

Dragon Lord Jump

Version 1.0

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When many people think of mighty, powerful beings they often think of dragons. Dragons are primordial embodiments of might, elemental ferocity, and oftentimes greed. Across the omniverse there are countless types of dragons in existence, but the number of dragons that are comparable to Dragon Lords but not Dragon Lords themselves can be counted on a few hands.

Dragon Lords are conceptual manifestations of the traditional traits associated with dragons: the indomitable pride, endless wrath, and unfathomable greed of dragons, along with their leadership, majesty, and their stunning ingenuity. To become a Dragon Lord is to become an ascendant, a being who looks at the forces governing reality, taps into them, and makes them bend the knee in submission. And now someone new joins their prestigious ranks: you, dear jumper.

By entering this setting through this jump you have become the newest ascendant to emerge in the multiverse, the youngest Dragon Lord to reach the heights of this lofty peak. And now, atop this tall mountain, you can see other, taller mountains with peaks up past the clouds. Welcome jumper, to the Troyverse and to the ranks of the ascendants. Take these points, you'll need them to really get the most out of the decade you'll spend here.

You now have 1000 Dragon Points

Author's Note: Welcome to the Troyverse, this is a vast, at some point conceptually powerful setting. This particular jump is immensely powerful, on par with the Sanguinarch and Transynth jumps, and is based off of the Dragon Lord Ascension Choose Your Own Adventure. This is a setting that allows you to become a cosmic-scale dragon, capable of fighting entire universes at once and coming out on top.

This jump will incorporate a healthy amount of draconic lore from across multiple of Troy's Choose Your Own Adventures, and so anyone who wants to experience them blind would be wise to do that before coming here. Please consider this a **Spoiler Warning** for assorted Troyverse lore.

Origin:

Dragon Lord (Free):
Dragon Lords are primordially potent dragons, ones who have physics defying, world, solar-system, galaxy, and at the upper end even universe shaking powers. These ancient beings are supernaturally attuned to one, or more, of the eight draconic elements: fire, water, earth, air, storm, poison, celestial light, and void.

Dragon lords most often arise from one of two types of non-ascendant beings: dragonrider champions, and dragons themselves. Dragonrider champions are brave individuals who won the respect of one or more dragons and ride them in battle, synergize with them, and in some cases even emulate their abilities, and dragons themselves are obviously, well… dragons. In rare cases a half-dragon prince or princess of some sort will arise and ascend. In even rarer cases a Dragon Lord will spawn completely ex-nihilo, fully grown and already ascendant. Because of this, it is possible for you to devise your background however you wish, from being born a non-ascendant dragon to being a powerful half-dragon royal either of whom ascended, so you can decide things like your age and gender freely. No background or set of memories will confer to you any sort of significant boon or mighty headstart, due to the enormity of the power you will be wielding innately. You can also elect to be a drop-in in which case the most obvious explanation for you would be if you spontaneously emerged fully grown and ascendant.

As a general note, dragon deities like Tiamat or Bahamut in D&D (Though there IS a Tiamat in the Troyverse… very different from D&D's Tiamat) would be considered akin to or beyond Mythic Wyrms while primordial dragon divinities like Io would be comparable to Dragon Lords, albeit probably only of a middling tier.

Starting Location

You can freely pick which place you start in, or roll a dice to make the choice for you. If you have new memories, your memories will give you knowledge of a plausible backstory explaining your presence in whatever location you start in.

1) The "Exotic" Side of the Veil: Welcome to... Earth? Kind of. You ARE on Earth, though not one that you're likely to be familiar with. This Earth is, essentially, two different worlds. One of these two worlds IS, in all likelihood, similar to a place that you have visited in the past: a planet populated by humans and seemingly devoid of the supernatural. The OTHER half of the world is more akin to an urban fantasy novel; a place of magic, monsters, the supernatural, and also exotic future tech.

Long ago this world was covered in an esoteric artifact known as a "Veil" that protected it from the supernatural to an extent. Supernatural beings can only interact with supernatural beings and mundane humans can only interact with ordinary humans and animals... At least if you ignore the rumors that a spate of "Veil-Straddlers" have been born; humans and human-like beings capable of crossing through the veil. Those are... probably just rumors. This entire solar system, from Mercury to Neptune is covered in veils, and while mundane humans on Earth cannot penetrate or even perceive the veils (seeing the rest of the worlds in the solar system as barren, lifeless worlds), the entire solar system is filled with exotic life. It is entirely possible for you to gain a reputation here, if you feel like claiming this region for yourself. Though there are potent beings here whose ire you might inspire if you decide to try and claim the exotic half of this solar system.

Please note: if you start here, you may elect to start off in Veiled Atlantis, a city once ruled by a mighty storm dragon, this multiverse's version of Zeus the chief deity of the Greek Pantheon. He was ousted from power a long time ago, and in the time since the city has experimented with different leaders. Some say a new son of Zeus hatched recently and might be stuck on the other side of the Veil…

2) The Depths Of Etherscape: Etherscape is a strikingly advanced empire composed of a multitude of planes inundated with a bizarre energy field that disrupts technology and supernatural powers (below ascendant levels) unless these powers or technologies are fueled by "Ether". This ancient empire has existed for billions, if not trillions of years, and in the unfathomably ancient past a leader from before the formation of the empire forged a pact with a multitude of ascendants, including several Dragon Lords, to ensure no belligerent ascendant tried to conquer the empire for its vast resources. This is a tricky starting location, as Etherscape's leaders are both aware of ascendants and have the resources to deal with a rorgue one, but a diplomatic Dragon Lord, and certainly a manifold ascendant, could find plenty of opportunity here. There is also at least one *Unique* dragon-like being here, but finding her and recruiting her might be a bit difficult.

3) Clearbrass Estate: The home of the Cosmic Djinn, a ruthlessly ambitious place filled with strikingly powerful, hedonistic wish-granting elemental beings. The leaders of this place tend not to match an ascendant in direct contests of strength but have a plethora of resources that new

Dragon Lords often lack. What's worse is that Cosmic Djinn disdain both regular dragons and Dragon Lords, seeing them as rivals, so your presence, if discovered, may well lead to Cosmic Djinn banding together to oust you, but at the same time if you can impress or befriend Cosmic Djinn you can become a player in their games, and there is much loot to find in this place.

4) Elemental Planes: This is a collection of, usually mono, elemental dimensions governed by various elementals of different shapes and sizes. Monoelemental dragons are often influential lords here, acting as monarchs over patches of territory they rule over with iron claws. If you choose to attune to one of the four classical elements, you could choose to start off in the elemental plane matching your elemental.

5) A Dizh Collective: You awaken and find yourself on a mysterious planet, near a strangely beautiful or handsome human-like alien. They look at you and speak, but you can't understand what they are saying. Eventually they sigh and tap their forehead, and when they next speak you hear their voice in your head. They introduce themself and state that they are a "Dizh" a member of a race of humanoids who look like humans and who have a seemingly inborn talent for psionic talents, dragon-befriending, dragon-strengthening, and even dragon-taming (of lesser, more primal dragons). The dragonrider says their people are under attack by a mysterious foe capable of stripping them of their dragon augmenting powers, and they performed a ritual meant to summon someone who could help their people. They thought the ritual failed, but you are here which suggests… something else.

Dragon Lord Perks:

Mandatory Perks:

Ascended Advantages (Free): Every type of ascended being gains a number of advantages that elevate them above the vast majority of non-ascendant beings. This perk confers those advantages to you, so long as you are in an ascendant state which as a jumper you can access at anytime so long as you are not confined to your body mod or suffering from a power loss drawback. **After this jump this becomes an alt-form accessible at any time, while being a jumper's default form in their time in this jump**.

Dragon Lords are immortal, eternally the age they wish to be (which they can change at will due to their shapeshifting), they do not require eating, sleeping, or breathing to continue to live. They are naturally resistant to mind control (eventually freeing themselves from any mind control strong enough to actually work on them short of something done by a creature as mighty as the creator of the multiverse herself), nearly outright immune to supernatural abilities performed by beings weaker than ascendants, as well as being nearly immune to timeline tampering. They are capable of flight at speeds that allow them to move across a planet in an instant, and they are masters at overcoming resistances and immunities so long as their possessors are not fellow ascendants (or greater beings). Ascendants are talented shapeshifters and all Dragon Lords are shapeshifters as well. Dragon Lords possess enhanced brains capable of unthinkable multitasking, which is part of how such beings maintain multiversal empires, and use their remote powers (which is their ability to use their ascendant abilities through objects and places

connected to them or through their followers). These beings cannot be predicted with magic or supernatural means and cannot even be scried on in the present, barring efforts by other ascendants and other favorable conditions. Dragon Lords, like all ascendants, are not constrained by time or space and can travel through both with ease as well as possess a nearly unusurpable connection to their powers and traits, which protects them from efforts to weaken, steal, block, or copy them.

