

# FELLOWSHIP

EVERYONE INTRODUCES THEIR DRAKES by name, look, and color. Then list your Clutchmates' names in the blanks below and go around again to read aloud your fellowship ties.

\_\_\_\_\_ guided your Clutch when you were lost in the capital. Explain how they exemplified your virtue and give them a Friendship Gem.

\_\_\_\_\_ showed you the threat the Darkness posed by getting your snout out of a book. Give them a Friendship Gem.

\_\_\_\_\_ doesn't understand dragon history and the importance of the old ways; you will teach them all you can. Take a Friendship Gem from them.

# ADULT ADVANCEMENT

THERE ARE FIVE AGES of a dragon lifespan. Each time your XP track fills, select an advancement from the list and erase your XP track. When you have taken all three advancements, you grow into your next age.

As you grow your connection to the Moons changes and shifts. Every time you take an Adult advancement, cross off one moon. You can no longer call on that moon for strength.

## 1. RAW SCALED DRAKE ..... Moons +0

XP: 

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- take another move from your playbook
- take +1 to any stat (max +3)
- advance your signature move

## 2. WINGED DRAKE ..... Moons +0

XP: 

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- take another move from your playbook
- take +1 to any stat (max +3)
- advance your signature move

## 3. LONG-TOOTHED DRAGON ... Moons +1

XP: 

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- take another move from another playbook
- take +1 to any stat (max +3)
- advance your signature move

## 4. BEARDED DRAGON ..... Moons +2

XP: 

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- take a ritual of your House
- advance your signature move

## 5. ELDER DRAGON ..... Moons +3

XP: 

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- your House dedicates a stronghold to you
- retire your character; arise as a Mystic or Ancient

VOID



LIBERTY



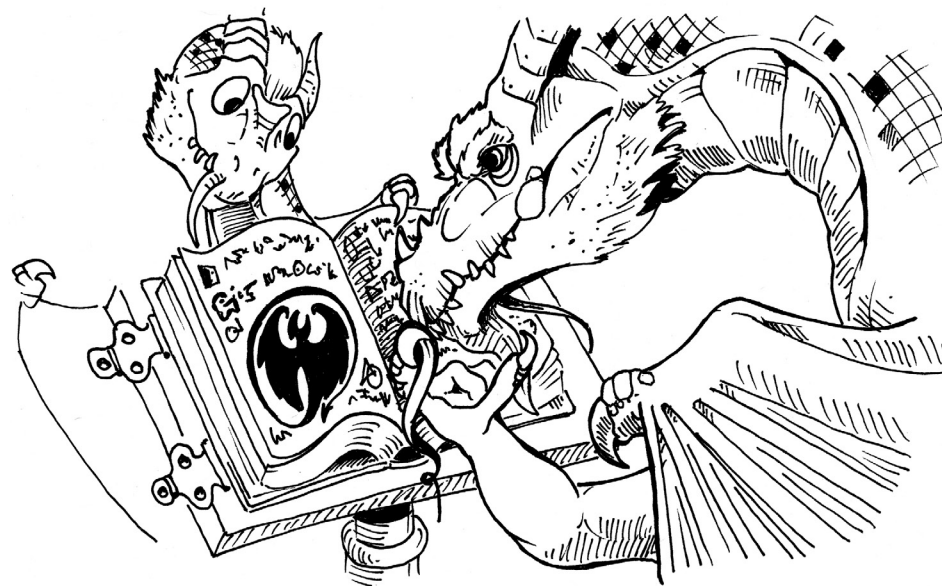
STONE



SPIRIT



STORM



# THE ACADEMIC

YOU WORK HARD to learn as much as you can. Knowledge is power, and you fight to pursue and protect it. Sometimes it is hard to balance your passions for the past with living in the present, but you don't want to miss out on any adventures...or friendships. After all, the heroes you read about had to put down their parchment and get their scales dirty eventually.

**NAME** (circle one)

Stars	Weneth
Ludvizk	Zandyl
Hachiro	Stevarith

**COLORS**

## LOOK (circle one in each)

- Antennae, Antlers, Curling horns, Many horns
- Baggy hide, Feathered, Furry, Scaled
- Long snout, Overbite, Pointy skull, Short snout
- Maned tail, No tail, Prehensile tail, Stinger
- Adhesive toes, Boney digits, Splayed fingers, Talons
- Bloated body, Graceful body, Thin, Wingless

**STATS:** ADD ONE TO one of these.

Starting Stats: **Charm** +0, **Courage** -1, **Cunning** +1



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)



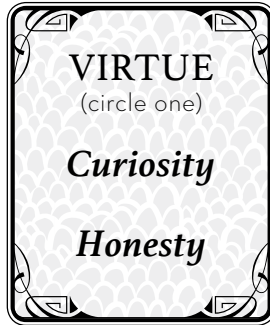
### MYNDOTH, The House of Oak

Discover something important about an ancient mystery.



### SEMSCALE, The House of Jade

Defuse a tense situation between dragons from different houses.



## SHADOW TRACK

THE SHADOW TRACK represents how much hold the Darkness has on your dragon.



