

## 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.

\_\_\_\_\_ helped you connect with an element of Dragonia that was lost to the Darkness. Explain how they aided you, and give them a Friendship Gem.

You chose \_\_\_\_\_ to help you perform a sacred elemental duty. Tell them why you chose them, and take a Friendship Gem from them.

\_\_\_\_\_ was injured by the elements that you summoned to fight the Darkness. Ask them how that experienced changed them, 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:

- ☐ 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 ELEMENTALIST

POWERFUL, MYSTICAL, STRANGE. The Elementalist draws power from an ancient Dragonian tradition to tap into all of the fundamental elements embedded into the land at the time of its creation. You can wield the elements in your battle against the Darkness, shaping them into living, thinking constructs.

### NAME (circle one)

Comburth

Raggis

Frogghar

Tep

Lessier

Windruff

### COLORS

### LOOK (circle one in each)

- Curling horns, Ivy crest, Tusks, Wooden Antlers
- Feathered, Furry, Moss-covered, Weathered skin
- Bulbous skull, Muddy snout, Needle-nose, Short snout
- Bobbed tail, Club tail, Stinger, Winged tail
- Clubbed feet, Fins, Hooves, Trimmed claws
- Flat Body, Graceful body, Large body, Spindly body

**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

Uncover or renew a place of elemental power.



### KEBROS, The House of Ruby

Solve a riddle or mystery about the elements.



## 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 NOT TRULY A DRAGON but a mere mouthpiece for the elements. You have no patience for petty matters; you are grand and eternal. Make sure your clutch knows how little the elements care for them. You are the Elementalist. Return from your Shadowself when a friend convinces you that dragonkind is significant, important, and valuable.

## ELEMENTALIST MOVES: YOU GET THIS ONE ♡

**FROM CHAOS, PURPOSE:** When you channel the elements to create life, roll +Cunning. On a hit, you craft the elements into a useful assistant for your efforts; describe the form your construct takes and pick the gifts it offers (below). Once your construct has exhausted its gifts, it returns to the elements. You must make an offering to the elements before you can summon another construct.

On a 10+, pick 2 gifts. On a 7-9, pick 1 gift. On a miss, pick 1 gift, but the construct demands a great sacrifice for your offering before it departs.

- ☐ the construct provides protection; it can mark a Shadow for you or your friends.
- ☐ the construct conducts power; take +1 forward to **act despite danger**.
- ☐ the construct grants insight; take +1 forward to **survey** or **study**
- ☐ the construct pleases Dragonia; take +1 forward to **call upon the moons**
- ☐ the construct unites your clutch; treat an attempt to **help** as if you rolled 10+

**Signature Move Advancement:** You may choose an additional gift when you summon a construct. Tell the DM why the elements favor your clutch's efforts.

AND CHOOSE ONE MORE:



**ELEMENTAL SHIELD:** When you call upon the elements to protect someone or something from danger, roll +Cunning. On a hit, the elements themselves rise up in defense, so long as you maintain your concentration. On a 7-9, the elements protect you, but they also reveal their wild and unstoppable nature in turn. On a miss, the elements find your request petty or unworthy; the DM will tell you what you must do to regain their trust.



**STORY OF THE ELEMENTS:** You have developed the ability to speak to Dragonia itself, and learn its secrets. When you **survey an ancient or arcane area**, you may ask an additional question drawn from the following list, even on a miss:

- What elements of Dragonia are hidden here?
- How can the elements here help me and my clutch?

On a miss, you awaken an ancient elemental spirit that was better left sleeping.



**CHANNEL THE MOONS:** When you **stand up to an older dragon** by making a display of elemental might, you may roll +Gems returned instead of +Courage.



**CHANNEL DRAGONIA'S SPIRIT:** When you spend time with your clutch soaking in an element—walking in the rain, bathing in fire, flying amongst the clouds—the elements will make a request. If you agree to fulfill it, you each return a Gem and remove a Shadow. If you fail to fulfill that request, the element will make its displeasure known. The DM will tell you what you must do to appease it.

