



the Beast

Red • Green • Blue • White • Black

Threatening
Attacking

Drawing and Features

Body:

Movement:

Countenance:



the Trickster

Red • Green • Blue • White • Black

Convincing
Attacking

Drawing and Features

Body:

Movement:

Countenance:



the Ruler

Red • Green • Blue • White • Black

Convincing
Threatening

Drawing and Features

Body:

Movement:

Countenance:



the Sage

Red • Green • Blue • White • Black

Convincing
Teaching*
(ability)

Drawing and Features

Body:

Movement:

Countenance:

The Beast

Characteristics

Describes personality, justify advantages

Ages **Die size**
d6
d8
d10
d12
d16
d20
higher: ____

Just	Vengeful
Merciful	Cruel
Admiring	Vain
Traditional	Radical
Curious	Prejudiced
Respectful	Mischievous
Hedonistic	Disdainful
Patient	Easily bored
Refined	Blunt
Entitled	Greedy

Origin story

Lair description

Vigor

Gorged
Satiated
Hungry
Famished
Starving

The Ruler

Characteristics

Describes personality, justify advantages

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The Beast

The Trickster

Menu

The Ruler

The Sage

The Beast

(p)m/M
Minion
Unusable

Three vertical lines for notes.

Lair

(p)m/M
Minion
Unusable

Three vertical lines for notes.

The Ruler

The Trickster

(p)m/M
Minion
Unusable

Three vertical lines for notes.

p(ermanent) m(inor) / M(ajor)

The Sage

(p)m/M
Minion
Unusable

Three vertical lines for notes.

The Beast

Elsewhere

The Ruler

(p)m/M
Minion
Unusable

(p)m/M
Minion
Unusable

The Trickster

p(ermanent) m(inor) / M(ajor)

The Sage

(p)m/M
Minion
Unusable

(p)m/M
Minion
Unusable

The Beast

(p)m/M
Minion
Unusable

Three vertical lines for notes under 'The Beast'.

Abstract

(p)m/M
Minion
Unusable

Three vertical lines for notes under 'Abstract'.

The Ruler

The Trickster

(p)m/M
Minion
Unusable

Three vertical lines for notes under 'The Trickster'.

p(ermanent) m(inor) / M(ajor)

The Sage

(p)m/M
Minion
Unusable

Three vertical lines for notes under 'The Sage'.

The Beast

(p)m/M
Minion
Unusable



Natural magic

Magic

(p)m/M
Minion
Unusable



Natural magic

The Ruler

The Trickster

(p)m/M
Minion
Unusable



Natural magic

p(ermanent) m(inor) / M(ajor)

The Sage

(p)m/M
Minion
Unusable



Natural magic

The Beast

Unrestrained Force

When using a Destroy approach to protect your territory, this ability justifies three raises. Consequences picked must be extremely violent, and all trophies that are not in line with wanton destruction are harmed in the process or one permanent trophy is destroyed.

Devourer of Magic

Destroy a magic item to gain its effect as your natural magic.

Queen of the Wilds

When you get a king (or similar) of animals as your trophy, you get it and separately its subjects as a minion. You may command the king or the subjects within your territory as an flashback action once per scene.

Army of the Wilds (requires Queen of the Wilds)

Gain two free raises when you use your animal minions within your territory, and one when outside of it.

Eyes and Ears

You can use wild creatures and locations in your dominion as your senses, effectively giving you the option to be aware of anything they are aware of. You get one flashback action each conflict for making preparations because you could see or hear what was coming.

Reclaim the Land

Your favored terrain type automatically expands to civilized areas from where you have driven the mortals out. The location becomes a trophy and a part of your dominion.

Be the Land (requires Reclaim the Land)

You become one with the land, with the ability to meld to the ground and appear in any location in your dominion, and to do anything non-physical (breathing fire, doing magic) without appearing there, and one free raise.