### ANGER

- Lash out at a friend.
- Break something valuable
- Escalate a delicate situation



### DOUBT

- Question a friend's loyalty
- Steal something valuable
- Reject a tradition of Dragonia



### SHAME

- Blame a friend for your mistakes
- Mock or belittle someone vulnerable
- Seek isolation or solitude



### FEAR

- Hide something from your friends
- Avoid a difficult task
- Exaggerate the danger of the situation

You can mark Shadows in any order. When you mark a Shadow, you must take the action associated with the Shadow. When you mark the last Shadow, you lose yourself to the Darkness and become your **Shadowself**. While you are lost to the Darkness, do not mark any further Shadows, even if a move asks you to do so.

## SHADOWSELF

YOU'VE HELD YOUR tongue for too long. You have the best plans to move your Clutch forward and no one knows the history of Dragonia better than you do. Make sure your clutch knows how smart you truly are. You are The Academic. Return from your Shadowself when a friend convinces you to admit that you don't have all the answers.

## ACADEMIC MOVES: YOU GET THIS ONE

**FIELD OF EXPERTISE:** You carry one of the Great Tomes of Dragon Knowledge. Mark which one you keep with you always:

- Dagon's *History of the War with Darkness*
- Lung-Kwan's *Famous Dragons and What They Did*
- Fafnir von Grimtooth's *Famous Moments in Dragon History*
- Dewlash De Golderin's *Guide to the Creatures of Dragonia*
- Amelia Drakovich's *Geographical Primer on Dragonia's Rivers, Mountains, and Major Islands*

When you consult the tomes you carry for information, tell the DM what you find and roll +tomes consulted. On a 10+, the information is accurate and complete; take +1 forward to act on the answers. On a 7-9, something is missing or mythic, useful but not everything you need. On a miss, you've got something terribly wrong; the DM will let you know what you got wrong when you need to know.

**Signature Move Advancement:** Mark a new tome of knowledge. Tell the DM which dragon gave you this new source of wisdom.

AND CHOOSE ONE MORE:



**OLD DEBTS:** When you **stand up to an older dragon** by reminding them of debts and obligations long forgotten, roll +Cunning instead of +Courage.



**AN EAR FOR THE ARCANE:** When you listen closely to a magic ritual, roll +Cunning. On a 10+ ask 2. On a 7-9, ask 1. Take +1 forward to acting on the answers. On a miss, the ritual ensnares you, the DM will tell you how.

- What arcane effects does the ritual have?
- Who is the intended target?
- How can I disrupt the ritual?
- How could I reproduce this ritual?



**PEER REVIEW:** When you go to your friends for advice about a specific problem, give them a Friendship Gem and hear what they have to say. If you follow their advice, tell them to mark experience; you get a +1 ongoing to see it through. If you ignore their advice, mark a Shadow.



**FAMILIAR WITH THE OLD WAYS:** When you study a Bearded or Elder Dragon, add these questions to the move **study another dragon**:

- What is whispered about you within your House?
- How are you vulnerable to the Darkness?
- Who in Dragonia opposes your goals and machinations?

# FELLOWSHIP

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\_\_\_\_\_ asked you to craft something useful for your Clutch. Explain what it is, and take a Friendship Gem from them.

\_\_\_\_\_ inspired you to leave your workshop to fight against the Darkness. Explain how they exemplified your virtue, and give them a Friendship Gem.

\_\_\_\_\_ has your back when your tinkering gets you into trouble. Explain how they exemplified your virtue, and give them a Friendship Gem.

# ADULT ADVANCEMENT

THERE ARE FIVE AGES of a dragon lifespan. Each time your XP track fills, select an advancement from the list and erase your XP track. When you have taken all three advancements, you grow into your next age.

As you grow your connection to the Moons changes and shifts. Every time you take an Adult advancement, cross off one moon. You can no longer call on that moon for strength.

## 1. RAW SCALED DRAKE ..... Moons +0

XP: 

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- take +1 to any stat (max +3)
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## 2. WINGED DRAKE ..... Moons +0

XP: 

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- take another move from your playbook
- take +1 to any stat (max +3)
- advance your signature move

## 3. LONG-TOOTHED DRAGON ... Moons +1

XP: 

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- take another move from another playbook
- take +1 to any stat (max +3)
- advance your signature move

## 4. BEARDED DRAGON ..... Moons +2

XP: 

--	--	--

- take a ritual of your House
- advance your signature move

## 5. ELDER DRAGON ..... Moons +3

XP: 

--	--	--

- your House dedicates a stronghold to you
- retire your character; arise as a Mystic or Ancient

VOID



LIBERTY



STONE



SPIRIT



STORM



# THE CRAFTER

YOU UNDERSTAND THAT beauty goes beyond a flashy new look, and you know how much hard work and dedication it takes to make great art. But it is important for all great crafters to remember that your trade is a dangerous practice: many like you have fallen to their obsessions. Your friendships will keep you grounded while you pursue perfection.

