ASOIAF
AEGON'S CONQUEST

V 1.1 By Apocbox



Over a hundred years ago a catastrophe befell one of the mightiest civilizations in history. The Doom of Valyria plunged Essos into a century of blood as everyone scurried to pick up the pieces. However, there were survivors. One of the dragonlord families escaped 12 years before the doom due to prophetic warnings of one of their members and moved to the island of Dragonstone east of Westeros. Now Aegon I Targaryen is ready to conquer the seven kingdoms to forge them into one under his rule. You can arrive anywhere from a year before the Conqueror lands on Westeros and establishes the Aegonfort up to that moment.

Take this 1000 points to spend here.

ORIGINS

Choose your age and sex for free

Drop In

You appear in this world out of nowhere with no prior history in the place where the future Red Keep will be built.

Lord

You are a member of the local nobility, having a swath of land that you own and rule. You can either be a lord of an original house or a member of an existing one, maybe even an heir or an actual head if one hasn't been mentioned in canon. You wake up in your own manor or castle.

Royal

There are seven kingdoms of Westeros and, subsequently, seven kings. You are a member of one such ruling family, perhaps even an heir to the throne. You wake up in the castle that is the seat of your family.

Conqueror

Another member of House Targaryen. You can freely choose your place in the family as long as you aren't its head. You wake up on Dragonstone.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free Perks are optional.

General

Kingdoms Way Free/100/200

Keeping yourself healthy and strong comes naturally for you, barely requiring any training to keep your body and hard-earned martial skills in shape. You possess a degree of resistance to disease and infections, to the point it would be unlikely that you would become ill for your entire stay here. You are skilled with a weapon of your choice to the point of an average knight and know how to ride a horse well enough. For 100, your skills with your chosen weapon far surpass most people's, making you one of the best fighters in the seven kingdoms, and your horseback riding skills have similarly been enhanced. For 200 years you have mastered half a dozen weapons and fighting styles on the same level as your main one and could easily ride and control even creatures you haven't seen beofre.

Foreseeing The Doom 300

If it were not for the prophetic dreams of Daenys the Dreamer, the Targaryens would have been gone with the rest of their homeland, but because of her, their future in the new lands was secured. You now have talent similar to hers, being able to foresee the future, first in your dreams as convoluted and opaque nightmares, but with training and time they would become clearer and more controlled. Eventually you would learn to view the future without going to sleep and even see the short amount of time ahead nigh

instantaneously with a bit of concentration. Your talent with other information-gathering magics and abilities is also improved dramatically. Figuring out how to use the famous glass candles will not take you more than a few hours.

Drop In

Magic Ancestry 100

It's honestly harder to say whose blood isn't mixed with yours at this point. Somewhere in your ancestry there were Giants, Children of The Forest, Dragons, and many more magical beings and creatures. That gives you equal talent in and compatibility with all types of magic, even contradictory ones. Not only that, but it seems your magical talents have equalized, so suddenly becoming better at one type of magic will make you better at all of them. Doesn't give you much by itself, aside from slightly more magically infused blood.

Helpful Magic 200

You're a master of the more socially acceptable-looking forms of blood magic. You can heal by warping and growing flesh, even regrowing lost organs and limbs, changing someone's appearance, and cure curses. Of course all of it has a blood price, be it yours, your targets, or some third parties. People in general see your magic as a more safe and useful thing, even if it might scare them sometimes.

Perfect Lineage 400

An interesting thing about blood magic that you have discovered is that you can make changes stick in the blood, like making someone have silver hair and violet eyes and doing so thoroughly that their descendants thousands of years in the future will still hold these traits. Your magical body-sculpting and flesh-shaping also goes far easier and looks more physically appealing if you want to.

