



Let us begin. You are a dragon in some sort of rather generic fantasy world, primarily populated by human kingdoms, with nonhuman races like goblins and halflings existing but rare. Wizards study their craft in magical towers, whilst the aloof gods remain content to grant power to clerics and paladins, never directly intervening until their worship is truly threatened. This world is one that is ripe for your kind, for the few can challenge a dragon and survive are often dragons themselves.

Dragons are reptilian creatures that can have up to ten limbs or none at all, with ridged or smooth heads along with a pair of feathery, scaly or leathery wings. With those wings they can take to the skies and rain down death with great gouts of flame from their mouths.

Even the frailest of dragons possess scales that can deflect metal weapons along with strength and size that can make even the finest of warhorses pale in comparison. Dragons are no lumbering, mindless brutes either.

The mind of a dragon may be the greatest tool they have for they are at least the equal of humans and often their superior. Some especially intelligent dragons are capable of magic much like a wizard.

Finally, dragons are incredibly long lived and grow in strength as they age, with elder dragons completely dwarfing adolescents in power and presence.

However, dragons do have one major weakness, they feel the urge to hibernate on their great hoards of treasure for years, even generations at a time, a few years after reaching adulthood. On an additional note, your body parts are highly valuable reagents for those magically inclined, dragonbone being an excellent material to make staves out of and demons find your body parts and magical energy worthy tribute.

Your draconic nature might not be enough to take on this world however, so here have this
+1000 CP

Perks - Two perks per price tier are discounted, with 100 CP perks being free

Dragon Sense - Free

You have an innate sense of how much material wealth you possess, how infamous you are to the general population, how bad your unhealed wounds are, how much you have offended the gods and your own personality measured on three axes with six different traits.

Brutality: Strength and cruelty and its inverse, Finesse: Precision and aerial maneuverability

Cunning: intelligence and trickery and its inverse, Honour: honesty and trustworthiness

Disdain: Patience and Scorn and its inverse, Vigilance: attention and impulsiveness

Builder of a Legend - 100 CP

What good is a dragon that has a vast lair, with piles of gold and other treasures but doesn't have a single human that quakes in their boots at the mere mention of their name? No good at all, which is why you're quite adept at finding ways to get your name feared. Knowing which humans are cowards that won't need much "persuading" to offer you tribute and which ones should be eaten to provide an example for the rest, how much of a village you need to burn before you're taken seriously and where your raids create the most terror are all things that you now know well.

Winged Terror - 100 CP

Though you may not be an acrobat in the sky, your ability to soar through the air is impressive, even amongst dragons. You can fly for longer and faster than most other dragons and you won't find your wing muscles spasming at awkward moments no matter how much strenuous activity you've been doing. Furthermore, any "passengers" that you may have, whether they are riding on your back or being carried in your claws, can rest assured that they won't fall off, even if they're a sedentary wizard that spends most of their time studying in their wizard tower.

Terrifying Presence - 100 CP

Dragons tower over men like they tower over mice, can torch towns and bring fiery death to even mighty demons and there are not many places one can run from a flying dragon. Even so, they're something about the aura you exude that makes you far more intimidating than normal. Where most would have to roar their might to the heavens, you can simply make pointed remarks. Where another dragon would have to burn down a house to make their point a simple fiery snort will do the trick for you. Even those that are similarly above the puny mortals you lord over like mighty wizards and other dragons will find themselves approaching you with more trepidation than they normally would.

Rather Gentle for a Dragon - 100 CP

Dragons are both far larger and stronger than any human. Yet, tales of dragons holding dainty princesses in their claws are common for a reason. Your finesse and restraint have increased greatly and you'll find now matter how strong you grow you can still be gentle.

Honourable Dragon - 200 CP

As cruel and capricious dragons can be, as cunning and duplicitous they are, there are still some dragons that can be trusted to keep their word. It seems you can count yourself amongst their ranks. Thus you exude an aura of trustworthiness to humans meaning they'll believe that you'll honour the promises you make and won't just eat them after renegeing on the deal. Not eating them afterwards is not necessary to maintain perception of being a reputable dragon but it's certainly helpful. Along with this air of honesty, you find yourself stronger, tougher and generally more capable when you engage in fair fights and honourable duels.

