

# DM MOVES

## WILDERNESS MOVES

- Put someone in a high-stakes situation
- Reveal a new and fantastic creature
- Awaken something better left sleeping
- Take away one of the clutch's Things
- Obfuscate the way home
- Unleash chaos, disruptive and unmanageable
- Tempt a dragon with mysteries and ruins
- Present a path or structure for exploration
- Show the roots of Darkness taking hold

## CULTURE MOVES

- Announce off-screen challenges and conflicts
- Pressure them with competing ideologies
- Turn their move back on them
- Reveal an unpleasant truth
- Charge them with a task or obligation
- Offer an opportunity, with or without a cost
- Tell the consequences and ask
- Lock down an important place
- Show the Darkness feeding on a dragon's pain

## DARKNESS MOVES

- Corrupt them with Shadows
- Announce the coming Darkness
- Confront them with corruption
- Reveal the Darkness's hold on Dragonia
- Demand a meaningful sacrifice
- Bind someone or something to an object
- Put someone in direct and immediate danger
- Activate the clutch's stuff's downsides
- Tempt them with power and promises

## AGENDAS

- Make Dragonia feel draconic
- Make the clutch's choices meaningful
- Play to find out what happens

## PRINCIPLES

- Fill Dragonia with adventure, mystery, and wonder
- Address the dragons, not the players
- Make your move, but root it in the fiction
- Make the history and traditions of Dragonia matter
- Present the houses as dynamic and evolving, but grounded in the past
- Ask provocative questions and build on the answers
- Exaggerate the hierarchy of size and age across Dragonia
- Name each dragon, give drem a description and desire
- Challenge the clutch's preconceptions and prejudices
- Be a fan of the player's characters
- Remind them of the creeping Darkness

## Follow these steps to create a hazard:

1. Choose a hazard type and subtype

### Family

*Subtypes:* Separation, Estrangement, Grief, Control

### Friendship

*Subtypes:* Jealousy, Rivalry, Scarcity, Insecurity

### Tradition

*Subtypes:* Hierarchy, Legacy, Restriction, Rituals

### Nature

*Subtypes:* Development, Havoc, Mystery, Sanctuary

2. Create an NPC cast with desires

3. Assign stakes to the phases of the moon (optional)

4. Design any necessary custom moves (optional)

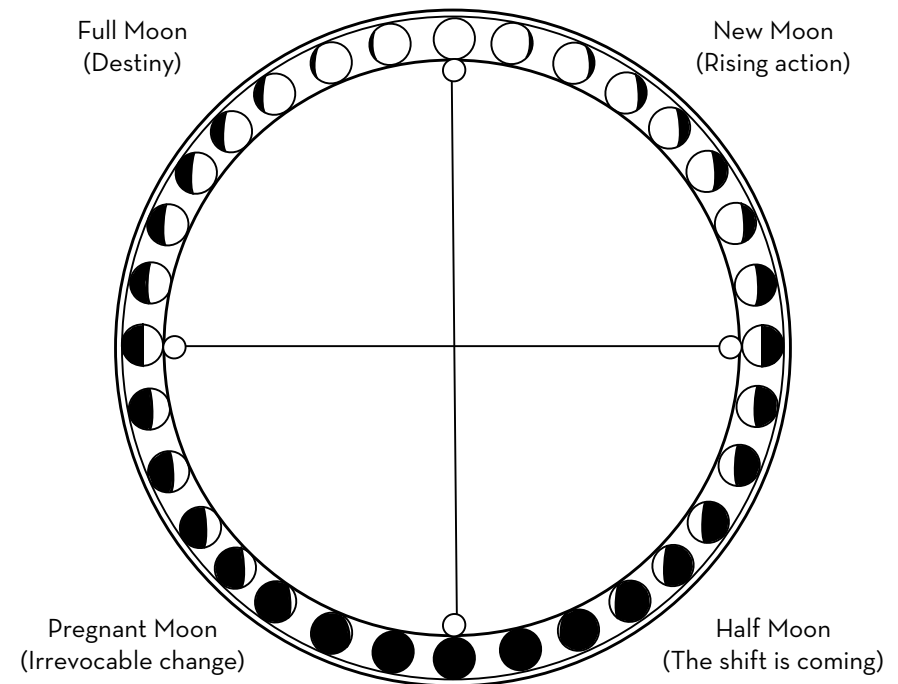
## YOUR HAZARD

Type:

