Dungeons and Dragons:

The Dragons

Dragons are many things. A symbol of power, greed, or evil. The dragons of D&D cannot be summed up so easily. Many are wholly good. Many are neither good nor evil. Some adhere to stranger principles. A dragon may be a walking library of ancient history, an enemy of all things that exist, a placid isolationist enjoying privacy deep within the wilderness, a grateful conversationalist who lives among lesser creatures for company, or a wise tutor for its kind.

Their mentality and lifespan is fundamentally different. While a human will physically peak at a mere twenty-five years of age, a dragon will grow stronger and greater for more than twelve hundred. It is likely a dragon will grow mightier and more dangerous until it is finally slain. For all their great age, dragons know they have time. They can wait for ages.

But a dragon is not immortal. Greed may draw them into danger, pride may get it killed. Dragons may struggle to see danger in anything less than another dragon until it is too late. And even though they may live for millennia, age may eventually claim them still.

Welcome to the dungeon. You're the dragon. You gain 1000 Dragon Points to build yourself here.

You may use this jump to travel to any D&D setting that has dragons in them including the fantasy-Earth that is referenced in certain sourcebooks. Due to the conditions on Athas, Dark Sun does not qualify, if for whatever reason you wanted to visit that hole. Alternatively you may visit the generic pseudo-Greyhawk of 3e or the generic Points of Light of 4e.

Races

Despite the vast number of official dragon races, not all dragons are created equal. Racial pricing here is determined largely by the size, inherent natural abilities and advantages of the individual kind of dragon and you should assume that a more expensive dragon has more dangerous natural abilities than a cheaper one and vice versa. Do note that while all dragon kinds have *strong tendencies* towards some sort of behaviour, all dragons are intelligent creatures and any dragon may choose a different path. Therefore, you are not forced into any mental or behavioural patterns by choosing a race here, though it may linger on in particular instincts.

Your gender is irrelevant and may be freely selected. Dragons lack significant sexual dimorphism.

Chromatic: Chromatic dragons are the evil dragons, created by Io in his darker moments. But while chromatics tend towards wickedness, they remain intelligent, free-willed creatures, and good chromatic dragons are known to exist. Sadly, however, bucking the trend and seeking the light has few rewards, least of all from the tyrannical Queen of Evil Dragons, and such creatures frequently endure a hunted life. They are typically drawn towards tormenting and abusing those weaker than them. Which is, naturally, most creatures.

- **Black (+200):** Black Dragons are the most evil-tempered of all Chromatics, who make up for their relatively small size and strength through inflicting suffering upon anything unfortunate enough to fall into their clutches. They enjoy torture for the sake of torture; little beyond inflicting further pain motivates them to keep their captives alive. As an amphibious species of dragon, they can breathe water, survive indefinitely without surfacing, and swim as fast as they can move on land. They also breathe a strongly acidic slime, which also comes from a pair of glands in their mouths that mixes with their saliva, and many use this to slowly drip over their captives as a form of torture. Older Black dragons often have an acid-eaten look, with seemingly-frail flesh drawn taught over visible bone (this neither harms the dragon nor compromises its formidable durability).
- **Blue (+50):** Blue dragons are desert and coastal-dwelling dragons who breathe bolts of lightning against their enemies and, as a burrowing dragon, dig out subterranean lairs. They are among the most organised and disciplined of the Chromatic dragons, and the least likely to commit pointless acts of spite. While other Chromatics have slaves, Blues have minions. Their well-organised nature results in them being very effective at establishing a complex network of tolls and taxes for moving through their territory, which often ends up in a pseudo-feudal structure of older dragons becoming the overlord of younger dragons and enforcing tribute in exchange for protection.
- **Brown (+50):** Brown dragons are desert-dwelling gourmands with a marked preference for digging both extensive subterranean lairs and hiding beneath the sands to ambush any creature who comes near. For this purpose, they have a non-supernatural ability called tremorsense – the ability to sense the exact location of anything in contact with the ground in a radius of approximately 500 feet around its body. Their breath weapon is acid and like Blues are a burrowing species. They are well known for prizing the taste of horseflesh above almost all others, making them a menace to desert travellers and merchants.
- **Grey (+100):** Formerly a degenerate and weak species until Tiamat herself stepped in to… correct this, Grey, also known as Fang, dragons have been vastly improved from their days

as a barely true dragon (they really were a borderline lesser dragon). Now, with an intellect comparable to the rest of the Chromatic family, eyesight unusually good even by dragon standards and an acidic petrifying breath weapon, they've gained a great deal of new respect. Additionally, they're studded in stony spikes they can detach and use to pin people to the ground or else magically petrify them. They are consummate hunters who love the thrill of the chase and are known to release their enemies just to chase them down all over again.

- **Green (+100):** Green dragons dwell in forests and breathe a gout of poisonous gas. Comparable to Black dragons, they are also fully amphibious though somewhat poorer swimmers but more robust. They love evoking terror and playing sadistic psychological mind games with anything that falls into their clutches over inflicting physical pain.
- **Orange (+100):** Orange dragons are amphibious dragons who often lurk underwater to ambush their prey and are notorious for inflicting pain out of pointless spite at whatever catches its fancy. Orange dragons have a rather unique breath weapon, a line of hot liquid (sometimes described as molten sodium) kept stable by a coating of oily saliva, which rapidly evaporates and causes the liquid to violently detonate. Unfortunately, its breath weapon does recharge somewhat slower than a normal dragon's. They are also immune to poison.
- **Purple (-100):** The halfbreed purples consider themselves the lords of all dragonkind. They equal Reds in size and pure strength, and use their natural abilities to carve out great empires among both men and dwarves, and seek to beat other dragons into submission. Their breath weapon is relatively unusual in that it is a blaze of energy that can be unleashed as a blinding general burst, consciously shaped out to strike down groups at a time or focused all the way down to a thin blade capable of drilling holes straight through creatures and severing limbs with ease; it is this breath weapon that enables them to tangle with dragons larger and more dangerous than itself.
- **Purple (Deep) (+50):** The other purple dragons, also known as Deep Dragons, live in the great Underdark. Life in the deep caverns has only sharpened their senses though, and they are blessed with being particularly accomplished shapechangers even among dragons. They breathe a unique psychic gas and are naturally immune to similar mind-affecting attacks.
- **Red (free):** Out of all dragonkind, the Red Dragon is the closest to the purest expression of dragon-ness. They are easily the greediest, most prideful of dragonkind, whose insatiable appetites for wealth resulting in them being the most common dragons in legend. When one hears about a dragon kidnapping princesses, ransacking castles and bringing ruin to kingdoms the dragon is usually red. Their breath weapon is a gout of fire.
- **Yellow (+250):** Though physically the weakest of dragons, the Yellow is by far the fastest and most agile. They breathe a cone of pure salt capable of encrusting creatures, blinding them and restricting their movements. They are wingless, yet capable of flight due to a strong connection to elemental air, burrowing and breathing water.
- **White (+250):** Whites are the most feral and bestial of all Chromatic dragons. These burrowing dragons live in frosty tundra and breathe deep below-freezing icy breath. Though one should always remember that they are stupid and weak only by the standards of dragons; they are more than a match for any natural creature physically and mentally, and elder whites are on average still more intelligent than the average person. They also have the inherent ability to never lose their footing on any icy surface, no matter how slippery.

Metallic: Metallic dragons get their name from the metals they resemble, typically starting off young looking like a tarnished version before growing into a brilliantly burnished one as a mature dragon. Metallic dragons usually, but not always, have two types of breath weapon, a lethal elemental breath like normal dragons and a non-lethal magical breath designed to incapacitate rather than kill. They are the Good side of the three major kinds of dragon and are thus typically drawn towards benevolence.

- **Adamantine Dragon (-50):** Not to be confused with Adamantite dragons, Adamantine dragons are native to the Underdark. They are well known both for unusually great pride, even among other dragons, and for their willingness to carve out kingdoms among the lightless warrens. They breathe thunder.
- **Brass (+150):** Brass dragons are desert-dwelling burrowing dragons. They're famous for being great conversationalists with a seemingly-endless supply of talk. Some might say notoriously so, for the occasional traveller has ended up buried up to his neck in sand and not released until the dragon has had enough talk – a very lengthy prospect! They breathe both fire and sleeping magic.
- **Bronze (free):** Bronze dragons are amphibious Metallics with a strong sense of justice and a fascination with the lives of lesser creatures. This often causes them to be drawn into conflicts to protect the weak from the strong, leading to the perception of them as the paladins of dragonkind. They breathe lightning and magical gas that compels its victim to flee from the dragon and can breathe underwater.
- **Cobalt (4e) (+100):** Unlike earlier editions, 4e's Cobalt dragons are native to icy tundras, where they are famous for carving out empires by claw. To Cobalts, the value of a dragon is by how much land they can claim as theirs. They breathe cold like the frosty lands they claim as their own.
- **Copper (+50):** Coppers are good-natured pranksters among dragons, which makes them utterly intolerable to most other creatures. They tend to be driven to learning new riddles and jokes, as well as coming up with the funniest pranks to pull on anyone and everyone. They breathe acid and magical slowing gas.
- **Gold (-50):** Either the strongest or second strongest, depending on the edition, of all Metallic dragons, Golds are sages and great thinkers, even by the standards of dragons. They tend to prize information and learning and tend to be slightly larger than any Metallic or Chromatic dragon. They are amphibious dragons that breathe gouts of fire and magical gas that saps away the strength. They are also capable of blessing objects with good luck for anyone who carries them, this naturally includes the dragon himself.
- **Iron (4e) (+200):** Different to the Iron dragons of 3e and earlier, 4e's Iron dragons are closer to a Metallic analogue of Chromatic's White dragons; they are rather weak and unintelligent for a dragon. But aspiring dragonslayers should remember that even the weakest of dragonkind is far above a normal human. They breathe lightning.
- **Mercury (4e) (+50):** 4e's Mercury dragons are chaotic creatures who are also masterful shapeshifters, finding it simple to change forms as part of their constant drive for variety in their lives. Many of them choose to live in the Elemental Chaos, for its constantly shifting environment is just what Mercury dragons love. They also breathe a cloud of toxic vapors.
- **Mercury (Traditional) (+250):** Traditional Mercury dragons are creatures of impulse, darting between different interests with unusual speed for a dragon. Their abilities largely revolve

around reflections, they possess a laser breath attack, and are immune to fire as well as blindness and dazzling.

- **Mithral (-250):** Technically native to the Astral Sea, Mithral dragons are the greatest of all Metallics, and are frequently employed by the gods as agents upon the material planes, though unfortunately their distance from the dealings of mortals leaves few records or much information available about them. They have an inherent, but random, ability to see divine visions of the future or the wills of the gods, which only grows more common as they age and gain more control over it. They are more than capable of teleporting short distances at-will and happily abuse this in combat. Their breath weapon is a blast of blindingly bright radiant energies. They are also immortal; no Mithral dragon will ever enter the Twilight.
- **Orium (-50):** Also known as Orichalcum dragons, Oriums are obsessive historians who seek out ancient ruins and places of knowledge in the interest of preserving everything for future generations. Their breath weapon is unique, being a toxic gas that coalesces into a magical gaseous serpentine construct to continue fighting alongside the dragon.
- **Steel (Faerun) (free):** Unusually for dragons, Steel dragons are highly civilised; they prefer to live within cities, store their wealth in banks (what wealth isn't spent on a grand mansion, anyway), and actively enjoy the company of sapient creatures. Many Steel dragons have a streak of chaos in them; they can be extremely devoted to individualism and against all kinds of tyranny, even by "benevolent" despots. This makes them very likely to end up clashing with other dragons, especially Gold and Silver dragons. They breathe both acid and poisonous gas.
- **Steel (Greyhawk) (+150):** Another kind of dragon called the Steel Dragon in their native world of Greyhawk, though they have since colonised other Material Planes. They reincarnate and carry a rather unique ability to forward their entire memories of their life down to their next incarnation. They also are highly skilled at shapechanging, and often learn to accurately age their alternate forms in time with the changes in their body.
- **Silver (free):** Silver dragons are a generally benevolent kind of Metallic with a deep interest in the lives of lesser creatures. They generally prefer to avoid violence except when dealing with truly evil creatures and like to "adopt" communities of friendly sapients, often posing as a humble, ordinary member of the community until it comes under danger – then the wrath of a silver dragon is a thing to be feared. They breathe cold and paralysing magical gas.

Gem: Gem dragons get their name from the gemstones they represent. Gem dragons are not natural sorcerers, like other dragons, but instead are natural psionicists of equal puissance. All Gem dragons additionally can travel at-will into the Inner Planes, and they often prefer them to the Prime Material Plane, as well as inherently being burrowing dragons. They are defined both by their aesthetic deriving from gemstones and their general Neutrality, as opposed to the other two "main" dragon kinds.

- **Amethyst (free):** Amethyst dragons are stately and wise dragons who enjoy playing the role of mediator in conflicts, especially when between dragons. They have a breath weapon, which uses concussive force, but they can also spit an exploding lozenge, and they can choose whether to make it inflict lethal or non-lethal damage to everyone hit by it. They are resistant, but not immune, to force-based effects and are immune to poison.

- **Crystal (+100):** Crystal dragons are the friendliest of gem dragons, and one of the friendliest kinds of all dragon, despite their frosty habitat. They are somewhat notorious for stealing the eggs of white dragons in an attempt to raise the wyrmlings to be more benevolent and less hostile than normal for their race. They are immune to cold and breathe a blast of blinding, though otherwise harmless, light.
- **Emerald (free):** Emerald dragons are famously inquisitive, but equally famously paranoid. They always attempt to gather as much information as possible on the world while avoiding allowing any knowledge at all of them to become commonplace. They rarely entertain visitors for that exact reason, and even among dragons their lairs tend to be full of traps and alarms. They breathe keening sonic energy
- **Obsidian (+50):** Obsidian dragons are the most intelligent of gem dragons, but also the most savage and vicious. They frequently lair around the volcanoes they love so much, or else live on the Elemental Plane of Fire. Naturally, they breathe fire.
- **Sapphire (+50):** Sapphire dragons are extremely territorial, especially towards the denizens of the Underdark who frequently intrude upon them. They are, as a rule, extremely interested in military theory (especially where it relates to defending their territory) and love playing tabletop strategy games. They breathe sonic energy at a pitch that is almost inaudible to most creatures – not only harming them but making it difficult for them to realise they're even under attack. Curiously, they are not immune to sonic but rather electricity.
- **Topaz (free):** Topaz dragons are surly, unpleasant and selfish, often skirting the line between Neutral and Evil. They are amphibious dragons who are native to coastlines, are immune to cold and breathe a curious blast of dehydrating energy that appears identical to water until everything it strikes shrivels or evaporates.

Ferrous: Formerly the dominant force in the world before a deliberate genocide drove them to near extinction, Ferrous dragons have a noted tendency towards Law and frequently have a will to reclaim what they see as their rightful place in the world. All Ferrous dragons have the unique ability to sense the location and amount of all non-precious metals within a wide area around them, growing with age, that often allows them to recognise adventurers the minute they step inside their caves.

- **Chromium (free):** Chromium dragons are greedy, sadistic tyrants who often enjoy tormenting their prey for a while before finally killing it. They prefer both deep subterranean lairs and arctic mountains, often warring with Silver and White dragons for control of these. They breathe either cold, solid ice or a torrent of frozen crystals.
- **Cobalt (Classic) (+50):** The original Cobalt dragons are sneaky, diabolical amphibious dragons who focus on trying to dominate every creature they encounter, though they often shy away from direct battles. They breathe a unique pulsing magnetic energy that repels their opponents, potentially fatally slamming them into obstacles and are immune to electricity.
- **Iron (Classic) (free):** The original Iron dragons have a constant drive to dominate the world, even for Ferrous dragons, and generally totally believe that it is rightful and just for Ferrous dragons to rule the world. Unusually, they greedily hoard iron and quite possibly need it is part of their reproductive cycle, which brings them into frequent conflict with dwarves. Their

hate of Red dragons is even better documented; the hatred between those species runs thickly and deep. They breathe superheated sparks and are immune to fire.

- **Nickel (+200):** Nickels are an amphibious dragon that, while relatively weak compared to other Ferrous dragons, are deceptive and tenacious enough to make up for their physical shortcomings. They breathe acidic, corrosive gases and are naturally immune to acid as well as having the unique ability to spread rashes and itches among large groups of people.
- **Tungsten (+150):** Tungsten dragons are firm believes in both Law and Goodness. They generally hold that the Good cannot be allowed to hold anything back against the Evil, as long as no innocents are harmed in the process. They rarely make a single lair, preferring to spend their entire lives questing to find evil and destroy it. They breathe superheated, scouring sand and are immune to fire.

Catastrophic: According to one version of draconic myths, at the dawn of time itself the dragon creator-deity Io was struck down by the mountain-sized adamantine axe of the Primordial Erek-Hus, King of Terror. To see their creator destroyed drove some dragons into rage, and others into despair. Many of those would flee into the clutches of the Primordials, hoping to be spared the death they were certain would be their fate. For this, they were tortured and twisted into dragon-shaped natural disasters, to spread further chaos and destruction across existence. They are more like dragon-shaped elementals than pure dragon; Catastrophic dragons lack a breath weapon, putting them at odds with most other parts of dragonkind, though in exchange they do gain a slew of mystical abilities related to their natural disaster. They do not eat like regular dragons, instead spreading destruction sustains them like another creature could eat and drink.

- **Avalanche (+150):** After Io died, a clique of dragons decided death itself was an enemy, for if they could slay death perhaps, they could cause their beloved father's resurrection. Athuam the Falling Sky found them and offered to lead them in battle against Nerull. After drinking deep of his muddy blood, they found themselves transformed into living avalanches, ones that moved on their own and occasionally even resembled the dragons they were. They have the natural ability to bury their enemies in themselves, blind nearby foes with thick clouds of dust, and spit boulders great distances.
- **Blizzard (+150):** In the days after the death of Io, the Primordial Umbras the Lord of Rimefire targeted those dragons who had hearts as cold and cruel as his own. Reshaped into his image, the dragons that emerged from his realm were more like a living blizzard than the dragons they once were. In their presence, the air cools and the ground freezes over.
- **Earthquake (+50):** Those dragons who were filled with terror in the aftermath of Io's death sought refuge among Balcoth, the Groaning King, who swallowed them alive and vomited them back up when they had completed their metamorphosis. They all have the inherent ability to swim through the ground and can summon up earth tremors or, for older dragons, terrible earthquakes that make a mockery of whole cities.
- **Tornado (+100):** Legends hold that among all dragons lies some ancient primordial power dating back to the foundations of the world itself. When Io was slain, in some dragons this overrode them and forced them on to the side of the Primordials in the Dawn War. One, Yan-C-Bin the Chained God, sheltered these dragons and poisoned their hearts with malice even as he twisted their forms into elemental energy. In the aftermath of the Dawn War they ended up floating upon the winds, largely harmless until they choose to come down to

continue wreaking devastation on the world. They can summon up lightning and pull people into them to buffet them with the powerful winds that make up a Tornado dragon.

