth of pyre flame, the sixth Step causes the Dragon King to burn everything they touch, and even allows them to throw pyre flame at others. Any of the fire created by the previous Steps of this Path may also be turned to pyre flame if the Dragon King so chooses.

The pyre flame mantle also calls forth dozens of forbidden gods, Underworld elementals, and strange, shadowy creatures to serve the Dragon King as an army of destruction. While these spirits aren't any stronger than an inexperienced mortal soldier, they are at least immune to the pyre flame produced by the Dragon King who summoned them. If destroyed, this army may not be called forth again unless the Dragon King waits a day or travels at least a mile away from their original location. This Path opposes the Virtue of Temperance

Meditating on the Void mandala and opening themselves to the inevitable end death brings allows a Dragon King to learn the Steps of ***the Tormented Bodhisattva Path***, a Path dedicated to religious devotion and self-sacrifice for its own sake. While normally this Path would drive a Dragon King to compulsively martyr themselves, your mastery allows you to maintain enough self-control to not do that. The first Step allows you to sacrifice Essence and your own flesh to increase your chances of success, with the minimum cost guaranteeing you'll succeed at easy tasks without needing to put in any effort (presuming nothing is hindering you), and boosting your chance of success at any task if you do. The full extent of this is limited by your Path rating though, and the damage is supernatural in nature, causing it to heal slowly. With the second Step, you gain the ability to see the pale fire of the Void burning in others, revealing if they have strongly held religious or philosophical beliefs, if they're an Exalt, how high their Essence is, whether they're unaging or not, and if they're touched by death in a supernatural sense. While normally Dragon Kings cannot become ghosts, the third Step allows the user to eject their soul from their body at the brink of death, becoming a ghost and gaining the ability to wield Arcanoi. If the Dragon King is destroyed as a ghost, they return to their body with their willpower temporarily drained and immediately start dying for real. If their body is killed while they're a ghost, the Dragon King will remain a ghost. Their body will also die if they spend too many days outside of it, with the time limit depending on how hardy they are. This is usually between one to five days, but could potentially be longer.

The fourth Step allows the Dragon King to instill fanatical devotion to a religion or philosophy in another person or a small group of people. Most people who succumb to the effect of this Step temporarily become more valorous and feel slightly less mentally fatigued. If the belief system aligns with the targets driving motivation in life, the effect is even more extreme. Their devotion grows so powerful their body cannot contain it, causing them to take physical damage that is slow to heal, and making them valorous to a fanatical degree. Their willpower also temporarily surges, potentially allowing them to exceed their own limits. Anyone who dies from this damage or willingly chooses to give up their life to the user leaves behind a pale blue flame that enters the Dragon King's heart or floats around them. The higher the Essence of the sacrificed person, the more flames they produce. These flames can be spent like motes of Essence, and if used to fuel the first Step, the Dragon King doesn't have to sacrifice their flesh. The user may choose to give their life in the same way, gaining double the usual amount of flames moments before death while surviving just long enough to carry out a quick action. Further power over death comes with the fifth Step, allowing the Dragon King to use Shadowlands Circle necromancy.

Possibly the most terrifying of all the Steps from any Path, the sixth Step permanently turns the Dragon King into a walking Shadowland with a radius of 500 yards (see Notes for details on possible solutions). Anyone who dies within the Shadowland gives the Dragon King a mote of Essence and automatically has the second Step of this Path used on them at no cost. If being a mobile Shadowland wasn't bad enough, there is always a gate to the Labyrinth somewhere inside, but it isn't always big enough for a person to enter. That doesn't mean it isn't big enough for something horrible to emerge through it if the Dragon King stays in one place for too long, however. The danger of this does vary by Jump though, depending on the state of the afterlife or the lack thereof. After all, it's hard for chthonian, undead horrors to take advantage of this if they don't exist. Still, a chunk of the Labyrinth will always be close at hand, even if there is nothing inside of it. The final "benefit" of the sixth Step is that the user can choose to die (or permanently dissolve

their ghostly form) at any time, exploding in a flash of blinding blue fire that deals a massive amount of normally unresistable, supernaturally potent damage to everything within your Essence rating in miles. Unless you have some Jumpchain-backed means to cheat death, this is obviously the end of your journey. A word of warning though, if you choose to go out this way without such protection or a means to regenerate from the destruction of your soul, you won't be going home since you chose to go to Oblivion and cease existing instead. Luckily, you cannot be forced to do this against your will by any means.

For an extra 100cp, your deep understanding of your purchased Dark Paths have grown to the point that you can even teach them to others in a way that grants them the same benefits you have, and allows mortals to progress along them up to Essence 3 (including you outside of your Dragon King form). This Perk can be purchased multiple times. If you've purchased this Perk five times in order to safely learn each of the Dark Paths, you gain the teaching benefit for free. **[100cp]**

Savage Parenting: Dragon King offspring spend the first decade or two of their lives as little more than particularly clever beasts. It can take years of hard work to train them up to sapience. At least for others. You are an expert at teaching stalkers how to live in a civilized manner, and can do so in a few weeks time. Even large groups only take months of work instead of years. This applies to the children of other species too, especially feral ones. As an education Perk, this has no effect on growth cycles. For example, you won't be able to turn a human child into an adult, but they would be a remarkably mature child for their age. **[100cp]**

Prehistoric Privacy: Some sources of power, such as becoming an olchiliké, require merging or fusing with other beings, combining your mind with theirs. Even ignoring what that does to your identity, such a merger can reveal your extra-dimensional nature or other knowledge you'd rather not spread. With this Perk, that is no longer a concern. Whenever you merge, fuse, or are possessed by another, you may choose to hide away thoughts and memories that you don't want to share. If you wish, you may even compartmentalize your mind, allowing a part of your original self to operate separate from whatever gestalt entity you've become, even in situations where your consciousness may be suppressed. This functions more like being able to think two things at once under the appropriate conditions, with one train of thought thinking like your original self and influencing the gestalt being than a separate you. Such a split may also be activated in other circumstances, such as preventing all of your identity from being completely reprogrammed or overwritten. As a further benefit, you can treat any identities granted to you by Jumps in a similar way, making it so anyone who tries to read your mind can only access the thoughts and memories of your current in-Jump identity. **[100cp]**

Enlightenment Eclipsing All Lifetimes: Regardless of whether they are native to Creation or from beyond its borders, most entities capable of developing new supernatural powers do so through a system of Charms. Even the Arcanoi of ghosts are just a type of Charm. The Paths are one of the few exceptions to this rule. Being reliant on the soul structure and unique enlightenment of the Dragon Kings, not even Eclipse Caste Solars are able to learn Steps beyond the First Step of the Dark Paths.

This Perk comes in a 100cp and 200cp version. The 100cp version allows you to access supernatural powers unique to your alt-forms in any form. This benefit can be turned on and off as you please. The 200cp version grants you the above benefit and also makes it so much like how Steps are generally unlearnable by non-Dragon Kings, you can choose to black box non-native powers and skills, making it so they cannot be copied or learned by others without you explicitly teaching them. Do be warned, this effect ceases to apply for the current Jump if you willingly teach a learnable power or skill to another. Once Pandora's Box is opened, it cannot be closed again. **[100cp/200cp]**

Root of the Perfect Lotus: While learning magical martial arts isn't exactly common among Dragon Kings, it is far from unknown. Dragon Kings even have a few Terrestrial Martial Arts themselves, the most well-known of them each associated with one of their breeds. These are Flame and Stone Style, Black Tide Style, Dagger Wind Style, and Shadow Hunter Style. All of these martial arts are usable with the associated breed's natural weapons, and most can be used barehanded by human practitioners with some adjustment.

