

Dragonfall Jump
v1.0
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Throughout the multiverse, some worlds are touched by isekai events at regular, scheduled intervals. One such planet is the world of *Elderia*.

In this world at the beginning of every millennium, there is an event known as a *Dragonfall* in which a type of being known as a *Greater Dragon* descends to the world, plucked from another world, another life, and reshaped into something immensely powerful by the sudden appearance and attack of a being known as *The Ur-Wyrm*. This primordial beast, *The Father of All Dragons* appears before them and immolates them, its flames beginning a transformational process which pulls them from their birth world to Elderia. You have been chosen by the *Ur-Wyrm* and have just set foot, or more likely, set clawed talon, upon Elderia. What kind of a *Greater Dragon* will you be?

Take **1000 Dragon Points** to fund your adventures.

Author's Note: This is a jump conversion of the **Dragonfall Choose Your Own Adventure** by Tokhar Gol. This CYOA is mostly SFW but there are NSFW choices and elements. Have a link to the source material. Also, have a secondary link to an interactive version of the CYOA that is not stored on Imagechest. Massive, incredible thanks to u/Wahaha303, the creator of the interactive version of the CYOA because their interactive version of the CYOA contains copy & pasteable text which RADICALLY cut down how long it took to finish the Greater Dragon Customization Section. Additionally this jump does include unofficial material from the fanmade DLC by u/UsADine.

Starting Location

Your starting location is determined by your origin, 1 of 4 continents. Whichever continent you pick as your origin is where you will initiate this jump, having just completed your ***Dragonfall.***

Andor

A large, varied continent made up of two nearly touching landmasses, home to humanoid races as well as monsters (and monstrous humanoids). Andor is home to two major regions; Anduvia (the northern part of the continent) and Cendor (the southern part of the continent). Anduvia is a human-supremacist place and non-humans are enslaved and considered to be "half-monsters" or "demi-humans". Magic is outlawed here, and it is dangerous to practice nearly any form of spell casting (due to the local worship of Andea, a goddess who is opposed to magic). In Cendor humans and non-humans are considered equals, for the most part, and magic is highly valued. Dragons are respected in Cendor, and feared in Anduvia (though some locals, particularly spell casters, try to enslave dragons. This practice is ill-advised, as dragons are immensely powerful and tend to break free from the few magics that can enslave them over time).

Kaldgrim

This is the coldest and most northern of the continents, it is made up of fjords, tundras, pine forests, mountains, grasslands, and other such grim and dire landscapes. Humanoids from this place tend to be larger, stronger, and sturdier than their peers from other parts of the world. Humans, dwarves, giants, orcs, goblins, and ogres tend to be the majority of humanoids here, but frost elves also dwell here (though in small numbers and in secret). Dragons are highly respected and some chieftains try to challenge dragons. If they lose the dragons kill them and become the head of their tribes, while if they win the dragons will be their mounts and allies for as long as the chieftain survives. It is also common practice for tribes to try and make pacts with dragons, hoping to enlist the dragon's aid in terms of hunting and raiding.

Mizuchi

An incredibly diverse continent split into three large kingdoms; that of the Tiger Emperor (who is strong and ferocious and rules over central Mizuchi), that of the Dragon Emperor (powerful and wise who rules over northern Mizuchi), and that of the Phoenix Empress (beautiful and immortal who rules over southern Mizuchi). This highly spiritual place is home to humans, kitsune, oni, usagi, neko, and inus, as well as spirits who take on physical forms. Dragons here tend to live in harmony with spirits and humanoids, but rogue dragons are feared and hunted down by powerful and well-trained locals. In this place respectable dragons are the guardians of villages and networks of communities, and sometimes create temples where they share their wisdom with students and create samurai, shinobi, monks, and spirit callers.

Ixtacotak

The southernmost part of the world is a continent that is formed of multiple large landmasses and many smaller ones, with tropical, warm, and wet biomes. This is the place with the largest number of dragons who have successfully subdued many of the local populations of humanoids, and who hunt this place's native megafauna, even hunting down massive dinosaurs. Dragons lord over each of the islands, and rule over

courts known as *Dragon Courts*, which serve 2 primary purposes; they cull the local monsters, and they serve the heads of the courts as their elite coterie of warriors. Most humanoids in this area, even those who dwell underwater, serve dragons of various colors, sizes, temperaments, and moral alignments, with some even worshipping them as dragon cultists.

Age and Gender

Your age is unimportant. You could have been a young adult on your way to college, or an old woman in a retirement home. Select any adult age freely. By default your gender is whatever it was in your last jump, but you can change it freely while customizing your build.

Origins

Your chosen origin reflects the continent you first set foot upon, and is a conscious choice *You* made while you were falling to the world and customizing your build. The people of this continent will be the first to have encounters with you, aside from any canon companions whose wishes you opted to grant while still a disembodied soul. Regardless of your chosen continent you are a *Greater Dragon*, though most of what that means will be determined by you in the *Greater Dragon Customization Section* as each Greater Dragon is a unique individual, shaped both by their pre-dragon life and memories as well as by choices they make while still falling to Elderia; a physical process during which they use *Ur-Embers* to devise the specifics of their form. Your nature as a *Greater Dragon* is an alt-form that will follow you for the duration of your chain after you leave this jump. When you finish devising your build and finalize choices you make you will open your eyes in the crater left behind by your *Dragonfall*, with memories of things like the wishes you granted, and the knowledge you gain and retain during your first moments in Elderia.

Andor
Dragons here tend to be respected though feared by locals in Cendor, and viewed as powerful mystical servants by those in Anduvia (as well as valuable targets for hunting and for hunters to prove themselves).

Kaldgrim
Dragons here are viewed as mighty weapons, valuable allies, and veritable forces of nature.

Mizuchi
Dragons in this place are respected and revered. They tend to be wise and mystically gifted.

Ixtacotak
This is a place for dragon supremacists and for those who aspire to serve draconic overlords. Dragons are seen as natural rulers and as apex predators.

Greater Dragon Customization Section

As *You* fell to Elderia you designed a dragon form for yourself, selecting your *Species*, *Size*, *Color*, *Breath Attack*, *Features*, *Legendary Features*, *Legendary Traits*, *Rare Features*, *Diet*, and finally any *Spells* you know. Each of these is purchased using *Ur-Embers*: a sort of… currency in the form of residual vestiges of the *Ur-Wrym's* attack that brought you from Earth to this world. These embers are spent when you use them to purchase something. You start off with 300 embers, but can gain more by converting **Dragon Points** into them at a rate of 50 points into 5 embers. Each thing you purchase here becomes a fiat-backed facet of your nature as a Greater Dragon, and some sections of this only allow you to select a single option. In many cases an option may confer freebies that would normally cost embers, and in every case that that occurs it will be marked in the description of the option conferring the freebies (this is especially true in the cases of *Species*, and *Color*).

Purchased options here become fiat-backed, and you can take on vestiges of the traits you select and purchase in other forms.

Species
You select a single option here and every single possibility confers at least one freebie. Options here do not cost embers.

Western Dragon
Western dragons are akin to the ones many Earthly humans think of when they think of dragons. **They gain the first tier of wings and the first two tiers of scales for free.** These dragons also embody greed, ruthlessness, and aggression, having large hoards of valuable treasures taken from humanoid settlements.

Northern Dragon
Northern dragons gain the first tiers of wings, fur, horns, roar, the second tier of muscles, and 2 *Ur-Embers*. These dragons are the strongest of their kind as far as averages go, and they tend to charge headlong into their foes at the start of battle.

Eastern Dragon
Eastern dragons gain wingless flight for free, and are the most common type of dragons spotted in Mizuchi. They are long, serpentine things, with relatively small limbs, able to fly thanks to their own innate mysticism and spiritual power.

Southern Dragon
Southern dragons gain the first tiers of feathers, senses, regeneration, and heat resistance, as well as the second tier of wings. These are… almost dinosaur-like dragons with feathered wings that are common, for dragons at least, on Ixtacotak.

Elemental Dragon
Elemental dragons gain the first tier of wings, and a tier 1 breath attack related to their chosen element, as well as elemental resistance tier 3 of their chosen element. All elemental dragons are half dragon and half elemental, and thus each elemental dragon is unique and has a body made from their chosen element (either fully or partially).

Drake

Drakes gain the first tiers of claws and wings and the second tier of crawling for free. These sinuous dragons are more agile than their peers, able to easily and effectively dodge attacks while striking with ferocity.

Wyvern
Wyverns gain the first tier of claws and the second tiers of flight and wings for free. Wyverns only have two legs, and they are stunning fliers. They are… less impressive on the ground.

Fairy Dragon
Fairy Dragons get insectoid wings, and the first tiers of magic and wings for free. These are tiny dragons, but they are still powerful in their own right. They are mystical things, and skilled at magic that confuses and bewilders rather than magic that destroys.

Dragon Turtle
Dragon Turtles look like giant turtles but more dragonlike. **Gain: Shell, Scales Tier 2, Jaws Tier 2 and Claws Tier 2**

Hydra
Gain: Multiple Body Parts (Head), Regeneration Tier 3 and Jaws Tier 2. Hydras are famous for their many heads and their unparalleled regenerative abilities.

Salamander
Gain: Breath Tier 3, Tail Tier 2 and Crawling Tier 1. Salamanders are another wingless dragon Species. They are famous for having especially powerful Breath Attacks and being able to use their Breath Attack more often than any other dragon Species.

Leviathan
Gain: Amphibious, Fins Tier 2, Jaws Tier 1 and all Sizes cost 50% less Ur-Embers. Leviathans are easily the largest dragon Species and they tend to live deep underwater in the depths of the ocean where large prey are commonplace.

Wurm
Gain: Digging Tier 3, Senses Tier 3 (Touch), Jaws Tier 2 and Tail Tier 1. Wurms are legless wingless dragons, they essentially look like snakes but more draconic. These dragons are known for their uncanny ability to dig through dirt, sand, and gravel.

Sky Serpent
Gain: Wings Tier 2, Flight Tier 2 and Jaws Tier 1. Sky Serpents are legless dragons, they look like bewinged serpents. They are swift, fluid, and graceful in the air. Witnessing the Flight of a Sky Serpent is a spectacular sight.

Sea Serpent
Gain: Amphibious, Swimming Tier 2, Jaws Tier 2 and Tail Tier 2. Just like the name suggests, Sea Serpents look like snakes. They are great swimmers and have powerful Tails which they use both for Swimming and combat.

Half Dragons

Beyond the 15 True Dragon Species there exist 3 Half-Dragon Species. Half-Dragons are born when True Dragons breed with humanoids. You could choose to become a Half-Dragon instead of a True Dragon.

Half-Dragons aren't treated like True Dragons by other humanoids and True Dragons. In Andor, they are treated as if they were cursed and most people shun them. In Kaldgrim Half-Dragons are treated like neither humanoid nor dragon, but something in between. In Ixtacotak they are treated as bastards of royal blood. In Mizuchi Half-Dragons are treated with respect and reverence. If a Half-Dragon breeds with a humanoid their child will be born of the humanoid race of either parent and if a Half-Dragon breeds with a True Dragon their child will be that of a True Dragon or a Half- Dragon. Like all dragon Species, Half-Dragons cannot die from old age. Half-Dragons usually stop aging when they are between 10-35 years old. You would be able to choose at which age you stop aging.

Scalespawn
Gain Humanoid Hands, Muscles tier 2, and 35 embers that can only be spent on features Scalelings cannot purchase. The least human, most dragon-like of the half-dragons. These creatures strongly take after dragons in general and look like human-sized dragons. They possess strength, a lust for gold and blood, and cannot be female.

Scaleborn
Gain Humanoid Hands, Magic tier 1, and 35 embers that only can be spent on features Scalelings cannot purchase. These half-dragons are the most proper mixture of humanoid and dragon. They can have features like wings, tails, horns, and claws and are talented at magic, able to rely on both magic and might in battle.

Scaleling
Gain Humanoid Hands, Fertility tier 2, and 35 embers. The most humanoid of the half-dragons, these dragon-children tend to be beautiful, charismatic, and very attractive to true dragons. They also lack draconic features, which can make them appeal to many humanoids as well.

Size
This is another set where you only get to pick one option. This time, however, choices do cost embers. *Half Dragons* (Scalespawn, Scaleborn, and Scalelings) can only select *Small*. Leviathans get a discount here that slices costs in half.

Tiny (0 Embers)
Somewhere between a tiny bird up to a medium-sized bird.

Small (5 Embers)
The size of a dog at the smallest to the size of a large human.

Medium (10 Embers)
The size of a horse to maybe the size of a rhino.

Large (20 Embers)

Somewhere between an elephant and a large house.

Enormous (40 Embers)
The size of a castle, a small one on the small end to a large one on the large end.

Gargantuan (80 Embers)
True forces of nature, gargantuan dragons are the sizes of mountains. These beasts tend to live in the sea, and are often aquatic or amphibious.

Titanic (100 Embers)
Dragons of this size are unbelievably rare, and unspeakably ancient. These dragons, at the smallest, are the sizes of small mountain ranges, and the largest are the sizes of entire countries.

Color
This is another "Select one" category, and this time your choice determines your free breath weapon, as well as colors perception of you, and every choice but one is free.

Red
Gain: Fire Breath Tier 1 or Lava tier 1. Red dragons tend to be found in hot environments, and are seen as hot blooded, aggressive, proud and fierce.

Green
Gain: Poison Breath Tier 1 or Spirit Breath tier 1. Green dragons tend to live in lush areas, and feel at home in nature, they are also protectors of nature. They can be harmonious and friendly, but also volatile, sly, and vengeful.

Blue
Water Breath Tier 1 or Lightning Breath Tier 1. More likely to be amphibious or aquatic, these dragons like to live close to water. They tend to be bestially cunning, and cold, calculating, and intelligent.

Black
Gain: Acid Breath Tier 1 or Arcane Breath Tier 1. These dragons prefer to live in swamps, badlands, and other similar places, and are infamous for being cruel, greedy, and power hungry. They are also the most likely to make pacts with humans.

White
Gain: Frost Breath Tier 1 or Smoke Breath tier 1. White dragons like cold places, and are known for being animalistic and brutal.

Yellow
Gain: Lightning Breath Tier 1 or Fire Breath Tier 1. Usually honorable, noble, and just, these dragons are curiously distant from most humanoids but often act to protect them. They are nomadic and like to follow thunderstorms.

Brown

Gain: Fire Breath Tier 1 or Gain: Wind Breath Tier 1. Brown dragons favor rocky and stony areas. They are known for battlelust, brutality, territorially, stoicism, and courage.

Orange
Gain: Poison Breath Tier 1 or Lava Breath Tier 1. Like red dragons these beasts enjoy hot environments, but they prefer humid places. Orange dragons are fairly passive, but respond brutally to provocation.

Grey
Gain: Wind Breath Tier 1 or Smoke Breath Tier 1. These dragons like high places, and tend to have multiple well-hidden lairs. They tend to be diplomatic, fickle, impulsive, energetic, and adaptive.