NAME (circle one)	
Deep Eyes	Bolograth
Neo	Angus
Azrael	Samsmilt

COLORS
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LOOK (circle one in each)
<input type="radio"/> Antennae, Charred horns, Curling horns, Tusks
<input type="radio"/> Baggy hide, painted scales, Bumpy skin, Shelled
<input type="radio"/> Boney skull, Scarred snout, Short snout, Underbite
<input type="radio"/> Barbed tail, Club tail, No tail, Prehensile tail
<input type="radio"/> Boney digits, Claws, Splayed fingers, Webbed feet
<input type="radio"/> Angular body, Bloated body, Sleek body, Twisty body

**STATS:** ADD ONE TO one of these.

Starting Stats: **Charm** -1, **Courage** +0, **Cunning** +1



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)



### KEBROS, The House of Ruby

Put yourself in danger to obtain rare materials or treasures.



### ROTHSCAR, The House of Gold

Design something to help a friend solve a tricky problem.



## CRAFTER MOVES: YOU GET THIS ONE ✓

**DRAGON TRADE:** You are known for your gifts in the draconic arts.

Mark two mediums you have dedicated yourself to from the list below:

- |                                      |                                    |                                    |  |                                      |
|--------------------------------------|------------------------------------|------------------------------------|--|--------------------------------------|
| <input type="checkbox"/> paints      | <input type="checkbox"/> metal     | <input type="checkbox"/> gardening | <input type="checkbox"/> precious metals | <input type="checkbox"/> beads       |
| <input type="checkbox"/> wood        | <input type="checkbox"/> tattoos   | <input type="checkbox"/> cloth     | <input type="checkbox"/> ice             | <input type="checkbox"/> wire        |
| <input type="checkbox"/> stone       | <input type="checkbox"/> piercing  | <input type="checkbox"/> paper     | <input type="checkbox"/> wax             | <input type="checkbox"/> sound       |
| <input type="checkbox"/> pen and ink | <input type="checkbox"/> acting    | <input type="checkbox"/> plastics  | <input type="checkbox"/> clay            | <input type="checkbox"/> instruments |
| <input type="checkbox"/> mortar      | <input type="checkbox"/> directing | <input type="checkbox"/> engraving | <input type="checkbox"/> sand            |                                      |
| <input type="checkbox"/> glass       | <input type="checkbox"/> writing   | <input type="checkbox"/> jewels    |  |                                      |

When you create something in your medium, roll +Cunning. On a 10+, pick 2. On a 7-9, pick one.

- |  |  |
|--|--|
| <input type="checkbox"/> Your creation is durable    | <input type="checkbox"/> Your creation is attractive |
| <input type="checkbox"/> Your creation is functional |  |

On a miss the work is fundamentally flawed. The DM will reveal how at a later time.

**Signature Move Advancement:** Mark two new mediums. Tell the DM which dragon helped you to master these new materials.

## SHADOW TRACK

THE SHADOW TRACK represents how much hold the Darkness has on your dragon.



### ANGER

- Lash out at a friend.
- Break something valuable
- Escalate a delicate situation



### DOUBT

- Question a friend's loyalty
- Steal something valuable
- Reject a tradition of Dragonia



### SHAME

- Blame a friend for your mistakes
- Mock or belittle someone vulnerable
- Seek isolation or solitude



### FEAR

- Hide something from your friends
- Avoid a difficult task
- Exaggerate the danger of the situation

You can mark Shadows in any order. When you mark a Shadow, you must take the action associated with the Shadow. When you mark the last Shadow, you lose yourself to the Darkness and become your **Shadowself**. While you are lost to the Darkness, do not mark any further Shadows, even if a move asks you to do so.

## SHADOWSELF

MORE THAN AN artist, you are a machinist. You see dragons as tools to be wielded, manipulated, and forced to see their true potential. Make sure your clutch sees your vision for Dragonia. You are The Crafter. Return from your Shadowself when a friend convinces you to admit that you care more about dragons than objects.

AND CHOOSE ONE MORE:



**AN EYE FOR DETAIL:** When you **study another dragon** after complimenting them on a unique feature or object they possess, roll +Cunning instead of +Charm.



**CRAFTY CLAW:** When you repair broken equipment or machinery, roll +Cunning. On a 10+, you do it, no problem. On a 7-9, it's possible to get it moving again, but only at a cost. The DM will tell you what you have to do to fix it up. On a miss, something vital is missing or permanently broken.



**MONUMENT TO THE MOONS:** When you create (and describe) a work of art, you can **call upon the Moons** and store the effects inside your piece. Name an event that will activate the item, and the magic will be released when it is triggered.



**SADDLEBAG OF POTENTIAL:** You collect odds and ends, including bits of armament and ancient artifacts, just in case the inspiration strikes. When you search your saddlebag for something small enough to be carried with you, roll +Cunning. On a 10+, you have just the thing, or close enough. On a 7-9, you have something similar, but it's incomplete or flawed. On a miss, you've used it recently, but you might be able to get it back.

# FELLOWSHIP

EVERYONE INTRODUCES THEIR DRAKES by name, look, and color. Then list your Clutchmates' names in the blanks below and go around again to read aloud your fellowship ties.

\_\_\_\_\_ made you feel welcome in the Clutch when your beast companion fell ill. Explain how they exemplified your virtue, and give them a Friendship Gem.

\_\_\_\_\_ taught you not to underestimate the Darkness. Explain how they exemplified your virtue, and give them a Friendship Gem.

You saved \_\_\_\_\_ from a dangerous monster. Take a Friendship Gem from them.