Draconic Details (Free): Dragon Lords have a number of areas where they are different from and superior to other ascendants. Dragon Lords have two innate/true forms, their humanoid forms (which they can control the size of and can morph to become ten times bigger or smaller than its base), and their draconic form (whose true size is determined by a Draconic Power), which can be any size between a human and a skyscraper by default. Additionally Dragon Lords, at their lowest max speed, can be fast enough to cross a planet in an instant and are durable enough to tank planet-shattering hits with no harm as well as strong enough to juggle multiple planets at a minimum. In terms of physiques Dragon Lords have the highest baseline of all ascendants.

Aspects (Varies): Not all Dragon Lords are equal in power or even potential. There are three “Draconic Aspects” that Dragon Lords take after, in order of strength they are: “Wyvern”, “Drake”, and “Mythic Wyrm” and they reflect three tiers of draconic power and three distinct types of dragons.

“Wyverns” are the lowest tier of this rung and any Dragon Lords who elect to choose this tier as their “Aspect” gain +200 Dragon Points but in exchange cannot maximize more than one aspect of their hoard, and numerous things in this jumpdoc cannot be purchased by them (though you might be able to purchase something normally off limits to Wyvern aspected Dragon Lords depending on the element(s) you choose as your attuned too elements!).

The “Drake” aspect is free, and only a handful of options are barred from them and reserved for the highest tier of Dragon Lords: the “Mythic Wyrm” aspected Dragon Lords. MW Dragon Lords are immensely powerful and fairly rare, often possessing multiple pairs of wings, and taking after the exaggerated traits of their namesakes such as gigantic sizes, and an unending rate of growth. Mythic Wyrm dragons (not Dragon Lords, just regular dragons) are also immortal, whereas other types of dragons are long-lived (though it’s not unheard of for mortal dragons to become immortals).

Draconic Element (Varies): The eight draconic elements are potent symbols of draconic power. None more embody this symbolism than Dragon Lords, who can use their elements to effortlessly destroy entire planets. In this section you will select your elemental affinities, which of the eight elements you are innately attuned too. Any element you select will confer the lowest tier of the elemental affinity draconic power, as well as discounts to the purchasing of other draconic powers. You get one affinity for free, and all of the other ones cost some Dragon Points.

The classical four (Fire, Water, Earth, Air) as well as their direct secondaries (Storm & Poison) all cost 50 DP to purchase on their own, while Celestial Light and Void both cost 100 DP each. Remember, each element you purchase is something you can use as a weapon and manipulate by itself, not just controlling instances of it that originate from you.

Attuning to an element has a slight effect on you, and if your elemental affinity (or affinities) become known then you may have to deal with preconceptions about your character. These stereotypes may or may not affect you, and weaker or younger Dragon Lords are believed to be more likely to be powerfully affected by or embodiments of the notions associated with their elements.

Fire Dragon Lords are known to be larger, more temperamental, and also more physically powerful Dragon Lords. Other Dragon Lords and sufficiently knowledgeable beings tend to associate Fire Dragon Lords with direct, brash actions and a lack of subtlety.

Water Dragon Lords are associated with calmness, patience, healing, and are believed to be slow to anger but ruthlessly unforgiving when wronged.

Earth Dragon Lords are not associated with speed but are considered unyieldingly solid, believed to be immensely powerful physically, and are associated with construction, architecture, and artifice. These last bits are due to the fact that as Earth attuned beings they possess considerable skill at matter manipulation.

Air Dragon Lords are speedy, often thought to be flighty, and are among the wittiest of the Dragon Lords.

Poison Dragon Lords are often underestimated due to the fact that poison dragons tend to be the weakest of the elemental dragons. That said, non-ascendant poison dragons learn to masterfully leverage soft power, and to ruthlessly exploit the weaknesses of their enemies. A Dragon Lord's strength is not determined by their element(s) which is a fact many enemies of Poison Dragon Lords tend to either learn quickly or fall victim too. Their breath weapons work just as well on non-corporeal and non-living beings as they do on living, biological ones.

Storm Dragon Lords are seen as incredible livewires, and as living fonts of energy. These dragons are also masters of charging up technologies and their servants, as well as possess immensely potent breath weapons and even without the Weather Control Draconic Power can summon massive storms on scales below continent level by default.

Celestial Light Dragon Lords are, by default, seen as benevolent and magnanimous despite the fact that a Dragon Lord's element(s) has very little on their personality. Part of the reason why they are seen as benevolent has less to do with their personality than it does with their unique talent at bolstering allies and using their breath weapon, a powerful beam of light, to purge evil from hearts, deal devastating morality-based damage, and directly empower allies

struck by it. These dragons and Dragon Lords are also uniquely powerful mages and psychics with immense reserves of psionic energy and arcane power.

Void Dragon Lords are feared and respected in equal measure. Many associate such dragons and Dragon Lords with cruelty, evil, and depravity, but they also are seen as both resilient to other forces and as uniquely dangerous since the darkness they weaponize and control is harmful in ways more than just being physically draining to be hit by. Their blows and abilities can deal psychic damage, conceptual harm, and can neutralize or weaken the abilities of others, even dealing long-term damage if someone is hit cleanly by an attack.

Healthy Hoarding (Varies): Dragon Lords are one of the simpler kinds of ascendants when it comes to a specific aspect of life as an ascendant: their power sources. Scholars of dragons and Dragon Lords are invariably familiar with the concept of a dragon's hoard, a stockpile of treasure that dragons of all types guard obsessively and zealously. Both dragons and Dragon Lords do draw real power from their hoards, but Dragon Lords can extract every iota of energy and power from the objects they add to their collections. Dragon Lords extract unique amounts of power from six different fonts, only some of which have physical forms which can be found in their hoards. All six of these can be maximized which adds to their power they give, even passively, to those to whom they belong. Dragon Lords slowly grow in power passively thanks to their hoards, but they can also temporarily draw on more energy from their hoards which causes a bit of a strain if done, or they can temporarily bolster themselves mightily by permanently breaking parts of their hoards to fuel their power. Some Dragon Lords can even extract enough power from their hoards to supercharge themselves WITHOUT destroying their fonts of power but only once a decade (which has the effect of amping your powers to their next tier). You can do this for free, but only once a decade, but if you sacrifice parts of your hoard you can do it more than once a decade. Supercharged abilities go up in tier, and generally the progression goes from planetary scale to solar system scale, and from there up to galactic, then galactic supercluster, and from there to universal. Any abilities supercharged beyond that would be multi-universal in scale.

The six things which Dragon Lords draw power from are Treasure (goods that are recognized as wealth and luxurious items), Artifacts (objects of power, regardless of their precise source: technological artifacts are just as valuable as mystical ones), Souls (a less material thing, most of the time, and also something that doesn't empower you as much as it might ascendants of other types. You can also claim the souls of those who serve you, while they remain alive, and you can absorb the souls of fallen foes and add them to your hoard), Worship (another less material substance, though worship can be turned into other kinds of energy in the right hands), Dragon Heartscales (dragons all possess heartscales which they can willingly and painlessly give to others, and which serve as exemplary sources of energy but also serve as tremendously potent sources of draconic power for Dragon Lords), and Vaults themselves (that's right, Dragon Lords are so tied to their wealth that they draw power from the places they put them in! Vaults are unique, in that not only do they give power to their owners, they also empower the hoards stuffed within them, amplifying the power they give to Dragon Lords based on things like their magical power, their luxuriousness, and their defendability).

All of these things can be **Maximized** for 50 DP each, aside from Dragon Heartscales & Vaults, both of which take 100 DP each to maximize. Maximizing a source bolsters how much each instance of it gives you, power wise, and maximizing the Vaults bolsters how much each vault amplifies the power of the hoard stored within. You can also **shun** hoardable resources, which does not prevent you from hoarding them however it would prevent you from drawing power from them. Treasure, Artifacts, Souls, and Worship all give you 50 DP each when **shunned** and Vaults and Dragon Heartscales give you 100 DP each when **shunned**, though such choices are permanent.

Maximizing any aspect of your hoard radically increases the power any instance of a hoardable thing grants you. Maximizing treasure allows you to gain oceans of power from even simple things like a chest full of gold coins or a masterfully made painting. Maximizing the potency of artifacts in your collection allows even wands of middling quality to grant you considerable power. Normally souls in the possession of a Dragon Lord generate less power than they do when souls are possessed by other types of ascendants, however if a Dragon Lord maximizes the soul aspect of their hoards even a soul of average quality gives them much more power. Worship is unique in that it can only be maximized by a Mythic Wyrm Aspected Dragon Lord, and makes you gain energy comparable to a powerful Cosmic God when you are worshiped. Dragon Heartscales, either as signs of your successful conquest of a dragon or as tribute from dragons in your legion, when maximized become immensely potent to reflect their relatively rarity in most hoards. Vaults, when maximized, become pivotal parts of any powerful Dragon Lord's hoard as they tremendously magnify how much power even the slightest bits of hoardable resources provide you with.