Serene Dragon - 200 CP

The only fragile part of a dragon is their ego. This might not seem like a huge weakness but being tricked into magically binding chains or ambushes because someone got a rise out of you isn't a good look. Thankfully, you know how to keep it cool and ignore the emotional effects of taunts, threats and other such provocations, letting you rationally analyze their meanings. Furthermore, your ability to remain cool under fire is helpful when you prepare ambushes and traps yourself, as you can patiently wait until the right time to spring them instead of attacking prematurely.

Wealthy Dragon - 200 CP

All dragons love collecting gold, gems, jewellery and other wondrous shinies to hide away in their hoards but you truly excel in this endeavour. Taking the loaded wagons of merchant caravans to your lair intact, sifting through the crumbled ruins of a wizard tower to find relics and leaving the bodies of defeated adventurer parties intact enough to be looted are but a few of your feats. The acquisition of wealth isn't the only thing you're good at. You know how to make sure that thieves don't get into your lair while you're still awake and the best way to secure your treasury when you go to hibernate.

Lucky Dragon - 200 CP

With all the advantages a dragon has, you'd think luck wouldn't be one they needed. Yet here you are, the luckiest hatchling of a dragoness there's been in quite some time. Get kicked out of your lair by an older dragon? There's a perfect site to set up just a short flight away. A wizard has summoned a demon that's put you on the ropes? Too bad for them it's an incredibly flammable demon. Clutchmate humiliated you when you were young? You'll get your chance for revenge on your terms. This luck does have its limitations however, as it mostly just helps you spring back from setbacks and it can't help you with everything.

Aerial Acrobat - 400 CP

Are you sure you're a dragon and not a hummingbird? The sight of you taking flight is always a wondrous display of maneuverability. Other dragons can only watch in envy as they take bites and swipes at you only to strike nothing but air and even the most death defying stunts, like diving down a tower at full speed with a hostile demon on your back as you try to skewer the wizard that summoned, aren't beyond your reach. If you're unable to take to the sky for whatever reason, know that this aptitude to the air also translates to swimming as well.

Spymaster - 400 CP

No one really expects a dragon to have a spy ring. That's why the ones you run are so effective. From finding and verifying rumours from kingdoms across the world, keeping an eye on your own internal affairs and providing profiles on important locals, your information networks will provide you with accurate intelligence, even if it's not the most in depth. Do keep in mind you'll need minions to set these up and it's helpful if they're a reasonably intelligent sort. In other words, humans and not goblins.

Silver Tongue - 400 CP

Why only silver? Because you're saving the gold for your treasury, obviously. Jests aside, your skill in speechcraft might be a weapon more dangerous than any of your claws, the deadliest thing in your mouth being your tongue instead of your teeth and the most powerful thing that comes out of your mouth being words rather than flame. You can convince monarchs to hand over their kingdoms, make alliances with prideful wizards and generally reduce the amount of day to day smashing, roaring and burning you have to do to get your way.

Brutal Enforcement - 400 CP

Defiling temples, burning villages and extracting as much wealth as they can from their hapless subjects, one would wonder why rebellions against draconic overlords aren't more common. Until they see you in person. You are practically a monolith of violence and force, demanding fear and respect in equal amounts with your mere presence, the effect increasing as your reputation as a dragon does. Most external threats to you and your kingdom can be dealt simply by utilizing your reputation, for they remember the gruesome end of those that disregarded it. When it comes to managing your domain, your tyranny is unbound by dissent. Eating a noble that displeases you in a conversation would simply be met with silent fear and the conversation swiftly moving on.