Flame and Stone Style is associated with Anklok and is based around both dealing and enduring powerful blows. While some of these attacks are designed with the Anklok's bashing tail in mind, with a little work they can be adapted for kicking instead. Besides from natural weapons, it can also be used with clubs and even heavy armor.

Mosok are the most likely of the Dragon King breeds to practice martial arts, with the most commonly known likely being **Black Tide Style**. This martial art emulates the ebb and flow of the tides. It does have a slight flaw in that many of Black Tide Style's Charms require being submerged up to at least the martial artist's chest in water. Compared to most Terrestrial martial arts, the form Charm is particularly flashy, surrounding the user with a water bubble that allows them to overcome this weakness and even drown opponents. It can be practiced in light armor and with tridents.

As the only breed capable of flight, it shouldn't be surprising that the Pterok developed **Dagger Wind Style** to take full advantage of it. Charms of this style use diving attacks along with the practitioner's wings for both offensive and defensive purposes. The capstone Charm of Dagger Wind Style, Fang of Heaven Technique, is the most overtly supernatural Charm, and involves building up a frigid cone of swirling wind around the user as they swiftly fly through the air, before then diving at an enemy and releasing it in a devastating wing buffet that generates hurricane force winds possessing the power to tear unarmored men apart. This martial art cannot be practiced in armor, and its attacks require wings to use.

Shadow Hunter Style is said to have been developed by two Raptok who were once Companions to a Night Caste Solar. It uses hit-and-run tactics and coordinated attacks to take down opponents. This martial art can be practiced in light armor and uses claws or claw-like weapons to attack. **[200cp, Discount: Appropriate breed]**

Lithic Assemblage: When it comes to working with stone, lithic artifacts, and magical materials like orichalcum and white jade, you hold the potential to be one of, if not the greatest Dragon King craftsmen to ever live. Some examples of lithic artifacts are the crystal warclubs favored by Dragon Kings, rings that produce illusions, and crystals that generate force fields. As an elder, you could potentially craft something that would impress even a Twilight craftsmen, albeit with an absurd amount of time and effort. The benefits of this Perk apply to other means of producing crystal-based technology and magical artifacts as well. **[200cp]**

The Eternal Cycle: Much like the humans they predate, Dragon Kings exist in a cycle of reincarnation. Unlike them, the personality of a given Dragon King is preserved through their various lifetimes to the point they even regain some of their past memories as they progress their Essence. You take this a step further than most of your kind. Whenever you reincarnate, you're guaranteed to regain your mind within a few years of being hatched and quickly regain your memories and previous Essence rating. Unlike other Dragon Kings, you'll eventually remember every detail of your past lives and recover any skills or powers you had too. This applies to non-Dragon King reincarnation as well. Once every 10 years, you'll be allowed to die and be reborn without it being counted as a loss condition. Even in universes where there are no cycles of reincarnation, you may still reincarnate as long as there are any unhatched Dragon King eggs of

your breed around for you to hatch from. **[300cp]**

Trailblazer: The Paths of Prehuman Mastery seem to have been a part of the Dragon Kings since the beginning, but the same is not so for the Dark Paths. The Dark Paths didn't just suddenly emerge from nowhere once the Underworld came into existence either. No, it was the god Han-Tha who taught them to the Dragon Kings during a time in which many felt like the Unconquered Sun had abandoned them. Now, you too can create your own Paths through thoroughly studying an element and achieving a deep spiritual insight into it. The Paths of Prehuman Mastery are aspected towards the elements of Creation, while the Dark Paths hold strong parallels to the elements of the Underworld. With enough time, you could create Paths based off the elements of Autochthon or even Vitriol. In future Jumps with more exotic elements, you can devise Paths that tap into them too. As one final benefit, you can develop Steps beyond the sixth if you somehow exceed the normal Dragon King Essence cap of 6. **[300cp]**

Anklok

Desert Dragon: If there is one thing Anklok are good at, it is surviving harsh conditions and overcoming adversity. When it comes to enduring extreme conditions, surviving in the wilderness, and skill at warfare, you're more talented than most. **[100cp, Free: Anklok]**

Unyielding Zeal: Anklok tend to care little about most things except for the things they care a lot about. You're excellent at tuning out distractions and possess unwavering focus. If you dedicate yourself to something, you can continue to do it without struggling to concentrate or getting bored. Whether training, fighting, hunting, worshiping, or even something like crafting, your body will give out long before your focus does. **[300cp, Discount: Anklok]**

For the Glory of the Unconquered Sun: You've trained as a priest and are a masterful preacher, especially in the Dragon King language of High Holy Speech. More impressively, you embody the Virtues of the Unconquered Sun to literal superhuman levels. You're one of the most compassionate and empathic souls around, possess the conviction to endure great suffering in pursuit or defense of the things you value, have the temperance to resist nearly any temptation, and the valor to never back down from a fight no matter how hopeless the odds. This mastery makes you incredibly difficult to mind control and allows you to channel your Virtues to greatly increase the results of an appropriate action. Unlike others though, you are not controlled by your powerful Virtues either. As a Dragon King, this also gives you the benefit of reliably leaping ahead in your mastery of Paths you've started, letting you temporarily gain access to any Steps you have not already mastered. **[600cp, Discount: Anklok]**

Mosok

Sea Hunter: Much like the water they call home, Mosok are slippery and adaptable. As a result, things like deception and theft, living in the wilds, and fighting with your natural weapons come naturally to you. **[100cp, Free: Mosok]**

Smooth Criminal: Mosok are stereotypically self-serving, deceptive, and mercurial, but despite that, they are not held in low regard by their fellow Dragon Kings. A bit of this has rubbed off on you, making it so people won't hold things against you due to the stereotypes of your people. In addition, as long as you're a good friend, people will be surprisingly quick to forgive you as long as you didn't wrong them or someone they care about. This doesn't mean they'll approve of your actions or won't get upset, it just won't damage your relationships in the long term unless they

consider it a truly unforgivable action. **[300cp, Discount: Mosok]**

The Dragon Warrior: Not only are you one of the few Dragon Kings who have put in the effort to achieve the Bulb of the Perfected Lotus, but you've also completely mastered Eye of Heaven Style, a Celestial martial art that was created as a gift to the Dragon Kings by Queen Merela on the 50th anniversary of the victory over the Primordials. It is a style meant to be used both bare-handed, and with sword-clubs and swordsticks. It can even be used when encumbered by heavy armor. Thanks to your sheer talent, you find it easy to learn and develop new supernatural martial arts at both the Terrestrial and Celestial level, or even those of other settings as long as they aren't esoteric to the point of being more similar to Sidereal martial arts. This talent seems to rub off on any martial arts students you take on, allowing you to turn all but the most untalented students into masters, while those already talented will learn almost as quickly as you do as long as they can keep up with your brutal training regimen. You could even unlock the capability to use Celestial martial arts for a group of experienced martial artists who hold the potential to achieve it all at once in a single day by engaging them in mass combat, even if a majority of your students will likely die by your hands. **[600cp, Discount: Mosok]**

Pterok

Sky Lord: The Pterok are known to be both prodigious athletes and scholars. Not only are you talented at non-combat physical pursuits, but you also absorb information like a sponge whether it be supernatural or mundane. **[100cp, Free: Pterok]**

