



Defiler Wings Jumpchain, By Cthulhu Fartagn

Welcome to a land without a name, just another place locked into an era of dragons and knights, of magic and elves, of evil wizards and dark armies. Welcome to Defiler Wings.

One hundred years ago, an evil sorceress known only as the 'Mistress of Evil' attempted to take over the five nations, and reshape them in her own image. Sadly, the forces she commanded were insufficient, and the realm defeated her. She vanished from history, just another failure. But of course, evil always finds a way. She survived and bided her time, regaining lost power and planning. One year ago she took the largest snake she could find, and impregnated herself with it's child in an attempt to breed a dragon. She then sent the child out to wreak havoc and rape fair maidens, all in the name of growing her army once more.

It will probably be another hundred years before she's ready, maybe even two, or all the way up to 1000, but what happens then will start in the here and now. Are you prepared? No? Well then, take this.

+1000 cp.

Now, tell me who you are.

The Dragon

The Mistress's first and currently only child. Cast out into the world so that you might be generally destructive and tear down the peace the commoners have worked so hard to build in the last century. You know what they say, always be yourself. Unless you can be the dragon.

The Damsel

A commoner girl with nothing special about you at all. The most exciting thing to happen to you was the dragon that flew by yesterday. You're the prettiest girl in the village, so hope it doesn't come by here and they sacrifice you to in in exchange for protection.

The Mistress

...You're the Mistress herself, aren't you? Or maybe you're just some other nefarious magic user. You don't have to want to conquer the world to be evil after all. There are a number of minor witches around, though they're 'dark' more than 'evil'.

The Busybody

Two options here. The pain in the ass knight in shining armor, off to slay the dragon and rescue the kidnapped princess in the hopes of moving up in life, or instead the thief who hopes to retire comfortably using the dragons money. Either way, your primary enemy is dragons, and you're good at being a pain in the ass for them.

How old are you?

Age is somethat mutable - a Mistress is at least 150, a Dragon is barely a year, a Damsel between 15 and 20, and a Busybody is between 25-35.

What gender are you?

Mistress and Damsel are locked to female, and provide a free swap to becoming such. Dragon is similarly locked (with a free switch) to male, while Busybody follows the traditional rules of keep previous or pay 50 cp to switch.

Perks and item are half off to the respective origins, bar 100 cp perks and items, which are free.

Perks

Dragon

100 cp - Scales of the Devil

Your scales are shields, your claws swords, your teeth as daggers, the quintessential dragon.

Terrifying to behold, it would take a very brave man to stand up to you. There are a number of times and places to which you could simply walk up to a group and demand something from them, and have that demand met.

100 cp - Fe Fi Fo Fum and Virgin Blood

Dragonspawn can only be made with the body of a virgin - or perhaps that's just the pride showing itself? Regardless, your nose is right on the dot when it comes to these things. You can smell her virginity, how 'ripe' she is - or how long it will take for her to grow into it - and even things like how many children a woman has, or how recently she laid with a man. It seems like you can extract months worth of information on their 'habits' with just a whiff.

200 cp - Scum of the Earth

You'd think that as a raping, pillaging, cow-eating, village-burning, caravan-raiding, and general chaos-inducing creature, that no man or woman would have anything to do with you. And yet, there exist such people as to associate with you - and you didn't even disguise yourself. I suppose money is a great motivator to scum like them. Regardless, you now enjoy a level of authority over the lesser evils of the world, some of them simply bowing to you, others requiring some golden grease.

200 cp - A Maiden Should Not Waste Away

Those pure virgins you defile so, and lock away in your caverns deep, did you think them useless upon the birth of your child? It's not so, despite what you might think. You possess a spell that alters the mind, something I recommend you cast as you make her yours. Upon casting it, the woman will find herself yours in body and mind - she cannot bear a second child for you, but surely you don't need that in order to enjoy the warmth of her body? Or perhaps she could help care for your next conquest...

400 cp - What Does It Mean To Be A Dragon?