Rule the Land (requires Be the Land)

The terrain is animated and follows your orders. Gain the terrain itself as a separate minion that you can use when in your territory and on your favored terrain type. The terrain gets more powerful when more land is reclaimed (increase die size according to population examples for die size).

Great Trees

Describe a way to grow Great Trees or other huge plants/mushrooms/natural formations as a part of the narrative without a need for a conflict or vigor for magic. You can grow these on your territory, taking at least a couple of mortal generations. You may use them to block or create routes, locations for populations to settle, or for similar plausible purposes.

Great Trees Awake (requires Great Trees)

Take your Trees as minions. They can move (the more slowly the bigger they are) and be used independently of the dragon like any minion, and you get a flashback action for using them once per scene.

Call of the Wilds

Whenever you use your magic on domesticated animals or plants, this ability justifies one extra raise when creating an advantage.

Taking Care of Your Own

In a conflict, if a major trophy was damaged or a minor trophy was used, and you pick a minor trophy, in addition to the normal minor trophy you can fix the damaged trophy immediately - narratively it never happened although it might have looked like a close one - or retain the minor trophy as usable.

A Fresh Breath

You breathe something else than fire and are able to control that. Write it as a natural magic.

Flexible

Pick an ability from another archetype.

Satiated

You can use the Satiated vigor level. Uncheck vigor up to Satiated.

Gorged (requires Satiated)

You can use the Gorged vigor level. Uncheck all vigor.

Abilities

The Right Hand

From one population in your dominion, create an Order of your choice (religious, military, bureaucratic, assassins...), answering directly to you, as a minion. The Order starts out from that one population, but grows in size when narratively spread to other populations. When playing the order as a PC, you can use itself as a trophy for creating advantages as well.

Secret Order (requires The Right Hand)

You can use a new approach, Intrigue, when playing the Order or when playing the dragon and using the Order as a trophy. The Order justifies two raises or rerolls but only when using Intrigue.

Ancient Order (requires The Right Hand)

If the Order is harmed in a conflict, it is automatically fixed for the next turn, and if it is destroyed, lose this ability and the Order is only harmed.

Draft the Great Army

Describe how you found an army, a normal martial one or a metaphorical one (e.g., 'an army of builders'). Choose any number of populations in your dominion to gain a minion with the die size of d6 and number of dice comparable to the total drafted population size. Each population chosen for drafting gains a relevant disadvantage.

Bread and games

Describe how you make an effort to make your people happy, and make that a major trophy. Create one disadvantage for a dark side of that effort, but in return, as long as that trophy is usable, other disadvantages related to unhappiness are negated, and new ones cannot be created (including from abilities like Draft the Great Army).

Cultural Imperialism

When your empire trades for a long time with foreigners, they become more sympathetic and supportive of your causes, even against their own rulers.

Insurrection (requires Cultural Imperialism)

Sympathizers in foreign lands plot to get annexed by your empire and may set up rebellions. When you intervene, any advantages created about the sympathizers are counted as justifying two raises instead of one.

The Great Work

Describe how you get your people to undertake a Great Work, a building project which lasts for at least a couple of mortal generations. You may use this massive building to block or create routes, or for similar plausible purposes. When it is ready, gain it as a trophy that justifies three raises instead of one.

World Wonder (requires The Great Work)

Get the legend of the Great Work as a minion that you can use for flashback actions.

The Strategist

You can use your any of your minions for flashback actions.

Imperial Cult

Describe the founding of a religion that worships you. Mark it as a permanent Abstract minor trophy. Whenever the religion spreads to new populations you gain vigor.

Established Rituals (requires Imperial Cult)

Come up with a magical effect that the Cult could pray for. When your worshippers do rituals to ask divine favors, you get a minor magic trophy to fulfill those favors - or to twist them horribly, if you wish. The magic trophies become permanent if you get a major NPC to continue doing the rituals across ages.

A Fresh Breath

You breathe something else than fire and are able to control that. Write it as a natural magic.