Drinking Buddy of the Gods: While a handful of intelligent Dragon Kings of every breed live in Yu-Shan, Pterok find life there easier than most since they can often find work as scribes and personal assistants. Working so closely with the divine as both an employee and colleague can make even the divine mundane if done for long enough. Gods and other spirits seem to feel the same way, since you can engage with them as if they were just weird and powerful people. As long as you're not rude, they won't expect any more respect or worship than an average mortal would, even if they'd usually be a stickler about such things. For some reason, non-spirits won't find this more casual relationship bizarre either, to the point that you could skip out on attending church in a theocratic police state where such a thing is normally required by law as long as you're respectful about it. **[300cp, Discount: Pterok]**

Sorcerer-Scribe: While Dragon Kings aren't naturally predisposed to sorcery, they can learn it just as easily as the Dragon-Blooded can. Unlike Dragon-Blooded, Dragon Kings tend to look favorably on their sorcerers rather than distrusting them. You've initiated into the Terrestrial Circle of sorcery and know over a dozen spells, including all the summoning ones. In addition to that and an increased capacity to learn and develop new spells, you also get along well with elementals of all sorts and can easily understand and communicate with them no matter how warped their mindset is. Why, you could even summon a lesser elemental dragon and they wouldn't be too annoyed as long as you were respectful and your need was great enough to warrant their intervention. **[600cp, Discount: Pterok]**

Raptok

Lord of Green: Raptok are the most numerous of the breeds by far, and during the First Age they were often thought of as the most similar to humans due to their social natures, omnivorous diet, and enjoyment of the same luxuries. You live up to your breed's talents and are a skilled socialite and writer, have a knack for picking up new languages, and have untapped potential when it comes

to crafts of all sorts. **[100cp, Free: Raptok]**

Vegitech Gardner: Perhaps more so than their lithic artifacts, Dragon Kings were known for their mastery of vegetative technology. Much like Lithic Assembly, you hold the potential to be the greatest Dragon King to ever work with plant-based materials and artifact plants. All you have to do is put in the time and effort to hone your craft. As living things, vegetative artifacts often have the ability to reproduce like any other plant, which is why many examples of them still exist in the wild long after Dragon King crafters ceased to exist in any relevant numbers. The benefits of this Perk apply to other means of producing plant-based technology and magical artifacts as well. **[300cp, Discount Raptok]**

Prehistoric Politician: You are the ideal Dragon King politician. Whether you are a leader or advisor, countries you guide are sure to prosper, presuming that some calamity doesn't befall them anyway. Even if the worst were to occur, you would be able to practically rebuild civilization from scratch if you put in the effort. You are also skilled at bridging cultural gaps and smoothing over racial tension to the point that even when leading or working as a representative of a savage and exotic race such as the Dragon Kings, you would quickly be able to get the mortal and Exalt-led countries around you to accept your people as just that: people. Such is your skill, that if you were in charge during the slow decay of Dragon King civilization in the First Age, it would have likely never declined, even if the Solar Deliberative would still have eclipsed it in power and influence. **[600cp, Discount: Raptok]**

Items and Places

You may choose to discount two items at each price level. Discounted items that are priced at 100cp or less are instead free. In addition, you gain an extra **+400cp** that can only be spent on this section or the manse section below due to how many Dragon King artifacts can still be found in the ruins of their civilization. Any artifacts purchased here do not require you to spend Essence to attune to them, but you still need to spend Essence to activate some of them. You may also freely import similar items or places into the options below.

If anything you purchase here is lost or destroyed, it will be returned to you at the beginning of your next Jump unless stated otherwise, albeit in an unmodified state if you've made any alterations. At the beginning of each Jump, you can choose for property to either be deployed out into the world in an appropriate location, or kept as warehouse attachment. Placed property is seamlessly added to the world, and can even have always been there if you so choose. This last option could have some interesting ramifications depending on the Jump. Regardless of any of this, people will recognize you as the legitimate owner if you claim them.

Dinosaur Egg: If you desire to take advantage of Dragon King reincarnation or spread savage dinosaur men to future worlds, this is for you. Each purchase nets you a Dragon King egg of a breed of your choice contained within an artifact crystal case that holds it in stasis. The egg is far enough along in development that it will hatch within a day of releasing it from its crystalline prison. A new egg will manifest inside the artifact one season after the last one was removed. In cases where you or a Companion reincarnate through the use of The Eternal Cycle, the egg will even manifest itself outside your warehouse in a safe location if necessary so as not to waste your 1-up. **[50cp, Free: The Eternal Cycle]**

Crystalline Book: Each Dragon King starts with an instinctual understanding of how to progress on their breed Paths and a single favored Path. Those that want to learn more require a teacher. Each purchase here grants you a crystal that holds the information you need to learn a Path, whether they

be one of the Paths of Prehuman Mastery or a Dark Path. Alternatively, you can get a crystalline book that holds schematics for the most common lithic or vegetative artifacts produced by the Dragon Kings. [50cp]

Orichalcum Supply: Orichalcum is a golden magical material associated with the Unconquered Sun and his Exalted. Much like Solars, Dragon Kings find artifacts made of orichalcum more effective and easier to use than other magical materials. Once a season, you receive five pounds of orichalcum to do with what you will. [50cp]

Jade Supply: While not as valued as orichalcum, both white and green jade can be utilized by Dragon Kings in their crafting. Each purchase of this option will net you five pounds of jade in the variety of your choice once a season. While not useable with Dragon King crafting Steps, you may even pick black, red, or blue jade to receive if you so choose. [50cp]

Bulb of Demise and Renewal: One of the vegetative artifacts created by the Dragon Kings, the Bulb of Demise and Renewal was designed to rapidly dispose of dead bodies. If planted inside a dead body or a restrained living one, the roots of the bulb will cause their host to decompose in less than a day, leaving behind a beautiful flower bearing one to three new bulbs on its roots. If a body is fresh enough, whoever it belonged to is guaranteed to not rise as a ghost. If you ever run out of Bulbs of Demise and Renewal for whatever reason, you will receive a new one within 24 hours. [50cp]

Resplendent Personal Assistant: Not actually an invention of the Dragon Kings, the Resplendent Personal Assistant was one of, if not the most common artifact owned by Essence users in the First Age, with new ones occasionally getting manufactured even in the Age of Sorrows. Made of all five of the magical materials, this artifact is essentially a wrist watch/compass that can also tell you what the current phase of the moon is, and how long until the next sunrise/sunset, making it not just useful for navigation, but also a minor, if still useful tool for astrology. [50cp]

Cache Egg: Every Dragon King has lived countless lives before their current one, and while they may not remember most things, their identity is maintained throughout the cycle of reincarnation. This cache egg can hold about three cubic yards worth of items, and is mostly full. While it does not contain any artifacts or non-mundane materials, it is full of various mementos from your previous lives, along with a collection of diaries you left for yourself. [100cp]

Breather Plant: A small, leafy vine that you can keep growing in a pot until attuned. When wrapped around the throat, the breather plant will put out tendrils to burrow into its wearer. While active, the breather plant can filter pollution and other toxins out of the air, and can even extract oxygen from the water, allowing its user to breath underwater even if they normally couldn't. [100cp]

Leaf Armor: The most basic example of Dragon King armor. Leaf armor is made up of durable interlocking leaves that are ribbed with orichalcum. When not attuned, leaf armor looks like it is made from durable autumn leaves, but when active, the leaves leave their dormant state and turn green. [100cp]

Swordstick Bush: As a naturally martial people, Dragon Kings like having weapons close at hand. This bush grows a cluster of three to four living sword-clubs known as swordsticks. While unattuned, a swordstick functions as well as a sword-club made of ironwood normally would, but if attuned, the weapon comes alive and will begin instinctively bending to assist its wielder in slaying their enemies. While these bushes usually only produce a cluster of swordsticks every two years,

this particular bush was created by a true master of his craft and can be harvested once a season. **[100cp]**

