
Disney
RAYA
AND
THE LAST DRAGON

Raya and the Last Dragon

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

I know what you're thinking. A lone rider. A dystopian world. A land that's gone to waste. How did this world get so broken?

Well, that all began 500 years ago. Kumandra. This is what we used to be. When our land was whole, and we lived harmoniously alongside dragons. Magical creatures who brought us water and rain and peace. It was paradise. But then, the Druun came. A mindless plague that spread like wildfire, multiplying as they consumed life and turned everyone they touched into stone. The dragons fought for us the best they could but it wasn't enough. That's when the mighty Sisudatu, the last dragon, concentrated all her magic into a gem and blasted the Druun away. Everyone that was turned to stone came back. Except the dragons. All that was left of Sisu was her gem. It should have been this big inspirational moment where humanity united over her sacrifice. But instead, people being people, they all fought to possess the last remnant of dragon magic. Borders were drawn, Kumandra divided. We all became enemies, and the gem had to be hidden. But that's not how the world broke. That didn't truly happen until 500 years later… when I came into the story.

-Raya recounts the history of Kumandra

You arrive in this world six years before Raya gives this narration, on the morning of the day she will become a Guardian of the Dragon Gem. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

IMPORTANT NOTE: Unless you take a certain drawback, being turned to stone by the Druun will not cause chain failure. However, if this stone form is damaged in a way that would normally kill you, or if you are not restored by the time the jump comes to an end, you will fail your chain.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

You may choose to be either a human or a water dragon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human, commonly found across Kumandra.

[600cp] Water Dragon

You are a water dragon, creatures revered by the humans of Kumandra. How you managed to survive the events of 500 years ago is unclear, as is what you were up to in the time period between then and now. Regardless, your very presence is likely to shake things up around here.

As a water dragon, you have four legs, and you run on all fours. However, you can also stand up on your back legs and use your front claws as hands. You have a furry body, with a mane of hair and a horn emerging from your head. You also have a tail, which you have a great deal of control over. Typically, water dragons possess blue, green, or purple colourations.

Most of the time, water dragons are limited to the ground. When it is raining however, water dragons are also able to "run" through the air, causing splash-like magical effects from their feet.

Water dragons possess strong magic, which they can wield to repel the Druun, as well as other creatures born from negative emotions. The magic of a single dragon cannot destroy a Druun, merely force it to move away, and does not prevent the Druun from turning a dragon into stone should one can come into contact with it. Each dragon also has a unique piece of magic; you can choose to copy one of the demonstrated unique magics, or to have something original, provided it remains within the scope of the demonstrated powers, and is at least loosely associated with water. See Unique Dragon Magic in the Notes section for more information. If many water dragons gather in one place, they can resurrect another water dragon that was recently killed nearby.

Water dragons are able to give away this magic by storing it in a gem. If multiple dragons are present during the gem creation process, they can create a single larger gem. A water dragon can use the gem to gain access to the unique water dragon magic stored inside. If four or more dragons added their magic to the gem, and a great deal of mutual trust is demonstrated, the gem can be activated to immediately banish the Druun from Kumandra, and restore all those turned to stone. In other settings, this will have a large banishing effect on similar creatures, which might be resisted by those powerful enough. At the end of each jump, a gem you have created or contributed to will automatically disappear and return its power back to its respective owners. Post-chain, you can optionally do this every ten years. You can also retrieve your donated magic earlier by touching your gem and absorbing your own magic back into you (this will either cause the gem to vanish, or to reduce it in size if others contributed to it).

Finally, once per jump, if you use an extreme amount of magic, you can choose to melt into water instead of suffering the normal harm that would be inflicted on you. This water will make its way to the end of a river where it will wait. Being in this state means you are effectively "asleep" and can be woken up if someone finds your water and performs a special ceremony, restoring your form in the process. At the end of each jump, you will be automatically restored if you were still stuck in this

water state. Post-chain, you can turn to water once every ten years, and will be automatically restored after ten years stuck in that state.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

Roll 1d6, or pay 50cp to choose. Alternatively, you may choose to begin at Heart for free.