Draconic Charisma (Varies): Dragon Lords are renowned not only for their draconic majesty but for their command over other dragons. Each Dragon Lord invariably has a host of dragons under their control, though the size of their host depends on a few different factors. Dragon Lords, through a range of means, can gain the service of dragons.

The most common method, which grants anyone who takes it +100 DP, is through normal **Respect**. Dragon Lords are so mighty that their draconic servitors often view them as worthy leaders through their commitment to their ideals, and their moral clarity (be it in service to good, evil, or something else). The second method, which costs 0 DP, is **Domination** which means that the Dragon Lord has some sort of ability to mentally enslave dragons. If this becomes widely known other dragons will fear and/or despise the Dragon Lord. The final method, which costs 50 DP, is to be such a powerful Dragon Lord in some capacity that your draconic minions **Worship** you. This is such a powerful trait that it will lead to other dragons who do not worship you following out of fascination and a desire to see why you have earned draconic worshippers.

There is no upward limit to how many dragons may serve in your legions, but obviously it can be difficult to manage, logistically, an empire of an infinite number of dragons barring powerful magic or supernatural abilities.

Draconic Fertility (Varies): Several aspects of this perk are free.

To begin, you have perfect control over your own fertility and an ability you have to breed with any willing, sapient adult regardless of their species so long as their species is capable of breeding (so you can't breed with a computer, or some types of robots), as well as a boosted ability in both bed specifically and an innate skill and luck when it comes to finding prospective mates. This does not serve as an overall enhancement to your charisma, but serves specifically as a boost to your ability to find people who'd be interested in the prospect of mating with a dragon, if they knew it was an option. It also allows you to sense what would motivate them.

Additionally, for free, you are capable of exerting perfect control over what sort of traits of yours and any other biological parent(s) involved in the creation of your children receive, short of forcing them to inherit your nature as an ascendant or something like the infamous *Omega Sparks* that once filled this multiverse with chaos and adventure, even if you or your parent are *Omega Spark* possessors yourselves. You can control precisely how much of your draconic nature your children inherit, and if you wish your children can be full dragons (of your aspect, so Mythic-Wyrm Aspected Dragon Lords can easily breed Mythic Wyrms though their growth rate is still normal at least with this alone), or if they are a special breed of Dragonkin; hybrids of Dragons and non-Dragons. You can also opt to have this be retroactive for any living offspring and you know potent adoption rituals that allow you to infuse adopted children with either true dragoness or make them dragonkin with you as their parent either way.

Going beyond this, you also have the ability to get your own forces and factions more motivated to do some intense *Bonding*. For 50 DP you are skilled enough to be able to reduce how long it takes factions and forces under your control to couple in such a way that you get new followers and allies. For 100 DP you have the organizational leadership skills needed to be able to persuade your faction and other factions to come together and make *new* members of both factions. You know how to cause population booms, and can convince others, on institutional levels, to join in on the fun.

Draconic Slaying (Varies): Being a lord, especially a Dragon Lord, guarantees you will live in interesting times. Sometimes living in interesting times means defending yourself from interesting foes, and few foes are as interesting as dragons. You will quickly learn one or more methods of fighting draconic enemies (not all of which are offensive in nature), and can teach such methods to your servants. When you personally utilize these methods they will be strong enough to deal damage to other Dragon Lords, though do know that most Dragon Lords know one or more of the methods themselves. When you use these methods on non-ascendant dragons they will almost certainly deal enough damage to be fatal or completely nullify an ability of a dragon. You learn one method for free and can pay more to learn other methods.

Elemental Eating (50 DP): This ability renders you immune to harm from draconic elements when they are used by draconic foes. You, and any dragonrider champions of yours you teach this too, as well as a small portion of your draconic followers, will automatically absorb draconic elemental attacks and heal and/or get energized by them. This does specifically require that you

are hit by a dragon-conjured instance of an element but it works for all draconic instances of elements not just ones you are attuned to. The ability to pierce defenses and immunities that all Dragon Lords possess will allow a tiny portion of instances of draconic elements they use to damage you, and will almost completely nullify Element Eating done by your servants.

Antidrake Sorcery (50 DP): This is a special method of casting spells and performing magic that allows spells cast with it to partially ignore or even wholly overcome draconic resistance to magic, which depending on the type of dragon in question can be immense (Void and Earth dragons are well known for being resistant or outright immune to magic cast by various types of beings, with greater resistance the older they are). This tends to be more useful for your servants particularly in campaigns against massive numbers of dragons, but can be useful when fighting Dragon Lords if you fuse this with Draconic Powers as this allows your powers to pierce a Dragon Lord's defenses more easily.

Dragonbane (100 DP): You and your servants, at least those you teach, know how to forge Dragonbane metal, a substance which is extremely inimical to dragons. Weapons forged from this are extraordinarily damaging to dragons, even Dragon Lords, and unlike even some of your peers and rivals you can transform your natural weapons into Dragonbane at will and revert them just as freely. If you get into a melee fight with other dragons, or Dragon Lords, they'd be wise to keep an eye on your digits.

Soul Flaying (100 DP): In your travels before you ascended you learned of a secret weapon that works on all dragons: a powerful, primeval word that when bellowed at a dragon weakens them. Before your ascension this word had no noticeable effect on Dragon Lords, but as a Dragon Lord your mastery over draconic abilities and dragon-related knowledge has grown and now you can weaken even your peers and rivals with this but not as powerfully as you would against even a mythic wyrm. This word saps the strength from a dragon, weakening them in a variety of ways that make them much easier to deal with or break, but uttering it can even cause a minor amount of backlash that minorly weakens you as well (though this effect is much more pronounced when used by your servants).

<u>General Perks:</u>

You do have a discount here to reflect the mono-origin nature of this jump. You can discount one perk of each price tier, and any discounted perk costing 100 TP is free.

Awe-Inspiring (100 DP): Dragons are a lot of things, but awe-inspiring is one of the most prominent and universal. When you are in your dragon form, or reveal your draconic nature to someone weaker than you (and would want this effect to occur) your revelation shakens them somehow.

If you are in the presence of an enemy and reveal your power they are shaken and disheartened. They will feel fear proportional to the difference of power between the two of you. This can cause them to faint or otherwise become stunned depending on the difference of

power between the two of you. If you are in the presence of an ally, or friend, they will become impressed and awe-stricken by you, elevating their impression of you and becoming profoundly affected by your charisma. Those who are neutral feel some level of both effects, becoming fearful of you while also being awe-struck.

Claimant (100 DP): You can very easily claim resources. Doing so makes it easier for you to seize ownership of something, even able to view if things belong to other people. If they do, you know exactly who they belong to, and if you can get them to cede that thing to you, you can fully seize it and teleport it to a vault of yours. As far as objects that don't belong to someone go, you can instantly teleport them to a vault of yours, but this refers strictly to objects not things like forests or mines, though the size of the object is a bit more freeform. You can teleport objects as large as statues the size of a tall human instantly, and bigger objects require slightly more effort. With time and practice you can increase the ease with which you can teleport objects. People also know when they are looking at something that is yours, even if they don't know you, and a powerful compulsion washes over them that makes it harder for them to steal or purposefully damage your things. If someone steals something of yours you will know and can track and find them.

You are also exceptional at getting others to pay you tribute. You know how to intimidate or cow others to the point that they'd rather just pay you off than put up a fight and risk losing people to your forces or you. And if you honor your end of the deal then people won't resent you for collecting a tribute from them.

Rex (100 DP): You are a lord, gods damn it, and people will acknowledge your regality. Being a Dragon Lord is as much about being a Lord as it is about being a Dragon, and you naturally radiate a king's grace. It is breathtakingly easy for you to find yourself in leadership roles, and you excel at gaining, proving, and keeping positions of power. Your charisma is even more dramatically effective against creatures who see you as one of them or as someone who SHOULD be in a position of leadership over them, be it you in a peasant disguise trying to recruit peasants to rebel against the king or non-ascendant dragons acknowledging your natural, almost biological and conceptual right to rule over them.

Control (200 DP): You possess an innate control over your own abilities and possessions and cannot harm your allies with them unless you are intending to betray them. This works even if you don't know where your allies are, or even that they are present in a place where your abilities are going off or your items are being used. With this, even if you cover an entire battlefield in draconic fire your allies will not be burnt and will, in fact, only be pleasantly warmed by your attack. You also cannot bolster an enemy with your beneficial abilities or items, so if you drop a healing grenade in the middle of a pile of enemies and allies only your allies will benefit.

