

# Dragon's Lair

A Fate's Edge Supplement

*Where ancient wings blot out the sun, and the earth remembers every claw.  
Dragons are not beasts. They are epochs with teeth.*

## INTRODUCTION

Dragons in **Fate's Edge** are more than apex predators or piles of gold atop a nest. They are:

- elder sovereignties wrapped in scale and fire,
- tyrants and sages older than cities,
- walking catastrophes whose slumber shapes continents.

A dragon is a *force of narrative gravity*. When one wakes, kingdoms bend. When one dies, the world changes.

## What This Supplement Adds

- **A complete Dragon Lair Generator** — rooms, traps, hazards, ancient puzzles, and living geography.
- **Hoard Generator** — treasure worth dying for, and curses worth fleeing from.
- **Named Elder Dragons** — unique sovereigns with motives, voices, and agendas.
- **Knightly Orders & Gaesea** — mortal traditions forged under draconic shadow.
- **Minor Wyrm, Drakes, & Cults** — lesser terrors and those who worship them.
- **Runekeeper Patron Rules** — how mortals gain draconic power without losing themselves.
- **Adventure Seeds & Campaign Arcs** — lairs that swallow parties whole.

## Tone & Playstyle

**Dragon's Lair** is written to support:

- deadly delves,
- moral and political dilemmas,
- mythic bargains,
- and the uneasy awe of meeting something older than hope.

This is not a bestiary update. It is a **mythic escalation**. A dragon is a rival kingdom, a natural disaster, and a thinking god.

## Using This Book

Each section stands alone, but together they let you:

- build lairs on the fly,
- create new dragons with rules and personality,
- tie entire campaigns to a single ancient sovereign.

No two dragons are the same. Every lair breathes. Every hoard has a history.

When you enter a dragon's domain, remember:

**It is not the dragon's home.  
It is the world that belongs to the dragon.**

# DRAGONS: GENERATORS (LAIRS, HOARDS, AND TERRESTRIAL ALLEGIANCES)

Use these tables fast: pick or roll. Results stack. Where a result says “Ask a Player,” treat it as a prompt that grants a Clue if they answer honestly. All TAGS are Fate’s Edge effects you can apply as scene traits, treasures, or obstacles.

## 1 LAIR GENERATOR

### 1.1 Step 1: Domain (Roll 12)

- 12 1 Volcanic Caldera; magma lenses; ash snows HEAT IGNITE
- 2 Storm Fortress upon Anvil-Clouds; chained towers WIND LIGHTNING
- 3 Desert Canyon of Petrified Titans; fossil courts STONE ECHO
- 4 River Gorge; mirrored pools, bone dams WATER REFLECTION
- 5 Black Pines; trees bow when the dragon dreams WOOD DREAD
- 6 Sunken Metropolis; air-bubble halls PRESSURE DROWN
- 7 Glacier Cathedral; blue caverns sing COLD RESOUND
- 8 Subterranean Geode; crystal weather SHARD GLARE
- 9 Sky Needles; knife peaks, updraft mazes HEIGHT LETHAL FALL
- 10 Salt Flats; mirage gates, glass currents MIRAGE CORRODE
- 11 Ruined City Crown; throne of broken oaths OATH WARD
- 12 Dream-Scar; overlap of waking and myth ONEIRIC UNREAL

### 1.2 Step 2: Territory Signs (Roll 8, pick 2)

- 8 1 Tracks flow uphill; rivers reverse at dusk.
- 2 Herds kneel at noon facing the lair.
- 3 Lightning strikes only marked stones.
- 4 Ash carries whispers that name trespassers.
- 5 Trees lean; boughs form an archway road.
- 6 Fossils turn to watch; mouths shape words.
- 7 Coins in pockets sweat; metal tastes of blood.
- 8 Breath fog forms runes warning a tithe is due.

### 1.3 Step 3: Lair Heart (Roll 6)

- 6 1 Hoard Chamber arranged as a *memory theatre*; narrative paths SCRATCH.
- 2 Throne of Element; terrain obeys the dragon’s breath AREA FORCE.
- 3 Court of Oaths; binding circles, herald-gargoyles BIND WARD.
- 4 Egg Crypt; slumbering brood, choral heartbeat AWE.
- 5 Observatory of Scars; sky windows show bygone wars DIVINE.

6 Ossuary Forge; bones smelted into relics RELIC BLASPHEMY.

#### 1.4 Step 4: Approaches & Hazards (Roll 10, pick 2–3)

- 10 1 Knife-ledge path; crosswinds every beat (TEST: Mobility).
- 2 Ashfall; smothers light; torches fail SUFFOCATE.
- 3 Flood-tunnel; pressure doors; shifting currents.
- 4 Fossil courts demand a plea; fail → turned aside.
- 5 Glass rain; movement causes cuts (Harm 1, mitigable).
- 6 Null updraft; flight negated; climbing ropes mandatory.
- 7 Siren vents; infrasound lures gear from hands.
- 8 Mirror-pool maze; reflections lie about exits.
- 9 Avalanche memory; any loud noise triggers rockfall.
- 10 Sky-leeches; drain Stamina (Fatigue +1 on linger).

#### 1.5 Step 5: Lair Moves (use 1–3 as soft/hard moves)

- **Reposition the World:** stairs invert; Near becomes Far; archways swallow pursuit.
- **Demand the Tithe:** the place itself asks a price (blood, vow, name, memory).
- **Answer With Weather:** the dragon emotes via storm/quake/flood for a beat.
- **Arouse the Hoard:** objects animate to defend a *story* (not a room).
- **Close the Eye:** vision narrows; ranged actions become Desperate until you change position.

#### 1.6 Step 6: Denizens (Roll 8, 1–2 results)

- 8 1 Drake-Knights (Tier II) patrolling.
- 2 Hoard-Wyrds (Tier II–III) bonded to artifacts.
- 3 Sky Serpents (Tier III) nesting.
- 4 Fossil Jurors (Tier II) animate to judge intruders.
- 5 Ember Imps (Tier I) trade heat for secrets.
- 6 River Wights (Tier II) bound by drowned oaths.
- 7 Glass Wyrmlings (Tier II) mirror and shatter.
- 8 Herald Gargoyles (Tier II) enforce etiquette.