[1] Heart

Raya's home, and where the Dragon Gem is kept.

Six years from now, you can expect it to be completely abandoned as a result of the Druun's resurgence.

[2] Tail

A sweltering desert with sneaky mercenaries who fight dirty.

This land happens to contain the unknown resting place of Sisu. Six years from now, if events play out as usual, Tail has many Druun, as the former chief has perished in isolation, hoarding her piece of the Dragon Gem for herself.

[3] Talon

A floating market famous for fast deals and fighters with even faster hands.

Though being built on water has mostly protected it from the Druun, six years from now it will have become a hotspot of pickpockets and con artists. The new chief is not above sacrificing others to the Druun if it consolidates her rule.

[4] Spine

A frigid bamboo forest guarded by exceptionally large warriors, and their giant axes.

Unfortunately, the warrior ways of Spine are nothing in face of the Druun. Six years from now, if events go as expected, only a single man will remain.

[5] Fang

A nation protected by angry assassins, and their even angrier cats.

Perhaps the land to fare best after the return of the Druun; in six years' time, an artificial canal will have been built, turning Fang into an island and keeping the Druun away. By this time though, Fang will be on the verge of an overpopulation crisis, as too many struggle to live off the small amount of land they have won for themselves. Perhaps things don't need to become quite this dire, Jumper?

[6] Free Choice

Lucky you! You may choose to begin in any of the above five locations for free.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[100cp] Dragonlore

Are you some kind of water dragon superfan?

You have gained a comprehensive understanding of water dragons from this setting. Whilst fairly accurate, it is based on what a humans five years after the disappearance of these dragons could know, so it may be slightly wrong in some cases. For water dragons, this does at least alert you to some misconceptions the humans here may have about your kind.

Most important amongst this knowledge, is that you know the ceremony to wake sleeping water dragons that have turned to water. Essential knowledge if you are planning to bring back Sisu.

[100cp] *Why are you looking at me like that?*

While you are in a human or human-like form, you have the agility and skill to pull off side flips on the move safely and easily. While you are in a water dragon (or similar) form, you have the ability to contort and coil your body to quickly navigate tight spaces.

Handy skills when trying to navigate trap-ridden passages.

[100cp] Impeccable Hair

You have great hair, Jumper. You'll find it easy to style, and that when wet it manages to come down in a way that doesn't detract from your appearance. Very handy if you like to spend time in the water.

Additionally, on purchase of this perk, you can choose to change your natural hair colour. The new colour can be anything you like; you can even have multicoloured hair if you want. This decision cannot be reversed, so think carefully if you don't have some other means of changing your natural hair colour.

[100cp] Kumandra Cooking

You have learned to cook a variety of dishes from what you might recognise as Southeast Asian cuisine, including Tom Yum, Shrimp Congee, and more.

Your talent in cooking has also been enhanced, allowing you to execute these dishes to perfection. Perhaps you could make a living off this talent?

[200cp] Try to Trust

Mutual trust is an important thing, especially in a world like this one. However, it can be hard to open oneself up to another. That's where this perk comes in.

No matter how jaded or cynical you become, you will always find it possible to open yourself up to others and genuinely trust them. This does not force you to trust anyone, nor will it cause you to ignore reasons why someone may not be worthy of your trust. It doesn't mean you'll never want to trust someone, but simply find yourself incapable of it.

[200cp] Trap Sense

You have developed a high level of environmental awareness, which helps alert you to various kinds of mechanical traps.

Once you have found one of these kinds of traps, you'll have an easy time intuiting exactly how it operates, allowing you to prevent it from triggering, be it by avoiding a tripwire, or maintaining just the right weight on a pressure plate as you remove a treasure from it.

[200cp] Little Jumper

Like Noi, a small body is much less of a burden for you than it would typically be.

From now on, once you have reached an age, later regresses in age in that same form will not result in any loss of agility, allowing you to somehow perform at that level at any age younger than that. Similarly, should you be smaller than your current form's "default" size, you somehow remain as agile as you would be at that size.