Conceptual Affinity (200 DP): Like a Void or Celestial Light dragon, you possess a profound connection to your element(s). Your fires can light passion, your electricity can spark creativity, your water can heal, your earth can boost fertility, your poison can sicken, your wind can quicken the mind and ensure freedom, your light can hearten allies, your darkness can weaken

moral and sanity. You have conceptual abilities related to your element(s), able to both bless your servants and weaken your foes. This is a rare ability,

Mercantile Mind (400 DP): Not all dragons are good at managing wealth, indeed most find the thought of giving away bits of their hoard to be repugnant, but you take to business and finance management with a truly unnerving level of skill. Somehow you know how to make money, having a funny level of expertise at turning cents into dollars and turning small investments into huge payouts. You are also adept at knowing exactly what other people's, or being's, prices tend to be. You can size someone up and know what you need to offer them to get them on your side.

Logistical Logic (400 DP): Something you are very good at is understanding where exactly to use your powers to their maximum effect for the sake of helping your servants, friends, and allies. You are inventive when it comes to proper maintenance of an empire, and you know how to handle things so that those who serve you and who live under your aegis continue to live and serve you for as long as they can. As you gain new powers you will instinctively know how to use them for the sake of making sure your empire runs smoothly.

Language Of Power (600 DP): Some beings only understand power, and oftentimes when those very beings reach the apex of power available to them they begin to view others as beneath them. Sometimes they drink their own kool-aid and truly believe they are the greatest alive. And sometimes those individuals gain great, truly tremendous power. This perk allows you to show them true power, and rewards you for the occasional flex of your power. With this perk you can remind even the most arrogant, delusional, or on truly rare occasions actually powerful beings that they are not alone atop the mountains they've climbed, and more often than not show them how small the mountain they've climbed happens to be.

This allows you to earn the respect, though it is often only grudgingly given, of other mighty beings. This works even on creatures stronger than you, though they will obviously respect you less than they would respect you if you were their equal or greater than them. They will treat you with respect, so long as you do the same, and while they may not view you as a friend or ally simply due to the fact that you are both powerful, they will also not view you with the same contempt they view others. This can serve as a way for you to begin to befriend them, and can also serve as a shield against the worst of their predations. That said, this does not stop them from opposing you, indeed many great enemies have respect for each other.

Power And Authority (600 DP): More so than any other ascendant Dragon Lords are likely to have empires they rule over directly. Dragon Lords require direct actions on their part to grow in power, unlike Cosmic Gods and Archdemons (both of whom draw power from instances of their domains and sins even if the instances are completely unrelated to them), and Dragon Lords can perpetually grow become stronger in more direct ways than Sanguinarchs and Transynths. For this reason it's very common, insofar as ascendants can ever be common, for Dragon Lords to be… lords. The best Dragon Lords are not only personally strong, they are also highly charismatic beings with a powerful noble countenance. This perk syncs up your power and your

skill at ruling over beings, making you grow in power as you become a better leader, and making you a better leader as you grow in power. With this a skilled general will steadily morph into a mighty king, and a king who governs well will become a mighty combatant.

Draconic Powers:

The Dragon Lord equivalent of Major Sanguine Powers & Transystems are their Draconic Powers. These abilities cost Dragon Lords nothing to use or maintain, but they are like muscles and things like overuse are possible, though they recover from this very quickly. Most, but not all, of these abilities also have tiers of their power, with each higher tier being dramatically more powerful than the last. Additionally, each attunable element also confers at least one discount to a power somewhere in this list, and in some cases even Wyvern-aspected Dragon Lords can become ferociously mighty (beyond the baseline established for Dragon Lords) by finding what corresponds to their element(s).

Elemental Affinity (Varies): There are no discounts on this ability, and each tier costs 100 points other than the last tier, which costs 200 points, making this cost a total of 400 points (you can purchase this for elements you're attuned too and attuning to an element gives you the first tier for free). You must purchase ranks separately for each element you're attuned too that you wish you take beyond your initial mastery.

At the first tier of this power you become highly resistant to this element, even when it is used by other ascendants, and you have a breath weapon that can destroy multiple planets composed of the element you have this tier in. So if you have three tiers of this in poison and one in fire, you have an anti-planetary breath weapon made of fire and one made of power. At the second tier you become fully immune to your element, and it'd take a cosmopotence or greater to be able to bust through this resistance (and even then it'd be difficult unless they massively outclass you), as well as gain the ability to manipulate the element on a multi-galactic scale. At the third tier of this power you can use your breath weapon to destroy galactic superclusters, you are healed by the element, you can manipulate it precisely throughout multiple galactic superclusters, and you can turn into the element at will. With the final tier you can annihilate entire universes with this ability and manipulate it across universes, doing feats like summoning all of the water in a universe or snuffing out all of the light in one.

Regeneration (Varies): This power is discounted for Dragon Lords attuned to water, costing them a total of 100 DP to maximize (or to get to the second tier if they are Wyvern-aspected), and the first two tiers can be purchased by any Dragon Lord while the last tier can only be purchased by a Drake or Mythic Wyrm Dragon Lord. At the first tier (100 DP for non-Water Dragon Lords) wounds heal in seconds and cut off limbs regrow in minutes, while the second tier (150 DP for non-Water Dragon Lords) offers Dragon Lords instant regeneration and a healing factor that can endure being reduced to cells. The final tier (200 DP for non-Water Dragon Lords), only accessible to Wyverns & up, enables a full resurrection, and serves as a 1-Up for Dragon Lord jumpers, happening instantly upon death and respawning you in a safe location, defaulting to your safest vault.

Breath Of Blessing (100 DP): This ability is discounted to Storm, Celestial Light, and Void Dragon Lords, costing them 50 DP. This ability gives Dragon Lords the power to exhale on mortals or other lesser beings and bestow upon them immortality, abilities related to the elements the Dragon Lord is attuned to, and anti-power abilities (so long as the power in question comes from a non-ascendant). At maximum range this ability can cover an entire planet at once. Wyvern Aspected Dragon Lords cannot get this power.

Draconic Druidry (50 DP): This ability is free for Poison attuned Dragon Lords. With this Dragon Lords can command non-sapient creatures, monsters, and plants by uttering ancient words of power and the maximum range of this ability is a planet by default. This is due to the lungs on a Dragon Lord being built different, but some Dragon Lords, namely those who possess the Roar Draconic Power can be heard across the gulf of space, boosting the maximum potential range of this to be a solar system unless the powers are overcharged. Additionally, live transmissions of a Dragon Lord's voice work as well as being in their presence does, but recordings do not. All aspects can get this power.

Draconic Healing (Varies): Water-attuned Dragon Lords get this for free, at max strength even if they are Wyvern-Aspected. All three tiers cost 50 DP each, making it cost 150 DP to maximize this if you are not attuned to Water. The first tier allows for thorough planet-wide healing, the second tier elevates this to multi-solar-system range, and the third tier allows for nearly complete inhabited galaxy scale healing. All three tiers offer comprehensive healing, and can even fully resurrect the dead. Wyvern-Aspected Dragon Lords that are not attuned to Water can only get the first tier, Drake-Aspected non-Water-attuned Dragon Lords can get the second, and if you are not Water-Aspected only Mythic-Wyrms can get the third tier.

Draconic Necromancy (Varies): It costs 100 DP for a Void attuned Dragon Lord to maximize this (they get the first tier for free), and 200 DP for a non-Void attuned Dragon Lord to maximize it. The base ability is a necromantic ability that allows a Dragon Lord to raise, seize control of, or destroy, a large number of undead all at once. The first tier makes this ability planet-scale, the second tier makes it galaxy-scale, and the third tier makes it galactic supercluster scale. The first tier is the only tier available to Wyvern-Aspected Dragon Lords but the second and third tiers are both available to Drakes-Aspected or Mythic Wyrm-Aspected Dragon Lords.

Roar (50 DP): This ability elevates the default roar of a Dragon Lord from a weapon they can use to communicate with whole planets to a tool they can use to assault a galaxy at once. This inspires awe in those neutral to you, strikes fear in your foes, and motivates your allies. You can also control this ability to use it as a destructive or selective weapon. Any Dragon Lord can get this power.

Cursed Claws (50 DP): This ability is free for Poison attuned Dragon Lords, and allows all of your attacks to completely bypass immunities and invulnerabilities possessed by foes below ascendant levels of power. Even ascendants, so long as they are weaker than you, will find their resistances and immunities disregarded to the extent that they are weaker than you. All of your

attacks, including ones using weapons, gain this effect if you'd want them too but the effect is the strongest in your claws or other natural weapons. Foes struck by these attacks also won't heal naturally, and their wounds resist artificial healing. Any Dragon Lord, regardless of aspect, can get this power.