Wings, claws, teeth, breath of fire, those traits that go down in legend as what it means to be a dragon. However... The first 'Dragon' the mistress made was done so from the seed of a snake, and as such there is a significant probability that you might be missing some, nay ALL, of these things. As such, I implore you to take at least two of these things for yourself. Grow yourself a new head, receive a breath weapon - two, even? - or increase your size from dog to bull to house. Wings with which to fly, gills with which to swim, anything you desire (from the game at least). You may purchase three more if you buy the perk a second time.

400 cp - A Hunger To Swallow The World

Let's face it, dragons eat things. Sheep, cows, virgins, all that and more. But now, you get a boost of some kind based on the last thing you ate. Eat a virgin, become more fertile. Eat a bull, your strength for increase. Each a griffin, your magical power increases. A princess, perhaps your overall beauty? Everything will give you something, but the boring stuff would probably be so small as to not notice it at all. In addition, you can eat something twice your size with ease, and maybe ten times to leave you full to bursting.

600 cp - Greater Spark of Magic

It's often said that dragons possess a unique connection to magic, what with their very breath being of the elements. And then there's the alchemical properties of your cum... But most relevantly, you are now capable of a decent selection of magic, something you most likely learned at your mother's knees. However, for all that you know maybe twenty spells, ranging from giving yourself a second breath attack to gills, to transforming into a human, you only have the power to cast such spells three times a year. That said, these are not cantrips but great rituals, designed to last for decades if need be.

600 cp - Passing the Torch of Terror

The Mistress has raised many generations of the great snakes, and then embraced them as her lover in an attempt to breed an even greater dragon. However, soon after that embrace, they'd become useless, replaced in her army and bed by your even stronger child. Sometimes in less than five years, far too short a time. That's why you can now pass the torch onto one of your children - not just the torch of terror, but also of YOU. Possessing them before they grow too much, replacing everything they are with everything you were... And keeping everything they could have become. You may do this no more than once a year, or you may use it one time as a 1up, allowing you to survive death in the form of your child should you die.

Damsel

100 cp - The One The Dragon Wants

Dragons have standards you know. They don't want to fuck some unwashed whore who has a face like a donkey's ass. They want to fuck the pretty village maiden who may or may not grow up to be a princess. Or something along those lines. As such, not only are you more beautiful than average, you can spend minimal time and effort on your appearance to get the same results as someone who spends hours at it. Cold water and no soap is a nice hot bath with soap, said hot bath is a few hours pampering, and a few hours pampering would probably start a competition with a golden apple.

100 cp - Don't Eat Me!

The other thing a dragon could want a pretty girl for - dinner. No, not the romantic candle lit kind, the one where you die. Vore. Thankfully, you're remarkably intelligent, to the point where you could try and strike up a conversation with them - or maybe it's just that the sounds of your screams of pleasure are music to their ears? Either way, less likely to be eaten.

200 cp - To Woo The Fair Maiden

It would seem that people have taken note of your flowering beauty, because you have an overly large number of suitors. Now, you aren't exactly drawing foreign princes from miles away, but if somebody was wandering by and thinking about the topic, they'll end up with you. As a bonus, they'll give you a small token of affection, a trinket of jewelry perhaps? ...No, you don't have to sleep with them, prostitution optional.

200 cp - A Merchant's Daughter

And what to do with such trinkets, if not wear them? How about sell them off for spare coin? Thanks to your rank up in life, you are now a merchant's daughter and thusly are an apprentice of trade. And haggling, and basically any basic skill a fantasy merchant would need to know. Time and effort will be required for more than the basics however.

400 cp - Too Beautiful To Kill

Congratulations, you're one step closer to being a stereotypical fantasy princess, the kind who are extremely beautiful, wouldn't hurt a fly, and who makes people feel bad about hurting her by smiling. And by that I mean that you have a small level of plot armor that scales to your beauty. Keep in mind, this won't prevent you from being raped, but it will prevent them from killing you, or from your family turning on you for the demonspawn you now carry.