Additionally, while your priorities might shift if you adopt a younger form, you will never lose any intelligence or mental abilities as a result of such a change – even if it was forced upon you.

[200cp] Marksman

You have been trained in the use of crossbows, as well as how to safely utilise flaming bolts with them. Your aim in general has noticeably improved, helping you to fire accurately with such weapons.

It may be unwise to try and solve all of your problems with a crossbow, however.

[400cp] Martial Artist

You have been trained to fight from a young age, and it shows.

You are now an expert in hand-to-hand fighting. You also have mastered two of the following types of weapons: Kali Sticks, Whip Sword, Glaive, and Dual Swords.

In terms of overall combat performance, you are about the level of (post time skip) Raya and Namaari, putting you at the pinnacle of this world. Whether you would win against one of these foes depends heavily on the circumstances of the given encounter.

You may purchase this perk a second time to gain mastery of the other two weapon types, but it does not further improve your hand-to-hand skills, or increase your overall combat performance (besides giving you more options in battle). You cannot select the same weapon type multiple times.

[400cp] Infiltrator

You are exceptionally talented at infiltrating secure locations.

Scaling tall walls, making use of shadows and blind spots to avoid being seen, minimising the sound you make as you move, and even quiet and stealthy takedowns of guards are all skills that you have become very proficient in.

With talent like this, stealing your way into a highly guarded area like Princess Namaari's room would be child's play.

[400cp] Spine Warrior

You are exceptionally large for your kind. As a human, you would be over 2 metres tall. For other species, this size increase is proportionally equal.

Your impressive size affords you a great deal of strength, allowing you to effectively wield a giant axe nearly the size of your person. In fact, you have mastered the use of such a weapon in battle. You have learned how to employ your size when intimidating others, though you still have some room to grow in this regard.

Post-jump, your size increase becomes a transformation that you can toggle on or off as you like. The strength increase from this perk is no longer tied to your size, and will be active when you have this transformation toggled off.

[400cp] Con Artist

You are a skilled manipulator, able to easily worm your way into the confidences of others. With your level of talent, it wouldn't be unheard of for your mark to give away their most guarded of secrets in the course of a single day.

You are always quite effective at playing into the natural biases your form would cause. If you were a toddler, it would be easy to act cute or play the role of the scared child. If you were an old lady, it would be easy to give off the impression of a kind and helpful person.

[600cp] Creating the Jumper Gem

You are now able to give away your perks and powers, creating a gem in which they are imbued. You can choose to create individual gems for each power, or a larger gem that holds multiple powers. You can even expand existing gems created by this perk The more powerful the ability, the larger the gem will be.

The last person that has touched a gem created by this perk gains access to all of the perks and powers stored within. Only one person can benefit from a gem at a time; if another person touches the gem, the first will lose access to the perks and powers. Should a power have requisite powers (such as a spell requiring access to a magic system) or physiology, that a person lacks, they cannot use that power. If a person already has an identical power or perk, they gain nothing from accessing that same power or perk.

You can regain perks and powers at any time by reabsorbing one of your gems back into your body. At the end of each jump, you can choose to reabsorb any and all gems you have made, regardless of distance or other barriers, but not across jumps. Post-chain, you get this opportunity every ten years, and are no longer prevented from reaching across jump settings to do so.

Alt-forms, being a Jumper, or this specific perk, cannot be imbued into these gems under any circumstances.

[600cp] Immune to the Druun

The Druun are a seemingly insurmountable foe, unable to be harmed by conventional means, and only repelled by water or a magic possessed by a select few.

Fortunately, you have gained your own advantage over the Druun, as you can no longer be turned to stone from contact with them. Not only does this protect you from them, but it also allows you to safely act as bait, drawing them away from the vulnerable.

