How To Build Your Dragon

For those that chose the dragon race, you may spend your DP in this section to build your own dragon. Additional CP can be converted to DP at a 1:1 ratio.

Choose Your Body Shape:

Normal [Free]
Your body shape is one of the most common for this world. There is nothing special or eye catching about its shape. Much like a pile of rocks or slurry of snow, you would blend in easily with the swarms of dragons that prowl the skies. What this means is four legs, each ending in a small paw, a pair of moderately sized wings growing from your back between which a line of spines stick out, going all the way down your back to end at a forked tail.

Serpentine [Free]
Instead of the usual western and Viking stocky dragons, you are more like the Asian representation. Your body is long and narrow, like a snake with wings. The closest species of dragon to looking like you would probably be a mood dragon like Stormfly.

Specialised Shape [Free]
Your body is slightly different from the standard mould. It has specialised or mutated in order to streamline its abilities. You could be flat for low level gliding, or round and stocky for better defence. Maybe your body is even humanoid, to better blend in with those food sources.

Import Dragon [Free]
Should you choose to, you can import a previous dragon form into this section to act as the base template for the shape of the dragon you will be building. This will grant the basic shape, though if this is not a form you already had, you will not automatically gain any special or magical traits it may have inherently had.

Choose Your Body Size:

Nanodragon [50]
You are not one of those large dragons that hunt fish and small game. You are a nanodragon, dragons as small as a mice or flies. You are much more likely to go unnoticed by humans, though the damage you can deal to them is similarly reduced. The greatest weapon a nanodragon has would usually be a poison of some kind. Just because they are small though, don't think less of them. A swarm of nanodragons is no less scary than a normal fully-grown riding dragon.

Basic Dragon [Free]
Just taking this and nothing else will set you as one of the smaller dragons, growing to the size of a Monstrous Nightmare at most. Your body will be that of the standard dragon look, akin to dragons like Toothless and Horrorcow.

Riding Dragon [100]
This classification of dragon are usually about the size of a horse. Generally they are quite fast, though often lacking in the weapons department. Vikings like to use these dragons as transport.

House Dragon [300]
Contrary to what this may sound like, this is not a dragon you would find around and about a house. No, this is a dragon as large as a house, and a large house at that. From head to tail you could measure a similar length as a Viking row boat. For those that want to be large, but not obscenely so.

Seadragonus Giganticus Maximus [600]
Fear the depths of the sea, for many of the largest dragons lurk below these waters. Many are so large that scientists of the future doubted they even existed as it was considered impossible something so large could survive under its own weight. You will slowly but steadily keep growing until you tower over mountains as you age. When you are but a babe you could even be mistaken for a small common or garden dragon but it will soon become evident you are anything but. While there is no limit to how large you may grow, when you feel you have grown enough you can choose to stop.

Choose Your Mundane Features:

Fur And Feather [Free]
Instead of the standard scales that most dragons are covered in, you may have thick fur, tough skin, or fluffy feathers growing over a sturdy hide like that of a Windwalker. Alternatively, maybe you have a mix of two or three interwoven with each other, or maybe something different like skin or chitin. Whatever the case, they will act in much the same way as the standard scales and strangely seem to share the same properties.

Extra Limbs [50]
You gain other limbs, ones that also may not be what one might expect from a dragon. Your race might have tentacles on their back, or maybe an extra set of wings. This even extends to getting extra heads. Be wary, having too many limbs may end up being a hindrance. You would not wish to be compared to the likes of the Monstrous Strangulator, unable to properly use all it's tentacles at the same time.

Multiplication [100]
Your race of dragons multiply pretty quickly. Nearly triple the rate of other dragons. How this happens is up to you. This could manifest as laying many more eggs, or having the dragons have eggs more often. Each purchase increases the rate linearly.

Well Protected [100]
The eggs your species lay are extremely hardy. A viking with a sledgehammer would be hard pressed to break through the shell of it. When your young wish to hatch, they will release a chemical that will weaken the eggshell and let them be born.

