

The Dragon

An Official Fellowship Expansion Pack



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The Dragon is the second *Fellowship* expansion pack, and it is not too different from the other playbooks in the core game. The Dragon is a champion of fire. The Dragon may be a literal dragon, or The Dragon may be a title they hold. The one thing all dragons have in common is an affinity for fire and dangerous skill in melee combat.

The Dragon has a couple things no other playbook does. For one, an extreme affinity for fire. They can conjure fire practically whenever they want, and use it against any enemies out of their immediate reach.

For another, Dragons don't really have communities to call their own, but rather, there are single, massive dragons for them to curry the favor of. So like The Giant, a Dragon's Fellowship Moves involve impressing a specific and powerful dragon, so that they may willingly help you on your quest.

And finally, Dragons have more customization than any other playbook. Their only Core Move does not give them any moves they can use, but they have 11 Custom Moves to everyone else's 8, and they start the game with 4 of them. This gives the Dragon much greater customization than other playbooks, but they lack a solid Core to build off of. As a result, their Moves exclusively give them new things they can do, rather than improve anything they could do before. If you want to be able to do a lot of different things reasonably well, The Dragon is the playbook for you.

On the Overlord's end of things, know that the Dragon brings the power of fire to the battlefield. Their strength comes from their fire, and they will use it constantly. Be prepared for your plans to burn.

When you want to play to their strengths, give them areas of lava and fire to traverse. Give them things to burn down. Give them cool, powerful enemies to fight. Give them a moment to burn bright. And let them show off their cool tricks.

When you want to play to their weaknesses, use something even bigger than their ego to crush them. Tempt them with treasures. Fight them where they cannot afford to let a fire grow. Take the high ground from them. And show them your wrath.

New Content

The Dragon expansion features a new item tag, Burning, and new Gear options for some of the old playbooks that take advantage of this new tag. It also includes a new term, *pay a high price*.

You can get the printable character sheet for The Dragon here:

<http://www.mediafire.com/?ycql86dl1m3a929>

Burning (new Item Tag)

Burning is a tag that is only applied to weapons and attacks, like Piercing and Necrotic are. Burning attacks ignite their targets on fire with each hit, and can be used to easily create fire wherever you need it. They have no additional effect on enemies that cannot be ignited, such as enemies of rock or water, and deal no damage at all to anyone who is fireproof.

Pay a High Price (new terminology)

You are familiar with paying a price, but a couple places in the core book mention “paying a price twice” or even three times. This terminology, while functional, is very weird. **When a Move tells you to *pay a high price***, it means you must pay the price two times, and use all the same rules for paying a price as normal. You may even pay the same price twice - damaging yourself two times will fulfill a high price, for example.

If you are playing with The Dragon expansion...

The Elf adds the following option to their first Gear list:

- Fire arrows (Ranged, Burning, 2 Ammo).

The Harbinger’s Gear option Runed Sword may be (Melee, Burning) instead of (Melee, Necrotic). The Harbinger decides if it is Burning or Necrotic during Gear selection.

The Orc’s *Children of Fire* ability gives the Orc the Burning tag. The Orc’s Gear option Orcish Moonshine has its attack tags replaced with (Ranged, Burning), instead of (Ranged, Dangerous).

The Dragon

Basic Playbook

Dragons represent strength. They have the power to save the world. Dragons represent wisdom. They have the foresight to save the world. Dragons represent greed. They do not want to save the world if nothing is in it for them.

So they won't. Instead, I will. I have been gifted their power and named their champion. I am here to save the world on their behalf. I will do what they have decided is beneath them, and I will become glorious.

This Overlord is my stepping stone. Their war and their plans amount to nothing before the fire of dragons. We will defeat them. We will destroy them. And I will take my place in history as the greatest champion this world has ever seen.

I am the Dragon, champion of fire. And my enemies will burn.

The Dragon is fire, and everything you could use to describe fire well describes you. Glorious, brilliant, comforting, warm, bright, unstoppable, destructive, devastating, terrible, all-consuming. These are the things that Dragons are. Play as The Dragon if you want to be glorious and cool, if you like straightforward strength mixed with cool abilities, if you want to be a real monster, or if you just want to burn everything that gets in your way.