# ADULT ADVANCEMENT

THERE ARE FIVE AGES of a dragon lifespan. Each time your XP track fills, select an advancement from the list and erase your XP track. When you have taken all three advancements, you grow into your next age.

As you grow your connection to the Moons changes and shifts. Every time you take an Adult advancement, cross off one moon. You can no longer call on that moon for strength.

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XP: 

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- take another move from your playbook
- take +1 to any stat (max +3)
- advance your signature move

## 2. WINGED DRAKE ..... Moons +0

XP: 

--	--	--	--

- take another move from your playbook
- take +1 to any stat (max +3)
- advance your signature move

## 3. LONG-TOOTHED DRAGON ... Moons +1

XP: 

--	--	--	--

- take another move from another playbook
- take +1 to any stat (max +3)
- advance your signature move

## 4. BEARDED DRAGON ..... Moons +2

XP: 

--	--	--

- take a ritual of your House
- advance your signature move

## 5. ELDER DRAGON ..... Moons +3

XP: 

--	--	--

- your House dedicates a stronghold to you
- retire your character; arise as a Mystic or Ancient

VOID



LIBERTY



STONE



SPIRIT



STORM



# THE DAREDEVIL

THE SKY IS no limit for you. When you shoot for the stars, you achieve great things you never thought possible. Sometimes the rush can make you lose your head; don't fly so high that you forget about those who look up to you. Your friendships will give you reasons to fly and all you could ever need to keep your wings and heart busy.

**NAME** (circle one)

Quoloth	Honedstar
Vol	Spirit
Onyx	Sirat

**COLORS**

**LOOK** (circle one in each)

- Broken horns, Head frill, Pointed horns, Tusks
- Bumpy skin, Feathered, Iridescent, Spiney
- Beak, Long snout, Overbite, Short snout
- Barbed tail, No tail, Prehensile tail, Whip tail
- Adhesive toes, Claws, Paws, Webbed feet
- Angular body, Boney body, Muscular body, Twisty body

**STATS:** ADD ONE TO one of these.

Starting Stats: **Charm** -1, **Courage** +1, **Cunning** +0



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)



### **BRYNBAK, The House of Steel**

Convince a member of your Clutch to undertake a dangerous task.



### **ROTHSCAR, The House of Gold**

Put yourself in between danger and a Clutchmate.



## SHADOW TRACK

THE SHADOW TRACK represents how much hold the Darkness has on your dragon.



### **ANGER**

- Lash out at a friend.
- Break something valuable
- Escalate a delicate situation



### **DOUBT**

- Question a friend's loyalty
- Steal something valuable
- Reject a tradition of Dragonia



### **SHAME**

- Blame a friend for your mistakes
- Mock or belittle someone vulnerable
- Seek isolation or solitude



### **FEAR**

- Hide something from your friends
- Avoid a difficult task
- Exaggerate the danger of the situation

You can mark Shadows in any order. When you mark a Shadow, you must take the action associated with the Shadow. When you mark the last Shadow, you lose yourself to the Darkness and become your **Shadowself**. While you are lost to the Darkness, do not mark any further Shadows, even if a move asks you to do so.

## SHADOWSELF

YOU ARE FAST, furious, and unstoppable. No danger is too great for you to face, and you don't need a Clutch to slow you down. Make sure your clutch always sees you out in front. You are The Daredevil. Return from your Shadowself when a friend convinces you to admit that you need your Clutch.

## DAREDEVIL MOVES: YOU GET THIS ONE ♪

**BEAST COMPANION:** You find yourself in precarious situations that other dragonkin avoid, but your beast companion will follow you anywhere. Just like other wildlife in Dragonia, your beast companion has aspects of many different animals. Choose up to three. If you only circle one, other creatures of Dragonia will view your companion as a monster, but somehow you two manage.

- |                                 |                                 |                                    |                                     |                                |                                    |
|---------------------------------|---------------------------------|------------------------------------|-------------------------------------|--------------------------------|------------------------------------|
| <input type="checkbox"/> parrot | <input type="checkbox"/> lion   | <input type="checkbox"/> wolf      | <input type="checkbox"/> salamander | <input type="checkbox"/> frog  | <input type="checkbox"/> bat       |
| <input type="checkbox"/> rhino  | <input type="checkbox"/> turtle | <input type="checkbox"/> horse     | <input type="checkbox"/> badger     | <input type="checkbox"/> ram   | <input type="checkbox"/> armadillo |
| <input type="checkbox"/> rat    | <input type="checkbox"/> insect | <input type="checkbox"/> alligator | <input type="checkbox"/> bear       | <input type="checkbox"/> squid | <input type="checkbox"/> urchin    |
|                                 |                                 |                                    |                                     | <input type="checkbox"/> _____ |                                    |

**ABILITIES** (choose one):

- Large:** your beast is large enough to ride long distances.
- Tracking:** your beast can track down a nearby creature.
- Burrowing:** your beast can dig through solid earth.
- Messenger:** your beast can carry messages far and wide.
- Camouflage:** your beast can blend in with its surroundings at will.
- Perform:** your beast can entertain dragonkin and other wildlife.
- Labor:** your beast can haul and move heavy objects.

**Signature Move Advancement:** Mark a new ability for your beast companion. Tell us how your beast companion discovered (or grew into) their newfound talents.