Weather Control (Varies): Storm attuned Dragon Lords, even wyvern-aspected Dragon Lords get all tiers of this aspect for free, otherwise each tier costs 150 Dragon Points. This ability allows a Dragon Lord to control the weather in a region which exponentially multiplies in range for each tier. The changes made to a region's weather are permanent or otherwise last as long as you'd wish for them to last, but specific, targeted manipulations of weather are much, much easier for Storm attuned Dragon Lords. For 50 DP/the first tier, you can manipulate the weather in a region up to a continent in size. For 100 DP/the second tier, you can manipulate weather on a planetary scale, and for 150 DP/the third tier, you can manipulate weather on a multi-planetary scale in the same galaxy. If they are not Storm-attuned wyvern-aspected Dragon Lords cannot get any tier of this power, but both Drakes and Mythic Wyrms can.

Shapeshifting (50 DP): Poison-attuned Dragon Lords get this particular power for free, and no matter one's aspect they can get this power. This ability elevates the potency of your shapeshifting ability, allowing you to shapeshift others with a touch and allows both your dragon form and humanoid form to be as small as a bacterium or as a large as your max size, which defaults to a skyscraper (unless you have Dragon Lord superstrength, each tier of which raises your max size). With regards to shapeshifting other people, you can change their mass to up to ten times larger or smaller than their default mass, and you can do this to an entire planet at once with one usage of this ability.

Super Strength (Varies): Fire attuned Dragon Lords get all three tiers of this ability for free, even if they are Wyvern-aspected. Wyvern-Aspected Dragon Lords cannot get the second or third tiers of this power, This ability determines your max lifting strength and your max size. The first tier gives you the strength needed to lift the weight of several galaxies at once, and allows your max size to be that of a mountain. The second tier allows you to lift the weight of multiple galactic superclusters at once and elevates your max size to be that of a moon. The final tier allows your max size to be that of a star, and with it you can lift the weight of multiple universes at once. Each tier costs 100 DP each.

Super Speed (Varies): Wind attuned Dragon Lords get all three tiers of this ability for free, even if they are Wyvern aspected, for other Dragon Lords this 100 DP each tier, maxing out at 300 DP for the final tier, and exempting Wind attuned Wyvern-Aspected Dragon Lords, wyverns can only get the first tier of this power. At the first tier Dragon Lords with this are fast enough to move across galaxies in an instant. At the second tier Dragon Lords with this can cross from one end of a universe to another. At the apex tier Dragon Lords with this can move across multiple universes at once.

Teleportation (Varies): Wind attuned Dragon Lords get the first tier of this free, even if they are Wyvern Aspected (and no other Wyvern Aspected Dragon Lords get even the first tier of this),

and it takes being a Drake Aspected Dragon Lord to get even the second tier, while Wind Attuned DL get the second and third tier for 100 DP total, and non-Wind-attuned DLs need 300 DP total for the max tier of this ability (each tier costs 100 DP). This ability allows Dragon Lords to teleport things of various sizes enormous distances in an instant, with the first tier letting DLs with it teleport a planet-sized amount of goods across a galaxy, the second tier letting DLs teleport a galaxy sized amount of stuff a distant spanning most of a galactic supercluster and the final tier letting DLs teleport a galactic supercluster sized amount of things across most of a universe with ease.

Invulnerability (Varies): This is discounted to Earth attuned Dragon Lords, costing them only 150 DP for both tiers, and costing 300 DP to everyone else (plus only Mythic Wyrms can get the second tier, though anyone can get the first). At the first tier you become completely immune to damage that could destroy a galaxy, and at the second tier you can tank universe shattering hits.

Omnimancy (100 DP): Any aspected Dragon Lord can get this power. It is discounted to 50 points if purchased by Celestial Light Dragon Lords, and costs 100 points if purchased by a Poison-attuned Dragon Lord, otherwise it costs 150 points. This ability elevates a Dragon Lord's mystical abilities, allowing them to perform a breathtaking array of feats if they attempt to do so through ritual magic. They can concoct the rituals themselves, though the rituals must have symbolic links to the effects they are trying to achieve and the effects they seek to enact. Planetary scale effects can be enacted in rituals that take minutes to hours, galaxy wide effects take days, and universe-scale effects take weeks to months. Mythic Wyrms, due to their innate magical ferocity, have the time, ritual components needed, and the difficulty of their rituals scaled down, causing them to need minutes for planetary effects, hours for galaxy wide effects, and weeks for universe-scale effects.

Supernatural Immunity (100 DP): This ability is discounted to Dragon Lords attuned to Celestial Light, costing 50 DP, and is free to Earth and/or Void attuned Dragon Lords, in all three cases even Wyvern-aspected Dragon Lords can get this ability though any other aspected Dragon Lord needs to pay the full price and Wyverns not attuned to Earth or Void cannot get it. You are flatly immune to supernatural and psionic attacks and effects from creatures weaker than ascendants and you are massively resistant to supernatural attacks and psionic abilities from ascendants as well. You can allow yourself to be affected by such abilities, if you wish.

Divine Disdain (Varies): This ability is discounted to Void-attuned Dragon Lords, costing 200 DP for the full ability (50 for the first tier, 100 for the second tier), and costs 400 DP (100 for the first tier, 200 for the second tier) for non-Void-attuned Dragon Lords, and is only available to Mythic Wyrm-aspected Dragon Lords. Each tier of this ability makes you immune to a tier of Greater Megapower and other, equivalently powerful ascendant abilities. The second tier makes you immune to tier 2 Greater Megapowers (abilities such as Divine Blast, Super Strength, Elemental Affinities, & other such abilities), and the third tier makes you immune to the third and final tier (available to non-Cosmopotences) of Greater Megapowers.

Items

Awakening (50 DP): Troyverse dragons are a different breed, far above the norm for dragons. Some places a jumper visits are filled with lesser dragons, dragons that make Troyverse Wyverns look brilliant and like the peak of their kind. This item is knowledge of a simple ritual that will awaken all dragons in a setting to the level of Troyverse Wyverns, which can be a dramatic escalation if you are in a setting with weak dragons. You can also be selective and perform this ritual on any scale you wish, from targeting a specific dragon to spreading the ritual so it encompasses the entire setting.

Dracopathic Augumentor (100 DP): This powerful device allows you to augment your draconic followers, imbuing even a planet of them with some minor vestige of your power. This allows them to cover entire countries with their breath weapons (or further expands their abilities if they can already do that much) and makes them tremendously resistant to damage from non-ascendant foes.

Wyrmsoul Furnace (100 DP): Dragons, even the very least of your non-ascendant relatives, are fonts of energy on scales unimaginable to their fellow non-ascendants. This item was made by someone who understands this basic idea and sought to use it as it can painlessly and harmlessly tap into draconic power and use dozens of dragons to gain enough power to power a continent for some time, or can be used at full force against even a baby wyvern and convert their lifeforce into a brilliant spark of energy that can power a planet for a full decade, with larger, older, altogether more impressive dragons resulting in significantly more energy.

Birthright (150 DP): This unthinkably ancient artifact is a unique ring that bestows upon its wearer up to 250 DP worth of Draconic Powers, which you decide on the moment you finalize your build. This allows you to give a beloved servant or favored child an incredible signal of how much you cherish them, or could serve as a way for you to cheaply gain a potent set of Draconic Powers while saving on your points.

Stone Of The Djinn Lords (200 DP): This item serves as both an incredibly potent artifact of cultural significance to the Djinn Lords of the Clearbrass Estate, and also gives you a free elemental affinity (but only the first rank in it and you cannot purchase more ranks in this element). If you acquire this and give it back to the Clearbrass Estate you can become their friend much more easily, and you get a new version of it at the start of your next jump.

Platonic Vault (600 DP): This is the vaultiest vault. The very embodiment of what it means to be a vault. Anything can be stored here, from souls to concepts, and everything stored in it will be perfectly protected, and will be simply unable to escape. Souls kept here are perfectly content to be stored away in this place and will view this as a sort of idealized afterlife, especially once the possessor of the soul passes away outside of the vault.

Companions & Followers:

Import (50 TP): You can import a companion and they gain all the freebies, discounts, and the Dragon Lord origin themselves, as well as 600 DP to spend themselves on perks, items and Draconic Powers. Companions cannot take drawbacks.

Please Note: The following companions (Tiamat exempted) do not get perks from this jump, instead already possessing unique abilities of their own related to their in-jump backgrounds. In future settings they can get their own perks as per normal.

