

NAME

Names: Drago, Villifrax, Toothy, Fan-Fang Fu, Glarg, Shadowclaw, Seraphis, Goldscale, Shenlong, Ordruin

LOOK

Slit eyes, glowing eyes, wizened eyes
Bony spikes, glowing spines, leonine mane
Metallic scales, dark scales, iridescent scales
Torn wings, massive wings, spiraling body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT
MAX

YOUR MAX HP IS
10+CONSTITUTION

Alignment

- LAWFUL**
Use your power to bring justice
- NEUTRAL**
Hoard treasure
- EVIL**
Bring havoc and destruction

STARTING MOVES

Breath Weapon

When you unleash elemental destruction with a roar, deal your damage, ignoring armor, to all targets in an area, and roll +CON. *On a 10+, choose two. *On a 7-9, choose one:

- You can use your breath weapon again before making camp to recharge it
- You cause no unwanted collateral damage
- You do not leave yourself exposed to reprisals

Flight of Dragons

When you take flight, roll +CON. *On a 10+, you get where you're flying without any problems. *On a 7-9, choose one:

- You attract unwanted attention
- You land less than gracefully, creating unwanted collateral damage or putting yourself in a spot

Tooth and Claw

You are about the size of a horse and cannot wear or wield weapons, armor, and equipment made for humanoids, but your teeth and claws are weapons with the *close* tag, and your scales give you 2 armor.

Fearsome Beast

You must have consumed a *small* or larger creature whole for any time a move says that you would consume a ration. Because of this nasty habit, when you would speak peacefully with someone, roll +CHA. *On a 10+, they will hear you out. *On a 7-9, they will wait for you to show signs of weakness or hostility and then flee or fight.

Race

- INFERNAL DRAGON**
Your breath weapon is volcanic fire. When you enter a region, you instinctively sense where the greatest treasure is hoarded, and you always know when treasure you have had in your possession is stolen.
- BARROW-WYRM**
Your breath weapon is a poisonous, burning fume. Take +1 hold when you defend a location instead of an ally, even on a miss.
- STORM YINGLONG**
Your breath weapon is the fury of the storming sea. When someone aids you, they share in your good fortune and take +1 forward.
- COLD DRAKE**
Your breath weapon is an arctic blizzard. When you discern realities, you may also ask "What here is most vulnerable to me."

BONDS

Fill in the names of your companions in at least one:

- _____ slew the last of my kinfolk, with good reason.
- I suspect that _____ has a stronger connection to my people than they realize.
- In another life, I would have eaten someone like _____.

THE DRAGON

LEVEL

XP

GEAR

Your load is 12+STR, but it's very difficult for a dragon to carry much of anything without some kind of special harness...who would make such an unusual thing? All that you carry with you is . . .

- o A scar from a very old battle
- o Part of another creature's heart, bound to your own by ancient magic
- o A saddle, to bear a worthy warrior into battle in a time of great need

Creatures Recently Devoured:

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

o MY TEETH ARE SWORDS

Your natural weapons gain the *piercing 1* and *messy* tags.

o WONDERS OF AN ANCIENT GLORY

You are granted the power of a divine dragon, perhaps Bahamut, Tiamat, or even yourself. You gain the *commune* and *cast a spell cleric* moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

o NEVER LAUGH AT LIVE DRAGONS

When you take damage, take +1 forward against the source of harm.

o THATCHED-ROOFED COTTAGES!

As long as your breath weapon is charged, you can instantly destroy any structure less sturdy than a stonework military fortification by focusing your breathing on it. This is necessarily very noisy, and will damage or obliterate anything of use or value inside.

o DRAGONRIDER ALLY

Choose one of your companions you have judged worthy to ride you into battle. You can share your thoughts with them, and take +1 forward to aid or defend them.

o FAFNIR'S HOARD

When you hoard 100 coin worth of treasure in a hidden location, roll + each additional 100s of coins hoarded. On any hit, you gain Greed equal to the hundreds of coins spent. You may spend Greed to take +1 on any roll made in the pursuit of more wealth. On a 10+, you may choose to mark XP and choose one.

- Relatives of your treasure's original owners, real or pretended, hear of your hoard and make plans to reclaim it.
- Your expanded hoard accidentally connects to an ancient dungeon complex, and is vulnerable to that dungeon's denizens.
- The dragon-sickness infects an ally or patron, and they become obsessed with your treasure.

o MY ARMOR IS LIKE TENFOLD SHIELDS

Your scales have hardened with age and battle, and now grant 3 armor instead of 2.

o HYPNOTIC PRESENCE

When you stare into an intelligent creature's eyes, or monologue poetically, roll+CHA. *On a 10+, a single creature is awestruck and will not act unless it is actually harmed. *On a 7-9, it will snap back to its senses as soon as it perceives overt hostility or danger.

o PUFF

As long as you have not exhausted your breath weapon, you can volley using small pellets of your breath weapon element at near range. If you choose to expend ammunition, exhaust your breath weapon instead.

o LUCK DRAGON

When someone you have a bond with comes to you for advice and support, they take +1 forward when they act on the counsel you give them.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

o MY CLAWS SPEARS

Replaces: My Teeth Are Swords

Your natural weapons have the *piercing 2*, *messy*, and *forceful* tags.

o MY WINGS A HURRICANE

When you roll 12+ on Flight of Dragons, you can choose to scatter any creatures or small structures in your flight path with tremendous gusts of wind.

o CRUSTED WITH GEMS

Replaces: My Armor is Like Tenfold Shields

Lying around on treasure all the time has its perks. The treasure encrusted in your belly grants you 4 armor instead of 3.

o I ONLY CHEWED IN SELF-DEFENSE

When you gulp down a defeated creature, choose one.

- Heal 1d4 damage immediately
- Recharge your exhausted breath weapon
- Gain +1 forward against anyone who saw your display of savage hunger

o THEIR LIKE IS NOT IN THE WORLD TODAY

When you spout lore about the ancient past, take +1 forward.

o TO THE STARS

You have proven yourself worthy to your ancestors. When you take your last breath, you meet the Elder Dragons instead of Death. Any deals they offer will involve unfinished business on earth, such as agreeing to return you to life if you swear to complete a noble quest.

o I SMELL YOU, AND I FEEL YOUR BREATH

When you discern realities by sniffing the air, you may ask the question "Where is the nearest suitable dragon-sized meal?"

o DRAGON MAGIC

You gain the wizard's Ritual move.

o CHIEFEST AND GREATEST OF CALAMITIES

Your reputation precedes you. When you use tales of your awesome feats as part of your leverage while you parley, take +1 forward.

o DRAGONISH THOUGHTS

Requires: Fafnir's Hoard

Anyone in your adventuring party can choose to use the Fafnir's Hoard move instead of Carousing.