Transcendent Disdain - 600 CP

You don't really care anymore. And really, why should you? The actions of lesser beings may have been troublesome before but now your massive scorn for the world has paid dividends. The need to leave your lair to achieve your goals has been greatly reduced. Want to conquer a kingdom? Eventually the queen will show up with her nobility in tow to your lair and you can convince her or "convince" her successor to hand over the throne. Adventuring party looking to attack you and take your loot? You aren't infamous enough and they move on to tackle greater monsters. Another kingdom is invading yours? All that really happens is you lose some tribute that year. So on and so forth. However, you can't completely ignore foes that are close to you in their stature. Malevolent wizards and other dragons gunning for your treasures will need a personal touch to be dealt with. But you can still ignore the threat they pose to you for quite some time and when they finally move to strike you in your lair you'll find yourself in the perfect position to take them down, whether it's by preparing an ambush for them or chancing upon them in the midst of their preparations against you. Also, this doesn't work for romantic pursuits.

Unending Vigilance - 600 CP

A dragon is a mighty thing indeed, but from might comes hubris and the notion that lesser beings pose absolutely no threat and can be safely ignored. You have thoroughly disabused yourself of that notion and find yourself very involved in the matters of mice and men, though the average dragon finds it hard to distinguish between the two. No longer will your ego and sense of self importance hinder your ability to perform menial, repetitive and demeaning tasks, allowing you to make greater use of your underlings than others; you're practically a micromanager by dragon standards. Furthermore, your sensory and tracking capabilities gain a tremendous boost, making you a truly relentless hunter. No game of cat and mouse you play will end with the mouse getting away.

The Dragon Prince - 600 CP

You are a master manipulator with a tremendous mind. Your cunning is at such a level that the battle plans you create and the ambushes you design are practically guaranteed to achieve decisive and easy victories, whether your opponent is a small group of elites, an army in a pitched battle or even another dragon. You are also well versed in whipping the incompetent elements of your subordinates into shape, turning worthless goblins into an elite force capable of defending your treasures from any thieves for the duration of your hibernation. To further bolster the machinations of incredible intellect, you have gained knowledge of how to use enchanting magic. You're capable of creating traps that can keep killing thieves for generations, chains that could bind down dragons and possibly even take human form to whisper into the ears of kings.

Sheer Power - 600 CP

Other dragons may hide behind the armies they have conquered, or the promises crafted by their silver tongues. Not you. You are a mountain of might, a force to be feared, dealing death and destruction. Mounted knights clad in their metal armour may as well be cloth dolls to you and once you really get going, you could destroy entire armies with a single charge. The swords of giant demons bounce off your scales and even if you were to go into a frenzied state, discarding your defensive instincts, you find even the greatest demonologist turned to shreds along with their infernal minions whilst you emerge unscathed. Not even magically reinforced wizard towers that lesser dragons would need magical aid to topple can withstand your might.

Items - You have a 300 CP stipend to spend on items only.

Pile of Gold - 50 CP each, First purchase free

There's enough gold here to make a decent lining for your jewel encrusted bed. I mean you could use it to purchase items and the like but you're a dragon aren't you?

Magic Trinket - 100 CP

An item sized for humans magically enchanted to make it far superior than a mundane version of it along with other sundry enchantments. A magic shield could protect one's entire body and sustain them without food or water. When you came to take it from its previous owner, it did little more than buy them some time but, to be fair, you are a dragon and they were not. Regardless, it's made of gold or another precious material and it gleams with the essence of magic making it a worthy addition to your hoard.

Captive Royalty - 100 CP

A princess or a prince from one of the many kingdoms of this world. They can be ransomed for a fine sum of money, make for good conversation with their higher education or be used as a lure for knights and "heroes". If nothing else, they make for a delicious meal and eating them right in front of any would-be rescue party will greatly demoralize them. Once you tire of a particular prince or princess and dispose of them, whether you ransom them off, simply eat them or just let them slip away from your grasp in the night, you will find a new captive royal in your possession somewhere secure.

