

Dragon World Hack

Version 0.3

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Based on the rules of *Apocalypse World* by D. Vincent Baker

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Introduction

It's a time of adventure, of clashing swords and flashing spells. It is an age ruled by the passions of the bold and the whims of the elder dragons. The world is full of hidden secrets and glittering treasures, of the legacies of the dragons, of fallen empires, of the demon gods of ancient empires.

There are mighty kingdoms, grand cities, and quaint villages, and wherever you came from, you are one of those rare people with the talent and power—or failing that, the bloody-minded determination—to leave your home to become an adventurer and seek your destiny in the wider world.

Dragon World is a game for getting together with friends to make up stories about a bunch of passionate weirdoes running around getting into trouble in a bright, weird fantasy setting. It's heavily inspired by 90s fantasy comedy anime and manga like *Slayers* and *Dragon Half*, though another way to think of it is it's a game for playing just the really silly parts of a *D&D* campaign.

Where This Came From

The rules of *Dragon World* are based on D. Vincent Baker's game *Apocalypse World*. It's a very different and much more serious game, but it created a really fascinating framework that people have since adapted to any number of other things.* *Dungeon World* presents a more serious fantasy world, while *Inverse World* transforms *Dungeon World* into a game about exploring a fantastical world. *Monsterhearts* is a paranormal romance game, and while it may not be to everyone's tastes, it's just a staggeringly impressive work of game design. If you enjoy *Dragon World*, you may find a lot to like in other Powered by the Apocalypse games, as well as insight into how to do things like make new moves and classes.

Things You'll Need

Like most RPGs, *Dragon World* doesn't come with everything you need, though considering that one of the things you need is other people to play with, there's only so much I can do about it.

People

This is a game you play with other people. One person will be the Dragon Master (DM for short), while the others will be the "players." I recommend getting a group of 2-4 players, because I think the game works best with a small group where the DM can give each character lots of individual attention, but you can have more players if you think you can handle it.

Dice

This game requires ordinary six-sided dice. You'll need to have at least two, but two per player is best. The DM doesn't actually need any dice. In the book I refer to the dice you use as "2d6," where 2 is the number of dice and 6 is the number of sides each die has.

Pencils

You'll be doing a little bit of writing—nothing too hard—while playing this game, and you'll need to erase some things too, so pencils are in order.

* Some of which even don't have the word "World" in the title!

Printouts

Ideally, you should print out the full set of class sheets, plus one reference sheet per person. The DM should also have some scrap paper to jot things down.

A Timer

Stress Explosions last for up to 6 minutes of real time, so you'll need some kind of timer to keep track. You can use a stopwatch, or a stopwatch function on a cell phone or watch, a cooking timer (most microwaves have one built in), or whatever else works. If you don't have one handy, Stress Explosions end when the DM feels like having them end.

Playing Online

Dragon World works pretty well for playing online with little to no changes. You will need some medium for chatting or posting (IRC, AIM chat, Skype, a forum, etc.), a means for the players to roll dice, and maybe a shared document of some kind for info about the characters and the campaign. The Stress Explosion rules call for keeping track of real time, so you may want to change the time (since text-based chat tends to move slower than face-to-face conversation), or set a number of turns for a play-by-post game.

Dragon World hack (Version 0.3)

Taking a cue from *Dungeon World*, this "Dragon World Hack" is a playable version of *Dragon World*, but requires the *Apocalypse World* rulebook (or at least a basic knowledge of the game) in order to play. I'll likely do a full stand-alone version with pictures and everything at some point, but for now I just want to share this fun thing I made.

This version isn't *too* different from 0.2. I added the Shiny Paladin, rounding out a dozen classes for the core book, and make some refinements to the text and the rules throughout. Of particular note is the change that players can pick what kind of Stress Explosion to have, and the rule that players can trade a Clue to take +1 forward.

Role-Playing

This is a role-playing game. Each player pretends to be a fictional character, and the person who takes on the role of Dragon Master pretends to be the rest of the world. We sometimes call players that belong to the players "Player Characters" ("PCs" for short) and players that belong to the DM "Non-Player Characters" ("NPCs"). Together you have a conversation that lets you experience a fictional world. You say things, and sometimes the rules add to the conversation. You take turns, following not turn-taking rules but the ebb and flow of the conversation. Let everyone be heard.

What happens in the game happens in an imaginary world shared by the people playing. We call this "the fiction." It is the sum of the ongoing story and its contents. As a player, you're going to say what your character says and does. You might speak more like a narrator, or more in the first person. Most people do some of each. Sometimes you'll end up saying something that calls for using a move, and that's when you get to use the rules of the game to see what happens. The rules help keep the story silly and unpredictable, though a group of people being creative together is far more unpredictable than any random number generator.

Scenes

When you play this game, the action is divided into scenes. A scene is basically a block of action and role-playing that happens in one time and place. For this game we divide things into scenes partly to remind everyone to keep up the right kind of pacing, and partly because certain rules depend on scene timing. If you've played RPGs before chances are you already do things in scenes even if you don't really think about it.

Moves and Dice

Random Events

When you roll the dice and you get either snake eyes (☐☐) or boxcars (☒☒☒☒), something strange is going to happen. The DM will ask the player to roll on one of the Random Event charts to find out. Snake eyes are usually bad for you and boxcars are usually bad for whoever's working against you.

If the DM feels that the random event tables in the book are getting old, or just feels like it, he or she may be using the scenes from a hat method (see p. 55) instead.

The Stats

The six stats in this game are as follows:

- **Bloody-Minded** is your ability to stick to what you're doing despite the odds.
- **Charming** represents attractiveness and the ability to get others to do what you want.
- **Eldritch** is knowledge of magic and other forbidden lore.
- **Mighty** is your physical strength, the ability to do damage and otherwise use brute force to get what you want.
- **Sane** means you're actually grounded in reality and don't give into your impulses or desires so easily.
- **Shifty** characters are hard to pin down and potentially good at doing sneaky stuff.

Stats are normally between -1 and +2, but they can go as high as +3. If something would permanently make a stat go higher than +3, you can't take that thing.

When a stat's value is zero we'll write it like "Charming +0." If it's a positive number we'll write it with a plus sign, like Mighty +1. If it's negative, we'll write it with a minus sign, like Eldritch -1. If something raises or lowers your score, it's listed as a plus or minus before the name of the stat. For example, +1 Bloody-minded means you add one to your bloody-minded stat, and -2 Shifty means you subtract 2 from your Shifty stat.

Guts Points

Guts points let *Dragon World* PCs summon up extra strength in a moment of need. Each PC starts with 3 Guts, and gains more from certain situations and moves. You can spend a Guts point to do any of the following:

- Not Fall Down when you would otherwise.
- Add +1 to a roll you're making (just after the roll).
- Subtract -1 from the roll of someone acting against you (just after the roll).
- Use moves that require you to spend a Guts point.

Any time you spend a Guts point for one of the above things you have to use the **Don't Go Nuts** special move, the exception being that you don't have to do this when you spend one to activate a move.

You gain a Guts point when:

- You start a session.
- You gain a level.
- You recover from Falling Down.
- A move says you gain a Guts point.

You can't store more than 6 Guts points at a time. If you have 6 and something happens that lets you earn one, you can either give it to another player (someone who has less than 6 themselves) or you lose it. It's good to have some Guts points on hand to use of course, but don't be afraid to use them.

Falling Down

This game is much too silly for characters to get injured per se. Instead, when dangerous stuff happens to them they can "fall down." If a character falls down, he or she is incapacitated until the scene changes, which should happen fairly quickly. While they're fallen down, other characters can imprison, strip, clothe, doodle on, or otherwise inconvenience them. If you don't want to fall down, well first you need to do things to not end up in a situation where you would in fact fall down, but if the rules say you're going to fall down, you can spend a Guts point to not fall down.

Minor, unnamed bad guys will just stay fallen down and not come back into the game. Moderately powerful bad guys may have a chance to run away after they fall down, but they're not going to be in the fight again for a while. When you're dealing with really powerful bad guys you'll need the right MacGuffin to be able to make them fall down.

MacGuffins and Clues

A *MacGuffin* is something that lets a character accomplish something that wouldn't be possible otherwise. In *Dragon World* a McGuffin can be a magic sword, a spell, a potion, a book, a secret, a song... The possibilities are endless. MacGuffins can play into the plot in all kinds of ways, but you almost always need one if you want to defeat a powerful enemy.

Some MacGuffins are easier to come by than others, usually in direct proportion to how powerful they are. You'll need some *Clues* to find one. (When I capitalize the word "Clue" I mean the game term, rather than just an ordinary hint pointing at something.) Clues can take just as many forms as MacGuffins themselves, and you'll need one to three of them depending on how big a feat it'll let you accomplish. Players with excess clues (or who get

clues when dealing with a foe for which they don't need a MacGuffin) can trade a clue in to get +1 forward for acting against the subject of the clue.

Certain moves will give you Clues, and you can also get them from things like beating a different bad guy, investigating stuff, or dumb luck.

Wealth

Wealth is a special stat shared by all of the players' characters that indicates what financial resources they have to call on. They start with Wealth +0, but it will rise and fall over the course of the game.

Each time the players' characters obtain treasure, their wealth stat normally increases by +1, but special treasures can have different effects. Wealth can't go above +3 or below -3. When they make purchases, someone will have to use the Buy Stuff move.

Some Other Notes

Don't Harsh the Zen

This is an important one, though if you're lucky it won't be something you need to say out loud. Don't be a jerk, pay attention to what everyone else is doing, and don't fight the flow. This game works with a certain level of trust between the people playing.

If something legitimately bothers you, that's one time when you don't have to go with the flow. Your character won't always be comfortable with the situations they face (comedy is someone else's pain), but you, the human being sitting down to play with some friends, should be comfortable with the game.

Why to Play

"Something is wrong with these people, and I don't know what it is."

First off, the characters are hilariously insane. You might have a straight man in the group, but on the whole everyone has something that can make them act strange.

Second, their insanity is exponential. With so little to restrain them, they can feed on each other's madness and reach ever greater heights of hilarity.

Finally, they live in a colorful fantasy land where can express their madness freely. The world is a delightfully strange place in the vein of any number of silly fantasy anime series you might've seen, or maybe just the dumb parts of your last D&D campaign. Your characters are big and bold players on the world's stage, and they can make kings and gods tremble in fear. Or just stare, totally flabbergasted that there are weirdoes like that running around.

On Fighting

Compared to your typical RPG, *Dragon World* has a particular and kind of peculiar approach to handling combat. That's partly because it doesn't make combat all that different from other things. The Dragon Master never rolls dice. Instead, it's his or her job to have a conversation with the players and invoke different moves. Players can call for a specific move, but on the whole it's better to just tell the DM what your character is doing and let the DM make a judgment call on what move it involves. You don't roll dice to see if your character gets to go first. Instead, the DM plies the players with questions and choices, and figures out from there what happens.

Basic Moves

The basic moves are available to all of the players' characters.

Act Sensibly Despite Temptation

When you try to *act sensibly despite temptation*, roll 2d6 + Sane. On a miss you try to indulge in your temptation without any regard for what else is going on. On a 7-9 you contain yourself, but it's obvious to anyone watching what you really want. On a 10+ you can manage a good poker face if you so choose. If you have two conflicting temptations in play, you can pick which one will affect you, but your heart's desire always takes precedence.

This move is handy for making the game silly, but it takes some work on the part of the DM (and maybe other players) to make it go that way. Keep a list of the PCs' Temptations handy, and look for ways to bring them into the game.

Defy Danger

When you try to *defy danger*, roll 2d6 + Bloody-minded. On a miss you fail to defy the danger and suffer some kind of strife. On a 7-9 you stay standing, but you're much worse for wear, and the DM will probably mess with you. On a 10+ you emerged unscathed.

This is a rather broad move for getting through danger. Its easiest application is for when a character does something like charging through a corridor dodging iron spikes and poison darts brought on by triggering traps. The player rolls, and either gets through or gets in trouble. In combat it's a little trickier, because the character needs to be doing something that will get them out of danger, which usually has an opportunity cost of some kind.

Kick Some Ass

When you *kick some ass*, roll 2d6 + Mighty. On a miss your opponent may hand your ass to you (and make you fall down) if they want. On a 7-9 pick one. On a 10+ pick two.

- Make another character fall down.
- Humiliate them.
- Get a *Clue* about them.

This is the general move for attacking others. To use it a character has to have some means of bringing an offense to bear (usually a suitable weapon), and in doing so they necessarily expose themselves to harm. This move makes it fairly easy for PCs to make NPCs fall down, which is where Clues and MacGuffins come in. It's also the clearest path to getting Clues, so it pays to keep in mind that players can trade a clue for +1 forward against the subject of the clue.

Run Away

When you *run away*, roll 2d6 + Shifty. On a 10+ you get clean away. On a 7-9 you get away, but the DM chooses one:

- You leave something (or someone?) behind.
- Your escape didn't go unnoticed.
- Your escape is temporary.

This is a really straightforward move. When the player wants to get away, they use it and try to get away.

Spout Lore

When you *spout lore*, roll 2d6 + Eldritch. On a miss the DM picks one:

- Your lore is subtly, dangerously wrong and you don't know it.
- Your lore is obviously, humiliatingly wrong, and you look dumb in front others.

On a 7-9 you have a good idea what's what with whatever it is you're looking at, but there are some details that elude you. On a 10+ you know exactly what's going on; this gives you a *Clue* to a MacGuffin you need.

This move can be tricky for the DM because it can really put you on the spot to make something up. I like to think of it as an opportunity to make up stuff to toss into the game though. If you're stuck, ask the players for ideas or just toss in something obvious.

Take Stuff Away

When you try to *take stuff away* from someone, roll 2d6 + Mighty. On a miss they brush off your efforts. On a 7-9 choose 1, on a 10+ choose 2.

- You take the thing you wanted.
- You keep them from making another try at getting it back any time soon.
- You seriously intimidate them.

Trick an NPC

When you try to *trick an NPC* (who doesn't have MacGuffin protection) roll 2d6 + Charming. On a miss they realize you're trying to trick them and may become hostile. On a 10+ they're suckered in. On a 7-9 the DM chooses 1.

- There's a misunderstanding and they don't *quite* do what you want.
- Afterwards they figure out that they were tricked and try to retaliate.

Help

If you try to *help someone out*, roll 2d6 + the same stat they're using. On a hit they get +1, on a miss they get -1, and on a 7-9 the DM chooses one:

- You expose yourself to danger or retribution.
- The action you were helping has unwanted consequences.

Interfere

If you try to *interfere with someone's action*, roll 2d6 + Shifty. If it's a PC, on a hit they get -2 to their roll, and if it's an NPC you inconvenience them in some way. On a 7-9 you expose yourself to danger or retribution in the process. On a miss the DM chooses one:

- You grant them a +1 to their roll (if it's a PC).
- You give them some kind of advantage, making their action that much more effective.

How much use you'll get out of the *help* and *interfere* moves will depend a lot on how much the players decide to cooperate or mess with people.

Special Moves

These moves are also available to all characters, but they fulfill specific functions in the game.

Gain a Level

Once per session you get to “gain a level.” You can do this at any point between scenes. If you don’t do it before the end of the session, be sure to do it at the end.

Select an Advance from those on your class sheet, and mark it off; you cannot select the same Advance twice. Whatever the Advance involves, you gain that benefit. If it’s one of the ones with story fluff added, be sure to tell the DM about it. Also, advances cannot increase a stat above +3.

When you gain a level you also gain one Guts point.

Advances can be a lot of fun and give characters some little twists, new abilities, and a Guts point. Be sure to encourage players to take their advances, preferably before the end of the session.