- **Typhoon (+50):** After Io's death, some dragons turned completely berserk, striking at friend and foe alike, before eventually claiming swaths of the oceans as their own, as the oceans as yet had no master. But when the gods began to assert ownership of the oceans, they chose to sign a deal with Solkara the Crushing Wave to safeguard their independence. After crushing them utterly beneath his waves, Solkara threw what remained into the skies where they took upon the shape of terrible typhoons, where to this day they continue to wreak destruction for its own sake. As a living storm, they can summon up terrible winds and powerful lightning alike.
- **Volcanic (free):** When Io fell, a handful of dragons responded with terrible fury at their creator for being weak enough to fall. They found an ally in Vezzuvu the Burning Mountain who told them that the flesh is weak and that he could cleanse them of their weaknesses. Those who survived bathing in his terrible molten heat emerged taking on new forms resembling the volcanoes of their newfound patron. They can surround themselves with the heat of a volcano, summon vents of toxic gases and even break open the earth to release more floods of lava.
- **Wildfire (+200):** After Io was slain, some dragons chose to pursue Erek-Hus, seeking revenge for their departed creator. Even the Primordial feared the wrath of a great host of dragons, eager to shed his blood and avenge Io, Erek-Hus fled to the realm of Imix the Fire Lord where Imix trapped them and forced them into new forms. Even then, many would refuse to serve him, and he furiously cast them back into the world where to this day they roam, enjoying their natural drive to burn as much as they possibly can.

Planar: Planar dragons are mutant offshoots of dragonkind hailing from the Outer Planes. One commonality between them is that they typically lose their inherent ability to cast spells in favour of gaining extra powers and spell-like abilities tied closely to their plane of origin.

- **Adamantite (-50):** Not to be confused with Adamantine dragons, Adamantite dragons are native to the Twin Paradises of Bytopia. Like their name, their scales and oversized claws are as tough as adamantine, granting them some additional protection against non-adamantine magical weapons, they breathe white-hot fire, as well as a gas that inflicts the *hold monster* spell on its target.
- **Arboreal (+100):** The feylike Arboreal dragons are native to Arborea, where they frequently enjoy wine and song in the company of elves and other fey. Despite their extremely slender, fragile-looking build they are far stronger and more durable than they seem. They breathe razor-sharp thorns and are immune to acid, sonic and enchantment magic.
- **Astral (+200):** The incredibly graceful, seemingly delicate Astral dragon is a native to the Astral Plane, where they act as guardians against outsiders who think they can freely roam it. Unfortunately, their massive head horns usually prevent all but the very strongest from opening their mouths anywhere with gravity, though Astral dragons almost never willingly leave the plane anyway, except to grow older as time does not flow on the Astral plane like it does elsewhere, this is unimportant to them. They breathe scouring dust like a sandstorm or magical dismissal that sends extraplanar visitors back home and have the ability to radiate null gravity (cancelling gravity around them), as well as being one of the only things that can

sever the silver cord that connects astral travellers to their original bodies (this is generally fatal).

- **Axial (-200):** Axial dragons are native to the Clockwork Nirvana of Mechanus, where they have earned a reputation as fanatic crusaders against imperfection – though none of them can agree exactly what is imperfect. They breathe a cone of force – which they are not immune to – but are immune to acid, fire and disease, before eventually growing into immunities to subdual injuries, cold, poison, mind-affecting effects, hostile polymorphing, and death magic.
- **Battle (+150):** Battle dragons are native to the Heroic Domains of Ysgard, where they often serve as steeds for worthy warriors, fearless champions of Good, or else joyfully seek out combat. They breathe sonic energy and magical fear gas. Additionally, they can enter rages like a barbarian, and inspire nearby allies into greater acts of heroic fearlessness.
- **Beast (free):** Beast dragons are native to the Beastlands, where they employ their skills hunting dinosaurs. Even among dragons they are masterful hunters, with exceedingly fine senses capable of tracking any prey over far longer distances than any other – a task they take to with glee as they all enjoy a challenging hunt. Their breath weapon is a mixture of cold and electricity.
- **Chole (+100):** The mute Chole dragons are native to the chaos and evil of the 518th layer of the Abyss and breathe a potent insanity poison. In place of their wings, Chole dragons have four, seven, nine, or thirteen tentacles, and each one has the same number of mysterious runes on its body – exactly what this means is a hotly-debated topic. These tentacles have a mind of their own and squirm and writhe in disturbing ways. Only two of these tentacles ever actively attack, though the Chole dragon has no inherent control over them except designating who not to attack. As a being of chaos and evil, they rarely choose not to attack.
- **Chaos (+100):** Chaos dragons are native to the Ever-Changing Chaos of Limbo. They are largely pure expressions of Chaos, largely devoting their lives to tearing down societies and civilisations. They breathe random elemental energies and also magical confusion gas. They are also immune to any attempts to compel them to act in a certain manner, as befitting creatures of Chaos.
- **Concordat (free):** Keepers of balance, Concordant dragons work to ensure no particular moral or ethical philosophy comes to dominate the multiverse. They breathe a curious antithetical energy, which harms the more one has deviated away from perfect neutrality. They also gain the ability to summon rilmani – similar creatures of cosmic balance – every day, though the type of rilmani depends on how old they are. They are also immune to poison.
- **Ectoplasmic (-50):** Ectoplasmic dragons hail from the Demiplane of Ectoplasm – a plane of psionic power, and can freely shift between the material and astral planes. Their breath weapon is a glob of white ectoplasm that explodes on contact with a target. They are immune to both ectoplasm and fire but vulnerable to cold. Unlike most dragons, they do not naturally learn to cast spells, and instead naturally manifest psionic powers. They can also surround themselves in a roaring bonfire of white ectoplasmic flames.
- **Ethereal (+250):** Ethereal dragons, native to the Ethereal Plane, enjoy floating through their insubstantial home plane spying on treasures in the Prime Material Plane. Naturally, they can all see ethereal creatures at all times, whether they're on the Ethereal plane or not, and older Ethereal dragons gain the ability to harm such creatures as if they were standing upon

the Prime. They breathe force which they are not immune to, and have the ability to summon up Ethereal cyclones, but only on that plane.

- **Elysian (+150):** Elysian dragons are famous for being the dragon species where obesity is more common than any other kind of dragon. They claim they are the defenders of the Elysium, although few have seen one do anything but frolic, feast, and produce a frightening number of dragons and half-dragons – more than any other Planar dragon. They breathe an intoxicating gas (often debated whether this is actually a breath weapon or the byproducts of the average Elysian dragon's lifestyle) and sonic energy. They are also capable of shrinking themselves up to one quarter of their size which they generally use to enter buildings (to join parties).
- **Gloom (+200):** The Gloom Dragon is a native to the Grey Wastes of Hades, the Lower Plane devoted to evil in its most unforgiving purity. All Gloom dragons are constantly surrounded by a roiling mist of fear magic and their breath weapon inflicts a similar form of nihilistic apathy that afflicts anyone foolish enough to enter Hades (they naturally are immune to the nature of the Grey Wastes). They have the rather unique characteristic of growing a tombstone on their back for everyone the dragon kills and eats, this prevents all but the most powerful of magics from returning their victims to life. Notably, they lack natural flight.
- **Howling (+50):** Howling dragons come from the Windswept Depths of Pandemonium, where their mad-yet-brilliant schemes resemble the twisted, howling warrens of the plane itself. They are ferocious creatures that at times more resemble a wild animal than an intelligent creature. They breathe sonic energies and can also produce wails that drive other creatures briefly as mad as they are.
- **Oceanus (+100):** Native to the Upper Planes as a whole, Oceanus dragons can be found anywhere along the River Oceanus, where the amphibious species lives. Unusually for dragons, it appears closer to a winged eel with tiny limbs than a true dragon. They breathe lightning and tranquillity gas that strips its victims of the will to fight and can smite evil similar to a paladin.
- **Pyroclastic (+100):** Pyroclastic dragons come from the Bleak Eternity of Gehenna, where they resemble the massive volcanoes that make up the entire plane, both physically and in their volcanic tempers. They breathe a blast of sonic and superheated ash or a line of disintegration that can reduce most creatures instantly to ash. They are naturally immune to fire and sonic.
- **Radiant (Planar) (+50):** Radiant dragons are native to the Seven Mounting Heavens of Celestia where their brilliant golden glow accompanies them into battle against all evil. They breathe either force or blinding yet harmless light and are immune to all light-based effects. Additionally, they have a strong affinity towards healing and old enough ones can even heal with a touch.
- **Rust (+100):** From the Infernal Battlefield of Acheron, these dragons wander in search of their favourite food (rust, of course), which often draws them into battle against adventurers. Rust dragon scales are notably for rapidly corroding non-magical weapons away into nothing, and as a dragon ages it can even corrode away stronger and stronger magical weapons. This effect also applies to their natural attacks, making them exceedingly good at stripping a warrior of his armour and weapons. They breathe either acid or a ruddy liquid that has the same rusting effect as its scales.

- **Styx (+150):** Something of an evil counterpart to Oceanus dragons, the amphibious Styx dragons live in the River Styx that runs through all the Lower Planes, where they enjoy feasting on everything they can catch. They breathe a lingering blast of acid or magically stupefying gas that saps the intelligence of their enemies, and their natural attacks all carry a disease called Stygian Wasting, that rots away at the flesh and causes hair to fall out. They are also immune to poisons, disease, and the memory-erasing effects of the River Styx.
- **Tarterian (+50):** Coming from the prison plane of the Tarterian Depths of Carceri, they are both wardens and prisoners who prey upon the souls that fall into their realms with glee yet wish desperately to escape their own plane. Tarterian dragons breathe either disruptive force, which they are resistant but not immune to, and will-sapping gas that inflicts despair upon its victims. As denizens of a prison plane, they are immune to all unnatural effects which might restrict their physical mobility such as magical paralysis and have unusually strong wills of their own.

Arcane: Unusually for dragons, Arcane dragons are a rare breed that chooses to focus their prodigious intellect directly on developing and learning magic, similar to a strange hybrid of wizard and sorcerer, that results in a dragon that is an even more fearsome spellcaster than others of its kind. An Arcane dragon is able to easily out-cast nearly any other dragon and most mortals too. This does come at a price though, and Arcane dragons are known for a noticeably less robust constitution than other dragons, and additionally they lack any elemental immunities.

- **Hex (+150):** The wicked half of the Arcane dragon family, Hex dragons are wretched, hateful monsters who channel their own natural aptitude for magic into curses and sorcery of the darkest sort. This gains them the rather terrible ability to inflict painful and debilitating curses on any creature who dares to injure them, up to annihilating them body and soul They breathe a gout of deadly poison.
- **Tome (-50):** No other dragon matches a Tome dragon in raw spellcasting power, and for good reason too. Not only do they generally know more and stronger spells than other dragons, they have an inherent gift for weaving metamagic into their spells with deft ease. Additionally, rather than breathing a single element, they learn how to spit a ball of explosive elemental energy, which may be any type of element, that explodes similar to a fireball spell.

Lung: The "eastern" dragon family, Lung dragons typically have a serpentine body without wings, though there are exceptions. They are technically one entire species that begins its life as a Yu Lung before turning into a different kind with age. All lung dragons can detect the surface thoughts of all nearby creatures (barring appropriate countermagic) with the range naturally increasing as they age, can freely shift between the spirit world and the Material Plane, and all lung dragons older than the Yu Lung can become invisible at-will as well as take on alternate humanoid forms which they use to interact with the world when being in dragon form would be too disruptive. Lung dragons also generally lack breath weapons though they make up for this in extra special abilities. It is said that every kind of Lung dragon has a special role in the Celestial Bureaucracy and a role to perform. Unless otherwise stated, all Lung dragons are amphibious.

- **Yu Lung (Carp Dragon) (+50):** The Yu Lung is the infant form of all Lung dragons. They are flightless but amphibious dragons who breathe water. They metamorphosise into a different

kind of Lung Dragon after the Young stage, therefore this may not be taken with an age older than Young. Their metamorphosis is a dramatic thing, instantaneously occurring alongside a tremendous crack of thunder. They cannot breathe air however and are strictly relegated to living underwater.

- **Chiang Lung (River Dragon) (+50):** The Chiang Lung is a spirit of rain and water. They have minor control over bodies of water and can also call up tsunamis and breathe storm clouds that cause rain for miles around them. They are also wingless yet can fly through a magical pearl embedded in their brain.
- **Li Lung (Earth Dragon) (+100):** Li Lungs are spirits of the earth and punishers of the wicked. They have the body of a lion with the face of a man and wings with peacock-like colours. They have powers over earth, manipulating it, conjuring up earth and stone, summoning up earthquakes, and at elder ages transforming the flesh of living creatures into stone. They also possess a terrifying roar that sounds like metal scraping against stone that is loud enough to deafen most nearby creatures. They are not amphibious and cannot breathe water.
- **Lung Wang (Sea Dragon) (free):** An unfortunately named dragon that shares a similar body shape to the Dragon Turtle, which it is closely related to, the Lung Wang is a ruler of the sea. They can command the beasts of the oceans, capsize ships, and have a breath weapon that is a gout of superheated steam.
- **Pan Lung (Coiled Dragon) (+200):** Pan Lungs are the guardians of both temples and crypts. When in contact with water, they can summon up ghostly multicoloured flames to protect themselves against anything that gets close. They can command scaled creatures including fish and reptiles. They are wingless but can fly thanks to a magic pearl in their brains. They also can have the spirits of unfaithful husbands or wives bound to them as slaves, generally for a number of years equal to the number of tears they caused their lover to shed.
- **Shen Lung (Spirit Dragon) (+50):** The courtiers of dragonkind, often found accompanying a Chian Lung, though also notorious for taking on human forms to mingle with humanoids. When in contact with water, they can summon up ghostly multicoloured flames to protect themselves against anything that gets close. They are warded against vermin who cannot approach within sixty feet of them and can command scaled creatures including fish and reptiles. They are also wingless but can fly through a magic pearl embedded in their brains. They do have a natural vulnerability to fire, however.
- **T'ien Lung (Celestial Dragon) (free):** The T'ien Lung are the rulers of oriental dragons and known for being noble and honourable creatures. Their breath weapon is a gout of fire and they are known for being able to control the local weather. Despite being wingless they can fly through a magical pearl embedded in their brain.
- **Tun Mi Lung (Typhoon Dragon) (+50):** Known for being malicious and wild creatures, the Tun Mi Lung is a dragon that are strongly associated with the destructive storms they bring. They are immune to all negative effects of air and water and can summon up extremely destructive storms if bothered. They are wingless and can fly through a magical pearl embedded in their brains.

Epic: All Epic dragons are extremely large. Even the wyrmlings are loosely the size of an elephant and fully-grown Epic dragons are so large they defy mere "colossal". The term "epic" is no hyperbole here, as even the least Epic dragon wyrmling can tangle with adult non-epic dragons from the first

moments after hatching, and the elder Epic dragons grow great enough to even cast down the very gods themselves. They age at half the rate of other dragons though, with the exception of Time dragons who age at their own unusual rate.

- **Force (-800):** Force dragons hatch from eggs the size of a hut and are born with scales that sparkle like diamonds. As they age, the glittering scales become fully transparent as the dragon turns permanently passively invisible and toughen up until they are nearly as indestructible as the famed *wall of force*. Eventually they become a creature of pure force, sounded by a shifting displacing field that confuses anyone who can see invisible creatures, constantly protected by a shield of invisible force, and able to throw around many force-based effects like a breath of pure force and casting force spells. They are one of the only creatures that are completely immune to force effects, ignoring magic missiles and walking through *walls of force* alike.
- **Prismatic (-900):** Surprisingly – or not, considering their rainbow theme – flamboyant, social and charming, prismatic dragons are a vibrant and characterful kind of Epic dragon. They are immune to all light-based and equally immune to every effect that causes blindness. They breathe a *prismatic spray* that is similar to the spell except for its size and difficulty of surviving based off the dragon's age and size, inevitably making it vastly more dangerous than the spell, and they also receive a slew of light-themed spell-like abilities.
- **Time (-1800):** Time dragons, also called chronology dragons, epoch dragons or ageless dragons, are among the very strongest creatures in existence. They emerge from the egg with some limited control over the timestream and ability to manipulate their own time, enabling them to speed up their own movement. As they age, these powers grow greater until they are able to stop time nearly at will, travel to any point in time with preparation, effectively manipulate their own luck by moving into different possible futures, and finally become immune to any effect with a duration other than instant – anything with a temporal component (such as spells that last a certain period of time, but also the effects of starvation, exhaustion, disease, dehydration and poison) simply do not affect the dragon. Deities can and will fall before an angry adult Time dragon. Time dragons do age completely randomly, however. It may take one a few minutes to grow a single age category, or it may take that dragon millennia. They are also known for establishing their lairs at distant points in time, whether long before or long after the rise of any other creature that might take its treasure from it, and then stealing things from the passage of history itself.

Spelljammer Dragon: Dragons that appeared in Spelljammer. As a rule, they can all survive long periods in space.

- **Moon (+100):** Moon dragons live on moons. Every seven days their colouration changes similar to the phases of the moon, going from all-white to all-black though they need not obey the local planet's lunar cycle (if any). This is important as when the dragon is "full" (all white), the dragon is a mere quarter of its potential strength when it is all black. Additionally, when they are all white, standing in their presence is identical to standing under the full moon, including for triggering lycanthropic transformations. They breathe black frost that can encase their foes within a tomb of black ice, naturally they are immune to this. They have effectively perfect vision and can see the same under brilliant lights as well as in complete darkness.

- **Radiant (Spelljammer) (-200):** Also known as the Celestial Dragon and the Star Dragon, these dragons are large even for their kind, capable of reaching 1,400ft (~426m) from head to tail. They also learn to channel divine magic similar to a priest of a god, rather than the sorcery that is common to dragons. They are natural spelljammers who can freely cross the phlogiston and travel between different crystal spheres.
- **Stellar (-1800):** The size of a stellar dragon beggars belief; at the oldest they are capable of measuring 3,000,000ft (914,400m) from head to tail. They literally consume knowledge too, absorbing it and transforming it into gems of varying sizes that push their way out of their scales. Their breath weapon is a gravitic beam that pulls things caught within it into the dragon's mouth – and into their internally-generated sphere of annihilation. And though they generally have less magic available to them than one would expect, they have the ability to freely customise, invent new spells on the fly, and know every single common spell in existence. They also have the rather unique downside of hating absorbing falsehoods and misinformation, which to them manifests as a rather bad case of indigestion.
- **Sun dragon (+100):** Sun dragons live on suns. They can spit fireballs that can travel surprisingly great distances and detonate at a precise location carefully controlled by the dragon, which is also capable of delaying the moment of detonation for a full minute. They also glow constantly like their namesake though dimmer. Curiously, when they die of old age they usually collapse into a sphere of annihilation. Despite their immunity to the extreme heat found on suns, they are vulnerable to cold.

Faerunian Dragon: Dragons that appeared in FR.