Lair - 200 CP

Located at the top of a hill, with herds of wild yet docile livestock roaming in the grassfields nearby and surrounded by verdant forest filled with game, there is an opening that leads below the ground. Inside, there is an extensive cave complex with plenty of room for a dragon and their rightful possessions. If you wish, there may already be an easily cowed and populous tribe of goblins residing here, ready to be subjugated by their betters (that means you). Furthermore, this hill is located close enough to civilization for you to easily terrorise villages but far enough that it will take effort to find. In future worlds, it will appear in similarly near and remote locales. Your lair retains any modifications made to it and if you so desire you can import a property you already possess into it.

Dragon Sized Chess Set - 200 CP

A large set of durable chess pieces and a board, made out of whatever materials or aesthetics you please and perfectly sized and shaped for your dragon claws. This set has an interesting quality, for when you fairly play and win a game against another intellectual type, they'll start falling for you. You can choose the type of affection they start feeling but it defaults to being a romantic one. Of course, if you only wish to win in the game of chess and not the game of love, your experience with this set lets you cheat with far greater ease than usual.

Mountain Pass - 400 CP

Effectively the monetary lifeline of the kingdom, this junction of a trade route is used by every merchant in the kingdom. You've effectively taken control over it, though the toll collectors and merchants may not know it yet, as it seems like any response to your actions from any "proper" higher authority is token and ineffectual at best and most often simply nonexistent. Whether you simply have the toll keepers pay you what they paid the crown or increase their rates to near extortion levels, you'll find yourself netting tidy sums of wealth consistently. Of course if that's not enough, you can simply terrorize the caravans that pass through here and take all that you want. Do keep in mind that if you were to do something truly ridiculous, like literally taking every caravan that passed through in a day, trade will dry up for a while.

Ruined Wizard Tower - 400 CP

It appears a great and powerful wizard once took residence here. Once, being the keyword as the trail of devastation that one of your brethren wrought is incredibly obvious, even now, and so are the results of its fatal conclusion. Still, one may learn much, even from a dead wizard. Though many of the tower's tomes and texts may have been scorched, torn or swallowed whole, there's still a veritable treasure trove of information to be gathered. From comprehensive compendiums detailing demons to dissertations on dirt transmutation or notes on what morbid and grotesque experiments the wizard might have been performing, whatever knowledge that might be contained will be a fine addition to your collection. If you're lucky, you might even find the leftover scraps of the wizard's personal adornments or the remnants of their experiments. It might be macabre but dragonbone makes for fine material, not just for wizard staves.

Kingdom - 600 CP

Congratulations King (or Queen) Dragon. Whether you seized your crown with your own claws or convinced another to place it on your head, it matters not. For you now rule with absolute authority, the only way a dragon can. Regular wagonloads of tribute trickle to your lair in a stream, all that falls under the banner of this kingdom is yours to take and your word is law. While the kingdom is ostensibly under your protection, there's nothing stopping you from simply torching any delegations that arrive to seek your help. Thankfully, the kingdom still has a standing army with mounted knights in shining armour with lances and heavy equipment like ballistas along with other lesser troops. The kingdom will retain any modifications you make to it.

Deus Draconis - 600 CP

A statue of your likeness, made out of gold with precious stones being inset where your eyes, teeth and claw points would be. The gems set where "your" eye sockets glow slightly as if they have captured a tiny fraction of your divine flame, blessing those around it with your grace. At least that's what the members of your cult seem to believe. Oh and you have a cult now. Though few may want to worship a capricious and brutal eater of men, in time it will grow in size, with shrines being built all over by your worshippers, tribute nearly doubling in both quantity and quality and those you rule over will serve with greater devotion and zeal. If you were to gift this statue to the masses, the spread and influence of your cult would increase greatly.

Companions and Followers

“Champion” - Free

A particularly strong, brave and determined goblin has somehow gotten the notion that he was destined for greatness and is willing to embark on quests in your name. The fact that his enthusiasm far exceeds his intelligence might mean he ends up causing more trouble than it's worth, his antics might end up becoming entertaining. Or at least he'll be someone else's annoyance. Of course, his greater muscle mass does mean he's quite a bit tastier than a regular goblin.