Monster Maker 600

You've discovered all the tricks and mechanisms behind the creation, alteration, and fusion of living beings using blood magic. From making different breeds of birds or cats to fusing man with a dog for super strong and loyal soldiers to infusing regular animals with magic to create beasts with impossible abilities like being able to fly with the wings that couldn't realistically lift their weight off the ground and much, much more.

Lord

Quick Thinking 100

Adaptability is one of your strongest suits. With you quickly learning new things and being able to instantly change your behavior, facial movements, or martial stances. You are also a great actor, being able to fool even the most seasoned players of the game with your fakery.

Master of Sucking Up 200

You can easily deduce people's likes, dislikes, and preferences of all kinds. Your luck in finding and bringing things that other people would like is greatly increased. You're also a great manager, with even giant cities posing no challenge for you to maintain by yourself.

Same Mistakes 400

Trends, patterns, and possibilities are as clear as day for you. Figuring out where, what, and how you need to improve things to bring your designs into reality is extremely easy. This strangely doesn't upset your betters, as they see you as a valuable helper instead of a potential threat.

Rise Above Your Station 600

You have great luck being in the right place at the right time and a great sense for who might win in any sort of altercation you see happen, with your betrayal and switch to the winning side not being seen as a bad thing by others but just as a smart move.

Royal

Tactical View 100

Master of quick thinking, you're able to achieve your short-term goals using all the available to you information extremely efficiently. You also have a sort of sixth sense for all the available to you forces as well as their condition.

Logistical Strategy 200

While tactics win battles, strategy wins wars, and logistics allow you to actually make both of these happen. You are the master of all three of them, with you being one of the greatest military commanders this world has ever seen, and your ability to set up supply lines and ensure they're not tampered with, is similarly unmatched.

The King Who Knelt 400

Pride, if you have any, doesn't cloud your judgment, nor does any other emotion or personality trait, allowing you to clearly see what many others may try to deny or bury in their hearts. You know when odds are stacked against you and fighting is just futile, when giving up is the right choice, with it being seen as a sign of great wisdom by others if you do.

A King No More 600

Willingly putting down arms and giving up earns you great respect from your enemy, with them seeing you in a far better light and allowing many concessions they would have otherwise not given. Keeping a political position relatively similar to the one you had before is guaranteed when you bend the knee, and although some of your subordinates or equals might grumble, as long as it was actually an understandable surrender, like being outmatched and not wanting your men to get slaughtered, they will accept it as a good move.

Conqueror

Sister Wives 100

Keeping the bloodline pure isn't exactly an uncommon thing, but most do not take to it to the same degree as the dragon lords did. It is socially acceptable for you to marry your family, and any children resulting from such a union will not suffer any negatives of the inbreeding, nor will their children or the children of their children and so on.

When The Sun Sets, Your Line Shall End 200

You warned them, and they did not listen. Is it really so strange that you delivered on your words? Your declarations of intent are taken a lot more seriously, as long as that is what you want, with the party they are given to thinking them over far more thoroughly. Maybe laughing at the guy with fire-breathing monsters, even from inside the castle, isn't as smart of an idea as they thought it was.

Worthy High King 400

Targaryens did not have heraldry, but they adopted the sigil of the three-headed dragon to be more appealing to the people of the Seven Kingdoms, and they did not much care about the Faith of the Seven besides what legitimacy it could give them. And it seems now

whenever you adopt traditions and follow customs of any place you come to, you are seen in a far more positive way, with people accepting you as one of their own far quicker.

Dragon King 600
It is said that the dragons could not be truly tamed. That is true for most people but not for you, as any dragons and draconic creatures not only perfectly understand your speech but also naturally feel subservient to you, thinking you their leader and master. To the point that even a giant beast that could eat you in a single bite will bow its head in deference, and as long as it isn't to kill itself or its family, it will fulfill any command given. This can optionally make you a member of House Targaryen and give you their signature looks if you want too.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing 50 after first purchase. You can combine compatible items like Old King and Conquerors Crown.

