

# 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 *Dominant* 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.

---

### Magnitude Table @lll@

---

#### Scope Boon Obligation

---

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 *Dominant*.

**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 (Dominant) 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.
- **Wurm-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.