Flexible

Pick an ability from another archetype.

Satiated

You can use the Satiated vigor level. Uncheck vigor up to Satiated.

Gorged (requires Satiated)

You can use the Gorged vigor level. Uncheck all vigor.

The Trickster

Unknowing Servants

Whenever you get a story for an Abstract trophy, mark it with a diamond. Check this diamond to get a flashback action with any relevant NPC (trophy or not) telling how the story makes them unknowingly do your bidding, to create an advantage in the current time - without spending vigor, even if the NPC is not a trophy. (The flashback cannot have a conflict in it.)

Always a Step Ahead (requires Unknowing Servants)

Whenever you use a flashback action with diamonds, you may now have separate conflicts within the flashback, and you can use the Unknowing Servants to get a second flashback action within the first and help in that conflict.

Backup Plans

Once per turn when you suffer a setback, you may try again harder (reroll) for free. Use a flashback (without a conflict, unless you have a minion you can use in the flashback) to explain the plans.

Blackmail and False Hope

Whenever you manipulate someone by blackmailing or giving false hope, you get them as a minion for free.

Walk Among Them

Take a form of any mortal for one scene. During this, for Attack and Destroy approaches your die is of their size, but for any social approach it's your normal die size plus one free raise. If you suffer a setback or a draw, you return to normal form during or after the conflict.

Walk as the Best (Requires Walk Among Them)

You can take a form of legendary people and creatures (but not gods) you have met or learned specific information about, and change form during a scene. In any approach you can use their die size or your own, whichever is greater, during one approach - but if you change approach, you return to normal form immediately.

Walk Softer (Requires Walk Among Them)

Once every conflict, a trophy damaged when you are in other form is immediately fixed.

Day of the False King

Whenever you act properly from a position you have falsely gained, this ability justifies two free raises.

Smoke and Mirrors

You get 'illusions' to your natural magic.

From Songs

Whenever you use Abstract trophies to create advantages, those advantages give two raises instead of one.

Living Rumors

When you get a population to circulate a rumor you started or affected, you may create it as a physical creature and get it as a minor trophy. It will follow your orders, but because really it is just a incorporeal ghost, the NPCs notice it if they touch it.

The Bound

When you have manipulated NPCs to think they have a good reason to come to your aid, you can mark them as a nonpermanent minor trophy without the need to claim them from a conflict.

A Fresh Breath

You breathe something else than fire and are able to control that. Write it as a natural magic.

Flexible
Pick an ability from another archetype.

Satiated
You can use the Satiated vigor level.
Uncheck vigor up to Satiated.

Gorged (requires Satiated)
You can use the Gorged vigor level.
Uncheck all vigor.

Abilities

Mystic Authority

Whenever you solve a problem for NPCs with sagely advice, your reputation precedes you and makes the NPCs hearing about this more positive to seeking and accepting your advice. You get another free reroll for Convincing if you narrate it as something you were aiming for from the beginning.

Teacher

You can use Teach as an approach in conflicts. Once per conflict, you can change into Teach or from Teach freely, in addition to the one normal free approach change.

Gifts of Power

When you win Magic or a magical item, creature, or location as a trophy, you also get one vigor.

Unsurpassed Knowledge

If you study something and learn something meaningful about it, you get a free advantage for it on the map (remaining as long as the thing seems relevant).

Foreseeing (Req Unsurpassed Knowledge)

After getting an advantage from Unsurpassed Knowledge and using it in a conflict, you may (once) get a flashback action to narrate the deeper meaning of that knowledge and have an extra reroll for it.

Lasting Peace

Whenever you keep the Darkness at zero by accepting a setback without taking a scar, get a minor Abstract trophy representing the calmful effect you have on this location. If there are any such trophies left unused when the age ends, select one of them as a major trophy.

Drawing from Spirits

You can use the power of any spirits or ghosts you know as a type of magic, without the need to win them as a trophy first. This might make them mad though.