Draconic Legions (Free): This refers to those who follow you due to your draconic might. This is not a number of followers who are guaranteed to follow you but refers to the dragons who join your forces of their own volition, be they directly recruited by you or who opt to serve you in the wake of an encounter with you or your forces. Such individuals will be given a chance to join you as followers at the end of your time here. This is not limited to dragons and dragonkin and instead refers to anyone who follows you because of your draconic power. Each of the Dragon options below ensures that some small percentage of your draconic followers will include dragons of those types from now on. Non-contradictory types of dragon followers, such as multi-elemental undead dragons will exist in a very small number if you purchase both types, such as having multi-elemental demon dragons or cyborg hydras.

Dizh Cadre (Free): This order of Dizh veterans have come to serve you. These are psionic warrior-champions with an eerie affinity for dragonriding and just making all sorts of alliances and partnerships with dragons. These are warriors, veterans of campaigns across the multiverse who view you as the ultimate master, and will end their days of mercenary work to serve you steadfastly. These are followers who will obey you in all things and seek to fulfill your will.

Multi-Element Dragons (Free): Among your legions of draconic followers you will find occasional multi-elemental dragons. In the same way that multi-elemental Dragon Lords are rare but not unheard of, so too are multi-elemental dragons. Exact combinations will be random, and on very, very rare occasions you may find dragons who possess many, or even all of the elements.

Wraith Dragons (50 DP): One of a type of undead dragons, these are more spiritual undead than vampires or dracoliches are. They possess an array of benefits owing to their undead, spectral status, and can become intangible at will. They are also highly resistant to normal undead weaknesses due to their status as dragons, and any dragon in your legions who dies can opt to become a wraith rather than go to any afterlives or have their souls be teleported to a properly esoteric vault.

Vampire Dragons (50 DP): Immortal dragons that can feed on blood and other sources of energy, as well as being stronger, faster, healing faster, and more charismatic than their peers. Vampire dragons grow in strength after feeding on something like blood or pleasure and they

can feed on lifeforce directly. These dragons are considered undead for all practical purposes, but it would take an immensely powerful example of an undead weakness to do harm to a vampire dragon, such as being exposed to holy water blessed by a greater divinity, or flames projected by a flame deity.

Dracoliches (50 DP): These dragons are immortal, possess massive stores of magical energy, and have phylacteries from which they regenerate if they are destroyed. These undead dragons are as close to immune to undead weaknesses as one can be without having flatout immunity.

Fiendish Dragons (50 DP): These dark dragons are sadistics who revel in carnage and destruction, and they are sadistic battle maniacs. Their fiendish nature enhances their durability and intelligence and their attuned elements take on fiendish influence due to them being intertwined with hellfire. Hellfire radically increases the destructiveness of any attuned elements, allowing them to pierce resistances and immunities, and hellfire when breathed on its own cannot be doused by water, nor does it require oxygen to burn. This fire is so potent it would burn ultra-human entities: creatures on par with Superman, that operate on planetary scales.

Hydra Dragons (50 DP): These are multiheaded dragons who can use each head separately. These kinds of dragons can have multiple personalities sharing one body or one personality empowered by the mental capacity of multiple draconic brains working in unison. Each head can use a separate breath weapon, or chant a different spell, and even if a head is severed it will regrow in hours while other wounds heal in seconds or minutes. Water hydras regenerate even faster than this.

Cyborg Dragons (50 DP): Technology is not always appreciated by large groups, but dragons are powerful individuals and some dragons have come to appreciate cybernetics. Some dragons have turned themselves into cyborgs, while others have been turned into cyborgs by themselves. Cyborg dragons can have any modifications made to them that their creators/modifiers wish, making them easier or harder to control, stronger in battle, more intelligent, granting them new abilities, etc. The caveat is that it is costly to turn dragons into cyborgs, since dragons are innately so strong and getting technology that is worth installing into them takes time and energy.

Chargrym Scalecrown (100 DP): This is an incredibly ancient, for a mortal, king who has earned the respect and loyalty of many wyverns and some drakes. He rules a coalition of many planets across multiple solar systems, and is hailed as a sagacious ruler with a stunningly advanced space-faring fleet. If you, like him, are regarded as a worthy ruler his loyalty and alliance with or submission to you will impress many dragons who will come to serve you.

Old Longrust (100 DP): The oldest wyvern in the multiverse, death has not come for him yet despite his advanced age and countless adventures across the multiverse. This wise dragon has come to view you as a friend and as a being worth following, serving as a highly skilled and immensely wise counselor who knows what he knows and is aware of what mysteries yet elude him. If you follow his advice things tend to work out, even if it sometimes takes a beat.

First Spark (300 DP): Phoenixes are among the very, very few non-ascendant beings other than gods that can be said to equal or even surpass greater (though strictly non-ascendant) dragons in some areas. Due to this, both romances and rivalries involving dragons and phoenixes are decently commonplace throughout the multiverse. Some phoenixes and some dragons, however, take these relationships a step further and either deeply, profoundly love each other, even and including platonically, or have bitter hatreds. First Spark is the oldest phoenix in the multiverse and for an unfathomable number of years she has waited for her soul mate, a Dragon Lord said to be destined to couple with her and their offspring would be beings of immense, universe-shaking power.

First Spark herself is an unstoppably cheerful, benevolent being who can manipulate all fire in a galaxy at once, and can burn or invigorate entire galaxies with her phoenix fire. While nearly impossible to kill, it has happened more than once that she has been protecting a world, a galaxy, or a universe, and been slain. Every time she has died she has come back to life instantaneously in an explosive burst of phoenix fire.

Tiamat (400 DP): One of the Legendary Dragons, dragons larger than universes that are among the very oldest beings in the multiverse. Tiamat is unique in that while she is a Legendary Dragon her personal power is comparable to that of an unbelievably powerful Dragon Lord because she expended much of her conceptual power to create the first Mythic Wyrms. She is considered their queen, and is beloved by all knowledgeable good dragons as a deity-like being of motherhood and draconicness. She will not ally with any Dragon Lord known to possess the wicked power of draconic domination, but allying with her will cause your popularity with dragons to explosively skyrocket as all dragons will acknowledge her power and grace, even if they are not good-aligned and will view you as her consort and thus a dragon monarch in your own right.

Tiamat has a tremendously powerful set of abilities, including being a multiheaded dragon, having the third rank of elemental affinity in all eight elements, possessing max tier regeneration, the second rank of divine disdain, omnimancy, shapeshifting, breath of blessing, and the second ranks in super strength and teleportation.

Rivals:

These individuals are implacable foes that will require extraordinary means to deal with. Taking them on turns them into something of a drawback, and means they will harass and harry you whenever possible, while also conferring points to you. If you want to try and use nonviolent means against them your charisma and social perks are, for all intents and purposes, tremendously weakened (but only in interactions with them and from their perspectives) but you can theoretically manage to find some way to nonviolently resolve your conflicts with them. They are also not invulnerable, and if slain or destroyed they will remain dead barring some dramatic intervention, possibly on the part of your other foes.

Clearbrass Estate (+50 DP): The Clearbrass Estate is a massive city encompassing a distance equal to multiple solar systems and it is the home of the Cosmic Djinn, planetary scale genies who are powerful elemental manipulators. For eons there has been a fierce rivalry between dragons and genies and they are not happy to learn that a new Dragon Lord has appeared and is now attracting all sorts of attention. Unless you have, and are known to have, the Stone of the Djinn Lords their efforts against you are subtle and methodical, but if you possess the stone and refuse to give it back to them they'll much more doggedly challenge you and be direct in their machinations. You may even find yourself facing down their allies, such as ethermancers and Sorothustrans (planet-scale reality warpers who use magic to enact massive changes with considerable ease), or other, more alien beings who they have earned the service of in exchange for powerful wishes. If you find some way to earn the respect of these powerful creatures, they will still challenge you but for fun, and as a way to make both themselves and you stronger than you could. It's worth noting that the Cosmic Djinn are individuals and they have friendships and hostile relationships amongst themselves, and while some will loathe you from the start others will not. A socially adept jumper could find inroads with individuals and individual groups and use that to build broader relationships and friendships with the djinn.

Sigmarion (+50 DP): Sigmarion is a famed dragon slayer with ultratech enhancements and deadly knowledge of all four methods of dragon slaying you could learn. He is determined to bring you down if you take him as a foe, and while he is a bigger threat to your forces than you, he is an assassin who can and will take advantage of opportunities he sees to bring you down if he is not brought down first.

Magassrich The Mind Pharoah (Varies): Magassrich becomes worth 150 DP if taken as a rival AND if you have the Dracopathic Augmentor, as he desperately desires it for himself. If not he is worth 100 DP. Magassrich is a tyrant who uses telepathy to rule over an empire spanning a galactic supercluster. His telepathy is powerful enough that he has enslaved dragons, and he seeks to conquer more territory and enslave more dragons. He will greedily target dragons in your legions if he can, before making any moves against you directly.