Teal
Gain: Poison Breath Tier 1 Acid Breath Tier 1. Teal dragons tend to live near valleys, coasts, and other misty places. They are often reclusive, enigmatic, patient, secretive, and crafty, and in battle they are stealthy and crafty, creative and quick-witted, rather than focusing on brute force.

Purple
Gain: Arcane Breath Tier 1 or Mana Breath tier 1. Purple dragons are drawn to places of great mystic power. They tend to be ambitious, greedy, and clever, as well as skilled in the arcane arts even by dragon standards.

Iridescent (It costs 30 Embers to select this option)
Gain Omni Breath. The strangest and least uniform of all dragons. Iridescent dragons have no shared traits other than their color.

Breath Attack
This is a "Pick as many as you want that you can afford" section. Here you determine which, if any, breath weapons you possess (other than your color-granted freebie), while also figuring out how many times a day you can use your breath attack (barring the presence of a specific *Feature*). Each breath attack also has tiers, with greater tiers increasing how many times a day you can use the weapon AND determining the maximum upwards potency of the attack. To get higher tiers of abilities you need to purchase lower tiers first (so if you want to buy all three tiers of *Fire Breath* and do not have tier 1 as a freebie, you'd have to spend 15 embers to get tier 3.). **Every single tier of the breaths costs 5 embers.**

Fire Breath
Tier 1: At this tier you can breathe fires that burn at mundane temperatures that are not quite hot enough to be especially effective against stone or metal.
Tier 2: Your fire burns much hotter, such that even plunging something you're burning into ice cold water does not immediately extinguish the fire.
Tier 3: At this tier your fire can turn stone into molten rock, and your fire can burn through metal with more than one usage. Magically enchanted things still hold up against fire breath, but that won't protect someone holding a magical sword or who is not completely encased in supernatural armor.

Poison Breath
Tier 1: You breathe powerfully poisonous gas that kills those who breathe it in 30 minutes after they first inhale it, without usage of healing magic on par with the tier of the gas. This can also be countered by powerful wind magic or a wind breathe weapon. You are immune to your own poison gas.
Tier 2: This tier clings to a battlefield more densely, requiring much stronger wind magic to counter.
Tier 3: Now those who breathe this in die a minute after they breathe in it, barring truly incredible medical intervention.

Lightning Breath
Tier 1: This consists of a single bolt of massive lightning you breathe at foes, which is tough to aim but slightly homes in on metal and can be somewhat deflected by non-metallic shields and materials if properly enchanted or prepared.
Tier 2: Your lightning bolt breath forks into multiple attacks, and if you strike a foe wearing or using metal then the attack will leapfrog from them to other foes, turning even a single attack into a chain of destructive lightning.
Tier 3: This drastically improves the destructive force of the lightning you use, such that grown men are sent flying out by this attack and non-metallic shields get destroyed by it in a single blow, and even magical shields are able to be shattered in a few hits.

Acid Breath
Tier 1: Your acid breath, at this tier, is more effective against inorganic materials than enemies themselves, and is excellent at destroying armor and decaying weapons, but isn't instant. It takes a few moments for things to start to visibly decay or crumble.
Tier 2: This is a much faster tier, and the acid here works as well against magical materials as it does against mundane things.
Tier 3: Material decays the very instant your breath touches it, and even organic lifeforms begin to dissolve within moments of exposure to your acid.

Frost Breath
Tier 1: You breathe out icy frost and while at this tier this won't freeze opponents solid this will drastically slow them. Opponents clad in fur or wearing furred armor have some protection against this.
Tier 2: At this tier your breath is much more dangerous, able to lock the joints in enemy armor in place and turn weapons and armor brittle. This ice is also supernaturally enduring, and takes a long time to melt.
Tier 3: At this tier you can freeze objects solid, even living beings, and if they lack supernatural abilities of their own or truly prodigious physical strength it will be nearly impossible for them to break free.

Arcane Breath
Tier 1: You breathe arcane energy that travels in a long-ranged straight line. This beam can be blocked by a magical barrier, but it is impressively powerful and strikes with significant concussive force. It works best against single targets.
Tier 2: When you use this attack you gain enhanced flexibility and strength from your neck, letting you rotate your head quickly and sweep the beam across multiple targets. This also enhances the potency of the beam.

Tier 3: This beam gains unlimited range, and the further it travels the more ambient energy it absorbs and the stronger it becomes.

Smoke Breath
Tier 1: You expel smoke, which is at this tier primarily a distraction tactic. This smoke lingers for a long time, barring something like wind magic or a wind breath weapon.
Tier 2: At this tier it is much harder to breathe in the smoke, causing those stuck in it to be lightheaded.
Tier 3: This weapon is now a true weapon, capable of suffocating people inside the clouds you create. The smoke is also much faster and travels further, making it doubly more dangerous.

Mana Breath
Tier 1: This primordial breath weapon burns away things like spells, magic, enchantments, and other arcane effects active on things it is breathed onto. Spellcasters hit by this weapon lose some of their mana. Non-magical things are completely unaffected by this weapon.
Tier 2: This is now a deadly attack against spellcasters, and it sets alight anything with mana on or in it. Things burned through this attack find their mana pools being used against them, as the fire feeds on it and only stops burning when the mana has run out.
Tier 3: At this tier this attack is an unbelievably mighty attack against spellcasters. If they cast any spells while still affected by this breath weapon they will instantly explode, killing them and potentially spreading their fire elsewhere.

Wind Breath
Tier 1: This is a burst of air that you expel that cannot be charged. This blast staggers, stuns, and knockbacks your foes, though how effective it is depends on the range between you and your foes. At this tier it is mostly not an offensive weapon unless you are close to foes, but is great against shields.
Tier 2: At this tier you become better suited at both offensive uses of this ability and defensive ones, able to deflect mundane projectiles, and even some supernatural projectiles like the wisps of a Spirit Fire spell.
Tier 3: This is now strong enough to kill foes close to you, and can deflect enemy dragon breath attacks, unless they are tier 3 or even greater somehow, such as through the usage of ur-breath.

Water Breath
Tier 1: This unusual breath weapon, at this tier, is not an attack, but rather, is a tool to control your environment and to unbalance enemies (or force them to stay on defense). Unique among breath attacks, you can refill how many times a day you can use this weapon by drinking water.
Tier 2: At this tier your attack becomes more of an attack, able to stun and knock down enemies. You are also better at disarming foes, your weapon better able to force them to let go of their shields.
Tier 3: Now you fire a pressurized jet stream of water, able to cut enemies, make them bleed, and destroy delicate materials without doing much harm to other things.

Lava Breath

Tier 1: This is a horrifyingly powerful weapon that causes you to spit out short ranged globules of lava that can liquify even magical objects, and encase those strong enough to survive in molten stone. This breath's range and speed, both of which are the lowest of all breath weapons, are dependent on the temperature of your environment; the colder it gets the slower and shorter range of this weapon. At this tier this is not able to be channeled.
Tier 2: Now you fire a stream of lava that can be channeled and is easier to direct.
Tier 3: Your lava is able to flow faster and burns much hotter, making it able to melt castle walls and also making it a deadly method of crowd control.

Spirit Breath
Tier 1: This breath attack is composed of spiritual energy and when used on the living it is actively helpful. It heals the living, and damages the undead (though is more effective against smaller undead).
Tier 2: This enhances the healing properties of this ability, allowing you to heal any kind of injury so long as the target has not died.
Tier 3: This tier is incredibly damaging to the undead and can fully revive the dead, so long as there is anything left of their bodies.

Features
We're continuing the trend of "Purchase as many things as you want that you can afford (barring things said to be mutually exclusive)" with this section. *Scaleings* can only purchase Muscles, Roar, Senses, Breath, Regeneration, Magic Resistance, Elemental Resistance, Crawling, Swimming, Magic, Brain, Lungs, and Fertility. In some cases, tiers here will have different costs.

Muscles (Tiers 1 & 2 cost 5 embers, tier 3 costs 20 embers)
Tier 1: You are physically stronger than the average dragon and creature of your *Size* class.
Tier 2: When it comes to brute force you are vastly superior to the other dragons and creatures that are of the same Size class.
Tier 3: In a battle of strength, you can defeat most dragons and creatures that are of 1 Size bigger than you. If you are Gargantuan, you will have the strength to overpower the physical avatar of a god.

Scales (All tiers cost 10 embers each)
Tier 1: Your scales are as hard as steel. While your scales offer excellent protection against piercing and slashing attacks, they are less effective against bludgeoning attacks.
Tier 2: Your scales are now as hard as mithril. Only the strongest weapons and attacks can pierce or cut through your scales.
Tier 3: Your scales are as hard as the mythical metal Dragonite. Hardly any slashing or piercing attacks can harm you so long as they hit your scales.

Wings (Tier 1 costs 30 embers, tier 2 costs 5 embers, tier 3 costs 15 embers)
Tier 1: You have wings and are able to fly. Taking off from the ground is rather slow and requires some effort. Initiating a flight will leave you vulnerable for a brief moment. You also gain the first tier of *Flight* for free.
Tier 2: Your wings are much stronger than the average dragon's wings. You can quickly and efficiently take off from the ground.

Tier 3: Your wings are some of the strongest wings seen among dragonkind. With the flap of your wings, you can create powerful gusts of wind that can deflect projectiles like arrows, throwing knives, javelins, and crossbow bolts.

Jaws (All tiers cost 5 embers each)
Tier 1: Your fangs are hard as steel. While a biting attack is the attack with the shortest range a dragon can make, it is also one of the deadliest attacks if it connects.
Tier 2: Your fangs are hard as Mithril and your bite is even stronger.
Tier 3: Your fangs are as hard as Dragonite, if they weren't they would never be able to withstand the tremendous amounts of force your jaws are able to produce.

Claws (All tiers cost 5 embers each, this feature requires that you not be a wurm, sky serpent, sea serpent, or leviathan)
Tier 1: You got claws as hard as steel. Your claws can slash and pierce through most natural armor such as thick leather, hide, carapaces and Scales.
Tier 2: Your claws are as hard as Mithril. Now your claws have no problem cutting through and piercing most metal armors.
Tier 3: Your claws are hard as Dragonite. There is hardly anything that you can't cut or pierce with your claws.

Tail (All tiers cost 5 embers each)
Tier 1: Your tail is prehensile. It can grab and manipulate objects. It can also be used during grappling to choke, grab, hold, and restrain your enemies.
Tier 2: The bone structure of your tail is robust and strong. It can withstand heavy impacts and be used as a weapon.
Tier 3: You have some kind of natural weapon on the tip of your tail, which is as hard as Dragonite. For example, it can be multiple bladed spikes, a stinger, or a bone club.

Horns (All tiers cost 5 embers each)
Tier 1: You have horns that are as hard as steel. Your skull is also reinforced to withstand heavy impacts. The horns can look however you want.
Tier 2: Your horns are as hard as Mithril.
Tier 3: Your horns are as hard as Dragonite. If you hit someone with a solid charge you can punch through any kind of armor and impale them with your horns.

Spikes (All tiers cost 5 embers each)
Tier 1: You have spikes growing on your body. These spikes are as hard as steel. Your spikes are a great defense against large enemies like monsters and dragons. If they try to bite, tackle, grapple, or maul you, they will risk getting impaled by your spikes.
Tier 2: Your spikes are as hard as Mithril.
Tier 3: Your spikes are as hard as Dragonite.

Venom (Tier 1 costs 5 embers, tier 2 costs 10 embers, and tier 3 costs 15 embers)
Tier 1: You have venom glands connected to either your fangs or your stinger (requires Tail Tier 3). Your venom will exhaust your victims, mess with their sense of balance and make them nauseous. Your venom can only be cured by Spells of a similar tier as your venom. You're immune to your own venom.

Tier 2: Your venom is more powerful. It can now paralyze any creature of up to 2 Sizes bigger than your own. But your venom is now slow-acting and will take 30 minutes to work. You can speed up the process by injecting your enemy with more venom.
Tier 3: Your venom is extremely dangerous and fast-acting. Taking only a few minutes to kill its victims.

Feathers (Requires wings, tier 1 costs 1 ember, tier 2 costs 5 embers, and tier 3 costs 10 embers)
Tier 1: Your wings are covered in feathers. This will make you a more silent flyer. However, feathers are flammable. If your feather coat is badly damaged you will temporarily lose the ability to fly.
Tier 2: Gain: Flight Tier 2 20-30% of your body is also covered in feathers, not counting your wings. Your feathers make you more aerodynamic. But the areas where you are covered in feathers cannot be covered by Scales or Fur.
Tier 3: Gain: Flight Tier 3 Your feather coat now covers up to 40-100% of your body.

Fins (Tier 1 costs 1 ember, tier 2 costs 2 embers, and tier 3 costs 5 embers)
Tier 1: Gain: Elemental Resistance Tier 1 (Heat) You have large fins on your body. These fins help your body to cool itself in hot environments. However, your fins are somewhat fragile and can be damaged by sharp objects like fangs, Claws, or swords. If your fins are badly damaged you will lose all Features which you gained from this Feature.
Tier 2: Gain: Swimming Tier 1 Your fins make you more hydrodynamic and aid you while swimming.
Tier 3: Gain: Swimming Tier 2 Your fins not only make you better at swimming but also makes you a more silent swimmer.

Fur (Tier 1 costs 1 ember, tier 2 costs 6 embers, tier 3 costs 3 embers)
Tier 1: Gain: Elemental Resistance Tier 1 (Cold) 20-30% of your body is covered in fur. Your fur insulates your body and protects it against cold environments. Your fur is flammable and if your fur coat is too badly damaged you will temporarily lose all Features that you gained from this Feature. Areas, where you are covered in fur, cannot be covered by Scales or Feathers.
Tier 2: Gain: Elemental Resistance Tier 2 (Cold) Your fur coat now covers 40-50% of your body.
Tier 3: Your fur will cover 60-100% of your body. It will offer some protection against slashing attacks. Slashing attacks will cut your fur.

Roar (Tier 1: 2 embers, Tier 2: 8 embers, Tier 3: 15 Embers)
Tier 1: Your roar is really loud. It can easily scare away creatures of a smaller Size class than you. Your roar is less effective against intelligent creatures like humanoids.
Tier 2: Your roar is terrifying. It can now scare away creatures of a similar Size as yours. Even intelligent creatures will cower before your fear-inducing roar.
Tier 3: Your roar is the stuff of nightmares. Only the bravest of souls will be able to resist dropping whatever they are doing to run away. Even while directly facing a larger creature, your roar will be able to scare away creatures of 1 Size bigger than you.

Senses (Tier 1: 1 ember, Tier 2: 4 embers, Tier 3: 5 Embers)

Tier 1: Choose 1 sense (smell, touch, sight, hearing, or taste). Your chosen sense is equal to the best humanity has ever produced. You may purchase this Feature multiple times, choosing a new sense each time.
Tier 2: Your chosen sense is equal to the best the animal kingdom has ever produced.
Tier 3: Your chosen sense is enhanced to the point of being supernatural. For example, if you choose sight you will be able to switch between different vision modes like infrared vision, telescopic vision, x-ray vision, and night vision. You would also be able to see through visual Illusions.