AND CHOOSE ONE MORE:



**DANGER IS MY MIDDLE NAME:** Take +1 ongoing to **acting despite danger** to overcome physical obstacles.



**CLEAR HEADED:** When you charge headfirst into a dangerous situation, roll +Courage. On a hit, ask the DM one or more questions from the following list. Take +1 forward to act on the answers. On a 10+, ask 2. On a 7-9, ask 1:

- Where's my best escape route/way in/way past?
- What should I be on the lookout for?
- Who's in control here?

On a miss, someone gets the jump on you before you can get your bearings, putting you in a tough spot and separating you from your friends.



**SLIPPERY SCALES:** When you attempt to escape any form of physical entrapment, roll +Courage. On a 10+, you escape. On a 7-9, you slip away, but you leave something important behind or attract unwanted attention; the DM will tell you which. On a miss, you still get away, but the costs are great: mark a Shadow.



**SHARE THE LOAD:** When a fellow dragon is about to mark a Shadow, you can mark off a Shadow on your Shadow Track instead. You don't have to act on the Shadow, but it stays marked until you clear your Shadow Track.

# FELLOWSHIP

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\_\_\_\_\_ was a voice of reason in your Clutch when dealing with older dragons. Explain how they exemplified your virtue, and give them a Gem.

\_\_\_\_\_ helped you defend a sacred space against the Darkness. Explain how they exemplified your virtue, and give them a Gem.

You have taught \_\_\_\_\_ to listen to an animal of the wilds. Tell them which wild creature. Take a Gem from them.

# ADULT ADVANCEMENT

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## 3. LONG-TOOTHED DRAGON ... Moons +1

XP: 

--	--	--	--

- take another move from another playbook
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## 4. BEARDED DRAGON ..... Moons +2

XP: 

--	--	--

- take a ritual of your House
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## 5. ELDER DRAGON ..... Moons +3

XP: 

--	--	--

- your House dedicates a stronghold to you
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VOID



LIBERTY



STONE



SPIRIT



STORM



# THE NATURE ADEPT

YOU KNOW THE true splendor of the wilds. Creatures of the land sing a familiar song that reminds you of home, and they hear your roar as they would hear one of their own. But what is Dragonia to you? Can it be your home as well? Only your friendships can help you see the value of dragon culture and realize the promise of living in two worlds.

## NAME (circle one)

Lionell	Ahna
Hunter	Toverinn
Talon	Kemoth

## LOOK (circle one in each)

- Antlers, Bone crest, Curling horns, Tusks
- Bumpy skin, Feathered, Furry, Spiney
- Beak, Broad snout, Bulbous skull, Short snout
- Club tail, Maned tail, Prehensile tail, Stinger
- Clubbed feet, Hooves, Talons, Webbed feet
- Flat body, Graceful body, Knobby body, Small body

## COLORS

**STATS:** ADD ONE TO one of these.

Starting Stats: **Charm** +1, **Courage** -1, **Cunning** +0



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)



### MYNDOTH, The House of Oak

Avoid detection or infiltrate a location.



### TESSITH, The House of Diamond

Restore a symbol or sanctuary of the wild.



## NATURE ADEPT MOVES: YOU GET THIS ONE ✓

**WILD SPEECH:** You share this world with beasts and creatures of the wild. The calls of these creatures are a second language to you. You can understand and communicate with animals in a basic tongue of the land, allowing you to *study them*, *insist they accept your help*, and *mislead or trick them* as if they were dragons.

**Signature Move Advancement:** Mark one of the following as an additional native tongue: stone, water, earth, fire, wind, ice, wood, or metal. Tell the DM how you mastered a new language of the elements.

## SHADOW TRACK

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### ANGER

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- Break something valuable
- Escalate a delicate situation



### DOUBT

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- Reject a tradition of Dragonia



### SHAME

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## SHADOWSELF

YOU ARE PURE and one with nature. Dragonia is a distant memory, a false artifice obscuring the true destiny of the land. Make sure your clutch knows how much you value the wild over Dragonia. You are The Nature Adept. Return from your Shadowself when a friend convinces you to acknowledge the value of dragon culture.

AND CHOOSE ONE MORE:



**MASTER OF TWO WORLDS:** When you *act despite danger* while traveling through the wild, roll +Charm instead of +Courage.



**SPIRIT GUIDE:** You have attracted the attention of the land itself. A small spirit guide follows you wherever you go, offering aid and counsel. When you ask your spirit guide for advice, roll +Charm. On a 10+, mark experience and take +1 forward if you follow its guidance. On a 7-9, take a +1 forward if you do as it says and mark a Shadow if you don't. On a miss, the spirit is insistent; if you ignore its advice, it leaves your side until you are able to make amends.



**SMOKESCREEN:** When you keep still in natural surroundings, you blend in and are nearly invisible. Enemies cannot spot you until you move or speak.



**BEAST OF THE LAND:** When you *commune with the spirits native to the land*, roll +Charm. On a 10+, they impart their wisdom upon you; ask two of the following questions. On a 7-9, ask 1. On a miss, the spirits are in trouble and need help with a ritual of their own.

- How can I nurture this place?
- What does this place want from us?
- What last visited this place?
- What spirits dance here?