Disciple

Take a mortal disciple as a minion who is usable for flashback actions. If the disciple would be destroyed, you can spend one vigor to prevent it.

Harbinger (requires Disciple)

The disciple can use the dragon's dice and reroll/raises as if they were their own.

Return the Favor

When you do a great favor to an NPC upon making them part of your dominion, this ability allows using their trophy for help in a suitable manner for one extra time (so that a minor trophy does not become unusable, and major can be used again). If this trophy would be destroyed or damaged in conflict, you can have it be immediately fixed or become damaged instead of destroyed by narrating how you cleverly prevent or remedy the damage.

Otherworldly Allies

If you get any spirits, ghosts, or other otherworldly creatures as trophies, you may make them minions without paying vigor.

Master of Magic

When a mortal NPC uses any magic against you, they get a decrease in die size, and you can learn the magic (get it as a minor Magic trophy for free) just by experiencing it.

A Fresh Breath

You breathe something else than fire and are able to control that. Write it as a natural magic.

Flexible
Pick an ability from another archetype.

Satiated
You can use the Satiated vigor level.
Uncheck vigor up to Satiated.

Gorged (requires Satiated)
You can use the Gorged vigor level.
Uncheck all vigor.

The Sage

The Beast

- Scare people
- Show a monster who's boss
- Imprison a prince or princess
- The word about the new master of the territory is spread
- Decorate your lair
- Spread your terrain type to a new area
- Get a king of animals as your trophy
- Remove a settlement too close to the wild
- Defeat a challenger to your territory
- Burn a city to ground and prevent anyone from building on the spot again
- Learn the ways of the nature spirits
- Fight a Dragon Slayer
- After decimating the order of knight-equivalents, defeat the last member
- Start a Great Hunt
- Complete the Great Hunt
- Create a great natural formation as your new lair
- After decades of animosity, a population swears eternal vengeance to you: gain a Nemesis
- After a Long Sleep, bring destruction to your Nemesis

Darkness: 1 2 3 4 5 6 7

Mundaneness: 1 2 3 4 5 6

Goals & Legacy

- Gain your first minion
- A non-human admits your right to rule
- Establish your royal regalia
- Confront an elder and spare them
- Win the dissenters to your side
- Make an ancient claim
- Get an outside recognition for your reign
- Give a historical edict
- Unite two populations under your banner
- Field an army
- A song about your great victory in a battle is sung and spread around the world
- Learn the ways of spirits of civilization
- Eradicate a great monster troubling your empire
- Defeat a Dragon Slayer
- A lasting (physical or metaphorical) monument to you is created
- Use the monument after a Long Sleep to reestablish your power
- Build Institutions that will outlive your empire
- After a Long Sleep use those Institutions to subjugate new peoples

Darkness: 1 2 3 4 5 6 7

Mundaneness: 1 2 3 4 5 6

The Trickster

- Bring ruin with a lie
- Make an ambush
- Dominate a village
- Convince someone to not believe their own senses
- Do a good deed with an ulterior motive
- Con a conman
- Find the secrets of the dead
- Tell a story about something legendary
- Arrange a war between allies
- Fake a retreat to dominate someone
- Cheat a rich or powerful person of their riches/power
- Learn the ways of spirits of art
- Trap a great monster
- Trick a Dragon Slayer
- Turn a formidable threatening enemy to a wild goose chase, never to return
- Destroy utterly but secretly someone who saw through you schemes
- Create and spread a Great Lie - something obviously wrong, but everyone believes it
- After a Long Sleep, make great use of your Great Lie

Darkness: 1 2 3 4 5 6 7

Mundaneness: 1 2 3 4 5 6

Check a goal, get an ability (once per turn).
Legacies determine what will the next age be like.