- **Brown (Faerun) (+100):** A desert dwelling, wingless species of dragon. They make up for their lack of flight by being the fastest burrowing dragon of them all and are extremely adept predators. They breathe acid that reduces their victims to dust and sand.
- **Mist (+200):** Mist dragons are a reclusive, serpentine, wingless dragon that can fly despite lacking wings and prefer misty habitats. They can naturally turn themselves into a floating cloud of mist that is extremely difficult to harm with mundane weapons and also renders them nearly invisible in their preferred natural habitat. They can breathe both a nauseating caustic slime and a scalding cone of mist, and are immune to acid and fire.
- **Rattelyr (+250):** Wingless, flightless burrowing dragons that breathe fire. They have a hood that when extended reflects spells cast upon them back upon the caster.
- **Song (+50):** Also known as weredragons, these dragons enjoy shifting into the forms of beautiful human women to live among human settlements and they naturally possess the power to see through all magical illusions or similar effects. They breathe electrically charged gas.

Krynn Dragon: Dragons that appeared in Dragonlance.

- **Amphi (+300):** One of the stranger dragons, amphi dragons are large, toad-shaped and covered in yellow warts that constantly drip corrosive ooze. They are flightless, and though they are fully amphibious, they are much clumsier on land and lack the natural ability to fly. They are also quite small. They do possess a long, prehensile tongue which they usually use to drag enemies in close to swallow whole or tear apart with their claws and they can spit a line of acid.

- **Aquatic (+200):** Aquatic dragons are a rarely-seen kind of dragon that prefers to live at the bottom of the ocean. They are well adapted to the crushing pressures and complete darkness of the abyssal depths. They can breathe a gout of inky, chilling darkness underwater and a gout of frigid cold in air, take on the form of humanoids when they wish to (this is rarely done), and are extremely adept at using their serpentine bodies to constrict their foes.
- **Fire (+100):** Looking like a dragon-shaped chunk of molten rock, fire dragons are creatures of elemental Chaos. They are frequently compared to red dragons; though fire dragons lose much of their cunning and natural spellcasting, they are gifted with a much more resilient and dangerous body in return. Their breath weapon is a gout of fire imbued with raw chaos, that is particularly adept at starting wildfires and setting their foes aflame while the raw chaotic energies empowering the flames ensure that immunity to fire can only block out roughly half of the power behind the flames. They are also surrounded by intense heat that causes severe burns merely from getting too close to them.
- **Frost (free):** Grey dragons blessed by Chaos in a similar manner to how the fire dragons were blessed. They are accomplished spellcasters. Their breath weapon is a gout of cold empowered with negative energy capable of completely disintegrating their foes and destroying all memories that they ever existed.
- **Grey (Krynn) (+200):** These dragons are a relative of white dragons. They are even smaller than their cousins, already among the least of Chromatic dragonkind, yet more intelligent and capable of casting spells from the moment of hatching. They are otherwise identical to White Dragons.

Linnorms: Linnorms, also known as Norse Dragons, Lindwurms and Scourge Dragons, are typically legless and wingless (flightless) dragons, though most of them are capable of swimming. Relatively uniquely among dragons, they do not stop growing until they die of age, though they are also notorious for completely losing their sanity when reaching advanced ages. They are believed to be able to live in the realm of four thousand years although upon reaching adulthood they begin to age significantly slower than other dragons and take a full 2,800 years to reach the Great Wyrm stage. The few linnorms who are beyond dying of age easily grow to truly vast sizes; many kinds of linnorm will already hit several hundred feet long by the Great Wyrm stage. Even among dragons, they are cunning and manipulative, hatching elaborate plots and misdirection against their enemies. They also require little in the way of sustenance, eating small quantities of bizarre substances such as wood seasoned by salt water, bolts of lightning, or rocks. Though they would later be demoted down to lesser dragons, in AD&D the linnorm family qualified as True Dragons and therefore can be purchased here. Even so, other dragons typically consider linnorms a debased and primitive breed.

- **Dread Linnorm (-300):** Dread linnorms have two heads which they use to breathe alternating clouds of breath weapon while the other head casts spells or bites. The right head breathes a cone of icy wind at such force most creatures will be blown away, while the left breathes a cone of burning hot sand. Though they cannot naturally fly, they typically learn the wizard spell *fly* and use it to fight from the air. They enjoy the taste of wood seasoned by salt water.
- **Flame (-500):** Flame linnorms extremely powerful yet also the most uncomplicated linnorm. They enjoy fire, they hoard treasure, and they like bending other creatures to their wills.

They have two breath weapons; the first is a vast cloud capable of striking groups of creatures near the linnorm, the second is a long line capable of striking distant targets. They typically choose to only eat things that are already on fire and at advanced ages develop near-perfect immunity to spells. Unlike most linnorms, they are capable of flight but have no natural aptitude for swimming.

- **Forest (+400):** Forest Linnorms closer resemble a gigantic serpent than a true dragon which only eats attractive creatures, who they loathe on principle. They can speak the languages of all animals, but do not naturally have the ability to speak with humans. They also are extremely good at hiding and with potent illusions lure creatures to them. They breathe a line of acid capable of withering the limbs of anyone who is struck by it.
- **Frost (+100):** Frost linnorms are incapable of ever losing their balance on icy terrain, and therefore prefer to lure creatures into battle upon it. They are believed to derive sustenance from consuming icy wind. Unlike most of their kind, Frost Linnorms have two small forelegs that are capable of fine manipulation but typically too weak to be much use in combat. They breathe a cloud of ice particles.
- **Gray (+50):** Gray linnorms are the smalles of all linnorm, yet much deadlier than their size would imply. They can shapechange at will, which they often use to pin the blame for their attacks on another kind of linnorm. They breathe corrosive black slime that sticks to their victims and their tail oozes deadly poison. They are capable of flight.
- **Land (-50):** Unlike most other linnorms, Land Linnorms possess four legs like a normal dragon and are capable of burrowing into the earth with ease. They learn languages extremely fast and also gain the ability to magically speak with all intelligent creatures, which typically emerges before old age. They are notorious for creatures in polymorphed forms for days planning out attacks before they finally strike. They also breathe a blast of pure heat.
- **Rain (+200):** Rain linnorms are the most vain of their kind, and demand to be noticed as the architects of whatever atrocities they perform. They prefer to consume lightning bolts and are therefore often found chasing thunderstorms. They breathe a stream of boiling water, are naturally immune to electricity and are naturally capable of flight.
- **Sea (+100):** Sea linnorms are a generally herbivorous kind of linnorm with long, barbed tails and the ability to breathe water as if it was air. They are cold and hateful, notoriously targeting all shipping that crosses their territories and slithering up the coast to strike humanoid settlements. They breathe a spray of acidic droplets and have the power to change the colour of their scales, which they use to disguise themselves among the waves.

Other True Dragon:

- **Incarnum (+100):** These dragons have a natural affinity towards incarnum. Their breath weapon is resonating energy that separates incarnum from living creatures and leaves objects unharmed. They also have a natural affinity towards binding soulmelds to their chakras.
- **Shadow (+100):** Connected to the Plane of Shadow though without being a true Planar dragon, Shadow dragons are mysterious and devious creatures who hide amidst the darkness of the world. Though their physical attributes are even worse than a White dragon, they are among the smartest dragons and they can breathe billowing, smoky shadows that

drain the life, skills and memories of anything caught in it to empower the dragon and are naturally immune to energy drain effects. Furthermore, their breath weapon can reanimate those it slays as undead enslaved to the whims of the dragon. In shadows, they can totally blend into the environment becoming nigh invisible as long as bright lights do not pierce them, though older dragons can also conjure up magical shadows around them as well.

A New Race (-100): There are as many dragons as there are authors to dream them up. If you wish to create your own custom dragon race, you may pay 100 DP to access the Custom Dragon Race supplement.

Age

Age works special for dragons, as a result there is no age roll here and you are to purchase one age choice.

Wyrmling (+250): Freshly hatched from its egg, a wyrmling is not a fragile, vulnerable thing like the infants of lesser races. They hatch with an inherent understanding of their own abilities, which means even an abandoned egg stands a surprisingly good chance of reaching adulthood. Many kinds of dragon will even have their wyrmlings hatch smarter, wiser and more charismatic than an average human.

Very Young (+200): At approximately age six, a dragon is roughly double the size of a wyrmling, and its physical abilities have greatly improved. This is generally the youngest age a dragon will attempt to move out on its own, though they rarely do unless its presence is taxing the local prey ecosystem too harshly. In most other respects, it simply resembles a larger wyrmling.

Young (+150): On its sixteenth birthday, a dragon has generally entered the young stage of development. At this age, it begins to feel the first urges to begin collecting treasure, though its understanding of what is treasure is likely underdeveloped, and its own urges to stake out its territory and defend it against unknown dragons.

Juvenile (+100): At age twenty-six, a dragon has usually gained the rough proportions of itself as an adult, though it is still far too small and weak to be an equal to an adult dragon. This is generally also the earliest point magical powers start to emerge.

Young Adult (+50): Upon reaching its fifty-first birthday, the young adult stage of growth, a dragon has reached sexual maturity and typically has gained the basics of most, if not all, its abilities that will continue to improve and expand throughout the rest of their lives; its scales are usually notably superior to full plate armour at this age and will only continue to improve from there. Dragons are most commonly encountered at the young adult stage, as they are driven to find mates, carve out territory, amass wealth and make a name for themselves. This is the latest age a dragon will leave its lair; attempting to stay longer will almost inevitably end in violence from parents who increasingly see the dragon as a threat.

Adult (free): Leaving its first century behind, a dragon enters the adult stage of growth. At this point, its growth has slowed down considerably, as it no longer enjoys the growth spurts it had during its youth. However, some dragons never truly stop growing, and all will continue to slowly grow the rest of its life even as all of its abilities continue to improve.

Mature Adult (-100): Few physical changes accompany a dragon's entrance into its third century, apart from its slowly ever-increasing size, but despite this its physical and mental abilities continue to improve, just under the hood, so to speak. By this stage it typically has amassed a fair supply of wealth and influence, unless the dragon has been exceptionally unlucky or stupid, and has no shortage of younger dragons trying to court it.

Old (-200): After four hundred years, some dragons finish the last of their growth. Aging becomes more visible on the dragon, as its scales begin to show chips and cracks (these do not compromise its protections, however), and the pupils seem to fade, leaving the dragon's eyes featureless glowing

orbs. They continue to grow ever more robust and intelligent, and dragons of this age tend to obsess over long, careful planning with schemes that run years or decades to fruition.

Very Old (-300): Now more than six hundred years old, a very old dragon typically is mastering extremely powerful magic at this age. To lay low kingdoms and empires is usually within the realm of possibility for a dragon of this age, as few outside some of the greatest adventurers and heroes could hope to equal a very old dragon in any area at all.

Ancient (-400): Celebrating its eight hundredth birthday, the dragon continues to grow stronger and wiser. At this stage, very few mortals could hope to match wits with a dragon, nor do they need fear nearly anything in the natural world; it has surpassed nearly everything to exist except a few legendary heroes, monsters, and of course, older dragons.

Wyrm (-500): Passing the 1000-year mark, a dragon is known as a Wyrm. These beings are treated with great respect among their fellows, even among the most wicked and anarchic of dragons, if only because their great size, strength and prodigious mental abilities. At this age, however, most dragons slowly lose their fertility, and it is incredibly rare for a dragon of such advanced age to produce children. Some compensate by becoming mentors to older dragons, though such mentorship is much less hands-on than among humans. Others turn their minds to perfecting their legacy, perhaps by amassing wealth greater than entire empires, building the greatest empires of all time, or even perhaps by becoming the wisest and most learned of all creatures.

Great Wyrm (-600): Having reached approximately 1200 years of age, there is very little the dragon cannot do. Even the least of dragonkind is among the most magical beings in existence; the greatest of dragons have no mortal equals. Destroying the avatars of gods and tangling with demon lords and archdevils is within their power. At this age, if a dragon wants something, he usually gets it. Fortunately for the world as a whole, *most* dragons stop growing and developing their power at this age, merely entering the beginning of epic magic or nearly adjacent to it. Though this is little comfort, as most dragons have at least a full millennia at the peak of their power before the Twilight sets in and they rapidly begin to die, others may last two or three thousand years more.

Origin

Adventurer: Though rare, a small number of dragons do turn to adventuring. Normally a dragon is defending their hoard from adventurers, but some will choose the adventurer's life for a time. After all, adventurers can earn a tremendous amount of wealth if they're successful, and nothing attracts dragons like wealth does.

Protector: You have something you wish to keep safe, perhaps a society of lesser creatures, perhaps a patch of land or forest. Either way, you keep it safe.

Manipulator: You're accustomed to twisting the societies of mortals around your claws. Your greatest asset is likely your cunning and guile.

Destroyer: You are the most terrible aspect of dragonkind: Dragons as the destructive monster who takes what it wants and damn anything that gets in your way.

Sage: With millennia of life ahead of them, some dragons will ultimately dedicate themselves to knowledge. These wyrms become some of the wisest, most educated creatures in existence and often leave a lasting mark on the intellectual circles of the world.

Devotee: Dragons can be a very religious lot sometimes. Certainly, most dragons treat the gods with little more than curious disinterest, for those who ponder the divine often come to the conclusion that someday they shall grow as strong as they, yet others choose to devote their long, long lives to worshipping one of the gods. These typically become some of the strongest and most dangerous servants of gods to live.

Ascendant: There are dragons who worship gods, and there are dragons who wish to *be* gods. You are the latter.

Dragon Abilities

You may discount one purchase of each tier above 50 DP (100 DP, 200 DP, and so on). Discounted 100 DP purchases are naturally free. If a purchase is under a bullet point, you must purchase the preceding ability first, if it has a variable cost you may choose which level to purchase. Unless otherwise stated these apply only to your dragon form.

Draconis Fundamentum (Free): All True Dragons have a special gland called the *draconis fundamentum* located next to their heart. This special organ is responsible for all the most fantastical elements of draconic biology as it converts anything a dragon eats into either magic or energy and charges the dragon's muscles and body with magic. This has multiple effects. It is responsible for the dragon's immunity to a specific element and its ability to utilise it as a breath weapon by flooding the lungs with elemental energy. It floods the dragon's digestive tract and blood with the same elemental energy, helping to break down any matter the dragon ingests (even inorganic and plainly inedible matter), allowing the dragon to extract energy from almost any substance far, far more efficiently than any regular biological creature. A dragon can gorge itself all day, every day, eating half its own body weight and exercising extremely little and the dragon will still not gain any noticeable weight, as the draconis fundamentum is more than capable of storing frankly absurd quantities of energy both magical and biological. Note that despite this, dragon flight is explicitly not supernatural, despite the physical improbability of such a thing. It is also partly responsible for the incredible strength and durability of dragons, what doesn't also come from the other aspects of their fantastic biology. As a final benefit, dragons simply do not overheat through exertion or hot weather – their draconis fundamentum is more than capable of converting excess body heat into energy and so nothing less than fire (which some kinds of dragon are immune to anyway) can cause them to overheat. Dragons do not sweat or shed heat naturally – they simply do not need to.

Natural Armour (Free): Dragon scales, teeth and claws are incredibly light and strong; vastly stronger (and sharper!) than any natural material, and most non-magical weapons are simply totally ineffective against dragons. Even a young adult dragon can typically walk through a hail of arrows, each clattering harmlessly off their scales, and an ancient dragon can ignore even the heaviest siege weapons with ease.

- **Enhanced Protection (-100):** From time to time a dragon appears with an unusually robust consititution. By purchasing this, your natural protection and durability will be equivalent to one significantly older than yourself.

Dragon Intellect (Free): Even the least of True Dragons is, on average, smarter than a human, and the greatest of their number naturally achieve superhuman intellect over their lifespan. They have an inherent talent with sorcery and gather up other magical abilities that function similar to spells dependent on their type, theorised to come either from the constant flow of magic within them from the draconis fundamentum or their incredible intellects constantly creating new mental puzzles to amuse them in their spare time. Many even learn to adapt clerical spells into their own sorcerous repertoire, for a dragon that can heal itself and commune with the divine is much more dangerous than before. A rare few turn this natural aptitude into study similar to wizards, and they become terrifyingly potent casters *on top of* an incredibly resilient dragon body. Regardless of how they gain

it, dragons do not need the same physical props and instruments other spellcasters do unless they are abnormally rare or expensive. One final note about your natural powers; coasting on nothing but inherent talent without any active attempt to refine it will most likely result in magic that is noticeably weaker than your other abilities. For instance, by the time you might learn to cast a fireball its destructive potential will probably be outstripped by your own breath weapon. Without active effort to empower and practice your magic it will likely be relegated entirely to support magic rather than the main danger of facing you.

- **Sorcery (Free/-100):** You have a natural aptitude for casting sorcery. Sorcery, compared to the more studious magic, draws on inherent power within manifested as a selection of known spells that may be called on at any time. These spells generally draw from the personality and termperament of the caster, or else things that would generally help them, for instance black dragons often gain spells relating to spreading the dismal darkness they thrive in. This is redundant if you are a dragon who is a sorcerer, which is most of them. This is free with all dragons except Linnorms, Gem, Incarnum, Planar and all Lung dragons.
- **Wizardry (Free/-100):** Wizardry is like sorcery in that it draws on the arcane. From a source of spells that are written down, likely a spellbook, you can prepare your mind ahead of time and memorise spells until you cast them, whereupon you forget them and must memorise them again. Compared to sorcery, this offers a potentially much broader list of spells to draw from, yet lacks the on-the-fly flexibility of sorcery. This is free with Tome Dragons, Flame, Rain and Dread Linnorms.
- **Divine (Free/-100):** How you access this varies, you might gain divine magic from devotion to a god or higher calling, you might simply be able to reverse-engineer divine spells into the arcane (many stronger dragons can do this). The most important part is that you can draw upon magic normally found only among the clergy of the gods. This is free with Blue, Red, all Metallics, Shadow, Fang, Song, Grey, and Sea Linnorms.
- **Psionics (Free/-100):** You now have an aptitude towards psionic powers, the ability to harness the raw power of your mind to shape reality. This draws upon a pool of mental strength to manifest powers that function similar to magic, but has subtle and important differences. Unlike magic, it neither needs to be carefully prepared ahead of time nor any physical implements. This purchase is, naturally, redundant if you are already a psionic dragon. This is free with all Gem Dragons and the Brainstealer Dragon ability.
- **Runic (Free/-50):** Runes are an odd kind of Norse magic. Unlike most kinds of magic, they do not require memorising spells nor do they require special magical components. Rather, runes must be carved into a surface (writing with ink does not work), then activated with a brief ritual (such as speaking words of power or anointing them with alcohol). For this reason, they are impractical for combat. This is free with Land, Sea, and Frost linnorms.

Breath Weapon (Free/-50/-100/-150/-200): This is free to any dragon kind noted to have a breath weapon; you receive the one mentioned in your racial description. If you lack one, for 50 DP, you can grant yourself a breath weapon based off the five major elements (fire, cold, electricity, acid and sonic). Additionally, for 100 DP, you can purchase a second elemental kind of breath weapon that you may breathe simultaneously. It is known that some dragons can mix together two breath weapons into an even more dangerous kind, breathing perhaps a gout of flaming acid, frigid chill alive with crackling lightning, or any other elemental combination you wish. For 150 DP, you may

choose a recognisably "elemental" but otherwise unusual breath weapon that may be mixed into your breath weapon, such as a torrent of molten lava to bury your foes alive in molten rock, stinking caustic slime that glues itself to the victim, or any similar elemental energy you can imagine. Finally, for 200 DP you may purchase a more esoteric breath weapon that can, as before, be mixed into your regular breath weapon. This category includes clouds of enervating negative energy that drains the life from the living (and heals the undead), bursts of pure force that almost no creature in existence can resist, hellfire so uniquely destructive that immunity to fire offers no protection from its wrath, storms of shimmering razor-edged crystals and the like. You may upgrade your breath weapon in the following ways.

