Archdragon: a Benefactor Supplement
v1.0
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Greetings, mortal. Gaze upon my true form, and be not afraid.
…Oh, shoot, that's somebody else's line, isn't it? Let me start over. I am the Archdragon, known by many names across the multiverse. Bahamut, Apsu, Smaug, Alexstrasza, theLegend27 (I was going through a phase, don't judge). And of course, the name I used when we first met.

I apologize for that deception, but I had my reasons. Phenomenal cosmic power is a terrible burden, and wearing the mask and mantle of mortality is one manner in which I relieve myself of it, for a time. But in you, I see a spark of something great and terrible and glorious, and so the guise must be shed so that I may speak with you plainly and openly.

To be plain and open, then: you have the soul of a dragon. More than that, you have the potential to become something greater, an Archdragon like myself, and I would see that potential fulfilled.

You are familiar with the concept of a Jumpchain, yes? Accept my offer, allow me to take you under my wing, and I will act as your Benefactor, guiding you on the path to awakening your Spark and ascending to my level.

Archdragon's Geas

In lieu of providing entertainment, your Archdragon Benefactor commands that you conduct yourself in a manner befitting a future Archdragon, represented by the following rules.

Sharpen Your Claws

You are a dragon, and the manner of your growth must reflect that. If a jump document offers the chance to be a dragon, to recruit dragon companions, or to obtain any perks, powers, items or other purchases that are of a draconic nature or aesthetic, you must allocate points towards such options before you are allowed to spend points on anything else. You're not obliged to take drawbacks just so you can afford more dragon-themed purchases, but if there's anything draconic left to buy that you can afford with your current budget, you cannot elect to buy non-draconic things instead.

Harden Your Scales

You are a dragon, and you cannot spend your chain avoiding *actually being a dragon.* Your first jump, and at least one out of every ten jumps on your chain, must provide you the option to be a dragon, which of course you must take in accordance with the above rule.

Build Your Hoard

You are a dragon, and a dragon must have a big pile of treasure all to themselves. At least half of all the wealth you accumulate, and Items whose total CP value is at least half the total CP that you've spent on Items across your chain, must remain in your Warehouse in a big glorious pile. You may decide which Items to leave in the hoard at the start of each jump, swapping things out as desired, but once the decision is made you can't take out anything you've decided to store. If you don't have a suitable space to keep your hoard in, your Benefactor will provide a nice big treasure cave for you.

Spread Your Wings

You are a dragon, and will one day be an Archdragon, and it is thus your duty to serve and protect the interests of dragons. In every world you visit, if there is a conflict between dragons and non-dragons, you must support the former, and if dragons are being hunted, exploited, oppressed or otherwise mistreated, you must act to rectify the situation.

Archdragon's Recompense

In exchange for the additional strictures placed on you, and in recognition of your draconic destiny, the Archdragon offers the following gifts.

Dragon's Hoard

You are expected to build a hoard, so you will be given the tools to do so. In each jump, you gain an additional stipend of 400 points which can only be used to purchase Items.

Dragon's Crown

You are the chosen of the Archdragon, and will one day become an Archdragon yourself. Other dragons recognize this, and while they will not automatically defer to you they are far more likely to treat with you as an equal. Any charisma perks and the like that you possess will additionally have greater effect with dragons.

Dragon Becoming

You are becoming more like a dragon, and every step along that path is a step forward, not sideways. You may freely blend any draconic perks, powers, alt-forms, and even items in any way that you wish, and the end result will always be at least a bit better than the individual components.

Dragon Ascending

As a dragon grows older, they also grow stronger, and that applies to you. For every five jumps that you successfully complete, you may receive one of the following benefits. Each can be chosen more than once.

- Furnace Lung: You may add one perk or power that you've purchased to your Body Mod. Each time you select this benefit, the number of things added to your body mod increases by one, i.e. the second time you add two things to your body mod, the third time you add three things, and so on.
- Burning Heart: Your starting budget in each jump increases by 100. Each time you select this benefit, the budget increase is raised by 100, i.e. the second time you increase your budget by 200 for a total of +300, the third time it increases by 300 for a total of +600, and so on.
- Dragon's Flight: The maximum number of companions you can import into a jump is increased by one. Each time you select this benefit, the increase is incremented by one, i.e. the second time you increase the maximum imports by 2 for a total of +3, the third time you increase it by 3 for a maximum of +6, and so on.