Breath (Tier 1: 5 embers, Tier 2: 5 embers, Tier 3: 25 Embers)
Tier 1: Most dragons will use their Breath Attack sparingly and only against powerful opponents. They can't afford to waste their Breath Attack as a lot of them can only use it 3 times per day. You however can manage 6 Breath Attacks per day.
Tier 2: You are now able to use your Breath Attack up to 12 times per day. 12 is quite a large number of Breath Attacks that few dragons can match.
Tier 3: You can use your Breath Attack up to 50 times per day. Only a few dragons could manage such a feat.

Regeneration (All tiers cost 10 Embers each)
Tier 1: You can regrow lost limbs and you don't scar. Most of your wounds will heal within a day. Injuries caused by acid or fire will take twice as long to heal. Regeneration will slow down poisons and Venoms, but it won't make you immune to them.
Tier 2: Most of your injuries will heal within 1 hour. It is impossible for you to lose consciousness or die due to blood loss. It is also possible for you to bleed yourself in order to cleanse your body of tier 1 Venoms.
Tier 3: As long as you're alive your regenerative powers are strong enough to heal any injury within 1 minute.

Magic Resistance (Tiers 1 & 2 both cost 10 Embers each, Tier 3 costs 30 Embers)
Tier 1: Hostile Magic such as Spells or magical weapons is 25% less effective against you.
Tier 2: Hostile Magic such as Spells or magical weapons is 50% less effective against you.
Tier 3: You are immune to Magic and cannot be directly affected by it. This includes healing Magic and positive Spells. Your Magic immunity won't impede your own ability to cast Magic unless of course, if you're planning to cast Spells on yourself. Whenever you are hit by a Spell you will absorb a small portion of the mana which was used to cast the Spell.

Elemental Resistance (Tier 1 costs 3 embers, tier 2 costs 12, and tier 3 costs 5)
Tier 1: Choose 1 element (Heat, Cold, Poison/Venom, Acid, Wind, Water, Lightning or Arcane). You are able to survive and thrive in environments where your chosen element is dominant. For example, heat would allow you to live in deserts, jungles, or volcanic landscapes. You may purchase this Feature multiple times, choosing a new element each time.
Tier 2: You are completely immune to any kind of damage from your chosen element.
Tier 3: When you are exposed to your chosen element you will be healed proportionally to the intensity of the exposure.

Flight (Requires wings or wingless flight, Tier 1 costs 5 embers, tier 2 costs 10, and tier 3 costs 15)
Tier 1: You are able to fly. However, you're not very graceful or fast in the air.
Tier 2: You are much faster and more agile during flight. You can outmaneuver and run circles around most flying creatures of your own Size and any Size class beyond. Warmachines like ballistas and catapults will have a much harder time hitting you.
Tier 3: You are extremely graceful and fast in the air. You would be hard- pressed to find a creature who could match even half of your aerial speed and maneuverability, as long as they aren't more than 1 Size class below you.

Crawling (Tier 1 costs 5 embers, and both tiers 2 and 3 cost 10 each)
Tier 1: Most dragons are rather slow and clumsy on the ground. Unlike most dragons, you are a fast runner. You can match the speed of creatures of similar Size that are considered fast. This will make hunting for food or running away from a threat easier.
Tier 2: You are much more dexterous. You can also climb trees, navigate rough terrain and obstacles proficiently. While fighting on land it will be easier for you to land and dodge attacks from bigger creatures.
Tier 3: You are much more agile and nimble. While on land, your uncanny agility will make it much easier for you to land and avoid attacks from creatures, as long as they aren't more than 1 Size class below you.

Swimming (Tier 1 costs 5 embers, and both tiers 2 and 3 cost 10 each)
Tier 1: Most dragons can't swim. You can swim, but you are rather slow and ungraceful underwater. Being able to swim could save you from drowning. It could also allow you to bring the fight into the water and drown your enemies.
Tier 2: You can swim with similar speed and agility as an Aquatic creature of similar Size. Speed is extremely important in underwater combat.
Tier 3: You are able to navigate through water gracefully and fluidly. Underwater you are much faster than any creature of your Size has the right to be. You can outmaneuver and run circles around most creatures, except those who are more than 1 Size class below you.

Digging (Tier 1 costs 5 embers, and both tiers 2 and 3 cost 10 each)
Tier 1: You can burrow your body in sand, earth, or gravel within the span of 1 minute. Being able to hide under the ground will allow you to ambush prey, hide from threats, find shelter from storms, and camouflage most of your body while sleeping.
Tier 2: You can move and shift your body through sand, earth, and gravel almost as if you were swimming. This movement is rather slow. It is best used to sneak up on unsuspecting prey. However, you would need some kind of way to navigate underground like Senses (at least tier 2) or Eyeless Sight.
Tier 3: You are able to move through sand, earth, and gravel like a fish in water. This type of movement is very fast. You can employ hit and run tactics to strike from below and then retreat to the safety of the ground.

Magic (Tier 1 costs 10 embers, tier 2 costs 20 embers, and tier 3 costs 30 embers)
Tier 1: Not every dragon has a mana pool or is able to cast spells. You have a mana pool with a similar capacity to a low-level spellcaster. Your grasp of magic is rather rudimentary and leaves much to be desired. As you can only cast tier 1 Spells. But being able to use magic at all is a great advantage.

Tier 2: Your mana pool is now similar to that of a mid-level spellcaster. You can cast up to tier 2 Spells.
Tier 3: Your mana pool is beyond any mortal creature. It is vast, seemingly endless, but far from infinite. You are capable of casting up to tier 3 Spells. You are the pinnacle of arcane might, you have the ability to weave Spells of unfathomable power. Spells that are beyond the grasp of even the mightiest mortal spellcasters.

Brain (Tier 1 costs 10 embers, tier 2 costs 20, and tier 3 costs 30)
Tier 1: You learn things twice as fast and your long-term memory is improved significantly.
Tier 2: You are able to process information faster and have a perfect memory. You can recall any memory you have in perfect detail. While concentrating you can even enter a state of mind to relive your memories.
Tier 3: Your mind is expanded. Your intellect is now vastly superior to the greatest thinkers, philosophers, spellcasters, schemers, and rulers. Your mind is so complex and eldritch it is beyond the effects of mind-altering Spells like Illusions, Mind Control, psychic attacks, emotional manipulation and similar mind Magic.

Tongue (Tier 1 costs 10 embers, tiers 2 and 3 cost 5 each)
Tier 1: You have a long retractable prehensile tongue. Your tongue can move very quickly and is adept at catching prey of a smaller Size, which might normally be too swift and nimble for you.
Tier 2: Your tongue is tough and elastic making it resistant against piercing and bludgeoning attacks Your tongue is also covered in a slippery slime which will make spears, clubs, and similar weapons slip and slide off your tongue. The end of your tongue which you use for catching your prey is not covered in this slime.
Tier 3: You can launch your tongue in a straight line at an incredible speed similar to a toad or a chameleon. The tip of your tongue is also covered in a coat of sticky slime which will make your prey stick to your tongue.

Lungs (Tiers 1 and 3 cost 5 embers each, tier 2 costs 10 embers)
Tier 1: By default, you would be able to hold your breath for about 30 seconds while doing a physically demanding activity. With this, you can safely hold your breath for up to 2 minutes while doing a physically demanding activity like fighting. This might not seem very useful but being able to hold your breath in high-altitude aerial battles, fights against dragons with Poison Breath, or underwater battles can make a huge difference in the outcome of the battle.
Tier 2: You can now safely hold your breath for up to 30 minutes while performing a physically demanding activity.
Tier 3: Your lung capacity is extremely vast. You are able to safely hold your breath for up to 1 hour while doing a physically exhausting activity.

Fertility (Tier 1 costs 3 embers, tier 2 costs 7, and tier 3 costs 20)
Tier 1: A lot of dragons are infertile which is 1 of the contributing factors to why dragons are so rare. By default, you would be infertile. But with this, you will be capable of reproduction. Although it might take a lot of attempts since you aren't the most fertile. Your fertility is akin to that of elves. Your offspring will look similar to you but they will be a lot weaker.

Tier 2: You are much more fertile than the majority of dragons. Your fertility is similar in potency to the fertility of humans.
Tier 3: You have full control of your fertility. Sex could guarantee a successful impregnation or do nothing at all. By touching your childrens' eggs you can mold and shape them using this CYOA (skip the Continent and Companion sections). However, unlike you, your children only get 100 Ur-Embers instead of 300.

Legendary Features
This is an odd section and to be able to purchase something here you must have purchased up to tier three of it in an earlier section. In this jump you are not limited in how many features you can upgrade to tier 4, but to purchase something here you must have tier 3 of it in the first place. The first five legendary traits you get are free, after that they cost 30 embers each.

Muscles
You are a force of nature, an unstoppable juggernaut. No matter your Size, yours is the strength of gods and titans. To invoke your wrath is to invite disaster. Let it be known that in all of creation, your strength is second to none.

Scales
Your scales make up an impenetrable wall of unbreakable shields. They are indestructible and when struck your scales will disperse the force of any attack by half. To assault you is to assault a mountain.

Wings
Your wings can create winds so powerful that they could be compared to raging tempests. You can summon gales that uproot trees, send men flying, and shatter buildings. Anyone who opposes you will face the fury of a thousand storms.

Jaws
You get to choose 2 Legendary Traits that your fangs or Beak will gain.

Claws
You get to choose 2 Legendary Traits that your claws or Specialized Weapon will gain.

Tail
You get to choose 2 Legendary Traits that the natural weapon on your tail will gain.

Horns
You get to choose 2 Legendary Traits that your horns will gain.

Spikes
You get to choose 2 Legendary Traits that your spikes will gain.

Tongue
You get to choose 2 Legendary Traits that either your entire tongue or a smaller portion of it will gain.

Feathers

Gain: Flight Tier 4. Just like an owl's feather coat, your feathers muffle sound, making you a completely soundless flyer. This might not sound all that impressive until you take into account the unparalleled speed and mobility of Flight Tier 4. Losing sight of such a mobile target is bad enough as it is but to not be able to locate them by sound is disastrous. To fight you is to do battle with the wind of death, a cold-blooded aerial assassin.

Fins
Gain: Swimming Tier 3 You are able to release bubbles from your fins made from a special liquid which is also stored in your fins. These bubbles will be able to absorb the force of any attack, but will break after doing so. Creating bubbles will dehydrate your fins, if they get too dry they will eventually break. You can prevent this by rehydrating them by dipping them in water. Note that these bubbles can be created underwater.

Fur
Your fur is able to build up static electricity whenever you are moving, the faster you move the more electricity you will build up and you can keep that static charge and release it at will as a form of attack that will electrocute any enemy who is in contact with your fur. A maximum-charged lightning fur attack can be absolutely devastating and can kill most creatures, but your fur coat cannot keep its charge or build up static electricity while it is wet.

Roar
Your thunderous roar is so loud and powerful that it will cancel out any other sound in the surrounding area. Disorienting all those within its range, it can even knock out creatures of a smaller Size than you or with exceptional hearing. Additionally, your roar will interrupt all Spells that are being cast in your roar's vicinity and make them backfire on their casters. You are the devourer of sound.

Senses
Your chosen sense is honed to utter perfection allowing you to accurately track and surveil all lifeforms within a 1000 km radius around you. Your enhanced sense will also grant you full awareness of everything that is happening around you within 100 meters. For example, with sight, you would be able to read minuscule details in the wind that would inform you of your surroundings.

Breath
Your breath is infinite and inexhaustible. If you have Ur-Breath you should not attempt a Breath Attack with the strength of more than 50 Breath Attacks let alone with infinite power, as doing so would kill you. Any Ur-Breath with the power of more than 10 Breath Attacks will put your Ur-Breath on cooldown equal to a minute for every Breath Attack over 10.

Regeneration
Your regenerative powers will not only heal you, but they will rebuild, reinforce, and improve any part of your body that was damaged. The graver the wounds that you suffer the more powerful the mutations will be. Any changes that your regeneration brought about will however be reverted once the battle is over and the adrenaline in your blood wanes. You are the very embodiment of the unyielding nature of life.

Magic Resistance
Your body and soul have become the bane of Magic. Your very existence repels the utter concept of Magic and projects an anti-magic field that stretches out from your body in a 1000 meter radius. Making it an impossibility to cast any kind of Spell within your anti-magic field, any kind of magical effect like enchantments and curses will temporarily break down and stop working while inside your radius.

Elemental Resistance
You are able to absorb elemental power while being exposed to your chosen element, there is a limit to how much you store. You can spend elemental power to either heal yourself or increase the potency of any elemental attack that you perform which are of the same element. For example, you could boost an elemental Spell, your Breath Attack or a physical attack with elemental properties.

Flight
No matter your Size your aerial supremacy is undeniable and you are the undisputed sovereign of the skies. Your body is highly resistant to g-forces, allowing you to perform aerial maneuvers other dragons could only dream of. None will even come close to your surreal dexterity or the lightning-fast velocity that you can accelerate to at a moment's notice. Archers will have better luck trying to shoot down a fly than hitting you.

Crawling
No matter your Size your running speed and agility on land is simply surreal. You can climb onto surfaces as if you were a spider. You are able to move your body in such a way that it becomes next to impossible for most creatures to land a single strike on you as you can deftly dodge, weave, and vault away from any attack that you are aware of. The land that you tread upon is your domain making you its undisputed monarch.

Swimming
No matter your Size your nautical mastery is supreme. You are the tyrant of the seas, the apex predator of the oceans. Able to survive the crushing depths of the deepest oceans. You can exploit this and drag your enemies to their doom. To fight you underwater is to be outmaneuvered, outclassed, and outspeed. The vast majority of your enemies can count themselves lucky if they manage to hit you once.

Digging
You can now dig through solid rock. What is more impressive is that whenever you dig through the ground you are able to accumulate a makeshift armor that will cover your body made out of materials that are available such as stone, minerals, earth, sand, and clay. While this armor offers excellent protection it will reduce your speed and agility but you can shed your armor at will.

Magic
Your mana pool approaches the limits of infinity. With the amounts of mana you command you are able to condense mana into highly destructive spheres which you can throw at your enemies. If a Spell is picking up a flintstone and crafting it into an arrow which you shoot with a bow, then what you are doing is more akin to picking up a flint boulder and throwing it with your bare hand.

Brain
Your eldritch mind has become so powerful that you can now influence reality with your mind. Allowing you to move non-living matter with mere thoughts. While you can obliterate a small castle with telekinesis, such grand feats will greatly strain your mind. You can also read thoughts and peer through the minds of those with lesser-developed brains through the power of telepathy.

Venom
Your venom will kill any creature within 3 seconds of entering that creature's bloodstream. If the creature is resurrected it will simply die again unless the venom is cleansed from its body. You are also able to eject venom from the natural weapon to which your venom is connected to, similar to how a spitting cobra can shoot venom from its fangs. If your venom gets into a wound it will poison them and if it gets into their eyes it will cause blindness.