400 cp - Princess In A Tower

Oh woe is me (you, actually) for you are even more the stereotypical princess, living all locked away in a tower atop a mountain. Won't some brave knight come to save you? Well, maybe, but they'd have to fight past the dragon, and your hips aren't exactly in any condition to do much walking. Anyways, any form of captivity is now significantly more comfortable. A barn and hay would suddenly turn into a nice feather bed, and a cave with nothing is at least a bed, if not a very good one. This includes room service and other arrangements, other than actually leaving.

600 cp - In A Castle Atop The World

You are no ordinary village girl, nor even an elf or mermaid. You are a something beyond that, a creature from myth or legend. You could of course be a mermaid... Or you could be a siren, queen of the deep whose voice lures men to their doom. An elf would bring fertility everywhere, one with the land. Perhaps be a fire or ice giant, utterly immune to those elements and wielding them in turn? Whatever you are, it is something VERY desirable.

600 cp - Hips That Shake The Heavens

Your body is now some sort of pregnancy factory. All the major downsides/pain in the ass are minimal at best, it can take less time if you want, and your body recovers from the damage, as minor as it now is, in record time. In addition, once you are pregnant, nothing (bar you) can prevent the baby, so you can have as much sex as you want, or eat as unhealthy as you like. Also, your hips are now as slim or THICC as you like, and everybody is gonna drool over them. Lastly, permanent damage to your figure is basically impossible - no matter how much you stretch to take a cock that huge, you'll be fine in a day or two.

Mistress

100 cp - Queen of Darkness

Once upon a time there was a young woman who discovered she really, REALLY, liked sex, and set out on a quest to taste the sperm of every race and creature she could get her hands on. Things escalated from there, and now she's the Mistress of Darkness, queen of all things evil any rapey and yada yada ya. Anyways, you are now fundamentally incapable of getting bored of sex, and are equally capable of enjoying any kind, from dogs and snakes to dragons and rock giants.

100 cp - Shrouded In Legend

Information about you is rather hard to come by, as paradoxical as that may seem. I mean, come on. The Mistress spawned a dozen dragons and built an army of demonspawn, and not one single knight or thief tried to go after her. They all focused on the dragons, content to pretend she didn't exist. The more you stay out of the limelight, even if you let your 'children' run rampant, the less attention they'll pay to you, even if all the evidence points towards you gathering monsters to try and take over the world again.

200 cp - Evil Always Finds A Way

The 13th and final dragon that the Mistress gave birth too was given 1000 years to build up the army of darkness before they would attempt to invade the kingdom. And at the end of it, the Mistress still stood, a peerless and monstrous beauty who could not be matched. Your lifespan is now functionally indefinite - so long as you have a single living child, moving past the prime of your life simply won't happen.

200 cp - A Body That Never Quits

The Defilers went out and pillaged, raped, and defiled, but from peasant girls and princesses, to elven queens and minor goddesses, not a single one of them could ever grant a Dragon the same pleasure that their mother could give them. Sex with you is mindblowing, you know everything about it, about you, and figuring them out is a cinch - what kind of mother doesn't know her own childrens favorite sexual positions? You are literally the best in the world at sex.

400 cp - I Will Grant A Boon To You

The Witch of the Old Ruins was an alchemist of some renown, constantly experimenting with strange and unusual substances to create new potions. Every now and then, a dragon would 'donate' a large amount of it's sperm for her to play with. In exchange to a 'donation', probably vigorously given, you can grant people a fragment of your magic (possibly a preset spell to go with, for those who don't know how to use it), or you could use your vast collection of alchemical knowledge and your 'donation' to create a potion to heal them of all their wounds.

400 cp - Army Of Darkness

You know, dragons are known for being arrogant. Maybe you shouldn't base your entire army on one? Or maybe you should, it's not like they'd ever betray mother dearest, right? Your children are now utterly loyal to you, capable of harming you no more than a papercut without your permission. Like getting utterly fucked into a quivering wreck. The effect weakens with each generation, but it would take, lets say five, before someone would be able to plot against you normally, and by that time they're either your child anyways, because you've been fucking your kids, or too weak to really do anything against you.