#### 1.7 Quick Build Procedure (2 minutes)

1. Roll Domain, pick two Territory Signs.
2. Choose one Lair Heart and 2–3 Approaches/Hazards.

3. Pick 1–2 Denizens and 2 Lair Moves.
4. State a **Tithe**: “What must mortals surrender to pass?”
5. Name a **Violation**: the one act that wakes the dragon immediately.

## 2 HOARD GENERATOR

A dragon’s hoard is a *biography*. Build by strata. Use 12 within each stratum; pick 1–2 per stratum for a compact hoard, or roll all for a mythic hoard. Apply TAGS as treasure properties or scene traits.

### 2.1 Stratum A: Coin & Commodity (12)

- 12 1 Scales of electrum stamped with extinct dynasties.
- 2 River-pearls that hum in rain WATER.
- 3 Salt-bricks worth a city’s winter.
- 4 Demon-minted coppers—warm to touch BLIGHT.
- 5 Glass coins: spend with a lie, shatter on truth.
- 6 Star-iron beads (forge-grade) RELIC.
- 7 Amber lumps with insects that whisper routes.
- 8 Scrip of a fallen bank; redeemable with the right story.
- 9 Temple tithes bound with blue twine (oath-sealed).
- 10 Trade bars etched with river-depth marks (pilot’s tools).
- 11 Coral crowns; brittle but potent at sea COMMAND (sailors).
- 12 Black spice; anesthetic or poison by dose.

### 2.2 Stratum B: Art & Relic (12)

- 12 1 Masks of the Seven Winds (sing for WIND once/scene).
- 2 Tapestry that updates current wars nightly.
- 3 Bone flutes that call extinct birds.
- 4 Chalice that refuses poisoned liquid.
- 5 Crown of Oaths: swearing while wearing binds magically BIND.
- 6 Twin mirrors: speak into one, echo from the other at midnight.
- 7 Zodiac astrolabe; points to eclipses DIVINE.
- 8 Ember harp; strings ignite when lies are told nearby.
- 9 Saint’s gauntlet; unburnt by any fire.
- 10 Library sigil-stamp: seals are obeyed by lesser courts.
- 11 Fossil codex; pages of shale can be read once each.
- 12 Lantern with bottled dawn (3 uses) LIGHT.

### **2.3 Stratum C: Names, Oaths, and Intangibles (12)**

- 12 1 A king's true name in a lead vial.
- 2 A bridge's right-of-way (you collect the toll).
- 3 Seven unspent apologies; each removes one curse.
- 4 A ship's luck bound in twine; cut to claim it.
- 5 The deed to a moonlit crossroads.
- 6 A treaty's missing clause; add it to rewrite borders.
- 7 The last lullaby of a nation; sing to calm armies.
- 8 A festival's first toast; begin it to unite feuds.
- 9 Weather's favor over one valley for a year.
- 10 The memory of a siege ladder; place it to open a gate.
- 11 A duel's outcome, never fought; declare to bind fate.
- 12 The debt of a cathedral to its mason's bloodline.

### **2.4 Stratum D: Cursed Complications (10)**

- 10 1 Taking coins awakens a Hoard-Wyrd.
- 2 The art objects are witnesses; they may testify in court.
- 3 Removing any crown asserts a claim; rivals appear.
- 4 Intangibles are tracked by Herald Gargoyles.
- 5 A rival dragon has a lien on half the hoard.
- 6 Curse of Counting: must tally treasure nightly or suffer Fatigue +1.
- 7 Hoard Scent: predators pursue the bearer.
- 8 Echo of Theft: the original owners dream of you.
- 9 Oath-Magnet: you attract sworn duels.
- 10 Tide-Tithe: waters reclaim 10% during each full moon.

### **2.5 Quick Hoard Build**

1. Pick 1–2 from A, 1–2 from B, 1 from C, 1 from D.
2. Assign 1–2 TAGS as properties (e.g., WARD, COMMAND, LIGHT).
3. State a **Hoard Law**: who may touch what (breaking it triggers a Lair Move).

## **3 TERRESTRIAL ALLEGIANCES GENERATOR**

Mortal patrons use the same cadence as mystic patrons but grounded: **Boons, Obligations, Claims, Fallout**. Build one with the tables below or roll to discover who steps into the dragon's shadow.

### 3.1 Step 1: Who Are They? (12)

- 12 1 River Guildmaster (controls ferries and floodgates).
- 2 Air-Navy Commodore (skyships, storm-anchors).
- 3 Fossil Court Magistrate (petrified law).
- 4 Ember Syndicate Kapitan (ash trade, hot metals).
- 5 Abbot of the Seven Vows (oath economy).
- 6 Royal Cartographer (maps that make roads true).
- 7 Archivist of Banned Names (permits and erasures).
- 8 Duchess of the Green March (beast levies).
- 9 Master of the Glassworks (mirrors, lenses, spies).
- 10 Harbor Warden (customs, tides, quarantine).
- 11 Warden of the Sky-Needles (peak fortresses).
- 12 Speaker for the Displaced (refugee armadas).

### 3.2 Step 2: What Do They Want? (10)

- 10 1 Bind or divert the dragon, not kill it.
- 2 Monopolize a tithe (they profit forever).
- 3 Recover a stolen oath/name from the hoard.
- 4 Weaponize dragon weather against a rival.
- 5 Legalize a new rite or outlaw an old one.
- 6 Seat on the Fossil Court.
- 7 Move a city; redraw a river.
- 8 Elevate their house via draconic heraldry.
- 9 Provoke rival dragon to war (then broker peace).
- 10 Break the ancient pact (free their people).

### 3.3 Step 3: Boons (choose 1–2)

- **Seal of Passage** WARD: ignore one lair hazard once/scene for bearers.
- **Leveraged Favor** COMMAND: call 1 squad of specialists when in their domain.
- **Licensed Rite**: learn 1 *legal* minor rite without heat.
- **Logistics Surge**: +1 Supply per delve while allied; revoke on betrayal.
- **Heraldry of Safe-Conduct**: neutral status among denizens who honor law.