Sea Dragon [100]
Most dragons have small gills that open up under water and allow them to stay submerged for hours at a time, swimming about as they hunt for fish or treasure. You, though, have the blood of the powerful Sea Dragons flowing through your veins. This means that you could quite happily lie on the bottom of the seafloor for years at a time without ever needing to come up for air, should you wish. Not only that, but however fast in the air you are, you are several times as fast under water.

Clutch [200]
In each new jump you visit, you will gain a half dozen eggs of your own species. These can then be hatched at your own leisure. Maybe you wish to leave them in the wild to grow up by themselves, or you wish to grant them to worthy people.

Inhabitants [200]
Your race of dragon already exists out in the world. You are not a unique existence any longer. In future worlds you can choose to have your race exist as well. If in a mundane world, maybe they have hidden deep underground, far from the sights of men.

Fast Grower [200]
Your breed of dragons is something of a fast grower. It doesn't take your race long to reach maturity at all. Once out of the egg, you will mature nearly ten times faster than other draconic races until you reach adulthood. At this point this effect will stop and you will age like normal.

Retractable Weapons [200]
Dragons often have a multitude of weapons and defenses all over their body. Some have enough to make a hedgehog jealous. But having so many sharp pointy bits can make interacting with others something of a pain, for them more than you probably. Good thing that you have a way of retracting all those extra things into your body. From razor sharp claws and deadly spines, to large wings and extra arms, you can fold or retract all of them into your body to make yourself appear harmless.

Other Senses [200]
Who wants to solely rely on sight for everything? One of your other senses has been boosted enough to allow you to navigate solely using it as well as you would using your eyes. This could take the form of echolocation and sonar, or maybe a brilliant sense of smell.

Big Small Eater [200]
Creatures need to feed. The bigger the creature, the more they need to eat. This is less of a worry for you. Your stomach is slightly magical. Food lasts longer in your stomach, supplying you with nourishment for much longer than it has any right to. This means that you could need to eat lots once to tide you over for weeks and months, or you could eat tiny amounts frequently to remain fulfilled.

Redundancy [200]

Having two hearts is better than one. The same could be said for nearly every organ. Your frame hides within it spare sets of each major organ. If one set should be damaged or destroyed, the second set will kick in to keep you kicking until they can be healed, if they can.

Hedgehog [200]

Your species has spikes and blades all over their body. Maybe an ancestor of your species crossbred with a monster hedgehog, because you've become a veritable hedgehog of blades, from your head to your spine to your wings. Practically nothing is safe to touch. You may wish to take Retractable Weapons alongside this.

Camouflage [200]

You have chameleon like scales, able to change colour to blend in with your surroundings at an errant thought. You would be surprisingly hard to spot, practically invisible, if you wish it. When not used for camouflage, it can be used to show your mood.

Muscles Within Muscles [200]

Your species of dragon are near supernaturally strong, able to lift more than they really have any right to. Your species can lift, punch, and generally use their limbs with four times more force than you would otherwise expect for a dragon your size. You'll probably be able to duke it out with a weight class above your own.

Regenerative Sleep [300]

Dragons will occasionally enter into a healing coma when severely wounded. During this time, their heart rate slows to near zero, they become stone cold, and their rate of recovery greatly increases. This effect can now apply to you when you fall asleep, slowing down your bodies functions in order to focus all your bodies resources on healing. With this your healing will speed up by an order of magnitude. Something that would take days to heal now healing overnight. This can also take affect if you are rendered unconscious, rapidly decreasing the amount of time until you wake back up.

Acid Blood [300]

Your blood is extremely acidic. Most dragons have slightly acidic blood but yours is stronger than most. More akin to something like hydrofluoric acid than any regular blood, any weapon of steel or iron used upon you may quickly find itself destroyed beyond repair after only a few cursory swipes. Heaven help them if they happen to get splattered by your blood.