Lungs
Gain: Elemental Resistance Tier 1 (Cold) Your body no longer needs to breathe and has evolved to be able to survive in space as well as being able to traverse it at an impressive speed. This will allow you to travel to other planets in Elderia's solar system. There are 4 other worlds in this solar system which possess intelligent life: Agaria, Kamitsuki, Calendria, and Raxanix

Fertility
You are now able to modify your descendants with 200 Ur-Embers. The gestation period of your brood is also greatly reduced, allowing you to spawn offspring much more quickly and efficiently. Making your spawn rates more in line with that of giant spiders rather than the slow incubation times of dragons. Your eggs will also benefit from the protective qualities of the child's Scales, Elemental Resistance and Magic Resistance.

<u>Legendary Traits</u>
These are powerful abilities, qualities, or coatings that apply to your natural weapons. Things these traits apply too are listed in the Legendary Features description of the appropriate features (Jaws, Claws, Tail, Horns, Spikes & Tongue). All of these are free, but only applicable to some of your features and you can select different traits for different features as you please, provided you have tier 4/the legendary tier of the appropriate features.

Indestructible
Your natural weapon is completely unbreakable. Because of its indestructibility, it is able to retain an almost supernatural sharp edge that no mundane weapon could ever hope to realistically possess. Its invulnerability will also guarantee that it won't break in battle no matter how much force is involved.

Brutal
Your natural weapon is made out of a force-enhancing material. It will effectively double the force behind any attack that you make with it upon impact. Combined with Muscles Tier 4 you can make earth-shattering attacks of such overwhelming and unstoppable

power that no creature, god or man, could ever hope to survive such a cataclysmic attack.

Hemophilic
Your natural weapon is coated in a hemophilic substance. Upon entering the bloodstream of any creature except for yourself, it will completely prevent the blood from forming blood clots, a process needed to stop bleeding. The substance will also cause the creature to bleed from all of its orifices. These effects will persist for 1 full week.

Thermal
At will, you are able to heat up your natural weapon to astonishing levels. You can make it so hot that if it penetrates a body part that limb would explode as blood and other bodily fluids would instantly evaporate and expand as they turn into gas. You can also set enemies aflame which would be very efficient against Feathers and Fur.

Virulent
Your natural weapon is coated in a venom that will infect any wound it causes. Infected wounds cannot be healed by Regeneration and will only worsen if they are healed through any other means than natural healing over a long period of time. For example, healing Spells would make the wound fester and rot, spreading severe necrosis.

Draining
When this natural weapon is in physical contact with a creature you are able to drain that creature's stamina and transfer it to yourself. Every attack will wear them out while infusing you with vigor and energy. Land enough attacks or remain in contact for long enough and your enemies will be too exhausted to even move their limbs.

Acidic
Your natural weapon is coated in acid which the weapon itself is immune to. This acid allows your natural weapon to cut through literally anything with relative ease as long as the target isn't indestructible. The acidic coating is fairly viscous so you don't have to worry about it accidentally splashing, dripping, or trickling onto your body.

Cryo
At will, you are able to cool down your natural weapon to temperatures far below sub-zero. The cold of your natural weapon is enough to freeze bodily fluids and effectively disable the use of any body part that your natural weapon penetrates. Penetrating attacks would also cause some internal damage as fluids expand when they freeze.

Mystic
Attacks that you make with this natural weapon will send out arcane energy projectiles which will dissipate after hitting something or having traveled a certain distance. This projectile will hit with half of the force from the original attack and will possess the characteristics of this natural weapon's other Legendary Trait at half of its original effectiveness.

Radiant

Your natural weapon possesses a reflective surface that fractures light in such a way that when your natural weapon moves at certain speeds which are typical for an attack it creates optical illusions like mirror images, warped mirages, or flashing lights which blinds and distracts. Makes attacks with this weapon very deceptive and hard to avoid.

Absorbative
Your natural weapon acts as a mana-channeling catalyst that will absorb the mana of any creature it comes into contact with and transfer it to you. With a single strike, you could empty the mana pool of the mightiest Magic user or power down a colossal magical construct. Any mana that you absorb that exceeds your mana pool will slowly dissipate.

Profane
Your natural weapon will not only harm the physical body of its victims but also their very souls. The victim will die once an equivalent amount of damage that would be lethal to their body has been inflicted upon their soul. The properties of this weapon make it efficient at slaying enemies that possess Regeneration, healing Spells, or Hive Mind.

Leeching
Your natural weapon is capable of stealing the life force of others. Whenever you land an attack you will be healed an equivalent amount of damage to the damage you inflicted with this weapon. This will allow you to trade attacks and almost entirely focus on offense during battle while only looking out for lethal attacks, as your offense is your defense.

Explosive
Your natural weapon is coated with a highly explosive sticky slime. The slime is volatile and will explode if it is introduced to shocks such as the impact of an attack. The sheer power of these explosions is so devastating that they will break your own natural weapon unless it is Indestructible and you could potentially damage yourself if you aren't careful.

Spectral
Your natural weapon is attuned to the spirit world. At will, you are able to turn your weapon translucent. In this state, your natural weapon will be able to touch and interact with incorporeal beings and objects while being intangible to corporeal beings and objects. This would allow you to fight ghosts and bypass the mightiest of armor by switching states rapidly.

Rare Features
<u>These features are rarer than the previously mentioned features (and less rare than their mythic, legendary counterparts). Scalelings can only purchase broodlord, pheromones, adrenal glands, adaptive genitalia, animal speech, resurrection egg, and reincarnation.</u>

Fusion Breath (10 Embers)
You can now purchase a second Breath Attack. Your Breath Attack will now become a fusion of your first and second Breath Attack. All tiers of the Breath Attacks that are

associated with your chosen Color will cost 1 less Ur-Ember for your second Breath Attack.

Hybrid Species (45 embers)
Choose a second Species. You will become a hybrid of your first and second Species. Despite the fact that crossbreeding between dragon Species is common, hybrid dragons are extremely rare. Usually, the offspring will be born as a pureblooded member of 1 of the parent's Species.

Ur-Breath (10 embers)
You have the ability to use up any amount of your daily Breath Attacks to perform a single super-powerful Breath Attack. This Breath Attack will have the combined strength, power, and effect of all of the Breath Attacks which was used to fuel this vastly superior attack.

Amphibious (15 Embers)
You can breathe both on land and in water. This ability can be used to escape threats from land or from the sea by fleeing into an environment your pursuers can't breathe in. Or you can use it offensively and drag your enemies into an environment they can't survive in.

Wingless Flight (Requires: Not Wings, Costs 50 Embers)
Gain: Flight Tier 1 You are able to fly despite having no Wings. This is a huge advantage in aerial battles as your enemies cannot target your Wings to disable your ability to fly. You can also "fly" underwater at a reduced speed.

Eyeless Sight (15 Embers)
You are able to see despite having no eyes. This is a great advantage since the eyes are one of the few weak spots a dragon has. Your field of vision is expanded to 360 degrees. You will also gain x-ray vision, being able to selectively see through objects like walls or smoke.

Photophore (Requires wings, fins, and not Thruster Wings UNLESS you have fins, costs 10 embers)
You have an organ in your body that allows you to produce light from your Wings and/or Fins. You can light up dark places. This ability can also be used in battle to project a powerful flash of light that will temporarily blind your enemies. The flash can't be channeled; it must be used in bursts.

Multiple Breaths (5 embers)
You can now purchase and use multiple different Breath Attacks. Whenever you use a Breath Attack you will have to decide which Breath Attack you will use. All of your different Breath Attacks share the same daily limit of Breath Attacks. Except for Water Breath which has its own limit. If you have Fusion Breath all of your Breath Attacks will fuse into a single Breath Attack.

Multiple Body Parts (10 embers)
Choose 1 body part. You can add as many copies of your chosen body part as you wish to your new body. You could have 2 sets of Wings to make it harder to disable your ability

to fly, you could have multiple heads to prevent head trauma from stunning you, or some reptiles have 2 penises, so why shouldn't you? You may purchase this option multiple times.

Glider Wings (Requires wings tier 1, costs 2 embers)
Your Wings are more similar to a flying squirrel's flaps than a bird's Wings. You can no longer fly, but you can glide, which is useful for jumping attacks. Now Flight affects how well you glide. Your glider wings can be retracted. Making you much more agile on land and underwater since your Wings won't get in your way.

Insectoid Wings (Requires wings, not glider wings, not feathers, and not thruster wings costs 10 embers)
With regular Wings, you would be able to fly similar to a plane, but with insectoid wings, you would be able to fly like a helicopter. You can change direction and dart around at a moment's notice. This added mobility comes at the cost of your Wings being more delicate.

Thruster Wings (Requires wings tier 2 and not insectoid wings, costs 10 embers)
Your Wings have a lot in common with jet engines. They allow you to fly through jet propulsion. You can only fly for 1 hour per day as your Flight consumes internal stores of fuel. You can boost your Flight by 1 to a maximum of tier 4 tier by consuming twice as much of your fuel.

Broodlord (Costs 30 embers)
All of your offspring have a compulsion to obey you. Unquestionable loyalty is imprinted in their DNA. Spawn enough offspring and you could have your own completely loyal dragon army.

Colored Breath (Costs 3 embers)
Choose 1 or multiple colors, your Breath Attack has the color of your chosen color or colors. For example, your Fire Breath could have green flames or shimmer in every color. Your Breath Attacks' new color will also affect any Dragonite you infuse.

Enduring Features (Costs 10 embers)
Normally any Feature of a dragon that is severed from its body would lose its supernatural hardness. Your Features however only lose 1 tier worth of hardness, they can be used to create high-quality weapons and armor.

Humanoid Hands (Requites not being a wyvern, wurm, sky serpent, sea serpent, or leviathan, costs 10 embers)
Instead of front legs, you have hands similar to that of a humanoid. With your added finger dexterity and opposable thumb, you will be able to wield weapons in combat.

Vapor Sac (Requires elemental resistance tier 2 wing or higher, costs 5 embers)
You have an organ in your body that allows you to exude thick vapors that will cling to your body. Hiding your form, while making your true dimensions hard to discern and quite deceptive. Enemies might find themselves striking air instead of you.

Acid Blood (Requires elemental resistance tier 2 acid or higher, costs 5 embers)

The blood that runs through your veins is highly acidic. It is very effective against organic material and less effective against inorganic material. Your acidic blood offers an offensive defense against slashing and piercing attacks.

Fire Sac (Requires elemental resistance tier 2 heat or higher, costs 10 embers)
You have an organ in your body that produces a highly flammable liquid which you are able to excrete on certain areas of your body. When this liquid is exposed to oxygen it will self-ignite and burn for a fair amount of time. Cloaking yourself in flames is advantageous in melee combat, as you can set your enemies on fire it will also dissuade enemies from grappling. The flames will also offer some protection against ice Magic cold-based attacks, and cold environments. By releasing an excessive amount of the liquid the offensive and defensive properties of your flames can be boosted. Note that your flammable liquid stores aren't infinite.

Frost Sac (Requires elemental resistance tier 2 cold or higher, costs 10 embers)
You have an organ in your body that produces a cold liquid which you are able to excrete on certain areas of your body. When this liquid is exposed to oxygen for the first time it will freeze and create a protective layer of ice. Your ice armor segments can absorb a lot of force before shattering. If you are in a cold environment, the cold temperature will further reinforce your ice armor, making it even more durable. Your ice armor can quickly be regenerated by releasing more liquid, but note that your cold liquid stores aren't infinite. The ice will also offer some protection against fire Magic, heat-based attacks, and hot environments.

Lightning Sac (Requires elemental resistance tier 2 lightning or higher, costs 10 embers)
You have an organ in your body that is capable of generating electricity across the surface of your entire body similar to an electric eel. The electrical current you generate isn't strong enough to deal damage to your enemies, but it will cause them pain and disrupt voluntary control of their muscles, temporarily stunning them for a couple of seconds. Normally you would need to physically touch your enemies to stun them, but you can stun them from a distance with creative use of conductive materials such as metal or water. Your electricity can't be channeled, it needs to be activated in bursts.

Plague Cysts (Requires regeneration, costs 10 embers)
You have several cysts filled with virulent goo growing on your body. Anyone except yourself who touches the goo will become infected with random diseases. Each cyst holds a different disease. These diseases are always debilitating but not always lethal and can be either non-magical or magical in nature. When 1 of your cysts is hit it will explode and absorb most of the impact of the attack.

Explosive Scales (Requires Scales, costs 10 embers)
Your Scales are noticeably bigger than normal Scales, this is because they are inactive bombs. You can release an arming liquid into your Scales selectively to make them fall off your body while at the same time turning them into highly explosive volatile bombs. The obvious use is to fly over your enemies and drop your Scales like a bombing plane. But you could also burrow your Scales to essentially use them as landmines.

Poisonous Mucus (Requires elemental resistance tier 2 poison or higher, costs 5 embers)
You excrete poisonous mucus across your body. Making you very slippery and offering you some protection against fire and bludgeoning attacks. You will also be much harder to grab and grapple. Your mucus will poison anyone who bites you or gets your mucus into their wounds. This poison will paralyze its victim within 15 minutes and kill after 30 minutes.

Shell (Costs 10 embers)
You have a turtle-like shell on your body. Your shell possesses the same qualities as your Scales but at 1 tier higher. While your shell offers excellent protection it reduces your speed and agility of Crawling and Flight. It won't reduce your Crawling and Flight by 1 tier but it will make you one of the slowest and clumsiest dragons of the tier you possess.

Specialized Weapon (requires claws, costs 10 embers)
You can replace any or all of your Claws and limbs with any kind of natural weapon you want. For example, you could have scything mantis talons, razor-sharp sword arms, crushing crab claws, macelike club arms, barbed spider legs or whiplike tentacle arms. Your natural weapon's hardness and other properties are the same as your Claws.

Symbiotic Plants (Costs 10 embers)
Symbiotic plants will grow on your body. These plants will boost your immune system making you immune to diseases, poisons, and venoms. The plants will also increase your Regeneration by 1 tier to a maximum of tier 4. If the majority of the plants are destroyed you will lose these benefits until your plants have regrown. Your plants are not affected by your Regeneration.

Tentacles (Costs 20 embers)
You have several prehensile tentacles on your body. They can also be used in a similar way to a Tongue or a Tail but aren't as effective. Tentacles aren't as fast as a Tongue and they are not as strong as a Tail, but make up for it in quantity and utility. Tentacles excel at grabbing and grappling.

Chamelic Skin (Costs 15 embers)
Like a chameleon, your body can change color to blend into the environment. This camouflage is so good that your body will look almost translucent. It will fool those who don't look too closely and since it's not Magic it can't be dispelled or seen through by those who can see through illusions.

Adrenal Glands (Costs 10 embers)
You can make your adrenal glands secrete powerful chemicals into your bloodstream that will temporarily boost your physical abilities. This will vastly improve your strength, speed, and reflexes. It will also suppress pain and increase your ferocity, aggression, and bloodlust. You will feel exhausted after this burst of strength.