Paragon Advances

After you take 5 Advances, you qualify to take Paragon Advances. When you level up you can select Paragon Advances from the list below or from the ones in your class, or you can take more regular Advances from your class. When a Paragon Advance has a blank, fill in a Story Element or something comparable from the fiction.

- +1 to any stat, and random people start recognizing you.
- Change to a different class, and you gain a mentor of that class.
- Get another move from your class.
- Get a move from another class.
- Rewrite your Temptations.
- Rewrite your Heart’s Desire.
- With the DM’s approval, create a major plot development centering on your character.

If you change to a different class, your character keeps their current stats and moves and so on, but they gain the base moves of the new class. You should have something happen to actually explain why they were able to make this change, though considering the sort of game this is, goofy deus ex machine is a possibility.

Slower Advancement

Allowing players to get an advance every session gives them new toys at a steady pace, but it also makes it easy to run out of interesting advances to take in less than 10 sessions, which kinda sucks if you were planning to play the same characters for much longer than that. To make it last longer, the DM can use this slower advancement rule. Set a number of level-ups per Advance (say 2 or 3). Character can still gain a level once per session, but they only gain an actual Advance after they’ve gotten the number the DM has set. On other levels, leveling up still nets them a Guts point, and you can make a tick mark towards getting an Advance.

Buy Stuff

When you *make a significant purchase*, roll 2d6 + Wealth. On a miss you can't get what you're trying to get, and if you got something before paying (like at a restaurant) you can expect the merchant to retaliate. On a 7-9 the DM picks 2, and on a 10+ the DM picks 1.

- You get -1 Wealth.
- There is a small problem with what you bought.
- Your purchase draws unwanted attention.

This move is in the game to make major purchases a little more interesting. Of course, for *Dragon World* PCs, especially ones with the "Food" temptation, a meal can be a major purchase. This game doesn't bother with anything like equipment lists though, so things that PCs try to buy appear in the game mainly as flavor text, or occasionally as Clues or custom moves. Don't use this move for PCs buying little things, unless circumstances have made something little become a very big deal, like say buying water in the middle of a massive drought.

Don't Go Nuts

When you *spend a Guts point*, roll 2d6 + Sane. On a 10+ you're perfectly fine. On a 7-9 you're worse for wear and it shows. On a miss you have a Stress Explosion.

Have a Stress Explosion

When you miss with the *don't go nuts* move (or when something else tells you to), you *have a Stress Explosion*. Pick one from the list below; you have to role-play that for 6 minutes of real time or until the end of the scene, whichever comes first.

- Madly pursue one of your Temptations.
- Just totally go berserk.
- Cry, plead, desperately pray, or otherwise have a breakdown.
- Break, steal, or deface some inanimate object.
- Indulge in some simple, basic pleasure (food, romance, gambling, etc.).

A Stress Explosion tells you something you have to role-play for a set amount of time, but remember that within that description you can pretty much do whatever you want.

Character Creation

Introduce and Pick Classes

Bring a set of class sheets and reference sheets to the game. Pass them out, and have everyone take turns reading their descriptions to the rest of the group. Be melodramatic and hammy about it. Then let everyone pick one they like. No two players should have the same class.*

Take some time to explain the basics of the game so that the players can make informed choices about stats and moves and such. They don't need to know *everything*, but definitely how moves work. Make a point to explain that moves need to start and end with the fiction. Also, maybe talk a bit about your expectations for the game and your inspirations. It wouldn't hurt to watch some suitable anime together beforehand if you have time.

Stats

The six stats are as follows:

- **Bloody-Minded** is your ability to stick to what you're doing despite the odds.
- **Charming** represents attractiveness and the ability to get others to do what you want.
- **Eldritch** is knowledge of magic and other forbidden lore.
- **Mighty** is your physical strength, the ability to do damage and otherwise use brute force to get what you want.
- **Sane** means you're actually grounded in reality and don't give into your impulses or desires too easily.
- **Shifty** characters are hard to pin down and potentially good at doing sneaky stuff.

Each class has three stat arrays, and each stat array has two +1s, two +0s, and two -1s. Pick whichever stat array you like, and then add 1 to any single stat you want. Think about which moves you're going to be using a lot and what stats they use. I recommend aiming to have a +2 in a stat for which you have some class moves you want; that way you'll only have to roll a 5 to use them successfully.

If you really and truly feel that none of your class' stat lines fit the character you want to play, you can just distribute two +1s, two +0s, and two -1s among the six stats however you like and then add 1 to any one stat.

Class Moves

I talked about moves in *The Basics*, and also had the Basic Moves earlier in this book. Each class also has some additional moves unique to them, and each class sheet tells you which ones you can choose from. You'll typically start with two moves from your class. Fill in the bubbles for the ones you choose.

* If you really insist, you can have two of the same class, but try to make them different from each other.

Temptations and heart's Desire

Temptations are the things a character wants, that can pull her away from common sense. Each class has a list from which the player chooses two. Temptations are fairly open to interpretation, but there's a clear difference between being tempted by Women and being tempted by Love.

A character's heart's desire should be something pretty specific that they want based on one of their temptations. If the explosive mage has Lore as a temptation, she might be after the Tome of Varga to gain ultimate power. If the half dragon has Love as a temptation, she could want a potion that will make her human so she can be with the guy she loves. The DM is going to use these as the basis of the story, so players should write something they really want to see in the game.

Guts

Each character starts with three Guts points.

Some Other Things

Making Stuff Up

Each class has a list of suggestions for things like name, looks, and temptations. These are strongly geared towards maintaining the flavor of that class, but you can come up with something of your own for any of these. Just try to keep in the spirit of the game and the class you picked.

Gender Stuff

Some of the classes might seem to be heavily gendered, but none of them require a specific gender. The Pure Sacrifice, a rather feminine role in more traditional narratives, can easily be a man, and the Angsty Shadow Warrior, outwardly a rather masculine archetype, can certainly be a woman.

Also, if you want your character to be gay, lesbian, bisexual, transgender, etc., there's nothing to stop you. People in the setting of *Dragon World* tend to be much more worried about whether adventurers are going to blow up the town than who they share a bed with or what their gender identity is like. You can use the fantastical setting to explore these themes in ways that you can't in real life if you want, but it can be enough to declare your character's sexuality or gender identity and leave it at that. These things can affect things like story threads and temptations (a bisexual character might have "Potential Lovers" or similar instead of "Women" as a temptation), but they don't have to.

Races

Role-playing games tend to use the word "race" in a rather strange way, referring to humans, elves, dwarves, and so forth as the various "races," each with different abilities and statistics. "Species" would be a more appropriate term strictly speaking (or you could try other terms like stock, kind, or kith), but something something Tolkien. This game doesn't use races in it in the typical RPG sense. The half dragon is, you know, half-dragon, but it's not the sort of game where you pick "half-elf" and write it down under "Race" on your character sheet. For the purposes of *Dragon World's* rules, being a human or a halfling or whatever is basically cosmetic, and something you can just write down under Looks.

That said, the setting of *Dragon World* is quite diverse, and you should feel free to play characters of any ethnicity you like. Real-life medieval Europe was far more diverse than people realize, and we're going into a realm of unbound imagination.

Introductions

Once everyone has their characters made, you takes turns introducing them. Keep in mind that all of the characters know each other, and they mostly stick together for whatever reason. They might not be friends per se, but they stay together, if only because the rest of the world is even less willing to put up with them.

When it's your turn, give your character's name, and tell the other players what you look like and whatever else you think would be helpful. When it's someone else's turn, ask them a question you think would be interesting.

You don't have to tell other players what your character's Temptations are. It can be fun to have them be obvious and out in the open, but it can also be fun to try to hide them for a while.

Story Threads

So you've got your characters, with some desires and foibles no less, but you don't know much about how they relate to each other or the world at large. The "story threads" rules are a tool to develop relationships between characters and such fairly quickly.

First, make a list of **story elements**. These are things—people, places, objects, etc.—that you're hoping to make important in the game. Each player then gets to add one story element to the list, and the DM adds one or two as well. Players, feel free to add something relating to your character's temptations or heart's desire. Then add the names of all the players' characters to the list.

Next, each player takes turns picking story threads. Each class sheet has a list of threads, and each thread has a blank. When it's your turn, pick a thread, mark it off (you can only use a given thread once), and fill in the blank with a story element that you haven't used before.* Keep going until each player has at least 3 story threads. You can do more if you want, but that should be enough to start with.

Be Bold!

Don't be afraid to make ludicrous, bold choices, especially if they'll get your character into trouble. You can be the Dark Overlord's little brother, the gal who stole the Eye of Agamato from the Temple of Set, or the prince who Tiamat has a weird secret crush on.

Some story threads let you make statements about other players' characters. I think it's best to just roll with stuff, and if another player tells you that your character has a secret crush on theirs just run with it. Still, if something genuinely bugs you, feel free to speak up and figure something else out.

* If you have a great idea for a new Story Thread, you can go ahead and use it.

Extra Generic Threads

This is a list of generic threads so that if, though having a large group or going through lots of characters, you use up your class' threads you still have more to choose from.

- _____ accidentally summoned you.
- _____ and you are siblings.
- _____ and you were friends when you were kids.
- _____ has a crush on you.
- _____ has a magical artifact that lets them control you at times.
- _____ is a family heirloom.
- _____ is actually your parent.
- _____ may have killed your parents.
- A long time ago you deeply offended _____ through something really trivial.
- Agents of some dark power are asking you about _____.
- You and _____ are drinking buddies.
- You and _____ trained together.
- You and _____ were once lovers. It ended badly.
- You're a groupie, obsessed with _____.
- Your family is trying to arrange a marriage between you and _____.

The Party

Take some time to talk about the adventuring party (or other loose association) that these characters formed. Look at their temptations, hearts' desires, and story threads, and figure out why they're together and what their common goal is.

Adding New Characters Later

Whether through adding new players or an existing player starting a new character, sometimes you'll put new characters into the game after it's started.

Story Threads

You might be wondering what to do in the way of story threads if you add new characters to the game. Basically, you do as many additional story threads for them as feels right. Definitely have the new player do 3 story threads of their own, and ask for existing players to volunteer to do a few additional threads relating to the new character.

Level Up

Let new characters take as many Advances as the other players' characters have, but they're stuck with the starting 3 Guts points.

The Classes

This book provides a set of 12 classes. Although each one has some room to define the character how you want, they do come with something of an implied personality archetype, and you should think about that as much as what cool powers they'll have when you make your choice.

There will be more classes available later on, and you can try your hand at making new ones yourself.

- Angsty Shadow Warrior
- Chosen Visitor
- Conniving Thief
- Dumb Fighter
- Explosive Mage
- Half Dragon
- Mad Warlord
- Nutjob Cleric
- Pure Sacrifice
- Shiny Paladin
- Tweaky Shaman
- Useless Bard

Angsty Shadow Warrior

"I was born in the world of shadows, and it yet marks me. All is suffering, pain, and darkness. I'm so depressed."

Whether among the dark elves, the reviled Shadow Tribe, or in a secret order of assassins, you were raised in a realm of darkness. Your combat skills are superb, but you spend so much time brooding that people just find you depressing to be around. Just because you're clad in midnight black and wield a sword made of purple fire doesn't mean you have to be down in the dumps all the time, right?

Name

Given Name: Belladonna, Darkstar, Desmond, Draco, Galus, Ivy, Kiriya, Raven, Shada, Shadus, Valen, Vincent

Family (?) Name: Altair, da Firenze, Darkblade, Dracul, Maleficarium, Ravenshadow, Urden, Valentine

Look

Pale skin, gray skin, blue skin, alabaster skin, glowing eyes, white hair, elf ears, tribal tattoos, small horns

Black leather with many buckles, spikes, hooded cloak, ornate black steel armor, sword of purple flames, black corset, frilly black skirt, frayed cape

Stats

Select one set, then increase one state by 1.

- **Darkblade:** Bloody-Minded -1, Charming -1, Eldritch +1, Mighty +1, Sane +0, Shifty +0
- **Shadow Assassin:** Bloody-Minded +0, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Umbral Warrior Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane +1, Shifty -1

Moves

You get all of the basic moves, plus two of the following angsty shadow warrior moves.

ODepressing Philosophy: When you tell people about what you consider to be the true nature of the world, roll 2d6 + Eldritch. On a miss they find your blathering stupid. On a 7-9 they're a bit distracted, and on a 10+ they set aside what they're doing to wallow in depression.

OShadow Blade: You possess (or can conjure) a sword made of pure darkness wreathed in purple flames or some such. You can roll 2d6 + Eldritch to *kick some ass*.

OShadow Walk: You have the ability to use shadow magic to vanish from sight and travel through the shadows. Roll 2d6 + Shifty; on hit pick 1. On a 10+ you get +1 forward.

- You can follow someone for the rest of the scene, no matter where they go.
- You can slip through what would normally be an impossible obstacle.
- You vanish from sight, even in the midst of a pitched battle.

OThin Shadow: Something about your personality is such that people tend to just forget about you. Whenever someone is supposed to be paying attention to you and there's a distraction or other pressing matter, roll 2d6 + Eldritch. On a 7-9 your friends and normal people forget about you. On a 10+ even enemies actively searching will forget about you until you do something really overt and offensive.

OTrauma Switch: When someone brings up something that somehow connects to a painful memory of yours, roll 2d6 + Bloody-minded. On a miss you wallow in self-pity for a bit. On a 7-9 you flip out and attack someone with +1 forward. On a 10+ you take +1 ongoing to tenaciously attack someone until one of you falls down or the scene ends.

OUnfettered Sight: All that time gazing into the abyss has given you the ability to look at the world as it really is, which is frankly rather depressing, but also useful. When you stop and contemplate the situation, roll 2d6 + Sane. On a miss you get depressed for a while and take -1 forward. On a 7-9 choose 1, on a 10+ choose 2:

- You notice something important that everyone else has been missing.
- You receive a *clue*.
- You realize the solution to a problem.

Temptations

Choose two temptations:

Brooding, Fine Food, Friendship, Lore, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ always tells you when you're being stupid and emo.
- _____ has a secret power over you.
- _____ was the one who brought you out of the darkness and into the light.
- You have a crush on _____. But it's a secret. You don't care. Shut up.
- You know that some dark power is after _____.

Angsty Shadow Warrior Advances

- Get +1 Bloody-minded, and a member of your tribe tells you that you are cursed.
- Get +1 Charming, and there is a far away gleam in your eyes like moonlight.
- Get +1 Eldritch, and wisps of shadow follow you around.
- Get +1 Mighty, and nocturnal animals keep a respectful distance from you.
- Get +1 Sane, and dealing with your friends gives you headaches.
- Get +1 Shifty, but your friends tend to forget about you at times.
- Get a new angsty shadow warrior move, and your shadow sometimes has a mind of its own.
- Get a new angsty shadow warrior move, and you acquire a taste for a surface food.
- Get a move from another class.
- Get a move from another class.

Angsty Shadow Warrior Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You achieve a moment of perfect clarity that puts it all into perspective.
- You discover that _____ was behind the betrayal that put you in this state.
- Your actions let you reform one key aspect of your culture once and for all.

Chosen Visitor

“It’s called a cell phone. Where I come from everyone has them. And... there are special ones that shoot lightning. Seriously.”

There you were, minding your own business, checking your cell phone, when you heard a voice in your head calling to you. “Please, save our world!” the voice pleaded. Whatever the voice was, it apparently wasn’t willing to even wait for an answer, because you found yourself in this strange world full of magic and monsters. Maybe you just want to go home, or maybe you like it better here, where there are no subway trains to crowd into or exams to cram for. Either way you’re going to make a mark on this new world.