You are also immune to other unwanted physical transformations imposed on you by outside forces. It doesn't matter if it is from a magic spell, some strange technology, or something even more esoteric; if you don't want to change, you don't have to. This aspect of the perk does not prevent

mental changes. It also doesn't prevent you taking physical damage, so if someone's idea of taking some weight off you is hacking off a limb, you'll have to look elsewhere for protection.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] Film

A copy of Raya and the Last Dragon, on your preferred form of physical media. Making it might have presented some challenges, but watching it won't be – at least for you.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

You've acquired a large batch of official Raya and the Last Dragon merchandise.

Nothing in this collection is too useful, as it is primarily made up of various Raya and the Last Dragon branded collectibles and odds and ends. Still, a superfan might appreciate such a collection regardless.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Turned to Stone Statue

A statue, resembling you if you had been turned to stone by the Druun. For humans, this typically means the hands are outstretched and held together, as if asking for something. For dragons, the pose options are more varied.

In this world, it could be used to fool others. In others, it might serve as an interesting conversation piece.

Should the statue be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[50cp] Gifts

According to Sisu, a gift says, “You can trust me, can I trust you?” This item will let you put this principle into practice.

This item comes with a few trinkets and items of clothing that could be found in Kumandra. Everything provided by this item will be mundane in nature, and none will be especially valuable. Should one of these be lost, destroyed, or given away, a new one will appear in your Warehouse after 24 hours. These replacements will not be identical, but rather similar items to ensure you have a variety of gifts to offer.

[50cp, First free with the Dragonlore perk] Ceremony Supplies

You have the tools and materials needed to perform a special ceremony, one that is needed to wake sleeping water dragons that have become water. Each purchase of this item is enough of a supply for a single ceremony.

If these tools or materials are consumed, lost, or destroyed, replacements will appear in your Warehouse after 24 hours.

[100cp] Melee Weapon Set

Choose two of the five following options:

- A pair of Kali Sticks.
- A whip sword, which can be used to traverse gaps as well as fight.
- A glaive.
- A pair of swords, designed to be used together in battle.
- A giant axe, which may be difficult for humans not from Spine to wield.

You receive your chosen weapons; they are well-made and fit the aesthetic of this world.

Should one of your chosen weapons be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Crossbow

A well-made crossbow, matching the general aesthetic of Kumandra. Accompanying it is a supply of crossbow bolts.

At any time, you can retrieve a bolt from seemingly nowhere, no matter how improbable that might be. This supply never runs out, either.

Should your crossbow be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Ongis

You have befriended a trio of Ongis, monkey-like creatures with whiskers similar to that of a catfish.

These creatures have a near-human level of intelligence, but cannot speak. They are mischievous and have a large appetite, but are intensely loyal to you and are great with kids. On the topic of kids, these Ongis are actually quite good at taking on the role of surrogate parent or guardian for human children.

Should anything unfortunate happen to one of these Ongis, it'll be back tomorrow, good as new! How curious.

[200cp] Your Tuk

A strange creature, which could be best described as part pill bug, part armadillo, and part pug.

This creature is able to curl itself up into a ball and roll around. When it is young, it can fit in the palm of a person's hand. At this stage of its life, it is best used to trigger certain traps, or to fit into cracks that you wouldn't be capable of getting into. When it matures (which is achieved within six years), it becomes large enough to serve as a mount for humans. A complimentary saddle specialised for this purpose is included with this item.

Your Tuk is intensely loyal to you, but can be distracted by small bugs, which it likes to eat. It can also get stuck if it ends up on its back with no momentum to keep rolling. It will require help to right itself if this happens, a task that is naturally more challenging when it is older.

On purchase of this item, you can choose whether you begin with a young or matured Tuk Tuk. At the start of each new jump, you can choose to revert it back to a young form. Post-chain, you can do this every ten years.

Should anything unfortunate happen to your Tuk Tuk, it'll be back tomorrow, good as new! This is a Disney movie, after all. Should the saddle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Serlot

A large cat, about the size of an adult tiger.

Serlots are often used by Fang warriors as mounts. Yours has been well-trained for such a task, and is intensely loyal to you. It is fast, enough so that it could run down Tuk Tuk over a great enough distance. However, like most cats, it has a hatred for water, and won't willingly jump into bodies of water except to protect itself in an emergency.