Pheromones (Costs 10 embers)

Choose any or all of the 2 genders. Your body secretes powerful pheromones that cause any members of your chosen gender or genders to feel a strong sexual attraction towards you.

Adaptive Genitalia (Costs 5 embers)
Your genitalia can alter its shape and Size in order to adapt to partners of any Size. Its adaptability won't just make sex possible, it will make sex extremely pleasurable as your genitals will assume a form that will be optimized for your partner.

Animal Speech (Costs 10 embers)
You will be able to comprehend and communicate with animals and monsters. But if you ask for a favor they might want something in return. The intelligence of the creature will limit the complexity of your interactions with them.

Beak (Requires not Split jaw and not Viper Maw, costs 5 embers)
Your Jaws will have the shape of a toothless beak. The hardness of your fangs will apply to your beak. Your beak is specialized for crushing attacks, it can easily bite through armor and Scales. Making it one of your best options when dealing with heavily armored enemies.

Split Jaw (Requires not Beak and not Viper Maw, costs 5 embers)
Your Jaws will have the shape of a split jaw armed with razor-sharp fangs. Your split jaw is specialized for slashing attacks, capable of shredding, ripping, and tearing flesh. Your bite will cause excessive bleeding and terrible wounds which would require Magic or Regeneration to heal.

Viper Maw (Requires not beak and not split jaw, costs 5 embers)
Your Jaws will have the shape of a viper maw armed with elongated foldable fangs. Your viper maw is specialized for piercing attacks. Your snakelike fangs are much better for delivering Venom than regular fangs which might not be able to pierce deep enough through thick hides, Fur, Scales, etc.

Shimmer Dust (Costs 10 embers)
Shimmering dust surrounds your body. Whenever a Spell is cast on you, the dust will dissipate and reflect the Spell back onto its caster. It will take 30 seconds for your shimmer dust to reform around your body. If you cast a Spell on yourself while the shimmer dust is active, your Spell will absorb the dust and resolve as if it was 1 tier higher to a maximum of tier 3.

Controlled Mutation (Cost variable embers)
You can spontaneously transform your body within a minute to mutate any Breath Attacks, Features or Rare Features which you purchase using your mutation pool of Ur-Embers which you determine when you purchase the feature, specifically it is equal to the costs you pay. You can remove any Breath Attacks, Features and Rare Features which you have mutated to return the Ur- Embers that you spent on them to your mutation pool.

Spike Projectiles (Requires spikes, costs 15 embers)

You are able to shoot your Spikes as projectiles. Your Size and the hardness of your Spikes will be the main contributing factors that determine how deadly your Spike projectiles are. However, note that it will take a while for your Spikes to regrow once fired. This could leave you vulnerable to attacks once most of your Spikes have been shot.

Resurrection Egg (Costs 10 embers)
You can lay a resurrection egg. Once you die your egg will hatch and you will be reborn as a Tiny baby version of yourself. It will take 1 month for you to grow 1 Size class and you will continue to grow until you reach your purchased Size. You can only have 1 resurrection egg at a time. This is a very Rare Feature. This only works once per jump or once per decade, whichever happens first.

Hive Mind (Costs 60 embers)
Your offspring are not individuals, neither is their offspring. Your entire bloodline is an extension of yourself. Bound together by your mind that will act as a hive mind to control them all. This is an extremely Rare Feature that very very few dragons possess.

Reincarnation (Costs 30 embers)
This Rare Feature is only available to Greater Dragons, dragons that are born from a Dragonfall. Your soul and mind will be immortal and persist even after you die. While dead you will be unconscious. But you will be revived using some of the mystical energies that are released into the world during the next Dragonfall.

Primordial Essence (Costs 15 embers)
This ability allows you to take a small piece of your soul and use it to invade a suitable humanoid. This humanoid endures identity death and their body becomes a secondary vessel for your identity. They are considered a Scaleling with no features, rare features, drawbacks, or spells beyond those they gain by default or through direct action on your part. They also receive a small pool of ur-embers, equal to half of your pool, which can be used to buy things that half-dragons can buy to be augmented, but they can only buy things you already have. This powerful ability can be used on your own offspring, or on a Resurrection Egg or a corpse (if you know the Animate Dead spell).

Dragonblood Ichor (Costs 10 embers)
An insidious tool for manipulation, or a benevolent boon a kind dragon can give their servants, with this rare feature your blood can be alchemically refined into a powerful drink that heals and restores the youth of those who drink it, to the tune of the second tier of the heal spell. Insidiously you can, at will, make this drink addictive, and those who drink it regularly eventually attain conditional eternal youth; they need to keep drinking it once a month or else they'll begin to age. If you make your blood addictive then it affects those who are addicted as though you have hit them with a passive version of the first tier of the Mind Control spell. Other fluids, provided they come from you, can also be refined this way, and turned into an addictive brew, but these fluids are less effective, requiring more to be imbibed to be useful.

Dragontooth Warriors (Requires that you not have a beak and has a variable cost)
This strange ability requires that you take teeth from yourself, something you can always do, and plant them into the ground. When you do, they morph into human-sized

constructs armed with simple weapons and armor that obey you or those you permit them to obey in your stead. The strength of your fangs is what determines their durability and power, and with practice you can learn to control what kinds of creatures spawn from your teeth, eventually allowing you to create constructs the size of giants or even create constructed animals rather than constructed humanoids. These warriors can also be imbued with your breath weapons, which give them enchanted weapons and armor, based on the specific breath weapons you imbue them with. How fast you regenerate determines how long it takes to regrow a tooth, and dragons with zero regeneration take a full week to regrow their teeth. You determine how many warriors you get per tooth by looking at how much you spend to acquire this power. A single tooth gives you 200 dragon tooth warriors.

Dragonbrand (Costs 10 embers)
A rare power, this is the ability to etch your draconic power onto a non-dragon. This gives those you brand powers and weaknesses that are patterned, roughly, off of your powers and weaknesses, though obviously these powers are weakened versions of yours. That said, with this a farmer who has never touched a sword can become the equal of a decently skilled soldier. Curiously how much power this grants someone is inversely proportional to the power the person has, but strong beings gain a breadth of abilities rather than raw improvements to their durability, strength, charisma, and speed. Beyond that, you can influence the nature of the powers someone gets, to some extent. You can maintain 900 brands at once.

Diet
Even dragons need to eat. Over here you determine what you consume. **You can purchase as many options here as you wish that you can afford and otherwise qualify for.** Scalelings can ignore this section as their diet is identical to that of the humanoid species they take after. Each of these options costs some embers, and some have extra requirements as well.

Meat (3 embers)
Feeding on the meat from mammals, reptiles, and birds is what the majority of dragons do. It's what people expect a dragon to do. And for good reason, mammals, reptiles, and birds are abundant. From the smallest of rats to the biggest basilisk, there is always prey to be found no matter the dragon's Size.

Sea Creatures (2 embers)
Feeding on fish, crustaceans, and other Aquatic creatures is common among dragons below Medium Size. Fish is both easy to catch and find. Some of the largest dragons feed on this category. In the depth of the oceans, there are plenty of sea creatures of varying Sizes.

Souls (1 ember)
Some dragons are soul eaters. While they can devour the souls of animals and monsters, those souls won't provide much nourishment. It is the souls of humanoids that are the tastiest and satiate soul-eating dragons hunger the most. Most soul-eating dragons are walking disasters of death and destruction.

Plants (2 embers)

There are dragons who eat vegetables, plants, and fruits. But they are rare and tend to be Minuscule, Tiny, Small, or at the lower scale of Medium Size. This is because of the lack of giant plants to eat and the impracticality of eating multiple smaller plants. While a dragon could eat the leaves of a tree, it wouldn't be able to eat the tree trunk.

Mana (8 embers)
There are some dragons who can sustain themselves by consuming mana. Either eating magical objects, their own mana, mana given freely by another spellcaster, or mana taken forcefully. a dragon with Magic Tier 1 would be able to sustain itself purely on its own mana. But they would have no mana left to use for spellcasting.

Bugs (1 ember)
Another rare food type for dragons is insects and arachnids. While most bugs are very small there exist giant bugs that are larger than human houses. Those giant bugs live in warm places like Ixtacotak and the southern regions of Andor and Mizuchi. Many bugs are poisonous or venomous. Bug-eating dragons tend to be either very Small or extremely Large.

Sunlight (1 ember)
Some dragons can sustain themselves on sunlight. This is especially advantageous for bigger dragons as finding enough food for such a Size can be challenging. However, on cloudy days with little sunlight dragons who feed on sunlight will be noticeably weaker. Having all of their Features and Breath Attacks temporarily lowered by 1 tier.

Blood (8 embers)
Some dragons are bloodsuckers, similar to vampires. Bloodsucking dragons need to consume a lot of blood. They will generally eat more than dragons who eat other Diets, they typically need to drain several bodies per day. Feeding on blood is a rather quick process. After fully draining a body a bloodsucking dragon will increase its Regeneration by 1 tier for 20 minutes, to a maximum of tier 4

Element (Requires *Elemental Dragon*, costs 4 embers)
The majority of Elemental Dragons can draw sustenance from being near whatever element they are associated with. They don't need to consume it, just spend time around their element. The more of their element that is around them the less time they require to spend in that element's presence.

Gluttonous Maw (5 embers)
You can freely gorge yourself on as much food as you desire that you can get your hands on, which will be stored away inside of you and converted into energy and fuel when necessary. This means that if you eat enough you can then go months or years without feeding.

Ouroboros Metabolism (20 Embers)
This ability makes you self-sustaining, allowing you to ignore things like dietary requirements altogether.

Spells

Dragons are innately magical, but right now you can invest in yourself to give yourself innate mastery over certain powerful spells. You can learn new magic without investing in this section, but doing so right now at the cost of ur-embers lets you master these spells on a deep level, embedding them into your very soul, making you not need any kind of reagents, incantations, hand (or claw) gestures, or rituals. You'd simply need to want them to be cast, akin to true magic. This also makes these spells cost way less to cast, costing only half as much to do so. **It is worth noting that you can only cast spells at the tier of the Magic feature you purchased earlier, and if you don't invest in that feature at all you cannot use these spells at all unless you purchase the *Grimoire* item and use it to learn them or have some ability to absorb knowledge from others and defeat or otherwise acquire the knowledge from someone who possesses it. Every spell costs five ur-embers to embed into your soul, and this price is universal for every tier as well (Meaning if you purchase tier 3 magic and want to purchase tier 3 of the Mystic Spear spell it costs 15 ur-embers to do so).** Every spell has three tiers as well, and each tier costs more mana to cast as well as is stronger. Finally, you can cancel these spells at any time once you've cast them, making them a mighty weapon to wield against your foes.

Elemental Blast
Tier 1: Choose 1 element (Heat, Cold, Poison/Venom, Acid, Wind, Water, Lightning, Arcane, or Holy). This Spell allows you to shoot a bolt of your chosen element as a projectile attack.
Tier 2: Whenever this Spell deals damage to someone, they will become 20% more vulnerable to your chosen element. This vulnerability will last for 10 seconds and does not stack with itself.
Tier 3: The vulnerability this Spell inflicts can now stack with itself. When hit by this Spell all the stacks of elemental vulnerability affecting the target will be refreshed.

Mystic Spear
Tier 1: You can summon a spear made out of mystical energy that will hover above your head until you release it. When released it will be launched toward whatever target you are looking at. Once launched, it will dissipate after 20 minutes.
Tier 2: The mystic spear is incorporeal to everything else except the target you launched the spear towards and other mystic spears. If a spear penetrates your target it cannot be removed.
Tier 3: If a mystic spear makes physical contact with another mystic spear both spears will explode, causing massive damage and making any other mystic spear's caught in the explosion to also explode.

Spirit Fire
Tier 1: This Spell will summon 4 wisps of spirit fire that will float around your body. If the wisps make contact with anyone you consider an enemy they will set them on fire and disappear. Spirit fire is harder to put out than regular fire and is only harmful toward the individual the wisp set ablaze. You can only have 4 wisps out at once.
Tier 2: Enemies who are burning with spirit fire cannot be healed in any kind of way while they are burning.
Tier 3: You can make the wisps of spirit fire fly towards your enemies. The wisps will intelligently fly around cover and hone in on the target like hunting birds of prey.

Balefire Torrent
Tier 1: This Spell will shower an area with magical fire projectiles. The larger the area that you target with this Spell the higher the mana cost. This Spell is a channeled Spell and will require concentration to maintain, you will continue to rain down destruction on your designated area until you stop channeling the Spell or run out of mana.
Tier 2: Whenever a projectile from this Spell hits something it will explode as it releases arcane energy. Every explosion will feed on this arcane energy. Making this Spell more destructive the longer it is channeled.
Tier 3: You can directly guide all of the projectiles from this Spell.

Tsunami
Tier 1: This Spell will summon a colossal tidal wave from the closest body of water and cause it to come crashing down on your targeted area. The bigger the area you target, the higher the mana cost of this Spell. The area needs to be relatively close to a large body of water.
Tier 2: The tidal wave will flood the affected area for up to 1 hour. Recasting the Spell on the same area will raise the water level of the flooding.
Tier 3: Flooded areas will remain flooded. You can only flood 3 areas at the same time. Flooding a new area will remove the flooding of the oldest flood if you already have 3 flooded areas.

Zephyr
Tier 1: This Spell will summon a tornado. Like a normal tornado, your tornado's movement will be completely random. But unlike a natural tornado, your tornado won't affect inorganic objects. You can decide how much mana you pour into this Spell, the more mana you spend the bigger the tornado.
Tier 2: When you cast this Spell you can choose a target for this Spell. The tornado will be homing to your target.
Tier 3: This Spell will no longer affect anyone who you don't consider an enemy, this includes yourself. You could walk straight through your tornado if you wanted to.

Soulbind Item
Tier 1: This Spell will bind any item you touch to your soul. You can also use this Spell to summon and unsummon any of your soulbound items. Summoned items can be summoned equipped to you. While unsummoned, your items will be stored inside a timeless void. You can only soulbind up to 3 items. For example, 1 set of armor, 1 sword, and 1 shield. If you soulbind more items the oldest bound item will lose its bond.
Tier 2: You can now soulbind up to 10 items. While inside the timeless void soulbound items will instantly be repaired to a pristine condition.
Tier 3: You can now soulbind as many items as you want.

Alter Size
Tier 1: This Spell will alter your own Size. You can change Size class to any Size which is smaller than your purchased Size. Your mana will slowly be drained while your Size is altered and you will revert to your original Size if you run out of mana or if the Spell is canceled by you or someone else.
Tier 2: This Spell can now increase your Size by up to 1 Size class above your purchased Size.

Tier 3: This Spell can now increase your Size to any Size class above your purchased Size. This Spell will drain more mana the bigger the difference between your altered Size and your purchased Size is.

Blink
Tier 1: This Spell will teleport you to your target location. Your target location cannot be farther away from you than twice the length of your body. The cooldown of this Spell is dependent on your Size. For every Size class beyond Tiny, the Spell gains a cooldown of 3 additional seconds, which would give it a 15 second cooldown if you are Gargantuan. The Spell's mana cost also scales based on your Size, the bigger you are the more mana it costs.
Tier 2: You are now able to teleport to any location within your sight.
Tier 3: With this Spell, you will now be able to teleport to any location which you have previously visited after gaining this Spell.