# FELLOWSHIP

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\_\_\_\_\_ 's knowledge is unparalleled within the Clutch, but they do not see the danger ahead. Take a Gem from them.

\_\_\_\_\_ helped save you from the Darkness. Explain how they exemplified your virtue. Give them a Gem.

You dreamed of \_\_\_\_\_ long before you two met. Tell them what the dream was about and take a Gem from them.

# ADULT ADVANCEMENT

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XP: 

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- take another move from your playbook
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- advance your signature move

## 3. LONG-TOOTHED DRAGON ... Moons +1

XP: 

--	--	--	--

- take another move from another playbook
- take +1 to any stat (max +3)
- advance your signature move

## 4. BEARDED DRAGON ..... Moons +2

XP: 

--	--	--

- take a ritual of your House
- advance your signature move

## 5. ELDER DRAGON ..... Moons +3

XP: 

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- your House dedicates a stronghold to you
- retire your character; arise as a Mystic or Ancient

VOID



LIBERTY



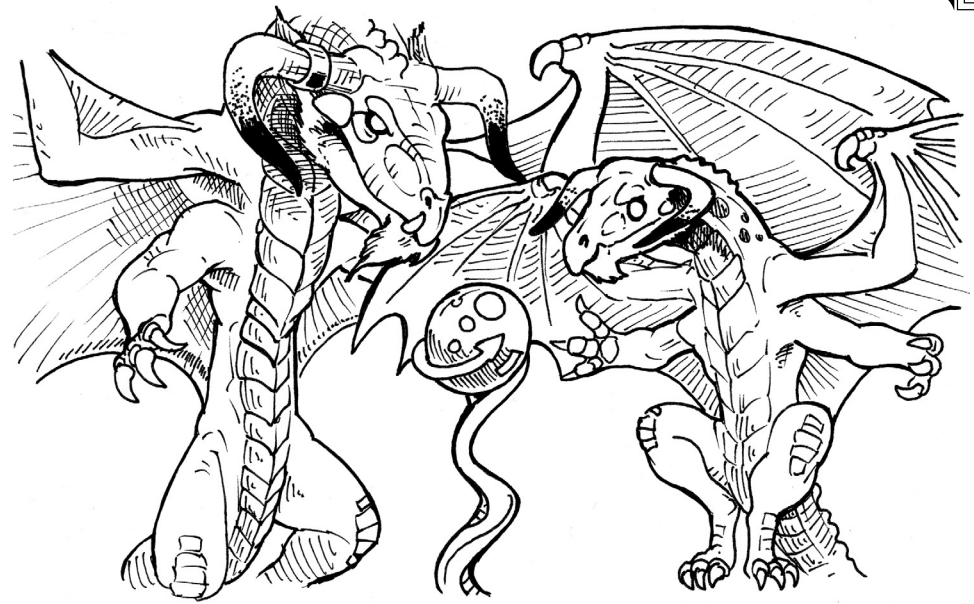
STONE



SPIRIT



STORM



# THE SEER

THE DARKNESS SPOKE to you at an early age. You see the approaching horror and work to fight against it, yet others don't always trust or believe you. You have grown close to the Darkness to learn its secrets, but do not forget your true allies. Your friendships are the light that keeps you from falling to the Darkness.

**NAME** (circle one)

Ren	Luneth
Veri	Draven
Ryoko	Hamundil

**COLORS**

## LOOK (circle one in each)

- Curling horns, Head fins, Many horns, Tusks
- Broad scales, Iridescent, Scaled, Smooth skin
- Beak, Hardened skull, Overbite, Pointy snout
- Maned tail, No tail, Stinger, Whip tail
- Hooves, Splayed fingers, Talons, Webbed feet
- Boney body, Elegant Body, Flat body, Thin body

**STATS:** ADD ONE TO one of these.

Starting Stats: **Charm** +1, **Courage** +0, **Cunning** -1



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)



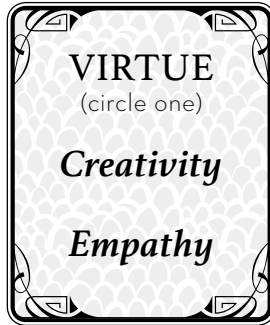
### KEBROS, The House of Ruby

Mark a Shadow while engaging the Darkness.



### SEMSCALE, The House of Jade

Use secret knowledge of the Darkness to aid another.



## SHADOW TRACK

THE SHADOW TRACK represents how much hold the Darkness has on your dragon.



### ANGER

- Lash out at a friend.
- Break something valuable
- Escalate a delicate situation



### DOUBT

- Question a friend's loyalty
- Steal something valuable
- Reject a tradition of Dragonia



### SHAME

- Blame a friend for your mistakes
- Mock or belittle someone vulnerable
- Seek isolation or solitude



### FEAR

- Hide something from your friends
- Avoid a difficult task
- Exaggerate the danger of the situation

You can mark Shadows in any order. When you mark a Shadow, you must take the action associated with the Shadow. When you mark the last Shadow, you lose yourself to the Darkness and become your **Shadowself**. While you are lost to the Darkness, do not mark any further Shadows, even if a move asks you to do so.