### 3.4 Step 4: Obligations (pick 1, 6 for flavor)

- 6 1 Pay a tithe (coin, captured relic, or name) each session.
- 2 Render one unpleasant task without question.

- 3 Uphold their edict in the field; report violations.
- 4 Carry their mark openly; accept legal consequences.
- 5 Share first pick of hoard items that match their aim.
- 6 Do not slay the dragon without their assent.

### 3.5 Step 5: Claims & Fallout

- **Claim (they assert)**: jurisdiction over a route, rite, or rumor.
- **Fallout on Betrayal**: lose Boons; gain OUTLAW tag; a bounty or legal curse.
- **Escalation Track (4)**: *Notice → Audit → Sanction → Seizure*. Tick on refusal or deception.

### 3.6 Quick Allegiance Build

1. Roll **Who** and **Want**.
2. Pick Boons that further that Want.
3. Set 1 Obligation and the Escalation Track position.
4. Name the **Shared Enemy** (often a rival patron or a dragon cult).

## 4 GM QUICK START (INDEX CARD)

- **Lair**: Domain & Heart; state Tithe and Violation.
- **Two Lair Moves**: Reposition the World; Demand the Tithe.
- **Denizens**: 1 patrol, 1 guardian.
- **Hoard**: 1 Coin, 1 Art, 1 Intangible, 1 Complication; set Hoard Law.
- **Terrestrial Patron**: Who + Want; 1 Boon, 1 Obligation; Escalation = Notice.

## 5 NAMED ELDER DRAGONS

Use these as legendary fixtures: a dragon is a setting choice, not a single encounter. Their lairs and hoards reflect their personality, memories, and the debts of nations.

### 5.1 Vyrnja the Winter Coil (The Linnic Wyrm)

- **Domain**: Glacier Cathedral (singing ice, hollow spires)
- **Disposition**: Patient, judicial, slow to speak and slower to forgive

- **Lair Moves:**

- *Seal the Throat*: Ice doors grow shut; PCs must negotiate or cut through echoing frost.
- *Witness of Snow*: Falling frost reveals every footprint, lie, and hidden name.

- **Legend:** Vyrmjia remembers every betrayal carved into her scales—each scar is a story.

- **Hoards:**

- Frost-bloom sapphires that sing regrets.
- Treaties frozen into slabs of river-ice (still legally binding).
- The first lost name of a king; speak it to end a bloodline.

- **Boons:**

- **Winter Oath WARD**: as long as you keep your sworn word, winter spirits ignore you.
- **Glacial Memory**: once/session, Vyrmjia recounts a forgotten truth from centuries past.

- **Price**: You owe her the truth of your lineage—if unknown, she will take blood for proof.

- **Why She Wakes**: Broken pacts, defiled graves, fire-rites in frozen lands.

## 5.2 Azghal of the Red Vault (The Aelaerem Doomfire)

- **Domain**: Ruined City Crown—throne of broken oaths and molten gates

- **Disposition**: Eloquent tyrant; thinks in conquests, currencies, and catastrophes

- **Lair Moves:**

- *Tithe by Ash*: Any spoken falsehood ignites as choking smoke.
- *Molten Ledger*: Gold flows uphill to write debts in liquid script along the walls.

- **Legend**: Built his hoard from *payments of surrender*. Entire nations paid tribute in hopes he'd sleep forever.

- **Hoards:**

- Crowns bent into collars.
- Vaults of conquered treaties, each with a missing clause.
- Relics he thrones on: each burned clean of its former bearer.

- **Boons:**

- **Doomfire Brand IGNITE COMMAND**: speak a command word; flames mark a liar's tongue.
- **Cindersworn Heraldry**: soldiers step aside rather than challenge your passage.

- **Price**: Must bring him a symbol of pride taken from another—humiliation fuels his hoard.

- **Why He Wakes**: Armies mass, vaults open, kings forget fear.

### 5.3 Tyrgoth the Thunder-Eater (Ykrul Trial Dragon)

- **Domain:** Sky Needles—knife peaks, broken storm-altars
- **Disposition:** Pure instinct and honor; words mean nothing, deeds everything
- **Lair Moves:**
  - *Sky-Split*: lightning carves paths between foes; melee becomes a gauntlet.
  - *Bone Bellows*: roar turns stone to splinters; must keep footing or fall.
- **Legend:** The Ykrul tell of champions who challenge Tyrgoth for three breaths: if they survive, they earn glory. If not—he remembers their courage forever.
- **Hoards:**
  - Weapons that shattered against his scales (kept as trophies).
  - Shards of peak-altars struck by lightning.
  - The ashes of fallen challengers held in iron urns.
- **Boons:**
  - **Storm-Mark**: gain WIND on leaps and AREA on shouts once/session.
  - **Honor of the Dead**: you may request a name from the urns—use it as Inspiration once.
- **Price:** One blow, honestly struck—on dragon-scale. Harm him, or be found wanting.
- **Why He Wakes:** Cowards rule, mountains bow, or a false boast reaches his ears.

### 5.4 Sir Cadmorrant The Gilded (Chivalric Golden Drake)

- **Domain:** Valley of Heralds—ruined chapels, broken tilting-grounds, gilded bones
- **Disposition:** Regal, prideful, obsessed with honor and reputation
- **Lair Moves:**
  - *Court of Challenge*: intruders must name titles and lineage or face his wrath.
  - *Knight's Charge*: illusions of undead lancers ride beside him.
- **Legend:** Cadmorrant once demanded knights swear oaths of defense to his valley. When they failed, he took their banners and bones for his heraldic host.
- **Hoards:**
  - Suits of armor filled with golden dust—empty but vigilant.
  - Banners soaked in sunlight; shine too bright for false heraldry.
  - Scepters bearing the marks of noble houses long erased.
- **Boons:**

- **Sun-Banner:** reveal a banner to frighten lesser foes; FEAR until the end of scene.
- **Knight's Courtesy:** parley before claws—Cadmorrant grants terms.
- **Price:** Speak a lineage he has never heard—true or false—and bear its consequences.
- **Why He Wakes:** Dishonor spreads, heraldry is forged, or a fallen knight seeks vengeance.