Mind Control
Tier 1: The target of this Spell will view you as a friend and become highly susceptible to your suggestions. But they won't do anything which is too far away from what they normally would do. This Spell costs more mana to cast on strong-willed targets. This spell will last for 1 hour per tier which you purchased.
Tier 2: You can completely dominate your target's mind with this Spell. Turning them into a mindless servant for as long as the Spell lasts.
Tier 3: Now your target will believe that they want to serve you of their own free will. You can also spend extra mana to extend the duration of the mind control.

Animate Dead
Tier 1: This Spell will reanimate a corpse and turn it into your undead minion. Your undead minions will retain 1/3 of their abilities (strength, intelligence, agility, etc). Despite their low intelligence, they will still be able to follow your commands.
Tier 2: When cast at this tier, this Spell will reanimate up to 100 nearby corpses. Your undead minions will also retain 1/2 of their abilities.
Tier 3: Your undead minions will become stronger than they ever were in life. An animated mage would become a powerful lich, a paladin would become a mighty death knight and a dragon would become a fearsome dracolich.

Animate Construct
Tier 1: This Spell will infuse a construct with life and animation. But it won't work on constructs that aren't humanoid or creaturelike. For example, you can animate a statue but not a windmill. The constructs you animate will be largely mindless but able to follow simple commands.
Tier 2: Your animated constructs are now able to follow complex commands.
Tier 3: When you animate a construct you can increase the mana cost to grant the construct a mana pool equal to the excess mana you spent. You can choose 2 Spells that you are capable of casting, the animated construct is capable of casting your 2 chosen Spells.

Humanoid Form
Tier 1: Choose an appearance for your humanoid form. Your humanoid form must be a Scaleling of any humanoid race native to Elderia. This Spell will allow you to swap form

between your dragon form and your humanoid form. In your humanoid form, you will have any Breath Attacks, Features, Rare Features, Legendary Features, Diets, Drawbacks and Spells that you have purchased that are purchasable for your humanoid form's Species.
Tier 2: Your humanoid form can now be either a Scalespawn or Scaleborn.
Tier 3: This Spell will now allow you to shapeshift into any humanoid form you want. However, your humanoid form's Size can only be changed to Tiny, Small and Medium.

Spirit Form
Tier 1: This Spell will attune your current form to the spirit world. Making you translucent like a ghost. It will also allow you to touch and interact with incorporeal beings and objects. Damage received from physical attacks while in this state will be reduced by 50% while magical attacks will inflict 50% more damage. Maintaining this form costs mana.
Tier 2: Your spirit form will make you completely invisible.
Tier 3: While in your spirit form you will become intangible to corporeal beings and objects, except the ground. Magical attacks against your spirit form will still be able to affect you, but they won't deal additional damage.

Elemental Form
Tier 1: Choose 1 element. For example, you could choose Heat, Cold, Poison/Venom, Acid, Wind, Water, Lightning, Arcane, or Holy. This Spell will attune your current form to your chosen element. Making you deal elemental damage with natural attacks. Maintaining this form costs mana.
Tier 2: Your elemental form gains attributes associated with your chosen element. For example, a lightning form would gain speed and reflexes.
Tier 3: Nothing can harm you while in your elemental form, except the opposite element to your chosen element. This vulnerability overrides Elemental Resistance.

Heal
Tier 1: This Spell will grant the target of this spell Regeneration Tier 2 for 20 minutes. And cure them of any non-magical disease. This Spell can also cleanse the target from poison and Venom of a similar tier to the tier of this Spell.
Tier 2: The target of this Spell will instantly be healed an equivalent amount to 20 minutes of Regeneration Tier 2 over 5 seconds. This Spell can also cure magical diseases.
Tier 3: The target of this Spell will instantly become fully healed. This Spell can also resurrect the newly dead as long as their bodies are mostly intact.

Bestow Immortality
Tier 1: This Spell will allow you to bestow the target of this Spell with eternal youth. While they won't die of old age, they can still be killed. You can't use this Spell on yourself. If the caster of this Spell dies the immortality they granted will become undone.
Tier 2: Those affected by this Spell will also gain Regeneration Tier 2.
Tier 3: At this tier, you can bestow others with true immortality. They will become impervious to damage and cannot die. At this tier, this Spell can only affect a maximum of 20 creatures. While you have bestowed someone with immortality of this tier you yourself cannot benefit from someone else's Bestow Immortality Tier 3 Spell.

Phylactery
Tier 1: This Spell will enchant any item and turn it into your phylactery. Whenever you die you will resurrect as a dracolich after 1 year has passed at the location of your phylactery. If your phylactery is destroyed you will die. Your phylactery is immune to the ravages of time, but you can only have 1 phylactery. If you create another phylactery, your old phylactery will become a normal item again.
Tier 2: When you die you will now resurrect after 5 seconds at the location of your phylactery.
Tier 3: If your phylactery is destroyed it won't kill you, instead, your phylactery will reform after 5 seconds unless you are dead.

Leyline Circle
Tier 1: This Spell will create a glowing magical circle on the ground underneath you. The size of the circle will be similar to your body's Size. While the majority of someone's body is inside the circle all of their Spells will cost less mana and they will regenerate mana faster. The circle will disappear if the majority of your body is outside the circle. This Spell costs a large amount of mana to cast.
Tier 2: Anyone who has the majority of their body inside your leyline circle will be able to cast any Spell without any kind of reagents, incantations, hand gestures, or rituals to cast them.
Tier 3: While your body is inside this circle you are able to cast Spells without spending any mana to cast them.

Counter Spell
Tier 1: This Spell will nullify the effects of another Spell while it is being cast. This Spell can only nullify Spells that are of an equivalent tier to the tier of this Spell. The more mana a Spell costs, the more mana it will cost to nullify it.
Tier 2: You can now nullify the effects of other Spells up to 30 seconds after they have been cast. For example, you can nullify a magical fireball in mid-air but you can't retroactively nullify a spell that instantly teleports someone.
Tier 3: This Spell can retroactively nullify Spell effects. For example, if someone teleported away from you, you can retroactively nullify their Spell to teleport them back to their original position.

Arcane Barrier
Tier 1: This Spell will create a circle-shaped magical barrier within your line of sight. The barrier is strong enough to block any magical attack. But it will dissipate after 1 hour or after stopping 1 magical attack, no matter how strong or weak the attack is. The bigger the barrier you create the more mana the Spell will cost.
Tier 2: The magical barrier can now stop physical attacks as well as magical attacks. You can also create barriers of different shapes. For example, you could create a triangular or a spherical barrier.
Tier 3: You can toggle this Spell to auto- cast itself whenever you are attacked. When auto-cast, this Spell will automatically protect you with the most efficient barrier shape.

Stasis Sphere
Tier 1: This Spell allows you to create a sphere within touch range. The larger the sphere is the more mana it will cost to cast this Spell. Whenever someone or something is

partially inside a sphere they will move 25% slower. If they are fully inside they will move 50% slower. Spheres will last for 20 seconds, after that they will remain but slowly drain mana until you dismiss them.
Tier 2: Whenever someone or something is fully inside a sphere for more than 3 seconds they will become unable to move as if they were frozen in time.
Tier 3: It's impossible to cast Spells while being partially or fully inside your spheres. Your spheres no longer affect you.

Runic Bond
Tier 1: This Spell will create a magical bond between you and the target of this Spell. The bonded share a telepathic link that will allow you to telepathically communicate. As well as instinctively understand and read each other's intent in battle. This will allow you to make extremely coordinated attacks and cover each other's blind spots. You can only create 1 bond, casting this Spell again will remove the old bond.
Tier 2: When the bonded suffer damage, the damage is reduced by 50% but the individual they are bonded to will also receive the same amount of damage.
Tier 3: When the bonded inflict damage, both of them are healed for 100% of the damage that was inflicted.

Illusion
Tier 1: This Spell can create illusions that affect 1 sense (smell, touch, sight, hearing, and taste) of 1 target. Your illusion will be rather rudimentary. For example, a sight illusion can't move and a taste illusion will taste slightly off.
Tier 2: Your illusions can now affect 2 senses and multiple targets. They will also no longer be crude like a tier 1 illusion would be.
Tier 3: Your illusions can affect all of the different senses. This Spell will now allow you to create extremely complex illusions. For example, you could create an illusory person with their own personality, memories, and backstory.

Pocket Dimension
Tier 1: With this spell you can create a portal to a personal pocket dimension which you design when you cast the spell for the first time. You can only have one portal active to this place at a time and the pocket dimension cannot be larger than 1 kilometer in diameter.
Tier 2: You can now have multiple portals to this place active at a time and the dimension grows to 10 kilometers in diameter unless you'd want it smaller.
Tier 3: Your pocket dimension is now a planet in size, equal to Elderia's size, and you can directly teleport there with the spell.

Treasure Curse
Tier 1: This spell is castable on any treasure of yours that you can touch, though what is defined as a "Treasure" is dependent upon you. This spell curses the treasure such that anyone who steals it becomes obsessed with it. You can exempt anyone you want from this rule, such that you can allow your companions to hold and wield your treasures.
Tier 2: This tier makes it so that those who steal the treasure are cursed with misfortune, and that the only way to get rid of their rotten luck is to return it to you.
Tier 3: Those that touch your cursed treasure will die if they touch it for longer than 3 seconds.

Alter Environment
Tier 1: This spell allows you to change the weather in a large area, though only in ways that are not natural disasters themselves.
Tier 2: You select a single biome, and with this tier of this spell you can change a small area around you into that biome. You can purchase this tier of this spell multiple times to get multiple biomes.
Tier 3: This tier magnifies how much space you turn into an example of your biome from tier 2, turning a larger area into the biome with the spell. You can also finely control the environment with this tier, allowing you to create natural disasters (other than tsunamis or tornadoes, which are the purviews of other spells).

Perks

Origins get their 100DP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Strategic Entry [Free]
During your first moments in a jump, you gain bursts of knowledge and awareness, things that help you plan your first real moves, and strategies you can use during your time here. This burst of knowledge is gigantic and fills you with even esoteric lore regarding the metaphysical and conceptual structures of the setting you're visiting. This knowledge dissipates as swiftly as it enters your brain, but the strategies you make remain embedded in your mind, as do some basic fragments of lore you learn this way. Additionally, unlike in the base CYOA, you are not a human being. Or at least you might NOT be a human being as a jumper. If you are greater than a human you retain more knowledge you gain during the *Dragonfall*, and it is easier for you to remember the kinds of knowledge you gain during this process in both this and future jumps.

Greater Glory [100 DP]
Dragons, even the lowliest of their kind, inspire myths and worship. Greater dragons are obviously more awe-inspiring. You radiate an air of majesty and power that conveys a fraction of your full might to those around you, which evokes the kind of emotion in them that it should depending upon your personality and their interests. This means that if you are a hateful enemy of life and they are living beings who enjoy being alive they will be filled with fear. Or if you're a mighty sage who values teaching and they are a student hungry for knowledge they will feel an innate fondness and admiration for you. This aura grows as you grow in power.

Age Equals Power [200 DP]
You have a mirror of an unusual trait from some depictions of dragons, one that is particularly terrifying seeing as this perk makes you immortal (greater dragons do not die of old age, despite being classified as mortals, as per the *Mortality* drawback's notes regarding a dragon's age). You grow stronger the older you grow, growing more majestic, more intimidating, and altogether more capable as you age. This is such that you double in power every century without training in your greater dragon form and grow in power at slower rates with other forms. Moreover, these traits apply equally across all of your alt-forms.

Arcanist [200 DP]
Dragons in Elderia are capable arcanists, and some of the greatest magic users in this world are some of your lesser kin, skilled in the strange talents that are needed to truly master the arcane. With this perk you truly internalize the mystical knowledge you possess, and learn how to translate the supernatural processes that allow you to embed the spells you can learn in the *Greater Dragon Customization Section* to work for other magic. This means that you can gain the same mastery over other magic that you can have over the 27 spells that are compatible with your soul, becoming able to cast them without ingredients, verbal incantations, or physical gestures and being cancelable at any time after you cast the spells in question. This process is not easy, but it's easier for you than you might think. That being said, how difficult the magic you wish to embed is determines how difficult it is to embed it in your soul.

Beastly Bargainer [400 DP]
Greater dragons are beings of power and are conceptually mighty. You are no exception to this rule. During your climatic descent to Elderia you will have the power to grant wishes made by the desperate in need of help, doing so at the cost of *Ur-Embers*. For the duration of this jump you do this and the cost they pay is that they are transported to you and filled with an innate sense of camaraderie and friendship with you (and you do it without the perk!). This is detailed in the companion section of this jump, but with this perk you get the ability to do this in future jumps.

If you purchase this, at the start of each jump you go to from here you will receive a stockpile of Ur-Embers, 100 to be exact, that can only be spent on fulfilling wishes. You will also receive knowledge of various wishers and their wishes. These wishers will have made their wishes knowing and believing in the real possibility that their wishes may come true and that if they do they'd be paying a mysterious, significant price. How difficult a wish is to fulfill, and thus how many embers it costs, will depend on the nature of the wish but you will be able to fulfill the wishes through fiat, regardless of your own actual power, and in exchange, the wisher will be teleported to your starting location and filled with a powerful sense of admiration, friendship, and comradery towards you and each other. These individuals, assuming they survive the events of the jump, will become followers of yours and can be imported into future jumps for free, or you can pay to have them imported as companions, with all of the power that entails.

Pact Maker [400 DP]
This versatile ability allows you to instantly learn the identities of every powerful supernatural being in future jumps, "powerful" meaning those strong enough to affect entire continents or kingdoms at once, particularly those that are divine or are god-like. These beings will gain temporary awareness of you and have the ability to approach you to form pacts, which will usually take the form of quests you can complete for them and in exchange they will give you various rewards at the very start of your stint in a setting. These pacts will have tiers, with the first tier usually being a fairly easy quest that won't necessarily put you in opposition to any other deities or spirits, the second quest being more complex and possibly locking you out of befriending another being, and the third quest being truly epic. Typically the rewards for these quests will start off with a handy ability for tier 1, a unique companion for tier 2, and a mighty item for tier 3. If you don't accept any pacts from these individuals they'll forget about their interactions with you shortly after you enter the jump.

Additionally you can enter into pacts with other beings, offering them quests and rewards in exchange for their service and/or friendship. You can only offer them rewards you can actually grant them, but in exchange for this if someone accepts a pact they will be bound by it and sincerely try to fulfill it.

Mythic Yearning [600 DP]
Your powers over wishes have mutated for reasons that are unclear and strange. Now you have the power to grant the wishes of entire communities, though these wishes don't cost part of a stockpile of ur-embers. Instead these wishes grant you ur-embers in exchange for vast amounts of chaos and turmoil caused by you granting the wishes of collectives of unconsciousness. With these embers you can change facets of your *Greater Dragon* form your across jumps, selecting different options for different features, allowing you to have a more protean build. You get more ur-embers for the larger areas you touch, such that continents grant you 10 embers, countries grant you 5, and settlements grant you 1. You cannot use this to do things like purchase perks, you can only modify your *Greater Dragon* form.