May or may not possess a soul.

Should anything unfortunate happen to your serlot, it'll be back tomorrow, good as new. Talk about nine lives!

[400cp] Shrimp Boat

A large sturdy boat, easily capable of carry ten or so people. Particularly large humans, like those from Spine, as well as water dragons, can easily be accommodated by it. It will hold up just fine even when propelled at unusually high speeds.

Your boat is stocked with a replenishing supply of shrimp, as well as other ingredients used in order to create shrimp congee. These will remain fresh when in storage. It is also stocked with the appropriate cooking tools to prepare congee, as well as bowls to serve them in; these will be automatically restocked inside the boat if lost or destroyed.

Optionally, your boat may come with a single human follower, who is an excellent cook and knows how to captain the vessel. They are intensely loyal to you, but cannot leave the boat.

Post-jump, your boat (and the included follower if you accepted them) will be stored in a special subspace at the start of each jump until you wish to deploy it, but cannot be returned to this space mid-jump. Post-chain, you will have the opportunity to store your boat in this space once every ten years.

Should your boat be lost or destroyed, a replacement will appear in an appropriate location controlled by you after 24 hours.

[400cp/600cp] Dragon Gem Piece

A discount used on this item only applies to the first level of this item.

A strange gem. The way it is shaped suggests it was once part of a larger whole.

This gem is in fact imbued with dragon magic. It can be used to repel, but not destroy, nearby Druun. In other worlds, it can repel similar kinds of creatures.

A water dragon that touches it gains a new unique dragon magic, permanently. The unique dragon magic is decided by you on purchase of this item, and any water dragon that touches the gem gets the same ability from it. When deciding, you can choose to copy one of the demonstrated unique magics, or to have something original, provided it remains within the scope of the demonstrated powers, and is at least loosely associated with water. See Unique Dragon Magic in the Notes section for more information.

For an additional 200cp (undiscounted), you don't have a single piece, but rather a complete Dragon Gem, made by the efforts of four different water dragons. As such, it offers four different unique magics to a water dragon that touches it, not just one. These are all decided by you on purchase of this item, under the same rules described above.

While the complete Dragon Gem can still repel Druun (and similar creatures), it has a greater function. When five or more nearby people have deep mutual trust for each other, one of those people is able to activate the Gem. In this setting, this will automatically banish all Druun from the world, and restore those that had been turned to stone by them. In other worlds, this gem can banish similar creatures within a range of a large country; sufficiently powerful creatures may resist this effect. It can also be used to restore those who have been petrified; this can either work by targeting individuals, or by restoring everyone in the same large country range, depending on the user's preferences.

Should your Gem or gem piece be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp] Druun Gem

A suspicious-looking gem.

If it is shattered, a single Druun will appear nearby. It will behave as Druun typically do, immediately trying to turn people to stone, and in turn multiply. Very quickly, you'll have a mindless plague of them on your hands. Are you sure you want this?

Druun are immune to conventional harm, but avoid water and can be repelled (or even banished) by certain kinds of magic. They have an unusual form, that resembles dark purple and black clouds. The Druun are allegedly born from human discord, and have been part of Kumandra as long as dragons, waiting for their moment to strike.

If your gem was shattered, you will receive a new one at the start of the next jump. Post-chain, this occurs every ten years. If your gem was lost, a replacement will appear in your Warehouse after 24 hours.

[600cp] Tooth

Kumandra has long been split up into five different lands: Heart, Tail, Talon, Spine, and Fang. However, what if there was a sixth?

This large island is home to your own "tribe" of humans. They are approximately equal in population to the other lands, and have established infrastructure on the island equivalent to (post time skip) Fang. Your land has a decent number of warriors, which either share the combat style of an existing land, or have an original one that is similar in efficacy and that has roots in Southeast Asian culture. They start appropriately equipped for this role.