## 6 KNIGHTLY ORDERS, GEASA, AND MINOR DRAGONS

Knights are political weather vanes as much as warriors. A geis (plural: geasa) is the sharp edge of honor; it binds meaning into the world. Minor dragons are the living barometer of frontier fate.

### 6.1 Knightly Orders

#### 6.1.1 Order of the Sun-Banner

*Heraldry:* Sun on scarlet field; pennons stitched with gold thread.

*Ethos:* Radiant mercy, public vows, honor-by-daylight.

#### Tenets

- Never draw first blood in shadow.
- Keep faith with the poor and the pledged.
- Names are to be spoken clearly; titles weighed.

#### Moves

- **Proclaim Terms:** Before violence, declare terms; if accepted, gain *Dominant Position* for the first exchange.
- **Sun-Blessed Stand:** When you shield another, mark 1 Fatigue to give them +1d and WARD for this beat.

**Order Rite (DV 3)** LIGHT WARD Unfurl a luminous banner; lesser foes must hesitate or test *Resolve* at -1d to act against you for a scene. *Backlash:* Your name spreads; a rival order learns your route.

#### Obligation (4-segment)

- **Dues of Mercy:** Rescue a declared innocent within three days of plea.
- **Violation:** If you refuse a plea in daylight, tick Obligation twice and lose access to the Rite until you atone.

## Boons & Favors

- Sanctuary at templar hostels; SUPPLY 1 once per delve.
- **Sun-Banner** (relic): Reveal to impose FEAR on Tier I mobs for one beat.

**Rivalries** Despises oath-courts that bargain in secret. Touchy peace with Sir Cadmorant's valley heralds.

### 6.1.2 Thorn-Guard Compact

*Heraldry:* Black bramble on iron-grey.

*Ethos:* Keep borders. Hold lines. Speak little.

## Tenets

- No trespass without toll or task.
- The hedge remembers every cut.
- Winter keeps what winter is owed.

## Moves

- **Set the Hedge:** Mark 1 Supply to lace thorns; enemies entering a Zone act at *Risky* and suffer *Harm 1 (Bleed)* on a miss.
- **Countermarch:** When the enemy surges, step back one Zone with formation intact; cancel their positional gain.

**Order Rite (DV 4)** BIND EARTH Raise a living briar wall; WALL across a chokepoint for a scene. *Backlash:* The hedge wants payment—sacrifice blood or a keepsake (lose a tag) or suffer *-1 die* until rest.

**Obligation (6-segment) Border Dues:** Patrol a named boundary each new moon. Missing a circuit ticks twice and invites a supernatural crossing.

**Boons** Custom *thornmail* (Armor: counts as 2 vs. *Grapple/Pull*); hedge-wives share *old-road* maps.

### 6.1.3 Order of the Glass Vow

*Heraldry:* Clear chalice on midnight blue.

*Ethos:* Transparent oaths, public records, duels by witness.

#### Tenets

- No sealed bargains.
- A liar stands alone.
- Mercy is written first, then wrath.

#### Moves

- **Read the Cut:** When speech and steel mingle, ask: “What part of this is pretense?” GM answers plainly; gain +1d to act against the pretense this beat.
- **Chalice Interdict:** Hold the chalice aloft; violence pauses for one exchange unless a party breaks faith (they act *Desperate* if they do).

**Order Rite (DV 3)** TRUTH BIND Inscribe the terms of a dispute into sand or glass; those present cannot knowingly contradict the text without suffering *Harm 1 (Burn)* each time. *Backlash:* The text clings—any later edits cost 1 Stress per change.

**Obligation (5-segment) Record of Account:** File a public writ after any duel or negotiation you mediate. Failure breeds rumor: -1d to sway officials for a session.

**Boons** Access to public archives; *Glass Signet* (once/session: certify a truth; NPCs in earshot must treat it as if witnessed).

### 6.1.4 Ashen Spur Brotherhood

*Heraldry:* Silver spur over coal-black wing.

*Ethos:* Ride fast, end threats, no graves for tyrants.

#### Tenets

- Strike first against monsters that stalk roads.
- No ransom for slavers or marauders.
- A swift horse is a citizen.

## Moves

- **Break the Line:** On a mounted charge from Far to Near, gain +2d and AREA for the first clash; then mark 1 Fatigue.
- **Spur Smoke:** Kick up dust/ash: create *cover* for one exchange; ranged foes act at -1d.

**Order Rite (DV 2)** WIND SPEED Whistle the Spur Cant; mounts and riders move one Zone without provoking. *Backlash:* Your trail is obvious; next ambush against you gains +1d.

**Obligation (4-segment) Road Tithe:** Answer posted horn-calls within a week. Missed calls convert to bounties against your name.

**Boons** Relay shelters; *Greywind Spurs* (ignore the first *Entangle/Slow* each delve).

## 6.2 Geasa & Draconic Bonds

### 6.2.1 Swearing a Geis (Player-Facing Rule)

- **Propose Terms:** A concrete vow with a trigger and a limit (scope, place, time).
- **Seal It:** Choose a seal (blood, name, relic, witness). Mark 1 Obligation (Geis) per magnitude of the boon.
- **Boon:** Gain a situational tag (e.g., WARD, FEAR, WIND) or +1d in the vowed context.
- **Breakage:** If you knowingly break the geis, suffer *Backlash* and tick all Obligation segments at once.

	Scope	Boon	Obligation
Magnitude Table	Duel/Scene	+1d or 1 situational Tag	2-segment
	Quest/Arc	+1d and 1 Tag; or 2 Tags	4-segment
	Season/War	2 Tags and special clause	6-segment

**Backlash on Break** Roll 1d6:

- 1: *Harm 2 (Ban)* vs. your gift (cannot use granted Tag this session).
- 2: *Truth Leech:* you lose a memory tied to the vow (GM chooses).
- 3: *Name Tarnish:* -1d with any witness or herald.
- 4: *Omen Debt:* a rival gains +1d once against you.
- 5: *Geis Echo:* the geis attempts to re-bind with a harsher clause.
- 6: *Dragon's Interest:* a local drake or elder hears your broken word.