Andor

Chivalrous Reptile [100 DP | Discounted for Andor]
You are a noble dragon, one that radiates an air of nobility and honor. This allows people who respect nobility and honor to feel at ease around you, and to be able to relax in your presence even if you are a mighty monster and they are a human peasant or knight. When you behave in ways congruent with honor and nobility this aura grows in strength. Around you people dream of codes of chivalry and old-timey notions of knights on horseback. Or even dragonback if you're so inclined.

Monstrously Mighty [200 DP | Discounted for Andor]
Like the mightiest residents of Cendor, you are a powerful monster. Other mighty monsters naturally and easily respect you, and are less inclined to be hostile or to react to you with suspicion. Monsters, including demihumans like elves, gnomes, dwarves, orcs, and centaurs, are more inclined to trust you and view you as sympathetic as well as respect your power.

Untameable [400 DP | Discounted for Andor]
Powerful magic-users in Andor sometimes unethically, and ill-advisedly, try to use magic to control dragons. This is invariably playing with fire because dragons fiercely rally against such individuals and even weak dragons that succumb to magic inevitably break free. You are not only outright immune to things like mind control, you gain a damage boost against people who try to control your mind, and you automatically detect such attempts, as well as know who is responsible for them.

Diplomatic Dragon [600 DP | Discounted for Andor]
You are a mighty and noble beast, and when you sincerely attempt to broker peace people take it seriously. You are a herald of peace and diplomacy, and people understand that and view you as a mighty diplomat. This bolsters your skills when it comes to diplomacy and statecraft, and allows you to be a wise advisor and statesdragon. Those whom you move to peace or wisdom can receive your blessing and be imbued with

some of your powers, which will mark them and leave them susceptible to your influence while also letting others know that messing with them means indirectly messing with you.

Kaldgrim

Cold Blooded [100 DP | Discounted for Kaldgrim]
You live in a cold place, it's only fitting that you have built a tolerance to the cold. You are a master of enduring the cold, even supernatural frost, and your abilities are less susceptible to environmental-based countering or weakening, making things like lava breath more dangerous and allowing you to shrug off much, much colder temperatures than one can expect to find even in Kaldgrim.

Dueling Dragon [200 DP | Discounted for Kaldgrim]
There's nothing more sick than someone trying to 1 v 1 a dragon, even if such a deed is almost invariably a terrible idea. People really like the idea of trying to duel you, and are hilariously open to the idea of challenging you to a personal duel. They are also far easier to convince to persuade terms for the duel, such as the kind of battle or confrontation it will be, and the costs for failure, and if you convince someone to accept a duel or the terms of an agreed upon clash they'll honor the bargain if they lose.

Giant Craft [400 DP | Discounted for Kaldgrim]
Kaldgrim is a strange place. This odd land is home to both the majority of giants in this world, and other strange instances of gigantic beasts such as *The Everwolf* and the infamous beasts son *Vanrir*. Something about this place naturally promotes gigantism and this land is strangely amenable to the birth and lives of giants broadly. You have internalized this property, and skew towards the larger end of your chosen size, and your alt-forms can easily become giant-sized for their various races and species. Beyond that you understand how to coax others to grow to gigantic sizes, and this is true even of things like trees and crops. You are also better liked by giants, and even to some extent by the viking-like warriors of this continent, as well as by all people and beings who conflate size with power.

Draconic Conquest [600 DP | Discounted for Kaldgrim]
The ancient traditions of the roving raiders of this land harken back to an age when their chieftains fought dragons one versus one. Such duels were an agreed upon matter wherein if a dragon won they would slay and eat the chieftains of the tribes who challenged them and if the chieftains won the dragons would serve them for as long as the chieftains lived. These battles allowed dragons to be influential forces in Kaldgrim, as a mighty tribe would either be ruled by a dragon or have a chieftain who could fight a dragon to a standstill AND the dragon who was fought working side by side. You are now a draconic conqueror, one with the raw power to cow a tribe into submission, and who is better at battle for it. You also have the power to defeat people and in so doing secure their loyalty. Those you conquer can become marked by your power, and you can suffuse them with vestiges of your draconic might, making them stronger and more open to your influence, as well as letting people subtly know that they are yours and that to mess with them is tantamount to messing with you.

Mizuchi

Wisdom [100 DP | Discounted for Mizuchi]
Dragons in Mizuchi are famed for their benevolence and wisdom. You are an incredibly wise being, one capable of learning the ins and outs of various philosophies with remarkable ease, and capable of understanding a great deal with as little as a glance.

Serenity [200 DP | Discounted for Mizuchi]
You are a creature of serenity, a being of peace. You can, at will, exude an air of nonviolence and peace that pacifies all but those much stronger than you. This serenity makes creatures calm and soothes inflamed hearts, and can even overcome sorcerous enchantment. In your presence it would take true might for someone to continue to wage war. You are also able to control the power of your attacks, such that you only slay if you wish to slay. You are also much more attractive and charismatic to spirits, having taken on some vestige of their powers and conceptual nature due to the energies that suffuse Mizuchi.

Sensei [400 DP | Discounted for Mizuchi]
The mightiest and most influential dragons in Mizuchi are senseis who teach vast cohorts of students. You have the potential to be one such teacher of men, and are both an incredibly talented teacher and someone with an impossibly sharp eye for students. You can detect someone's latent potential and draw it out, and can teach even large cohorts of people at a time without skipping over a single student.

Guardian [600 DP | Discounted for Mizuchi]
Dragons in Mizuchi are most often teachers or guardians, and this makes you a skilled guardian. You are a keen protector and a lovable local figure accepted and appreciated by leaders of communities who gratefully offer you tribute and do their best to ease your life in exchange for your protection and from time to time, if you know any, your magic. You also have a supernaturally keen sense for danger to those you care for and protect, and know about danger to them in advance. You can imbue some level of power in those you protect and care for, based on your *Greater Dragon Customization Section* build, and those you imbue are marked as under your protection for all intents and purposes, which will make others less likely and less desiring to mess with them unless they seek to infuriate you.

Ixtacotak

Apex Predator [100 DP | Discounted for Ixtacotak]
You are a dragon, an apex predator even among the megafauna of Ixtacotak. This perk makes you a more skilled combatant, and enhances what makes dragons more dangerous than even the dinosaur-like *Saurians*; your ability to communicate. You are not only better at battling even massive monsters you are better at organizing warriors, commanding troops, and communicating in general. Weaker animals are also more likely to submit to you, if they feel that they can't run from you, letting you tame them and give them commands more easily

Draconic Power [200 DP | Discounted for Ixtacotak]
Ixtacotak is only really inhabitable by humanoids and humanoid-like beings because of the dragons who call the place home. Their willingness to protect the smaller, squishier

servants and worshippers they have means that the dragons of Ixtacotak are regularly engaged in fierce battles with mighty monstrous natives of this place. This has made you battle hardened and given you great skill when it comes to offensive uses of your abilities. You excel at using your abilities offensively, and when people think of the terrifying might of a dragon in battle they think of dragons like you. You are also particularly skilled at cowing people and sophont lifeforms, getting them to submit to your rule and influence after displaying your terrifying power.

Draconic Politics [400 DP | Discounted for Ixtacotak]
The most important players in Ixtacotak are other dragons, though thankfully they will probably not be greater dragons. Still, this is one of a few locations in this world where you'll regularly be interacting with dragons who have influence, power, and governmental structures of their own devising. This means that the dragons you'll meet here are the ones that are the most inclined to be engaged in politics and in governing. You are one of their peers: able to utilize draconic philosophies and attitudes in politics to persuade even potential rivals to grudgingly respect your power through displays of strength or battle. You may be one dragon among many, but you are *Greater*, and they are not. They will learn to respect your power or be taught to fear it, not just in the battlefield but in royal courts and in strange ziggurats where occult rituals take place.

Royal Rights [600 DP | Discounted for Ixtacotak]
Ixtacotak is a diverse place and each of the individual bastions of civilization found in the region is governed differently. Some dragonlords are autocratic despots, while others are benevolent kings and queens who serve their subjects as faithfully as they are served in turn. And yet the lion's share of dragonlords are served and worshipped absolutely by nearly everyone in their individual court. They wield absolute power. And now you take after this trait; you possess the near absolute loyalty of those who willingly serve you, and have unfettered power over them even in their eyes, so long as you provide them with some critical service they cannot have on their own, such as some level of protection from the mighty monsters that live near them. It would take a deity or comparable being to resist the notion that they should serve you so long as you do something critical for them. You also know how to imbue your servants and worshippers with fragments of your draconic power, able to grant them enhanced longevity and some vestiges of individual facets of your power as determined by your *Greater Dragon Customization Section* build. Those imbued with your power gain an echo of your charisma and those who know you innately know they are your allies, servants, worshipers, or slaves, and that to mess with them is tantamount to messing with you.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100DP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General/Undiscounted

Dragonite [Variable Cost, Beginning At Free]
Dragonite is the name of the material that makes up your dragon-egg, the one you, assuming you are the Greater Dragon, eventually break out of. This incredibly powerful material can only be refined and melted down with dragon breath, and gains unique properties based on the breath attack used to melt it down. This is the hardest, strongest material in this world, and it is incredibly rare. With this item you get a source of dragonite that replenishes every jump.

For free you get enough dragonite at the start of every jump for 2 suits of armor, 2 weapons, or 1 suit of armor and 1 weapon. For 200 CP you get enough for 5 things, any combination of armor and human-sized weapons. For 400 CP you get enough for a total of 10 suits of armor and/or weapons. For 600 CP you get enough to make 20 things.

Andor

Lawbook [100 DP | Discounted for Andor]
The continent of Andor is split into two separate landmasses, Anduvia and Cendor. Cendor is split into multiple societies, but Anduvia is ruled by a number of prominent noble and royal families. This lawbook is a valuable tool, one that updates and lets you know the laws of every society you encounter, and when you search for specific laws and bits of legal trivia you'll automatically find what you're looking for, if they exist.

Adventurer's Guild [200 DP | Discounted for Andor]
In Anduvia teams of monster hunters do critical, life-saving work and hunt mighty beasts. These skilled warriors gather at monster hunting guilds. This particular guild is under your control, with some people who work for it knowing you are a greater dragon while most people only feel your touch through intermediaries. This place gives you a good deal of local influence, connections to skilled warriors, income, and a home. This place also follows you into future jumps, with whatever changes are necessary for it to make sense (such as the place becoming a mercenary guild in an historical jump).

Sacred Grove [400 DP | Discounted for Andor]
Sacred groves are places that are religiously significant to Cendorian elves and to the goddess of elves Asihlliel. These locations brim with both holy and natural power, and are places of devoted worship for elves as well as mighty nature-themed miracles. In the wake of a cataclysmic event known as *The Sundering* their connection to Asihlliel was severed, which is the same event that split Andor into two sub-continents. While a *wish* would see the damage caused by the sundering undone, not every grove's connection to the elven goddess was severed. You are beloved by the spirits of this remote grove, who happily help you and who put their powers at your disposal. Elves who pray here also sense the voice and presence of their goddess, making this an incredibly rare place. In future jumps this place follows you, and has connections to local, generic nature spirits.

Elves will also be at peace here, and a few dozen follow you and obey you, seeing you as the steward and chosen guardian of this place. Fruits grown here are both delicious and magical, and any sort of crop can grow in the fertile soil of this place.

Archmage's Staff [600 DP | Discounted for Andor]
This is the personal creation of a powerful Anduvian archmage. It is a mighty arcane weapon, perhaps you acquired it as a sign of friendship, or an archmage got cocky and was caught off guard by your draconic might. This staff makes magic much easier to cast, empowers it, and is filled with mighty magic, able to be used to cast a few simple offensive and illusory spells. Very notably this staff is ensorcelled and spells cast through it are extra effective against dragons. The mana embedded in this staff recharges every day.

Kaldgrim

Dragon Armor [100 DP | Discounted for Kaldgrim]
Kaldgrim is a belligerent place, which has its ups and downs. One of the ups here, if you like war and conflict, is that some of the smiths here know how to outfit dragons. This is a suit of armor that is tailored to your unique draconic shape and size which is powerfully enchanted to keep you safe and to slowly but steadily provide you with some minor level of regeneration. This suit of armor can shapeshift to perpetually keep you safe and allow you to always be wearable, regardless of your current form. Alternatively this could be a weapon designed for a dragon, one which is enchanted to be of above average power and useful for you in some way.

Master Forge [200 DP | Discounted for Kaldgrim]
This is a mystically empowered forge, capable of being used to make weapons or armor out of any material and the things it makes are made faster than they should be, as well as stronger, more durable, and altogether better. This forge also helps even novices use it skillfully, but a master can turn things into works of art that are as functional as they are beautiful.

Skinwalker Cloak [400 DP | Discounted for Kaldgrim]
Skinwalkers are rare practitioners of strange magic. These individuals are worshippers of the Old Gods, eldritch and primeval beings, and they have the arcane knowledge needed to know how to adopt the forms of beings whose skin they use to make cloaks. This is a cloak made of skinwalker skin, and if you use it and touch it to the corpses of recently deceased beings you can temporarily adopt their forms and gain copies of their powers you can adopt while wearing the cloak. These forms can be used three times a day and you remain in these forms for an hour and a half each time.

Raider Tribe [600 DP | Discounted for Kaldgrim]
This is a sizable and powerful tribe of human, dwarven, orc, giant, and half-dragon raiders. These individuals have pledged themselves to you, seeing you as their chieftain. The warriors in this tribe are loyal to each other and you, and are skilled in battle, as well as capable of learning new strategies and critical battle tactics.

Ixtacotak

Saurian Sidekick [100 DP | Discounted for Ixtacotak]
This strange saurian is a dinosaur-like creature with human-levels of intelligence. It is smaller than the fiercely mighty Ojoxxotol: a mythic Saurian with profound intelligence and colossal strength. This small creature is loyal to you, affectionate, and is a powerful hunter. It is also rideable if you are in human form or are of human size, and is capable of learning a great deal.

Grimoire [200 DP | Discounted for Ixtacotak]
This relic is an ancient metal tome, and a dark object. It is one of the last surviving grimoires; ancient spell books once used by a mighty human empire that existed in the mythic past, and it is filled with knowledge of ancient spells and mystical powers including every spell in the spell section of the Greater Dragon Customization bit of this document. It was, strangely enough, written by someone known as Aamontep, who according to wise historians was an unbelievably ancient sorcerer-king and the last ruler of the sorcerous empire that once governed Ixtacotak. Someone with the same name makes a wish every Dragonfall…

Ziggurat [400 DP | Discounted for Ixtacotak]
This mighty structure is the center of a Dragon Cult… dedicated to you! This place is located in a small patch of unclaimed territory and has been tended to by dragon priests and worshipers who have devoted themselves to the coming Greater Dragon. By purchasing this item you can start here, and such individuals will be guaranteed to be led by attractive members of your preferred gender, as well as consist of people from throughout the world, not just natives of Ixtacotak. This place will be a natural gathering spot for those interested in learning about the next greater dragon, and if you purchase this and are from another continent you can start here while still gaining the perks from that place, or set the ziggurat over there. These dragon priests will be undyingly loyal to you, and will be determined to act as you'd have them act, as well as are highly receptive to draconic blessings and spells you cast on them even from other settings. In future jumps this place of power follows you and imports near your starting location or where you'd like to place if you can reach the place yourself, and your dragon cultists follow you as followers. They will skillfully try to convert people to your worship.