Names

Choose one or two, or make up your own:

Names

Volga, Glaurung, Freya, Najhka, Katla, Montague, Mnementh, Smaug, Elry, Ridley, Avdol, Temeraire, Ghidorah, Vermithrax, Fafnir, Tiamat, Bellatoria, Minerva, Manakeet

Titles

The Red Magician, Burninator, Swordmelter, The Golden Conqueror, Dragoon, Of Seven Fires, Daybringer, The Green Assassin, The Blue Genius, Fire Eater, Hatchling, The Silver Sage, The Bronze Warrior, Hunter of _____

Look

Choose one from each list:

- Fierce Eyes, Golden Eyes, or Monochromatic Eyes
- Massive Hair, Many Small Horns, or Spiky Frills
- Armor of Red and Gold, Buff and Shirtless, or Fancy Tunic
- Dragon Body, Human-like Body, or Somewhere In Between

Stats

You begin with a +2 in Blood.

Assign +2, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **Honor and Glory**
Impress others with your conduct, power, and style.
- **Relentless Justice**
The laws of the great dragons are absolute. Do not break them or allow others to do so.
- **Unfettered Ambitions**
Seize fame and fortune whenever you can.

Dragon's Core

All Dragons have the following Move.

Champion of Fire

You do not have your own People. You once did, but no longer. Instead, you can Command Lore about the glory of the dragons, their place in the world, and the magnificent feats they have performed throughout history.

The Dragon has eleven Custom moves to choose from instead of eight, and chooses four of them during character creation instead of two. **When a Move tells someone they may take a Core Move from any basic playbook, Dragon's Custom Moves you have taken count as Core Moves.**

This Move cannot be Shared.

What Is A Dragon?

Choose the option that best represents your people:

- **A Champion, Chosen**

You were not related to the Dragons, until they chose you as their champion. Take a Core Move from any other basic playbook. That playbook's Core and Custom Moves count as Dragon Custom Moves for you, and you may take Moves from that playbook that cannot be Shared.

- **A Dragon, Reborn**

You used to be one of the true dragons, glorious and unstoppable, and for one reason or another, you have been reduced to this lesser form you now hold. Describe your form and how you were weakened. Your Fire Gear Option does not have the Reload tag, and you may choose as many options as you'd like from the first two Dragon's Gear lists. This does not grant you extra Uses of Armor.

- **A Hatchling, Newborn**

Your power is a simple one: you are a newborn, the child of at least one dragon. You have limited control over your great strength, when you unleash it. You may add the Dangerous tag to any attack you make, before rolling.

- **A Kobold, Ascended**

Your people are the lesser dragons, the servants of dragons, and you have stood above the crowd. Unlike the other Dragons, you have a people you can Command Lore about - the Kobolds and their culture. You add a Group of Kobold Pokers to your Gear. You have one Bond with them.

When you gain the Fellowship of a kobold community, the Overlord should offer you Fellowship Moves from the main book. Halfling or Orc Fellowship Moves are especially appropriate.



Dragon's Gear

You have extra spicy dried fruits (3 Uses, Food (Only for Dragons)).

Choose your armaments; all are Melee and Armor (1 Use):

- Your customized spear and polished shield.
- Your mighty claws and hardened scales.
- Your supernatural strength and speed.
- Your blazing soul, enveloping you in protective fire.

Choose your Fire; all are Ranged, Reload, and Burning:

- You spit primal fireballs from your mouth.
- You conjure rays of fire from your hands.
- You throw firebombs of caustic oils and reactive powders.
- You shoot fire from a flamethrower you made yourself.

Choose your follower:

- A kobold underling (poker, slinger, or thinker). You have one Bond with them.
- Your pet (komodo dragon or hell hound). You have one Bond with them.
- A dragon spirit, advising you on how to best be their champion (2 Uses). You may Use this to call your spirit to your side and roll to *Speak Softly* with them. They have great knowledge of many things.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

_____ shares my burning passion!

I deeply admire _____'s power.