The Sage

- Understand the true motivations of someone
- Turn down an offer of power
- Give metaphorical advice that has a secret meaning
- Mentor a monster who was thought unteachable
- Learn the limits of your power
- Teach magic to someone potential but risky
- Win a fight by walking away from it
- Give a gift of an idea that changes the mortals' lives
- Show a Dragon Slayer how they are wrong
- Bring an old feud into end
- Find remains from the First Age
- Create an ideology that the mortals spread from continent to continent
- Learn the ways of any spirits
- Give life to a creation completely independent from you
- Learn something substantial about Dragon-Mother, gods, or world
- Have created a body of Wisdom that will last through the Ages
- Recite the Wisdom after a Long Sleep to point out wisdom that was there, but nobody saw it
- Use magic or power of ideas to change the whole world

Darkness: 1 2 3 4 5 6 7

Mundaneness: 1 2 3 4 5 6

Story seeds

	What	How	Other
	Meddles with	- ritualized	Possible gains - trophies
Who	- dominion as whole	- excessive	- dominion - NPC attitudes (dis/advantage)
Ancient allies or enemies	- things in dominion	- subdued	- treasure - changes at location (dis/advantage)
	- expansion	- customary	- menu - map change
	- lair	- failed	- goal - aesthetics
Monsters and creatures	- trophies (Lair, Elsewhere, Abstract, Magic)	- overreaching	- magic
	- beliefs or ideas	- deceptive	
Populations	- locations	- secret	
	- dragon herself	Violence	
Those in power	Trouble with	Cunning	
	- trade	Politics	
Those without power	- institutions	Magic	
	- societal movement	Wealth	
Exceptional individuals	- customs	Monsters	
	- politics	You	
Magical	- agreements		
	- magic		
	- animals		
	- monsters		
None of the above	- nature		
	- deception		

Legacy determinants (*Rules summary*; p. 46)

Darkness: n. of scars.

1. No scars, and at least once you have passed taking a scar= optimistic, happy, utopian corner, leaking to other corners
2. No scars = somewhat bright corner, no extra darkness
3. 1 scar = clearly dark streaks (like individuals, organizations, or locations) standing out
4. 2 = darkness taking over, but not winning yet
5. 3-4 = few beacons of brightness (like individuals, organizations, or locations) in a generally gritty corner
6. 5-6 = no brightness in the dark corner, leaking to other corners
7. 7+ = completely apocalyptic, seriously spreading all over the world

Mundaneness: n. of unique magical creatures on your menu

1. 0, and you have created or helped creating some more = magical locations and creatures are abundant and non-magical mortals are often physically subjugated
2. 0 = magical locations and creatures live side by side with the mortals
3. 1-2 = magical locations and creatures are rare and mostly try to keep to themselves
4. 3-4 = one or two magical locations at most, magical creatures hide
5. 5-6 = no magical locations, magical creatures flee your corner and ones in other corners feel the effect
6. 7+ = no magical locations or creatures in your corner and those from other corners actively abhor it; your own magic dwindles and cannot do major effects anymore

Rules summary

Turns (pg. 5-6)

One player plays dragon (DP), each on their turn. Others suggest a scene, DP picks one - that person is the narrator. Others support (SPs).

Scene anatomy: hook, setup, conflict, epilogue.

Roles (pg. 5)

Job of the DP: Narrate the dragon. Go overboard, make it interesting for the others. Don't be careful; trust that the others make it awesome. Don't be greedy.

Job of the Narrator (pg. 34-43): Narrate a hook that gets the dragon invested. Lead the narrative and the scene. Improvise - use the scene idea but don't plan too much. Ask SPs for details and give them NPCs to play. Use leading questions and concrete instructions. Let the DP decide what's cool. Set up conflict to give the DP an interesting choice or opportunity. Give the DP every chance to shine.

Jobs of the SPs (pg. 44-45): Provide ideas, details, descriptions, play NPCs when asked. Give ideas when not asked, but drop it if they are not embraced. Focus on the current turn's dragon and her world. Add detail and make the world living. Make connections between scenes and corners. Scout for interesting, cool details that could be material for future stories.