Fire Claw: This bracelet made from orichalcum and red crystal is more than a piece of jewelry. Through a simple expenditure of Essence, the person attuned to it can summon a claw made from golden fire. The claw is shaped in such a way that there is no risk of the user accidentally losing a finger. As a further bonus, it has a hearthstone socket on the underside. **[100cp]**

Ring of Images: A blue jade and amber crystal ring, the ring of images is able to project illusionary images and sounds up to your Essence x 2 yards away for a little bit of Essence, but the images can only be the size of a house cat or smaller. **[100cp]**

Bracer of Crystal Bolts: This bracer made of clear crystal holds two bolts that can be shot out by the bearer. For a minimal amount of Essence, these bolts can be called back to the bracer, allowing you to make use of them once more. The bracer has a single hearthstone socket. **[100cp]**

Healing Orchid: A rare and potent emerald orchid that can still be found In the Far East. Much like a breather plant, if you wrap this artifact's finger-thick vine around a limb and attune to it, the orchid's roots will burrow into the user's body. While attuned, a healing orchid grants a minor resistance to poison, disease, and infections. Much more impressively, the orchid causes the user to heal as fast as the Exalted do, allowing them to fully recover from most injuries in a day. **[100cp]**

Crystal Warclub: This artifact sword-club looks like it is made from smokey quartz with ruby teeth lining it, and is a favored weapon among the Dragon Kings. By spending Essence, you may activate it, allowing it to not only deal large amounts of damage, but also granting you the option to choose whether said damage is lethal or not. When set to lethal, a triangular red energy spike is projected from the ruby teeth along the edge, while if it is set to non-lethal, the energy surrounds the entire club. **[300cp]**

Thorn Thrower: A four foot long vine covered in large thorns, the thorn thrower can be used as a particularly brutal whip, but its biggest draw is that with a minimal expenditure of Essence, one of the thorns that line it can be launched from the whip with a surprising amount of accuracy. The azure sap that coats each of its thorns prevents wounds from clotting without treatment, meaning anyone struck by a thorn thrower is at risk of bleeding out. **[300cp]**

Necklace of Solar Charisma: This necklace made up of an orichalcum chain and circular golden crystals engraved with images of the Unconquered Sun makes its wearer supernaturally attractive and charismatic to all, and will even make it so they won't judge you based off your appearance or try to attack you just because you're a reptilian predator. This effect is even stronger against people with lower Essence than you, making it so they won't think there's anything unusual about your appearance, no matter how inhuman it is. **[300cp]**

Globe of Transport: The globe of transport is a sphere of violet crystal the size of an orange, and was both the smallest and most common vehicle created by the Dragon Kings. By inserting a hearthstone into the singular socket this artifact possesses and spending a decently large amount of Essence, the owner of a globe of transport can turn it into a flying sphere of crystal and Essence three yards in diameter that is capable of carrying up to 1500 pound loads. The globe of transport is surprisingly quick compared to most artifact vehicles, and can reach speeds of up to 150 miles per hour. While not designed for combat, a globe of transport's force-field does provide some protection from outside forces. Once it lands, the globe will transform back into its dormant state. **[300cp]**

Obsidian Sheath: A suit of armor worn by only the most elite of Dragon King soldiers during the

Primordial War. It was designed with the help of the Mountain Folk, and is constructed of black crystal trimmed in orichalcum with an orichalcum sun emblazoned on the breastplate. Despite essentially being power armor, it does not require any sort of maintenance. Not only does the obsidian sheath provide excellent protection, it also grants a massive boost to the strength and speed of its wearer with no loss of mobility. Despite how bulky it looks, Pterok are even faster in flight while wearing it, and can hit speeds of up to 100 miles per hour outside of combat where maneuverability is less important. **[300cp]**

Belt of Crystal Adaptation: This belt is useful for travelers in harsh environments, as it makes the bearer immune to all mundane environmental hazards, such as extreme heat, cold, or pressure. This includes no longer needing to breathe, but they still need to eat. **[300cp]**

Crystal of Protection: For a decently large expenditure of Essence, this artifact creates a dome of sunfire that is four yards in diameter and three yards high. The dome protects against wind, rain, and cold, burns anyone who tries to pass through, and makes it much harder for ranged weapons to actually hit those inside. The dome will last for a day or until the person who activated it exits it. The Crystal of Projection must spend 12 hours in direct sunlight to recharge. **[300cp]**

The Great Observatory: Thanks to the violent ways and semi-feral nature of most of the modern Dragon Kings who have regained their intelligence, it's easy to forget that the Dragon Kings were once in control of one of the most advanced civilizations in Creation. The dome of the Great Observatory is made of a truly mind-boggling amount of starmetal and is full of mechanisms designed to map the stars and assist with astrology. Even in the time of the Solar Deliberative, no such facility was able to match it, and the Dragon King astrologers who worked there were skilled enough they were able to see the Great Contagion coming, even if they were ill-equipped to deal with it. With this purchase, the Great Observatory will meet its match, a twin sister crafted by Dragon King hands and under your control. Unlike the Great Observatory in modern Rathess, yours remains unlooted and its mechanisms are still in perfect working order. As a special benefit to make sure it will continue to be accurate in future Jumps, the Observatory will automatically alter its constellations to match the sky, no matter how alien, and will continue to assist in predicting the future even if there is no sky at all. **[600cp]**

Savage Paradise: This large chunk of land is the ideal environment for a certain breed of Dragon King (yours by default) and is fertile enough to maintain a population of five thousand Stalkers. Anklok receive an arid land that is nonetheless teeming with prey. Mosok get something like a massive lake, a series of mighty rivers, a lagoon along the coast, or possibly some mixture of them all. Pterok receive either one gigantic mountain, or a series of smaller ones with peaks that maintain snow year around. Unsurprisingly, the Raptok receive a lush paradise full of both prey and tasty plants to suit their omnivorous diet. Multiple purchases of Savage Paradise combine together, growing larger and developing more diverse biomes within its range. For example, it's possible that combining the Anklok version of Savage Paradise with the Raptok version would lead to a volcano surrounded by a dense jungle, while fusing Mosok and Pterok habitats together might grant you a chunk of ocean bordered by a truly massive cliff full of caves just perfect for seeking shelter in. **[600cp, or an undiscounted 1000cp for all of them]**

Manses

Each manse and the demense listed below come with a dozen stasis pods for free.