- **Living Breath (-100/-200):** For 100 DP you can imbue your breath weapon with temporary life, shaping it into something akin to an elemental creature with a crude sentience and ability to understand (though not speak) Draconic. Their strength will be dependent on how potent your breath weapon is, with deadlier breath weapons producing deadlier living breath weapon servants. For an extra 100 DP (200 in total), your elemental creature is now *permanent*, and you can accrue living breath weapon servants. Potentially armies of them.
- **Rapid Recovery (-100/-200):** For most dragons, each blast of their breath weapon requires some time for their fundamentum to generate enough magical energy for another blast. This generally takes no longer than half a minute but remains a noticeable handicap – as a gout of breath weapon is vastly better at clearing out groups of foes than most other tactics available to a normal dragon. For this reason, some dragons train themselves up into being able to blast away with their breath weapon as often as possible. For 100 DP, you have cut your recovery time in half, and for 200 DP you have cut it down to six seconds every normal breath.
- **Metabreathing (-200):** You are more adept at manipulating your breath weapon. You can contort it into different shapes, greatly expand its size and area-of-effect, cause the magic within it to linger as a debilitating presence, and cause it to burst out in a gust of hurricane-force wind. The downside is that each meta-effect you apply to your breath weapon will use proportionately more of the mystical energy available to you and consequently depleting this will cause it to take noticeably longer for you to gather up enough for another breath.
- **Subdual Breath (-50/-100):** Purchasing this will give you an alternate, nonlethal breath weapon like a Metallic dragon that inflicts its condition on anyone who happens to be struck by it. If you are a Metallic dragon purchasing this may give you a second non-lethal breath weapon. The base 50 DP level will give you a breath weapon that inflicts a significant debuff such as slowing someone down, weakening them or another noticeable debuff that is capable of seriously hampering someone's ability to fight. The 100 CP version can completely take an opponent out of the fight, whether by putting them into a magically enforced sleep, paralyzing their body, or similar effect. Both versions of the breath weapon are unlikely to significantly affect something significantly stronger than you, but can give a significant edge against an equal or lesser creature.

Flight (Free/-50): Most dragons can fly, in fact only a few are completely without some kind of aerial locomotion. You receive this for free ordinarily and may pay 50 DP to gain flight if your species cannot naturally fly. As with most things, dragons defy physics on a regular basis; despite the physical improbability of a creature the size of a mansion taking to the air, dragons do it all the same.

- **Upgraded (-100):** However, for 100 DP you may improve your flight into near-perfect aerial mobility comparable to outright flying magic in the manoeuvres you can master. This enables you to defy the already questionably physics of a house-sized flying creature even harder; turn without regard for inertia, abruptly change direction on the wing, and take off and land from stationary positions.

Frightful Presence (Free/-50): Also known as Dragon Fear and many other names, any young adult and older dragon has an ability known as its *frightful presence*. They are so swathed in the primal terror of the apex predator that any aggressive actions, from attacking to simply flying overhead, will panic most animals immediately and cause ordinary people to run for the hills. A single dragon joining battle can send armies fleeing at once, as only great men can hope to master their fears and face one in single combat. This is not a magical effect; its origins are entirely mundane, yet also it does not apply to other dragons. For most dragons, they receive this for free at the Young Adult or older stage. Epics receive this from birth.

- **Dragon Dread (-50):** Dragon fear is a potent enough weapon, but some learn to cultivate it even further into a weapon of dread. Now your natural Frightful Presence has been expanded in scope and you can trigger the dragon fear simply by existing and nothing more; any who see you will be gripped by the sudden urge to turn tail and flee. Most creatures will simply give into the urge and run for the hills, unless they are outright significantly stronger than you (where they will merely be strongly tempted to run), or they are another dragon. This may, of course, be disabled.

Cross Fertility (Free): Dragons are cross-fertile with everything that sexually reproduces. And some, like some oozes, that don't. The offspring always inherent many traits of dragonkind, including a natural aptitude towards sorcery, tough scales and a breath weapon. Over generations, most of the non-human traits are typically bred out though leaving behind a bloodline that produces plentiful sorcerers. *Certain dragon types* are known to enjoy taking on the form of mortals for hedonistic parties, leaving a trail of potent bastards behind, and occasionally creating entire subraces of species defined by the thickness of dragon blood in their veins. Even when there are no males around, female dragons have been known to reproduce by parthenogenesis, which creates both male and female dragons to repopulate an area after, for instance, a disaster that wipes out most local dragons. They are not known to suffer any genetic disorders that would logically follow such a population bottleneck, either.

- **Upgraded (-50):** You may apply this to any altform you possess and become cross fertile with any living creature, even ones that do not possess sexual organs. Your descendants will possess a number of your traits and in time you may even breed bloodlines blessed with aspects of your supernatural abilities, like how dragons have been the ultimate origin of many sorcerers.

Inherent Memory (Free/-50): Even the lowliest wyrmling hatches with a comprehensive knowledge inherited by its parentage. This covers a wide range of topics, from a dragon's place in the world, the nature of its own race, and how to use its natural abilities (a dragon does not need to learn to fly, for instance, emerging from the egg already knowing how to). As this is an inherent part of being a dragon, the free level applies to any dragon forms you pick up, but costs 50 DP to take with you into

every new race. With the 50 DP level you are also permitted to pass on a similar advantage to any of your offspring, whether dragon or not, so that from the moment of birth they are as aware of the world and their own powers as a dragon is.

Senses (Free): All dragons have superhumanly sharp senses and are able to magnify their view like a bird of prey. They also possess a tapetum lucidum to enhance their low-light vision, though unlike the crude ones found on lesser creatures this does not lessen a dragon's incredibly sharp vision in general. A dragon has, on average, twice as good vision as a human does, can see four times as far as a human in dim lighting, and can even see in black and white without any source of light. They have a nested double pupil slit like a cat's and can consciously rotate their inner pupil up to 90 degrees, this enables them to enjoy vastly superior depth perception and ocular focusing. Their vision is as robust as the rest of their body – they can stare directly into the sun without losing any visual acuity and their eye is well-armoured against damage with a tough, transparent membrane. Their sense of smell is vastly sharper than any human's, closer to that of a tracking dog or wolf, and they possess a forked tongue like a snake that enables them to "sample" the air and easily determine the origin of any scent. They also have a very sharp sense of taste and often have favourite, bizarre foods such as pearls or the flesh of young maidens, though dragons also rarely enjoy sweet flavours. A dragon hears far better than a human at all ranges a human could normally hear. These senses put together enable a dragon to have a curious "blindsense", or the ability to accurately triangulate the position of any physical object even in the rare circumstances they cannot see. The sole sense a dragon has worse than a human's is its sense of touch. Armoured in unnaturally tough scales, it rarely perceives any major tactile stimulation. This is also what enables them to happily sleep away on a bed of hard gold coins or even (non-magical) swords and spears.

Menacing and Awe Inspiring (-50): As with any series as large as Dungeons and Dragons, artistic standards have varied heavily over the years. By purchasing this you have guaranteed that you don't look stupid and in fact look rather dashing/terrifying/any variation on the above, even by the standards of your race. You may customise exactly how you look, but this cannot make you look like a different species of dragon.

Dragon Stealth (-100): Many a new dragon hunter assumes that something larger than a house and brightly coloured cannot be stealthy. They are invariably proven wrong. Even a dragon can learn how to silence their steps, hide in undergrowth, and exploit blind spots in vision to take their enemies unaware. Especially so for burrowing or amphibious dragons, who can lurk underwater or underground perfectly aware of their opponent's movements to lunge when the time is right… This gives you the understanding of how to hide in the environment and remain extremely stealthy even despite being the size of a house or larger.

Large and In Charge (-100): You're extremely adept at keeping your enemies at arm's length – dragon arms anyway. If someone tries to close in on you, you know how to whack them backwards a bit. Handy to keep magic swords of dragon slaying out of reach.

Dragon Psychosis (-100): Even dragons can develop mental illnesses, yet for a dragon. By purchasing this, you can gain powers relevant to whichever mental illness you wish to suffer. You may take this perk more than once if you wish to suffer even more destructive illnesses. Post-jump, the debilitating parts of the mental illness will subside in specific ways described further. In either case, buying this perk once will ensure that should you develop a debilitating mental illness in future

jumps, your draconic biology will adapt to give you new supernatural traits deeply related to the nature of your illness.

- **The Nameless One (incompatible with Spellhoarder):** It is known that possessing the name of a creature can help target it with supernatural effects. A few incredibly paranoid dragons are known for attempting to annihilate every single piece of evidence that they exist, including the destruction of their names, to avoid any potential use of it against them. You lose your natural ability to cast spells as your psychosis drives you to expunge any words of power from your very mind. You even forget your name as your paranoia drives you to avoid thinking about it at all. But the advantages are several: no magic can detect you, nor can any magic affect your mind, and you are even more resistant to magic than normal for a dragon. And if after all your paranoia, a creature within a hundred miles speaks your name, you automatically know exactly where it was said, but nothing further about the one who spoke it. Post jump, you can learn magic without compulsively purging it from your mind.
- **Endless Hunger:** A ravening dragon is one which can never feel full. You can eat and eat and eat but be satisfied. You will constantly feel the urge to go on a destructive rampage and even the very act of eating can overwhelm your will, causing you to devour everything in sight. You must eat obscene amounts of food, equal to your entire body weight every single day, or your body will begin cannibalising itself to feed the psychosis-induced metabolism. As long as you continue to gorge yourself on food, your highly overworked fundamentum will produce so much magical energy that your breath weapon is greatly empowered as well as easy to fire off time and time again, and you will be surrounded by a similar aura of magical energy that leaks out of your very pores and wreaks havoc, perhaps a whirling bonfire or acidic mist.
- **Riddler:** Almost every dragon likes riddles, and many prize themselves on mastering as many kinds of riddles as possible. Yet it is possible for the urge to riddle to consume a dragon so utterly it rules their entire life, driving them even as far as to rearrange the entire terrain of their territory to match a riddle known only to them. Your constant obsession with riddles has sharpened your mind, however, and made you resistant to any magical effect that might affect your mind. It has also blessed you by allowing you to riddle out extra magic the more intelligent you become, adding on top of your natural draconic spellcasting ability.
- **Spellhoarder (incompatible with The Nameless One):** Some dragons actively choose to study magic to unlock their natural potential. Others become so obsessed by gathering magic they become psychologically dependent on it, compulsorily snatching every bit of magical knowledge, until finally their obsession causes their very body to change and store magic like a spellbook as their wisdom dulls by their pure obsession with magical knowledge. Unlike how most dragons have a natural skill in unlocking magic, you must study and store your magic in specially prepared runes on your scales and cast like a wizard does by carefully preparing your mind and memorizing any spell you can read instead of naturally gaining a smaller selection of spells as dragons normally do. It also functions as a spell scroll in an emergency, allowing you to consume the magic inherent in a spell written upon your scales to cast it instantly, enabling you to still cast even when out of magic. Additionally, by consuming valuable gems, you can steal the magic out of a spell cast at you and add them to your hoard.

- **Wanderer:** Dragons normally live a life of bursts of activity punctuated by long periods asleep, but some develop an illness that damages this wake-sleep pattern. You can no longer sleep and spend your time wandering around feeling like reality is a waking dream, and all your magical potential is cut in half as your residual magical energies are consumed to power the benefits you get. Namely, you will find that in times of stress you can turn this energy into an unnaturally quick hastened boost. Additionally, you are surrounded by ghostly half-dreams. These aren't real, being nothing more than illusions generated by the consumed magical power but encompass both visual and auditory illusions. Post-jump you no longer need to sleep and any prolonged period of time without sleep will cause this perk to take effect. You are otherwise capable of sleeping if you wish to.

Draconic Appraisal (-100): Most dragons are capable of basic appraisal and understanding the value of their treasure. A few dragons are truly exceptional at appraising the value of things, including yourself if you purchase this. You are likely to know the exact value of any single item you lay your eyes on, as well as detecting magic and definitely curses. Comes with the guarantee to always know the exact value of everything you own down to the last measly copper coin

Spellcasting Harrier (-200): For a dragon, professional spellcasters are often both the most vulnerable and dangerous foe they may fight. There is no longer any tricks that would delude you. Any spellcaster who tries to cast within arms reach will open themselves up to a furious counterattack composed of any attack you possess the moment they focus on casting the spell; this can totally spoil any spellcaster's attempts, not to mention potentially killing the pesty caster.

Overcome Weakness (-200): Through willpower alone, you have overcome your racial weaknesses. This does not grant you immunity to them, only makes them affect you the same way as any other weapon. For example, a red dragon with this perk would be as vulnerable to ice-based attacks as any other attack, instead of being especially vulnerable to them. Of course, this purchase is not particularly useful if you don't have any racial weaknesses.

Ghost Dragon (-200): Ghost dragons are (fortunately) rare, though they are known to emerge when a dragon is violently killed and its hoard sacked, the lingering trauma of its death binding the dragon to the mortal world to seek revenge upon its killers. They are normally ethereal, immune to most forms of damage that cannot specifically strike ethereal creatures, but by the same token can struggle to harm creatures that are wholly material. Their breath weapon and touch alike carries dangerous draining effects that sap away at the very abilities of their foes and drain the life from them. The final major advantage is that it is somewhat difficult to permanently destroy a ghost dragon; generally only powerful magic or convincing it to pass on will work.

Brainstealer Dragon (-400): The Brainstealer Dragon is what happens when the frightening Illithid and dragon combine; a creature with the head and psionic powers of a Mind Flayer combined with the raw bulk and power of a dragon. You were an illithid tadpole that was inserted into the head of a dragon. From this you have gained immunity to acid and an array of powerful psionic powers in addition to your other natural abilities. As all illithids, you have a mass of tentacles which lead into your mouth, these tentacles are extremely good at extracting brains (of creatures that have them) to feed you. You are telepathic, which gives you the ability to telepathically communicate with any creature with a language, imbue them with psionic suggestions they will feel compelled to obey (especially if they are weak willed), can psionically charm your enemies to convince them you're a

friend, and can emit a directed mental blast that can stun and disorient the minds of your enemies. The older you are, the more these psionic powers will grow until travelling the Planes under your own power is possible.

Vampiric Dragon (-400): You're a dragon vampire, converted into an undeathly state. Their advantages are many; they heal unnaturally fast, can assume a gaseous form to evade injury, can charm with words and dominate the minds with eye contact, drain the life from those they touch and drain blood with their fangs, convert those whose blood they drained or energy they totally drained into vampiric spawn slaved to their wills. Unlike a normal vampire, vampiric dragons are tied to their hoard rather than a coffin, nor are they barred from crossing running water or repelled by garlic or mirrors. They still cast no shadow nor reflection. For all this, they come with the weaknesses that exposure to sunlight disorients and eventually destroys them, they no longer naturally grow with age, and driving a stake through their heart will kill them. That said, a vampire the size of a dragon will require a stake the size of a very large spear. Finally, they are still barred from entering homes uninvited (though not barred from simply razing it to the ground).

Gift of the Far Realms (-400): Sometimes, dragons may be affected by the influence of the disturbing, alien and horrible realm known as the Far Realms. You are a thing of madness now, a vaguely draconic amorphous mass of scales, mouths, fangs and eyes, constantly shifting and twisting under some design incomprehensible to mortals, or perhaps truly random. Your natural abilities, from your breath weapon to even your speech, has been imbued with the blessings of the Far Realms and in addition to the mundane dangers - such as flame or claw - they are also a horrendous assault upon sanity itself. Those who survive your attacks are liable to be driven mad from the experience. The only creatures actually immune to such inflicted madness are the ones hailing from equally mad and bizarre realms of existence, all others must fear the touch of the mad.

Master Shapeshifter (-400): A few dragons take shapeshifting up to near perfection. These dragons become capable of even manifesting their natural draconic abilities in the flesh while remaining perfectly disguised. For you, this means you can manifest all your natural abilities, including any ones you purchased earlier, without inherently breaking your disguise. You may be able to breathe forth a jet of fire, manifest strength and constitution more appropriate to your true form, make your flesh as hard as your scales, or manifest any other abilities you may possess in your other forms. You also have an equally vast library of potential forms to shapeshift into, effectively able to take the form of nearly any creature that exists. This purchase makes your dragon form able to shapeshift, if it couldn't already.

Hollowed Dragon (-600): Through arcane rituals, you have turned yourself into a living construct. Your flesh has withered, but what remains has grown *strong.* Externally, you resemble your normal form, but with some important differences. There is nothing underneath your scales, neither flesh nor bones, and the magical power animating you leaks from your scales, eyes and orifices into an unnatural glow. You do become a master at using your natural draconic essence, in shaping it into ever more powerful breath weapons and letting it erupt out of your body as a painful "counter" to anything trying to hurt you. You naturally also gain immunity to diseases and poison, as there is no flesh left to suffer disease or poison, and no longer age; this may be a benefit (no longer risking the Twilight and death from old age) or a drawback (no longer naturally growing greater with age)

depending on your perspective. You also know the arcane rituals which will turn a living dragon into an immortal hollow construct if you wish to bless other creatures with the same hollowing.

Arch-Dragon (-600): You ventured to one of the Planes or perhaps received a blessing from a deity aligned with one of the cosmic laws of morality or ethics. The exact nature of this blessing depends upon which blessing you have received. You may only take this once and must think about this carefully, as for the duration of the jump going against your chosen alignment in a significant manner will lose you everything here, and in addition to that restriction, you will also not be able to cast magic tied to the opposite alignment either (Law vs Chaos, Good vs Evil). All blessings have some details in common; you are immune to fear, polymorphing and disease, you can see through all illusions and invisibility, you may communicate telepathically with any creature within a hundred feet of you, and you become significantly more agile on the wing, approximately one and a half times as much as you previously were.

- **Chaos:** Embracing the blessing of Chaos causes your features to become more erratic; perhaps you gain extra unmatched horns and few of your scales are the same shape, texture or colour, perhaps even your voice changes rapidly from booming timbre to comically high-pitched squeak. Your breath weapon will be infused with a blindingly bright dust that will linger even past your breath, clinging to anything it touches. You can also surround yourself with an aura of pure chaos manifesting as scintillating sparks and jolts of magical energy swirling around you that hurts and disorients other creatures.
- **Evil:** Embracing the blessing of cosmic Evil causes your features to become exaggerated and more frightening, possessed of some kind of otherworldly malice. Your breath weapon will carry the dangerous disease Demon Fever that will affect anyone struck by it and make it likely that they would die of disease even if they were to survive fighting you. You may also surround yourself with an aura of malevolent shadows that sap the life and mind of any other creature caught within it.
- **Good:** Embracing the blessing of Goodness, your features become less sinister and you seem to almost glow with angelic benevolence. Your breath weapon becomes disruptive enough to undead that even a single touch from it is potentially capable of utterly disintegrating any deathless monster, though this of course depends on relative power between the two of you. Assuming it is successful, being disintegrated by holy power will put any undead monster back in the grave. You can also surround yourself with an aura of benevolence, soft calming light that heals good creatures while harming the wicked (and especially the undead or fiends).
- **Law:** Embracing the blessing of Law causes your scales to turn smoother and almost steely. Your breath weapon will be imbued with antimagic energies that cause anything your breath weapon touches to be shrouded in a lingering antimagic field for a while after it strikes – this is perfect for stripping magical blessings off dangerous opponents. You can also surround yourself in a blessing of pure Law that fills your enemies with a sense of terrible doom and snuffs out energy-based attacks.