## SHADOWSELF

YOU ARE MAGNETIC and persuasive. You know dragonkin cannot be trusted any more than the Darkness can; you may have to traffic in lies and backroom deals to get things done. Make sure your clutch knows you are willing to sacrifice their feelings to get the job done. You are the Seer. Return from your Shadowself when a friend convinces you to trust a dragon you do not know.

## SEER MOVES: YOU GET THIS ONE ✓

**HAUNTING VISIONS:** You are haunted by visions of the Darkness. At the start of the session, roll +Charm. On a hit, you've seen a vision of the Darkness that will aid your Clutch's efforts; learn something useful and interesting about the tasks at hand. On a 10+, you've seen the true face of the Darkness; ask the DM a followup question as well. On a miss, your vision is too dark to aid you; the future it foretells is grim and painful.

**Signature Move Advancement:** Mark a new feature for your visions. When you roll *Haunting Vision*, you may:

- share your vision with a Clutchmate; take +1 forward to your *Haunting Vision* roll.
- prepare your mind; ask an additional question (even on a miss).
- guide your vision; tell the DM what aspect of Dragonia your vision will concern.
- defy your future; offer a +1 forward to a Clutchmate to alter what you have seen.

Tell the DM which dragons helped you gain the strength to master your visions.

AND CHOOSE ONE MORE:



**ONE OF THEM:** When you *mislead or trick* a dragon corrupted by the Darkness, roll +Charm instead of +Cunning.



**WYRM TONGUE:** Return a Gem and ask the Darkness for something you need. The DM will tell you what it costs. If you pay the price, the Darkness will deliver it.



**SECRET CATCHER:** Add the following options to **study another dragon** before they have seen you:

- What secrets is your character hiding?
- What has the Darkness offered to you in your moments of weakness?
- How do you think we are alike?



**TOUCH THE DARKNESS:** When you consume a piece of the Darkness, roll +Charm. On a hit, the Darkness gives you a vision and answers your questions.

On a hit, choose one from the list below. On a 10+, choose two. The visions...

- ... are lucid and detailed; clear a Shadow.
- ... show you what you need to do; take +1 forward to do it.
- ... reveal the role a dragon will play in the events to come; give +1 forward to a Clutchmate.

On a 7-9, choose one from the list below as well. The visions...

- ... corrupt your soul; mark a Shadow.
- ... distance you from others; return a Gem.
- ... attack your weakened body, take -1 forward.

On a miss, you attract the attention of the Darkness itself.

# FELLOWSHIP

EVERYONE INTRODUCES THEIR DRAKES by name, look, and color. Then list your Clutchmates' names in the blanks below and go around again to read aloud your fellowship ties.

\_\_\_\_\_ has recently joined your Clutch and you are training them in the art of capital politics. Take a Gem from them.

\_\_\_\_\_ has stood by your side in a fight against a monster of the Darkness. Explain how they exemplified your virtue. Give them a Gem.

\_\_\_\_\_ was there when you were most vulnerable. Give them a Gem.

# ADULT ADVANCEMENT

THERE ARE FIVE AGES of a dragon lifespan. Each time your XP track fills, select an advancement from the list and erase your XP track. When you have taken all three advancements, you grow into your next age.

As you grow your connection to the Moons changes and shifts. Every time you take an Adult advancement, cross off one moon. You can no longer call on that moon for strength.

## 1. RAW SCALED DRAKE ..... Moons +0

XP: 

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- take another move from your playbook
- take +1 to any stat (max +3)
- advance your signature move

## 2. WINGED DRAKE ..... Moons +0

XP: 

--	--	--	--

- take another move from your playbook
- take +1 to any stat (max +3)
- advance your signature move

## 3. LONG-TOOTHED DRAGON ... Moons +1

XP: 

--	--	--	--

- take another move from another playbook
- take +1 to any stat (max +3)
- advance your signature move

## 4. BEARDED DRAGON ..... Moons +2

XP: 

--	--	--

- take a ritual of your House
- advance your signature move

## 5. ELDER DRAGON ..... Moons +3

XP: 

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- your House dedicates a stronghold to you
- retire your character; arise as a Mystic or Ancient