600 cp - Mother Of Monsters

What's an evil overlady down in the dumps to do about her run down army? Well, breed a new one. Where to get a good breeding sow though? Well, let's use yourself a few times and go from there. You can now mix and match the biological makeup - and therefore powers - of anyone you've ever fucked - or rather, who's fucked you, you dirty slut. Feel free to make the perfect child from the primordial soup that is your womb, but keep in mind some things don't play well together. Also, don't worry about incest, diseases and the like can't sneak past you.

600 cp - I Can Take Any Form

The Mistress, when rewarding her children, would alter her body to something more pleasing to them. Some chose a human(ish) woman, others chose a dragon-girl. You can now, to a limited extent anyways, USE the genetic material you have collected inside yourself. These forms are powerful, make no mistake, but you would need a bucket full to maintain the transformation for a day, and I'm not sure your body can hold that much - Mother of Monsters would be very useful in this regard. In addition, you might find using the powers granted by your sexual exploits to be difficult at first, though that can easily be fixed by round two.

Busybody

100 cp - Just Window Shopping

Whether you're a braggart knight on a quest to slay the dragon, or a thief looking to do away with one's treasure, you're going to need some decent equipment. As a result, you have a tendency to stumble across a variety of objects, ranging from armor and weapons to minor trinkets, enchanted or otherwise. Now, you might not be able to afford them, or can't steal them without getting caught, and they may not even be what you need, but they'll show up often.

100 cp - Brave Sir Robin

Bravely ran away! And that's you now. While most dragons probably wouldn't give a plebian like you the time of day - or anything really - if you piss them off, only to realize you don't have good enough gear or skills or whatnot, you really do need to run. Thankfully, you're great at it, and you also get a minor luck boost while doing so.

200 cp - In The Know

You have an uncanny ability to gather information, by any means. Pillow talk from a barmaid about her missing sister, coins exchanged in a back alley, talk amongst the thieves of a madman who got away with it. You could potentially extract information about someone your 'friend' didn't actually know if you had enough money to bribe them with.

200 cp - Terror Pays Well

The dragons wised up to thieves and knights fairly quickly, and soon cultivated contacts amongst the scum. Some wanted information, others a robbery or assassination, and others still to hire some thieves of their own to make life difficult for the goody do-gooders. That's where you come in. You are extremely competent at disrupting the supply lines, laying traps or ambushes - anything at all to be a pain in somebody's ass. Just remember - you don't actually have any morals, and dragons pay quite nicely.

400 cp - From Russia With Love

What's this now? A 'forgotten' remnant of the original army, or maybe a minion of some lesser evil from far away? Well, whichever it is, you're now a creature of the night. And you know what that means, right? Raping! Also eating! Specifically, you are a perverted caricature of a werewolf. With a russian accent, because why not.

400 cp - Behind Tower Walls

Since the defeat of the Mistress, the five races of these lands have taken to building great castles, machines of war, shimmering illusions to hide themselves away. A way to keep safe from the eventual return of the darkness. You now possess something akin to these designs - a master architect who could design any castle, or perhaps a dwarven smith building titans of iron. Take your pick, and keep your people safe. Or maybe don't and become a jeweler instead?

600 cp - A Hero Perseveres

Have you decided how to throw your life away? Er, Dedicate! I meant dedicate! Have you decided what to dedicate your life to yet? You may now take and empower yourself via oaths - Geas, technically. Swear an oath upon a goddess to slay a dragon and you'll find yourself with her blessing to do just that. However, such oaths were not made to be broken, but to be unbreakable. Attempting to do so would be... Painful. For every iota of blessing you receive from these, breaking them will punish you tenfold. But, a man like you never gives up, right? ...Right?