The Strength of Ages (-600): For some dragons, the stage of Great Wyrm does not stop growth. Even "colossal" may not be able to describe the size you may yet reach. You will not gain any new abilities, but your existing draconic abilities will continue to refine and increase in power ever more. Your scales will become stronger, your physical and intellectual prowess shall continue to grow, your

natural weapons will grow sharper and deadlier, your breath weapons will grow ever more powerful and affect larger areas, and you shall grow ever more resistant to hostile magic as your own spells shall grow more potent. This may manifest as either of the following advantages:

- **Ritual:** You know a ritual that can be performed at any time, on any dragon (including yourself) that will boost you a bit in size and power every time it is performed. The major disadvantage is that the ritual likely includes more difficult to find reagants, but you will be able to find equivalents in other worlds. It won't be easy, but if you try you will find ways to continue your rituals to continue to boost your own size and natural abilities.
- **Endless Advancement:** A (fortunately rare) few dragons do not cease growing in stature and power even after they've achieved Great Wyrm status. Perhaps through divine ancestry, random mutation, active attempts to grow even greater in power, or possibly from more esoteric causes, these dragons will continue to grow increasingly slowly right up until they enter the Twilight. You are one of these dragons now. You will continue to grow larger, and your natural draconic abilities will continue to improve for as long as you live, even if you otherwise should have stopped growing completely (such as embracing undeath). Should you somehow defy the Twilight and cease to be vulnerable to death from natural causes you will simply continue to grow. Dwarfing mountains and growing even further beyond that is not impossible for you.

The Dragon Of All Colours And None (-600): You have four more heads. Each head is of a different dragon of the same type as yours. For instance, you may have five different colours of Chromatic dragon heads, five different colours of Metallic dragon heads, and so on, though if your dragon type has fewer than five different kinds of dragon within it you will receive the difference in Chromatic heads. Each head is completely controlled by you, and you are as adept in using each head to multitask; potentially five times the actions you could take with only one head. You may use them to, for instance, breathe five layers of breath weapon over someone at once ensuring that without immunity to all common elements they, cast five spells simultaneously, have one head focus on casting spells while the other attack, and similar creative applications of your heads. Note this also renders you immune to death from decapitation unless all five heads are removed.

- **Monochromatic (-0):** You don't get four different coloured heads. You just have four extra heads of the same colour.

Perks

Perks for each origin are discounted. Discounted 100 DP perks are free.

Origin Perks

Adventurer

Classy (-100): You've picked up a skill or two. Perhaps you've learnt to commune with the gods, perhaps you've focused on refining your natural sorcerer powers, or perhaps you've focused on being extremely sneaky and disarming the many traps an adventurer will find in their career. Though they aren't much worth writing home about now, as you focus on applying yourself you will find these abilities growing ever greater. Further purchases are not free and gives you another broad skill set.

Magic Shifting (-200): It is a well-known fact that adventurers can and frequently do rely on a staggering quantity of worn and carried magical items to survive delving into the deepest dungeon. A dragon who seeks to adventure must find ways around this if they are to thrive. You have. Whenever you shapeshift into other forms, you don't lose the benefits of any magical items you were wearing in one form. It simply merges with your body and continues working. However, magical items often do not agree with each other when placed in close proximity, such as wearing multiple rings on one finger, and this perk does not inherently allow you to bypass this. Nor does this apply to things that aren't worn, such as carried swords or staves. As a side benefit, you can always activate magical items even when they're obviously sized for a six foot tall human and not a castle-sized dragon, or vice versa.

Growing Through Experience (-400): While the potential to find large quantities of loot is a great motivator for any adventurer, the ability of adventurers to grow fast and become ferociously strong within mere years is a potent draw on its own. A dragon will eventually outstrip all but the most potent adventurers in time, yet for some the millennia-long wait is too long. For you too, adventuring is a path to (relatively) quick power. Any skills and powers you have that can be trained will grow as if adventuring was a period of intensive training for you.

Forge Wyrm (-600): Dragons are often lazy creatures, sleeping away the centuries on great piles of wealth. But there are always exeptions. Some dragons choose instead to turn their minds to craftsmanship, and these can produce some of the greatest magical artifacts known to exist. Indeed, by combining your natural breath weapon, immense intellect, aptitude for magic, and a bit of either permanent investment of your own power or scavenged magic from other magical items, you may turn raw resources into any magical item known to exist, perhaps even artifacts who defy the known laws of magical items. This will, of course, take proportionately greater investments of effort and rare materials, yet to a dragon this is a lesser downside than it is to one of the shorter-lived races. Even so, for the greatest magical items it may be a long quest on its own to gather up the resources to even begin creating it. Of course, you will be able to find analogues to the raw resources in future worlds. You don't even need to work it directly with your own claws, for this comes with magic that can enable you to shape raw goods with exceptional precision and dexterity. Additionally, you are

equally capable of leading entire teams in crafting projects at a time, perhaps organising mindless golems or hired help.

Protector

Carpe Diem (-100): With such a great lifespan, it is extremely common for dragons to adopt a view on time that confuses and irritates other races. After all, to a dragon, vanishing for a few decades is barely any time at all, yet for a human it is a very significant chunk of their lifespan. Worse, when the friends of dragons are threatened, it is a common reaction to sit back and totally analyse the situation, which can take months or years, during which time a dragon's friends and allies can be lost. Not you. Your likely long association with mortals has ensured their attitudes towards time has rubbed off on you. You can be assured that no matter how long you live, you can retain a human attitude towards timeframes if you wish to.

No Parental Issues (-200): Most dragons recognise that raising the young to healthy adulthood is important for the continued existence of dragonkind. Even the most wicked dragon is intelligent enough to recognise that raising a functioning family helps cement their legacy and can ensure they have more of their kind to call upon during emergencies. You can raise your young just right and ensure they will retain fond memories of their time with you. This also applies to any young you might wish to adopt too.

The Land Rejoices (-400): It is known that many dragons are capable of laying dreadfully potent curses upon entire regions of the earth, scouring it of life and driving nations within it to ruin. It is lesser known that dragons who set themselves up as the protectors of regions can bless it in their own ways. What you protect will boom as long as you bother to focus on actually protecting it from danger. As if by magic, trade will flourish, harvest will be thick and heavy, and (internal) peace will reign. Just be wary that such wealth and prosperity may attract external attention.

Shield Another (-600): The dragon god Bahamut is known to encourage his faithful dragons to protect the weak. Yet one problem with looking after a bunch of hairless apes is that their hides are soft and thin, often unable to resist even the most meagre blows. Fortunately, you know ways to help allay this. You know magic that lets you share your durability and resistance to magic with other creatures. This requires being within visual range of them and may manifest as obvious glowing shields around them or invisibly to all but powerful magical sight. You even know how to conjure up shields that are near-invulnerable to magic, potentially capable of foiling anything short of divine intervention or epic spells. There is no limit to the number of creatures you may so shield, and you may grant entire armies your protection at once.

Manipulator

The Slow Path (-100): Dragons often marvel at how the lives of lesser creatures seem to flash by, always darting from place to place. Dragons do not need such haste, for if a dragon has nothing else, he has time. You have the same seemingly limitless patience of a dragon who has realised he can simply wait for all his enemies to die of old age to win. You can wait, and wait, and wait without getting bored or succumbing to temptation to abandon your efforts. If you take it slowly enough, the lesser races may never even notice your plans.

Swallowing Your Pride (-200): Greed may be the greatest of dragonkind, but pride is not far behind. Yet even the most cunning, charismatic dragon will often find his pride a stumbling block for his great ambitions. It is difficult to truly manipulate people without treating them like your friends. Like your *equals.* Could there be any greater insult? Fortunately, you are more than capable of swallowing even the titanic pride of the average dragon and treating these hairless, stupid apes with far more respect than they could ever deserve. Even dragons with centuries experience dealing with humanoids struggle with this part.

The Slave Becomes the Master (-400): Foolish lesser beings often meddle with entities far greater and smarter than they. Occasionally, they stumble upon ways to compel service from them, perhaps via direct mind control magic or potent artifacts like the Orbs of Dragonkind. For you, this is less of an issue, as your towering intellect is more than capable of worming its way out of any forced subservience and positioning yourself to be the one holding the chains, even without dispelling any actual mind control magic inflicted upon you, though breaking free by outwitting your erstwhile master remains a distinct possiblity. It would take one of intellect vastly greater than yours to make any such arrangement stick, otherwise they will end up right on the palm of your hand, dancing upon your strings while totally convinced they're the true master.

Nightmares Given Form (-600): You have learnt a horrible power. You can bring up the subconscious fears of your enemies and turn them real. The people you curse will suffer sickness, pain and weakness until they die or you revoke the curse. This alone is enough to make a typical person incapable of doing anything but suffer until the end, but this is not the limit to the curses you can lay. Even cursing entire kingdoms to be haunted by nightmares is within your power. A land so cursed will suffer thick, blanketing mists that wither life within it and fill it with horrible nightmares dredged up from their subconscious fears. In either case, defeating you will break this curse, so be careful who you inflict it upon.

Destroyer

Pet Princesses (-100): Kidnapping princesses is perhaps the most famous of all dragon activities, next to sleeping on a dirty great big pile of gold, although princess kidnapping is rarer than the stories would have you believe. In any case, royals can make for a nice ransom and you know exactly how much money you can squeeze them for and are very good at preventing your pet princess from running away.

From Consumption, Strength (-200): More than one dragon has discovered their dinner has left them picking up unusual traits, perhaps as a quirk of their draconic biology. Particularly unusual traits carried by the things you personally kill and eat will be passed on down to you in a form more suitable for your use. They will resemble your natural abilities in scale and power, and highly depend on the creature you ate; perhaps a new breath weapon, another spell added to your repository, and so on.

Disciple of Ashardalon (-400): Ashardalon, the dragon who had his heart destroyed in battle and replaced it with a mighty bound fiend, has spawned many copycats over the ages. You committed the arcane ritual to bind a fiend into your heart and have achieved perfect synthesis with the monster. You have become something halfway between, not quite a dragon and not quite a demon,

but with the advantages of both. You also carry the knowledge to induct others into the same ritual, though unless they have the constitution of a dragon they are unlikely to survive.

Bloodscaled Fury (-600): The wrath of the lesser races does not compare to the wrath of a dragon. It is akin to a child's tantrum and a frenzied berserker, a light rainstorm to a tempest. Some dragons take this even further, focusing on refining their natural fury into a weapon against their enemies. No human barbarian could compare to the might and terror a frenzied dragon embodies, its scales coated in a layer of gore as its eyes turn red and spittle foams at its mouth. The depths of the rage you can summon up defies anything men could call on. When you lose yourself into the frenzy it will transform you into a terrifying monster that will send most lesser creatures into a frightened rout. Your scales will harmlessly drip blood that supernaturally wards you against both spells and mundane weapons. Your blows will strike harder and always seem to find the weakest points in your enemies' defences, while you will become unnaturally durable and move with speed matching supernatural haste. Yet additionally, your berserk fury is oddly infectious, spreading to all those nearby you who consent to joining into the fury and imbuing them with a similar bonus to their physical strength and durability so they too can join in the violence.

Sage

Riddlemaster (-100): Dragons often love riddles, as their tremendous intellects often grow bored and crave the stimulation of a tricky logical puzzle. Because of this, most dragons know plenty of riddles and can become amused by newcomers challenging them to a game. But even among dragons you are a master of riddles. Perhaps a dragon with a thousand years of seniority and experience with riddles could best you, but all else must recognise your superiority.

Loredrake (-200): You have a deep reservoir of draconic knowledge, which works similar to bardic knowledge except around topics of interest to dragons. You know a seemingly inexhaustible supply of trivia about things that are more detailed the more famous and relevant to dragons the thing is. This includes, but is not limited to, mighty heroes (especially dragonslayers), great valuable treasure, powerful magics and magical items, the history of dragonkind and dragon religions, and even the origin of the world itself. For topics that are closely related to one or more of those subjects you are likely to be able to describe them in great detail, such as reciting the lineage and all major life events of a famous dragonslayer or reciting a world-famous jewel's history and all the people it changed hands to, but the less relevant any subject is to one of the former categories the less you will inherently know about it. Notably this information does not include the many nations or cities that emerge and vanish within a full lifetime of the average dragon unless they are highly related to one of the former categories. This continues to update in future settings, where it continues to detail topics that would be of great interest to dragons.

Mystical Innovator (-400): Many whisper that it was the dragons who first created whole schools of magic. Most frightening is the legend that the entire school of necromancy was created by dragons serving dark gods who sought unnatural extensions to their lifespan at any cost. Similarly, you are capable of inventing entire new schools of magic and teaching it to other people. You know the vast amounts of magical theory required to be capable of coming up with schools of magic whole cloth.

Argonnessen Seer (-600): The mysterious continent of Argonnessen, on the world of Eberron, is a mystery unexplored, yet what is known is that the dragons upon that island take to carefully reading the patterns of the stars to divine the future. Few outside dragonkind ever gain more than a sliver of understanding of the prophecies and portents that dragons have created since the dawn of time and continue to expand ever further. Only one of draconic intellect could hope to understand it all. You are one of them. You can accurately gather portents upon a global scale, track every star in the sky at once. That which would radically change the world as a whole (including but not limited to the end of the world, elder evils stirring, a radical change to global magical structures or basic laws of reality) will be completely impossible to miss, unless you were not looking. And should you resist the urge to devote your entire waking hour to understanding all that might come, you can even change the future. But be warned, the ability to read the portents does not come with the ability to perfectly understand them. Even the most accurate prophecy can be frustratingly vague.

Devotee

Blood Bone (-100): Draconic mythology has a distressing amount of sexual tension between the siblings Bahamut and Tiamat. Similarly, your blood relatives will be uncomfortably interested in getting down to pound town. Certainly being related won't stop them any more.

Slayer of [thing] (-200): Many a god of dragons compels their servants to war against one particular scourge the faith opposes. Whether it is Bahamut calling upon his dragons to destroy the wicked, Tamara waging war against the undead or Falazure calling for an end to the living, you have a similar broad category you have devoted yourself to destroying, and have received blessings from a god to empower this. You may select a broad category of creature, such as "evil beings", "undead", "civilised creatures", "demons" and the like. Your wrath and contempt towards these creatures will manifest as magical powers capable of smiting them down from a distance, infusing your natural weaponry, and warding yourself against their weapons and magic alike. Be warned that the more narrow the category is the less this will benefit you; for example specifically selecting "undead dragons" would grant you a major advantage in battling them, while choosing "living creatures" would give an extremely minor one.

Creation of a Slave Race (-400): By corrupting the young - eggs or infants - you can twist them into hideous draconic beasts that, while less dangerous than the original, are far more numerous. A single egg or child could create a clutch of a half dozen or more warriors imbued with savage killing instincts. The monsters you corrupt will start loyal to you as well. They will also be fecund and dangerous enough to be capable of breeding masses of slave-soldiers in a short period of time.

Sorcerous Uplifting (-600): You can share your draconic talents with mortals. Whether this is through signing pacts granting lesser creatures a measure of your power in exchange for some favour, or an outright ritual that causes a humanoid to enter a dragon egg and gestate like a wyrmling. Those you so bless will inevitably take on draconic traits of themselves. Scales that can deflect blade and arrow, a breath weapon patterned after a dragon, horns, perhaps even wings. The end result will be a creature far deadlier than before, taking on many of the benefits of being a true dragon.

Ascendant

No Time for Philosophising (-100): Perhaps you think the gods are beneath you. Perhaps you believe (rightly or wrongly) that you will grow greater than them in time. Either way, you have beheld the divine and realised it has nothing to offer you. You simply don't and will not feel any need for the divine, the urge to worship any creature even when that god visits you in dreams or stands before you. Some dragons simply cannot care less about the actions of gods and the like, as long as it does not directly affect them. This does not prevent you from actively worshipping the gods, merely prevents you from needing to.

Aspect of the Divine (-200): No, you're not an actual aspect of the gods… yet. See, a fair few dragons on the way to godhood have figured out that it's better to work in an existing cult than try to form their own one. This will divert some vital faith and worship to you, an important part of the road to divinity. You're also pretty good at negotiating with the gods themselves to muscle in on their worship in exchange for some reciprocal agreement. You *really* should ask first.

Manufactured Worship (-400): Terrorising creatures into worshipping you is not only entirely valid, you will find the frightened converts reluctant to stop worshipping you, mostly out of fear of your retribution. This only works as long as you remain a figure of terror to them. You are encouraged to be creative in terrorising your frantic worshippers into submission. If you don't wish to terrify communities into worshipping you, you may alternatively choose to awe them into submission by simply showing how majestic, great, and *big* a dragon is to get a similar effect.

Dragon Domain (-600): One important little detail that sets gods aside from mortals with a delusion of godhood is the power to grant spells to their worshippers. Fortunately, you can do this. You have the power to hear the prayers of mortals and, if you find one particularly devoted to you, grant it the power to cast divine spells and draw upon two of five domains. You are permitted to pick the five domains they may choose from.

Lair

You and imported companions receive 600 DP to customise your lairs. Lost, stolen, destroyed or used items are replenished monthly.

Lair (free): You have a lair. The most important thing is that the lair is sized to you. As a courtesy, should you grow larger the facilities without your lair will expand to fit you, to prevent a situation where you potentially end up trapped in your lair after a length sleep.

- **Import (-100):** For 100 DP, you may bring in a territory you already possess and merge it with your lair here. Further purchases will build off and expand your territory as needed.

Territory (free): You have a territory that extends out to a full day's (natural) flight. For an ordinary dragon this would be 160 square miles in diameter or approximately eighty thousand square miles in total. You may shape the general area of your territory; it does not need to be a perfect circle. If you continue to grow your natural flight speeds your territory will enlarge too, as the fastest and greatest dragons claim a proportionately large chunk of territory as their own.

Lair Actions (free): It is a well-known phenomenon that a dragon can manipulate elements of the terrain around them in a lair they have lived in for a while and soaked in their magic, which offers an extra, deadly weapon to a dragon fighting within its home. The exact details of this depends on the nature of your lair. For example, the lair of a fire dragon often ends up with pools of molten magma and vents of volcanic gases, which the dragon can also consciously manipulate and cause to erupt as a weapon against any trespasser, while a water breathing dragon may be able to cause sudden tides of water to swell out from pools and drag its foes into the depths. Your lair actions will take upon a similar form and follow a common theme and you should be creative in its application.