### 6.2.2 Draconic Bonds (NPC or Elder-Facing)

- **Hoard Clause:** Payment must change a story (humiliate a tyrant, bury a feud, return a relic).
- **Scale Clause:** Accept a scar or brand; while marked, you gain a relevant Tag, but dragons notice you.
- **Word Clause:** Speak your lineage or craft a new one. If found false, immediate Backlash and enmity.

### Sample Geasa (d6)

1. Guard a boundary until first snow melts (WARD at gates).
2. Speak no lies under open sky (+1d to *Parley*; cannot *Deceive* outside).
3. Draw first blood only after terms declared (+1d on formal duels).
4. Offer quarter once each battle (gain FEAR vs. oath-breakers).
5. Shed blood to save a stranger by sundown (+1d to *Rescue/Heal*).
6. Carry no gold by hand (LUCK on travel checks).

### 6.3 Minor Dragons (Tier I–III)

Use these freely. They aren't puzzles so much as omens. Clever play, bribes, and geasa matter more than raw harm.

#### Emberdrake (Tier I)

*Harm 1 (Fire/Nip)* • Armor 1 • Fast • IGNITE

**Moves:** Scorch the ground; steal a bright trinket; flare in panic to blind for a beat.

**Pressure:** In tight spaces, actions with *cloth/leather* act at *Risky*.

**Weakness:** Milk, ash, or sweet-smoke pacifies.

**Trophy:** *Cinder Pearl* (once: add IGNITE to a small action).

#### Mirewing Basilisk-Drake (Tier II)

*Harm 2 (Venom/Glare)* • Armor 1 • Loping • BIND

**Moves:** Fix a victim with a muddy gaze (rooted); lash tail to topple; foul water.

**Pressure:** Any stumble becomes *Desperate* in swampy Zones.

**Weakness:** Polished mirrors; sudden bright clatter.

**Trophy:** *Gleam Reed* (counter one *Root/Slow* effect).

#### Barrow Serpent (Tier II)

*Harm 2 (Grave-Chill)* • Armor 2 in darkness • Burrow • FEAR

**Moves:** Suck warmth from air; crumble graves into pits; coil to pin a shieldwall.

**Pressure:** Torches sputter; without steady light, -1d.

**Weakness:** Funeral bells or true names of the buried.

**Trophy:** *Cold Scale* (ignore one chill/terror effect).

### Sky-Needle Wyvern (Tier II–III)

Harm 2–3 (*Pierce/Wind*) • Armor 1 • Fly • WIND

**Moves:** Snatch and drop; turn arrows with wing sheer; scream to scatter.

**Pressure:** Open ground is *Desperate* unless you secure cover or ropes.

**Weakness:** Nets, whistling cords, anchored lines.

**Trophy:** *Pinion Hook* (climb/descend a cliff at *Dominant* once).

### Lampwyrm Archivist (Tier I–II)

Harm 1 (*Gum/Ink*) • Armor 0 • Glide • TRUTH

**Moves:** Illuminate lies (speaker acts at -1d); hoard scribbles; hum lullabies.

**Pressure:** Any deception in scene ticks a *Suspicion* clock [4].

**Weakness:** Candles snuffed respectfully; gifted annotation.

**Trophy:** *Proof-Mote* (once: ask “What here is misfiled?”).

### Frostling Wyrm (Tier III)

Harm 3 (*Rime/Crush*) • Armor 2 • Slow • WARD COLD

**Moves:** Breathe hoarfrost (AREA); seal doors with ice-ribbing; hibernate-ambush.

**Pressure:** Cold checks tax Fatigue; gear becomes *Brittle*.

**Weakness:** Resonant bells; shared fire and stories (reduce hostility).

**Trophy:** *Rime Crown* (once: gain COLD and WARD for a scene; then mark 1 Fatigue).

## 6.4 Knights & Dragons: Shared Tables

### 6.4.1 Honor or Hunger? (d6 prompt)

1. A geis is offered if you return a banner.
2. The border hedge demands blood for passage.
3. A drake steals a treaty—who signed it and why?
4. A knight’s record contradicts the living memory of a wyrm.
5. A hoard piece sings a rival’s name at dawn.
6. A spur-call horn echoes from two directions at once.

### 6.4.2 Quick Geis Seeds (d6)

1. Eat only saltless bread until the pact is done (LUCK on travel).
2. Speak first to the lowest-born in any hall (+1d to *Gather Rumors*).
3. Do not cross water after dusk (WARD vs. *Night-Terrors*).
4. Wear no helm while bearing news (NPCs treat you as messenger).
5. Take no payment for slaying beasts that cannot parley (MERCY).
6. Let enemies choose ground; you choose terms (+1d to *Set Terms*).

## 7 DRAGON CULTS, SCHISMS, AND INFILTRATION

Not every dragon claims a cult. Some inherit them. Some tolerate them. Some devour them. Most cults collapse long before a wyrm ever notices. When one survives, entire provinces tilt.

### 7.1 Cult Anatomy

A Dragon Cult is built from three pillars:

1. **Myth Engine** (what story powers it)
2. **Scarce Rite** (what only initiates can do)
3. **Territorial Claim** (where its influence holds)

At the table, a cult is treated like a slow-moving faction with a *Public Face*, *Inner Knives*, and a *Hidden Egg*.

Layer	What They Want	What They Do
Public Face	Pilgrimage, blessings, harvest rites	Festivals, petitions, tithes
Inner Knives	Power, silence, rival removal	Kidnapping, extortion, sabotage
Hidden Egg	Transform the world for the dragon	Summonings, wyrm-binding, prophecy

### 7.2 Cult Clocks

- **Infiltration [6]** — Converts militia, merchants, clergy, children.
- **Manifestation [8]** — Tries to physically call, awaken, or anchor a dragon.
- **Rupture [10]** — The cult's success changes law, season, or geography.

Ticks when:

- PCs ignore rumors or disappearances.
- Blood rites occur at solstice or equinox.
- A hoard-piece changes hands.