Earth-Aspected Demense: A powerful earth-aspected demense that takes the form of a cave full of dimly glowing crystals of various colors, shapes, and sizes. The wildlife that calls this cave home

have developed mutations that leave them partially crystallized. Any lifeforms that dwell within its bounds for an extended period of time will also mutate in the same way. Crystals sourced from this cave are perfect for creating mighty lithic artifacts, making it a useful resource for Dragon King artificers. Harvested crystals will grow back in about a month. If you have no use for these crystals, you can always build a manse on top of it. [100cp]

Blazing Obsidian Fortress: An obsidian fortress armed to the teeth with crystalline weapons that shoot beams of Essence at anyone who may try and breach it. Inside, you will find several dozen fire duck warriors sorcerously bound to defend the fortress, a training hall to make sure all your troops are in fighting shape, and enough housing space to contain 1500 Dragon Kings comfortably, or more if you decide to pack them in like sardines. The hearthstone provided is a Firebird Gem. It allows the bearer to transform into a human-sized bird made of fire that can fly at 300 mph. This does not impede normal methods of melee combat and instead makes them more deadly thanks to the heat. This hearthstone does have a few weaknesses however. Missile-based attacks cannot be made, and the effect will end every midnight, midday, and whenever the firebird touches any liquid. Furthermore, when the bearer exits this form, not only will they be as tired and hungry as if you had run the distance traveled, but they will also be unable to activate the hearthstone again until they've rested at least an hour. [300cp, Discount: Anklok]

Blue Lagoon Hideout: The Blue Lagoon Hideout is a water-aspected manse located near a major water source. Anyone who enters through the hidden underwater entrance will discover they must navigate a maze that will leave anyone who cannot survive long periods submerged dead before they even enter the manse proper. Those who make it inside will find a misty cavern full of strange, glowing plants and many pools of water of varying temperatures. The center-most pool is so reflective it might as well be a mirror. The manse owner may use this pool to observe anyone within five miles of the manse. Those carrying significant wealth will be outlined in a golden glow, potentially revealing even those hidden by methods that don't prevent scrying. Finally, anyone who tosses a coin made of a precious metal or a small amount of treasure into the pool will be blessed with minor good luck when it comes to finding and gathering wealth, whether legitimately or through thievery. The Freedom Stone provided by the Lagoon will make the bearer impossible to physically restrain, allowing them to effortlessly slip free from shackles, ropes, limbs, or anything else along those lines. [300cp, Discount: Mosok]

The Azure Pillar: This manse can be found on top of a massive, smooth pillar that requires either flight or taking the lift tube accessed through ornate doors at the base to reach. Once there, you will find a school with an attached library. Rather than some great trove of forbidden knowledge, the library is mostly stocked with crystalline books meant for giving students the basic education expected for someone living at the height of the First Age. The library does have a particularly well stocked section on Emerald Circle sorcery and thaumaturgy though. The flow of Essence encourages focus and patience in those dwelling inside of it, allowing Dragon Kings who have regained their intelligence but haven't fully moved beyond their feral nature to more quickly do so. There are also four heavily reinforced pens in the basement of the school designed to help civilize more animalistic Dragon Kings. The Azure Pillar provides the owner a Twice-Striking Lightning Prism, allowing the bearer to with an expenditure of will, make it so a Charm or spell they use will be as effective as if they were of moderately higher Essence. [300cp, Discount: Pterok]

Garden of Morning Light: This magnificent greenhouse is itself alive. While the windows are made from clear crystal, the frames are the roots of a massive tree. In the branches can be found a dwelling large enough to comfortably house nine Dragon Kings. The leaves change color to mark the seasons. In spring they're green, in the summer they're pink, Autumn brings gold and red leaves, while winter sees them turning white. Any plant grown here requires no actual care from the grower, not even the most finicky of artifact plants. The Essence within the greenhouse makes using

the Shaping Wood Path both faster and easier, letting you mass produce vegetech artifacts. The manse provides a Jewel of the Forest Warriors for its hearthstone, allowing the bearer to commit Essence to animate trees, granting them mobility and the capacity to obey commands. This does not work on the manse itself however. **[300cp, Discount: Raptok]**

Rising Sun Monastery: Built by an order of Dragon King monks back during the First Age, this Solar-aspected manse is completely open to the elements and is made up of a sand garden surrounded by orichalcum veined marble walls decorated with even more orichalcum. The Dragon Kings who used to live here spent their days meditating on the rocks in the garden and their evenings practicing martial arts in the sand, erasing whatever patterns had been carefully made earlier in the morning. This place counts as a temple to the Unconquered Sun, and has crystal plaques that when activated can demonstrate martial arts techniques. In its databanks are several different martial arts of both the Terrestrial and Celestial variety, including the enlightenment Charms required for Dragon Kings to practice Celestial martial arts. All are either specially made for Dragon Kings or are martial arts that were developed for humans, but have been modified for the various Dragon King breeds rather than needing to do so yourself. The owner of the monastery is provided with a Seven Leaping Dragon Stone, increasing the skill at which they execute martial arts attacks by an incredible degree. **[300cp]**

Companions

Another Lifetime: You can import or create up to 8 Companions with 600cp to spend for 100cp. Unless stated otherwise, Companions can take Drawbacks. **[100cp]**

Jumper's Contract: This document is not of this world, but it is something you might find useful. If someone from this universe who is Essence 6 or less and would be eligible for podding signs it of their own free will with full understanding of the consequences, they will become a Companion if you cosign it. Don't worry if they don't have a sense of sight or their appendages don't allow them to write their signature, the document will change form to allow them to comprehend it and mark their consent. **[100cp]**

A Lost Tribe: You may import as many Companions and followers into this option as you want, turning them into intelligent, if half-feral Dragon Kings. This also grants them any freebie Perks that come with their breed, but nothing else. They may not benefit from Drawbacks. **[300cp]**

Divine Companions

Each god presented here is a Rank 4 Terrestrial god who possesses an Essence score of 6, except for the Child of Gold, who is an Essence 7 Celestial god. All of them know the Ride Charm, allowing them to merge with physical creatures. While the god and host can compete for dominance in this relationship, a perfect union results in a being that possesses the best qualities of both parties. Dragon Kings who undergo this process are known as olchiliké, and are held in high regard by their society. Translated as "Chosen" from High Holy Speech, this term would eventually go on to refer to the Exalted. Unlike the Exalted, being an olchiliké is most often a temporary affair done to fulfill an important goal. Usually a large gap in Essence between the god and their host prevents this merger, but as a special exception, you and your Dragon King Companions may undergo this process regardless of the gap in your Essence levels with the Companions in this section. While normally in a complete union the mixture of personalities prevent secrets from being kept, you may choose to hide certain knowledge from these divine Companions during the process.

Child of Gold: This goddess of exorcists has been a close Companion of yours for many lifetimes, having originally been a Zenith Half-Caste that achieved godhood so she could forever be by your side. A master of Golden Janissary Style since her mortal days, this goddess also has some knowledge of Emerald Circle Sorcery, although she mostly focuses on spells useful for banishing and slaying demons. Your Companion has managed to become a relatively high-ranking exorcist god in Yu-Shan, and at one time she was even an officer in the Aerial Legion. While bold and brash, she is surprisingly clever, often catching her opponents off-guard who may expect her to act without thinking. Having taken advantage of her high Essence, she has also mastered Arms of the Unconquered Sun Style. Optionally, she may also know whatever Terrestrial martial arts you do, having trained alongside or even underneath you in previous lifetimes. **[100cp]**

Old Growth: The city-goddess of a once-prominent Dragon King metropolis, she's watched her relevance wither away before the Great Contagion killed her career for good. Currently retired, this ancient goddess likes to ramble about the good old days when Dragon Kings ruled Creation and stories from the Primordial War. Besides from rambling, she also gives excellent advice and enjoys gardening. If you manage to gather up some of your fellow Dragon Kings, she'd be willing to come out of retirement and become the goddess of a city once more. During her time in retirement, she learned the Art of Victorious Concession, a Celestial martial art centered around the Virtue of Compassion which is used in debates to twist and demolish the arguments of others without contradicting them directly, eventually leading her opponents to come around to her point of view. It is also rare among martial arts not just because it is tailor-made for gods, but because it allows its user to heal rather than harm with their attacks. **[100cp, Discount: Raptok]**