Narrator - Free

The screams of villagers and the grovelling nobles are indeed music to your ears, but sometimes you need something that's a little more sophisticated and isn't liable to freeze up in terror and stop talking once the teeth, claws and flames get going. Enter this disembodied voice. Neither entirely sycophantic nor fully rebellious, they'll describe the locales, characters and events that occur throughout your life from the second person perspective. You may decide what sort of voice they have.

Defeated Bard - 50 CP

Years ago, or perhaps just last Tuesday you utterly defeated an adventuring party, scattering them to edges of the world as they fled in terror. At least one of them survived, in no small part thanks to your “great magnanimity”, to spread the word of your might and dominion throughout the land. Of particular note is the bard as she (or he, not that it really matters to a dragon) possesses great oratory skills along with the other methods of getting the crowd's attention a minstrel bard would know, making her well suited to spreading to further bolstering your reputation or sullyng the reputations of others.

Wizard Comrade - 200 CP

Whether they're a demon conjuring illusionist or a dour transmuter, you've found yourself allied with a wizard. Their mystical might could create illusions and set up lightning traps or polymorph ogres into house flies, reduce the structural integrity of anything from stone to the scales of a dragon or turn themselves into clouds of mist. For an additional 100 CP they can bring their wizard's tower along with them, whether it's filled with fellow but lesser mages and other servants or just their research.

Dragon Mate - 300 CP each

Feeling lonely? Not to worry, you can import or create a companion as a dragon with 800 CP and the same number of discounts you have. They don't necessarily have to be your mate but it is very rare for dragons to associate with another for any other reasons. Clutchmates often end up at each other's throats after all, and the first experience an adolescent dragon might have waging proxy wars is against their own parents.

Drawbacks - No Limits

Hatchling + 0 CP

Instead of entering this world as an adult dragon, you will find yourself growing up under the care of your dragon mother as a recently hatched baby.

Extended + 0 CP

Instead of ten years, you will be staying here until you complete your first full hibernation.

Tin Can Magnet + 100 CP

Looks like you just can't get rid of those darn knights, even when you don't have any captive princesses to save. Conquering the kingdom you're in doesn't seem to help either, knights from a foreign land will show up to harass you instead. It does seem their honour will lead them into a direct confrontation with you instead of doing things more likely to harm you, like attacking your subjects or stealing your tribute shipments.

Like Sand in a Fist + 100 CP'

No matter how much wealth you take and no matter how hard you try to protect it, there always seems to be thieves that take from you whilst you're distracted or otherwise occupied, some mismanagement of tribute that leads to you losing out or some other event that occurs to take away your hard earned loot. While this by no means will bankrupt you, the niggling feeling that this gives you will certainly keep you up at night.

Smiling Crocodile + 100 CP

Why is it that no one ever trusts you? It seems like any method of convincing other non-minion people to do your bidding besides death threats just doesn't seem to work out. Perhaps your reputation as a trickster and backstabber has gone out of control or maybe they just don't like you. Either way, expect to get your claws dirtier than usual.

Flightless + 200 CP

Oh dear. Whether it was the result of a terrible battle or simply a birth defect, you find yourself without wings and the ability to fly.

Fatal Flaw + 200 CP each, up to 3 times

Some dragons really are set in their ways, limiting how they can approach different problems and you unfortunately are one of them. If you find yourself using brutality and strength often, your finesse and dexterity will atrophy and you'll find it harder and harder to take the subtle approach. Using trickery and manipulation will make it harder for you to win direct fights, whilst acting the honourable duelist will dullen your scheming mind. Possessing peerless vigilance will only lead to you overreacting to threats and perceived slights, whilst having the disdain to ignore such things will only lead to you ignoring actual threats.

This drawback may be taken three times, once for each opposed axes of traits. Every time you take it, you must choose which attribute to use at the cost of its inverse.