- **Hostile Terrain (-50):** Soaked in your magical energy, the terrain around your lair becomes treacherous to merely attempt traversing. It follows a similar theme to your own natural abilities as lair actions, however this adds an extra passive defence that makes attempted invasions even more treacherous. Perhaps it's riddled with unsteady ground that could plunge an intruder into lava, perhaps there's frequent pools of steam erupting from the earth, pools of acid or occasional corrosive mists, and similar phenomena. These can be navigated and crossed by a skilled wilderness expert, and you may choose to have safe routes for your allies to manoeuvre through, but those unskilled in crossing treacherous terrain are likely to perish before they even encounter the entrance to your lair.

Palatial Estate (-100): A favourite of the Lung dragons and Steel dragons, this makes your lair into a dragon-sized palace, with optional antechambers capable of fitting your vast size as well as large councils of nobles, ministers, or other dragons who seek to come to you for tribute. This is a palace fit for an emperor, as you no doubt are.

Teleportation (-100/-300): You may set how you can teleport into your lair and where you emerge; for instance you may decide that you teleport into your hoard the moment someone sets off a lair trap, or perhaps by speaking the command word you may teleport to the entrance of your lair. Once set, you may change it through magical rituals. This form of teleportation does not contain any risk

of errors or teleportation mishap, barring hostile magic specifically designed to interdict teleportation. This also helps reach lairs that are difficult to travel to.

- **Free Teleportation (-200):** For an extra 200 DP, 300 in total, you may choose to at-will teleport anywhere within your lair and a ten mile radius around it and share this with any of your minions, companions or followers as well.

Guardian (-200): A Great Wyrm chose to meld with the site rather than die elsewhere. You can commune with its lignering spirit to ask it short questions and receive short answers too, yet for various reasons a fully grown dragon can only do it yearly while a dragon still developing may do it monthly. Its lingering magical power has ensured any dragon eggs stored in the site are nigh-impossible for creatures who are not the parents or yourself to find without powerful magic, as they will be automatically covered with illusory terrain and powerful anti-divination magic until they hatch. This practically guarantees you need not fear any egg thieves or predatory creatures targeting your eggs when you're away.

Planar Location (free Planar Dragon, -200): Perhaps it exists on the Astral Plane, perhaps somewhere as hostile as the Elemental Plane of Fire. Either way, your lair is located on one of the Planes. If you do not possess the native ability to shift between the planes you may travel to and from your lair. Planar Dragons who receive this for free must select the same plane as their race originates on, for instance, an Astral Dragon must choose the Astral Plane. The exact specifics can vary; for instance the aforementioned Astral Dragons typically lair within their former eggs that grow along with them. Post-jump, this will continue to exist as a "pocket" of the other plane, similarly unreachable unless other creatures can travel the planes. In future jumps you may choose to place your planar lair on the local equivalent of the plane your lair is located on; for instance, lairing in the local Hell.

- **Demiplane (-200):** For an extra 200 DP, 400 in total, you may instead construct your entire lair in a personal demiplane sized just for your lair. You alone know the exact location of your demiplane, as well as how to travel to it, and may customise all aspects of it, whether it is identical to the Prime Material Plane, or perhaps it is a place beyond time, or cosmically aligned to one of the major alignments, or perhaps even dominated by one particular element. You may continue growing the size of your demiplane should you discover magic capable of creating demiplanes.

Deep Time (free Time Dragon, -400): A favourite of the Time Dragons, yours is located so far in the past (or future) that no complex intelligent life still yet exists. If you cannot travel through time you can with this, but only to the chronological location of your lair and back to the point you left off. This, obviously, renders it impossible to assault your lair without time travel.

Hoard:

Treasure Room (free/ -50): Every dragon lair must at the very least have a room for keeping treasure. This gives you a room large enough to contain you, and any treasure you purchase here. You may choose whether this comes in a bare-bones room you can pile everything up in or, for the more organised dragon, whether it comes with storage chests, barrels, boxes and shelves for carefully curating your entire treasure hoard. Of a mixture of the two, if for example you wish to sleep on a

massive pile of gold and silver while keeping other valuables stored somewhere reasonably safe. For 50 DP, your lair instead will continuously resize itself to fit anything new you pick up in your travels, so you may have one grand hoard of treasures from everywhere.

Gold Coins (first free, then -50): You have a pile of valuable coinage, the perfect for a bed. Each purchase gives you the equivalent in coinage of fifty thousand gold pieces; you need not simply have a pile of gold, but you may also choose. You should guard this almost as closely as your life, as nearly all status between dragons ultimately derives from the size and value of their respective hoards. Indeed, the humiliation and loss of status that a suddenly impoverished dragon suffers is so severe some will simply choose to lay down and die of despair... or else be driven into a suicidal frenzy, choosing death in battle over a life of shame. If an elder dragon is driven mad with grief it is entirely possible for entire empires to be destroyed and continents depopulated before it finally meets something capable of killing it.

Gemstones (first free, then -50 each): Purchasing this gives you an amount of rare and valuable gemstones equal to fifty thousand gold pieces. You may choose how this manifest from a vast pile of semi-precious gemstones to a single gem of exceptional clarity and size. Purchasing this multiple times will allow you to instead of creating multiple gems, create a singular gem of such value that wars may be fought over its mere possession. Naming it “Arkenstone” is not compulsory, but recommended.

Trade Goods (-50): While nearly every dragon would like to sleep on a massive pile of treasure, sometimes this is impractical and raiding merchant caravans or cities instead results in the dragon amassing quantities of trade goods instead of hard currency. Each purchase of this brings a quantity of common trade goods equivalent to fifty thousand gold pieces. Perhaps you have bars of iron, barrels of spices or liquor, preserved foods, anything that could conceivably be taken in quantity over local caravan or shipping routes.

Wall Art (-50): Frescoes, potentially gilt and inlaid with precious gems, line the walls of your lair. This also includes beautiful stained-glass windows, perhaps if your lair is located aboveground or in a permanent structure. This will make your lair extremely valuable merely for its artistic merit, though of course such things are near impossible to transport without damaging them. Perhaps that is another advantage? After all, thieves will find them very hard to steal.

Great Works of Art (-50): This lets you have great paintings (potentially of yourself) or statues. Need not be mounted on the walls; can be collected in your main hoard. They are exceptionally finely detailed and lavishly appointed, again potentially gilt and inlaid with precious gems.

Great Library (-50): You have a great library full of books and stories, both the common and ones so fantastically rare you very well might just possess the only copies left in existence. Many would say such historical records are truly priceless. For another 50 DP, the entire room is enchanted causing all creatures within the room to be able to read any written language and understand any magical inscriptions.

Relics (-50): Though uncommon, some dragons will collect archaeological relics of lost civilisations as a reminder that they are older and greater than human culture. In future jumps you will amass

works of culture from civilisations without the last two millennia of the world's history. They will not hold any significant advantages other than their interest to archaeologists, art historians and the like.

Magic Items:

Exotic Materials (-200): A large supply of rare raw materials from mithral and adamantine to Baatorian Greensteel and Ysgardian Heartwire. Enough to create dozens of weapons, magic items, or even create barding the size of a truly immense dragon.

Lair Traps and Defences:

Walled: This section deals with the walls within your lair; both the internal walls and potentially any exterior walls you wish to add, perhaps to give your minions something to garrison. This defaults to wood, earth, and hewn stone within your lair. It may be upgraded with the following. Buying multiple can allow you to layer them or perhaps make the walls within different sections of your lair out of different materials. Any purchase here allows you to also add curtain walls around your lair, perhaps adding in gatehouses, watchtowers and the like to make your lair begin to resemble a castle.

- **Mundane (-50):** This covers cut rock, cemented brickwork and the like as well as exotic coral grown deep underwater and magically treated glass. As a general rule, if it doesn't have any particularly exotic effects and doesn't fall under one of the latter categories it goes here. Purchasing this will allow you to turn your lair into something resembling a castle; with stone or brickwork walls, gates and watchtowers.
- **Bone (-50):** Bone is something of an odd duck; its material properties make for incredibly poor walls, yet the negative energy used in its construction is capable of permanently desecrating the entire area surrounded by bone. All undead within this area are empowered, and easier able to resist attempts to turn or destroy them, and any necromantic ritual to raise undead doubles its effectiveness, whether that be raising undead twice as strong as before, raising twice as many, or something in between.
- **Iron (-100):** Walls of solid iron are known to exist, though rare and fantastically expensive, they offer some of the greatest . These ones will not naturally rust into nothingness.
- **Mithral (-150):** Mithral is light, yet harder than iron. It makes for excellent structures as even those spells that can corrode and destroy iron cannot affect mithral and it also can resist forces that would tear down an iron wall.
- **Adamantine (-200):** Adamantine is one of the toughest materials known to man, capable of producing armours capable of surviving nearly any possible punishment and blades capable of carving through iron with relative ease. Its incredible value and rarity makes structures built out of adamantine fantastically rare. And expensive.
- **Obdurium (-300):** The last word in non-magical protection; no other non-magical substance can protect quite as well as this. It is four times as durable as stone and just under four times as hard as well.
- **Walls of Force (-400):** Walls of Force are invisible and almost utterly impervious to any magic or force, ignoring anti-magic of all kinds except disjunction effects that are even capable of destroying the otherwise nigh-indestructible artifacts, and immune to any form of physical harm. Only a select few spells may collapse them, and as above these will also return within the hour.

Wall Upgrades: Each pruchase here lets you apply the benefits of it to any wall or roof within your lair, as well as any door or gatehouse as you wish. You may choose to only apply some purchases to different sections. Be warned that these augmentations are all magic and can be both suppressed or disjoined, though if disjoined they will return to full potency within a week. These also apply to any gates or doors you have within your lair.

- **Lead Lined (-50):** Lining a wall in lead is a relatively cheap and mundane way to block many kinds of divination magic. Any divination spell that would pass through the thin layer of lead is blocked from working, including scrying the internals of your lair from the outside. This does not, however, have any effect on any spell that does not need to pass through the lining of lead, such as from a creature divining within the same room as you.
- **Aligned (-100):** Your walls protect one kind of creature; the lawful, chaotic, good or evil. Those of the appropriate alignment type will be shielded from most harm by magical energies, those not of the appropriate alignment will suffer no protection at all. This is generally useful only with curtain walls.
- **Elemental Energy (-100):** Your walls are covered in some form of elemental energy. You may choose to only apply this to one face of the wall; example to cover the outside in flames while allowing someone to stand atop the wall just fine.
- **Magical Treatment (-100):** This doubles the hardness and durability of your entire lair, making it much more difficult to try to knock down any entrances, walls, or otherwise force their way into your lair.
- **Razor Blades (-100):** Your walls are covered in whirling razor-sharp, though non-magical, blades. Trying to climb them is liable to end in missing fingers.
- **Windguarded (-100):** Your walls are protected by winds strong enough to tear arrows, hurled stone and cannon shot alike out of the sky before it can strike the walls or your lair within. Also makes it very difficult to set up ladders. You may optionally raise this ten feet above the walls too, and while it will effectively protect anyone on the walls from ranged weapons it will prevent anyone on top of the walls from effectively shooting out either.
- **Magically Warded (-200):** This grants everyone behind the walls resistance to all forms of magic. Alternatively, it only grants resistance to magic originating from outside, allowing spells cast from inside to work just fine.
- **Prismatic Screening (-400):** This layers an extra protection on top of a wall; the seven coloured layers of a Prismatic Wall. Each layer has a different effect from blasting anyone who contacts it with fire, to stopping all spells, teleporting someone to a different plane of existence or disintegrating objects. Anyone who wishes to pass through a Prismatic Wall must either accept suffering all seven effects, bring seven specific spells that can collapse each wall, or other potent magic or artifacts. Like the Wall of Force, it is impervious to antimagic in general except for outright disjunction and similar magical items, and any part of it will return from destruction after an hour.

Traps (Varies): Purchasing anything here will dot your lair with a quantity of traps. These traps reset themselves within an hour.

- **Alarms (-50):** Your lair has multiple areas within that set off a deafening cacophony of alarms once tripped by anyone you have not specified as allowed within your lair. They are

loud enough to wake you from a deep slumber and alert any minions you possess as to tresspassers.

- **Mundane Traps (-100):** This group covers all things from sections of the roof that fall on invaders, spikes that shoot out of the wall, fake floors leading to a deep pit, and similar. They can be fatal, but are unlikely to be.
- **Elemental Traps (-200):** These include things like rooms that flood with fire or acid upon entering, electrocuted spikes, and similar. While highly deadly, the fact they rely on elemental damage is a vulnerability.

Fog Veil (-50): Your lair is surrounded in ten feet of thick fog. You may also fill your lair with the same fog, but you do not have any inherent ability to see through it.

- **Range (-50):** Rather than a mere ten feet, your fog expands out for a full mile in every direction out of your lair. Including up, if you wish. Combining this with any further options may create a "dead zone" where no life can survive. Consider yourself warned.
- **Killing Clouds (-100):** This fog is also potentially lethally toxic poison that directly attacks the life of anything within. Weak creatures may die on contact, while the strong are likely to be significantly debilitated just from crossing it.
- **Elemental Clouds (-100):** This fog carries a potent and potentially deadly elemental charge, perhaps acidic vapors, clouds of hot cinders, or another elemental damage type.
- **Nightmare Mist (-100):** The subconscious fears of anyone trying to cross the fog will manifest as ghostly illusions. They cannot harm people, but they are more than capable of getting them lost or making them flee in terror.

Illusory Landscapes (-100/-300): With this upgrade, you may surround your entire lair with illusory terrain. Perhaps you may wish to cover up traps with harmless-seeming plots of land, or make the area around your lair seem so treacherous that only the most foolhardy would try to enter. Actually interacting with the illusion (such as touching it, falling through false terrain) can permit someone to disbelieve the illusion hard enough to see through it. Magic that permits people to see through illusions will also work on this all the same.

- For an extra 200 DP, the illusion expands to not simply affect the terrain around your lair but cover the entire lair at once. From the outside, they see whatever you wish them to see. You could potentially cover all entrances in or out, as well as anything standing above the surface, with illusions to make your lair seem like just another patch of terrain. You may potentially make your entire lair invisible with this too.

Flying (-200): By some mysterious means your lair floats above the earth and flies around at your will. This makes it much more difficult for terrestrial creatures to invade, though as most dragons can fly this will not offer any significant barrier to you. Optionally, you may choose to have your lair sitting atop a cloud, and this is a favourite of Silver dragons.

Difficult to Enter (-200): Many dragons go to lengths to hide the entrances and any trails leading to their lairs. After all, nobody likes it when a group of nosy humans stumble into your house and steal your stuff while you're away. Your is simply impossible for humans to enter without magic – though in this world that is not a high bar. Examples may be locating the entrance under such a long stretch of water that only a dragon could swim through it without drowning, keeping the entrance rooms at

such molten rock hot temperatures anything unprotected will burst into a horribly infernal death, or similar serious barriers. By default you are not at risk from entering your own lair, naturally, unless for some reason you wish to be.

Weather Orb (Varies): With each purchase you may choose which of the following weather orbs you receive. You may assume that you receive enough to cover your entire lair in the same weather conditions, though this is not necessary, and you may choose to only have some patches affected by the unnatural weather or with multiple purchases choose which areas are affected by what weather.

- **Cloudgathering Orb (-100):** This orb ensures that the weather is always unpleasant around the lair – thunderstorms in spring, torrential rain in summer, sleet in autumn, and blizzards in winter.
- **Orb of Pleasant Breezes (-100):** This orb keeps weather pleasant and mild all year round, warding against poor weather.
- **Windstorm's Eye (-100):** This orb maintains winds at windstorm force, 51-74 mph, for miles around your lair. The lair itself is the eye of the storm, so to speak, and weather immediately in your lair is not unnaturally worse than normal.
- **Hurricane's Eye (-150):** This orb maintains winds at hurricane force for miles around you lair, 75-174 mph, though like the Windstorm's Eye your lair itself is in the eye of the storm.
- **Tornado's Eye (-200):** This orb keeps wind for miles around your lair at tornado force, 175-300 mph, though like the Windstorm's Eye your lair itself is in the eye of the storm. Winds at this force will make any sort of structure around your lair impossible; trees are uprooted, buildings ripped down, creatures smaller than a storm giant are simply lifted up and flung around, even dragons struggle to make headway against winds of this intensity.

Mystical Inscriptions (Varies): It is possible to carve inscriptions into the walls, roof or floors of rooms that bless the entire room with magic. By purchasing these inscriptions you may place them anywhere around your lair, including engraving every single room in your lair with them.

- **Inscriptions of Concealment (-100):** These inscriptions render everything non-living inside invisible to mundane and magical sight. A useful way to prevent treasure rooms from being found.
- **Inscriptions of Privacy (-100):** These inscriptions do not block any divinations targeted at your lair or anything in them. Rather, they alert you when someone is attempting a divination and lets you counter-divine the rough location and basics about the person who is attempting to spy on you.
- **Inscriptions of Falsehood (-200):** These inscriptions create a magical illusion in the room, so that anyone attempting to look in from outside or use magical divinations sees something completely different from what is actually going on.
- **Inscriptions of Vacancy (-200):** These inscriptions, though not outright blocking divination attempts, render any person invisible to them. Attempting to magically see into the room will simply result in seeing an empty room.

Private Sanctum (-400): Mages' Private Sanctum is one of the most effective spells to preserve privacy. Anyone looking in or out sees nothing but a dark, shadowy mass that magical vision fails to penetrate. Divinations into the sanctum simply fail. Sounds from inside do not reach the outside. Those inside, however, can hear and see each other and outside perfectly. Your lair, or sections, has been covered in this classic spell.

Anti-Teleportation Magic (-200/-400): Your whole lair has been warded against the classic tactic of teleporting in to attack. This comes in two levels. At the first, hostile teleportation into your lair is delayed up to a minute while the lair alerts you that someone is teleporting in and where; those who try will not notice a thing but arrive otherwise unaffected. The 400 DP level simply flat blocks unauthorised teleportation into your lair, including planar travel and other such ways to enter the lair. You may set who is and isn't allowed to teleport in. If you do not wish to swath your whole lair in such potent protections, you may opt to only prevent certain areas from blocking travel.

Lair Rooms:

These are extra rooms coming with their own benefits. You may choose to combine multiple rooms here into a singular room.

Fleshy Amenities (free with any minion purchases/-50): It is unfortunate that most minions are living creatures with their own biological needs, instead of being pure automatons. This room helps alleviate the needs of whichever further purchases you make. The exact specifics will vary depending on who you choose to serve you, but is likely to include at least a barracks to sleep in with cabinets for their possessions, armoury to store their weapons, kitchen and pantry to feed them, washroom to stop them reeking too badly (dragons do have a very sharp sense of smell, after all), and some kind of recreational room to keep them entertained. You have considerable leeway here but these things should not be magical or very valuable.

- For an extra 50 DP, the amenities for your minions is of remarkably high quality and very competitive with anything they could find in other gainful employment. Individual rooms for each minion, with soft and comfortable bedding (should they need it), personal washrooms and the like are things that can be expected to be found here. Useful if you want to keep morale up or just don't want to treat them like slaves. You will also somehow find extra room for any other minions you may hire or purchase in other worlds.

