

NAME:

Choose one or two from each, or make up your own:

Names: Volga, Glaurung, Freya, Najhk, Katla, Montague, Mnementh, Smaug, Ridley, Avdol, Temeraire, Ghidorah, Elry, Vermithrax, Fafnir, Tiamat, Minerva, Bellatoria, Manakeet

Titles: The Red Magician, Burninator, Swordmelter, The Golden Conqueror, Dagoon, Of Seven Fires, Daybringer, The Green Assassin, The Blue Genius, Fire Eater, Hatchling, The Silver Sage, The Bronze Warrior, Hunter of _____



THE DRAGON

BASIC PLAYBOOK

LOOK

Circle one from each list, or make up your own:

- Fierce Eyes, Golden Eyes, or Monochromatic Eyes
- Massive Hair, Many Small Horns, or Spiky Frills
- Armor of Red and Gold, Buff and Shirtless, or Fancy Tunic
- Dragon Body, Human-Like Body, or Somewhere In Between

AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

Honor and Glory

Impress others with your conduct, power, and style.

Relentless Justice

The laws of the great dragons are absolute. Do not break them or allow others to do so.

Unfettered Ambitions

Seize fame and fortune whenever you can.

STATS

Your **Blood** stat is +2. Assign +2, +1, +0, -1 to your other stats.



BLOOD

COURAGE

GRACE

SENSE

WISDOM

When a stat is damaged, mark the small box. You are in Despair when you roll a damaged stat.

WHAT IS A DRAGON?

Choose the option that best represents your people:

A CHAMPION, CHOSEN

You were not related to the Dragons, until they chose you as their champion. Take a Core Move from any other basic playbook. That playbook's Core and Custom Moves count as Dragon Custom Moves for you, and you may take Moves from that playbook that cannot be Shared.

A DRAGON, REBORN

You used to be one of the true dragons, glorious and unstoppable, but for one reason or another, you have been reduced to this lesser form you now hold. Describe your form and how you were weakened. Your Fire Gear Option does not have the Reload tag, and you may choose as many options as you'd like from the first two Dragon's Gear lists. This does not grant you extra Uses of Armor.

A HATCHLING, NEWBORN

Your power is a simple one: you are a newborn, the child of at least one dragon. You have limited control over your great strength, when you unleash it. You may add the Dangerous tag to any attack you make, before rolling.

A KOBOLD, ASCENDED

Your people are the lesser dragons, the servants of dragons, and you have stood above the crowd. Unlike the other Dragons, you have a people you can Command Lore about - the Kobolds and their culture. You add a group of Kobold Pokers to your Gear. You have one Bond with them.

When you gain the Fellowship of a kobold community, the Overlord should offer you Fellowship Moves from the main book. Halfling or Orc Fellowship Moves are especially appropriate.

PLAYING AS THE DRAGON

The Dragon is fire, and everything you could use to describe fire well describes you. Glorious, brilliant, warm, comforting, bright, unstoppable, destructive, devastating, terrible, all-consuming. These are the things that Dragons are.

Play as The Dragon if you want to be glorious and cool, if you like straightforward strength with cool abilities, if you want to be a real monster, or if you just want to burn everything that gets in your way.

DRAGON'S CORE

All Dragons have this Move.

CHAMPION OF FIRE

You do not have your own People. You once did, but no longer. Instead, you can Command Lore about the glory of the dragons, their place in the world, and the magnificent feats they have performed throughout history.

The Dragon has eleven Custom Moves to choose from instead of eight, and chooses four of them during character creation instead of two. **When a Move tells someone they may take a Core Move from any basic playbook**, Dragon's Custom Moves you have taken count as Core Moves.

This Move cannot be Shared.

DRAGON'S CUSTOM

Choose four of these moves to further define what it means to be the Dragon.

A SONG OF FIRE

When you call upon a true dragon for aid during a time of need, mark this Move, pay a high price, and then they will come. A true dragon, massive and powerful, will land behind you dramatically, let out a roar, then do a single thing you ask of it. It will accomplish that task with little difficulty, although a Threat to the World may escape its wrath. You cannot use this Move while it is marked. **When you Recover**, remove your mark from this Move.

This Move cannot be Shared.

DRAGON MAGIC

When you draw upon the draconic power that only a fool would not call magic, choose a spell from below, then mark it. You cannot use a spell while it is marked. **When you Fill Your Belly**, remove a mark from one spell. **When you Recover**, remove all marks on your spells.

- Blessing of Strength:** Destroy a wall or door in your way.
- Blessing of Speed:** Instantly appear somewhere close by that you can see. No one else will see you move there.
- Blessing of Glory:** Force someone to listen to you when you *Talk Sense* to them.

When you Share this Move with another, they choose a single spell from the list. That spell is the only one they can use. You can Share this Move with someone multiple times. Each time you do, they learn another spell.

DRAGON'S CUSTOM CONTINUED

DRAGOON

When you attack your enemy from above with a **melee weapon**, your attack gains Piercing. Dropping onto an enemy from above is always an Advantage for you.

EYES OF FIRE

Your eyes are unnaturally good, and you can see fine detail even through the darkest night or densest fog. **When you Look Closely**, you may study any location you can see, no matter how distant, as if you were standing right there.