Dragon Court [600 DP | Discounted for Ixtacotak]
Early on in your time in this setting, potentially hours or days after you arrive here, you will quickly find yourself the leader of a burgeoning Dragon Court in an ungoverned patch of Ixtacotak. This is a full political body that governs over an area determined by your power and political skill, where everyone recognizes you as the local supreme power. This includes a suite of skilled warriors, talented administrators, and locals who know the area and can communicate with your subjects. This area follows you on the rest of your chain, and in future jumps you are recognized as the lord of this area and granted respect equal to that of a king. People here will gratefully give you tribute and serve you loyally.

Mizuchi

Guardian Spirit [100 DP | Discounted for Mizuchi]
This minor spirit is a guardian and familiar of yours. It has the shape of a common household pet, such as a cat or dog, and has minor elemental abilities. This spiritual

being is loyal to you and quite affectionate, and is for all intents and purposes a familiar. You can understand it and can speak to it telepathically. People tend to like this little spirit and many will come to trust you more easily because you have the trust and loyalty of your guardian spirit.

Jumper Dojo [200 DP | Discounted for Mizuchi]
You have a school set near an idyllic, peaceful village. This school is perfect for teaching various arts and skills to students, and is a well-maintained, beautifully designed place. The local villagers are fond of you and treat your students with respect. The village has a deal with you wherein if you send your students to help them they will send you food and provide you with yearly tributes. Students you teach here benefit from enhanced learning speed, you are better at teaching while in your dojo, and they even slowly improve in potential the longer they learn from you. Both the village and the dojo follow you into future jumps.

Clan [400 DP | Discounted for Mizuchi]
This is a local group of Mizuchians who are skilled in the various arts of this place, from ninjutsu to martial arts that are strikingly similar to karate and jiu jitsu as well as local magic and various fields of supernatural power. These individuals are loyal to you, very receptive to powers that mark them as your kin and grant them your power, and are eager to learn from and serve you. They are also very likely to be perceived as your kin, and as a combination of your students and your relatives.

Sealing Place [600 DP | Discounted for Mizuchi]
This small shrine is a cursed place. It is a strange thing, that radiates powerful magic. Lifeforms brought here that you do not permit to be around the shrine are sucked into it and sealed away. Beings that are sealed away are reduced to a harmless state and potentially even rendered unconscious unless you intervene. You can release them from their sealed state at will, and can give them consciousness just to negotiate with you to see if they can give you something in exchange for letting them go free.

Companions
Companions can purchase more companions.

Companion Creation/Importation [50-200]
This is an odd option in this jump. **There can only be a single *Greater Dragon* as far as the *Greater Dragon Customization Section* goes, but if you wish for the *Greater Dragon* to be someone else, that's fine.** In that case the chosen companion, be it someone you create or someone you import, becomes the Greater Dragon (and thus gets access to the full Greater Dragon Customization Section and 300 ur-embers, and the Greater Dragon only perks; Strategic Entry, Beastly Bargainer, and Mythic Yearning) and you and any other imported people become other sorts of dragons. In that case you can get relevant discounts on a chosen origin, and get the mechanical equivalent of 150 embers to design draconic forms of your own. And any imported or created dragons ALSO get origins and 150 embers to devise your forms with. At most you, or any relevant companions, can get two legendary features, both for free, but you/non-greater-dragons are simply not on the same level as a greater dragon.

Non-Divine Canon Companion [50]

This is the next odd option here, but if you wish for a non-divine companion who is not listed in the CYOA's companion section with this option you get a token. You can give this to an applicable person and if you do they will automatically understand what a chain is, and what it means to be your companion, and be given a choice regarding whether or not to go with you. If they accept the token and to be a companion the token is rendered inert and at the end of your jump they'll be a newly minted companion. If they die the token regains its power and be used on someone else. If the token is not used by the end of the jump you regain the spent points and can spend them elsewhere before moving on/ending your chain.

Divine Canon Companion [200]
This is basically the same as the above option, but for divine individuals, particularly gods and demigods. You also get a token, one that only works for the divine, all that stuff.

Dragonfall Wishers [Costs Varies, Requires Greater Dragon Status]
This option is only available to the Greater Dragon. Every dragonfall those with desperate wishes in their hearts look to the skies and wish upon the dragon egg careening to Elderia. Greater dragons can fulfill these wishes while in their technically pre-born states, but at the costs of embers per wisher and the wisher pays something that differs from dragon to dragon. What you make wishers pay is bonds of family, friendship, and loyalty, and those whose wishes you grant become new friends, companions, and followers, get teleported to you, and become as ageless as you are. You get discounts, cutting the costs of someone's wish in half, if your chosen continent for your origin is the same continent they live on, and you get a stipend of 10 embers to use on this to give you a few companions for free. For the sake of convenience beneath this there'll be a list of each continent and what potential wishers are located there, so you can more easily make your build.

Continent-less (And thus discount-less): Vemoura, Obranask, Zynthia

Andor: Sofiel, Celestine, Tiana, Celebron, Thandamere, Varnax, Azralynn, Zep, Ilithyia, Blackthorn, Sangir, Bonus, Vesilia, Bixi, & Delathwyn

Kaldgrim: Serrilda, Illenwyn, Jolka, Brynjar, Vanrir, Glachiidir, Brynhildr, Gromna, Frunda, Alnir, Agrim, Ignar, Yolfi, Morrigan, & Grix

Ixtacotak: Nenetl, Metztli, Itotia, Tupoc, Acalan, Coaxoch, Zyree, Tozi, Lezeli, Takal, Ojoxxotol, Aamontep, Nyxili, Yanya, & Atzi

Mizuchi: Ichika, Yanmei, Jia, Lao, Qianfan, Hu, Katsumi, Yuubi, Fuji, Chimon, Ren, Goro, Meili, Akatsuki, & Taki

Scenarios
All scenarios award, at a minimum, 200 DP, in addition to any stated rewards.

Powerful Pacts (Requires Greater Dragon Status, and at least a single pact being taken)

Gods and other such beings exist throughout Elderia. Some of the strongest of them are intrigued by your status as a former human or some other odd facet of your existence, and in your earliest moments active in the jump they telepathically reach out to you and offer you pacts. These pacts come with unique rewards, and are challenging to fulfill. **Unlike in the base CYOA you can make as many pacts as you can fulfill and as wouldn't stop you from completing any other pacts, though you should expect to deal with the social consequences of the pacts you make**. This scenario is marked as complete when you complete one of your pacts, but you only get the fiat-backing on the rewards you earn by successfully completing an accepted pact's terms and conditions, so if you take a pact and get the reward (which is a part of accepting it, as the rewards in question tend to help with the completion of the pacts) but don't actually complete the pact before your time in the jump ends you do not get to keep the reward in future jumps.

Reward
This scenario gives you 200 DP, and fiat-backs whatever rewards you meaningfully earn (as in whatever pacts you honor and complete).

Mythic Yearning (Requires Greater Dragon Status)

Your nature as a jumper has mutated the facets of your nature as a Greater Dragon. During your descent to Elderia you begin to hear unnatural choruses as you think of which wishes to fulfill. It takes you a second to begin to gain awareness of what these voices are; they are auditory hallucinations spelling out the wishes of populations of people. You can hear five such voices; one from each continent AND from the infernal realm known as Infernus. This scenario begins when you grant one of these wishes, and is completed when you have navigated and stablized the region in the wake of the ensuing chaos, such as figuring out how to ensure that only permitted greater demons make it into Elderia, or when you and some scholars of magic can helped Andor figure out how to cancel out "Null Storms" and "Mana Surges".

Reward
Each mini-scenario you resolve grants you a buff to your reputation to factions like those of the continents you've helped. If you help Mizuchi any future regions you go to that are akin to Mizuchi (itself seemingly a combination of fantasy tropes associated with China and Japan) will be easier for you to develop an awesome reputation with (not necessarily one for good or evil either, it just grants you a reputation booster and what you do with that is up to you). Completing one of these scenarios awards you the companion linked to that place at the *Ally* tier of their relationship with you, and gives you the 200 DP part of all scenario rewards. If you complete three of these scenarios you get a secondary reward in the form of a free version of *Mythic Yearning*. If you paid for the perk then you get your points back and can spend them elsewhere.

Empyreal Spark (Special Scenario: Requires that this is your first jump)

At the end of the decade, or however long you opted to stay here, you are surprised to encounter the Ur-Wyrm once more. It appears in your dreams, looking exactly like it did the day you died at its hands on Earth. It tells you that your time here is done, and it breathes once more. As its breath lands upon you, you find a new power awakening within you, a mythic ability. The *Empyreal Spark*.

Reward
The ur-wyrm activates a latent spark within you, and gifts you with the powers of a jumper. With this you get a special version of the *Empyreal Spark* power; one that serves as your narrative mechanism for jumping. At the start of every new jump this spark goes dormant and as you move closer and closer to the end of the jump this spark begins to reignite. Each time it fully ignites you get to move to your next jump. If you need a benefactor, you can consider the Ur-Wyrm your benefactor and it is a being of draconic might that endeavors to send dragons to different corners of the multiverse. Other than that it wishes for you to feel free to behave as you wish, trusting that you will embody some special draconic trait. This scenario also rewards you with the additional DP, which you can use as you move to the next jump.

Defeat the Ur-Wyrm (End Jump)
This is an end-jump scenario. In it you are required to defeat the Ur-Wyrm, a being of unimaginable power and unending might. This is the cosmic father of dragons, the primordial of fire, fury, and all other traits emblematic of dragons. Even an alliance of the gods, and an unimaginable pact with the nightmarish old gods, including Rylcanisubyth, might not prevail against the Ur-Wyrm. Can you? In order to even initiate this clash you must free Rylcanisubyth, as the old one's reawakening ushers in such chaos that even the Ur-Wyrm turns its indifferent eyes to Elderia. That said, there is a pure simplicity to this scenario… To win all you need to do is kill the Ur-Wyrm.

Reward
Defeating the Ur-Wyrm is a world-changing feat. The falling form of the Chaos Dragon ignites as it falls to Elderia's surface, and the fires it creates are absorbed by you, awakening a true version of *The Empyreal Spark* deep inside of you. This is a true spark, one that allows you unfettered, unbound movement across the multiverse. You also gain the Ur-Wyrm's abilities and forms, such as its lordship over dragons and its power to create greater dragons which you can then yeet to other places. This scenario also awards you 600 extra DP, though whether or not such an award is necessary to a sparked jumper is up to you.

Drawbacks

Another Universe [+0 DP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.**

Plot is King [+0 DP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Dragonfall universe you're about to enter.

Extended Stay [+100 DP]
For each purchase of this your time here is extended 10 years. You can purchase this three times for points, and after that each purchase only adds to the length of your stay.

Canon Drawbacks [Varies]
There are a collection of canon drawbacks, ones outlined on page 6 of the main CYOA and page 1 of the DLC. You can take these drawbacks and get DP from them. They give you 10 times the amount of points they'd give you in embers, such that Animal Intelligence gives you 600 DP, and scaleless gives you 150 DP. Some drawbacks give you more points than they should, with *Enslaved* giving you 400 DP, and *Continental Bond* giving you 400 DP as well.

Hoard Necessity [+200 DP]
You suffer from an unusual condition that becomes active a few days after you start your jump. You need to maintain a hoard of a certain size, one that gradually increases the longer you stay in the jump, in order to be healthy. If you wish you can tack on an additional 200 DP to this and instead have a condition that kills you if your hoard drops below a certain size, one which you intrinsically know and understand.

Dietary Necessity [+200 DP]
Your dietary requires, as per the *Greater Dragon Customization Section* are critically necessary for you. If you do not feed upon a certain amount of your chosen diet every day you will wither, and if you go a full week without feeding meeting your dietary requirements you will die.

Strange Gods [+400 DP]
The old gods stir restlessly in their prison. Their followers will be more active, and the very world itself will suffer from their dreamless sleep. People have strange dreams, mutate randomly, and the weak-willed are vulnerable to their insidious desires, being driven insane and turned into cultists at random.

Andea's Nightmares [+400 DP]
Andea, a frustrating goddess of light and order, threatens planetary stability as her fears gain greater and greater control over her. In the wake of your arrival and the initiation of this jump she begins to dispatch diplomats to the continents of Ixtacotak and Kaldgrim, to assemble an army to march into Mizuchi, in an effort to conquer it and see if she can repair the damage Mizuchian magic has done to Elderia. If she thinks you can be controlled or at least allied with she will make overtures to you. If not she will assemble

armies to try and capture or kill you, seeing you as a terrifying factor she can't quite predict.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse. You can also parcel this drawback out, and reduce its potency and how many points it grants you. If you wish you can get 200 DP from this and only lock out access to your warehouse, items, or powers, or get 400 DP and only lock out access to two of the three options.

Opposed Gods [+600 DP]
At least one god keyed to each continent stirs in opposition to you. They really don't like you for some reason, and while their opposition to you starts off small it builds into a dangerous storm of hostility. If you wish, you can add an additional 200 DP to this drawback in exchange for also getting the ire of Nektos, the god of the sea and storms, who harrasses you every time you fly over the ocean.

Active Ur-Wyrm [+800 DP]
Normally dragonfalls are once every millennia. Something about you has sent the ur-wyrm into a frenzy and it will prematurely trigger another dragonfall two years into your stay here. This other dragon immediately takes a disliking to you, but by itself it won't do much. It devises a build per the *Greater Dragon Customization Section* that is opposed to yours in as many ways as it can, and it takes wish-granters you ignore their wishes, while asking that they organize in opposition to you. Beyond that the Ur-Dragon begins to gain worshipers due to its frenzy of activity, and they flock to the second Greater Dragon.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes:
- The end-jump scenario is simple. Be strong enough to kill a primordial god. There's no special gimmicks to it, no easy way to do it, it's just a no-holds barred battle to the death. That said, in my head the Ur-Wrym is comparable to a Dragon Lord Ascendant, a being of truly cosmic power. If you choose to tackle the scenario and you make it to the point where you can initiate the final battle either you win or you lose. I also like to include alternate special scenarios in my jumps, hence the special first jump scenario.

- This jump is a bit of a dream of mine, ever since I first read Dragonfall I knew I wanted to make a jump for it. I like what I've created. I may include additional scenarios and items in future updates, but for now, barring updates to this CYOA or the DLC, I feel like I've created a complete jump.