Reduce ticks by:

- Breaking oaths *publicly*.
- Shaming the cult in open ritual.
- Returning a stolen “scale-word” (artifact, relic).

### 7.3 Cells & Schisms (d6)

1. **Ash-Feather Choir** — Believe their dragon is dead, but fragments of its soul live in hymns. Singers awaken pieces in listeners.
2. **Molten Ascetics** — Burn mundane identity; take new names in heat and ash. Wear iron masks. Suffer no lies.
3. **Hoard-Tenders of Quiet Coin** — Thieves' guild turned “curators.” Every stolen jewel becomes “a verse of praise.”
4. **The Charm-Broken** — Former drake victims; trauma canonized. They hijack caravans to “spare others” and accidentally summon the dragon’s attention.
5. **Veil of the First Scale** — Alchemists chasing transmutation via drakestone dust. Brew “scale-tonics” that sometimes work, sometimes rot bone.
6. **Candle-Keepers of the Hollow** — Believe light is sin against the dragon’s perfect night. Snuff lamps and open crypts.

### 7.4 Cult Rites

#### Low Rite: Ember-Send (DV 2) IGNITE MESSENGER

Burn a sealed scrap; the smoke carries a whispered message to a known cultist within a day’s travel. Backlash: the ember remembers—leave a traceable scent of ash for one scene.

#### Standard Rite: Scaled Veil (DV 4) WARD FEAR

Those under the veil resemble “favored kin.” NPCs feel a prickle of dread. Mortal foes at Near must test Resolve (Risky) to strike first. Backlash: the veil cracks; one participant gains serpentine eyes for a night, acting at -1d vs. bright light.

#### Greater Rite: Hoard-Calling (DV 5) BIND STONE AREA

Stones tremble; coins shiver; metal leaps toward a chosen point, forming a nest-mound. Can trap foes (BIND), or prepare a resting ground for a minor drake. Backlash: metal becomes brittle afterward; any gear used this scene risks loss of a tag.

#### Cataclysm Rite: Scale-Dawn (DV 6+) IGNITE WIND FEAR AREA

Sky reddens; a spectral draconic shape blots the sun. Panic in a town or keep; all social rolls begin at *Desperate*. If the Manifestation Clock is full, a real dragon takes notice. Backlash: caster coughs embers, marking 2 Fatigue and 1 Corruption.

### 7.5 What They Really Want (d6 Truths)

1. Not power — *certainty*. A world without contradictions.
2. To resurrect a dragon that does not wish to return.

3. To bargain: share their souls to become one being.
4. To build a “perfect” kingdom the dragon once dreamed.
5. To stop a prophecy about the dragon’s final death.
6. To feed the dragon with *memory*, not flesh.

## 7.6 Cult Leaders (d6)

1. Exiled monk with a shard of dragon tooth lodged in his ribs.
2. Merchant-matriarch who believes the wyrm saved her ancestors.
3. Knight stripped of banner, now “chosen herald.”
4. Street preacher who speaks in dragon-tongue while asleep.
5. Scholar who mapped ley-lines into a hoard-shaped sigil.
6. War-orphan raised by a drake’s distant dream.

## 7.7 Infiltration Scene Hooks

- A town’s taxes are being paid “in gems only.”
- A child draws a dragon crest they’ve never seen.
- A caravan guard wakes breathing smoke.
- Bells ring backward in a border keep.
- Sheep bleed gold-dust when shorn.
- A knight’s blade curls like warm wax.

## 7.8 Cult Collapse (When PCs Win)

- The hoard scatters: treasures seek new owners.
- The dragon’s “dream” breaks—storms or tremors cease.
- A grieving remnant becomes *fanatically good* or *murderously bitter*.
- Lost eggs surface: orphans, relics, half-made creations.
- Power vacuum: bandits, lords, elders move to claim land.

## 7.9 Cult Ascendance (When PCs Lose)

- Local laws change: tithes paid in metal, not grain.
- Heralds declare amnesty for “scaled blood.”
- A drake circles the keep at dawn, unseen but heard.
- Crops fail, then regrow into gold-tinged weeds.
- The dragon speaks through dreams to hundreds at once.

# 8 DRACONIC HOARDS & TREASURE THAT CHANGES FUTURES

A dragon’s hoard is a ledger of grudges, victories, insults, and impossible promises. No two hoards are alike. Each object has **weight**, **memory**, and a *price to use*.

## 8.1 Hoard Procedure (Fast Table)

Roll 3d6:

1. **Form** (what the hoard looks like)
2. **Heart-Piece** (what defines it)
3. **Volatile Treasure** (dangerous item)

Optional: roll a second Heart-Piece for elder wyrms.

## 8.2 Form of the Hoard (d6)

1. A chamber of molten gold: coins flow like syrup, heat warps steel.
2. Catacomb of trophies: banners, crowns, bones, swords in stone.
3. Flooded vault of gems: water refracts hypnotic patterns.
4. Dust-plain of ash and broken weapons: no metal holds a shine.
5. A serene temple of coins stacked perfectly into pillars.
6. A living garden of ore-veins and crystal blooms that change color with breath.

### 8.3 Heart-Piece (d8)

1. **The Crown of Three Kingdoms** — Wearer gains +1d to Command, but must never kneel or they take Harm 2 (Shame).
2. **A Mirror Full of Stars** — Shows a possible future; first viewer gains +1 Boon next session; second viewer suffers 1 Corruption.
3. **Seven Iron Coils** — Chains that bind spirits, ghosts, or oaths. Using them marks +1 Obligation (Dragon).
4. **Heart-Forge Ember** — Heat of a dying world; can reforge any blade; next time it draws blood, GM may tick a Doom clock.
5. **A Name in a Lantern** — Speak the name to summon its owner (dead or alive). Each use burns a memory of the speaker's past.
6. **Tear of the First Storm** — Once: create a violent storm. Afterwards, the user dreams of the dragon every night.
7. **Ledger of Broken Promises** — Read it to reveal a tyrant's secret. Writing in it creates a new secret for the GM to use later.
8. **Seed of Stone** — Bury it: grows a fortress in a day. It will “remember” the builder's fears and shape itself accordingly.