## FELLOWSHIP

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\_\_\_\_\_ asked you to mediate a conflict between two Elder dragons within their House. Explain their disagreement, and take a Friendship Gem.

\_\_\_\_\_ taught you a skill you've come to rely upon during your diplomatic efforts. Tell them how they instructed you, and give them a Friendship Gem.

\_\_\_\_\_ insisted that you join the clutch when you were hesitant or nervous. 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.

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- ☐ 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 ENVOY



## THE ENVOY

DIPLOMATIC, SOCIAL, FRIENDLY. The Envoy is devoted to making peace between the Houses, presenting a unified front against the Darkness.

You play a noble role, one that navigates social waters to strengthen Dragonia's institutions and dragonkin as a whole for the betterment of all.

### NAME (circle one)

Guldie Silverwing  
Idu Vellin  
Jaserth Zyro

### COLORS

### LOOK (circle one in each)

- Curling horns, Feathered brow, Flashy crest, Tusks
- Fluffy, Shelled, Sleek scales, Tough hide
- Broad skull, Elegant snout, Ridged snout, Scarred snout
- Silky tail, Stubby tail, Two tails, Whip tail
- Claws, Dainty hooves, Long fingers, Paws
- Barrel-chested, Elegant body, Full-bellied, Skeletal body

EPYLLION PLAYBOOKS



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

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



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)



### SEMSCALE, the House of Jade

Get at least two dragons from different Houses to agree to a deal.



### BRYNBAK, the House of Steel

Convince a dragon not of your House that your plan is best.



## 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 A PLAYER IN A GAME of words and ideas. You manipulate and twist dragons around your talons to make them dance to your purpose, and your purpose alone. Make sure your clutch knows how easily you can twist them with words. You are the Envoy. Return from your Shadowself when a friend convinces you that dragons are more than tools for you to manipulate as you choose.

## ENVOY MOVES: YOU GET THIS ONE ♡

**FAMILIAR FACE:** You frequently travel, speaking with all manner of dragonkin. Sometimes dragons remember you fondly from one of your previous encounters.

Mark one social arena where your dragon is known:

- ☐ Academic debates, where everyone is so well-read.
- ☐ Diplomatic functions, where important political discussions happen.
- ☐ High society parties, where the well-to-do chat and gossip.
- ☐ Military committees, where strategies of battles are decided.
- ☐ Occult circles, where arguments on arcane theory occur.

Once per session, when you meet a significant dragon (your call), roll +Charm. On a hit, you have met this dragon previously; tell the story of how the two of you met. On a 10+, the dragon owes you a small favor and is interested in repaying it. On a miss, you owe them a debt for a previous breach of etiquette.

**Signature Move Advancement:** Mark another social arena. Tell the DM which dragon introduced you to a new aspect of dragon society.

AND CHOOSE ONE MORE:



**ABSORBING ASSESSMENT:** When you assess a new opponent in a debate, roll +Charm. On a 7-9, you may ask the DM one question from the list below. On a 10+, ask 2 questions. Take a +1 ongoing while using the information in your strategy.

- What is my opponent's objective?
- What oral strategy or arguments will my opponent use?
- What will my opponent do if I win (or lose) this debate?



**CHARISMATIC CANDOR:** When you speak honestly with a character, they can ask you one question from the list below. If you answer it truthfully, you may then ask them a question from the list. They must answer truthfully.

- Whom do you really serve?
- What do you most desire?
- Who is your worst enemy?
- What would cause you to stop fighting?



**CHARMING COLLABORATION:** When you arbitrate a conflict for two or more of your friends, give a Gem to each party and tell them how to solve their problem. If they agree to your solution, gain +1 ongoing to help them implement your idea, and tell them to mark experience when they bring it to fruition. If they reject your offer, mark a Shadow.