VOID



LIBERTY



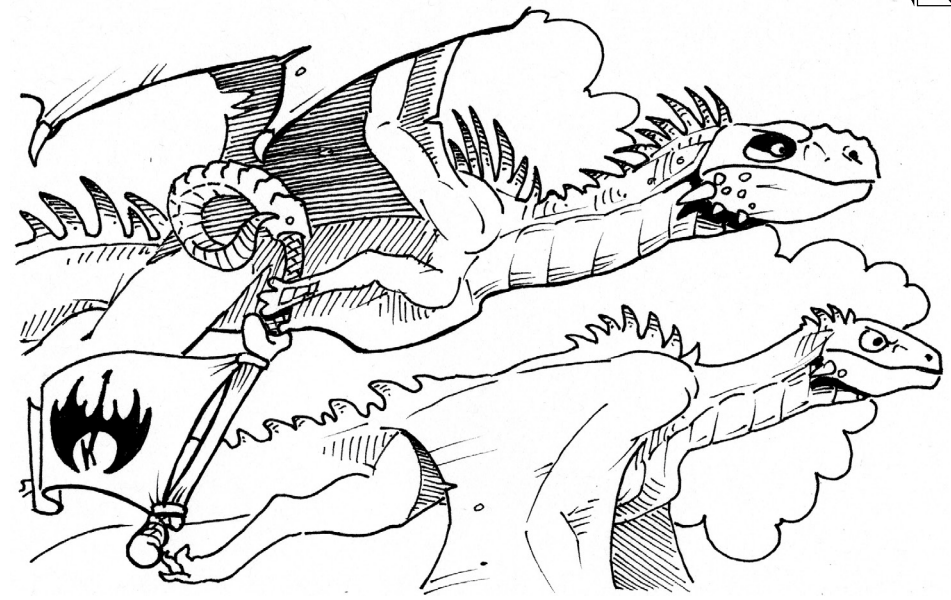
STONE



SPIRIT



STORM



# THE WARRIOR

YOU ARE NOBLE and strong. Dragonia is your home and you fight to defend it. You are an inspiration to your fellow dragons, but don't try to take on too much by yourself. Your friends are strong and capable; give them a chance and they will surprise you.

NAME (circle one)	
Morning	Kimrath
Buck	Ax
Vera	Gracks

COLORS
--------

LOOK (circle one in each)
<input type="radio"/> Curling horns, Feathered crest, Many horns, Tusks
<input type="radio"/> Broad scales, Shelled, Spiney, Tough hide
<input type="radio"/> Broad skull, Long snout, Scarred snout, Underbite
<input type="radio"/> Barbed tail, Club tail, Stubby tail, Whip tail
<input type="radio"/> Claws, Clubbed feet, Hooves, Paws
<input type="radio"/> Barrel-chested, Elegant body, Huge body, Muscular body

**STATS:** ADD ONE TO one of these.

Starting Stats: **Charm** +0, **Courage** +1, **Cunning** -1



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)



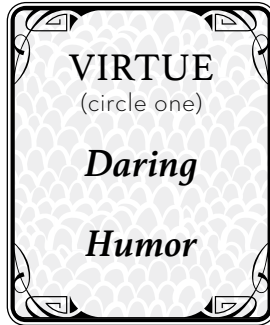
### **BRYNBAK, The House of Steel**

Destroy an unnatural menace born of Darkness.



### **TESSITH, The House of Diamond**

Defend someone weaker than you from the Darkness.



## SHADOW TRACK

THE SHADOW TRACK represents how much hold the Darkness has on your dragon.



### **ANGER**

- Lash out at a friend.
- Break something valuable
- Escalate a delicate situation



### **DOUBT**

- Question a friend's loyalty
- Steal something valuable
- Reject a tradition of Dragonia



### **SHAME**

- Blame a friend for your mistakes
- Mock or belittle someone vulnerable
- Seek isolation or solitude



### **FEAR**

- Hide something from your friends
- Avoid a difficult task
- Exaggerate the danger of the situation

You can mark Shadows in any order. When you mark a Shadow, you must take the action associated with the Shadow. When you mark the last Shadow, you lose yourself to the Darkness and become your **Shadowself**. While you are lost to the Darkness, do not mark any further Shadows, even if a move asks you to do so.

## SHADOWSELF

YOU ARE UNSTOPPABLE, a hurricane whose might will singlehandedly shatter the Darkness. Dragonia must be protected and no one else is strong enough to help you. Make sure the clutch knows you are the only one who can save Dragonia. You are The Warrior. Return from your Shadowself when a friend convinces you to ask your Clutch for help.

## WARRIOR MOVES: YOU GET THIS ONE ✓

**SCALES OF HONOR:** You have dedicated your life to the betterment of Dragonia. Choose one boon:

- A mark of lunar authority; take +1 ongoing to **call upon the Moons**.
- A voice that penetrates the Darkness; take +1 ongoing to **act despite danger** in the face of the Darkness.
- A lineage that commands respect; take +1 Charm (max +3).
- An heirloom from the War of Shadow; take +1 ongoing to **stand up to an older dragon**.
- A large and valuable hoard; take +1 ongoing to **give into the Darkness**.

Mark a Shadow each time you conceal or hide one or more of your boons.

**Signature Move Advancement:** Mark a new boon. Tell the DM which of your adventures has earned you such an honor.

### AND CHOOSE ONE MORE:



### **BATTLE PLAN:**

When you face an enemy in combat, roll +Courage. On a hit, you can ask the DM questions. Whenever you act on one of the DM's answers, take +1. On a 10+, ask 2. On a 7-9, ask 1:

- Which enemy is most vulnerable to me?
- Which enemy is the biggest threat?
- What's my enemy's true position?
- What's my enemy's mission or objective?

On a miss, they catch you off guard. Take a -1 ongoing until you can assert your dominance or rally your allies.



### **DRAGONHEART:**

You are a true friend to your Clutchmates; you may give Gems to characters that act according to either of your virtues (Daring or Humor).



### **ALL FIRED UP:**

Once per session, you can return a Friendship Gem to **act despite danger** with a 10+.



### **LIES DO NOT BECOME US:**

When you speak frankly with a character, you can ask their player a question from the list below. If they answer it truthfully, they may then ask you a question from the list. You must answer truthfully.

- Whom do you really serve?
- What do you most regret?
- What do you most desire?
- Who have you truly wronged?