General narrative guidelines (pg. 9-11)

Narrate from the POV of the dragon. Diegetic characters can be against dragons, players are not. Don't leave room for interpretation in your narrative, if it may lead to misunderstandings of the diegesis.

Follow the canon, but make up explanations for discrepancies rather than just dropping them.

NPCs react to dragon according to their dramatic importance.

Mechanics

Vigor (pg. 21) Spend to get advantages and minions. Regain by eating or getting treasure. The more hungry the dragon is, the less important things it needs to eat / get. To uncheck the box:

- Trivial but not insignificant: uncheck Starving.
- Not locally irreplaceable: uncheck up to Famished.
- Locally but not widely irreplaceable: uncheck up to Hungry, or if Hungry, uncheck Satiated.
- Widely irreplaceable and major: uncheck up to Satiated, or if Satiated, uncheck Gorged.

Advantages (pg. 16): A reason why something helps the dragon. Provides a reroll or a raise. Get from the narrative (pay vigor) or from trophies (free). Used right away, or written on the map if saved for later.

Disadvantages: Get from failed conflicts. A reason why things are more difficult for the dragon. Raise for opponent or decrease for dragon. Written on the map.

Dominion (pg. 18): Covers the fictional elements of the trophies that fulfill the archetype-specific description. The DP has a say on any narrative changes for the whole dominion.

Map (pg. 15). Draw the map. Draw environment, important locations, NPCs. Reflect changes on the map.

Character development (pg. 23). Once per turn, fulfill and check a goal to pick an ability.

Legacy determinants (pg. 46): tables on the previous page.

Trophies (pg. 17)

Trophies represent the hold the dragon has on the world. Can be used based on what they are or on what they imply. Get from conflicts. Duplicates don't count.

(pg. 18) Single-use (minor, 'm' in this booklet) or once-per-scene (major, 'M'). Give advantages for free (one trophy usable once per conflict). Minor ones disappear between ages, major and permanent minor ones (write 'P' before 'm') survive in some form.

Lair - trophies belonging to lair (treasure, lair improvements, prisoners & followers).

Elsewhere - trophies belonging elsewhere (people, locations).

Abstract - non-physical trophies (rumors, epithets, ideas).

Magic - magic usable by and affecting the dragon; natural magic (color) cannot be destroyed.

Features and characteristics (pg. 22) are not trophies but give advantages as if they were.

(pg. 21) Minor trophies are unusable after used. Trophies can be harmed in a conflict - minor is destroyed, major becomes unusable but can be fixed narratively. Destroyed means that the thing no longer represents the dragon's hold on the world. It cannot be fixed, strike it out (don't erase - leave it for future reference).

Minions (pg. 20, 32): any trophies that personally serve the dragon. Get from abilities (free as part of the ability), or conflicts or offered in narrative (pay vigor). Can be used in flashback actions (pg. 32).

Conflict (pg. 24-32)

Determines whether the dragon gets socially what she wants. Physical details are narrative.