**MAGNETIC MANIPULATION:** When you **help or hinder** a Clutchmate by highlighting their personal qualities or failings, roll +Charm instead of +Gems. On a miss, your words strike at their insecurities or doubts; tell them to mark a Shadow.

## FELLOWSHIP

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\_\_\_\_\_ was a friend to you when you felt all alone in the face of your destiny. Explain how they exemplified your virtue and give them a Friendship

\_\_\_\_\_ is consumed by Dragonia's immediate problems; you will show them why they must focus on the future. Take a Friendship Gem from them.

\_\_\_\_\_ showed you that the Darkness lingers everywhere. Tell them what Darkness you see in them, and 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.

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### 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 a clutchmate's House
- ☐ advance your signature move

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

XP:

- ☐ found a new House to preserve your works
- ☐ retire your character; arise as a Mystic or Ancient

VOID



LIBERTY



STONE



SPIRIT



STORM



THE ORPHAN



## THE ORPHAN

DESTINED, UNIQUE, SOLITARY. You're defined not by your upbringing, but by what you make of yourself. You have an important role to play in Dragonia, even though you don't know which House to call your own. Despite your fears, your future holds great things...and your friends stand by your side.

### NAME (circle one)

Gen

Rath

Violet

Ghost

Kismet

Dark Moon

### COLORS

### LOOK (circle one in each)

• Elegant crest, Head fins, Many horns, Whiskers

• Braided fur, Rough scales, Scaled, Smooth skin

• Beak, Hard skull, Long snout, Prehensile tongue

• Heavy tail, Long tail, Maned tail, No tail

• Leather paws, Small claws, Splayed fingers, Talons

• Boney body, Lithe body, Squat body, Wingless

EPYLLION PLAYBOOKS

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

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



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)

As an Orphan, you have no House and no obligation to one. Instead, choose how you will discover your true destiny.



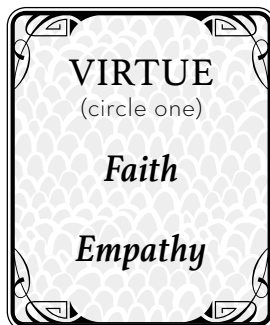
### THE PATH OF OMENS

Discover an artifact or tome connected to your fate.



### THE PATH OF TRIALS

Face danger to uncover more about your future.



## SHADOW TRACK

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### ANGER

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- Escalate a delicate situation



### DOUBT

- Question a friend's loyalty
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- Reject a tradition of Dragonia



### SHAME

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### FEAR

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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

**YOUR LONELINESS IS A STRENGTH.** You can prove the doubters wrong without any help from your clutch. You will act alone to save Dragonia. You are the Orphan. Return from your Shadowself when a friend convinces you that friendship can be as strong as any family tie, and that the family you chose is as important as the family that hatched you.

## ORPHAN MOVES: YOU GET THIS ONE ♡

**THIS IS MY DESTINY:** Your fate is intertwined with Dragonia's future, now and forever. Pick two portents the seers have revealed about what is to come:

- ☐ you will defeat a great enemy in battle
- ☐ you will discover a dark secret of the Moons
- ☐ you will prevent a terrible, natural disaster
- ☐ you will uncover a shadowy, dragon conspiracy
- ☐ you will recover an important ritual, once lost
- ☐ you will restore an ancient or sacred place

At the beginning of the session, roll +Courage. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold, 1 for 1, to take a 10+ instead of rolling when **acting despite danger** to move closer to your destiny. On a miss, you still hold 1, but a dark omen comes to light that reveals more about your role in shaping Dragonia's fate.

**Signature Move Advancement:** Add another basic move to *This is My Destiny*. You can spend your hold to take a 10+ instead of rolling on that additional move. Tell the DM which dragon's display of Housely virtue expanded your horizons.

- ☐ Act Despite Danger
- ☐ Stand Up to an Older Dragon
- ☐ Convince a Dragon
- ☐ Mislead or Trick
- ☐ Study Another Dragon
- ☐ Survey an Ancient or Arcane Area

AND CHOOSE ONE MORE:



**I SEE POTENTIAL HERE:** Choose a House in which you have a loyal, Elder ally who has mentored you in the past. When you **stand up to an older dragon** from that House, choose an extra option from the first list, even on a miss.