Razor Blades [300]

Your claws and spikes are razor sharp, sharper even than the best sword's edge. Were these to be on your wings you could very well cut a tree down just by flying past it. They are also hardy enough to not chip or break unless clashing with something truly hard, so you won't need to spend hours sharpening them again after each use.

Armoured Tank [300]

Your scales and skin are supernaturally hard, stronger than tempered steel. Blades will struggle to pierce your hide, and any scales you happen to shed will by sought after and coveted for armour. Naturally this defence is going to get stronger the bigger you, and your scales, are. A Seadragonus Giganticus Maximus with scales this strong will be all but invincible on the outside.

Speedster [300]

Speed is one of your strong suits now. You will zip about at truly impressive speeds, so fast that it will be hard to keep track of your movements with the naked eye, even if you are the size of a horse. If you happen to be a small dragon then it is unlikely people will get so much as a glimpse of you before you have zoomed past them. And if you are big? Well, an a thousand ton dragon flying towards you fast enough to rock boats and cause massive waves could make even a Viking Chief blub like a little girl.

Choose Your Toxicity

Type:

None [Free]
You are not toxic in any way, other than what is already standard for a basic dragon.

Venom [100]
Your bites now have a mild poison to them. People you bite will feel nauseous and sick, becoming bedridden for a few days as their body flushes out the poison. Those of weaker constitution may even die.
-> Externa/ [100]
It is no longer just your bite that contains the toxin. Now the poison coats your claws and spines. Any kind of slash or cut will lace the other person with a dose of your poison.

Poisonous [100]
Your species of dragon is poisonous to even ingest. Taking a bite out of you will take a large hole out of their stomachs in return, and will deliver your particular toxin straight into their body. This won't stop others from trying to harm you in more conventional ways though.

Toxin traits:

Numbing [100]
Your poison is now a numbing agent as well. With this people will not realise they have been poisoned, or potentially even bitten in the first place, until it is too late and the poison is in full effect.
Paralytic [100]
The poison has been upgraded to be paralytic. A few minutes after entering their system the poison will cause their limbs to stiffen up like wood, and make any kind of movement a great struggle.

Slow Acting [100]

Once into someone's body, your poison now goes dormant for a long time, potentially for months. Only after a long period of time has passed will your venom suddenly become active again and act like normal. This has the advantage of meaning that people will be less suspecting of being poisoned if they have not been bitten for several weeks.

Quick Acting [200]

Once your venom is inside of the person it will get to work immediately. People will be feeling the effects of your poison within seconds of receiving it. Their body will have less time to fight back against the poison meaning it is much more damaging to their body. Taken with Slow acting means that, like the Venomous Vorpent, the venom will take a while to start to act, but once it does it will take effect extremely fast.

Obscure Cure [200]

Your venom is not so easily cured as other poisons. It requires a rare and obscure ingredient to make the antidote to your venom now, something that Vikings would have to set out on quests to find. Something as rare to people as the potato is to Vikings.

Miracle Cure [200]

Your venom is not just a deadly instrument. It can also be used as a remedy if prepared properly to cure various common ailments and may even be able to combat other types of toxins should it be used on someone already poisoned.

Potent [300]

The venom your produce has had its toxicity ramped up to eleven. It is now all but guaranteed to kill the victim unless they somehow manage to get hold of an antidote in time. Your venom is so potent that even small drop could kill a giant sea dragon eventually, though due to their sheer size this would still take a while, even with Quick Acting. This can manifest in a manner of your choice. It could simply stop their heart, destroy all their cells, or it may explode their nervous system like that of the Monstrous Strangulator.

Choose Your Supernatural Features:

Metal Detector [200]
Some dragons are known to be useful for finding metals. A good dragon could sniff out gold and precious metals even when they were buried some way below ground. You join these ranks of dragons, able to sniff out and sense all manners of different valuable materials from many dozens of meters away. Of course, the bigger dragons will be able to sense things from even further. A giant sea dragon may even be able sniff out a diamond mine from miles away.