Name

Family Name: Fujisawa, Hiraga, Inoue, Ishii, Mizuhara, Ryuuzaki, Takamichi, Tanaka

Female Given Name: Haruka, Hikaru, Kaori, Manami, Megumi, Umi

Male Given Name: Akira, Daichi, Hideki, Keiichi, Mamoru, Ryo, Takeshi

Look

Dewey eyes, mean eyes, spiky hair, long straight hair, bobbed hair, pigtails, glasses

Stiff-collared boys’ high school uniform, dress shirt and tie, skirt and blazer, sailor fuku, track suit, cosplay outfit, everyday casual clothes, Harajuku fashion

Stats

Select one set, then increase one state by 1.

- **Chosen Seer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Ordinary Kid:** Bloody-minded -1, Charming +0, Eldritch +1, Mighty +0, Sane +1, Shifty -1
- **Plucky Hero:** Bloody-minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following chosen visitor moves.

OEarth Gadgets: You have some gadgets from earth that might come in handy here. Choose two gadgets. Each one does about what you’d expect it to (maybe more if you’re creative), and you can use one (only one at a time) to get a +1 bonus to a roll once per session.

- Alluring Gym Clothes
- Digital Camera
- Mobile Phone
- Music Player
- Portable Game Machine
- Textbook

OEarth Knowledge: Your knowledge of science and such from earth, although basic back home, has a way of being useful in this new world. When you try to apply knowledge gained from living in a post-industrial society on Earth to a problem in the fantasy world, roll 2d6 + Shifty. On a hit you gain a clue towards a MacGuffin, or you find an unorthodox solution to a problem (though carrying it out won’t necessarily be simple). On a 10+ you also get +1 forward to use whatever it is you discover.

○Marked as the Chosen One: Some innocuous thing you have (your school uniform, a piece of jewelry, the color of your eyes, etc.) is very unusual in this world, and marks you as the chosen one of legend. When you meet new people, roll 2d6 + Eldritch; on a 7-9 choose one, on a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

○○Mysterious Power: You manifested a strange power upon arriving in the fantasy world. Select one of the moves from other classes listed below. You can take this move a second time and gain a second move if you wish.

- Almighty Power (Pure Sacrifice)
- Big Bang (Explosive Mage)
- Healing Prayer (Nutjob Cleric)
- Legendary Sword (Dumb Fighter)
- Obnoxious Little Familiar (Explosive Mage)
- Ridiculously Strong (Half Dragon)

○Sacred Machine: You have an ancient magical robot at your disposal. It will count as a MacGuffin for some major enemies, and you can roll 2d6 + Eldritch to *kick some ass*. However, you can only use it for one scene per session.

Temptations

Choose two temptations:

A Way Home, Food, Glory, Love, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ showed up on Earth and is somehow responsible for your predicament.
- _____ took a memento of home from you.
- _____ was so crazy about you being the Chosen One that you started avoiding them.
- _____ welcomed you when you first came to this world.
- An oracle told you that you have to find _____ to save the world.

Chosen Visitor Advances

- Get +1 Eldritch, and you begin having strange visions.
- Get +1 Bloody-minded, and a vein in your forehead throbs when you get mad.
- Get +1 Charming, and your eyes have an alluring sparkle to them.
- Get +1 Mighty, and you can crack your knuckles loudly before a fight.
- Get +1 Sane, and you sigh a lot.
- Get +1 Shifty, and you're getting the hang of avoiding thieves.
- If you have the Earth Gadgets move, get two more gadgets. Your new gadgets arrive mysteriously and contain reminders of home.
- Get a new chosen visitor move, and someone reveals a prophecy about you.
- Get a new chosen visitor move, and you have visions of what's going on back home.
- Get a move from another class.
- Get a move from another class.

Chosen Visitor Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You discover the means to go home, but are reluctant to use it.
- You find out exactly what your true purpose is here.
- You learn that _____ was the true cause of your arrival in this world.

Conniving Thief

“Well if they didn’t want it to be stolen they shouldn’t have left it there with only nine guards!”

Adventurers seldom have great relationships with the law, but an out and out thief necessarily views the law as something for other people. There are a few who try to dress their profession up as “treasure hunting,” but by and large a thief is someone who takes things that belong to others. It should go without saying that a thief isn’t always the best traveling companion, especially if you’re a fan of having your possessions stay where you left them and of not having party members show up on wanted posters. Of course, sometimes you really need someone who can steal from *bad* people. So that’s okay then. You guess.

Name

Given Name: Cherry, Chocolate, James, Jasmine, Kim, Moz, Santiago, Sebastian, Sheila, Violet, Woodchuck

Family Name: Catgut, Cuervo, Gambino, Kemp, Montoya, Nachtmann, Quincy, Smith, Stingray

Look

Skinny, short, inexplicably spry, mousy urchin, scruffy ruffian, halfling, stray catgirl, slick rogue

Leather armor, lots of pockets, dressed in black, big supply of daggers, goggles, layer of grime, swashbuckler finery

Stats

Select one set, then increase one state by 1.

- **Charming Knave:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty -1, Sane +0, Shifty +1
- **Clever Treasure Hunter:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Slimy Cutpurse:** Bloody-minded +1, Charming -1, Eldritch +0, Mighty +0, Sane -1, Shifty +1

Moves

You get all of the basic moves, plus *what’s yours is mine* and one other conniving thief move.

●**What’s Yours Is Mine:** You are always stealing small random objects, and occasionally bigger, important objects. You can simply declare that you’ve stolen something minor, and you can spend a Guts point to declare that you’ve already stolen something important when no one was looking, as long as the target of the theft doesn’t have MacGuffin protection.

○**Dragons Eleven:** When you attempt a robbery, roll 2d6 + Shifty. On a 7-9 choose 2. On a 10+ you get all 3.

- You steal the thing you were after.
- No one sees you doing it.
- You get clean away.

○**Backstab:** You can roll 2d6 + Shifty to *kick some ass*.

OI Know a Guy: You have a lot of connections in various towns and cities. When you need to find someone to do stuff for you or give you information, roll 2d6 + Charming. On a miss you find someone who holds a grudge for something you did in the past. On a 7-9 the DM chooses 2, on a 10+ the DM chooses 1:

- It's going to cost you; use the *buy stuff* move.
- They want you to do something risky for them in return.
- They want you to do something humiliating for them in return.
- Your transaction does not go unnoticed.

ONot Me: You have a particular knack for avoiding or shifting blame. If someone suspects you of wrongdoing, you can roll 2d6 + Charming to try to hide or shift the blame. On a miss they definitely figure out it was you. On a 7-9 there's some possible doubt, and on a 10+ no one could reasonably suspect you unless you yourself slip up.

OSneaky Bastard: When you're being stealthy, roll 2d6 + Shifty. On a 7-9 choose 1. On a 10+ you get all 3.

- No one notices you.
- You're able to get in somewhere before anyone notices anything's amiss.
- You get +1 forward to your next Shifty roll.

Temptations

Choose two temptations:

Bragging, Luxury, Money, Stealing, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ has inexplicably taken a liking to you.
- _____ helped you with a difficult heist for some reason.
- _____ is convinced you stole something from them.
- If you don't steal a certain valuable thing, _____ is going to come after you.
- Your bragging has caught _____'s attention.

Conniving Thief Advances

- Get +1 Bloody-minded, and a vein throbs in your forehead when you're mad.
- Get +1 Charming, and you occasionally have people asking for autographs.
- Get +1 Eldritch, and one of your past associates reveals themselves to be involved in a powerful cult.
- Get +1 Sane, and it occurs to you that books are also worth stealing.
- Get +1 Shifty, and other thieves show you respect, after a fashion.
- Get +1 Mighty, and your weapons gleam dramatically.
- Get a new conniving thief move, and you start seeing more wanted posters of yourself.
- Get a new conniving thief move, and you start wearing a jaunty cap or scarf.
- Get a move from another class.
- Get a move from another class.

Conniving Thief Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A band of thieves ask you to lead them to deal with _____.
- Someone very powerful offers to employ you.
- You steal something that ought to be intangible or abstract. You cannot explain how.

Dumb Fighter

"I don't really know what's going on, but he's the bad guy, right?"

Mages must learn their craft through intensive study, and so tend to look down on fighters who seemingly ply their trade by virtue of being made of meat. You kind of live up to that stereotype. The stuff your companions are trying to deal with doesn't always make much sense to you, but at least your sword can deal with the bad guys. Usually.

Name

Given Name: Adric, Carrot, Chuck, Dirk, Gil, Gillian, Janet, Katrina, Ken, Oliver, Lance, Leon, Victoria, William

Family Name: Archer, Ashford, Blacmanche, Flare, Harkness, Saucer, Stollen, Waterfield, Williams

Master of the (Favorite Weapon): Bare Hands, Battle Axe, Broadsword, Great Club, Katana, Long Sword, Spear, Sword and Shield, Two Short Swords

Look

Muscular, lithe, long blond hair, black hair in ponytail, wicked scar

Metal armor, tabard, loincloth and boots, chainmail bikini, intimidating weapon, ordinary weapon, cloak, shield

Stats

Select one set, then increase one state by 1.

- **Big Bruiser:** Bloody-minded +1, Charming -1, Eldritch -1, Mighty +1, Sane +0, Shifty +0
- **Legendary Hero:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Unexpectedly Clever Swordsman:** Bloody-minded -1, Charming +0, Eldritch -1, Mighty +1, Sane +0, Shifty +1

Dumb Fighter Moves

You get all of the basic moves, plus two of the following dumb fighter moves.

OBerserker Rage: When you *kick some ass*, you can declare you're doing a berserker rage attack. On a hit you can use one of your selections to make all enemies in the immediate area fall down, but on a 7-9 you will fall down yourself at the end of the battle.

OLegendary Sword: Your sword is actually a special sword of legend. It always counts as being one clue closer to a MacGuffin.

OMeat Shield: If you put yourself in harm's way to protect someone else, roll 2d6 + Bloody-minded. On a 10+ you take the brunt of what they were going to take. On a 7-9, you fall down and the threat has only been temporarily held back.

OOblivious: When someone is trying to intimidate, manipulate, or scare you, roll 2d6 + Mighty. On a 10+ it has no effect. On a 7-9 you are troubled and distracted, but otherwise unaffected.

OWarrior's Charisma: You can roll 2d6 + Mighty to *trick an NPC*.

OWarrior's Insight: If you fight someone in melee combat, roll 2d6 + Shifty. On a hit you take +1 forward for fighting them, and on a 10+ you also get a *clue* about them.

Temptations

Choose two temptations:

Battle, Bragging, Food, Good Deeds, Women (or Men)

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ is a friendly rival you periodically brawl with.
- _____ is an adventuring companion you've been with through thick and thin.
- _____ is certain that you have a great destiny before you.
- _____ is constantly underestimating you.
- _____ looks up to you for your bravery.

Dumb Fighter Advances

- Get +1 Mighty, and your weapon gleams dramatically when you prepare to do battle.
- Get +1 Bloody-minded, and a vein bulges in your forehead when you're angry.
- Get +1 Charming, and your armor tends to get damaged in conveniently revealing ways.
- Get +1 Sane, and your battle tactics are rather sensible.
- Get +1 Shifty, and your footwork in battle is particularly clever.
- Get a new dumb fighter move, and your weapon makes a dramatic metallic sound when you unsheathe it.
- Get a new dumb fighter move, and your battle cries become particularly impressive.
- Get a move from another class.
- Get a move from another class.

Dumb Fighter Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- After many clashes, _____ becomes your friend.
- Your favorite weapon turns out to be of great historical significance.
- Your mentor tells you that they want you to be their successor.

Explosive Mage

“That was the last slice of cake! Now I’m really mad! FLAME TEMPEST!”

You don’t look like much. If anything you look like some weirdo with a bad dress sense. But people who cross you have a way of blowing up. Most wizards seek apprentices who will use their magic for the betterment of the world, but some just want to run around making things explode for fun and profit. When someone like that is in the area, people learn really quickly to stay the hell away if they can help it.

Name

Given Name: Anubis, Ashram, Diana, Emil, Galvan, Light, Louise, Luna, Lyrica, Magnus, Melanie, Mina, Sol

Family Name: Astraios, Bishop, Elric, Felicitas, Françoise, Hyperion, Inverse, Mercury, Pax, Tesla, Vallière, Varga

Master of the (Favorite Spell): Flame Tempest, Meteor Swarm, Fire Ball, Ice Storm, Thunder Blitz, Wrath of Abraxas, Halloween, Prismatic Spray

Look

Elf, redhead, intense eyes, long blond hair, strangely colored eyes

Cloak, gothic Lolita, ornate staff, scantily clad, skull motif, witch hat, occult jewelry, colorful clothes

Magic staff, magic wand, mystic grimoire, eldritch orb, celestial calligraphy, arcane scepter

Stats

Select one set, then increase one state by 1.

- **Sexy Sorceress:** Bloody-Minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Sneaky Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1
- **Mystic Maniac:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus *big bang*, *medium bang*, and one other explosive mage move.

●**Big Bang:** You toss out a really big, destructive spell. To use this move you have to either spend a Guts point or Fall Down immediately after using it. If you spend a Guts point you do not have to roll to not go crazy, because you’re already doing something crazy. Roll 2d6 + Eldritch. On a 7-9 choose 1. On a 10+ choose 3. On a miss you get none, and look like an idiot.

- You make any enemies in the area fall down (unless you need a MacGuffin to beat them).
- You cast the spell without causing massive collateral damage.
- You cast the spell without harming any of your allies.

●**Medium Bang:** You can roll with Eldritch instead of Mighty to *kick some ass*.

○**Big Ritual Magic:** When you perform a ritual to cast a powerful spell, describe how you gather special spell components and take some time chanting and such, and then roll 2d6 + Eldritch. On a miss the ritual fails in some way and the DM chooses 2:

- It costs you a Guts point.
- The spell's failure causes a dangerous side-effect or it has the opposite of the effect you intended.
- It does something humiliating to you.
- It makes you fall down.

On a 7-9 choose 1, on a 10+ choose 2:

- It doesn't cost you a Guts point. (If you don't select this it does cost a Guts point.)
- The spell has the intended effect. (If you don't select this its effect is off in some way.)
- The spell doesn't consume a valuable spell component.

○**Bloody-Minded Fool:** You gain +1 Bloody-minded.

○**Dangerous Reputation:** When ordinary people become aware of who you are and what you can do, roll 2d6 + Eldritch. On a 10+ they will flee in terror if you show the slightest sign of aggression. On a 7-9 they'll be shaking in their boots, but someone will try to act against you if they think they can get away with it.

○**Obnoxious Little Familiar:** You have some kind of creature magically bound to you that can help you out. Decide what it looks like (cat, raven, frog, elemental spirit, pixie, etc.) and what its personality is like (fawning, argumentative, lazy, hedonistic, pragmatic, etc.) When you send your familiar on an errand, roll 2d6 + Charming. On a miss your familiar ignores you, screws up, or draws unwanted attention. On a 7-9 your familiar more or less gets it right, but some aspect of the errand doesn't turn out the way you wanted. On a 10+ your familiar actually does it right.

Temptations

Choose two temptations:

Bragging, Food, Lore, Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ wants you to perform a powerful and dangerous spell.
- _____ was in the same magic school or apprenticeship as you (though if they can't use magic it obviously didn't work out for them, presumably because of something *you* did).
- You accidentally blew up something important belonging to _____.
- You and _____ have been adventuring for a while, and you've been together through thick and thin.
- You know that _____ could be useful in a very powerful ritual.

Explosive Mage Advances

- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Charming, and you start wearing a new piece of occult jewelry.
- Get +1 Eldritch, and your eyes glow whenever you use powerful spells.
- Get +1 Mighty, and your physical feats are accompanied by sparks of magical power.
- Get +1 Sane, and you start making calculations for your spells.
- Get +1 Shifty, and your shadow sometimes has a mind of its own.
- Get a new explosive mage move, and your body is marked with mystic runes.
- Get a new explosive mage move, and your hand motions leave afterimages when you cast spells.
- Get a move from another class.
- Get a move from another class.

