

Something terrible is coming.

The new priests say that the Bloodless Xristos has set his foot upon the dragon's throat, and tamed it, and killed it. They say that dragons are no more upon the Earth.

They are mistaken.

THE DRAGON-HERALD

To create your Dragon-Herald, give yourself a name, rank, distinctive features, stats, moves, your followers, holdings, and oaths.

NAME & RANK

For your given name, choose a normal name and change a letter or two.

For your bloodname, choose a noun or a punchy adjective.

For your rank, choose 3rd, 4th, or 7th.

DISTINCTIVE FEATURES

Bald, beaked face, beautiful, cool eyes, fat, frightened eyes, gaunt, pale eyes, scarred, slender, stocky, sunken eyes, tall, ugly, very dark skin, very pale skin, wild eyes, wild hair.

STATS

Choose one of these sets:

Cool+1 Hard+1 Hot-1 Sharp=0 Weird+2

Cool+1 Hard-1 Hot=0 Sharp+1 Weird+2

Cool=0 Hard+1 Hot-1 Sharp+1 Weird+2

Cool-1 Hard+1 Hot+1 Sharp=0 Weird+2

MOVES

You get all the basic moves. Choose 2 Dragon-Herald moves.

FOLLOWERS & HOLDINGS

Create your followers and your holdings on the reverse.

OATHS

Introduce your character by name, rank, distinctive features, and outlook.

Go around again for oaths. On your turn, choose 2 or 3 oaths. You can ask questions and discuss first, if you like, and you can swear the same oath to more than one:

- You've sworn to ____ to save them from evil.
- You've sworn to ____ to see them home.
- You've sworn to ____ to see them triumph.
- You've sworn to ____ to ____.

At the end of every session, each of those to whom you've sworn oaths, ask them if you've kept your word. If they judge that you have, mark their name for experience.

During play, add new oaths as you swear them, and remove oaths when those to whom you have sworn release you from them.

EXPERIENCE

When you use something on your character sheet, mark it for experience. When you mark the 7th, improve and erase your marks.

Remember to mark and count experience for your followers and holdings.

When you improve, choose an improvement. Mark it; you can't choose it again. After you've marked 5, you can choose from the Ungiven Future list below.

THE DRAGON-HERALD

NAME:

RANK:

DISTINCTIVE FEATURES:

STATS

☐

COOL

Hold steady

☐ XP

☐

HARD

Claim your right

☐ XP

Go into battle

☐ XP

☐

HOT

Draw someone out

☐ XP

☐

SHARP

Take stock

☐ XP

Take your bearings

☐ XP

☐

WEIRD

Pray

☐ XP

☐

ARMOR

☐ XP

HARM

☐

FATE

☐ XP

I will live to be 100.

I will die well in advanced age

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

☐ XP

☐ XP

EXPERIENCE

☐ Improve your rank by 1 place

☐ Add 1 to Hot (max +3)

☐ Add 1 to Sharp (max +3)

☐ Add a Dragon-Herald move

☐ Improve your followers

☐ Awaken a dragon

☐ Add a move from another
playbook

☐ Add a move from another
playbook

— THE UNGIVEN FUTURE —

☐ Awaken a dragon

☐ Add 1 to any stat (max +3)

☐ Retire your character to safety

☐ Create an additional character

☐ Change your character to a
different playbook

MOVES

☐ **Dragon's Blood:** No fire can ever do you Harm.

☐ XP

☐ **Frenzy:** When you speak the truth to a crowd, roll
Weird. On 10+, mark 3. On 7–9, mark 2. **Marks:** ○○○○
Spend your marks 1 for 1 to compel the crowd to:

☐ XP

• Bring people forward and deliver them to you.

• Bring forward their precious things and deliver them to you.

• Unite and fight for you as a mob (2 Harm 0 Armor).

• Cast aside reason and law to give full expression to their pain, joy,
hunger, grief, or passion.

• Disperse quietly and return peacefully to their lives.

On a miss, the crowd turns on you.

☐ **Inviolate:** The dragons in the Earth give you 2 Armor,
even when you wear none.

☐ XP

☐ **Otherworldly:** Add +1 to your Weird (max +3).

☐ XP

☐ **The Sight:** When you look closely at another person,
roll Weird. On any hit, ask their player one of the following
questions about them; their player must answer it truthfully.
On 7–9, in addition, their soul recognizes your scrutiny.

☐ XP

• Of what are you most deeply afraid?

• For whom will you weep when death finds you?

• What is your soul's greatest sin?

On a miss, their soul recognizes your scrutiny and rebuffs you
unanswered.

OATHS

TO:

☐ XP

TO:

☐ XP

TO:

☐ XP

TO:

☐ XP

TO:

☐ XP



By default, you have 30 followers, loyal to you but not fanatical. Though they follow you, they also keep their place in society.

CHARACTER

For your followers' character, answer each question by choosing 1–3 options.

FOREMOST & NOTABLES

Name the foremost of your followers and choose 1 quality.

Name 3 of your notable followers.

BETTER QUALITIES

For their better qualities, choose 0–3, following the logic of their character.

IMPROVEMENT

When you improve your followers, add a better quality.

FORTUNES

Your followers contribute their number, and the bounty & want of their better qualities, to the **Fortunes** of your holdings.