Elemental Flames [300]
Instead of the bog standard (unrelated to the bog burglar) flame, you can produce flames of a different nature. Some dragons have the ability to produce flames which are imbued with the other elements. The Doom Fang is notable for its icy blue fire, which freeze over surfaces with burning cold ice. The Silver Phantoms and Windwalkers are thought to shoot out electricity from their mouths, as if they were the spawn of Thor himself. The Leviathorgan can shoot flaming bone spikes out of their fire hole. There are many species of dragons out them, and many of them utilise other kinds of attacks than fire.

Royal Nanodragon Swarm [300]
Your call can summon droves of dragons to your side in an instant. By emitting a noise that is nearly imperceptible to any humans you will send an alert to all nearby dragons, who will come rushing to your aid. Even if you would not expect dragons to be nearby, somehow they will still seem to just crawl out of the woodwork. These dragons will not typically exceed the size of riding dragons, indeed many will be nanodragons, though if you are lucky or loud enough you may get a few larger dragons mixed in with that. If there are no dragon's native to that universe, then this call will instead call forth a swarm of ghostly wraith like dragons, that will have much the same effect.

Special From Birth [300]
The egg shells of your dragon species are somewhat special. They have a strange property of some kind, outside of the norm. Maybe they can only be broken under certain specific circumstances, or maybe they release chemicals into the air that has strange effects, like preventing volcanic eruptions. This can be taken multiple times to gain multiple different properties.

Magical Mind [300]
Similar to the mystical Green Death, you have a limited form of telepathy, which allows to you probe the surface thoughts of the being around you. When not concentrating on it, it will quiet to a distant murmur that is easy to ignore, however when you focus you can pick up on the thoughts of specific creatures that are in the radius of your awareness.

Temperature resistance [300]
What kind of dragon wouldn't be able to stand the temperature of their own flames? Dragons are naturally very resilient to high temperatures and could even surf on flowing lava for a few minutes before it gets too hot for them. But you're not one of those pansy dragons that can take the heat yet curl up in the cold, or vice versa. Be it roasting hot lava or frigidly cold arctic you can comfortably handle ranges of temperatures that most other species would consider completely inhospitable.

Coating [300]
Instead of the usual fire out of your mouth, your attacks now can double as a good defense, and can coat your very body. With this you can set yourself on fire, electrocute those that touch you, or freeze flesh that brushed against your scales via some strange dragonic magic, understood only by a few very smart humans and dragons.

Hypnotic Eyes [300]
Dragons have slightly hypnotic eyes that make those who stare into them feel like their soul is being sucked out. Your eyes have a particular strong version of this and can put those who stare into them into something of a trance where they are much more susceptible to your suggestions. This will take several seconds of eye contact to take effect

Dragon Sense [400]
As has been said, dragons are naturally selfish creatures who will almost always look after themselves first and foremost. Your bloodline had this trait more so than most, and so because of this behaviour you have developed an almost sixth sense when it comes to danger, able to smell trouble coming a mile away. Afterall, what better way to deal with trouble than to know it is coming in the first place? Dodging arrows and swooping dragons becomes just that much easier.

Dragon Facts:

A little-known fact is that one of the reasons dragons are able to breath fire is because a dragon's breath, even when it exhales, is composed almost entirely of pure oxygen.

Dragon eyes are known to be able to glow at night, comparable in brightness to even spotlights.

Because of all the fire breathing they do, many species of dragon are particularly susceptible to asthma.

A dragon's diet consists mostly of meat, but they are supposed to eat plenty of vegetables and, weirdly, lots of wood, like small branches, twigs, and the bark of trees. This helps them with their fire breathing.

Stress and captivity have a physical impact on dragons. They may lose weight and their tail gets particularly floppy.