Explosive Mage Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ is actually after you alone, and has no interest in your allies.
- The spell you've been using could be the tool you need to defeat a great evil, but it also carries incredible risks.
- Your magic brings you in mental contact with one of the Elder Dragons.

half Dragon

“He made fun of me because I have a tail! This is the worst day ever!”

Unions between humans and dragons are a rare thing, not because such a mating is difficult, but because it starts up all kinds of gossip and humiliation. Humans are scared of half-dragons, and dragons tend to snicker whenever they learn that one of their kind has deigned to copulate with a human. Despite having really weird parents, you’ve made the best of your mixed heritage, and now it’s time for you to go out and pursue your own dreams!

Name

Alexander, Cici, Draco, George, Helios, Jezebel, Long, Naga, Pink, Sol, Spark, Tatsu, Tia, Tim, Vex

Look

Catlike eyes, dragon tail, horns, wild hair, wings, fangs, fin ears, brightly colored hair

Battle bikini (or loincloth), dragon armor, scraps of hide, casual clothes, golden clothes, excessive jewelry

Stats

Choose one set:

Select one set, then increase one state by 1.

- **Good-Natured:** Bloody-Minded -1, Charming +1, Eldritch -1, Mighty +1, Sane +0, Shifty -1
- **Little Monster:** Bloody-Minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **Sexy Dynamite:** Bloody-Minded +0, Charming +1, Eldritch -1, Mighty +1, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus two of the following half dragon moves.

ODraconic Charisma: You gain +1 Charming.

ODraconic Fear Aura: When you try to scare someone (or you just do something scary), roll 2d6 + Charming. On a 7-9 choose 1, on a 10+ choose 2.

- They run away from you.
- They don’t try to act against you any time soon.
- They’re paralyzed by fear.

ODragon Wings: You have wings that let you fly. You can roll 2d6 + Mighty to *run away*, and flying lets you get to places you wouldn’t normally be able to.

OFamily Hoard: You have access to your draconic parent’s treasure hoard. When you take something you want or use gold from the hoard to buy something, roll 2d6 + Charming. On a miss your parent delivers some kind of punishment. On a hit you’re able to get the thing you want, but on a 7-9 you attract unwanted attention in the process.

OFire Breath: You inherited your draconic parent’s ability to breathe fire. When you use this, roll 2d6 + Mighty. On a miss you cough up some smoke. On a 7-9 you get 1, and on a 10+ you get all 3.

- You make an enemy or group of enemies fall down.
- You don’t cause any collateral damage to your allies.
- You intimidate your enemies.

ORidiculously Strong: You are staggeringly strong. When you attempt a feat of strength, roll 2d6 + Mighty. On a miss you break something, but not in a useful way. On a hit you get 1, and on a 10+ you look cool doing it and can intimidate others nearby.

- You destroy an inanimate object, regardless of how durable it might have seemed.
- You can carry something heavy, regardless of how heavy it might be.
- You throw something an impressive distance.
- You restrain someone or something, but this means you can't do anything else while you hold them.

Temptations

Choose two temptations:

Affection, Food, Glory, Good Deeds, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ fears you will interfere with their plans.
- _____ was in love with one of your parents, and bears a grudge against your other parent.
- _____'s parents asked you to take good care of them.
- You're avoiding _____ because they seem to want to do something untoward to you.
- You're hopelessly in love with _____.

Half Dragon Advances

- Get +1 Mighty, and a knight declares he's going to slay a dragon whose description sounds a lot like you.
- Get +1 Charming, and your healthy skin positively gleams.
- Get +1 Eldritch, and one of the ancient dragons reveals themselves to you.
- Get +1 Bloody-minded, and smoke comes out of your nose and ears when you're mad.
- Get +1 Sane, and you get a bit better at not breaking things.
- Get +1 Shifty, and your tail swishes around when you don't mean it to.
- Get a new half dragon move, and you have an urge to sleep curled up on a pile of gold.
- Get a new half dragon move, and someone reveals some kind of prophecy about you.
- Get a move from another class.
- Get a move from another class.

Half Dragon Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ has the means to make you fully human, if you wish to take it.
- A major ruler falls in love with you and tries to win your favor.
- You discover you are actually half Kaiser Dragon, and have a great destiny before you.

Mad Warlord

"I suppose my legend will have rooms for companions. You may join me, so long as you are prepared to die in glorious battle."

Perhaps even more important than warriors are those with the skill to command them. The great battle commanders are known as warlords, men and women whose charisma, tactical acumen, and bloody-minded persistence make them devastating opponents. No warlord is a "normal" person per se, but some are pretty out there. Adventuring with one of these nutjobs is a mixed bag. On the one hand they're usually scarily competent at leading warriors into battle and ensuring that no enemies are left standing. On the other hand, most of them are a little too willing to do just that, and some have... unorthodox methods of motivating their troops.

Name

Given Name: Alexandria, Brigitta, Demetrius, Evangeline, Gabriela, Hugo, Isabella, Lucas, Octavia, Roland, Rufus, Vladimir

Family Name: Alexandrov, Aragon, Castillo, Dragonsbane, Kaltenbach, Lyons, Petrov, Vasconcelos, Walker, Zarides

Commander of the (Military Unit): Black Sheep, Blood Sharks, Crimson Lancers, Dragon Fangs, Hydras, Night Stalkers, Red Scorpions, Wolf Pack

Look

Sharp blue eyes, piercing black eyes, platinum blond hair, slicked back black hair, war paint, wicked grin, persistent frown

White dress, silver chainmail, crisp military uniform with epaulets, skull-laden demonic warlord gear, savage hide armor, ornate lacquered armor, dramatically flowing cloak

Ornate long sword, whip, shield with family crest, cavalry saber, military banner, giant war hammer, hook sword, riding crop, massive greatsword, fancy pole arm

Stats

Select one set, then increase one state by 1.

- **Brutal Captain:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Captain Charisma:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **War Diva:** Bloody-minded +1, Charming +1, Eldritch -1, Mighty +0, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus two of the following mad warlord moves.

OFighting Men: You have a small squad of nameless soldiers at your command. You can effectively use them as your weapon when you *kick some ass*, as long as you can communicate with them. In a situation where you would fall down, you can roll 2d6 + Charming; on a hit they take the attack and fall down in your place, but on a 7-9 they're out of commission for the rest of the session.

OKeep on Shouting: You have a certain knack for shouting and blustering with such force that people do what you want out of fear or sheer reflex. When you yell at an NPC to get them to do something, roll 2d6 + Bloody-minded. On a miss your shouting is just obnoxious. On a 7-9 they do what you want, but briefly and distractedly, more hoping it'll get rid of you soon than anything. On a 10+ they rush to do what you're demanding.

OMaster Tactician: Your keen insight lets you read an opponent as few can. If you take a moment to observe an opponent, roll 2d6 + Charming. On a 7-9 choose 1, on a 10+ choose 3, and on a miss you start to get a bit of a headache.

- You gain a *clue* about them.
- You notice something embarrassing about them.
- You or an ally of your choice get +1 forward against them.
- You figure out what they're going to do next.

OSpring the Trap: Your mind is always working hard to craft schemes to bring down your enemies. If you declare that you're springing a trap you must've laid earlier, roll 2d6 + Bloody-minded. On a miss you fall into a trap of some kind yourself. On a hit you can make an enemy or enemy mob fall down or become trapped or delayed. On a 10+ you get a *clue* about them as well.

OVicious Taunt: You really know how to make an insult that hurts and digs deep. When you deliver a vicious taunt to someone, roll 2d6 + Bloody-minded. On a miss they brush it off and you come off as kind of dumb. On a 7-9 choose 1, and on a 10+ choose 3.

- The target inadvertently reveals something by how they react.
- The target takes -1 forward (if a player character), or grants +1 forward to the next character who acts against them (if an NPC).
- The target stumbles at a critical moment.
- The target is publicly humiliated.

OWhip into Shape: You have a way of inspiring people to keep going, whether with inspiring speeches, barbed insults, or just corporal punishment. If someone has fallen down and you encourage or berate them into getting up again, spend a Guts point and roll 2d6 + Bloody-minded. On a hit they get up again. On a 7-9 choose 1:

- They get to do one thing before they fall down again.
- They take -1 ongoing for the rest of the scene.
- They promptly have a Stress Explosion.

Temptations

Choose two temptations:

Glory, Honor, Men (or Women), Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ gets suckered in by your charisma, but doesn't want to admit it.
- _____ is your biggest fan.
- _____ served with you during the war.
- For glory and pride, you must acquire _____ at all costs.
- You were supposed to receive _____ as a reward for your service in the army.

Mad Warlord Advances

- Get +1 Charming, and there is a manic gleam in your eyes.
- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Eldritch, and you come across some kind of artifact.
- Get +1 Mighty, and an annoying troupe of minstrels sings your praises.
- Get +1 Sane, and your friends know to back off when you get *that* look in your eyes.
- Get +1 Shifty, and you start seeing your picture on wanted posters now and then.
- Get a new mad warlord move, and someone gives you a magnificent mount.
- Get a new mad warlord move, and your full armor is positively dazzling when you go to battle.
- Get a move from another class.
- Get a move from another class.

Mad Warlord Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ comes to fear you, perhaps irrationally.
- A powerful being, moved by your exceptional courage, grants you a boon.
- You rally an army to your cause.

Nutjob Cleric

“The King of the Sky watches over all of us! Even you! Yes, you! Right there! No, the one to his left!”

Some people don't take religion too seriously. Others take it very seriously. A few just take it way too far. Most priests are content to hold worship services, inscribe manuscripts, and pray a bunch. Clerics prefer a more hands-on approach to religion, going into battle to serve their gods with blazing divine power. Normal people find comfort in religion, normal clergy find a calling in religion, and clerics believe everything with a burning certainty that make other church officials wonder if the whole thing is really a good idea.

Name

Given Name: Amelia, Bridget, Celestine, Clarice, Edmund, Elena, Illuminata, Lena, Maximus, William, Zephyrinus

Family Name: Becker, Churchton, Crosburg, Pelagius, Seirann, Valentine, Vitalian, Wagner, Zygmunt

Look

Crazy girl, mustachioed freak, pretty boy, intense eyes, keen eyes, wild hair, flowing blond hair, shaved head

White robes, holy symbols, giant holy book, staff, nun habit, chainmail, tabard, mace shaped like a fist

Stats

Select one set, then increase one state by 1.

- **Battle Priest:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty +1, Sane -1, Shifty -1
- **Holy Invoker:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0
- **Mad Preacher:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following nutjob cleric moves.

ODivine Visions: Your god sometimes sends you visions, or so you claim anyway. When you make an entreaty to your god to show you visions, roll 2d6 + Eldritch. On a 7-9 pick one. On a 10+ pick 2.

- Your god doesn't strike you with lightning bolts or similar.
- You get a vision of something important that may help you.
- You receive a Clue about a foe.

OHealing Prayer: If someone has fallen down and you use a healing spell to help them, spend a Guts point and roll 2d6 + Eldritch. On a hit they get up again. On a 7-9 choose 1:

- They're filled with excessive holy vigor, and must try to *kick some ass* against the nearest evildoer they see (or think they see).
- The healing has some embarrassing side effect. The subject changes color, is only able to say one word, sprouts a funny-looking horn, or similar for the rest of the scene.
- They promptly have a Stress Explosion.

OJustice Fist: Your strong faith lends might to your fist, which can crush sin and wickedness. Or in other words, you can roll 2d6 + Bloody-minded to *kick some ass*. But try to be all holier-than-thou about it.

OMad Eyes: Whether you intend it that way or not, you have a way of scaring off people you stare down. When you stare someone down, roll 2d6 + Bloody-minded. On a miss, your staring and ranting make you look foolish. On a 7-9 they're given pause and take -1 forward or are put at a disadvantage. On a 10+ they take -1 ongoing as long as you can keep staring at them.

OPunish the Wicked: When someone is trying to overcome a temptation, you can roll 2d6 + Bloody-minded to interpose and punish them. On a miss you gain their temptation too for the rest of the scene. On a 7-9 you manage to put them off whatever was tempting them for the rest of the scene. On a 10+ you put them off of it for the rest of the session.

OShield Spell: You can roll 2d6 + Eldritch to create a magical shield to protect someone from danger. On a miss your shield is badly placed or otherwise ineffective. On a 10+ it completely protects them from harm. On a 7-9 they're more or less protected, but choose one:

- They're much worse for wear.
- The spell temporarily marks them in some way.
- They have a Stress Explosion.

Temptations

Choose two temptations:

Food, Glory, Good Deeds, Justice, Preaching

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ doesn't share your religion, and you routinely end up in arguments about it.
- _____ has insulted your god, and you haven't forgiven them yet.
- _____ knew you before you became a priest, and has watched your descent into insanity.
- A vision has led you to believe you must protect _____.
- Your god commanded you to do something about _____.

Nutjob Cleric Advances

- Get +1 Bloody-minded, and your booming voice carries even further.
- Get +1 Charming, and your clothes stay exceptionally clean and pure.
- Get +1 Eldritch, and you emit a white glow when you use magic.
- Get +1 Mighty, and you gain a penchant for head-butting enemies.
- Get +1 Sane, and your holy visions become less frequent.
- Get +1 Shifty, and your swift feed kick up a righteous cloud of dust when you make a tactical withdrawal.
- Get a new nutjob cleric move, and you discover an ancient holy relic.
- Get a new nutjob cleric move, and you are the recipient of a prophecy.
- Get a move from another class.
- Get a move from another class.

Nutjob Cleric Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A divine vision makes it all clear: You know how to deal with _____.
- A portion of the things you have put forth are added to the church's canon.
- Your church reluctantly makes you the leader of an order.

Pure Sacrifice

“If I cannot reach the Dragon Altar before the Demon Lord, this world will be doomed. Please, you must take me there safely. I only have five or six trunks to bring with me...”

Whether by circumstance or divinely inscribed destiny, history periodically furnishes individuals who (apparently) must sacrifice themselves for the greater good. Such innocent princesses, priestesses, or maidens (or princes, priests, or young men) can wield terrible divine power, but desperately need protection until the time comes to fulfill their destinies.

Name

Title: Brother/Sister, Cantor, High Priest/Priestess, Holy Virgin, Lady/Lord, Maiden of the Sun, Of the Morning Star, The Oracle, Prince/Princess

Given Name: Andromeda, Aurora, Caelum, Celestia, Charles, Charlotte, Claire, Cygnus, Emeraude, Euphemia, Henry, Marie, Ophiuchus, Orion, Rosette

Look

Flowing blond hair, doe-eyed, strange rune mark, starry eyes, occasionally glows, mysterious tattoo, high elf, elaborate makeup

Pure white dress, white robe, traveling clothes, tiara, magic staff, ornate jewelry, veil

Stats

Select one set, then increase one state by 1.

- **Holy Dancer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Pure Divinity:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty -1, Sane +1, Shifty +0
- **Willful Scion:** Bloody-minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1

Moves

You get all of the basic moves, plus two of the following pure sacrifice moves.

○Almighty Power: You can call down divine wrath to smite your enemies. Roll 2d6 + Charming. On a miss the divine is not with you and you fall down. On a hit your power makes any minor enemies in the area fall down. On a 7-9 choose one. On a 10+ you get both.

- You are able to use this power without falling down yourself.
- You are able to use this power without harming any of your allies in the area.

○Blood of Prophecy: Your blood contains magical power. If you shed blood, it can count as a Clue towards a MacGuffin, or give someone else +1 forward for any use of magic, but you will take -1 ongoing for the rest of the scene. You can do this a second time in a scene, but you will fall down.