_____ has the respect of the old dragons.

_____ is my greatest rival.

I often bicker with _____, but we would not last long without each other.

_____ saw my strength from before I became what I am now.

I once saved _____'s life.

I would not be the person I am now without _____.

_____ and I have shared in glorious victory.

My treasures are _____'s treasures.

Dragon's Custom

Choose four of these Moves to further define what it means to be a Dragon.

A Song of Fire

When you call upon a true dragon for aid during a time of need, mark this Move, pay a high price, and then they will come. A true dragon, massive and powerful, will land behind you dramatically, let out a roar, then do a single thing you ask of it. It will accomplish that task with minimal difficulty, although a **Threat to the World** may escape its wrath. You cannot use this Move while it is marked. **When you *Recover***, remove your mark from this Move.

This Move cannot be Shared.

Dragon Magic

When you draw upon the draconic power that only a fool would not call magic, choose a spell from below, then mark it. You cannot use a spell while it is marked. **When you *Fill Your Belly***, remove a mark from one spell. **When you *Recover***, remove all marks on your spells.

- **Blessing of Strength:** Destroy a wall or door in your way.
- **Blessing of Speed:** Instantly appear somewhere close by that you can see. No one else will see you move there.
- **Blessing of Glory:** Force someone to listen to you when you *Talk Sense* to them.

When you Share this Move with another, they choose a single spell from the list. That spell is the only one they can use. You can Share this Move with someone multiple times. Each time you do, they learn another spell.

Dragoon

When you attack your enemy from above with a melee weapon, your attack gains Piercing. Dropping onto an enemy from above is always an Advantage for you.

Eyes of Fire

Your eyes are unnaturally good, and you can see fine detail even through the darkest night or densest fog. **When you *Look Closely***, you

may study any location you can see, no matter how distant, as if you were standing right there.

Fire Eater

You may extinguish any flame within arm's reach merely by touching it, tell us what this looks like. Eating a fire instantly reloads your Fire. You may use this to *Overcome* attacks with the Burning tag as if you got a 10.

Listen Here, You Little Punk

When you *Talk Sense* by telling them what will happen to them if they do not do as you ask, *Talk Sense* with +Blood, and on a 7-9, they cannot ask their favor of you until after they have done what you asked of them.

Strength of a Hundred

You can pick up anything and anyone you can firmly grasp with at least one hand. Objects and enemies you hold have the tags Ranged and Thrown.



Through the Fire and the Flames

You are immune to damage from fire and heat. Even lava and dragonfire are only uncomfortable to you, and you can walk through them if you must.

This Move cannot be Shared.

Treasure Hoard

You are rich beyond all reason. Add your Dragon's Hoard (3 Uses, Useful, Precious) to your Gear.

Unique Upbringing

Dragons are a solitary sort, rarely interacting with each other. You spent a lot of time among other people. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This Move cannot be Shared.

Wings of a Dragon

You can fly on large, bat-like wings. You require a running start, a lot of room, and you cannot hover in place, but you can fly very far and very fast.

Dragon Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Courage or Sense by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Dragon Custom.
- Take another Dragon Custom.
- Take another Dragon Custom, or ask another player to share a Move with you.
- Share one of your Moves with another player.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

Dragon Companions

Dragon Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Hell Hound: This reddish-brown dog breathes fire, eats fire, and plays in fire. They will let entire buildings burn up so they can eat the ashes.

Stats: Fire Breathing, Fireproof

Kobold Poker: This kobold warrior hides behind a shield and pokes their enemies with a well-used spear.

Stats: Use the Pointy Bit, Big Shield

Group of Kobold Pokers: These kobolds form a phalanx, each shield protecting the warrior next to them. As a Group, each of their stats can be damaged twice.

Stats: Use the Pointy Bit, Big Shield

Kobold Slinger: These kobolds are well-practiced with their powerful slingshots, firing rocks at their enemies from afar.

Stats: Rock to the Head, Scamper Away

Kobold Thinker: They've got a plan, and you might be a part of it.

Stats: Master Plan, Back-up Plan

Komodo Dragon: They aren't true dragons, but they're bigger than your dog and have a much deadlier, venomous bite.