### 8.4 Volatile Treasure (d8)

1. **Gold-Eater Idol** — Animates at night, swallowing coins unless fed a vow.
2. **Candle of Reverse Shadows** — Reveals invisible things; extinguishing it summons one of them.
3. **Grave-Silver Thimble** — Sews any wound shut; steals one breath per stitch.
4. **Drake-Bone Horn** — Call for help; a drake answers, furious you have its relative's bone.
5. **Memory-Coin** — Flip it: recall a forgotten truth; or lose one.
6. **Obsidian Chalice** — Liquids become poison or panacea; GM chooses secretly.
7. **Mirror-Shard Key** — Opens a “door” into reflected spaces; someone follows you back.
8. **Scales of Debt** — Weigh a soul's worth; the dragon learns the result instantly.

### 8.5 Value (What It Buys)

Treasure from a wyrm's hoard does not buy grain—it buys **exceptions**. Each PC chooses:

- **One-time Favor** from a lord, guild, or knightly order.

- **A Seal of Transit**, ignoring borders or tolls.
- **A Year of Silence**: no one may legally question you.
- **A Cleared Name**: erase a crime or accusation.
- **A Writ of Passage** into sacred or forbidden ground.

Each time treasure is spent this way, tick a clock:

### **Dragon's Attention [6]**

At 6 ticks, the wyrm knows where its treasure went.

#### **8.6 Hoard Curses (d6)**

1. The taker dreams of wings every night and speaks in smoke.
2. Metal gleams unnaturally; thieves follow you.
3. A rival cult believes *you* are their prophesied herald.
4. Birds fall silent when you approach.
5. Children stare, animals kneel, elders weep.
6. Fire bends toward you like a hungry pet.

#### **8.7 Hoard Guardians (d6)**

1. Wyrm-bound knights (oath-ink on tongue)
2. Coin-golems that assemble from treasure
3. Paper-wyrmlings (burn like phosphorus)
4. Shadow-bats that steal names
5. Thief-priest pretending to help you escape
6. Dragon's echo (astral projection)

#### **8.8 Turning Treasure Into Power**

**Forge-Boons** Your smith reforges a relic → gain a unique item tag (GM chooses one):

- **Hoard-Eater** (ignores armor)

- **Moon-Reflective** (blocks illusions)
- **Sky-Drawn** (returns to hand)
- **Fate-Marked** (+1 Boon when spilling noble blood)

**Ritual Sale** Selling treasure to a cult increases Manifestation +1. Selling to a kingdom starts a war.

**Draconic Favor** Return a Heart-Piece as tribute:

- Ask one question the dragon *must* answer
- Gain one safe night in its territory
- Mark +1 Renown in noble courts

**Draconic Wrath** Attempt to destroy a Heart-Piece:

- Dragon awakens or sends herald
- Weather changes dramatically
- Wards falter across a province

### The Ancient Wyrm (Primordial Sovereignty)

**Symbol:** A spiral of seven scales encircling an empty eye. **Epithets:** The Crowned Flames, First Sovereigns, The Hoard Unending, The Living Citadels. **Nature:** Any wyrm of sufficient age and will may forge a pact. Each bond is unique, sealed in molten speech and unbreakable oath. Dragons do not choose lightly: to grant runes is to acknowledge a mortal as *kin by fire*.

#### **Doctrine:**

- Power is owed only to power; tribute is proof of worth.
- What is taken must be paid for—in gold, in oath, or in blood.
- Knowledge is treasure; hoards guard secrets, not merely gold.
- A promise given in a dragon's presence is a chain in the soul.

#### **Pact Price (Obligation):**

- Protect a treasure (object, name, land, or secret).
- Enforce a vow sworn by others.

- Extend the dragon's influence: fear, tribute, renown.
- Once per season: deliver a worthy offering.

Refusing a demand marks +2 Obligation. Betrayal awakens the wyrm.

## Draconic Rites

### Low Rites:

- **Spark of the First Flame**—Ignite a melee weapon with searing heat (Harm 2) for a scene.
- **Scaled Skin**—Target gains Armor 1 vs. mundane attacks.
- **Voice of Embers**—Speak with commanding resonance; +1d to Coercion, Threats, or Demands.
- **Hoard-Sense**—Sense precious metals or magical relics within Near range.

### Standard Rites:

- **Dragon's Gaze**—Force a creature to obey a single command (Short and simple); if resisted, they suffer Harm 1 (Fear).
- **Crown of Scales**—Your skin becomes iron-hard; gain Armor 2 for a scene and immunity to fire.
- **Molten Breath**—Exhale a cone of flame: Harm 2 (Area), Set objects ablaze, produce smoke cover.
- **Wyrm-Ward**—Raise a shimmering wall of heat or stone that blocks passage until shattered or dispelled.

### High Rites (Tier IV+):

- **Fire Unending**—Sustain a blazing inferno that burns water, stone, and armor; ignore cover. Scene-long if Concentrating.
- **Name-Binding Coil**—A creature who speaks their name aloud is bound to fulfill a sworn term. Breaking it causes immediate Harm 3 and a Doom clock begins.
- **Wings of the Crowned Flame**—Grow spectral wings; fly freely; your voice carries for miles.
- **Dragonheart Ascendancy**—For one scene, act as a minor wyrm: +1 Tier, immune to fear, fire, and mundane weapons. At scene's end: 2 Fatigue and +2 Obligation.

## Runekeeper Notes

- Every dragon grants different Rune “accents”—a frost wyrm’s breath freezes; a desert wyrm’s voice scorches the soul.
- Using Rites against a dragon is not betrayal, but *challenge*; most elders approve.
- A Runekeeper who dies with honor may have their name placed in the Hoard, becoming a draconic ancestor-spirit.

## Boons & Complications

- Spend 1 Boon to speak any mortal language with draconic authority.
- Gain +1 Corruption when hoarding wealth without purpose.
- While wearing metal, you leave faint scorch-marks where you step.
- Children stare. Horses bow. Priests tremble.