OBondage-Prone: You're entirely too accustomed to being tied up. The DM can declare by fiat that you've been captured by bad guys, and you gain a Guts point when you get free. When you're captured and you try to use the situation to your advantage, roll 2d6 + Shifty to. On a 7-9 choose 1, on a 10+ choose 3.

- You manage to loosen your bonds at a critical moment.
- If you aren't restrained (or if you use the selection above to get free), you get +1 forward to *run away*.
- You distract your captors at a critical moment.
- You learn some useful information from your captors.

ODamsel in Distress: Your ability to motivate others to come to your aid lets you give your Guts points to others if they're trying to rescue or protect you.

OMad Oracle: When you enter a trance and make a pronouncement about the future, roll 2d6 + Eldritch. On a miss whatever higher power grants you these visions has told you something that seems unlikely and frankly kind of stupid. On a 7-9 roll on the snake eyes random event table. On a 10+ roll on the boxcars random event table. On a hit, whatever you roll on the corresponding random event table will turn out to be true, though possibly in a weird, convoluted way. If you roll boxcars on this move, you can roll *twice* on the boxcars random event table and pick one of the two entries.

ORoyal Privilege: You can use your impressive rank to open doors where you might not be able to otherwise. You can roll 2d6 + Charming to *buy stuff*, but on a miss your identity is revealed and this creates enough of a ruckus that your purchase kind of gets forgotten, and on a 7-9 the DM may declare that you attracted unwanted attention in place of one of the two *buy stuff* bullet point options.

Temptations

Choose two temptations:

Fatalism, Love, Lust, Prayer, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ has a crush on you.
- _____ is secretly plotting to sacrifice you.
- _____ is your sworn protector.
- You know you need _____ in order to fulfill your destiny.
- You really don't understand what's going on with _____, but something's wrong.

Pure Sacrifice Advances

- Get +1 Bloody-minded, and your moods sometimes affect the weather.
- Get +1 Charming, and your eyes take on a dramatic sparkle.
- Get +1 Eldritch, and a glowing magic circle appears on the ground when you use your powers.
- Get +1 Mighty, because sometimes you've got to do things yourself.
- Get +1 Sane, and when things get to you, you stop, close your eyes, and take a deep breath.
- Get +1 Shifty, and you have a talent for shuffling away when no one's looking.
- Get a new pure sacrifice move, and you discover a new fragment of the prophecy.
- Get a new pure sacrifice move, and a higher power sends you a message.
- Get a move from another class.
- Get a move from another class.

Pure Sacrifice Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You learn the true intentions of the ones who set you on this path.
- You now know that love will be _____'s undoing.
- You receive a sign from on high, that the prophecy that led you here was not what you thought it was.

Shiny Paladin

“Oho! A dragon, eh? Very well! I shall face it in honorable single combat!”

A paladin is a holy knight, a paragon of virtue of such intensity that many people find them utterly insufferable, even in the church. They follow a special Paladin’s Code, and insist on things like fighting honorably, always telling the truth, and following the exact letter of the law. On the plus side, a paladin in gleaming armor is usually a terribly effective warrior (when he doesn’t find a Lawful Good reason to not fight), or at the very least a rather distracting target for your foes.

Name

Title: Dame, Lady, Lord, Ser, Sir

Name: Charles, Clare, Gwendolyn, Helen, Isaac, Isabella, Leo, Oliver, Richard, Ronaldo, Rowena, William

Sobriquet: The Bold, The Dragon, The Fair, The Green, The Golden Stag, The Jovial, Lionheart, The Rose Knight, The White

Look

Brave face, expressionless face, kindly face, blazing eyes, beautiful face, square jaw

Flowing golden locks, never takes off helmet, short black hair, outlandish hair, has an actual halo

Pure white cloak, silvery armor, golden armor, white tabard, outlandish fantasy armor with many crystals

Stats

Select one set, then increase one state by 1.

- **Charismatic Warrior:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty +1, Sane +0, Shifty -1
- **Charming Champion:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Unrelenting Good:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane +0, Shifty -1

Moves

You get all of the basic moves, plus two of the following shiny paladin moves.

OHonorable Combat: Once per session you can *declare that you are going to fight someone honorably*. This gives you +1 ongoing against them, until one side is defeated, someone else interferes in the battle, or you do something dishonorable.

OInquisition: When you *declare someone to be evil*, roll 2d6 + Charming. On a miss everyone finds it laughable. On a 7-9 they are taken by it but slow to act. On a 10+ at least one person will take direct action against the evil-doer.

OLay on Hands: If someone has fallen down and you *lay on hands to heal them*, spend a Guts point and roll 2d6 + Charming. On a hit they get up again. On a 7-9 choose 1:

- They make a rather conspicuous glow for the rest of the scene.
- They feel compelled to do the precise opposite of one of their temptations.
- They react badly to the holier-than-thou power and have a Stress Explosion.

OMagic Horse: Your devotion to your god has brought you a special celestial mount. This mount is very swift and strong, and pretty clever for a horse. When you *try to get somewhere quickly on your magic horse*, roll 2d6 + Mighty. On a miss the horse has decided it would rather do something more virtuous, like helping orphans or something. On a hit it gets you where you want to go, but on a 7-9 it unceremoniously drops you in the thick of things.

OShiny and Perfect: When you *reveal how shiny and glorious you are*, roll 2d6 + Charming. On a hit you draw the attention of everyone in the immediate area, and on a 10+ people are too awestruck to do anything for a moment. On a miss you manage to draw attention to others instead. Also, your clothes and armor are always perfectly pristine.

OSmite Evil: Your divine power makes it so that you effectively have an extra *clue* towards a MacGuffin when fighting an evildoer.

Temptations

Choose two temptations:

Battle, Courty Love, Prayer, Preaching, Punishment

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ needs your guidance.
- _____'s evil will not stand!
- You feel you owe _____ a great debt.
- You have composed many a sonnet extolling _____'s virtues.
- You were sent on a holy quest to find _____.

Shiny Paladin Advances

- Get +1 Charming, and your teeth sparkle charmingly whenever you smile.
- Get +1 Bloody-minded, and there is fire in your eyes when you punish the wicked.
- Get +1 Eldritch, and the holy symbol on your armor glows when you are feeling fervent.
- Get +1 Mighty, and your muscles sparkle dramatically when you perform feats of strength.
- Get +1 Sane, and you take an interest in your religion's philosophical texts.
- Get +1 Shifty, and you develop a habit of punishing yourself for your sins.
- Get a new shiny paladin move, and your sword glows with a holy light.
- Get a new shiny paladin move, and you are given a holy quest.
- Get a move from another class.
- Get a move from another class.

Shiny Paladin Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A representative of your god entrusts you with a holy artifact of great import.
- You are able to rally the faithful to your cause.
- You make _____ reconsider their evil ways, at least temporarily.

Tweaky Shaman

“The spirits say you’re a big fat jerk!”

Deep in the wilderness there are those peoples who live close to nature, the wild elves, the catfolk, and the barbarian tribes. You were special; you grew up with the spirits your constant companions. This has made even other members of your tribe find you a bit weird and off-putting, which in turn has made you become that much more lonely and eccentric. It’s a vicious cycle. But these adventurers, who are always running around and doing neat stuff? They’re already weird, so you fit right in with them.

Name

Amal, Fam, Lia, Mao, Nisha, Oak, Ram, Rui, Sheena, Thalia, Viren, Willow

Look

Messy hair, cat eyes, pointed ears, cat tail, bright green hair, growing moss, surrounded by birds

Skimpy jungle garb, gnarled wooden staff, tiger skin, giant boomerang, clad in leaves

Stats

Select one set, then increase one state by 1.

- **Adorable Wild Child:** Bloody-minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Feral Weirdo:** Bloody-minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Noble Druid:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane +0, Shifty -1

Tweaky Shaman Moves

You get all of the basic moves, plus two of the following tweaky shaman moves.

○Animality: You can transform into some kind of fearsome Avatar of Nature’s Wrath. You can decide when this is on or off. When it’s on, you can roll 2d6 + Eldritch to *kick some ass*, you take +1 ongoing to *defy danger*, and you take -1 ongoing to anything that requires subtlety. If you fall down while in this form you can’t use it during the next scene.

○○Animal Companion: You have an animal friend who follows you around. This is a non-magical animal, though more clever than normal and very loyal to you. Decide what kind of animal it is (wildcat, wolf, eagle, squirrel, etc.), its general temperament, and name. Pick one thing your companion can do for you from the list below. You can take this move a second time to get another thing from the list.

- Your companion can shield you from danger. Once per session if you’re going to fall down your companion can sacrifice themselves and fall down in your place.
- Your companion can fight for you. When they do, you can roll 2d6 + Charming to *kick some ass*.
- Your companion can scout and track for you. When they look for something for you, roll 2d6 + Charming. On a miss they don’t find anything or find a false positive. On a 7-9 they get on the trail of what you’re looking for, and on a 10+ they quickly spot it.

○Animal Friends: You possess the ability to talk to animals, though they don't always have something useful to say. If you try to get information from the local wildlife, roll 2d6 + Charming. On a miss they rebuff you or waste your time talking about trivialities. On a 7-9 ask 1, on a 10+ ask 3.

- What people have been around here?
- What has been harming the natural world here?
- What has the weather been like?
- Have you seen anything unnatural?
- Can you please bring me something to eat?

○Savage Curse: When you give in to bad stereotypes and *put a terrible curse on someone*, roll 2d6 + Eldritch. On a 7-9 hold 1, on a 10+ hold 3. On a miss the DM holds 1 on you. You can spend a hold to afflict them with any of the things listed below for the rest of the scene. You lose these holds if you don't use them by the end of the session.

- They spontaneously develop some kind of skin condition or similar affliction.
- Their voice changes, they start speaking a foreign language, or they start spewing gibberish.
- They transform into the opposite sex, a different race, or similar.

○Spirit Friends: You can call on nature spirits to aid you in your adventures. When faced with a physical or magical obstacle you can roll 2d6 + Charming. On a hit the spirits deal with it for you, but on a 7-9 the DM chooses 1:

- It was particularly conspicuous.
- Getting through will still be time-consuming.
- The spirits didn't like doing that, and you take -1 forward.

○Storm Spirits: Though you are loathe to do so (or ought to be), you can call down the destructive spirits of storms to strike down your foes. Roll 2d6 + Eldritch and spend a Guts point. On a miss the spirits get irritated and zap you (which is painful and conspicuous, but doesn't make you fall down). On a hit the power of the elements makes any enemies in the area fall down, but on a 7-9 the DM chooses one:

- The area becomes extremely difficult to navigate.
- Something important is destroyed or lost.
- The characters are separated from one another.

Temptations

Choose two temptations:

Affection, Food, Lore, Love, Protecting Nature

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ is kind of a jerk about how they treat nature.
- _____ is your bestest friend ever and you'd be totally lost without them.
- The spirits told you that _____ is in great danger.
- You and _____ are bound together by a strange ritual.
- You rescued _____ when they were stranded in the wilderness.

Tweaky Shaman Advances

- Get +1 Eldritch, and your eyes glow with an unearthly light when you commune with the spirits.
- Get +1 Charming, and you become a bit more lithe and attractive in a feral kind of way.
- Get +1 Bloody-minded, and your fangs show when you grimace.
- Get +1 Mighty, and you bite when you're mad.
- Get +1 Sane, and every now and then you stop to drink in the beauty of nature.
- Get +1 Shifty, and you have a habit of pouncing on things.
- Get a new tweaky shaman move, and the spirits tell you that something has them worried.
- Get a new tweaky shaman move, and plants always seem a bit healthier around you.
- Get a move from another class.
- Get a move from another class.

Tweaky Shaman Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- The spirits point the way to _____.
- The spirits reveal a secret to you that could shake the foundations of the world.
- You discover a sacred place of unimaginable natural beauty.

Useless Bard

“And now to commemorate our grand victory, I shall compose an original song, praising—Please stop hitting me!”

A bard is a poet, minstrel, and storyteller all rolled into one. Their craft takes many years of training as well as a certain natural talent. And yet, surprising no one at all, a bard is not a terribly useful adventuring companion. Oh, you try your best. You chronicle your friends’ exploits, do your best to inspire them to great deeds, and even put yourself in harm’s way, but somehow it seems like the best you can be is the world’s punching bag. Yours is not a happy lot in life, but you’re not going to give up!

Name

Given Name: Allegra, Anton, Calanon, Camille, Canter, Edward, Elan, Eleniel, Gustave, Melody, Octague, Penelope

Family Name: Ayrshire, Camus, Chevalier, Dubois, Galliard, Menard, Orleans, Shakespeare, Taliesin, Trudeau

Look

Slender, effeminate, long blond hair, vivid red locks, excessive makeup, wild black hair

Prissy minstrel, rock star, court jester with bells, ridiculous frills, top hat, foppish clothes, scruffy skald

Lute, magic wand, flute, guitar, microphone, keytar, songbook, jester’s wand with bells, hand puppet

Stats

Select one set, then increase one state by 1.

- **Fragile Rock Star:** Bloody-Minded +1, Charming +1, Eldritch +0, Mighty -1, Sane +0, Shifty -1
- **Prissy Minstrel:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Unrelenting Bard:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following useless bard moves.

Ancient Lore

○**Annoying Song:** When you give a musical performance, you can be pretty amazingly irritating to listen to. Roll 2d6 + Eldritch. On a miss someone has an urge to hit you. On a 10+ everyone else in the area is incapacitated unless they can *defy danger*, and delicate objects may break. On a 7-9 pick one:

- You draw attention from others to yourself.
- Your music breaks something delicate.

○**Eerie Stamina:** If you’ve fallen down, roll 2d6 + Bloody-minded. On a hit you can briefly get up again, but collapse again a short while later. On a 7-9 you look like a terrible mess too. On a miss you can’t use this move again for the rest of the scene.

○**Lullaby:** Although you don’t mean it to turn out that way, you have a knack for putting people to sleep, probably by reciting what’s supposed to be a rousing epic poem. Roll 2d6 + Eldritch; on a miss someone will most likely tell you to shut up. On a 7-9 you can put people to sleep if they’re already tired, and on a 10+ you can put people to sleep regardless of what’s going on. Anyone put to sleep by this will wake pretty easily though, especially if someone tries to do something violent to them.

OPitiful Tears: When someone is about to do violence to you, you can try to whine your way out of it. Roll 2d6 + Shifty. On a 10+ they realize you're not worth it and don't bother hitting you. On a 7-9 they try to capture you, tie you up, or similar instead.

OPunching Bag: If you get in the way of someone else coming to harm, roll 2d6 + Bloody-minded. On a 10+ you take the brunt of whatever would've affected them. On a 7-9 you also definitely fall down and look stupid. However, on a hit you take -1 forward.

Temptations

Choose two temptations:

Bragging, Drinking, Performing, Romance, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ barely tolerates you because you've proven useful every once in a while.
- _____ kind of likes you but doesn't want to admit it.
- _____ smacks you around on a regular basis.
- You know a song that is of great interest to _____.
- You know the songs about _____, much to their chagrin.

Useless Bard Advances

- Get +1 Bloody-minded, and your voice carries even further.
- Get +1 Charming, and your eyes sparkle when you're emotional.
- Get +1 Eldritch, and you discover a long-forgotten song.
- Get +1 Mighty, and you're surrounded by a red aura when you're mad.
- Get +1 Sane, and your grasp of rhyme and meter suddenly improves.
- Get +1 Shifty, and you learn to speak particularly quickly to finish a poem in a hurry.
- Get a new useless bard move, and you acquire a knack for quickly replacing broken instruments.
- Get a new useless bard move, and you uncover a lost epic poem.
- Get a move from another class.
- Get a move from another class.