Flame of Hope: This deity is a minor spirit who managed to rise to the position of a god of the forlorn hope worshiped by soldiers doomed to die, and the families of those who have marched off to war hoping for their safe return. Unsurprisingly, he's good at inspiring the soldiers who serve under him to fight on no matter how bad the odds are. While rather strict when on the clock, he's a laid-back guy during his off-time who likes to go out drinking with his friends and comrades-in-arms. He knows the Art of Forceful Declaration, a Celestial martial art based around the Virtue of Valor. Users of this martial art channel their passions while fighting, and during debates tend to ignore their opponents arguments, focusing more on forcefully arguing their own points. The most unique aspect of this martial art is that it possesses a Charm that allows the user to wield any weapon as if it were a form weapon for their martial arts Charms. **[100cp, Discount: Anklok]**

The Briny Deep: This pirate goddess is slightly unusual in that she specializes in underwater ambushes. Not really a stickler for anyone else's rules but her own, she pays little respect to the rules and regulations that come with being a god, but refuses to break personal agreements she's made. She only gets away with as much as she does due to having Charms that assist her in doing so. In all but the most dire straights, this goddess maintains the same lazy, carefree attitude she normally shows. Despite how careless she may seem though, she has a keen eye for valuables and people, with very little escaping her notice. Seeing piracy as a business, this goddess is surprisingly good at economics in general. She knows the Art of Relentless Persuasion, a martial art inspired by the Virtue of Conviction and based around stubbornly never giving up or accepting defeat. **[100cp, Discount: Mosok]**

Air of Refinement: An ambitious god who has spent centuries climbing his way up the bureaucratic ladder, he managed to pivot from being a minor delivery god to a god of thaumaturgy. Embarrassed by his lowly origin, his classy affect serves as a cover for his insecurities. He has a near-encyclopedic knowledge of plays, art, and musical genres from the height of the First Age despite his origins post-dating the great Contagion (presuming you start in the modern day that is). A bit of a drama queen and prone to self-sabotage in social matters, his plans to impress more important gods often go awry in the most absurd, but ultimately harmless ways. His true passion

though, is sorcery. He is quite happy to assist others with his Celestial sorcery just to show off his prodigious expertise. Despite (or possible because of) being a bit of a coward, he has mastered the Temperance associated Art of Meditative Discussion, which is built around carefully constructed arguments that are made not to directly attack an opponent's points, but instead draw them into a state of contemplation. As a martial art, it is primarily concerned with defensive and information gathering Charms, letting the practitioner identify an enemy's strengths and weaknesses while draining away their will to fight. **[100cp, Discount: Pterok]**

Gone to Ground: A forbidden god that's in hiding for reasons he refuses to elaborate on. He must have held a high position though with how powerful he still is despite his diminishment from a lack of position or worshipers. It's possible his disdain for Solar Exalts may or may not be a clue to the cause of his fallen state. If you're willing to take a risk, you would find yourself handsomely rewarded. Not only is he good at finding valuable things buried in the ground, but he also has connections to several elemental courts and prominent Jadeborn Artisans he can call in favors from. Besides from who he knows, this god is also a skilled craftsmen, especially when it comes to metalworking. While he is willing to listen to reason, once his mind is set to do something he can power through almost any form of unnatural force trying to control or influence him away from completing it. In future worlds, he will continue to have connections to various elemental courts, even in worlds where elementals don't usually exist. While they must exist in-setting, he will even have some contacts among Jadeborn-like industrious subterranean races, such as dwarves and gnomes. If White Veil Style were to exist, he would probably know it and have connections to a hypothetical secret society of the same name. While such an idea is absurd, he does know Jade Mountain Style. **[100cp, Discount: All other Terrestrial gods]**

Drawbacks

If you need more points, feel free to take on some of the burdens down below. Do be careful though, Creation is full of dangers and you are not one of the Exalted. Any Drawbacks that alter your starting point in the timeline are obviously incompatible with each other. For many of the potential starting locations, you'll likely start out somewhere in the wilderness or a minor Dragon King settlement in the same area.

Just a Little Bit More Time: If you wish to, you may start 5 years before the Jade Prison is opened, giving some time to do your own thing before the Solars return. **[+0cp]**

After the Apocalypse: Rather than starting in the modern day, you'll enter the Jump one week after the Great Contagion ended. While this leaves you with little opposition as long as you don't pick a fight with the Realm, you might find survival, let alone achieving anything of note, to be a challenge in a world recovering from a mass extinction. If you choose this, your imported Companions automatically gain it too. **[+100cp]**

Stereotype: You embody not just the virtues, but the vices of your particular breed as well. If you're an Anklok, you're a violent zealot, being a Mosok will turn you into a thief prone to wild mood swings, as a Pterok you'll only care about scholarly pursuits, while becoming a Raptok will turn you into a hedonist. **[+100cp]**

Apex Predator: Most people find your predatory nature off-putting. Even humans who would normally recognize Dragon Kings as people can't help but feel nervous around you, and there's nothing you can do to hide your true nature. Trying to disguise yourself as something less dangerous only makes this worse, as people can instinctively tell you're a predator trying to deceive them. **[+100cp]**

Young at Heart: It doesn't matter how old you are or how much you've grown in Essence and your understanding of the Paths, you'll continue to struggle with your instincts just like a freshly civilized Dragon King would. While you don't have to worry about going feral, you'll find struggling with your instincts a constant annoyance. [+100cp]

Irrelevant Fossil: Much like the Dragon Kings as a whole, you're doomed to constantly be outshined by the Exalted. During your stay, you'll almost never accomplish anything of note, and even if you do somehow succeed in doing something big, it will be outdone or undone by an Exalt almost immediately. [+100cp]

Grudge Match: You've somehow earned the ire of one of the Exalted, and it's unlikely you'll be able to work something out without a fight. Worst of all, whatever the Exalt is, their Caste/Aspect is the one most suited to combat. For +100cp, it's just a Dragon-Blooded, but for +200cp your opponent is a Lunar or Sidereal. If you're feeling particularly suicidal, you may take on a Solar, Abyssal, or Infernal for +300cp. The one saving grace is that you have at least two years to prepare for the +200cp version, and three years to prepare for the +300cp version. You may choose this Drawback multiple times, but only once for each kind of Exalt. If you do somehow manage to convince them to join you, you may take your rival(s) as a Companion. [+100cp/+200cp/+300cp]

A Darker Road: This isn't right at all. What happened to you? For some reason, you're a Creature of Darkness and incapable of learning any Paths but the Dark Paths. You should still be able to learn the Paths of Prehuman Mastery despite being a Creature of Darkness, but for some reason you just can't. [+200cp]

Wyld Hunt: Much like one of the Anathema, the Wyld Hunt sees you as something to be destroyed. Luckily, they don't think you actually are an Anathema, so you don't have to worry about things massively escalating as long as you don't do something to make them think you're a major threat. Don't think living in Yu-Shan will save you, as the Bronze Faction will work to make your life a living hell, even if they're unlikely to escalate to full-blown assassination attempts. [+200cp]

In a Past Life: Much like every other Dragon King, the memories of your past lives are fragmentary and difficult to remember. Unfortunately for you, this also includes your memories from before this Jump. Luckily, as your Essence raises you'll begin to recall some of the more important ones. While you won't fully recover all of your memories until this Jump is over, you will at least relearn how to use your various skills and powers. The only thing you'll fully remember are your deeply held personal beliefs, even if you don't remember why you hold them in the first place. [+200cp]

Blasphemer: You can't help but actively badmouth the Unconquered Sun. You should probably avoid other Dragon Kings if you don't want to be constantly challenged to duels to the death. Unfortunately, you seem to run into other Dragon Kings unusually often. [+200cp]