Adventures Against You + 200 CP

It appears that a party of heroes has formed for the sole purpose of taking you down. The wide variety of skill sets covered by their members means that they'll be able to attack from all sorts of angles, from striking at your character, killing your followers, stealing from your hoard or sowing dissent in the lands you've conquered. It isn't too hard to get them to engage you in a direct confrontation but do be warned, they'll put up some serious resistance whether you plan to lure them into an ambush or simply crush them with sheer power.

Rival Clutchmate + 300/600 CP

You never were too fond of brother (or sister) dearest in your childhood and now this sibling rivalry has grown up to be something far bigger. They're on the warpath now, encroaching onto your territory and poaching your prey and they're just about as strong as you are but possibly in different ways. Depending on the sort they are, they might come with a kingdom's army in tow or they might have convinced someone else you've drawn the ire of to join forces with them. Then again, they could simply be flying in your general direction to smash you into the ground like they did back when you were young. Once you give your clutchmate a sound beating they'll stop being a threat, whether you kill them or not.

For an additional 300 CP, your sibling has undergone a massive growth spurt, leaving them four times larger than you are and many times stronger. Good luck.

Old Wounds + 300 CP

A dragon's scales may be some of the toughest things in the world and the rest of the dragon isn't exactly fragile either but that just makes any wounds that get past those defenses all the more painful. You've been afflicted with what could be described as a museum of battle scars, from claw marks that came from other dragons, fractures from rockslides and falling boulders, muddled minds and enfeebled muscles courtesy of a wizard's spells, a few missing body parts and far too much more to list. This litany of scars, improperly healed injuries and afflictions have practically left you on death's door, one good wound away from death. These wounds will not prevent you from fighting like you did before you got them but they will not heal with any method short of hibernation.

Archmage After You + 300 CP

Dragons and wizards, two sorts of creatures that are very different in many ways but both have a very important commonality: One should not cross either. But what happens if a dragon raises the attention of a wizard and not in a good way? Let's find out. A wizard has designs for your ridged/ smooth/ nondescript head. Perhaps they have a sense of loyalty to the ruling monarch (or the formerly ruling one if you have a kingdom) and believe you are a threat to their reign. Or maybe they literally do want your head for their morbid experiments cum collection. In any case, he or she is a dangerous foe to have, capable of many cunning deceptions and if given the chance, their magic is sure to tear you apart.

Blasphemy + 600 CP

The gods of this world are a greedy sort, jealously protecting the riches collected in the temples dedicated for their worship and valuing it above all else. Whether you meant it or not, you have been marked as a blasphemer and have the disapproval of the gods. For now, it will merely manifest as bad omens and rainy days but if the gods feel as if you will further threaten their worship or material tribute, expect a surprise lightning bolt and a visit from the goddess of war's avatar.

Just a Human + 600 CP

Not a dragon. Not a wizard. Not a human with powers gained from interdimensional travel. Just you.

End Choice (of the Dragon)

Stay Here

Move On

Return Home

Notes

Source Material of the Jump <https://www.choiceofgames.com/dragon/>.

Assume you can freely decide the number of limbs, texture of wings and head shape of your dragon form along with the colour of its scales and whether they possess iridescent properties or not. You can also choose to be a completely nondescript dragon instead, if you so wish. You gain your dragon form as an alt-form after the jump is over, with your wings restored if you took the flightless drawback. You also lose the urge to hibernate.

>The Dragon Prince

Like the Machiavelli book. I don't have Netflix.

>Mountain Pass

In future worlds, the pass may take the form of another more setting-appropriate type of important trade/travel nexus.

>Items

You can import similar items into the ones you purchase.

>Deus Draconis

Gifting the statue of your likeness to your cultists will not draw the attention of the gods, even if you take Blasphemy.

>Hatchling

The other drawbacks take effect once you become an adult.

>Rival Clutchmate

The regular version of the drawback sends a dragon that's roughly on par with your capabilities from this jump, whilst the 600 CP version will exceed you physically.