Stats: Necrotic Bite, Hardened Scales

A Dragon's Fellowship

The Dragon's Fellowship is not quite the same as that of the others. Dragons don't usually have communities. They are not so populous or so social as other societies. So, earning a Dragon's Fellowship mostly involves helping or impressing a single dragon- the Fellowship you earn represents the direct aid of a single, individual dragon.

Unlike other Fellowships, a Dragon's Fellowship is determined by who they are. **When you meet a new Dragon**, the Overlord will offer you three Fellowship moves, and you choose which Dragon they are from the moves available. Feel free to rename them as necessary.

The Blue

A dragon of storms and winds, there is no greater lord of the sea. **When you earn the Blue's Fellowship**, the seas are safe travels for you and your allies. You may revoke the Blue's Fellowship to have them destroy an enemy ship or enemy fleet on the open seas.

The Green

A dragon of life and death, this dragon has come back from the dead and can bring others back too. **When you earn the Green's Fellowship**, you are given a Gang of Zombies to work for you and follow your commands. The Gang has anywhere from 50 to 250 zombies in it at any given time. Two members of the Fellowship each have one Bond with them.

Gang of Zombies: A horde of semi-mindless warriors to do your bidding. They will listen to you absolutely and follow your orders to the letter. As a Gang, they may take action against everyone in a scene at once, and each of their stats can be damaged twice.

Stats: Feel No Pain, Simpleton Hivemind

The Gold

A dragon of wealth and prosperity, owner of more wealth than some entire kingdoms hold. **When you earn the Gold's Fellowship**, it offers you the option to take any one treasure it owns from its hoard. Each player takes a single treasure of supreme value. Describe what your treasure looks like, what it does, and how you use it. In addition to anything else, it is Precious.

The Red

A dragon of fire and wrath, they have destroyed much during their time in this world. **When you earn the Red's Fellowship**, they will allow you to direct their wrath, just once. You can revoke the Red's Fellowship at any time to have them burn down a location of your choice at a time of your choice, causing mass destruction and devastation there. **Once you have unleashed the Red**, you have no control over its wrath, so choose your target carefully.

The Silver

A dragon of wisdom and lore, they keep this world's history safe. **When you earn the Silver's Fellowship**, it will tell you of the past. Each player may Command Lore to change one fundamental fact about their people that used to be true in the past, and with this knowledge, may become true again.

The White

A dragon of war and victory, no dragon rules over more land than they. **When you gain the White's Fellowship**, they will offer you further Fellowship. Name a city under the White's rule - the White will fly you there themselves, and you will be given their Fellowship as soon as you arrive. In addition, that city will be under the White's watchful eye, and no harm from the Overlord will ever befall it so long as the White lives. **If the Overlord had a plan for that city**, they must abandon it.



The Final Form

Destiny Playbook

You have unleashed your true potential and become that which you always dreamed of. You have unlocked your Final Form.

Requirements: Blood +2 or +3, *Wings of a Dragon*, and either *Dragon Magic* or any other move that marks spells, like The Elf's *Elder Arts* or The Orc's *Shaman*.

The Final Form starts with the Move *A Level Beyond*.

A Level Beyond

You have obtained your true form, and can transform into it when you need to. **When you transform for the first time**, take the Spotlight for as long as you need it, and tell us what your transformation looks like, how it happens, and what you look like afterwards. Write an entirely new Look describing how you appear in your transformed state.

While you are transformed, you are a **Threat to the World**, and you have access to a great power. This great power is always an Advantage, and you can use it to justify doing something that no one else can.

At the end of a scene where you transformed, you pay a high price, and you start the next scene back in your normal form.

Final Form Advancement

When you Level Up, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Blood stat to +3. If it is already +3, take a Final Form Custom instead.
- Take a Dragon Custom.
- Take a Final Form Custom.
- Take a Final Form Custom.
- Take a Final Form Custom.

Final Form Custom Moves

A Dragon's Pride

The great dragons of the world have acknowledged you as one of their own, and will grant you their Fellowship as soon as you meet them, if you do not already have it.