Nesphel, God Princess Of Dragonkind (Varies): Nesphel can become worth 200 DP if you have First Spark as a companion and/or if you use domination to rule over your dragons, in both cases she swears to defeat you (either to claim First Spark as her mate or to "free" your dragons), otherwise she is worth 150 DP. Nesphel is the daughter of an archfiendish dragon and a divinity (neither of whom are ascendants), and is stunningly powerful with a completely maxed out hoard (indicating she is a Mythic Wyrm aspected Dragon Lord), rank 4 of elemental affinity in the classical elements, max tier super speed, super strength, regeneration, and invulnerability, supernatural immunity, and breath of blessing. Her forces include mythic wyrms who reverentially follow her and some of whom worship her. She views you as a major obstacle in her plans of continuing to accrue power, and wishes to see you brought low. Befriending her would be immensely difficult.

Exoth The Undying (+150 DP): This is a necromantically skilled Mythic Wyrm who is a hydra with 13 heads, a wraith, vampire, demon, lich dragon the size of a red giant star. His heads are

detached from his main body, but they are phylacteries through which he can defend himself and act to great effect. Exoth is a powerful foe who can decimate entire galaxies with ease, but who thankfully prefers corruption to direct destruction. He is evil, foul-tempered, and loathes Tiamat for reasons only known to himself and possibly her.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in scenarios results in a death, unless stated otherwise. If you lack useable 1-Ups this results in a chain fail. You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Dragon Lord? No, Dragon Monarch:

(Associated Drawback: Competitors, Associated Rival: Nesphel, God Princess Of Mankind)

Dragons are highly individualistic and powerful enough dragons are basically living states as far as influence and policy are concerned. In one universe in particular, a universe filled with beings who could, given enough time, ascend to become sanguinarchs, dragon lords, archdemons, and cosmic gods themselves, almost every adult dragon is an island, an independent player in a vast, universe-spanning game.

Two notable examples of dragons in this universe are Croseus, a young but still powerful Mythic Wyrm who is one of a very small handful of Mythic Wyrms in this universe and is the richest dragon in the universe, and Talavaki who is a half a million years old and is a fire drake with enough power to incinerate entire blocks in one burst of her fire breath.

By taking on this scenario your goal becomes simple: you win by becoming the king of all dragons in this universe. You will have competitors, including other dragons and maybe even other Dragon Lords, who will seek to usurp you once you begin to recruit various dragons into your retinue and service. Your competitors may start out fairly subtle and seemingly non destructive, but as you move closer towards completing your goal they will becoming more aggressive, eventually tackling you directly in a storm of fury and fangs for the chance to acquire the universe's dragons, and potentially the universe itself, as part of their territory.

Reward:

By completing this scenario you have become the undisputed dragon monarch of all dragons in the universe this takes place in. Such a feat has earned you the unhappy respect of your peers, as well as a whole universe's population of dragons, of various sorts, who will serve in your armies and help run your empire. Even as uncommon as dragons are, there are still tens, if not hundreds of billions of them across a universe, and they are all now among your servants.

You have also earned a perk: **Unifier**. This perk makes you able to more easily appeal to others based on your commonalities, and allows you to smooth over disagrees and disputes by focusing on traits that people have in common. You also become a talented demagogue. Finally, all dragons and dragon-like beings are far easier to impress and befriend, sensing your power and innately liking you even if they shouldn't.

Stopping Infinity:

(Associated Drawback: Chaos Begone. Associated Rival: Sigmarion)

Partway through your adventures here, maybe even right away, you come across a cadre of Dizh Dragonriders. These beautiful and handsome humanoids are psionically gifted beings capable of bonding with dragons, and upon discovering your identity as a Dragon Lord they ask you to aid them.

They reveal that a strange self-appointed police force known as the Infinity Command has begun to launch a series of attacks against the Dizh using strange Psionic Nullifiers that prevent them from using their psionic skills. The Dizh ask you to investigate the cause of this, and to see if you can stop them, but warn that the Infinity Command are talented warriors armed and that more than a few ascendants are either permanently members of the force or can reliably be hired as mercenaries and do their dirty work.

You begin to investigate the sites of the attacks, and eventually come across a lead: residual fuel with a unique energy signature denoting it as belonging to an infamous dragon hunter named Sigmarion. Once you have this information you can use it to begin to hunt Sigmarion down.

The hunt for him eventually culminates in a battle where Sigmarion (or another skilled, infamous dragon hunter if you didn't want to use Sigmarion) is aided by Infinity Commandos who are well-trained, possess ultra-human physiques, and who the hunter trained himself. He begins the battle by triumphantly using the same device he has used on the Dizh against you, but quickly finds that it doesn't work. This gives you the element of surprise, which should be enough to get the drop on him and hopefully finish him. Even if you fail to kill him, if you deal enough damage to force him to flee you will partially destroy his armor and can find information on and in it that reveals that he was using his knowledge of draconic abilities and his research on dragons, Dizh, and his own nullifiers to encourage rogue elements of the Infinity Command to move against the

Dizh. Revealing this to the leaders of the Infinity Command will be enough to get them to move against the rogue actors and will stop their attacks on the Dizh.

Reward:

The Dizh hail you as a true hero for helping them and you earn the loyalty of billions of them. Throughout the multiverse there are trillions, if not more, Dizh, but the ones who hail you are heroes of campaigns, generals, and high priests or priestesses of draconic divinities.

In addition to the service of generic Dizh, you also earn the loyalty, and possibly more, of two specific Dizh commanders: Lae Srimiki (who is the head of the group of Dizh in the Dizh starting location) and also Veyis, a famed general well known for her massive army of dragons. Both of these commanders are the only Dizh you know of with the potential to befriend Mythic Wyrms, and the incredible psionic potential to bolster them someday, the way that most Dizh can empower wyverns and drakes.

Ragnarok

(Associated Drawback: Age Of Myth, Associated Rival: Exoth The Undying)

Sometimes even dragons and dragon-like beings are brought low. Even whole breeds of dragons and dragon-like beings have been exterminated before. One notable example of this is a breed of draconic beings known to have once inhabited Etherscape: Ragnaroks. These mythic beings were super predators who preyed on dragons, and were remarkably, confusingly dragon-like themselves despite not being dragons. These beings vaguely resemble Mythic Wyrms in appearance, but often more monstrous, though they are also capable of taking on human forms.

These monsters were eventually wiped out by the Etherscapians, after the natives of Etherscape discovered their weakness: a truly unstoppable amount of pride. Etherscapians developed incredibly advanced dragon-slaying techniques, trained champions, and outfitted them in specialized gear, and slowly whittled down the number of Ragnaroks throughout Etherscape. It took millions of years, but centuries ago the last known Ragnarok was slain. At least until shortly after your ascension, when an outbreak of undead Ragnaroks appears in distant corners of Etherscape and the last known living member of their kind, a woman named Calamitous Conflagration, appears and asks anyone strong enough for help.

The Dragon Lord signatories of the pact deploy some faction of their armies, and are dismayed when their forces fall before the unyielding, necromantically enhanced might of the planet-destroying dragon-like monsters who are now no longer bound to their ancient pride. More friendly and gregarious Dragon Lords offer bounties on the undead Ragnaroks, and sensing an opportunity here you step to the plate. You are given special permission to enter Etherscape openly and a chance to earn the respect of other Dragon Lords while fighting alongside them.

Ragnaroks are mighty, and undead Ragnaroks are even mightier than their living selves were, but before the might of a coalition of Dragon Lords they falter. One by one they fall, and a series of ascendant magics coupled with the support of the greatest ethermancers in history allow the ravaged hegemonies to begin to recover. Eventually the coalition of Dragon Lords, the living Ragnarok, ethermancers, and you reach the site of a great ritual.

In the smoldering ruins of a fortress sits a necromancer of vast power (Exoth the Undying or a similarly powerful being). This necromancer is performing a powerful ritual to draw… something from Etherscape. Someone in your group, possibly even you if you are smart and magically sensitive enough, realizes that the necromancer is somehow drawing essence from the death and destruction caused by the ritual! They are on the verge of ascension, of becoming a mighty sanguinarch. They are guarded by well over twenty five reanimated Ragnaroks, and they are minutes from completing the ritual, at which point they will become a sanguinarch, an undead ascendant of mind-boggling power. To complete this scenario you need to defeat them, which will stop the ritual and deanimate the undead Ragnaroks.

If you take too long at this final stage, about halfway between the beginning of the battle and the time the ritual needs to be completed, you will receive word that the slain ragnaroks are returning to undeath, reanimating once more and causing havoc throughout Etherscape.

Rewards:

At the end of the battle, the necromancer has fallen. In the weeks after you are paid for your efforts, with how much you get paid depending on your overall contributions. Beyond this, however, is a bond you've forged with the sole living Ragnarok, who, much to your surprise asks to join you on your journey.