**CHAMELEON:** When you **mislead or trick** another dragon by pretending to be from their House, roll +Courage instead of +Cunning. On a miss, they demand that you fulfill an obligation for the House that's clearly beyond your abilities.



**DESTINY CALLS:** When you visit somewhere important to your or your destiny (your call), roll +Courage. On a hit, ask 2 questions from the list below. On a 10+, you can also ask the GM a followup question not on the list.

- What role might this place play in my future?
- What's important here that the others miss?
- How might my destiny awaken this place?
- Where should I go next to fulfill my destiny?

On a miss, the GM reveals a dark omen of your destiny that has been concealed.



**SEEK THE PATH:** When you consult an older dragon for advice, roll +Courage. On a hit, they reveal new information about your past or future that is useful to your current problems. On a 10+, your counselor devotes serious thought to the issue you've raised; ask a followup question. On a miss, the older dragon's advice causes you to remember your own role in the problems you face; mark a Shadow..

## FELLOWSHIP

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\_\_\_\_\_ convinced the clutch to take you in after you left your House. Explain how they exemplified your virtue, and give them a Friendship Gem.

\_\_\_\_\_ worked with you to expose the treachery of an Elder dragon who had fallen to the Darkness. Give them a Friendship Gem.

You have helped \_\_\_\_\_ to question one flawed tradition of their House. Tell them what it was, and take a Friendship Gem from them.

## ADULT ADVANCEMENT

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### 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 any House
- ☐ advance your signature move

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

XP:

- ☐ found a stronghold dedicated to a just cause
- ☐ retire your character; arise as a Mystic or Ancient

VOID



LIBERTY



STONE



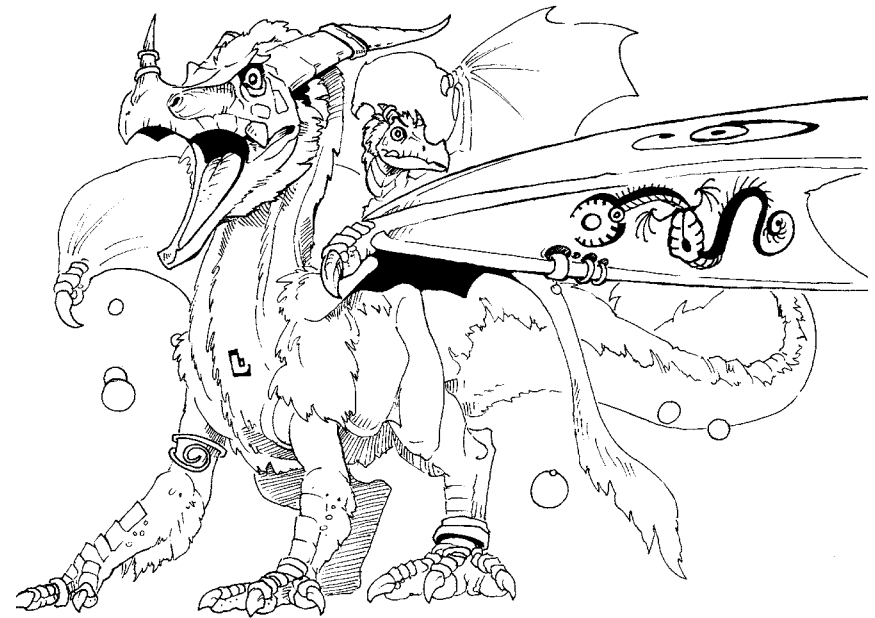
SPIRIT



STORM



THE REBEL



## THE REBEL

FIERY, BOLD, RIGHTEOUS. The Rebel stands within Dragonia, sees its flaws, and aims at changing them, no matter who stands in their way. You are a necessary voice, though not always beloved by the powers that be.