Dragonfire

You have gained the power of true fire, the ultimate fire that only a dragon may use. Add Dragonfire (2 Uses) to your Gear. Dragonfire is able to melt down anything you expose it to. You can Use your Dragonfire to obliterate someone or something - melt a hole through a wall, destroy anything (even Dwarf-Made items), or vaporize someone who isn't a **Threat to the World**.

Perfect Flight

You no longer require a running start or a lot of room to fly. You can hover in place for as long as you like, and flying does not tire you out or tax you in any way.

Pyromania

When everything around you is chaos and fire, you are filled with Hope.

That Wasn't Even My Final Form

When you are transformed, you may pay a high price to transform even further, and take on your Final Form. **When you take on your Final Form for the first time**, take the Spotlight for as long as you need it, and tell us what your transformation looks like, how it happens, and what you look like afterwards. Write an entirely new Look describing how you appear in your Final Form. **While in your Final Form**, you have all of the following benefits:

- You may use your spells without marking them.
- You gain the tags Melee, Ranged, Area, Piercing, and Burning.
- Rolling a damaged stat does not give you Despair.

At the end of any scene where you use your **Final Form**, damage all of your stats, and then you are Taken Out. Unless the next scene takes place at least a full day later, you spend that scene unconscious, and wake up at the end of it.



The Dragon's Enemies

These threats and the set piece that goes with them are new toys for the Overlord to play with, and are particularly appropriate for challenging the Dragon with. Some of the Threats here are the Dragon's Companions, for when they are not so friendly, while others are wholly new.

The Dragon Slayer and The Scorned Champion are a part of the Overlord's *The Organization* army option.

❖ **Dragon Slayer**: *A hunter going after the greatest predator this world has ever known, and they are armed and ready.*

Well Prepared: The Dragon Slayer has all the tools they need to deal with anything. They themselves are a weapon with the tags Melee and Ranged, and they carry a fireproof shield, wear fireproof armor, and they use fireproof nets and harpoons to keep their prey from flying away.

Favored Enemy: The Dragon Slayer is extremely dangerous against their prey. The Dragon and other dragon-like creatures must pay a price before they can make a Move against the Dragon Slayer.

The Greatest Challenge: The Dragon Slayer wants one thing and one thing only: to catch or kill a dragon. They will ignore the rest of the fellowship until they get in the Slayer's way, and they will abandon their hunt only once they have succeeded in catching a true dragon.

❖ **Hell Hound**: *This reddish brown dog breathes fire, eats fire, and plays in fire. They will let entire buildings burn up so they can eat the ashes.*

Fire Breathing: The hell hound can breathe fire (Ranged, Burning). They can also eat fire - large, roaring fires or their ashen aftermath will heal a hell hound when eaten.

Fireproof: Hell hounds take no damage from fire and heat.

❖ **Kobold Poker**: *This kobold warrior hides behind a shield and pokes their enemies with a well-used spear.*

Use the Pointy Bit: The Poker's attacks are Piercing.

Big Shield: When an ally would be damaged while the Poker is near them, damage this stat instead.

❖ **Kobold Slinger:** *These kobolds are well-practiced with their powerful slingshots, firing rocks at their enemies from afar.*

Rock to the Head: When they fire at an enemy who does not know they are there, the Slinger can damage this stat to deal damage as a Hard Cut.

Scamper Away: When the Slinger becomes damaged, they run away.

❖ **Kobold Thinker:** *They've got a plan, and you might be a part of it.*

Master Plan: The Thinker always comes with a hidden trap (See *Barrier Threats* in Fellowship, pages 193-195). This trap is always set up in such a way as to protect the Thinker.

Back-Up Plan: If the trap they set is destroyed, the Thinker runs away.

❖ **Komodo Dragon:** *They aren't true dragons, but they're bigger than your dog and have a much deadlier, venomous bite.*

Necrotic Bite: The Komodo Dragon's venomous bite is Necrotic, as the venom prevents the wound from healing naturally.

Hardened Scales: The Komodo Dragon has Armor (1 Use).