600 cp - Going Down In Legend

You are going to be the one. The one who got away, the one who slew the dragon, the one who did IT. And if you actually manage to do it, you'll find your children are one step closer to being the one. If you manage to slay a dragon, your family will eventually become renowned as dragonslayers, with your great grandchildren killing three of them with ease, as compared to your one just barely. The more you become known for, the better this becomes, and it keeps growing for every generation.

Items

Dragon

100 cp - Dragon's Hoard

What, you thought a Dragon would basically ever go anywhere whilst broke? Normally the Mistress would actually send you out penniless and have you demand tribute, but she took all the money your father made and used it to fund her army. But, dad managed to set aside some just in case, so you have 5000 farthings to work with. Granted, that's a pitiful amount and you should feel ashamed, but it's better than nothing. In future jumps, this translates into about \$5000, as a 'proper' conversion would be about \$6

200 cp - No Soliciting Means You!

Damn Knights, damn Thieves! Don't they know not to meddle in the affairs of dragons? Why do they have to keep trying to rob you of your hard earned coughstolencough money, or challenge you to deathmatches? ...Probably all the raping and pillaging. Anyways, you now have a number of traps, mechanical and magical, as well as fortification (ie repairing any damage you or they made on the way in), and some kobold servants to see to your needs, and those of your kidnapped women. The basics of a proper lair, though you'll need to find/make actual guards yourself.

400 cp - Ancient Map

These scraps of paper are almost as old as your mother, something that probably boggles your mind. Regardless, each year they will transform themselves into a map that will lead you to something you wish to find - keep in mind however, that they are fragile, already heavily damaged, and actually lead to like, five different things. So sorting them out may be an issue. But, whether it's a Jotun or a Siren (I'd not take the map underwater for the record) or the backdoor to the dwarven kingdom, these maps will lead you to them. If you can decipher them.

600 cp - Castle In The Clouds

The single hardest to reach lair a dragon could possibly wish for. A grand castle atop a mountain so high the clouds flow like waves beneath it. Made by a race of might-have-been-gods to be their shining throne, their lap of luxury, it is now yours. Modified to be hospitable to you and your children, as well as your 'guests', but also to be quite well defended. A thief who makes it in and out with full pockets deserves to go down in history as the one who got away - not that even getting here is an easy task. If you prefer, it can also come in an 'why is everything made of ice' variety.

Damsel

100 cp - A Beauty In Plain Dress

You being unusually clean is a bit odd, but potentially doable. However, your clothes are another matter. That's why you now have a decently sized dresser or similar article of furniture. Its default appearance is an old rickety thing made of oak wood, but you can change it to match a theme later. Anyways, any clothes you store in here will be cleaned in a manner akin to five star service overnight. Clean body deserves clean clothes, right?

200 cp - The Raping Willow

Alright, once more just to be safe. You know a good way to not get eaten by a dragon? Planting this tree close to your village. Similar to the Weeping Willow breed of tree, but it also gives off pheromones that cause monsters to want to rape you. And while that's honestly not a great thing, it prevents you from getting eaten, which is way better than being eaten. Things harvested from the tree will share this aspect, albeit to a lesser extent.

400 cp - To Walk The Elvenpath

The Elvenpath was the illusionary wall to hide the elves away from men and monster alike, and the shield that held when obscurity was not enough. Bypassing this is impossible without magic, something that has left many a monster utterly unable to defile their lands. You may grow or shrink it as much as you wish, defending one particular place, though you are unable to change it more than once a year. You could defend your village... Or an entire country, were you brave enough.