PRAISE THE SUN: The Dragon Kings prided themselves on being the Unconquered Sun's most zealous worshipers, but you take even that to an extreme. You'll spend almost all of your free time worshipping the Unconquered Sun and go on long sermons at the drop of a hat. Most troublesome of all, you'll feel compelled to fight anyone who doesn't show your god the proper respect to the death. For +300cp, you'll also feel compelled to seek out and proselytize to mortals who have been led astray by corrupt gods and the Immaculate Faith. If taken with Blasphemer, you either hold some deeply heretical beliefs about the Unconquered Sun or are fanatically devoted to Han-Tha or the Yozis instead. [+200/+300cp]

No Monkey Business: When it comes to supernatural abilities, Dragon Kings can't hold a candle to the Exalted when it comes to versatility. Since you're a Dragon King now, you lose access to all powers, skills, and items that it wouldn't make sense for a Dragon King to have. This means if you've learned things like Emerald Circle Sorcery or non-Sidereal martial arts in previous Exalted Jumps, you retain access to them, but basically nothing else. The same goes for something like scientific knowledge. You may instead take this Drawback for +300cp to lose access to even the things a Dragon King could potentially have from previous Jumps. [+200cp/+300cp]

Stalker: For the next ten years, you're going to be stuck as little more than a particularly clever animal. This not just limits your intelligence, but prevents you from using any Steps beyond the first. You still technically have access to any out-of-Jump stuff you possess, but you're unlikely to be able to understand, let alone use anything that isn't simple and straight forward. Depending on what you have, it might be wise to take the Drawback up above just to keep from accidentally hurting yourself. [+300cp]

The Great Contagion: You have five days to prepare before the Great Contagion begins. If you die from it, you are sent home even if you'd normally have items or Perks that would resurrect you or allow you to avoid death. This choice temporarily shuts down disease resistance and immunity Perks, and access to alt-forms and items that would make you immune, or allow you to cure or avoid it. The one saving grace is you know the location of some stasis pods where you and your friends can wait out the worst of it. Unfortunately, any stasis pods you know of or have access to are far enough away that it will take you several days to reach them even if you hurry. [+300cp]

Death is Not the End: Most Dragon Kings do not fear death. After all, even if they die, they'll live again someday. As a Dragon King, you also carry this same attitude. While not suicidal, you are more than willing to throw yourself into fights you have no chance of winning, and see dying in battle as something to celebrate rather than avoid. While your ability to use strategy and tactics remain unhindered and you're not necessarily any more reckless than you were before, the thought of things like standing aside and letting others do the fighting when you could intervene or leading from the rear fills you with an unbearable sense of shame. When it's go time, it is literally do or die for you. The only exception to this is when fighting enemies you know for certain are able and willing to destroy your soul, such as the Yozis. Even this has its limits though if the circumstances are important enough. It seems you have good reason to feel this way too, since dying counts as choosing to stay in Creation as a freshly hatched Dragon King rather than returning home. This Drawback bypasses anything that would allow you to cheat death. Companions who take it and die won't be stuck in Creation forever, but you won't be seeing them again until your next Jump, except maybe as an average reborn Dragon King completely bereft of their Perks and non-Dragon King memories. [+300cp]

Circle of Life: So you want the full Dragon King experience, eh? Ignore any Drawbacks that alter your starting date and don't worry about dying counting as a loss condition as long as your soul isn't destroyed. You'll be starting this Jump as a first generation Dragon King and won't be leaving until one thousand years after the Solar Exaltations are freed from the Jade Prison. You'll still lose your memories upon reincarnation, but at the very least you'll fully recover all of the powers and memories from before this Jump by the time you hit Essence 6. Much like any other Dragon King though, you'll only be able to recover some of the memories from your past lives rather than getting them all back (unless you take the Endless Cycle Perk). While you can have some impact on history, most major events like the creation of the Exalted, the Primordial War and imprisonment of the Yozis, the Mandate of Creation being passed to the Exalted, the Usurpation, Great Contagion, rise of the Realm, and anything else along those lines will come to pass. There is somewhat of an exception to this when it comes to the history of the Dragon Kings though. For example, the Primordials will still attempt to genocide the Dragon Kings at the start of the Primordial War, but

you might be able to change how successful they are on that front. Another example is while the Solar Deliberative will inevitably overshadow Dragon King civilization and at least some will turn to Han-Tha when the Unconquered Sun turns his back on Creation, you could potentially prevent the cultural rot that comes from these events from getting as bad as it did in canon. If this Drawback is taken alongside Death is Not the End, only dying in battle counts as a loss condition. Companions may not take this Drawback on their own, but they automatically receive it if you do. **[+300cp, +800cp with Death is not the End]**

The End?

This lifetime may be finished, but your story continues.

Return to Monkey: Whether you died or just don't want to continue your adventure for whatever reason, you're going back to your original world with everything you've earned during your multiversal adventure.

Not Extinct: Or maybe this lifetime is just beginning? Creation may be dangerous, but that doesn't mean you can't find it a worthwhile place to stay. Outside this Jump, your affairs will be set in order and your loved ones will be fine after a short period of mourning.

Reincarnation: While some day you may return to Creation, for now it's off to your next adventure.

Scenarios

We're Back: A Dragon King Story

Rather than beginning the Jump in a regular starting location, it begins in a lost Dragon King settlement somewhere out in the wilderness in a place suitable for you and your Companion's breeds. While you will find this location lacking in comparison to any purchase of Savage Paradise you may have made, any Savage Paradise purchases by you or your Companions is added to the area. You have ten years to civilize the local Dragon King population, return the city to a prosperous metropolis, and create a city-state that is recognized as a regional power by neighboring countries. If you succeed at this, you are allowed to bring your city-state and its populous with you into future Jumps.

This scenario is incompatible with Circle of Life and is made significantly harder by After the End and The Great Contagion.

Most Favored By the Sun

Both the rise of the Solar Deliberative and the cannibalistic ghoulish-god Han-Tha who seeks to usurp the Incarna are partially to blame for the fallen state of the Dragon Kings. The fact Han-Tha's cult is currently the most powerful faction in Rathess is a stain on the honor of the Dragon Kings. That one of the Solar Exalted not just serves the ghoulish-god, but at times willingly becomes a vessel for him is an abomination that cannot stand. It doesn't matter that you are just a Dragon King and your enemy is an elder Solar olchiliké of a powerful god, you will wipe Han-tha's cult from the face of Creation and they will die by your hands.

While any allies you have may assist you in taking his followers out, to succeed at this scenario, you must challenge Filial Wisdom to one-on-one combat. He will accept, and Han-Tha will use

Ride to further empower his priest. This is essentially suicide even if you too are an olchiliké, but impossible odds didn't stop the Dragon Kings from joining the fight against the Primordials, did it? By achieving this impossible task and offering Filial Wisdom's heart to the Unconquered Sun, the Dragon Kings will once again receive his favor, and you will be rewarded with a copy of his panoply.

To actually benefit from these artifacts though, you will need to possess the appropriate Virtues at sufficient strength, although not to an extreme degree. As a final warning, if you ever suppress or violate one of your Virtues, you will no longer benefit from the associated artifact for about an hour after you are out of the situation that caused you to do so.

Associated with Conviction, the Titan-Unleashing Clarion allows you to summon elementals, demons, and other beings it is possible to summon and/or bind if you have authority over them in some way. As the divine ruler of heaven and as a result of the Surrender Oaths, the Unconquered Sun can use this to call forth the Greater Elemental Dragons, imprisoned horrors, and even the Yozis themselves and give them a single command they must obey. Both he and you have no direct control over how these entities might carry out their tasks however with just the Clarion. You could do much the same with a similar level of authority, but this artifact will still prove useful even at lower levels by allowing you to bypass any summoning or binding rituals that may normally be required.