Useless Bard Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- Despite everything, you summon up the courage to keep singing, no matter what happens.
- Just this once, you compose a song that is perfect to give hope to the people.
- There is a song you learned long ago, one you're never supposed to sing, that has power over _____.

The Dragon Master

This chapter is chock full of advice and ideas for the Dragon Master. There's no need to keep it a secret from the other players, but they don't need to read further either.

Agendas

- Play to find out what happens.
- The main point is to laugh.
- Make it up as you go along.

This isn't the kind of game where you should be coming to with detailed plans. A big part of the fun of DMing a *Dragon World* game is tossing stuff at the players and seeing what happens.

Always Say

- What the principles demand
- What the rules demand.
- What honesty demands.

The Principles

The principles are a set of tenets for making your *Dragon World* game work. They help keep the game silly, fantastic, and interesting.

Run with it! Let the players suggest things, speak for your NPCs, and generally run roughshod over the world you're painting, doubly so if they're funny.

Don't force the funny. People often need time to warm up to get the comedy really flowing, and it helps to develop some semblance of a situation for the comedy to take place in and play off of.

Paint a colorful fantasy world. The world of *Dragon World* is yours to create, but it should be made up of bright, colorful fantasy elements. Don't *ever* make the players play *Peasants & Crapmongers*; this game has nothing at all to do with historical squalor. Indulge and subvert high fantasy clichés, blending colorful genre tropes with the weirdest quirks you can come up with.

Talk to the characters, not the players. It reinforces the mood and helps everyone else remember the characters' names.

Begin and end with the fiction. The rules should never be push-buttons that operate by themselves. Always make the actual fictional happenings the focus of the game, and use the moves and such to add to the fiction rather than to replace it.

Don't name your moves. You shouldn't ever need to anyway. If you're using one of your moves, it'll be because you have something to put into the game that fits it.

Use everything. This is a genre that has a certain economy of story elements. If you want to put something into the game, first see if you can do it with a character or other element you've already established. Freely give old enemies new tricks—even if you have to retcon to make it happen—and let the running gags run free.

Use callbacks. Think about what happened before, and look for ways to bring it back into the game. Combined with the oddball characters and a little subtlety (or in some cases a total lack of subtlety), referencing something that came before can be laugh out loud funny.

Ask tons of questions, and use the answers. Put the players on the spot and force them to make stuff up about their characters and even the world around them.

Take notes. This can be a surprisingly powerful tool for keeping things straight in your head and for making a lot of the other principles work, especially when it comes to “use everything” and “use callbacks.” Continuity is more helpful to comedy than you’d think. Also, keep a list of the PCs and their temptations and heart’s desires in front of you at all times.

Be a fan of the players’ characters. Give them opposition, throw problems at them, but don’t screw them over. You want them to have chances to look cool and do whatever hilarious stuff they can.

No really, they’re nuts. The players’ characters are not alone in their insanity, but they’re nowhere near normal. Anything that reflects on their personalities and behavior should be equally out there. If an alchemist makes clones of the explosive mage, he’ll have unleashed an unspeakable danger on the land.

Break your toys in the name of comedy. When you’ve got something that you as the DM control, always look for ways to subvert and break it to make the game funnier. Let the bad guy be a dumb weirdo, let the plot stumble around wherever seems interesting, and generally let the players run roughshod over anything you put into the game.

You can be serious once in a while too. You’ll know when. When a character who’s been all wacky all the time finally gets pushed too far and gets deadly serious, you don’t have to fight it. I don’t know about you, but those are some of my favorite moments. If it helps, think of MacGuffins as “trump cards” and Falling Down as “being incapacitated.”

hard Moves

A “hard move” is one of the things you do when there’s a lull in the action, when someone rolls badly, when someone puts themselves in danger.

- Add a complication
- Announce future trouble
- Capture someone
- Fade out on chaos
- Humiliate them
- Introduce a new version of an old nuisance
- Introduce lore
- Introduce temptation
- Make someone fall down (as established)
- Provide a clue or MacGuffin
- Take something away
- Withhold, ruin, or replace a MacGuffin

Add a complication. Whatever is going on, add a new wrinkle to it that the heroes are going to have to deal with.

Announce future trouble. Although this is the sort of game where the action follows the protagonists pretty closely, you can offer hints of trouble on the horizon.

Capture someone. Sometimes the opposition is going to be able to close in and capture one or more of the heroes.

Fade out on chaos. Sometimes the right thing to do is just move on from the current scene to another one. Skip ahead to showing the consequences of what's been going on, or just leave it weirdly

Humiliate them. Comedy often undercuts characters' egos. When things go wrong, often the best way to bring it home is to make the characters look foolish.

Introduce a new version of an old nuisance. Don't let previous antagonists go to waste.

Introduce lore. Fantasy worlds are full of lore, and a lot of lore is about bad stuff. Reveal new information, new secrets, that instill dread.

Introduce temptation. Characters have temptations, and sometimes you just need to dangle temptation in front of them. Try to use this move when it makes some amount of sense.

Make someone fall down (as established). When it makes sense to, declare a character falls down. If they drop the potion that has been established as explosive, they should probably fall down. Players can still opt to spend a Guts point to stay up though.

Take something away. The PCs have stuff, and sometimes you need to take that stuff away from them.

Withhold, ruin, or replace a MacGuffin. MacGuffins are not immune to being taken away. It's not something you should do lightly, but it is a tool in your toolbox.

The Flow of the Game

This game runs on a kind of conversation, a back and forth. There aren't rules to determine who goes first, and this is because the DM uses the flow of the conversation to figure stuff out. If you need to answer a question that the rules don't cover, ask the players probing questions until you know what you need to know. When a player character makes a move, make one of your moves back, and keep things moving. Always start with what the player wants their character to actually do, and then get into the rules if need be.

Moves don't have to be about short, discrete actions. A character's missed *defy danger* move could be a protracted exchange of sword blows, followed by the bad guy whipping out a spell to knock her out. Be creative in how you use the information the moves take in and spit out, and encourage the players to do the same.

The First Session

Before you play, print up a set of class sheets and reference sheets for the players, and read through them. Read through the rest of this book too, and make sure you know the core rules. There aren't all that many to know anyway.

Think about some imagery that would fit with *Dragon World*, and maybe watch some suitable anime. Don't write anything down, or if you do, don't commit to using it.

Once the players are there and ready to get things moving, guide them through character creation and answer questions and whatnot as needed. The process is pretty straightforward.

Take a look at each character's heart's desire. Make up something that will dangle at least one character's heart's desire in front of their faces. The first session is going to be about that. If you're going to do a one-shot or a short game you can let them get to it fairly quickly, but for a longer game you should have plenty of obstacles along the way.

Also, certain character types can strongly suggest a storyline (especially the Chosen Visitor and Pure Sacrifice). Throw in some stuff that ties into that. If you can make it smoothly fit in with someone's heart's desire, even better.

After the First Session

You know all that stuff you totally pulled out of your ass during the first session? Pick out the best parts and keep using them. Add new details, and invent extra significance.

Scenes

A scene is a block of action in a particular time and place. Role-playing tends to naturally arrange itself into scenes even if no one in the game is trying on purpose. There's going to be a natural mix of stuff taking place "on camera" that's spelled out explicitly, and stuff that's "off camera" and handled with brief explanations. The former are scenes, the latter are bits of conversation you have to help figure out what the next scene is going to be about.

For this game you shouldn't be too heavy-handed about setting and ending scenes, but you shouldn't let the action drag on either. If someone falls down, that's a signal that it's likely time to move on to a new scene with the consequences of them falling down.

Random Events

When a player rolls snake eyes or boxcars, it's time to roll on one of the random event tables below. Tell the player to roll two dice, designating one as the tens digit and the other as the ones digit. This'll give you one of 36 possible results numbered 11 to 66. Check it against the proper table, and toss whatever that is into the game however you can.

Random events are also a great way to push the game forward when it starts to get slow. If things aren't weird enough, pick a table, tell a player to roll, and stick the result into the game.

Snake Eyes Random Event Table

Roll	Random Event
11	An NPC ally suddenly reveals himself to be in league with the bad guys!
12	All of the locals turn against you for some reason.
13	An enemy turns out to be a player's character's long-lost sister!
14	Something you ate wasn't quite dead.
15	A ghost starts haunting you.
16	You come across a small child begging for help. (It's a trap.)
21	A dangerous dragon awakens in the mountains nearby.
22	One of your temptations pops up for no apparent reason. (It's a trap.)
23	Something you drank contained a magic potion that lays a curse on you.
24	Someone temporarily swaps genders.
25	It turns out one of the NPCs has or represents a PC's temptation.
26	The Dark Lord's armies are marching, and they try to conscript the PCs.
31	You discover that something of yours was stolen.
32	You find a wanted poster with your face on it.
33	Someone important is suddenly struck with amnesia.
34	What you thought was a big rock or stone monument is actually a golem, and it wakes up.
35	Something you ate makes you terribly sick.
36	Bandits attack!
41	Something explodes.
42	A whale falls out of the sky for no apparent reason.
43	A terrible monster attacks you!
44	You come across a bunch of slimes (the really, really gross kind).
45	Rock fall. Everyone falls down.
46	The weather suddenly becomes really terrible.
51	What should be an inanimate object starts talking and won't shut up.
52	The place you're standing turns out to be in the mouth of a giant monster!
53	There's a rather devious trap of some kind in your way.
54	You stumble across an enemy that's ready to attack!
55	You're under a curse that temporarily prevents you from using your main abilities.
56	An old fortuneteller starts shouting at you about how there is DOOM in your future.
61	You receive a letter with an ultimatum.
62	An elder dragon appears to tell you that your days are numbered.
63	A major demon lord appears and does something kind of petty and mean, then vanishes in a vortex of smoke.
64	You stumble across a terribly ominous castle.
65	A religious cult declares you are the Chosen One! (They're preparing to sacrifice you.)
66	The DM asks the other players what the worst thing that could happen is, and picks one of those that he or she likes best.

Boxcars Random Event Table

Roll	Random Event
11	An NPC enemy suddenly reveals himself to be an ally!
12	Windfall! One of your temptations pops up for no apparent reason.
13	All of the locals take a liking to you for some reason. It's convenient, but kind of weird.
14	You come across a food vendor selling shaved ice or something else perfect for the season.
15	Someone very important needs rescuing from what for you is a trivial threat.
16	You come across a small child begging for help. (There will be a reward for a small side-quest.)
21	You find a treasure map.
22	An unexpected rescue!
23	It turns out one of the PCs has or represents an NPC's temptation.
24	Someone temporarily swaps genders.
25	The king (or some other ruler) has an important mission for you.
26	You come across a legendary sword stuck in a stone.
31	A traveler approaches you and collapses.
32	It turns out your enemies are wanted by the authorities.
33	Someone entrusts you with a scroll containing an extremely powerful spell.
34	You discover that something of yours got swapped with something similar but much more valuable.
35	Something odd happens that is a weird omen.
36	Bandits attack!
41	Something explodes.
42	Some strange factor temporarily makes your main abilities much too powerful.
43	A terrible monster attacks your enemies!
44	Someone you helped once before brought you a sumptuous meal.
45	You come across a bunch of slimes (the cute kind).
46	You meet a bad guy on his day off, and he's actually kind of a decent chap.
51	What should be an inanimate object starts talking and tells you something useful.
52	You come across a magic shop offering an item that could change your destiny. For a reasonable price.
53	Something makes you have a surreal vision that gives you a clue about what you need to do.
54	You stumble across an enemy in the middle of doing something really embarrassing.
55	Someone turns out to be hopelessly in love with one of the PCs.
56	An old fortuneteller starts shouting at you about how there is LOVE in your future.
61	You receive a letter with good news.
62	An elder dragon appears to deliver a cryptic prophecy.
63	That smarmy paladin you hate so much handily solves a problem for you and then leaves.
64	A religious cult declares you are the Chosen One and showers you with gifts!
65	You stumble across the entrance to a dungeon. There could be great riches inside!
66	A goddess manifests before you to deliver a blessing!

Scenes from a Hat

The random event tables can get old after a while, especially if there are characters whose moves cause random events. Here's a simple way to get around that. Before you start playing, pose a question and have each player write down an answer on a slip of paper. The questions can be general, or they can be specific to what's going on in the game.

- What terrible thing could (plausibly) happen?
- What weird thing could happen?
- What strange thing might happen to someone venturing into the Caves of Chaos?
- Think of an improbable plot twist!
- What weird thing could happen because of Princess Aurora?
- Think of a random encounter with a member of Calabraxas' undead army!

Put the answers in a hat (or whatever), and draw one to use whenever a player rolls snake eyes or boxcars. Direct it at the players' characters when it's snake eyes, and at their opposition when it's boxcars, but mostly just run with it. Save the ones you don't use for later.

Custom Moves

You can make up new moves to better handle things that might come up in the game. Moves with actual rules should still relate to the players' characters, so you need to think in terms of what confronting something will force the players' characters to do. For example, a move for the PCs going through a particularly shady area might look something like this:

When you *travel through Darkhaven*, roll 2d6 + Shifty. On a miss you either take -1 Wealth or have a confrontation with thieves. On a hit you find what seems to be useful information, but on a 7-9 they're not trustworthy.

There are a few more examples in the next section.

Story Moves

"Story moves" are a special kind of moves that characters can get that represent some kind of story development around them. These tend to be fickle, sometimes helping and sometimes making life more difficult, but seldom boring. This section includes several sample story moves, but of course you're more than welcome to make up new ones. A given character should only have one story move. One is more than enough to give the character all kinds of story threads and complications.

Each story move has an end condition, basically some kind of trigger that means the story element it represents has run its course. Other moves can't eliminate a story move, so for example even if you had a character who could do exorcisms, it wouldn't work for removing a Haunted story move.

Command Unit

You have in your possession an object which you thought was just a cool accessory, but which is actually a command unit for a ridiculously powerful ancient artifact. The command unit won't leave you alone, and once the wrong people start to figure out what it is, having that thing will get you into big trouble.

If you *try to deliberately control a suitable piece of ancient technology*, roll 2d6 + Eldritch. On a miss you activate it in a way that makes things worse. A lot worse. On a 7-9 it does something subtly beneficial, though not necessarily what you wanted. On a 10+ it does what you want, but very conspicuously.

If you *are separated from the command unit*, it will attempt to return to you. Roll 2d6 + Eldritch. On a miss it sits there and you have a debilitating headache for a little while. On a 10+ it immediately reappears on your person with a massive flash of light. On a 7-9 it shows up later seemingly by coincidence.

If you *are seen in a public place without concealing the command unit*, roll 2d6 + Bloody-minded. On a miss no one in particular notices. On a 7-9 information gets whispered without you knowing it. On a 10+ someone interested in the command unit was right there and may strike.

You lose this story move when you permanently lose the command unit, or you fulfill your destiny as its bearer.

Guardian Angel

You have a guardian angel, a benevolent supernatural being that protects you, or at least tries to. Angels don't necessarily understand mortal affairs, so there will be misunderstandings.

Any time you're in really serious danger, or just seem to be in your guardian angel's eyes, roll 2d6 + Charming. On a miss your guardian angel is tied up elsewhere. On a 7-9 her divine wrath makes everyone in the area except you fall down. On a 10+ she actually manages to not harm your allies or cause undue property damage.

When you *pursue one of your Temptations*, roll 2d6 + Bloody-minded. On a hit your guardian angel manifests to try to talk you out of it. On a 10+ she is willing to use force to stop you.

You lose this story move upon reaching what the angel thinks is your destiny, or the powers that be giving her a new assignment.

Haunted

There is a ghost or other spirit somehow attached to you. The ghost can't end this even if they want to, and the only way to resolve the situation is to do something about the ghost's unfinished business.