600 cp - Noblesse Oblige

Duty to the people, something you have acquired in the past few years. Perhaps unwelcome, perhaps not. It comes in the form of an entire kingdom that is now your responsibility, princess. Your aunt, the Queen, was recently made off with by a dragon, and as such you have been left in charge. Your advisors can technically handle everything, and the kingdom will limp along, but take the reins yourself to see them truly flourish. Unless of course, you were to purposefully drive it into the ground. Imports into future jumps if you wish, and

Mistress

100 cp - Snakes For Days

You want snakes? Good place to start breeding a dragon, you know. Anyways, what kind of snake you want? We got big snakes, we got small snakes, we got 'you could use em as a dildo' snakes, we got underwater snakes, we got 'you could ride them as a horse' snakes, we got venomous snakes, we got poisonous snakes, we got 'use em for tentacle hentai' snakes... Whats that? You want em all? Okay then, you get snakes for days. Hope you like snakes. And you may want to consider learning how to speak snake.

200 cp - In Remembrance of Better Lays

Through a combination of illusion magic and your own dark powers, you've created a crystal orb capable of summoning copies of anybody you've ever slept with. Just in case you ever wanted to fuck them again, you know? Mind you, this won't work for gathering genetic material as they're just illusions, but sometimes you really just want to feel that one dick with the ridges in just the right place again. Feels real, but sadly it isn't.

400 cp - My Beloved Smother

Somewhere along the line, you obtained a crystal ball. Maybe you bought it from a witch, stole it from a gypsy, or made it yourself. It doesn't really matter. What does matter is that this orb is an orb of scrying, and it will allow you to watch coughspycough your children. Supervise the armies' training from your bedroom, or critique the Dragon's fighting style from halfway across the continent. It can only lock onto your children however.

600 cp - The Dark Lands

You know how the saying goes, one does not simply moonwalk into Mor - er, the dark lands. This place is a hellscape of lava and ash, but if you know where to build, it can be surprisingly safe. The trick is to build your fortress on an inactive volcano, not a live one. Anyways, this place has everything an army of monsters might need to train for war, including a rather comfy - and highly indecent - palace for you to relax in while you wait. (And fuck your way though said army, taking breaks to give birth to more dragons.)

Busybody

100 cp - Arms and Armor

Boots of levitation, fireproof shield, sword of dragonsbane, sleepdust, boots of 'flying'... All valuable tools for someone intent on fighting (or bypassing entirely) a dragon. You may pick no more than two such items, but feel free to design your own. These are by no mean absolute or supremely powerful, but against a dragon they'll do the trick. For additional purchases - discounted to 50 cp for Busybodies - you may pick up a third, fourth, or even more such items, at your discretion. Be mindful, they CAN (and probably will) be stolen, but you'll get them back when the jump ends.

200 cp - Jewelry Store

A small shop standing in a lovely little corner of the merchants' district of the capitol, tended by a fine young beauty, a minor noble. She will take any trinkets or materials you acquire during your journeys off your hands, paying you a fair price for them. She can also take those same materials and craft them into a masterwork item, should you wish to give a gift to someone, though that will cost you quite the pretty penny.

400 cp - Smugglers Den

A small island north of the capitol, and now your property - or at least, something you claim dominion over, and is accepted as such. It contains any number of criminals and mercenaries, willing to break quite a few laws for the right price. They can also provide you with most anything, also for the right price. From rare and exotic goods... to 'services', and not the kind you get from a woman.

600 cp - Domiki Class Mecha

Have you ever heard the story of Baga Yaga? Three sisters, all witches, who live in a hut that stands on chicken legs. This... is very similar. It's a house-mecha. It can walk around, run, and jump, though I don't recommend you do that last one without tying all your fragiles down. Anyways, it's also useful in a fight: instead of arms, it has rocket launchers which can pose a serious threat to any dragon smaller than it is. It's maybe the size of one largeish room on the outside, but is the size of a rather large house on the inside. Ammo replenishes every week.

Companions

50 cp - Little Red Riding Whore

Strictly speaking, this place doesn't actually have... people, in the strictest sense. Everything we know is from the Dragon's perspective, and they really don't care about anything but raping virgins in order to earn the right to fuck their mother. So, instead, go ahead and pick one fairy tale - Disney or Grimm's, or something else entirely, I don't really care - and take an OC companion based on a rather perverted version of them.