❖ **The Scorned Champion:** *They were supposed to be The Dragon. But instead, you are, and they are not happy with the great dragons' decision.*

A Hero Scorned: The Scorned Champion is bitter and single-minded, and will try to harm or hinder The Dragon whenever they have the chance, regardless of what their mission is.

Champion of Fire: The Scorned Champion takes no damage from fire and heat, even dragonfire. Their attacks have the Burning tag, and they can fly very fast, if they have a lot of room.

Armor of Red and Gold: When the Scorned Champion becomes damaged or destroyed, damage this stat instead.

Set Piece: To Impress A Dragon

❖ **High and Mighty:** The Dragon is unimpressed with the fellowship thus far. They agree with your goals but do not believe you are adequate to achieve them. You must prove yourself.

Pick Your Poison: If the fellowship completes any one of the impossible tasks below, the Dragon will grant them its Fellowship. This Set Piece is not **Secret** - the fellowship is allowed to see every option and what it entails before deciding how they want to impress this Dragon.

The Path Less Traveled: The great dragons keep in touch with one another. If you impressed a dragon using one of the methods below, the other great dragons won't be impressed if you do it again.

Failure Is An Option: If you fail to impress a dragon using one of the tasks below, you may attempt to impress it by another means. If you fail to impress it using all of these options, then this dragon is thoroughly unimpressed with you, and nothing short of a rousing speech backed by decisive action will ever earn its Fellowship.

❖ **A Gift Of Treasure:** Impress the dragon with valuable gifts.

A Fickle Beast: Every dragon collects a hoard, but what their hoard is varies by dragon. The first thing you must do is figure out what ties the Dragon's hoard together, what they value, and what impresses them. The Dragon will not tell you this information themselves.

Value Is Relative: Each member of the fellowship must submit something to the dragon's hoard that it does not already have. If each of you can add to its collection, it will grant you its Fellowship.

Repeatable: While the other challenges will not impress a dragon who has heard that you did that task before, a dragon is never disappointed in having its collection expanded. You may always attempt to impress a dragon by giving it treasures.

❖ **An Exchange of Favor:** Impress the dragon by handling a problem it could not.

What Could Trouble One So Mighty?: A true dragon is capable of many things, but not everything. Tell the fellowship of something the dragons needs, such as a food it cannot get or a treasure in a place it cannot go. Then, each member of the fellowship will tell you one reason the dragon cannot fulfill its need, one thing that prevents it from getting what it wants. The fellowship must overcome all of those things, and accomplish the task the Dragon has set out for them, before it will grant them its Fellowship.

❖ **A Feat of Strength:** Impress the dragon with a show of power and might.

Set The Scale: The Dragon will first show off. It will do something ridiculous with its great strength, such as smashing the top off a mountain or clearing a forest with a mighty swing of its claws or leaving a mark on the moon with a blast of fire. Then it will ask you to do better.

Results Oriented: The Dragon does not expect you to do better than it in speed, strength, or power, because that's absurd. It expects you to do whatever it takes to simply do better than it did, no matter how long it takes or how many of you it takes. If the fellowship makes a bigger mark than the Dragon, it will grant you its Fellowship.

❖ **A Path of Fire:** Impress the dragon by surviving its wrath.

Challenge Accepted: The Dragon will ask if this is truly what you desire. **If you say that it is**, it immediately makes a Hard Cut against whoever is the most arrogant among you. Then, the Overlord sets a real-world timer for 30 minutes. **If the fellowship survives to the end of that timer or defeats the Dragon**, they earn the Dragon's Fellowship.

A True Dragon: The Dragon has Armor 3, it can fly, it moves as fast as it needs to, and it has Dragon Magic (3 Uses, Useful), to do whatever it needs with. It also has these stats:

- ❖ **Dragonfire:** When the Dragon attacks, it may choose to deal damage to everyone in front of it instead of picking a target.
- ❖ **Ferocity:** The Dragon deals 2 damage when it hits a single target. The Dragon's attacks instantly defeat Companions.
- ❖ **Time To Kill:** When the Dragon Takes Out an enemy (be it Companion or Player), add 10 minutes to the timer. When the Dragon has the Spotlight, it may pause the timer to make declarations or speeches.