

DM MOVES

WILDERNESS MOVES

- Put someone in a high-stakes situation
- Reveal a new and fantastic creature
- Awaken something better left sleeping
- Take away one of the clutch's Things
- Obfuscate the way home
- Unleash chaos, disruptive and unmanageable
- Tempt a dragon with mysteries and ruins
- Present a path or structure for exploration
- Show the roots of Darkness taking hold

CULTURE MOVES

- Announce off-screen challenges and conflicts
- Pressure them with competing ideologies
- Turn their move back on them
- Reveal an unpleasant truth
- Charge them with a task or obligation
- Offer an opportunity, with or without a cost
- Tell the consequences and ask
- Lock down an important place
- Show the Darkness feeding on a dragon's pain

DARKNESS MOVES

- Corrupt them with Shadows
- Announce the coming Darkness
- Confront them with corruption
- Reveal the Darkness's hold on Dragonia
- Demand a meaningful sacrifice
- Bind someone or something to an object
- Put someone in direct and immediate danger
- Activate the clutch's stuff's downsides
- Tempt them with power and promises

AGENDAS

- Make Dragonia feel draconic
- Make the clutch's choices meaningful
- Play to find out what happens

PRINCIPLES

- Fill Dragonia with adventure, mystery, and wonder
- Address the dragons, not the players
- Make your move, but root it in the fiction
- Make the history and traditions of Dragonia matter
- Present the houses as dynamic and evolving, but grounded in the past
- Ask provocative questions and build on the answers
- Exaggerate the hierarchy of size and age across Dragonia
- Name each dragon, give drem a description and desire
- Challenge the clutch's preconceptions and prejudices
- Be a fan of the player's characters
- Remind them of the creeping Darkness

Follow these steps to create a hazard:

1. Choose a hazard type and subtype

Family

Subtypes: Separation, Estrangement, Grief, Control

Friendship

Subtypes: Jealousy, Rivalry, Scarcity, Insecurity

Tradition

Subtypes: Hierarchy, Legacy, Restriction, Rituals

Nature

Subtypes: Development, Havoc, Mystery, Sanctuary

2. Create an NPC cast with desires
3. Assign stakes to the phases of the moon (optional)
4. Design any necessary custom moves (optional)

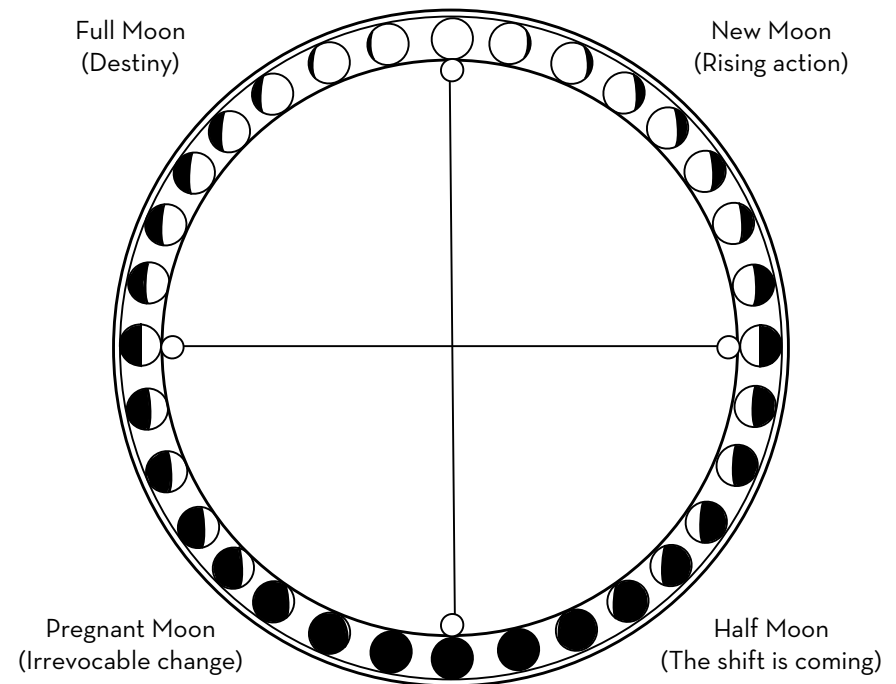
YOUR HAZARD

Type:

Subtype:

Stakes:

HAZARD



THE CLUTCH

Archetype	Academic	Crafter	Daredevil	Nature Adept	Seer	Warrior
Name						
Look						
Virtues						
House & Obligation						
Moves (name only)						
Shadows Marked (out of 4)						
Notes						

Making Non-player Dragons

Names list

Alabar, Aroloquoren, Ashberry, Baxxil, Bornel, Brightstone, Caelwyth, Calandaxus, Cassian, Chalkar, Chert, Clayfang, Cronx the Herder, D'argent, Daishi, Dalria, Dazzen, Lokken, & Hexxen, triplet siblings, Eldrakk, Everenoth, Earthfury, Fayright, Flamefeather, Forager, Garrafraxos, Gembreather, Gwynneth, H'gen the explorer, Halexis, Hazzel, Hibari, Icepyre, Jallain, Jester, Karouven, Kestrel, Khellendros, Kiva, Lehannasanadhel, Lennoth, Fuji Master of Cycles, Milanderian, Mindril Vek, Mosswalker, Monsoon, Mulch, Mxlar'nishka Foul-breath, Nexx, Sunken Playwright, Nirûth, Oarf, Ofluflarin, Orzo'hiin, Syye Professor of Sound, Questron, Quill, Redberyl, Rollatha, Salacilion, Sandwing, Sharhessa, Shoalwing, Silverion, Stormheart, Sweetdew, Trainer Haka, Ugras the Heavy, Uluch, Varanus, Veinleaf, Vizali, Whitewater, Xeonlyn, Xephax, Yandinnith, Yesterwhen, Zalor, Zeldroxx, Zephyr

Occupations

Council Member
Snout Surgeon
Crystal Candle Curator
Beacon Bearer
Fire Singer
Spire Runner
Bumbleberry Brewmaster
Lightning Discharger
Mist Sculptor or Mist Clearer
Jeweled Mushroom Hunter

Demeanors

Playful, but clumsy and reckless
Scholarly, but overly suspicious
Sociable, but agonizingly nosy
Idealistic, but overly impatient
Adventurous, but stubborn
Courageous, but clumsy
Kind and generous, but worried
Thoughtful, but prone to anger
Inventive, but overeager
Charming, but defensive and brash

Drives

To find a date for the moonbeam festival.
To get revenge for a clutchmate being sent away.
To rid the shimmering caves of a monster.
To prove the proper classification is "futterbat", not "baterfly."
To graduate from the History Cadets.
To put on the best wing silk fashion show in Dragonia.
To find a worthy student of potions.
To harness the Darkness for the forces of good.
To restore the ruins of black rock palace.
To distil the perfect bowl of buzzleberry wine.

Houses

Brynback, the House of Steel
Kebros, the House of Ruby
Myndoth, the House of Oak
Rothscar, the House of Gold
Semscale, the House of Jade
Tessith, the House of Diamond



Liberty
(purification and freedom)



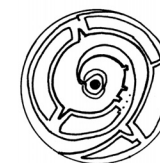
Spirit
(growth and healing)



Stone
(protection and resilience)



Storm
(force and chaos)



Void
(negation and deflection)