All humans that come with this item count as followers, are intensely loyal to you, and consider you to be their chief. Inactive companions may stay here as well, but must remain on the island.

Optionally, you can choose to override your starting location, ensuring you begin on this island.

In future worlds, you can choose whether the island is placed out in the world, or connected to your Warehouse by a special gateway. If placed out in the world, can choose for your tribe to be inserted into the local area's political landscape. Their existence will be considered quite legitimate, and while this won't stop invading forces attempting to take their land, it will make political manoeuvring a much easier process.

Should the island be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Raya and the Last Dragon along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any Disney Princess settings, former Disney Princess settings, or settings that have a demonstrated shared continuity with either, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[+100cp] Trust Issues

You have difficulty genuinely trusting other people. This may cause you to withhold important information from them, and making new friends will be challenging for you.

Fortunately, this doesn't affect your relationships with those you are bringing into this jump, such as companions.

[+100cp] Not *That* Hungry…

For the duration of the jump, any food you eat will taste as bad to you as Raya's jackfruit jerky tastes to Siyu. Edible, but disgusting. If the food in question would taste worse for you normally, it does not become any tastier.

[+100cp] All Patched Up

You have sustained a serious injury to one of your eyes, rendering it unusable, and likely necessitating the use of an eyepatch. It cannot be healed for the duration of the jump.

This will likely harm your aim and depth perception.

[+200cp] A Broken World

Perhaps you were thinking of stopping the Dragon Gem from being destroyed in the first place? Well, that's no longer a possibility.

By taking this drawback, you will arrive in this world two weeks later than usual. This does not reduce the amount of time you will be staying here. By the time you arrive, the Gem will be broken and scattered, and the Druun will have reappeared as well.

You're going to have to do things the hard way if you wish to restore Kumandra.

[+200cp] Distrusted

Whether it's because of a past action, or just because you seem suspicious, no one in this world can bring themselves to ever completely trust you.

Without hard evidence, it will be difficult to convince anyone of anything. In a world that may well depend on mutual trust to guarantee its survival, the lack of trust that others show you could be your downfall.

Fortunately, this doesn't affect your relationships with those you are bringing into this jump, such as companions.

[+200cp] Toddler Trouble

You have been reduced to a body more appropriate for a two-year toddler.

For Humans, this is quite literal. For Dragons, or other forms you might be able to assume, your body is similarly reduced, and will never be larger than a two-year old human. You cannot grow larger than this either, whether naturally or via special powers.

Your physical strength is reduced to match that of a two-year old human if it would be above that. You are also extremely limited in your ability to speak; with serious effort, you might learn to repeat a word back, but you are otherwise limited to baby noises.

Fortunately, your mind is unaffected by this drawback. You wouldn't be the only strange intelligent toddler in this world, after all.

[+300cp] Betrayed

Sometime during your stay, you will encounter someone. You will find yourself opening up to this person, and form a fast friendship. If you took the *Trust Issues* drawback, you will still find yourself trusting this person, and this will not set off any red flags for you. If you took the *Distrusted* drawback, you will not find it suspicious that this person is so friendly towards you.

Very soon after you have bonded with this person, they will betray you in a manner that not only has dire consequences for you, but for the world as a whole.

Identifying this person will be extremely difficult for you. They may or may not be a member of the main cast. Stopping them before they betray you is possible, but only if you do so after they have befriended you; if you kill or otherwise incapacitate the would-be traitor before this point, another will emerge.

[+300cp] Repelled By Water

You might not be Druun, but you share in one of their great weaknesses.

For the duration of the jump, coming into contact with water will be extremely painful for you. Being splashed with it will cause you to recoil with a painful hiss. Being fully submerged in it will kill you.

Not only does this significantly limit you when escaping from Druun, but it also makes travelling between lands much riskier due to the possibility of falling overboard. Water Dragons are especially hurt as many of their magical abilities rely on water in some manner as well.

[+300cp] Druun Disaster

Normally, being turned to stone by a Druun will not immediately result in chain failure (see the IMPORTANT NOTE at the start of the jump). Taking this drawback will change that.