1. Stakes (pg. 25). What societal change the dragon wants?

2. Approach. How does she approach the conflict: Convince, Threaten, Attack, Destroy? (Other?)

3. Justify raises (pg. 26). Why, narratively, does the advantage help here? Increase die size! Also dis-

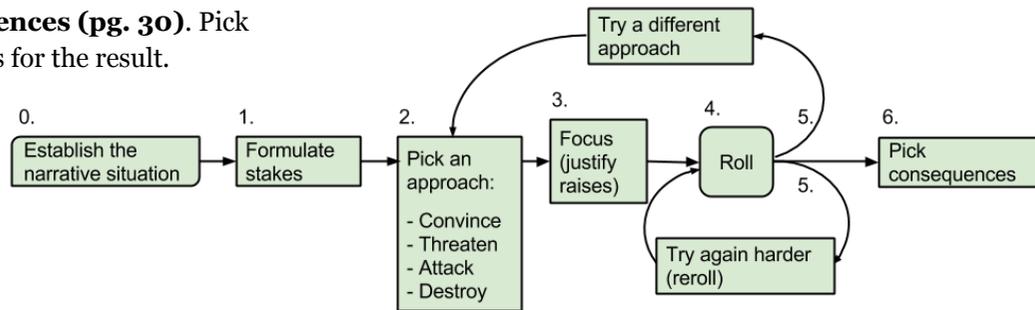
4. Roll and results (pg. 29). Setback: DP gets a lower number. **Draw:** Both sides have the same highest result. **Minor victory:** DP gets a higher number.

Complete victory: DP's number is 2x opponent's number.

Each time DP rolls '1', a trophy is harmed.

5. Continue? Try a different approach, try again harder (justify a reroll like a raise, or by taking a scar to Destroy), or finish.

6. Consequences (pg. 30). Pick consequences for the result.



Setback:

- (dragon) You learn something new and reconsider. Take a disadvantage.
- (dragon and minions) A Dragon Slayer is revealed! If the opponent already was a Dragon Slayer, the dragon is scarred and retreats to sleep.
- (minions) You don't get what you want. You retreat, and are harmed (a permanent minion) or destroyed (a non-permanent minion).

Draw:

- (dragon) You get a **minor trophy with a cost.**
- (dragon and minions) You seem to get what you want but don't.

Minor victory:

- (dragon) You get a **major trophy with a cost.**
- (dragon and minions) You get a **minor trophy.**

Complete victory:

- You get exactly what (**major trophy**) you want.
- You get exactly what (**minor trophy**) you want, **and then some.**

In setback: If a trophy was harmed for rolling a '1', it is destroyed, or take a disadvantage and it is only damaged. (Does not apply to the last option, for minions.) *In draw or either victory:* If a trophy was harmed for rolling a '1', it is damaged and unusable until repaired.

Cost

- Take a scar.
- Damage or destroy (damaged) trophy.
- Take a disadvantage.
- A minor trophy is no more a trophy, or a major trophy is now a minor trophy.
- A Dragon Slayer is revealed!

Then some

If you take only a minor trophy from a complete victory

- get another minor trophy, or
- immediately fix a damaged trophy.

Flashback actions (from abilities; pg. 32) can be declared even in the middle of a conflict - only way to get something that has not been justified in the narrative before. Difference:

Setback:

- (dragons) The whole flashback is cancelled.
- (minions: like normal, plus:) This may adversely affect the current conflict.

Draws, and minor and complete victories as normal.

Die size & number for NPCs (pg. 26): Size from the most important opponent. Number grows if there is more of the same, for mixed opponents the less important opponents add a die or dice if they can be considered to actually help the more important one.

Die size	Examples of combatants	Examples of social opponents	#dice	Example number
d4	Hunters, non-professionals	Villagers with no particular leader	1	Not really better than one (against a dragon): a group of mortals, small monsters
d6	Guards, shaman, small monster	Chieftain, wisewoman	2	Better than one: a townful of mortals, a group of big monsters
d8	Knights, mage, animal king, griffin	Noble, sophist, zealot	3	Significantly better than one: average city or army of mortals, a trained mage cabal
d10	A powerful hero, great mage, phoenix	King, court philosopher, prophet	4	Small kingdom, large army
d12	A legendary hero, archmage, giant	Emperor, genius, genie	5	Kingdom, huge city, huge army
d16	Transcendent mage, ancient lich	Legendary genius, ancient sphinx	6	Small empire, few kingdoms
d20	Divine avatar, an adult dragon	Divine avatar, an adult dragon	7	Huge empire, whole continent
d30	Titan, an elder dragon	Titan, an elder dragon	8	World
d100	Usurper god, Dragon-Mother	Usurper god, Dragon-Mother		

The Beast

The Trickster

Wish list

The Ruler

The Sage