General
Knightly basics Free
You possess a set of well-made, plain steel armor in a design of your choice, as well as a single weapon, a well-bred horse, and a pouch of ten golden coins.

Personal Army 200/400/600
You have both a legal right to have a personal fighting force as well as the actual soldiers, who are completely loyal to you. No matter the price these forces are extremely loyal and will not betray you unless you betray them first. For 200, you have 5000 soldiers possessing both mediocre training and gear. For 400 you have an army numbering in 15000, with each member having good training, a few years of battle experience, and good gear. For 600 your number swells up to 45000 with each of them being extremely skilled, experienced and well-outfitted.

Drop In
Abelion Sheep 100
A ranch with a small flock of regular old sheep. Surprisingly, despite being just an animal, each one of them has the same magical weight regarding sacrificial magic as a human. And no, despite the name, they are in fact just sheep. Each one respawns a month after death, but you can breed more of them.

Lesser Dragons 200
A dozen really docile Wyverns and Firewyrms each. They are highly receptive to any and all of your magics, and even more so those related to blood, flesh, and fire. Each one respwans a month after death but you can breed more of them.

Ritual Knife 400

An athame with a blade of dragonglass and a handle of dragonbone. Any blood extracted using it has more magical weight behind it than it would have usualy, being two times better for others, while your own is five times so.

Blood Soaked Field 600
A roughly circular flat dirt plane about a hundred meters in diameter that boosts both the stability of any magic preformed here, to the point that even a complete novice could cast even the hardest of rituals without it backfiring, as well as reducing the required magic cost to about a fifth of what it normally would be.

Lord
Weapon Of The Cowards 100
This is a wide collection of different poisons and venom's, ranging from incredibly obvious and noticeable to the ones so subtle even the best of maesters will fail to find anything wrong with the victim.

Money maker 200
Maybe it's an incredibly important bridge, a gold mine full to the brim, or some other business venture that you have. It brings you a large, steady supply of money as well as some nice political leverage over the local lands.

Greatest City 400
You own one of the largest and wealthiest cities on the continent. It is full to the brim with talented people of pretty much any and all professions and constantly attracts important guests from around these parts and even from beyond the sea.

Wide Spanning Influence 600
Be it a religious order or a scholarly one, you have in your employ a group of people who are as widespread as maesters and priests of the Seven and can be found all over Westeros. They follow whatever orders you give them and report everything they learn to you with no one finding them suspicious, unless they make some really obvious moves.

Royal
Fields of Reach 100
You possess large fertile tracts of land that can provide you with great amounts of food the whole year, even in the midst of winter, as they're completely unaffected by weather, temperature, pests, vermin, and diseases.

Old King 200
A crown in your chosen style and made out of any mundane material, be it gold, silver, iron, wood, a combination of them, or something else. It gives you an air of humility and presents you as a smart and honorable leader when worn.

Weirwood Branches 400
Three white wooden tree branches that, when made into arrows, allow you to choose a single target per arrow for which they would work exceedingly well. They would bypass any normal or supernatural defenses they might have, like full plate armor or dragon scales and bones, and are far more likely to hit the desired place on the target. Wounds dealt by this arrow cannot be healed or regenerated properly and cause severe debilitating pain, even to things that are usually incapable of feeling any while inside them, and even

kill if hit into a vital enough place like a heart or liver even if the target doesn't need them to survive and they are not removed quick enough. Things killed with those arrows cannot resurrect or in any other way be brought back to life or unlife. You get three new branches each year.

Anti Dragon Fortress 600
This fortress is as big as Harrenhal but seemingly doesn't have many issues of the original, with the castle somehow managing to do a lot of commoner work, like cleaning or restocking supplies, by itself as if run by ghosts. More importantly, it seems to be incredibly resistant to fire and flames and completely immune to the ones coming from dragons. Possess a large number of scorpions as well as other anti-siege weaponry.