To ensure that this has meaning to you, the Druun are always capable of turning you to stone if they come into contact with you, regardless of the form you are in, or any resistances or immunities you might possess. This doesn't stop you from driving the Druun away – just don't let them touch you!

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Welcome to Kumandra: You choose to remain in this world. Your chain ends here.

Welcome to Jumpchain: You choose to continue your chain. Proceed to the next jump.

Welcome Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Unique Dragon Magic:

Here are the unique dragon magics shown in Raya and the Last Dragon:

- Sisu is a strong swimmer, and can even move a large boat at high speed by attaching herself to the bottom of it.
- Amba can to cause her body to glow.
- Pranee can adopt a human form, and can change between human and dragon forms as desired.
- Jagan can breathe out a thick fog.
- Pengu can cause it to rain.

So, what exactly happens here, anyway?

Raya attempts to reach the Dragon Gem, bypassing some traps along the way. She encounters Benja, Chief of Heart, who states that Raya will not set foot on the Dragon Gem's inner circle. The pair fight. Benja easily defeats Raya, but she manages to get a single toe onto the inner circle. It is revealed that this is all a test; Chief Benja is Raya's father, and by getting her foot onto the inner circle, Raya has proved herself. She is officially made a Guardian of the Dragon Gem.

Benja tells Raya of his desire to reunite Kumandra and move past the fighting between the lands (Heart, Tail, Talon, Spine, and Fang). He invites the other lands to Heart in pursuit of this goal. When the other lands arrive, Raya meets and befriends Namaari, of Fang. Raya notices Namaari's Sisu necklace, and the two bond over their love of dragons. Namaari shows Raya a Fang scroll that says that after Sisu blasted the Druun away, she fell into sleep and drifted to the river's end. Namaari gives Raya her necklace, and Raya chooses to show her the Dragon Gem. Namaari betrays Raya. She fights Raya for the gem, and alerts her land to its location.

Raya has the advantage over Namaari until other Fang warriors arrive. Having realised what's going on, Benja shows up and wards them off. The other lands show up as well, and argue about the Gem. Not wanting Raya to live a life of meaningless battles, Benja sheathes his blade, and attempts to talk down the other lands. He is shot in the leg by a crossbow, and the lands fight over the Gem, accidentally breaking it. This cause the Druun to reappear in the world, and they immediately begin turning people to stone. When Benja uses a piece of the Gem to ward off the Druun, the other lands recognise that there is still some magic left in them, and each steal and piece.

Everyone flees from the Gem. Unfortunately, Benja cannot move quickly due to the crossbow injury. Noticing that the Druun are repelled by water, he choose to give his piece of the Gem to Raya, and throws her into the river just before he is turned to stone.

Six years later, in the land of Tail, Raya reaches the final river's end. She has been checking each of them in order to find Sisu. Using a special ceremony, she manages to bring Sisu back. Raya explains some of the past 500 years to her, and Sisu explains that the Dragon Gem wasn't made by her; it was actually her brothers and sisters who made the Gem by combining their magic, and she was simply the one to use it. When Sisu touches the piece of the Gem, she gains access to her little sister's

ability to glow. She explains that each of the dragons has a unique magic (hers is to swim very well). Raya and Sisu realize that if all of the pieces are brought together, Sisu can reassemble the Gem and boom the Druun away again, as well as bring back those turned to stone.

Namaari is tracking Raya, as she had stolen the Dragon scroll a few months prior in order to find and bring back Sisu.

Raya and Sisu find the remains of the Tail chief; she had hoarded the Gem piece for herself, protecting her and it with many traps. Unfortunately, she became the victim of those very traps. When Sisu touches the new piece, she gains the ability to take on a human form. The pair are then confronted by Namaari and her Fang soldiers. Raya returns the scroll, but Namaari wants her captured anyway, so she escapes with Sisu (who is in human form so is not recognised for what she is). The pair manage to ger to a boat, the Shrimporium; a restaurant boat ran by a child named Boun. Raya pays Boun a large sum of jade to hire the boat as a taxi, and Sisu (unseen to others) uses her magical swimming ability to get the boat to safety.