FIRE EATER

You may extinguish any flame within arm's reach merely by touching it, tell us what this looks like. Eating a fire instantly reloads your Fire. You may use this to *Overcome* any fire attack you can see coming as if you got a 10.

LISTEN HERE, YOU LITTLE PUNK

When you *Talk Sense* by telling them what will happen to them if they do not do as you ask, *Talk Sense* with +Blood, and on a 9-, they cannot ask their favor of you until they have done what you asked of them.

STRENGTH OF A HUNDRED

You can pick up anything and anyone you can firmly grasp with at least one hand. Objects and enemies you hold have the tags Ranged and Thrown.

THROUGH THE FIRE AND THE FLAMES

You are immune to damage from fire and heat. Even lava and dragonfire are only uncomfortable to you, and you can walk through them if you must.

This Move cannot be Shared.

TREASURE HOARD

You are rich beyond all reason. Add your Dragon's Hoard (3 Uses, Useful, Precious) to your Gear.

UNIQUE UPBRINGING

Dragons are a solitary sort, rarely interacting with each other. You spent a lot of time among other people. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This Move cannot be Shared.

WINGS OF A DRAGON

You can fly on large, powerful wings. You require a running start, a fair bit of room, and you cannot hover in place, but you can fly very far and very fast.

DRAGON ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL** it. You may only choose each option once. *You begin the game at level 1.*

- Increase your Courage or Sense by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Dragon Custom.
- Take another Dragon Custom.
- Take another Dragon Custom, or ask another player to share a Move with you.
- Share one of your Moves with another player.
- You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

SHARED CUSTOMS

Record the moves you've learned from your allies here:

Dragons represent strength. They have the power to save the world. Dragons represent wisdom. They have the foresight to save the world. Dragons represent greed. They do not want to save the world if nothing is in it for them.

So they won't. Instead, I will. I have been gifted their power and named their champion. I am here to save the world on their behalf. I will do what they have decided is beneath them, and I will become glorious.

This Overlord is my stepping stone. Their war and their plans amount to nothing before the fire of dragons. We will defeat them. We will destroy them. And I will take my place in history as the greatest champion this world has ever seen.

I am the Dragon, champion of fire. And my enemies will burn.



THE DRAGON

BASIC PLAYBOOK

BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

_____ shares my burning passion!

I deeply admire _____'s power.

_____ has the respect of the old dragons.

_____ is my greatest rival.

I often bicker with _____,
but we would not last long without each other.

_____ saw my strength from before
I became what I am now.

I once saved _____'s life.

I would not be the person I am now without _____.

_____ and I have shared in glorious victory.

My treasures are _____'s treasures.

Record your other bonds here:

DRAGON'S GEAR

You have extra spicy fruits (3 Uses, Food (Only for Dragons)).

Choose your armaments; all are Melee and Armor (1 Use):

- Your customized spear and polished shield.
- Your mighty claws and hardened scales.
- Your supernatural strength and speed.
- Your blazing soul, enveloping you in protective fire.

Choose your Fire; all are Ranged, Reload, and Burning:

- You spit primal fireballs from your mouth.
- You conjure rays of fire from your hands.
- You throw firebombs of caustic oils and reactive powders.
- You shoot fire from a flamethrower you made yourself.

Choose your follower:

- A kobold underling (poker, slinger, or thinker). You have one Bond with them.
- Your pet (komodo dragon or hell hound). You have one Bond with them.
- A dragon spirit, advising you on how to best be their champion (2 Uses). You may Use this to call your spirit to your side and roll to Speak Softly with them. They have great knowledge of many things.

BURNING

(Item Tag)

Burning is a tag that is only applied to weapons and attacks, like Piercing and Necrotic are. Burning attacks ignite their targets on fire with each hit, and can be used to easily create fire wherever you need it. They have no additional effect on enemies that cannot be ignited, such as enemies of rock or water, and deal no damage at all to anyone who is fireproof.

DRAGON COMPANIONS

Dragon companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

HELL HOUND

This reddish-brown dog can breathe fire.

NAME: FIRE BREATHING FIREPROOF

KOBOLD POKER

This kobold warrior hides behind a shield and pokes their enemies with a well-used spear.

NAME: USE THE POINTY BIT BIG SHIELD

GROUP OF KOBOLD POKERS

These kobolds form a phalanx, each shield protecting the warrior next to them. As a Group, each of their stats can be damaged twice.

NAME: USE THE POINTY BIT BIG SHIELD

KOBOLD SLINGER

These kobolds are well-practiced with their powerful slingshots, firing rocks at their enemies from afar.

NAME: ROCK TO THE HEAD SCAMPER AWAY

KOBOLD THINKER

They've got a plan, and you might be a part of it.

NAME: MASTER PLAN BACK-UP PLAN

KOMODO DRAGON

They aren't true dragons, but they're bigger than your dog and have deadlier, more poisonous teeth.

NAME: POISON BITE HARDENED SCALES

EARNED FELLOWSHIP

When you gain Fellowship with a community, the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

DRAGON NOTES

Use this space to take notes.
Write about the Dragons, write about the people you've met, the places you've been, and the things you've found.
If you think it's important to you or to the Dragons, write it down.