Subtype:

Stakes:

# HAZARD



EPYLLION



# THE CLUTCH

Archetype	Academic	Crafter	Daredevil	Nature Adept	Seer	Warrior
Name						
Look						
Virtues						
House & Obligation						
Moves (name only)						
Shadows Marked (out of 4)						
Notes						

## Making Non-player Dragons

### Names list

Alabar, Aroloquoren, Ashberry, Baxxil, Bornel, Brightstone, Caelwyth, Calandaxus, Cassian, Chalkar, Chert, Clayfang, Cronx the Herder, D'argent, Daishi, Dalia, Dazzen, Lokken, & Hexxen, triplet siblings, Eldrakk, Everenoth, Earthfury, Fayright, Flamefeather, Forager, Garrafraxos, Gembreather, Gwynneth, H'gen the explorer, Halexis, Hazzel, Hibari, Icepyre, Jallain, Jester, Karouven, Kestrel, Khellendros, Kiva, Lehannasanadhel, Lennoth, Fuji Master of Cycles, Milanderian, Mindril Vek, Mosswalker, Monsoon, Mulch, Mxlar'nishka Foul-breath, Nexx, Sunken Playwright, Nirûth, Oarf, Ofluflarin, Orzo'hiin, Syye Professor of Sound, Questron, Quill, Redberyl, Rollatha, Salacilion, Sandwing, Sharhessa, Shoalwing, Silverion, Stormheart, Sweetdew, Trainer Haka, Ugras the Heavy, Uluch, Varanus, Veinleaf, Vizali, Whitewater, Xeonlyn, Xephax, Yandinnith, Yesterwhen, Zalor, Zeldroxx, Zephyr

### Occupations

Council Member  
Snout Surgeon  
Crystal Candle Curator  
Beacon Bearer  
Fire Singer  
Spire Runner  
Bumbleberry Brewmaster  
Lightning Discharger  
Mist Sculptor or Mist Clearer  
Jeweled Mushroom Hunter

### Demeanors

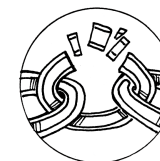
Playful, but clumsy and reckless  
Scholarly, but overly suspicious  
Sociable, but agonizingly nosy  
Idealistic, but overly impatient  
Adventurous, but stubborn  
Courageous, but clumsy  
Kind and generous, but worried  
Thoughtful, but prone to anger  
Inventive, but overeager  
Charming, but defensive and brash

### Drives

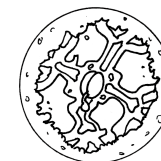
To find a date for the moonbeam festival.  
To get revenge for a clutchmate being sent away.  
To rid the shimmering caves of a monster.  
To prove the proper classification is "futterbat", not "baterfly."  
To graduate from the History Cadets.  
To put on the best wing silk fashion show in Dragonia.  
To find a worthy student of potions.  
To harness the Darkness for the forces of good.  
To restore the ruins of black rock palace.  
To distil the perfect bowl of buzzleberry wine.

### Houses

Brynback, the House of Steel  
Kebros, the House of Ruby  
Myndoth, the House of Oak  
Rothscar, the House of Gold  
Semscale, the House of Jade  
Tessith, the House of Diamond



**Liberty**  
(purification and freedom)



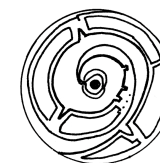
**Spirit**  
(growth and healing)



**Stone**  
(protection and resilience)



**Storm**  
(force and chaos)



**Void**  
(negation and deflection)