When *the ghost reveals their presence*, roll 2d6 + Eldritch. On a hit normal people and animals are terrified and try to get away if they can. On a 10+ even exceptional beings show signs of fear. On a miss, people write off the ghost's actions as coincidence, and think you're crazy if you claim otherwise.

You lose this story move when the ghost's unfinished business is resolved.

Hunted

You're being pursued by the authorities, or some other powerful group with lots of connections.

When you *make a scene in public*, roll 2d6 + Shifty. On a miss your pursuers get key information about your whereabouts. On a 7-9 you're forced to lay low if you want to avoid detection. On a 10+ they're surprisingly oblivious to your presence.

When *initially dealing with people who are also being troubled by your pursuers*, take +1 forward.

You lose this story move when you escape this pursuit one way or another.

Lycanthropy

You've been infected or curse with lycanthropy. On nights when there's a full moon (or when there's some magical effect that adequately imitates a full moon) you involuntarily transform into a terrible wolf creature^{*} and go on a rampage.

While in this state you have the Temptations of Raw Meat, Running Free, and Dog Stuff. You cannot speak or use tools, and you lose all of your class moves. However, you can roll 2d6 + 3 to *kick some ass* or *defy danger*. Also, no one can make you fall down without a MacGuffin, namely a silver weapon.

You lose this story move upon finding a cure.

The Ultimate Spell

One of the most powerful spells in the universe, inscribed by one of the elder dragons, has lodged itself in your brain. Without this spell, the world could be doomed, but if it falls into the wrong hands it could also be doomed. The spell itself has a kind of life, and it will lash out to protect itself from time to time. It does however have one other important drawback: it doesn't like other magic.

When *the spell makes itself known*, roll 2d6 + Eldritch. On a miss no one really notices. On a 7-9 everyone in the immediate area notices. On a 10+ the light show is obvious for miles around.

Any time you're in serious danger, or just seem to be as far as the spell knows, roll 2d6 + Bloody-minded. On a 7-9 the spell lashes out, making anyone else in the area fall down. On a 10+ it manages to be subtle enough to only affect the source of the danger. On a miss it backfires and makes you fall down.

Whenever you are the subject of another magic spell (even if it's beneficial), roll 2d6 + Eldritch. On a 10+ the Ultimate Spell negates it in a spectacular fashion. On a 7-9 the Ultimate Spell corrupts the foreign magic, causing a snake eyes random event to happen instead. On a miss the spell works normally, but to anyone who understands magic it's clear something odd is going on.

You lose this story move when you manage to cast the Ultimate Spell during a total eclipse, or when some great power extracts it from your mind.

^{*} There are plenty of other kinds of werebeasts of course.

Treasures and Wealth

When the players' characters obtain treasure, they normally get +1 Wealth and that's that. Certain treasures can have special effects that trigger their own custom moves. Below are some examples.

Cursed Item

When you try to sell off this item, roll 2d6 + Eldritch. On a miss the curse activates and whoever you're trying to sell it to attacks you. On a 7-9 whoever you're trying to sell it to is adversely affected and won't pay you for it. On a 10+ you get +1 wealth from it.

Strange Coins

When you try to use this item, roll 2d6 + Charming. On a miss the NPC decides that the coins are counterfeit. On a 10+ the NPC recognizes the coins as a rare collector's item; take +1 forward to wealth.

Too Much to Carry

You find more valuables than you can reasonably carry. Roll 2d6 + Mighty; on a 7-9 you get +1 Wealth. On a 10+ you get +2 Wealth. On a miss you take +1 forward to Wealth.

Things to Encounter

The world is full of all sorts of people and other things. This is a guide to how to represent them in the game, plus some examples that you might use.

Anatomy of a Bad Guy

There are a few things you'll need to figure out for your bad guys in *Dragon World*. There's the common sense stuff like what the baddie looks like, but also some stuff that's more specific to this game.

Motivation

- **Conquest:** Some bad guys want to take over, leading armies to conquer and expand their territory.
- **Greed:** Some bad guys just want more stuff, whether it's amassing monetary wealth or just getting delicious food. This tends to lead to a petty kind of villainy, but on the plus side since a greedy man's goal isn't to cause suffering for its own sake, it's easier to get him to change his ways with, shall we say, economic incentives.
- **Lust:** Libido plays an embarrassingly extensive role in human affairs, and that includes motivating some bad guys to find a bride or otherwise create problems for the opposite sex* (or the same sex for that matter). A lustful bad guy is potentially easy to deflect, since you just have to give him a new target for his lust (or make him the target). Of course, very few grudges are as enduring as those that come out of love spurned.
- **Oblivion:** There are ancient demon lords and other foul creatures (and in some cases outwardly pure beings) who simply want to bring the world to an end, whether to end the pain or just to watch it burn.
- **Glory:** Great warriors can become more concerned with glory, with the thrill of battle, than anything else. This is a kind of motivation that normal people don't understand, plus it gives a warrior the foible of seeking thrilling and honorable battle even when it would be better not to.
- **Righteous Cause:** Some of the most difficult antagonists are the ones who're sure they're doing the right thing. Chances are they're wrong, but they won't be easy to convince of that, and they tend to be good at attracting fanatical underlings who truly believe.
- **Power:** The very worst are the ones who just want power for its own sake. It separates them from normal people, leading them to do terrible things, and no matter how much they have it's never going to be enough.

MacGuffin Requirements

The magnitude of the MacGuffin necessary to beat a bad guy is directly proportional to his power level. There isn't much correlation between *what* a bad guy is and where he falls on the MacGuffin scale. What *seems* to be a really impressive enemy can often turn out to be all show, and a peon can be a total badass.

A **minor enemy** or a **band of faceless minions** require no MacGuffin at all. Anything that can make enemies fall down will deal with them handily.

A **moderately powerful enemy** typically requires some kind of insight to beat, so one or two clues derived from basic moves is enough to get the necessary MacGuffin.

* Just to be clear, a wicked king who's hopelessly in love with a beautiful girl can be funny. Rape is not. Ever.

A **final boss type enemy** will definitely require some kind of very special MacGuffin, probably something the characters will have to go on long adventures for. This can't be gleaned from simple insights (though they might need a second insight-based MacGuffin to even use it effectively), and it will take a few clues to find it.

Custom Moves

Some enemies can have some kind of custom move around them. This will be less common than you might think, since a lot of things that you might be tempted to make as moves can simply be the thing the players' characters need to get a MacGuffin to overcome. A seemingly impenetrable defense is a prime example of this.

Blast Attack: The bad guy can attack everyone in the area at once with some kind of spell or explosive. He's not good at discriminating friend from foe though, so his own minions will probably fall down too.

Mind Control Bullshit: If the bad guy tries to use his mind control bullshit on you, roll 2d6 + Eldritch. (You can change the stat according to how the mind control bullshit works.) On a miss you do whatever he wants for the rest of the scene. On a 7-9 you gain a new temptation ("Attack Allies") for the rest of the scene (and you're going to be very tempted). On a 10+ you're unaffected.

Really Gross: The bad guy is just really gross and no one wants to get near him. If you get close to him at all, whether you're making a melee attack or he managed to move close to you himself, roll 2d6 + Bloody-minded. On a miss you back away. On a 7-9 you can hold your ground, but you take -1 ongoing while you're close. On a 10+ you can act normally.

Tainted Wish: When the bad guy grants you a wish, roll 2d6 + Sane. On a miss the wish has immediate and horrible consequences. On a 7-9 something bad is going to happen, but it's not immediately obvious. On a 10+ the wish is going to be more or less what you wanted, but something's going to be a little bit off.

Example Bad Guys

The Wicked King

King Vindlethorn XII rules the land of Tharn, but he's a terrible, wicked man. He looks rather like a weird little troll of a man, and he seldom actually intervenes in matters himself if he can help it, since he has plenty of minions to do things for him. His rule isn't actually oppressive, so much as incompetent and random. Taxes are actually relatively reasonable in Tharn, but on the king's orders the guards will do things like demand free food or try to grab a girl who catches his fancy. He's actually kind of clueless about what to do with women, so girls they take in get subjected to lame parties and awkward advances before going home. More recently two things have happened that might be a problem. First, he's obtained a powerful artifact that might just give him the means to conquer the world. Second, he's taken a romantic interest in one of the PCs (or maybe someone related to them), and this time he's so head-over-heels he's not about to give up like he usually does.

When you *rebuff King Vindlethorn XII's advances*, roll 2d6 + Charming. On a miss he loses interest in a way that's frankly kind of insulting. On a 7-9 he is chastened, but will come after you again if you hang around. On a 10+ he is if anything more obsessed than before.

Kaiser Dragons

There are many kinds of dragons, from the elder dragons themselves all the way down to degenerate wyverns. Among proper dragons, one in ten thousand is a Kaiser dragon, endowed with some shard of the elder dragons' power. The advent of a Kaiser dragon can be a world-shattering event, and they can make whole nations tremble. It's said that a half-dragon born of a Kaiser dragon can become even more powerful than that.

The Demon Lord (And His Kids)

The great Demon Lord Megalodeth holds a massive demonic kingdom in the far West, which he rules with an iron fist. He is ludicrously powerful, and utterly without compassion. (Though he does have a rather twisted sense of humor.) There's apparently a prophecy about a hero who will one day defeat him, but only by way of getting certain treasures from beyond the Great Divide.

Megalodeth also has three children, born of his brief and tumultuous marriage to a succubus. (He doesn't like to talk about it.) They are no match for their father of course, but still extremely powerful demons. Having been left to their own devices for so long they've become rather strange though. The oldest (Urthroth, the Blind Guardian) mostly plays video games, the youngest (Drex, the Cannibal Corpse) wanders the world looking for interesting sweets, and the middle child (Calexia, the Iron Maiden) has a blog.

Rival Treasure Hunters

The PCs aren't unique in terms of being adventurers seeking glory and whatnot. There are other treasure hunters around, who can be a problem when they want the same thing you do, especially when they can be every bit as bloody-minded as you. For example, the Flame Hunters are a trio of adventurers out for fame and fortune, hiring themselves out to whoever will pay them.

- **Lionessa**, a muscular catgirl warrior who wields a broadsword with exceptional skill. She is easily the most sensible of the group.
- **Johnny**, a lithe, charismatic thief. He's out for treasure and for female attention, and he makes a game of hitting on Lionessa and trying to avoid her inevitable reprisals.
- **Vox**, a creepy wizard who delights in strange curses. Easily distracted by shiny things.

Evil Genie

Deep in a dank cave, among a pile of treasure, is a lamp that holds a genie (or more properly, a djinn) called Bassim. In the present day myths of genies tell of three wishes, but djinn are actually evil, cruel, lecherous creatures, and letting Bassim out of his prison will unleash a major catastrophe upon the world. He can in fact grant wishes if he really wants, but he'll only do so if he wants to mess with people and find ways to twist the wishes beyond recognition. Otherwise he's basically a powerful wind elemental with a crappy attitude.

The Evil Necromancer

Calabraxas the Mad is a powerful necromancer, a gibbering madman who seeks to bring about a new era in which the dead shall rule the living. Right now most people just know him as that weird old guy in the east side of Drakestown who wears a bunch of skulls, but if he ever find his Scepter of Oogy-Boogy Deathy-Doo (he was apparently quite drunk when he named it) he will be able to raise undead hordes and become a major threat to the civilized world. It's also rumored he has a cute daughter, though she is also a necromancer.

Other People and Things to Meet

The Elder Dragons

The elder dragons are ridiculously powerful beings who were involved in the creation of the world itself. They have names like Tiamat and Ouroboros, and they're as much forces of nature as beings per se. Regular dragons are their lesser descendants, and the elder dragons are the only higher powers they worship. The elder dragons seldom intervene in the affairs of mortals, as like most higher powers they have important responsibilities in the operation of the cosmos that demand their attention. When one of them does get involved, it's because something unbelievably important is going to happen, though it may not be obvious to us mortals.

The Gods

The gods are a bit cagey, and seem to have trouble committing to even letting people know they exist, much less intervening in human affairs. They tend to appear human (or mostly human), but idealized and perfect. Each has a domain, the thing that they're the god of, and their personalities are based around their domains to a cartoonish degree. Most of them reside on the Celestial Mountain, even those that are supposedly bitter enemies in their mythologies, and seldom leave.

Part of why the gods don't actually have all that much to do with humans is that they tend to spend much of their time playing this insanely elaborate board game. Its name is supposedly beyond the ability of mortals to even hold in their minds, but lesser divine beings simply call it "The Divine Game," or alternately "Godgammon." Single turns of the game have been known to take centuries, and can at times use living people as pawns without them ever knowing it. Supposedly a mortal could not handle the sheer ecstatic joy of playing the game, but lesser gods who've deigned to talk about it say it's actually kind of boring, and more just an excuse to hang out.

When you *play a turn of Godgammon*, roll 2d6 + Eldritch. On a miss you manage a faux pas and one of the gods puts a curse on you. On a 7-9 you are able to successfully make a move, and the game moves on. On a 10+ you experience some of the sublime ecstasy of the game, and for the rest of the episode everything else seems so pointless and dull that you take -1 ongoing.

Kickin' Rad Skeletons

One of Calabraxas' earlier experiments with necromancy was to make animated skeletons with full human intelligence. He has since come to regret doing so, because the skeletons he raised quickly abandoned him, and went on to form their own little culture, calling themselves the "Kickin' Rad Skeletons," or alternately "skelebros." Having no particular material needs, they spend most of their time out in the desert, having Skeleton Parties and Skeleton Races, and doing ever more outrageous stunts.

When you *party with the Kickin' Rad Skeletons* roll 2d6 + Mighty. On a miss you fall down and the skeletons take the opportunity to doodle on you and leave you dangling from a tree or some such. On a 7-9 you have a good time, but you're worse for wear, and take -1 forward. On a 10+ you really impress the skeletons, and they'll do a favor for you later.

Royalty

This is not the kind of setting where we delve into the workings of government, but most places have kings and queens who sit on thrones and wear golden crowns and such. However much some of them claim that the gods or elder dragons have anointed them, most members of the royalty are basically just people, good and bad. Adventurers are most likely to run into royalty as either authority figures or patrons, since they're the ones most likely to either need adventurers' services or to have to deal with adventurers causing trouble.

Shopkeepers and Merchants

Adventurers inevitably need to buy stuff, and that means dealing with assorted merchants. Some merchants are naïve, but the ones that last tend to be cynical and careful, and not a few are a bit devious. Cheating a merchant generally isn't a great idea, unless you're either really good at it or aren't planning to come back, ever.

Slimes

There are actually two kinds of slimes: cute slimes and gross slimes. Cute slimes look like little dollops of jell-o in different colors, with cute eyes and mouths. Despite not having any obvious means of using tools, they build picturesque little villages and generally lead cute, simple versions of human lifestyles. Most cute slimes come in simple colors like red or blue, but there are rare metallic slimes too, which are virtually invincible.

Gross slimes are horrible, disgusting, non-sentient organisms that just sort of ooze around and dissolve things. Not a few dark overlords keep one of the ones that only dissolves clothing handy just in case they get a sufficiently nubile captive.

Villagers

Villagers tend to be a fickle and superstitious lot, or at least they can seem that way when you're an adventurer swaggering into town with lots of money and the potential to cause or fix some major trouble. Most ordinary people just want to live their lives without too much disruption, though some will jump at the chance to strike it rich if it's not too dangerous. By and large villagers aren't dangerous, but an angry mob of villagers can be a surprisingly big problem.

xXbubblegum3432Xx

This intruder from another world looks like an incredibly powerful paladin, albeit one in rather revealing armor. She also has a cat ear hair band, flaming angel wings, and wields a flying V electric guitar. Oh, and her name floats just above her head in glowing white letters. She speaks a rather bizarre, clipped dialect, and often seems to get words a little bit wrong. xXbubblegum3432Xx (who usually tells people to just call her "bg") is actually quite friendly and regularly offers to party with people, though for the most part she's only really interested in fighting monsters. She also has an unnerving tendency to do things like walk through walls or move at ten or twenty times normal speed.