Pantry of Preservation (-100/-200): A room enchanted with *gentle repose*; this spacious room is able to preserve any living matter from decay or spoilage. Though its use in preserving food is immediately obvious, it is also able to preserve the dead for prolonged periods of time should you wish to keep a cadaver for resurrection or wish to store empty clones of yourself to possess as a backup plan in case of unexpected expiration.

- For an extra 100 DP, your entire lair is enchanted with protections against the ravages of time. Your silver and copper coinage will not tarnish nor corrode, any valuable statues will not weather, no books will be consumed by mould. This does not protect against deliberate destruction, nor will it keep your lair safe from vermin.

Pool of Scrying (-100/-200): This shallow pool, at least 2x4 feet in size, can form a reflective surface and scry upon people far away. This scrying have the greatest chance of success if you have some

connection to the target, such as a lock of hair, and worst if you are attempting to scry someone you only heard of second hand. Additionally, many powerful and/or paranoid entities may ward themselves against scrying as a habit. All the same, this is an excellent way to spy on potential enemies or potentially get someone's location to teleport in and surprise them.

- For an extra 100 DP, it is a Greater Pool of Scrying instead. This enables you flawlessly detect your victim's alignment, any magic around them, read magical inscriptions, and send verbal messages that can be understood in any language.

Egg Incubators (-100/-200): Dragon eggs are not particularly easy to incubate; a dragon that wishes to ensure their eggs will hatch must visit them regularly to breathe their breath weapon over to ensure the environment is comfortable for the wyrmlings, otherwise the eggs may never hatch at all. A single hour without ideal incubation conditions can be enough to kill the wyrmling within. Fortunately, eggs stored within this chamber will remain under ideal circumstances and result in the dragon hatching alive.

- For an extra 100 DP, you have a clutch of dragon eggs of your species to go with it. Initially you receive five eggs. After they hatch, the eggs will be replaced with a random number (from 2-5 eggs) that will again be replaced upon next hatching and so on, though you may indefinitely delay the new egg batch. Alternatively, you may choose to replace hatched eggs with dragon eggs of a species not inherently stronger than yours, if you want some variety in your hatchings. Be warned that attempting to raise dragons of famously opposed species (such as Red and Gold dragons) will require even more skill to avoid ending in tragedy.

Bastion of Unborn Souls (-600): Normally found upon the Positive Energy Plane, a Bastion of Unborn Souls is a place that generates a seemingly endless supply of souls from pure, ultra-condensed positive energy. No two Bastions of Unborn Souls are alike, but all do share some specific characteristics. Firstly, they are all places where Positive Energy runs extremely pure and strong, and so like all such places every sensation in the Bastion is extra intense, every light is incredibly bright (and most of the time the Bastion is shrouded in near-blinding light), every colour is more vivid and life just flourishes in general as even near-fatal wounds close up before your eyes (this influx of positive energy tends to be violently fatal to the undead, who run off its negative energy antithesis). Secondly, the Bastion generates souls somehow; the most famous of these came as a series of gigantic, crystalline trees of pure positive energy that constantly budded brilliant points of light (the souls) that vanished in another brilliant flash the minute they left for a new body. You could devour these souls before they find a body to incarnate in, though depending on the local metaphysics you may just be dooming a living creature to a horrible soulless life, very much alive but very much *not*. If you are willing to accept the consequences, devouring the souls here can keep you alive indefinitely even after suffering a death blow. After all, a dragon is an apex predator, why not prey on the metaphysical as well as the mundane? A curious final benefit is that this brings with it the Ban of the Unborn; all deities are barred from affecting the souls of the unborn and so cannot in any way enter the Bastion or <u>directly</u> affect anything within it, though acting through proxies such as clerics or magic items is permitted. They are also barred from speaking of it at all and all divinations related to the Bastion simply fail to give any information relating to the Bastion. If you or your companions become divine this will not lock you out of the Bastion if you choose not to as you have purchased it here, but it will still affect any other divinity.

General Loot:

Home Invasions & Homicide: The RPG (-50): A game about committing burglary, murder and some light arson against perfectly nice young dragons. Comes with a pre-drawn map (grid or hexes) of your lair with acceptable quality painted models of you and your minions, if you wish to play defending it. In every new world you will receive new miniatures of different monsters and common creatures local to the world. You may select which edition.

Ring of Draconic Deception (-200): This slender silver ring engraved with long draconic forms is prized by dragons that value misdirection. When wearing this ring, you can freely make yourself appear to be any kind of dragon at all, as well as changing the general shape and energy type of your breath weapon. For instance, a red dragon may choose to appear to be a white dragon and breathe chilling clouds of frost knowing that if adventurers were to retaliate against him they would come bringing resistance to cold and flaming weapons – both completely useless against a fire-breathing, fire-immune red dragon.

Dracolich Brew and Phylactery (-200): The dracolich brew is consumed in the final stage of the ritual and instantly kills the dragon, sending its spirit into the phylactery to reanimate its fresh corpse. Much like a normal lich, a dracolich is a dragon who has tied its soul to a phylactery, gaining a form of undeathly immortality as long as the phylactery survives. The body may be destroyed, but the spirit flees into the phylactery instead of passing to the afterlife and is capable of animating any other corpses it wishes; unlike a regular lich, a dracolich does not inherently possess the ability to regenerate its own destroyed corpse. To truly kill a dracolich, both the body and the phylactery must be destroyed, otherwise the dracolich will inevitably return. By purchasing this, you may optionally choose to have already consumed the dracolich brew and transformed into a full dracolich. In any case, each jump you will receive another dose and phylactery, in case you wish to turn any local dragon into a dracolich, as well as possess the knowledge to craft more on your own.

Orb of Dragonkind (-400/-500/-600): A much hated artifact involving the soul of an extremely old dragon. All dragons of the same kind of dragon as imprisoned within the orb are compelled to obey the bearer and whoever bears the Orb will gain powers based off the dragon's. For an extra 100 DP, you may have an Orb of Dragonkind for every single kind of dragon within a broad group (for example, metallics, chromatics). For an extra 100 DP on top of that (600 in total), you have one Orb of Dragonkind for every single species of True Dragon to exist. Note: Dragons tend to take a very dim view of anyone who possesses one.

Minions, Servants & Slaves:

All servants are followers, they remain the same from jump to jump but do not get any advantages of companions unless specifically imported as one in future. Dead followers will be replaced in a month.

Kobolds (free/-50): Kobolds are a small, physically weak, hateful and craven, cold-blooded reptilian race who are distantly (very distantly) related to dragons. They live underground to avoid the hated sun, as they are also pained and disoriented by bright lights and breed extremely rapidly. Kobolds will eagerly gather around any nearby dragon and utterly devote themselves to worshipping the dragon, offering slaves and treasure to their god. Dragons, for their part, typically enjoy having a useful band to watch over their lair. For despite their many shortcomings, kobolds are known for being an industrious race with a natural aptitude for mining, turning raw ores and uncut gems into valuable crafts and creating traps, who can turn a lair into a nightmare to invade. At the free level, you have six kobolds, a very small group, but for 50 DP you have close to a hundred.

Troglodytes (-50): Reptilian humanoids that speak Draconic, are notoriously unintelligent and absolutely reek with a natural musk that is offensive to all creatures, but are exceptionally well adapted to cave fighting, a trait that makes them very good warriors for protecting a dragon's lair. They decide their leaders through strength, which is another trait that makes it relatively easy for a dragon to get a tribe to follow them. For 50 DP, you have twenty of them.

Elf Slaves (-50): Nubile young elf maidens. Fertile and edible, depending which way you want to use them. After all, red dragons are notorious for prizing the flesh of elf maidens. They are otherwise not notable. Each purchase grants you a hundred elf slaves.

Butlers and Maids (-50): The choice for a discerning dragon of wealth and taste, this ensures your lair is staffed with enough cooks, maids, butlers, manservants, and any other domestic servants to keep someone on call for you at any time, as well as ensure your silverware is polished, and your hoad is of course kept in grand condition. The exact numbers will depend heavily on the size of your lair and how many other creatures you expect to keep within it, but it will be more than enough for your needs. You may also host grand feasts and/or parties within your lair, if you're the social kind of dragon. It is the household staff fit for a monarch.

Cult of the Dragon (-100): Dragons are some of the ultimate expressions of power and majesty. Many people come to venerate them as aspects of the divine, or even as living gods. Dragons, for their part, often find such fanatical dupes highly useful to their plans. Unlike other purchases here, your cult may have a headquarters in your lair, but is more specifically a subversive force capable of penetrating a whole kingdom at once. Your cult contains those who are capable of channeling divine magic, potentially in spite of your lacking divinity.

Humanoid Mercenaries (-100): Though most humanoids would shy away from dealing with dragons, there are always those who find the wealth a dragon possesses to be a potent argument. Unlike the cultists their primary motivator is money and are loyal as long as it is provided. You have a company of professional warriors a hundred strong, able to become a competent core you can count on.

Lair Guards (-100): It is almost unheard of for a dragon to earn true, genuine loyalty from humanoids not based on intimidation or bribery. Almost. You have a core of people who are truly loyal to you

and willing to risk life and limb for you. They are fifty professional and trained warriors, loyal enough to fight to the death and refuse any bribes that are offered.

Dragonborn (-100): Humanoids who accepted a bargain and were transformed into draconic hybrids. They typically stand six to eight feet tall and carry a natural breath weapon as well as a small resistance to elemental energy. They're not inherently as strong as half-dragons, but they're a pinch more dangerous than a mundane human. You receive fifty.

Draconians (-100): In the world of Krynn, a ritual was created to turn the eggs of Metallic dragons into loyal slaves of the evil goddess Takhisis. Each corrupted egg would yield dozens of fecund dragonlike humanoids who acted like a dark mirror of their parents. Later, attempts at performing rituals on Chromatic dragons yielded "noble" draconians; creatures who typically good and avoided violence. All draconians die violently; their death throes causing them to violently detonate, turn to stone or similar effects depending on the draconian. You may choose which exact draconians you possess, from more than a hundred of the basest Baaz to a small handful of the powerful and fiendishly cunning Aurak spellcasters.

Faerie Dragon (-100): You've picked up ten tiny Faerie dragons, feylike dragonoids that may or may not be a true dragon. They can breathe euphoria gas that causes victims to become befuddled, and they also change colours as they age from red to violet as they gain new abilities. Despite this, they are roughly the size of a cat and rarely significantly dangerous.

Pseudodragon (-100): You have ten Pseudodragons, creatures the size of a cat and with the general personality of one, that looks like a miniature dragon. They are a tiny relative to true dragons with a stinger tail and natural weak telepathy. They remain a popular familiar for wizards on account of their keen senses and relative intelligence compared to common animals. You may choose to make one of them your familiar.

Fire Giant (-200): They physically resemble giant dwarves and this one comes with their same skill at craftsmanship. Fire giants are known to be enslaved by even stronger monsters to toil away crafting high quality or even magical artifacts for their masters. You receive ten of them along with forges capable of fitting them as they toil away.

Golems (varies): Golems are creatures made out of a common material, such as clay or iron, shaped into the form of a man and given life typically via binding an elemental spirit. They are mindless, but totally loyal to their creator and obey any orders as well as their highly limited intellect allows. For this reason, golems make for excellent guards, yet they cannot be given orders more complex than a short sentence such as "stand here, if you see anything that does not give a password, attack". Most golems have humanoid shape, but for 100 DP on top of the base price, your golems are now also shaped in the form of miniature dragons as well as powered by the spirit of a(n) (un)willing dragon, therefore coming with an array of pseudo-draconic natural abilities including the ability to breathe one form of elemental energy of your choice. As well as a significant boost to intelligence. In any case, you receive enough to place around every entrance to your lair to watch for intruders.

- **Clay (-200):** The wounds a clay golem inflicts are notoriously resistant to healing, and even magical healing can fail if the caster is not suitably powerful. They are a little infamous for

rarely going berserk in combat and smashing everything they can reach; once this sets in no known method can re-establish control of the golem. They are also healed by acid.

- **Flesh (-100):** They are a motley collection of at least six cadavers stitched together and animated by the arts of golem craft. These ghoulish creatures outwards resemble the undead though they are not counted among their number. They are also healed by electricity.
- **Iron (-300):** An iron golem is among the most dangerous of all golems. Being made of iron, they are extremely well armoured, immune to nearly all magic except lightning (which slows it) and magic that causes rust (which affects it normally), as well as being healed by fire.
- **Stone (-250):** These are typically nine feet tall and can rival even old dragons in raw strength. They can also inflict slowing curses upon their enemies. They have an additional advantage of easily passing for carved statues until the moment they attack.

Hoard Scarabs (-200): Vermin that disguises itself as piles of coin. When creatures pass, they erupt into a swarm of biting monsters that burrow into flesh and tear creatures apart from the inside. They are largely harmless to dragons and typically live in symbiotic relationships where the scarabs clean a dragon's scales in exchange for somewhere to live. You have several "piles" of these creatures inside your treasure room.

Dark Bargain (-200): It is known that the vast wealth and resources of the Nine Hells both attracts dragons and can buy service from them. Tiamat lairs - imprisoned or not - in the first layer of Hell, and dragons can often be seen lured into service for the promise of wealth or other gains. Immortal and tireless guardians of their lair, for instance. For whatever bargain you made with the Hells, you have received a squad of four Barbed Devils, elite guardians of Baator. Like all devils, they are obedient and pitiless to the core, immune to fire and poison and can see in any darkness mundane or magical. Unlike most devils, they are known for being near immune to any form of bribery and, while greedy as any devil, not known for thieving. They are devoted to the cause of watching over anything you set them to.

Companions

Import (free/-50/-200): For free, you may import eight companions to get the same species of dragon as you, age category, and nothing else. For 50 DP, you may create eight new companions who receive the same benefits as the prior category. For 200 DP, you may import or create eight companions who receive 600 DP each and may make further purchases in this jump document. They may build their own lair (and anything they add may build off yours as well, or they may have their own lair in a different location), gain origins and religions, and are eligible for all discounts, freebies and stipends. They may not take drawbacks. They gain a stipend for the race and age section equal to the DP you spent on your own race and age. If a race or age selection gave you DP it is treated as free for the purpose of calculating stipends.

Young Dragon (-50): You have a younger dragon, who you have taken under your wing as an apprentice. They must be both younger than you, not of a species more expensive than yours, and younger than the young adult age category, but you are given considerable leeway to design their personality and traits beyond that.

An Ordinary Human (-50): You've picked up a silver-haired human who's latched on to you and carries herself with almost cat-like grace. She's quite lonely and wants to settle down with someone who is happy to have many children and amass a lot of gold. Her hobbies include chatting with fellow humans, protecting the weak from the wicked, and going cloudwatching. She hates wasting time, and curiously, she never seems to age; acting far older and wiser than she looks.

Ashardalon's Copycat (-50): An adult red dragon, who pricked their heart and bound a fiend to it. For whatever reason, this one is attached to you and follows you loyally even as they turn more and more fiendish from the dark power within their body.

Dragon Maid (-50): Apparently maid dragons are popular in certain worlds around the multiverse. So if you wish, you may get your own maid dragon here: A large green dragon who likes wearing an appropriately maid outfit. This dragon doesn't know how to turn into a humanoid.

Princess (-50): Long ago you kidnapped a princess, yet for some reason the princess decided she likes it very much in your lair. She doesn't want to leave. It would seem she's a Stockholm Syndrome sufferer.

Wingman Cousin (-50): You have a humanoid "cousin", a half dragon who is, by all accounts, a "total bro". They're pretty happy to help you out.

Cult Leader (-50, free with Dragon Cultists): Every cult needs a leader and you have one. They're fanatically devoted cult leader capable of casting quite potent divine spells on faith alone. They are convinced you are either the avatar of a god or a god yourself, and nigh impossible to sway with any reason. They will gladly do anything for you, including lay down their life.

Sorcerer (-100): A mighty sorcerer who bargained with you for a strong dragonpact. This sorcerer is utterly convinced they're the dominant partner in the relationship.

Dragon Princess (-100): Dragon who is also a princess. Important in some country in the world and with an attitude to back it up.

Rival Dragon (-100): Tsundere dragon rival. Rescues you from danger out of a desire to be the one to kill you. Spends surprisingly little time trying to kill you.

Mortal Majordomo (-100): A lesser humanoid, though their abilities likelyu pale in comparison to your natural draconic abilities, they are either a mighty warrior or magician among their people. You have earned their total devotion, and they are almost perfectly in synch with your whims; this lesser creature can be trusted to execute all your whims, be your emissary to other races, and in general deal with any issue that does not require your full attention.

Dragon Mentor (-100): Old dragon willing to take you under their wing and show you the ropes. Very experienced in everything dragon. May be one of your parents; purchasing this twice lets you companion both your parents.

Dragonrider (-100): Dragonriders ride dragons. You have a human(oid) who is very capable of fighting from dragonback. They come with a tremendously long magical lance that seems to seek your enemies out from your back, and a specially fitted dragon saddle.

Dragon Guards (-150): Up to seven gold dragons of your age who prefer to shapeshift into canaries right up until their dragon nature is needed. They are loyal to you and will prefer to hang around you disguised as birds but ready to return to their original form and shit fury on anything that might dare to try to harm you.

Drawbacks

Draconic Mentality (+0/+200, compulsory): No dragon is free of the drive to amass treasure, and even dragons themselves do not wholly understand why. As a dragon, you will never feel truly at rest until you have a respectable amount of treasure for your age and status, though you may force yourself to ignore this. You are given considerable leeway to determine what you consider treasure – anything from something as mundane as coinage to hoarding knowledge – but you will always feel the temptation to hoard more and more. Merely seeing another creature in possession of treasure will require a significant act of willpower to avoid robbing it from them, as will anything revolving around giving away your own treasure (even as a trade or an investment). And if someone were to *steal* from you, your wrath could rattle the bones of the earth. Pray this does not lead you down the wrong path.

- If you wish for an extra challenge, you may upgrade it for a bonus 200 DP and have a kind of greed even another dragon may yet call irrational. Now, nearly every waking moment will be spent obsessing over your hoard, over every last detail, over how to grow it. Every single thing you think about will ultimately turn back to your treasure hoard and the only thing that can tear you away from your lair is a plan to grow it – or a threat to it. And if someone were to steal from you? You would pursue them to the ends of the earth and your very last breath just to reclaim to measliest copper.

Edition Override (+0): Prefer the lore of a different edition? By taking this drawback you can choose to use the lore from it. Do note that choosing certain editions may override certain choices here; for example, 5e dragons do not by default learn to cast spells, Io may be long dead depending on the edition, and AD&D dragons naturally grow continuously but cease growing stronger until their vast bulk crushes them under their own weight. Also notable is that 4e dragons have the *fundamentum* lead to the stomach; their breath weapon is technically similar to vomit.

More Time (+0): Ten years is but the blink of an eye for a dragon. Why should it be any different for you? With this drawback, you may choose any length of time longer than ten years and will stay here for the entire time. You should probably check your lifespan before you choose. Or not, immortality isn't that hard.