Raya asks Sisu to remain human until they have all the Gem pieces. As a result of what happened to her father, Raya has severe trust issues; she expects that others will try to capture and exploit Sisu given how crazy humans went over the Dragon gem. On the way to Talon, Boun reveals that he lost his family to the Druun, and keeps himself safe by staying on his boat.

Arriving at Talon, Raya asks Sisu to stay behind on the boat for her own safety. She heads for Chief Dang Hai's house, but is interrupted by a "con baby" who is supported by three Ongis (monkey-like creatures). The con baby steals Rayas gem pieces but Raya manages to recover them. Learning that the con baby's family were all turned to stone, Raya chooses to hire her to help infiltrate Dang Hai's house. Inside, she learns that Dang Hai has been turned to stone and that there is a new chief. Meanwhile, Sisu chooses to leave the boat. She believes offering a gift is a better plan than just attacking, so she tries to acquire one. Unfortunately, she has no money, and gets into trouble. And old woman bails her out and promises to take her to the chief. She takes Sisu within close proximity of the Druun, reveals she is in fact the chief, and threatens Sisu. Raya shows up in time to save Sisu and steal the new chief's Gem piece, which gives Sisu the ability to create fog. The baby and the Ongis leave Talon with them.

Namaari talks to her mother, the Chief of Fang, and convinces her it is worth going after Raya for the Gem pieces.

At Spine, Sisu rushes ahead to prove to Raya that you can still trust others. Raya catches up to her, but both are captured by a man named Tong. They are freed by Boun and the baby. Namaari arrives with the Fang Royal Army. Realising that Tong is all that is left of Spine, Raya convinces him to help them escape, whilst she distracts Namaari. Raya challenges her to single combat, and is on the verge of defeat, when Sisu assumes her dragon form. She uses her fog to help Raya escape, though Namaari and at least one other soldier sees her dragon form.

With the dragon form revealed, Raya and Sisu explain the plan to Boun, Tong, and the baby, who all agree to go along with it. Tong provides the Spine's gem piece to Sisu, which allows her to make it rain. The group discusses how to best approach the Fang's gem piece. Sisu believes Namaari will willingly hand over the gem piece, but Raya doesn't trust her. Sisu takes Raya back to Heart, where she shows Raya her brothers and sisters in stone, and how they managed to prevail because of mutual trust. Raya agrees to go along with Sisu's plan.

Namaari talks with her mother about the appearance of a dragon. Her mother decides not to give over the gem piece, and says that they should try to capture the dragon. She is afraid that the other lands would target them if everyone was restored. The baby, whose name is revealed to be Noi by Tong (it was written on her clothes), infiltrates Fang and leaves a note for Namaari, along with the dragon necklace Namaari once gave Raya.

Namaari meets with the group, but pulls a crossbow on them. Sisu asks Raya to trust her, but believing that Namaari will attack, Raya attempts to stop her with her whip sword. This causes Namaari to fire, killing Sisu. With the last dragon gone from the world, the water begins to disappear, along the Druun to reach Fang. Enraged, Raya pursues Namaari and battles her. She is victorious, but comes to her senses and spares her. The group help with the evacuation of Fang, with Namaari coming to their aid as well.

The group falls into a pit, where they are surrounded by Druun. Raya realises that the only chance they have left is mutual trust. She hands over her gem piece and allows herself to be turned to stone. Each of the group follow in turn, until Namaari is all that is left. She reassembles the Dragon Gem and joins the group. This act of mutual trust activates the Gem, removing the Druun and restoring everyone turned to stone. The other dragons are also restored; using their combined magic, they are able to resurrect Sisu as well.

Raya returns to her father. Sisu's tells him how good a job his daughter did. The other lands journey to Heart as well, and Kumandra is finally reunited.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) Minor typo fixes.

1.2
(i) Minor rewrite to **Little Jumper** for clarity – no mechanical changes.