She reveals that Ragnaroks were created by a cosmopotent Dragon Lord in the distant past to fight dragons and maybe even Dragon Lords if they grow strong enough. Having seen them in battle, both her as an example of a living Ragnarok, and undead examples of her kind, you can believe that. If you invite her to your side she quickly becomes a skilled general in your armies, and also becomes infatuated with you sometime after she joins your forces. She decides she'd like the chance to make more of her kind, with you, and is interested in how powerful a Ragnarok with a Dragon Lord parent could be.

The Deepest Pit

(Associated Drawback: N/A, Associated Rival: N/A)

Dragons, man. Sometimes even sticking something in the deepest pits of a platonic, conceptual Hell dimension is not enough to keep them from wanting it.

In the final layer of the Overhell from which the Dark Lord rules over the lion's share of the multiverse's greatest demons, devils, and fiends lies a vault. This thing is named the Tartarus Vault, and it is said to house the greatest treasure in the multiverse. Obviously such a statement is going to draw the ears of archdemons and dragon lords alike.

Towards the end of your trip to the Troyverse you are invited to a secret meeting in the depths of a dragon lord's lair. If you accept this invite you are surprised to find an unholy coalition of archdemons and dragon lords who are happy to see you. They invite you to spend a single evening in the bottom layer of the Overhell, invited there by archdemons themselves. And they tell you of an *Ocean's Eleven* style plan to sneak into the vault and make off with the treasure. If you accept this, you begin the scenario.

The plan goes off without a hitch, until the very end. When you enter the Tartarus Vault, already something that should normally be impossible, you find your allies and yourself surrounded by ascendant-level enemies and a frantic battle begins. If you survive this and make your way to the heart of the vault you and your allies are separated and you find yourself face to face with a singular foe of surpassing power: a sevenfold archdemon, one who has mastered all of the deadly sins. To succeed in this scenario you must defeat the foe in front of you. Defeating a foe this conceptually powerful, one tasked with protecting this place by the Dark Lord himself, represents an epic feat as this archdemon literally grows stronger throughout the battle, empowered by a constant deluge of sins, and even empowering itself as it grows increasingly wrathful towards you the longer the fight goes on.

Reward:

When the archdemon lies defeated, someone you'd never expect to see appears before you. One of the archdemons, the least threatening of the bunch, who was present at the shadowy meeting where you were first invited to steal from the Dark Lord is standing before you, smiling and covered in blood and gore. He congratulates you and reintroduces himself: he is the Dark Lord, or rather this is one of many faces the enigmatic conceptual lord of wickedness wears to wander the multiverse. He thanks you for helping him get rid of a weakling, and as a reward for your work offers you one item: a gigantic vault which appears behind him but is still incredibly small compared to the building you are in. He also says that he has made equivalent offers to a handful of compatriots of yours who triumphed over their foes.

The vault is a **Platonic Vault,** the very embodiment of what it means to even be a vault. The Dark Lord assures you it is the genuine article, the very first vault, and that it is a truly special object for any dragon lord, even ones as mighty as Tiamat or Nesphel would be envious of this article. He then thanks you for giving him an enjoyable evening and teleports you back home. If you purchased the Vault and also got it as a reward, you can choose whether or not to have two or you can get refunded the points and allocate them elsewhere.

Drawbacks:

Drawbacks here only affect you for the duration of the jump, and do not lock out purchases. When you select drawbacks that limit your choices, they will override any relevant purchases for the duration of this jump, so if you maximize three elements of your hoard but take Lackluster Hoard then while here your hoard will not be bolstered by the purchases you made while here but after this jump it will be.

Lackluster Hoard (+150 DP): You may not maximize any aspects of your hoard, taking at most all normal aspects.

Chaos Begone (+200 DP): The Infinity Command loathes chaotic influences, and the existence of monsters that can destroy universes while throwing a tantrum is definitely chaotic. This makes the Infinity Command far, far more wary of you than they'd otherwise be, and given their sweeping resources and vast influence that can certainly make life a bit more challenging for you. If they become hostile towards you they will be much more willing to hurl their full weight at you, which includes ascendants of various types and levels of power.

Elemental Diffidence (+300/600 DP): You possess no elemental affinities, an extremely rare condition for Dragon Lords. This does not prevent or negative impact your ability to use non-elemental/elementally neutral Draconic Powers, only preventing you from using elemental breath weapons and any ranks of Elemental Affinity you may possess. If you wish you may expand this drawback and have it completely lock out all of your out-of-context elemental abilities for an additional 300 Dragon Points, but you can only take this second tier if you also take the first one.

Limited Power (+400 DP): You may only take (or rather, you may only use) Draconic Powers worth 50 DP.

Age Of Myth (+400/+600 DP): At the start of your time here you will hear of the emergence of a new type of ascendant: a "Transynth". You will also hear there is a new Emperor or Empress in Etherscape, and a rumor that a new Omega Lord has appeared in the distant outskirts of the Multiverse. By taking on this drawback the Troyverse comes alive and all of the different characters from the disparate CYOAs begin to appear one after another. For 400 DP this only summons the folks from the ascensions or lower, but for 600 DP this causes there to be greater beings, such as new cosmopotences, manifold ascendants, and during the last two years the Anael, the Grand Adonis, and the Living Hyperion, all three of whom are immensely more powerful than the ascendants. These characters have the powers in their cyoas, but are also more alignment neutral than they are in their CYOAs (aside from the Anael, which is an embodiment of joy, benevolence, and life). This has the effect of putting different forces on high alert and making them much more cautious during your last two years here, as well as possibly immediately dominated by a powerful newcomer who may or may not be friendly to you.

Competitors (+600 DP) Dragon Lords are not necessarily friendly or hostile to each other.

While many view their peers as competitors, or with some degree of wariness, others are friendly and happy to have equals. With this drawback Dragon Lords become much, much more wary of you,and even the friendly sorts are unreasonably cautious, while the less friendly are more likely to be outright hostile or to perceive any seemingly hostile actions as belligerence on your part. You will inevitably anger at least some of the only other beings who can fight you, your fellow Dragon Lords. And many ascendants know each other, and converse, and so you may find even other ascendant types to be outright paranoid around you, or on very rare occasions immediately hostile.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including your ascension(s). Will you be a benevolent ruler, or the sort of tyrant whose reign is eternal? I suppose your people will find out soon enough.
Stay Here:
Take another 500 DP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as a Dragon Lord, will surely be a mighty foe and a powerful contender for the throne in the heart of Aeon.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the true omniverse the might and ferocity of a Dragon Lord.

Notes & Mini-Changelog:

-This is a sister jump to the Transynth Jump and the Sanguinarch Jump. It is inspired by the Dragon Lord CYOA by Troyx.
-There are some departures from the original CYOA in this jump, such as the removal of a section denoting legions of draconic followers. This is a decision to make the jump more standard to other jump documents. An alternative way to experience this CYOA, is to supplement the jump with the Generic CYOA jump but using the original CYOA, though the purpose of this jumpdoc is to both make a standard (or as standard as possible) jump document for this CYOA and also to inspire potential explorers of the original adventure with neat ideas taken from other parts of the Troyverse, and to give people a new way to experience the Troyverse.
-On March 21st, 2024, version 0.3 of this document was published and shared with various jumpchain communities. This version is mostly a skeleton with some sections that are fairly filled out and many others that are very barebones.
-If you want a guide for breeding dragons that allows your offspring to grow more quickly using Draconic Fertility, I plan to make an Emperor of Etherscape jump that will have a perk for that, and there is one in Corruption of Champions. I don't know if any SFW jumps have perks for that kind of thing.

-On March 22nd, 2024, enough updates to this jump have allowed it to reach 0.8 status, the official markings for when all or nearly all of the content from the original CYOA have been jump-ified and all that is left is for the original addons to be… added, and for final proofreading to be done.
-On March 23rd, 2024 version 1.0, complete with original items, perks, and scenarios was published.
-Here are links to the various CYOAs referenced throughout the document. Please note some of these are NSFW, and will be marked as such. **If you dislike NSFW stuff, please heed the guide.** Some of these are so NSFW that literally loading the sites shows you some degree of nudity. If a CYOA does not have the NSFW marker it is SFW. Star Nephilim (At least somewhat NSFW, certainly risque), Emperor of Etherscape (extremely NSFW, plenty of nudity), Archdemon Ascension (some risque images, particularly around anything involving the sin of lust, but for the most part SFW), Sanguinarch & Transynth CYOAs (**Both SFW**, though there might be some risque images in Sanguinarch), Living Hyperion (**SFW**), Grand Adonis (Extremely NSFW, nudity & sex stuff), Anael (also extremely NSFW, nudity & sex stuff).