Your Parents

Everyone has parents, even in a weird fantasy setting. Well, *almost* everyone. Your parents are generally older, dorkier, more embarrassing versions of you who never stop talking. They have embarrassing pictures and stories that they can't wait to share too.

Some Interesting Places to Go

Amazonia

This small island is home to a population of warrior women. They allow men to come from neighboring islands to mate once a year, but otherwise men are not welcome. The amazons train ferociously and are brutally effective warriors. Although they are experts in combat, they are woefully ignorant of the outside world. They know very little of men, and as they mainly use men for reproductive purposes, they have a habit of treating men as objects.

The Desert of Yunqarth

In the distant east is a great expanse of desert, with endless dunes, scorching hot days, and freezing nights. There are strange creatures that live beneath the sands, and bands of raiders and worse. There are a handful of cities that thrive in the desert, but even more ruins of old cities.

Because of their relative isolation, the various cities of the Desert of Yunqarth tend to get a little strange, like a shut-in talking to himself on a city-wide scale. In the city of Marine the inhabitants seem to have adopted a shared delusion of being a small island nation, subject to frequent monsoons, and harshly punish anyone who tries to point out that they are in fact in the desert. In the city-state of Veldris, they believe they are all part of some kind of game, and await the arrival of the ones known as the “Peesees” with anticipation and dread. Meanwhile in distant Peladon, most people refuse to communicate except in writing, and they’re generally really socially awkward.

When you *cross the Desert of Yunqarth*, roll 2d6 + Mighty. On a miss you are lost in the desert and the DM chooses one:

- You start to hallucinate.
- You run into desert bandits.
- You encounter a desert worm.
- You find yourself in the Ma’al of the Western Fields (see below).

On a hit you get closer, and after getting closer 3 times you will arrive. On a 10+ you also find an oasis where a friendly trader has made camp.

Drakestown

Drakestown is the capital of the nation of Garland, a great city with tens of thousands of people, with some of the most beautiful architecture in the world. It is a center of culture, and of industrial and military power. It is also notable as the home of both the Temple of the Dragon Oracle and the Mage Academy (see below).

The Great Dwarven Mine

Other races tend to stereotype dwarves as being obsessed with gold, and while a dwarf’s love of gold is hard to overstate, their true love is stone. That helps explain why the so-called Great Dwarven Mine is a vast underground city, carved from the rock over many generations, and constantly expanding. The dwarves have a very sophisticated and distinct culture, and while they prefer humans and even elves over the likes of orcs, they are generally suspicious of outsiders.

The Four Elemental Palaces

At four different far-flung points in the world there are great palaces for the four Elemental Monarchs—the Ice Queen, the Earth King, the Air Prince, and the Fire Princess. Although in theory they rule over the elemental beings of the world, in reality living in the middle of nowhere leaves them with a lot of free time. The Ice Queen watches lots of daytime TV, the Air Prince is an avid gamer, and so on. Their palaces hold many treasures, many magical items of great power, so adventurers seeking such items will have to deal with these powerful monarchs if they wind up in need of them.

Golemburg

This lovely seaside town is world-renowned for its many golem makers. Street vendors sell miniature toy golems to tourists, while great factories produce larger, more sophisticated golems for industrial work or warfare. Trouble is brewing in the town though, because a father and son have had a falling out, and both are working on spectacularly massive golems to show who the better golem maker is.

The Great Divide

To the north there is a narrow canyon, perfectly straight and lined with pearlescent white stones with strange symbols carved into them, that runs for thousands of miles. The canyon runs deeper than anyone can see, and powerful winds constantly whip through it, making it too dangerous for airships. The canyon walls are a warren of passages and secrets, and some creatures have taken up residence here despite the bitter cold. No one has yet found a way across the Divide, but there are nonetheless rumors of great treasures, or a kingdom of dragons, or a dread necropolis full of legions of undead.

Hell

Hell is supposedly the realm of fire and brimstone where the wicked go when they die. It's home to many demons who constantly squabble for power, and generally manage to make each other more miserable than they do the damned. There are several different netherworld nations and settlements, ranging from lawless areas of total anarchy to soul-crushing bureaucratic states. If you're wondering why so many demons show up in the mortal world, it's actually because even for them living in hell kind of sucks.

The Machine-City of Arcadia

There is a city that floats high above the landscape, drifting across the world on some pre-determined path. The city is a great machine of some kind, with weapons capable of devastating nations. Many would seek to control it, but its automated defenses are far too powerful. For the most part people just hope that nothing bad happens when it passes overhead.

The Mage Academy

The Mage Academy is the foremost institution of magical learning in the world. The students are a kaleidoscopic variety of young people from all over the land who've come to learn the arcane arts. Let's not beat around the bush, the Mage Academy is basically a contemporary Japanese high school crossed with Hogwarts, done anime style. Students wear uniforms, have a class schedule with lots of silly magic-related subjects, have cliques and clubs, etc. The school has a massive and rather dangerous library of magical tomes, and many of the senior faculty just plain try to avoid students in favor of magical research and good meals.

One notable facility at the Academy is the High-Energy Magic Laboratory. The wizards learned the hard way to place this building a safe distance away from the school and anything else of value. Inside, bright young wizards who don't mind taking massive, ludicrous risks for more knowledge have built great machines with which they are

exploring the tiniest, most basic particles of magic. Their research is really fascinating if you're into that kind of thing (and utterly boring if you're not), but tends to do things like rip holes in reality or create massive explosions and magical fallout. Every now and then a villain realizes that their research could be useful for his nefarious plans too.

The Ma'al of the Western Fields

This strange structure sprouted seemingly of its own accord in the Yunqarth Desert. It is made of gleaming metal and glass, at impossibly straight right angles, and is surprisingly cool inside. Inside there are countless stores offering strange, colorful goods. People who find their way to the Ma'al end up wandering the great hallways, going in circles, until they finally manage to escape into the desert.

The Moon

The moon appears in the night sky as a white orb, turning to a crescent and back again in a constant cycle that marks the passage of time. There are any number of competing theories as to what the moon actually is. Some say it's made of a particular type of celestial cheese, others believe it is a manifestation of the moon goddess Luna, and a few are certain that it's a conspiracy by the Temple of the Dragon Oracle for... something. In truth it is a hunk of rock that orbits the world.

However, there is more to it than that. There was once a beautiful crystalline kingdom on the moon, home to the Lunarians, a people who possessed incredibly advanced sorcery that saw to their every need, and dedicated their lives to creating beauty. They did have contact with the world below, through magical portals, some of which still survive. Anyone who manages to pass through one of these portals will find the crystal palaces mostly vacant though. It isn't clear what happened to their civilization, because the tiny handful of remaining Lunarians now have a culture so artistic and stylized that they have difficulty communicating with outsiders save through interpretive dance.

Necropolis

There was once an ancient kingdom of immense power. That kingdom fell to some unknown tragedy involving a very powerful artifact. For many generations it collected dust, but a total eclipse of the sun awakened the evil that had been sleeping there. Now the Necropolis is a great city of the undead, ruled by the Lich Lord,^{*} who is in turn attended by a cadre of sexy vampire women. Fortunately a natural barrier (the Great Divide, say) is keeping the Lich Lord from striking out from the Necropolis to conquer the realm of the living.

Oh, and Calabraxas has taken an interest in the Necropolis, but the Lich Lord has started screening his calls.

Skull Island

They say this skull-shaped island (with a surrounding archipelago) is home to the dreaded Pirate King, Red Roger, as well as Pirate Town, a haven for the most despicable of pirates. It's quite the wretched hive of scum and villainy, full of pirates come to trade, drink, fight, argue, and sing,[†] with Red Roger presiding over it all from his driftwood throne. There are rumors that he's looking for a successor, and also that his daughter, Red Rachel, is aiming to become the Pirate Queen whether her dad likes it or not.

^{*} He wanted to call himself a king, but he got a cease and desist letter.

[†] Their singing will likely make you wish they were fighting instead.

When you *carouse with the pirates*, roll 2d6 + Charming. On a miss you stick out like a sore thumb and some of them try to start trouble. On a 7-9 they welcome you as long as you pay for some drinks. On a 10+ they welcome you with open arms.

The Sky Kingdom

The Sky Kingdom sits on a great mountain held aloft by a combination of a giant propeller and several balloons, both powered by a magical artifact hidden deep within the mountain and protected by many traps. The ruler is King Morgan Finnigan XXI, though he's a rather frivolous and inbred man who tends to demand that people call him "Muffin." He's been depressed of late because he had a row with his wife and she went into the maze to sulk and no one's been able to get to her because of all the traps.

When you *navigate the maze in the flying mountain*, roll 2d6 + Eldritch. On a miss you get lost, until a trap unceremoniously dumps you back at the entrance to the maze. On a 7-9 you meet the queen, who offers refreshments, but once that's done you'll probably want to keep going. On a 10+ you find the secret at the heart of the maze.

Slime Town

Most humans don't trouble themselves with learning about the culture or language of slimes, so they simply call this settlement "Slime Town." It is a picturesque little village with houses, shops, and farms, inhabited almost entirely by slimes. Most people just ignore them entirely, and the slimes are happy to not have the big fleshy people troubling them. On the other hand there is a story about a king with a funny-shaped head and a female slime who fell in love with him.

The Temple of the Dragon Oracle

Also known as the Shrine of Ouroboros, the Temple is a center of worship for one of the elder dragons. It is most notable for being the home of the Dragon Oracle, a young woman gifted with the power to see the future. Once a year there is a grand ceremony with all of the nobility in attendance where the Oracle names five young people who have a great destiny before them. Other sects consider this a rather convenient and crass way to set up an adventuring party, but no one pays them any mind.

The Tower of Masks

This unassuming tower sits right where travelers might try to go inside to take shelter on a cold night. Anyone who ventures inside will face the Puppet Master. His powerful magic will force them to wear embarrassing costumes and attend a weird party and do embarrassing dances and dreadful comedy sketches. It's all very strange.

Under the Cold Starlight

Calling it a "place" would be stretching the word a bit, but outside of normal reality is another dimension of madness, where strange Things wait, hungering for form, for the sweet nectar of Existence. There are cold stars overhead, strange silver sand under foot, and terrible Things all around that look as though they've tried to build bodies based on half-remembered rumors of parts of animals. If they are allowed to enter normal reality it could be the end of the world, and powerful magic can weaken the fabric of reality enough to open a door.

Appendix

Design Notes

Dragon World is a really weird hack of D. Vincent Baker's *Apocalypse World*, which is a really awesome game you should check out, though it's very different in tone from this game. The idea for *Dragon World* popped into my head while reading *Dragon Half*, a manga (with a too-short anime adaptation), about a ridiculously strong half-dragon girl who's hopelessly in love with a famous dragon slayer/singer named Dick Saucer. The manga was never published in English, which is a damn shame. There are plenty of other titles that influenced this game (most notably *Slayers*), but they're almost all wacky fantasy anime and manga from the 90s. There are plenty of newer anime that I like, but I got into anime in the mid-90s, and there's a ton of stuff from back then that's all but forgotten now. The D&D games I've been in were an influence too, and in a sense you could say this is also a game about the silly parts of a D&D campaign.*

There were a number of things that I changed from *Apocalypse World*, both to fit my game's premise and simply to my own tastes. One of the biggest things was eliminating the whole "marking experience" concept in favor of "leveling up" once per session. I also dropped History in favor of Story Threads, and of course switching Harm for Falling Down was one of the first changes I made. The more important part is that although both games require the DM/MC to think on their feet, *Dragon World* is much more about making stuff up on the fly to make the game more fun in the moment. *Apocalypse World* calls for using fronts to set forth various events that could challenge the PCs, while *Dragon World* zeroes in on what the PCs are doing and doesn't care all that much about what's off-camera. In a lot of ways this is codifying how I run games like *Toon* and *Maid RPG*, and the DM advice and moves are distillation of my experiences with those games.

It should go without saying, but you can do whatever you want to make this game your own. I already did a lot of stuff to *Apocalypse World* to make this game after all. Add new classes, new moves, new rules, and anything else you like. Take ideas from other Powered by the Apocalypse games, or just anything at all that excites you. I especially encourage you to make new classes, since it seems like everyone who takes an interest in *Dragon World* has some to suggest.

Most of the names in this book came from *The Story Games Names Project*, which I highly recommend. Some of the setting ideas I put in here are things I lifted from the setting I'm working on for my own *Slime Quest* RPG.

Influences

In keeping with the best traditions of fantasy gaming, *Dragon World* came from a great stew of media.

Games

Apocalypse World and *Dungeon World*, but that kind of goes without saying. *Monsterhearts* taught me how to make *Apocalypse World* my own, and *Inverse World* showed me new ways to invoke a unique world. All of them are worth checking out, for different reasons.

* Also, I put the Mad Warlord in just so I could make a *Dragon World* version of the warlord I played, and the Shiny Paladin was heavily inspired by an NPC paladin from that same campaign named Sir Leo.

Dungeons & Dragons. I've said many times that in anime terms when you play D&D you aspire to *Record of the Lodoss War*, but usually end up with *Slayers*. Other games have done epic sword and sorcery far better, but D&D remains the best absurdist magical murderhobo dungeon crawl game.

Ghostbusters, *Teenagers From Outer Space*, and *Toon: The Cartoon Role-Playing Game* are all earlier comedy RPGs I had varying degrees of experience with. Any comedy RPG I might try to do will inevitably be in part a reaction to *Toon*.

Maid: The Role-Playing Game looms surprisingly large over my game design efforts, more than merely having translated it would account for. Aside from D66 tables infiltrating this and other games, it also has a lot to teach about cartoon violence and the role of temptation.

Super Action Now! I asked Story Games for ideas about comedy and slapstick in RPGs, and among other things that's how I heard about Marshall Burns' stab at the genre. The "scenes from a hat" rule was directly inspired by this game.

Media

Akazukin Chacha

Bastard!!

Cucumber Quest*

Dragon Half

Dragon Quest

Gold Digger

El Hazard

The Familiar of Zero

Grandia

Magic Knight Rayearth

Ruin Explorers

Rune Soldier

RWBY

Slayers

Sorcerer Hunters

Terry Pratchett's Discworld Novels†

Those Who Hunt Elves

* *Cucumber Quest* has made the "frivolous authority figure" a major NPC archetype in my games.

† *GURPS Discworld* didn't really have much to do with this book, but I just wanted to say that "Shouting at Foreigners" is one of my favorite skills in any RPG ever.

People

A bunch of people whose names I've forgotten or never knew at FanimeCon and No-Name Anime in the late 90s

The friends I've played RPGs with in recent years; Mike, Chris, another Mike, Tim, Elton, a third Mike,* Dave, Aaron, a different Dave, Grant, Cat, Dylan, Lindsey, Broam, another Chris, Jono, and Sushu

Steven Savage, Andy Kitkowski, Ben Lehman, Ryo Kamiya, Clay Gardner

Credits

Designed and written by Ewen Cluney

Original *Apocalypse World* design by D. Vincent Baker

Playtesters: Grant Chen, Dave Empey, Matthew Leonard, Mike Mallon, Dylan Nix, Lindsay Nix, Think Pham, Elton Sanchez, Aaron Smith, Suichi Tanaka, Catherine Winslow, Jono Xia

* If I had all my friends in one room... it would be crowded and awkward. But also there'd be a lot of confusion about names.