Besides from being an invincible shield and the fulcrum of the Unconquered Sun's Temperance, the Aegis of the Unconquered Sun offers total immunity to all negative environmental hazards and conditions, along with complete immunity to physical damage, dying, or other negative effects. While this doesn't give you complete protection against mental effects, it does ensure you cannot be forced to betray who are on a fundamental level or alter such a thing. Finally, the Aegis can allow you to take on a majority of damage for any army you personally lead into battle, keeping injury to your troops to the bare minimum. The shield keeps its invincible nature and still protects you from extreme environments even if you suppress your Temperance, but loses all other effects.

The God-Spear of All-Searing Noon is an extremely powerful weapon that deals supernaturally potent wounds to any creature of darkness or other target that is weak to holy effects. Even without great strength or supernatural ability, the spear can be thrown out to a mile and instantly returns to your hand the instant it strikes. The spear has the additional benefit of only incapacitating a target if you do not wish to kill them. As long as you do not suppress your Valor, the God-Spear of All-Searing Noon becomes the ultimate weapon, dealing infinite damage to whatever it strikes and instantly killing the target, reducing them into a fine white ash in the process. Much like normal, you can choose for it to merely instantly knock out your target instead. Finally, the God-Spear can hit any target you can perceive as long as it is on the same world as you, and can even strike indirectly by calling down a beam of light from the sky.

Finally, the Laurel of Entwining Mercy allows you to target any non-creature of darkness or unholy creature you can perceive within one mile to perfectly understand all harm they're currently suffering from and heal any damage, although the more damage you heal, the more Essence will be required. As long as your Compassion is not suppressed, you can also use it to cure any ailment or crippling effects, and even undo things that are metaphysical in nature or the result of reality warping as long as it is personal in nature rather than a fundamental and permanent reordering of universal laws, since by that point it's just how things are.

This scenario requires the first purchase of No Monkey Business for you and your Companions, and is incompatible with any Drawback that alters your starting time.

Notes

- Your Dragon King form becomes an alt-form post-Jump.
- Paths are only available in your Dragon King form, except for the first Step of the Dark Paths (or first three Steps with the appropriate purchase of To Walk in Darkness) and Perks that would allow you to access the abilities of or mix alt-forms.
- The sixth Step of the Tormented Bodhisattva Path is rather harsh, but there are several ways to deal with it. The first is to enter a non-Dragon King alt-form. The second is to use a power from another Jump that lets you toggle off powers. Beyond that, an artifact should be able to do it (probably a 3 dot artifact). A sorcerous/necromantic working should also be able to handle it, but would likely require at minimum a Celestial Circle sorcerous working, at maximum a Solar Circle/Labyrinth Circle working. Do note, that it is possible to do a working above the Circle you're initiated in, it just gets harder.
- Essence can't normally go beyond 10 for anyone, but feel free to fanwank what happens if you somehow achieve a natural Essence rating of 8 or higher and use the sixth Step of the Coagulated Eucharist Path to exceed it. Just don't be stupid about it.
- Essence ratings put some limitations on learning Paths and certain other things. Essence 2 Dragon Kings are limited to a maximum Intelligence and Path rating of 3. Intelligence 3 is still above average, and any intelligence boosting Perks from other Jumps will let you overcome this limitation. Essence 6 lets you become mildly superhuman at pretty much everything if you put the effort into getting good. You cannot progress beyond Essence 5 to Essence 6 until you've lived at least a century. Modern Dragon Kings usually can't reach Essence 4 or higher without some form of instruction, but you and your Companions are exempt from this.
- "May very well" in Lithic Assemblage depends on how much effort you actually put into mastering your crafting skills, and it isn't kidding about potentially being the best Dragon King crafter to ever live. Pushed to your absolute limits as an Essence 6 Dragon King with Lithic Assemblage or Vegetech Gardner, combined with the appropriate Steps of the Yielding Earth or Growing Wood Paths, you could (barely) create a "weak" N/A level artifact, presuming you put in the time and resources to do so.
- To put into context what the "For the Glory of the Unconquered Sun" Perk mean by superhuman Virtues, mechanically, almost everything is limited to a maximum of 5. Elder Dragon Kings can achieve a maximum of 6 though ubstead. Much like other, similar Perks, you don't need elder Essence to receive the benefits of this Perk.
- As above, "the Dragon Warrior" lets you use all Eye of Heaven Style Charms even if you don't meet the minimum Essence rating to use them. It also gives you the ability to learn other Celestial Martial Arts even if you don't meet the necessary requirements to learn Celestial Martial Arts, although in that case you still need the appropriate Essence rating to learn them.
- Just because creatures and objects in future settings don't have Essence ratings doesn't mean Steps and Charms that rely on them are perfectly effective with no resistance. Under most circumstances, creatures that possess magical or spiritual powers likely count as having Essence ratings.
- By default, the god Companions appear mostly human (with Air of Refinement bearing a striking resemblance to Kelsey Grammer) except Old Growth, who looks like a Raptok. Feel free to change their appearance or gender if you want though.

- Some of the Unconquered Sun's panoply doesn't function in the way presented by the Most Favored By the Sun scenario, but they are abilities the Unconquered Sun has. This was necessary because otherwise only the spear and shield would be worthwhile to possess. Yes, getting all of them as a reward is absurd, but so is the idea of successfully completing the Scenario.
- Technically, stalkers seems to only refer to the feral Raptok and it's a name given by non-Dragon Kings because most people think they're wild animals. I'm using it interchangeably with "feral" and "uncivilized" Dragon King in this document, because I can't find a term for every breed and it's less of a mouthful than the alternatives.
- The Primordials fearing the Dragon Kings may seem strange, but that's what Ruins of Rathess says. Admittedly, enough Dragon Kings backed up by elders with complete mastery of the Celestial Air Path could potentially perma-kill Third Circle souls, so it might have something to do with that.
- This Jump is based off the information in the 1e book, 'Ruins of Rathess' and the 2e book, 'Scroll of Fallen Races' along with its add-on, 'Debris of Fallen Races.' I've glanced over the Dragon King stuff in Essence edition, but nothing stuck out enough to try and work into this Jump even if I think I might prefer 'clade' for the different varieties of Dragon King over 'breed.' Despite all this, the Jump is supposed to be edition agnostic. Feel free to lean towards whatever edition you like most though. While I may favor 2e, 3e definitely has some good ideas, such as Evocations and sorcerous workings. Yes, this means you can make Evocations for the artifacts you purchase here.

Change Log

Version 1.1

- *Fixed some typos and a formatting error.
- *Free Steps and more freebie purchases of Path Master added for both Modern and Ancient Dragon Kings.
- *Price reduction for Enlightenment Eclipsing all Lifetimes.
- *The Stalker Drawback now limits you to the the first Step for your Paths.
- *Added a section in the notes explaining Essence limitations.
- *Clarified in the notes that Perks let you ignore certain Essence rating requirements.
- *Added a section in the notes explaining what "For the Glory of the Unconquered Sun" means by superhuman Virtues.
- *Added to the notes suggestions for handling the 6th Step of the Tormented Bodhisattva Path.
- *Other minor tweaks.

Version 1.2

- *Fixed more typos and grammar issues.
- *Altered the Eternal Cycle so the specifically Dragon King reincarnation is more of a contingency.
- *While a limited change, Enlightenment Eclipsing all Lifetimes applies to skills now too.