Conqueror
Family Blade 100
A sword of your chosen design made out of the mythical Valyrian Steel. It's perfectly balanced, always clean, never requires sharpening, and is nigh unbreakable. Is an excellent channel for any fire magics.

Conquerors Crown 200
A crown, the appearance of which you can change on the spot, made out of Valyrian steel. Gives you an air of superiority and an ethereal quality that makes people think you deserve to rule more than others.

Royal Throne 400
Whether it is the soon-to-be-famous Iron Throne that is going to be made in a bit or some other one in your chosen design, sitting on it periodically reminds people of all the victories you've achieved and dims the losses you suffered from their memory.

Claimed Dragon 600
This magical beast is equal in size and strength to Balerion the Black Dread. Unfortunately, it seems to have reached its limit of growth and can't get bigger but discovered an interesting magic trick, being able to shrink its size down anywhere from slightly smaller to what it was right after birth and return back to it's original size. It isn't an instant process, with maximum compression taking about an hour to achieve. Is loyal to you and quite smart, acting as a follower unless imported as a companion.

Companions
Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks
Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Verse Free
You can freely choose which continuity this world follows, be it books or TV show or some mixture of the two.

Supplement Free
You can use this jump as a supplement to any other ASOIAF or GOT jump. Points are kept separate.

Self-insert Free
You can take the place of one of the canon characters, either by replacing them in the story or by taking over their body. You gain their abilities and skills for the duration of the jump but lose them afterwards.

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

Black Of Hair +100
You were born out of wedlock and are a bastard with a last name to match. You can't lie about it, and the only way to get rid of it and the stigma surrounding it is through legitimization.

Outsider Traditions +100
Your behavior and views are somewhat incompatible with those of the locals, with both you and they feeling off about each other.

Incestuous Aliens +200
You are only capable of feeling romantic and sexual attraction towards the members of your own family and nobody else. Any marriage with someone who isn't related to you is guaranteed to be horrible.

Melted Away Before Them +200
All of the enemies you face seem to have become masters of guerrilla warfare and far prefer to fight you stealthily and dishonorably then before.

It Is Hopeless +200
You are a pessimist, constantly greatly overestimating the strengths of your enemies and underestimating yourself and your forces. Giving up always seems like a good idea.

One Trick Dragon +200
You have some sort of battle tactics and strategy that you favor greatly and like to constantly use. Don't be surprised when your enemies adapt to it and start to use it against you.

Never Learn +300
You're highly arrogant and see others as foolish and incapable. You never learn from your mistakes or the ones of others. You could see someone's entire army get roasted by a dragon and then march into battle thinking it will definitely go better for you despite the obviousness of the opposite.

Letter From The Enemy +300

There's someone you love more than life, maybe a family member, a friend, or even a spouse. They have been captured by some people that you hate, and you received a letter with undeniable proof of that. Any move against them will see them sending you a piece of your loved one as a reminder that you really shouldn't be acting like that. You cannot find where they are being held by any means.

Doom Of Westeros +300
In a few years the same fate that befell Valyria will happen to Westeros. You can figure out a way to stop it, but it is an extremely hard undertaking that will take up all of your time and large number of resources.

Eldritch Horrors +600
The isle of Lang and cities of K'Dath, Carcosa, and Yeen and many more strange places of the Far East and South. They are now home to some of the weirdest, strangest, and most dangerous things, the mind-breaking horrors beyond any mortal's comprehension. Pray for your sanity and their continued slumber and hope that no madman is stupid enough to wake them.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of the conqueror, his sisters and their dragons for free.

Now Choose

Stay Here
Want to settle here? Well good luck to you. Here take additional 1000 to spend here

Go Home
Had enough adventures? Very well. Here take 500 to spend here before you retire.

Next Jump
That's what we're talking about! Here take this diorama of dragonstone.

Notes

Changelog
V 1.0 Release
V 1.1 Changed Weirwood Branches