SUFFERING HARM

If your followers suffer harm as a body:

0 Harm: A few incidental injuries, none serious.
1 Harm: A few injuries, one or two serious, no fatalities.

2 Harm: Many injuries, several serious, a few fatalities.

3 Harm: Widespread injuries, many serious, several fatalities.

4 Harm: Widespread serious injuries, many fatalities.

5 Harm: Widespread fatalities, few survivors.

YOUR FOLLOWERS

CHARACTER

Who are they?

- ☐ Families of most ancient pagan blood-right.
- ☐ Freeborn commoners hungry for a new way.
- ☐ Knights and warriors inducted into my cult.
- ☐ Peasants, beggars, outcasts, slaves.
- ☐ Scholars, students, mystics, philosophers.
- ☐ _____

Where do you usually meet?

- ☐ I am with them in their souls.
- ☐ I entertain them in my estate.
- ☐ I scream at them from street and sewer.
- ☐ In rings of stones and groves of holy trees.
- ☐ In their homes, by night, in secret.
- ☐ They entertain me with feasts and diversion.
- ☐ They make pilgrimage to my temple.
- ☐ _____

What are your doctrines and disciplines?

- ☒ Something terrible is coming.
- ☐ Eschew every distraction and fleshly delight.
- ☐ Forsake all that has gone before.
- ☐ I am the one who casts down and raises up.
- ☐ No pleasure nor appetite is forbidden.
- ☐ Remember the oldest ways.
- ☐ Serve good and virtue always.
- ☐ Though sleeping, all are awake in our souls.
- ☐ _____
- ☐ _____

<input type="text"/>	<input type="text"/>	ARMOR	<input type="text"/>
NUMBER	<input type="text"/>	HARM	<input type="text"/>

FOREMOST: _____

Who is (choose 1): ambitious, curious, eager, fearless, loyal, patient, severe, studious, shrewd.

NOTABLES

_____, the most devoted.

_____, the most impatient.

_____, the most reserved.

BETTER QUALITIES

☐ **Literate:** Some or all of your followers can read and write.

☐ **Numerous:** Your followers number 60.

☐ **Notorious:** Your following is widely known and considered shocking by lawful society. *Bounty: fame. Want: infamy.*

☐ **Ritual power:** Your followers can raise divine, otherworldly, or sorcerous power. *Bounty: ritual.*

☐ **Warriors:** Your followers can arm and fight. 3 *Harm*, 1 *Armor* for peasants or freeborn; 4 *Harm*, 3 *Armor* for knights.

☐ **Wealthy & Generous:** *Bounty: gifts.*

Your holdings depend upon your rank.

- | | |
|--|---|
| 1 st : King or Queen. | 5 th : Free landowner. |
| 2 nd : Royalty. | 6 th : Vassal or steader. |
| 3 rd : Nobility. | 7 th : Peasant, serf, slave. |
| 4 th : Ancestral landowner. | |

RANK

If you are of the 3rd Rank or better, choose: the Old Blood, the Blood of Eagles, and/or Noble Blood.

WARDROBE

You get fashion and personal belongings suitable to your rank. You detail them; you can wait and detail them during play.

ARMS & ARMOR

You may choose to own arms and armor. If you do, choose an outfit suitable to your rank.

LAND & VASSALS

3rd rank: Choose 2.

4th rank: Choose 1.

INTERESTS & VENTURES

You have your followers, and in addition:

3rd rank: Choose 2.

4th rank: Choose 1.

FORTUNES

Your holdings have **Fortunes**.

Remember to check your followers' better qualities for bounty and want.

YOUR HOLDINGS

WARDROBE:

ARMS & ARMOR

3rd Rank:

- ☐ Sword (4 *Harm*), lance (4 *Harm*), kite shield (1 *Armor*), mail coat (1 *Armor*), helmet (1 *Armor*), war-horse.
- ☐ Javelins (3 *Harm*), spear (4 *Harm*), round shield (1 *Armor*), breastplate (1 *Armor*), helmet (1 *Armor*).

4th Rank:

- ☐ Axe (4 *Harm*), shortsword (4 *Harm*), round shield (1 *Armor*), hide tunic (1 *Armor*), helmet (1 *Armor*).

7th Rank:

- ☐ Heavy knife (3 *Harm*), hide tunic (1 *Armor*).

LAND & VASSALS

- ☐ An ancient and rugged stone keep. *Pop.* 120. *Bounty: safety. Want: maintenance.*
- ☐ An estate within city walls. *Pop.* 120. *Bounty: entertaining. Want: debts.*
- ☐ An untamed expanse of woodland and wilds. *Pop.* 400. *Bounty: hunting. Want: outlawry.*
- ☐ Villages and hamlets under your domain. *Pop.* 1,200. +1 *Fortunes.*
- ☐ Choose 1 more from Interests & Ventures.

INTERESTS & VENTURES

☒ Your followers, as above

☐ An ancestral fortune in silver and goods. *Pop.* 24. +1 *Fortunes.*

☐ Association with a place of philosophy and learning. *Pop.* 30. *Bounty: students. Want: debts.*

☐ First rights to hunters' catch. *Pop.* 40. *Bounty: furs. Want: hunger.*

☐ A subsidy from the ambitious and dissatisfied. *Pop.* 16. *Bounty: coin. Want: obligation.*

☐ Tribute and supplication from those of old blood. *Pop.* 80. *Bounty: goods. Want: obligation.*

☐ Choose 1 more from Land & Vassals.

POPULATION IN SUM

FORTUNES

At each change of the seasons, roll. On 10+, all of your lands, vassals, interests & ventures provide their bounty. On 7–9, all bounty, except one want (your choice which). On a miss, all want, except one bounty (your choice which).