**Tone:** This Patron lets any ancient dragon act as a cosmic power without naming or binding the GM to a specific entity. Each wyrm interprets the pact differently—some demand gold, others secrets, others worship. The Runekeeper becomes a herald, tax-collector, prophet, or enforcer depending on culture and dragon.

## ADVENTURE SEEDS & CAMPAIGN ARCS

Dragons are not random encounters. They are story engines. Use these hooks to build entire arcs around a single sovereign.

### The Sleeping Crown

A dragon older than the kingdom lies beneath the capital’s foundation. For centuries, priests have maintained the wards that keep it dreaming. Now the wards fail, one by one.

- **Early Signs:** Stone sweating, iron bending, nightmares in the noble courts.
- **Middlegame:** Streets buckle; ancient districts sink; the dragon murmurs in its sleep.
- **Climax:** Do the PCs restore the wards... or awaken a god-king who remembers betrayal?
- **Twist:** The dragon does not want vengeance. It wants a throne rebuilt.

## Ash Above the Orchard

A small village prospers beyond reason: lush crops, perfect health, uncanny fortune. Their patron? A young scarlet drake nesting in the orchard caves.

- **Complication:** A wounded elder dragon comes to reclaim a runaway “child.”
- **Choices:** Protect the village, negotiate the return, or help the drake escape into legend.
- **Price:** The drake’s love for mortals might doom them.

## The Knight With No Shadow

A legendary knight commands armies without speaking. His foes break like dust in the wind. He never casts a shadow—because his shadow is a dragon bound in human form.

- **Goal:** Free the dragon, or break the knight’s pact.
- **Clue:** Where the knight passes, mirrors crack.
- **Twist:** The dragon does not want freedom—it wants the knight’s body.

## The Broken Sky

Stars vanish one by one. Astronomers panic. A celestial wyrm circles the heavens, devouring forgotten constellations.

- **Play:** Skyborne chase, ancient observatories, riddles in star-tongue.
- **Threat:** When the last constellation falls, prophecy ends—fate becomes chaos.
- **Hope:** Restore a constellation with a sacrifice of memory.

## A Tax of Wings

A kingdom pays tribute in grain, steel, and prisoners. Every spring, the sky darkens—black-scaled tithe-collectors return.

- **Complication:** The tyrant-dragon is gone; its brood comes anyway.
- **Underlying truth:** The kingdom was never forced. Its nobles offered the pact willingly.
- **PC role:** Unravel a generations-long lie, end a monstrous tradition, or seize the pact.

## The Dragon's Bride

A cursed noble bloodline produces a marriage-bonded “tribute” every century. The wedding gift: immense prosperity. The wedding cost: the bride never returns.

- **Conflict:** The newest bride refuses to go—and bears dragon-touched powers.
- **Twist:** The dragon is not cruel—it is protecting her from a worse fate.

## DRAGON-FORGED ARTIFACTS

A dragon's breath changes steel. A dragon's blood writes spells. A dragon's will makes history.

These relics are found in hoards, as knightly heirlooms, or as cursed treasures.

### Irisil, the Moon-Thread Bow

- **Tag:** [PRECISION] [SILENCE] [MOON]
- **Power:** Shoot a line of silver thread through shadow; arrow passes through walls of darkness and illusion.
- **Cost:** If drawn under a blood moon, the bow whispers truths the wielder cannot forget.

### Mantle, the Silver-Edge Sword

- **Tag:** [BLEED] [CLEAVE] [COMMAND]
- **Power:** A leader struck by Mantle rolls social actions with +1d while blood spills—they become decisive, ruthless, brilliant.
- **Curse:** When the blade is sheathed, every decision made becomes unbearable guilt.

### Wyrm-Heart Lantern

- **Tag:** [LIGHT] [TRUE SIGHT]
- **Effect:** Reveals invisible, astral, or shapeshifted creatures. Burns cold; does not harm flesh.
- **Price:** It remembers every lie told within its light. A dragon may ask for those truths later.

### The Crown of Molten Brass

Forged from the molten scale of a volcano wyrm.

- **Tag:** [FIRE] [RULE] [AURA]
- **Effect:** The wearer cannot be burned; fire bends away. Mortals instinctively obey commands delivered with heat or flame.
- **Curse:** Every night, the crown dreams of conquest. If ignored, it imposes +1 Obligation.

## **Grimwing Mantle**

A cloak made from a young storm-wyrm's feathers.

- **Tag:** [FLIGHT] [SILENCE] [STORM]
- **Effect:** Glide across city rooftops; never leave a footprint. Grant Dominant Position when ambushing from above.
- **Curse:** Thunder follows your arrival. Eventually, someone notices.

## **The Heart-Shard Chalice**

- **Tag:** [HEAL] [SOUL] [BARGAIN]
- **Effect:** Drinking from it restores one Harm and removes a Curse.
- **Price:** A dragon now knows your name. The next time you call for help, it answers—at a cost.

## **Ash-coil Arbalest**

A dragonbone siege-crossbow that fires iron like lightning.

- **Tag:** [AREA] [PIERCE] [SHOCK]
- **Effect:** Harm 3 to a Near zone; armor counts as 1 lower.
- **Catastrophe:** On a 1, the arbalest explodes—dragonbone remembers how to scream.

## RELICS OF DRACONIC MEMORY

These are stranger, older, and rarely safe.

### The Egg That Will Not Hatch

A cold, glass-smooth egg. Inside, an idea sleeps.

- **Effect:** Whisper a question; the egg answers in dreams.
- **Truth:** It will only hatch when someone dies willingly for it.
- **Consequence:** Whatever emerges remembers the one who fed it.

### The Scale of Ancestors

A black scale as large as a shield.

- **Effect:** Once per campaign: negate a dragon's attack entirely.
- **Cost:** The next time you face a wyrm, you act at Desperate Position. Dragons smell betrayal.

### The Library of Ashen Wings

A portable archive of scorched pages bound in silver wire.

- **Effect:** Learn any ancient secret, prophecy, or ward.
- **Ruin:** One page burns itself away for every truth gained. When the last page burns, something escapes.