### NAME (circle one)

Brightfire

Epu

Cizzeit

Phalt

Duzz

Xymo

### COLORS

### LOOK (circle one in each)

- Adorned horns, Broken horns, Gauged frill, No horns
- Decorated skin, Iridescent, Painted fur, Spiny
- Angular skull, Beak, Overbite, Sunken snout
- Curly tail, No tail, Prehensile tail, Shorned tail
- Adhesive toes, Callused Paws, Dull claws, Webbed feet
- Boney body, Fragile body, Muscular body, Round body

EPYLLION PLAYBOOKS



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

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



CHARM



COURAGE



CUNNING

## HOUSE & OBLIGATION (choose one)

You have abandoned your house. Why did you leave?



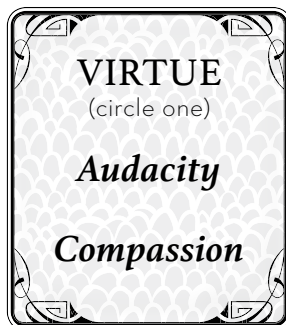
### BANISHED BY YOUR ELDERS

Show mercy to someone in need.



### SELF-IMPOSED EXILE

Investigate the promises of someone in power.



## SHADOW TRACK

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## SHADOWSELF

YOU KNOW WHAT THE WORLD NEEDS, what must be done to fix Dragonia and make it fair, just, and equal. You will make those changes yourself, whatever the cost. Make sure the rest of your clutch knows what needs to change and how righteous you are your quest for justice. You are the Rebel. Return from your Shadowself when a friend convinces you to see how your plans might make things worse for Dragonia.

## REBEL MOVES: YOU GET THIS ONE ✕

**READ THE FLOW:** You are adept at understanding dragon society. When you spend time amongst the members of a dragon community, roll +Cunning. On a 10+, ask three questions from the list below. On a 7-9, ask two. On a miss, ask one question, but someone important from that community takes issue with you snooping around. The DM will always answer your questions honestly.

- what unique traditions do they hold dear?
- who in this community is being treated unfairly?
- who holds the real power here?
- in what way would change benefit this community?
- who here needs my help the most?

**Signature Move Advancement:** Mark a benefit you gain after *reading the flow*:

- ☐ take +1 ongoing to **convincing a dragon to help you** within that community.
- ☐ always ask at least one question when you **study another dragon**, even on a miss, when studying a dragon of that community.
- ☐ add "You make them nervous, they will take you seriously from now on" to your options when you **stand up to an older dragon** from that community.
- ☐ take +1 forward to **mislead or trick** someone from that community.

AND CHOOSE ONE MORE:



**KINDLING THE FIRE:** When you give a speech to inspire a group of dragons to action, roll +Cunning. On a 10+ pick two, on a 7-9 pick one.

- they will each act in some small, personal way towards your goal
- one among them will make a stand, sacrifice something, or make a big change
- those your ideas threaten won't punish you for what you've said

On a miss, you inspire them to take unpredictable or excessive action.



**GETAWAY PLAN:** When you make your escape, roll +Cunning. On a 10+ you're able to get away from whatever's threatening you, for now. On a 7-9, the same, but you have to make a sacrifice to get away; the DM will tell you what its costs you. On a miss, there's no way out but through. You'll have to face this one head-on.



**STIR UP TROUBLE:** When you spread rumors about a member of the community, roll +Cunning. On a 10+ pick two, on a 7-9, pick one.

- mostly everyone will believe what you've said, for now
- nobody will know it was you who started the rumors
- there's no negative fallout for anyone you care about

On a miss, your clever machinations are exposed by other community members friendly to your target; expect to pay a cost for your words.



**SACRIFICE FOR A FRIEND:** When you **help** a clutchmate by putting yourself in danger, mark a Shadow to take a 10+ instead of rolling. If you use this move to mark the fourth Shadow, only the friend you helped can bring you back.