100 cp - Damsel

Maybe this is a sister, maybe it's your fiancée. Maybe they're about to be dinner? Regardless, you may use this option to import one companion into the role of a Damsel, with 600 cp to buy perks and items. Please don't actually eat them, if you're a dragon, that would be frightfully rude to whichever companion you chose.

100 cp - Busybody

...Why. Would you ever want one of these? Well, I suppose it's not for me to judge... Go ahead and import one companion into the role of a Busybody, with them gaining 600 cp for perks and items. No but really, why? Do you not have better things to be spending your cp on?

200 cp - Dragon

Okay, now this is much better. Clearly you feel the need to spice up your sex life, so you've decided to buy a dragon. Unlike the others, they only receive 500 cp for perks and items, but that's because they get one purchase of 'What Does It Mean To Be A Dragon?' for free. You know, in order to increase their dragon-ness, since a first gen dragon has more in common with a garden snake? For every additional 50 cp you add onto the price, they get one additional purchase to increase their dragon-ness, for a maximum of four.

300 cp - Mistress

Ah, here we are. The woman for whose flesh an entire army of monsters is constantly craving, the goddess of sex and mother of dragons, the Mistress. Origin. The Mistress origin, not the actual one. Anyways, this companion has 700 cp with which to buy perks and items. ...or if you're willing to spring for another 100 cp, you can have the real one? Not sure why you would want her. Maybe you want to help with her quest to give the entire world a blowjob?

Drawbacks

A drawback tagged with your (origin) is worth double points.

Maximum of +600 cp.

+100 cp - Six Shooter (Dragon)

As a dragon, your robust body should have granted you an extreme level of stamina in the bedroom. However, that no longer seems to be the case. You can only have sex a maximum of six times a year - four as your normal number, and then two more if you specifically go out and find some virgins to eat as dragon viagra. And yes the eating virgins applies to the other origins, I'd love to see how you work around that (not that sex is particularly important to the other origins, bar Mistress).

+100 cp - Go Into A Deep Slumber (Dragon)

So, you have some rather bad sleeping habits. Like, really bad. Specifically, you need anywhere between two to three times as much sleep as anybody else does - for a human, getting 6-8 hours of sleep a day, this means you might end up sleeping the entire day. For a dragon, this translates to naps of 2-3 YEARS straight, and that's time you aren't increasing your treasury, breeding women, or fending off thieves and knights. Now, if you were in perfect health you could probably get away with one and a half years, but with even the slightest scratch? Yeah, no.

+200 cp - Permanent Injury (Dragon)

You got into a fight with a knight you weren't ready for. Maybe they came for you, and your pride demanded you fight them, maybe you tried to steal a princess only to run into her ancient and therefore awesome lord protector. Either way, you have permanently lost a limb. Or head, if you purchased that? Wing also works. Anyways, this will leave you incapable of bypassing the wound - choosing wings means you can never fly, choosing heads locks you into just one. It also doubles the amount of sleep you need.

+100 cp - Sacrifice A 'Virgin' Maiden (Damsel)

Whether it's some sort of magical mojo or merely a Dragon's pride, they only seem to mate with virgins. While you may not be, they now register you as one - and for whatever those requirements are, you do qualify. As a result if you get caught by a Dragon, you will be dragged off into their rape dungeon, where, yes, you gonna get raped. You'll probably spend more of the jump pregnant than not. If you're stupid enough to take as a male human, you'll probably be taking it up the ass as their favorite sex toy, and as a dragon isn't much better.

+100 cp - Jonah and the Dragon (Damsel)

The tale of Jonah is one of a man who could not get on a boat without it sinking somehow - as such, sailors use his name as a sign of bad luck. You are basically damned to eternal poverty for your time here. Even if you make yourself the queen of a nation, you would probably end up with the dragon robbing your stores multiple times a year, for every single year. Expect every coin you make to slip through your fingers somehow, and to go hungry quite often.