A Life of Solitude (+100): For you, the ideal contact with anyone else is once or twice every century with generous naps in between. Any more than that and you'll start finding yourself feeling more stressed and frustrated by far too much social contact against your will. You won't get lonely, but you're not likely to achieve much. Try not to lash out at well-intentioned visitors, they may have important reasons for coming.

Wrath (+100): Many dragons, especially chromatics and *especially* red dragons are known for tremendous earth-shaking rage. These dragons are quick to anger and fly into a berserk fury at smallest slights like a lesser being not showing enough terrified submission to their mere presence. You suffer the same extremes of rage too. With great will you can restrain your urge to messily devour anything that offends you for the time being, though you will never forget nor forgive even the slightest offence and you may find them building up over generations until you snap and start launching a one-dragon-genocide at anything remotely related to the source of your anger.

Territoriality (+100): You find it very difficult to care about anything happening outside your territory unless it's directly affecting your territory, or about to. The world may burn but as long as your chunk of dirt is safe you will struggle to care even on an intellectual level.

That's Forbidden Love (req. Chromatic or Metallic Dragon, +100): You've found true love among dragons, in fact, the dragon you found seems to be completely perfect for you! Just one little tiny problem: You have fallen in love with the opposite kind of dragon, a Chromatic if you are Metallic and vice versa, who reciprocates your feelings and is of a similar age to yourself. This is an utter abomination for your species that goes against every creed of your religion, except of course the forbidden texts that suggest Tiamat holds incestuous feelings towards Bahamut. Not entirely unheard of either, but practically universally reviled among both kinds of dragons. You should keep it safe, lest you discover what the dragon equivalent of a lynch mob looks like. Should you keep your partner alive and keep the relationship going at the end of your jump you may take them along with you as a free bonus companion.

Tabula Rasa (+200, requires Wyrmling): You will start this jump freshly hatching, with several important things to note. Firstly, you're staying here for no less than either twelve hundred years or the point you become a Great Wyrm, whichever comes later. Secondly, all out-of-jump items aren't coming with you, nor will any of your powers in or out of the jump. As you age, you will slowly get them all back until you finally hit Young Adulthood and reclaim them fully. Thirdly, all your memories are gone too. Your personality is likely to significantly shift as your own natural instincts influence a personality with no experiences or memories to back it up.

Storm of Behir (+200): Behir are approximately forty-foot long serpentine monsters with twelve legs and bright blue scales. They breathe lighting and are often mistaken for blue dragons, despite their winglessness. Why is this relevant? Because they absolutely hate dragons and you just can't stop attracting behir no matter how hard you try. They are very fast, quite agile, and possess a surprisingly sophisticated (though not quite human) intelligence, as well as a nasty cunning and ability to improvise. Depending on how strong you are, you might end up attracting groups of them at a time, or even behir of unusually great size and power.

The Dragonsleep (+200, incompatible with Trapped): You will spend approximately nine months of a year asleep, and to make it worse you cannot be roused save for violence. The three months you are awake will, barring any lack of need to eat, be filled by gorging on a tremendous quantity of food to ensure you can survive the other nine.

Pride (+200): Pride is perhaps the one thing that has undone more dragons than anything else. So secure in their obvious natural superiority over all creatures. You too will treat everything that is not a dragon with condescension at best, outright disdain at worse. You will assume every other creature is naturally inferior to you and treat them with utterly monumental arrogance. Only dragons are your peers, after all. The only reason this only gives you 200 DP is because you're usually right, a dragon really is stronger than most things it meets. But remember that being wrong can have spectacular consequences.

Obese (+200): It is not easy for a dragon to become fat. To overtax their *fundamentum* and gain weight requires gorging themselves on at least half their body weight in meat every day while avoiding even the most meagre of exercise. You have managed to achieve this and eat so much

you're truly obese and cannot seem to lose this weight or ever truly sate your incredible hunger. Your wings can no longer lift you off the ground, and the slightest exertion is severely tiring. You're still a dragon, of course, but a relatively non-threatening one. Note that you gain no benefits of draconic obesity, merely its downsides.

Adventurer Magnet (+200): Seems you angered someone mighty fierce. Parties of adventurers are constantly lured to your hoard. They start out only strong enough to threaten a wyrmling, but as time goes on you will start building up a legend that draws more and more potent adventurers who wish to mount your head on their walls. You'll have to fight them to ensure you don't even lose a single coin.

Trapped (+300, incompatible with The Dragonsleep): Long ago, you were bested by a valiant knight who chose to spare you, binding you into his slave and mount instead of destroying you outright. He died soon after, by dragon terms in a heartbeat, slain on your back in battle, yet your bindings have remained in place. You cannot affect his long-decayed skeleton by any means, nor can you leave its presence and are compelled to protect it from disturbance. Fortunately, every winter during the deep freeze, the binding relaxes enough to let you fly a few miles away, and that is the only time your likely dangerously starved body can effectively hunt for food before the weather warms and the ancient binding once again drags you back to his side.

Destroyed Heart (+300): Your heart was broken and destroyed in battle and cannot support your life anymore. Fortunately, in the minutes before your death, you hurriedly bound a Balor into your chest as a replacement, enabling you to live a little while longer, but you're living on borrowed time and you know it. Even now the demon struggles within your chest, fighting to free itself from your rushed binding. If it does, naturally, you will die. Nor is such a thing remotely subtle; the scar upon your chest has morphed into the silhouette of a Balor and Abyssal energies flicker between your claws and eyes as your features take on a decidedly demonic tint. Anyone with the slightest understanding of the Planes will recognise the telltale signs of demonic influence within you, and probably seek your destruction. You do not receive any other benefits of having a demon bound to you.

Twilight (+300): You've entered the Twilight, the final years of a dragon's life. Perhaps staggeringly early, if you're not a Great Wyrm. In any case, you have approximately nine years left to live before you die, unless you find a way to avert your Twilight. Every year your body will grow sicker and weaker until you expire. Purchases in-jump will not let you evade this; you must find another way.

Dragon War (+300): A dragon significantly older than yourself wants you dead. Like all elder dragons it is both superhumanly intelligent, cunning, and possesses vast webs of spies and help it built up over a vast life. Fortunately, it seems it doesn't want to simply crush you immediately, but seems to feel that this is a job fit for its lesser minions. Continue to survive, and you may just provoke it to settling matters personally.

Rage of the Dragon (+600): For an average of thirty days each year but potentially up to sixty, you will be driven mad with destructive impulses that will cause you to lay waste to all you see and fight to the death with anything you encounter. Worse, all other dragons (including anyone you brought with you) will succumb to the same destructive frenzy. Those who are not dragons will not be taken by the dracorage, and if you encounter them in your madness you are likely to battle them too. You

will lose none of your mental facuities, nor your powers or memories, which you will devote entirely to fulfilling your goal of complete and utter annihilation. Furthermore, those who research the dracorage may yet find ways to trigger it or even make it last indefinitely. It will also seem curiously dedicated to striking at the very worst possible times, and you only warning will be a few days of shortening temper before all reason eludes you.

Scenario: Dragon Ascendant

You may take this scenario at any point you acquire a hoard worth, at a bare minimum, 100,000 gold pieces. By taking this scenario, you'll begin the process of ascending to godhood. It has two parts; gaining the spark of divinity to become an ascendant dragon, and going the full way to godhood.

To begin the first part, you must devour all your possessions, utterly destroying them (though note that you will not suffer ill effects from eating even the most toxic of items). Tracts of land do not count, nor do buildings, but coinage and useful items do. Next, there are three important things you must do to complete this scenario. Failure permanently squanders your chance at deitydom during this jump, though you lose nothing beyond this. First, you must choose a single alignment and be a paragon of its precepts until you ascend. Any major violation of this alignment will cause you to forfeit this scenario and all of its rewards. As a general rule, if it would make a cleric of a god dedicated to that alignment lose his powers, it counts as a major violation. Choosing Neutrality does not allow you to escape this restriction. You must stay loyal to your alignment until the point you achieve true immortality and become a quasi-deity. You will no longer need to eat, sleep, or breathe, and be immune to anything that affects your mind, transmutations or energy drain.

You may leave this scenario at that point and it will not count as a failure, though you do not gain the benefits of the second part.

The second part is much more difficult. To ascend to full godhood requires a much harder, more difficult path. Firstly, you will fail the scenario and forfeit all rewards if you commit even the least act against your alignment; a single selfish act for Good, a single selfless deed for Evil, violating your personal code at all for Law, accepting any restrictions on your actions for Chaos, and committing any action particularly Good, Evil, Lawful or Chaotic for Neutral.

Secondly, you must amass a great following of worshippers. At least ten thousand individual sapient locals to the world (not companions, followers or any such other beings accompanying you on your chain) must truly believe that you are divine and pray to you at least weekly.

Thirdly, you will be given a great quest by another god, chosen from ones similar to your general disposition, to test your suitability for godhood. This test will be difficult and test your character as much as your power. Exactly what it is will depend on who you are, but it is likely an odyssey that may take you to the ends of the earth or perform deeds that shake the world itself. Success here will catalyse your spark of divinity and you will ascend to full godhood as a minor deity. You will get divine domains which will be [any alignments you chose except Neutrality], Dragons, and up to five other domains closely related to your ascension, major deeds in-jump and any religious legends that have sprung up around you. These need not be the same domains as you received if you purchased Dragon Domain earlier. You can manipulate these domains as any other god of your rank could, and

additionally you can empower anyone who worships you as a Cleric, who may draw upon those same domains for their spells too. You will not perish from lack of worship by leaving this world.

As a final reward, you will regain everything you devoured to begin the scenario, whether you stopped at the first or second part.

Scenario: Io's Heir

Since their very birth, Tiamat and Bahamut have warred for the position of rightful ruler of all dragons. Bahamut is the benevolent dragon god of Metallic and good dragons in general, while Tiamat is the five-headed Queen of Evil Dragonkind and evil dragons in general.

It is your duty, by accepting this scenario, to ensure that one or the other is destroyed. Dead in battle, starved of worship, it matters not. You must destroy either Tiamat or Bahamut and allow the surviving sibling to claim dominion over dragonkind. By utterly destroying one or the other, the grateful other child will agree to come with you on your chain and undiminished despite being cut off from their worship in the D&D multiverse.

Scenario: Primordial Wrath

In the World Tree cosmology, the creation of the world was not a gentle affair. From the beginning, godlike entities of chaos and destruction known as Primordials made war upon the world. Io was cut in two by the Primordial King Erek-Hus, the King of Terror. Worse, many dragons were deceived or captured by the Primordials before being twisted and tortured into slaves and near-mindless entities of devastation. Dragons have many grudges to settle against the Primordials. Though the gods ultimately won the Dawn War, many Primordials survived and fled without facing justice. And that is where you come it, for your task is to destroy one of the surviving Primordials and partially avenge the ancient grudge your race bears against them. Should you achieve this near-impossible task, your reward will be to command the power over nature the Primordials could wield and the ability to imbue other creatures with a potent fragment of elemental energy, transforming them into deadlier (but possibly crazier) elemental versions of themselves.

Scenario: Dragon Empire

Dragons have ruled many an empire through history. In Faerun alone, an entire era is known as the Time of Dragons for their rulership and enslavement of most of the lesser races. It is finally your turn to revive the great dragon empires. To succeed at this scenario, you must create an empire where you, a dragon, are in undisputed control and it is considered a great power in the world. Next, you must successfully stay in power for the rest of your time here. For this, you will be permitted to take it with you. Additionally, your direct descendants will grow up capable of administering in your staid for this was how many ancient dragon empires could survive for millennia at a time, through familial generations of dragon and half-dragons ruling over territories.

Scenario: Xorvintaal Grandmaster

Xorvintaal, also known as the Great Game, is perhaps the most complex game to exist. Its rules take years to learn, and centuries to play. Non-dragons have little chance of learning anything beyond a small number of its Byzantine rules. Dragons, for their part, are drawn to it by the promise of both vast treasure and beating their peers in a dangerous game. For the game relies little on the raw strength of dragons, instead relying on a dragon's ability to come up with spies and minions to do their work for them. Theories propose that Xorvintaal is actually dragons competing for who can rule over them.

This is your task: Become recognised as the very best at the game of Xorvintaal. To merely join, you must lose your native ability to cast spells - though natural magical powers are not affected - and instead gain a bunch of subtle abilities designed to enable you to play the game, such as immunity to future-telling, long-distance telepathy, the ability to imbue mortals with some power to act on your behalf, and importantly, the ability to return from any death that leaves an intact corpse and does not use death magic.

Should you succeed and outplay all other Xorvintaal dragons, you receive the reward: You regain your natural powers lost to enter Xorvintaal (and do not lose what you got from playing), a cure to any addiction to the games of Xorvintaal, and the right to command dragons to obey your whim. Dragons may not necessarily obey, depending on their intelligence and respect for any authority, but they will all at least show some form of respect and even the most anarchic will give your words serious hearing. As you have proven your dominance over dragonkind, after all.

Scenario: King of the Monsters

The Tarrasque is one of the only creatures challenging the dragon for the title of greatest monster. But of course, the Tarrasque hardly deserves it. It's a big dumb monster whose gimmick is being very hard to kill. Not like the dragon, who has the cunning and sorcery to be the biggest baddie of the whole campaign. There's really not a lot to recommend about the Tarrasque, really. A dragon should go kill it to prove dragons are so much better than a filthy Tarrasque.

Yet this scenario must be a fair fight to truly prove that, all things equal, the dragon is greater than the Tarrasque; if you begin the scenario capable of killing a Tarrasque with casual ease, it will be advanced until it can challenge you. Attempting to rely on flight to be safe from its counterattacks may result in the Tarrasque jumping ridiculous heights. Yet should you defeat the Tarrasque you will get a nice crown to commemorate your victory and indisputable ending the argument between giant monsters. Monsters will now instinctively recognise you as the most dangerous monster to ever exist and treat you accordingly.

Scenario: The Complete Draconomicon

Dragons are difficult creatures to study for they rarely tolerate visitors and almost never keep records. Despite this, some dragons have made efforts to correct this. According to legend, the half-elf sages Guillaume and Cirjon de Cheirdon amassed a great deal of lore about draconic lifespans by tracking famous dragons and their histories up until their deaths, and it is often speculated that the "half-elves" were in reality a pair of disguised silver dragons.

For this scenario, you must complete a comprehensive book upon every dragon that exists. Note down its life cycle and abilities. Write the most comprehensive book on the existence of dragons. In return, the Complete Draconomicon will continue to update with pages of each new worlds' local dragons, their lifestyle, biology, psychology, habitats, and everything else a scholar of dragons would want

Ending:

You know the drill. Stay, continue, go home?

Notes:

Lesser dragons have also not been included because they violate the rules of other dragons in this document. Some dragons really *should* be considered True Dragons but for some reason aren't; Hellfire Wyrms, for instance.

Elemental energy, unless otherwise specified, refers to the five main damaging elements: Fire, cold, sonic, acid, and lightning.

Dragons have free will. "Always [Alignment]" doesn't actually mean *always.*

RAW is not physics. Anything found only in Theoretical Optimization threads probably won't work. (You also don't want to treat RAW like physics because the rules for actually playing a dragon are terrible).

Dragons who can travel the phlogiston will be able to return to previous settings post-Spark.

April Fools Day articles are not canon.

Lesser races = anyone who isn't a dragon. Yes, dragon pride does run that deep.

The exact size of a "Colossal+ Dragon" (all Epics late in their lives) has not been said. Fanwank something.

Scourge Dragons never received a canon writeup beyond references to their existence.

Your dragon altform will not reset to a younger age after you enter a new jump. Post-jump, you may choose whether your dragon will continue aging or, if not immortal, stays the same as when you left it.

Changelog:

V1.0:

- Significant amount of fluff added.
- Created dragon race builder.
- Removed the Disguised Dragon origin, shuffled some unique stuff into the racial section.
- Added perk based off Red Dragon appraisal abilities
- Added linnorms again.
- Finished the last of the origin perks

V1.1

- Readded the master shapeshifting perk.
- Clarified The Dragon Of All Colours And None. Having fewer than five types of dragon means you get enough Chromatic heads to fill the remainder.
- Clarified certain age-based purchases.
- Removed Spell Resistance purchase from the Body section.
- Made Growing Through Experience let you grow from all adventuring, not necessarily risky or challenging ones
- Clarified No Time for Philosophising
- Added price tag to Slayer of [thing]
- More pseudodragons, more faerie dragons
- Changed companions to gain a DP stipend equal to the cost of your race for the race section only.

V1.2

- Clarified the lair stipend subheader.
- Added lair guards.
- Clarified how aging works post-jump.
- Dragon maid is now any Chromatic in case you wanted a Red dragon or a little White dragon maid.
- Clarified Cult Leader, they're a powerful cleric befitting the top dog of a cult.
- Added magic items to the lair.

V1.3

- Clarified that Master Shapeshifter gives shapeshifting to dragons that do not have shapeshifting.

Extra Sources:

List of sources to read more about dragons. This is not a comprehensive listing of everything written about D&D dragons.

- **Draconomicon (3.5e):** Battle, Black, Blue, Brass, Bronze, Chaos, Copper, Ethereal, Gold, Green, Howling, Oceanus, Pyroclastic, Red, Rust, Silver, Styx, Tarterian, White
- **Draconomicon 1 (4e):** Brown, Gray, Purple
- **Draconomicon 2 (4e):** Adamantine, Cobalt (4e), Iron (4e), Mercury (4e), Mithral, Orium

- **Monster Manual 2 (3e):** Amethyst, Crystal, Emerald, Sapphire, Topaz
- **Monster Manual 3 (4e):** Blizzard, Earthquake, Volcanic
- **Epic Level Handbook:** Force, Prismatic
- **Dragons of Faerun:** Mercury (Traditional), Mist, Steel (Faerun)
- **Monsters of Faerun:** Song, Shadow
- **MC9 Monstrous Compendium Spelljammer Appendix II:** Moon, Stellar, and Sun.
- **Lorebook of the Void:** Radiant (Spelljammer).
- **Magic of Incarnum:** Incarnum Dragon
- **Oriental Adventures:** Yu Lung, Li Lung, Lung Wang, Shen Lung, Pan Lung, T'ien Lung, Chiang Lung, Tun Mi Lung
- **Bestiary of Krynn:** Amphi, Aquatic, Fire, Frost, Gray (Krynn), Sea, Shadow
- **WotC Web Enhancement:** Obsidian
- **Dragon Compendium:** Orange, Purple, Yellow
- **Dragon Magazine 182:** Dread Linnorm, Forest Linnorm, Frost Linnorm, Land Linnorm, Sea Linnorm
- **Dragon Magazine 183:** Flame Linnorm, Gray Linnorm, Rain Linnorm
- **Dragon Magazine #321:** Adamantite, Arboreal, Axial, Beast, Concordant
- **Dragon Magazine #343:** Hex, Tome
- **Dragon Magazine #344:** Astral, Chole, Elysian, Gloom
- **Dragon Magazine #356:** Chromium, Cobalt (Classic), Iron (Classic), Nickel, Tungsten
- **Dragon Magazine #359:** Time
- **Dragon Magazine #424:** Avalanche, Typhoon
- **Dragon Magazine #425:** Tornado, Wildfire