+200 cp - Delectable (Damsel)

I really don't know how to say this, but you smell nice. Like, really nice. Did you get a new perfume? Anyways, dragons will probably find you to be a delectable treat, if they get their hands on you. Rape you once to relieve the stress, and they might even let you live long enough to give birth. But unless you have some truly amazing skills at speech (and the ones on offer here aren't enough) you gonna get ate. Oh, and your durability perks and whatnot are offline. Good Luck~!

+100 cp - Taste Testing The World (Mistress)

I will be frank with you, you fucking love to fuck. Nymphomaniac. You aren't conquering the world because you want to rule it, but because you want to give it a blowjob so that you can find the most delicious dick in existence and they just won't lie back and let you do your thing. So while your Dragon defiles, you can expect to be going at it with whatever remnants of your army still exists... 30 times a day? That number's a bit much, but you get the idea right?

+100 cp - Rule From The Shadows (Mistress)

So, the Mistress is a powerful sorceress, capable of walking through about half the combined might of the five races before being driven back. Hence the army of darkness and the defilers, to cover the other half (or all of it). However, you don't have that. Her primary power, represented as the two capstones, are offline due to divine intervention, so you'll have to rely purely on the army you build to win the day - you can't ever take the field yourself, or even command them with strategy.

+200 cp - Thus The Defiler Fought There (Mistress)

Something must have gone very very wrong when the five armies drove you away and into the dark lands, because when you returned, you found something very different. Specifically, you found Japan and the JSDF. Or another country, if you prefer? Either way, you are no longer going up against a bunch of fantasy races, but a modern military - and this means that the best species for your children to impregnate no longer exist. Have fun with that.

+100 cp - Finance the Terror (Busybody)

So, it would seem that somebody has paid a rather large sum of cash to make life painful for you. As a result, you're haunted by a rash of bad luck. It's not anything major, and you may even be able to stop it from happening by beating the shit out of the thieves, assassins, and ninjas who are making it happen, but I wouldn't count on it. Each one is probably only a day's delay in whatever goal you're trying to do, but there's something like a thousand of them, thankfully not all at once. Have fun?

+100 cp - You Are All Cowards! (Busybody)

It would seem that you are the only one willing to fight the dragon. Or steal from it. Nobody will help you in your quest for riches and glory. Even mentioning your end goal is enough for the ancient sage who promised to help to clam up right quick. You'll have to do all this by yourself. Oh, and if you're a criminal who was helping the dragon? You have to do all the sabotage yourself. Basically, no matter what you do, you have to do it alone.

+200 cp - Generation Skip (Busybody)

You... were very unlucky, somehow. See, the first Dragon the Mistress gave birth to was kind of pathetic, and could potentially lose a fight to a few dogs or some untrained peasants. It would seem, however, that the mistress was extremely unsatisfied with this, and immediately skipped through three generations of Dragon to get one that was actually dragonish. Wings, fire breathing, and the size of an elephant. Basically? You're going to need a ton of top tier equipment to even stand on par with them. (And no, this is not free points as a dragon, she chose one of your siblings, not you, so you can't use Passing The Torch Of Terror on them)

If you have any questions, follow the link and start typing, I'll get an email within 10-15 minutes.

<https://docs.google.com/document/d/1jIk0tIUvQZQj0dPDufk2wsEptByQqENejZMLzLJVs6o/edit>

Knight items

Enchanted Platemail - protection from elements

Golden Platemail - Stronger armor

Dragonslayer Lance - Super Effective against dragons

Lady of the Lake Sword - Increased attack accuracy

Flameburg Sowrd - Imbued with fire

Icecracker Sword - Imbued with ice

The Thunderer - Imbued with thunder

Mirror Sheild - Reflects breath weapon

Sleepdust - Keeps dragon asleep

Bag of holding - Doubles carry weight

Antidote - Cures poison

Enchanted Dagger - Is poisoned

Ring of Invisibility - Invisibility

Boots of Flying - Levitation

Cooling/Warming Amulet - Helps resist hot/cold environments