



A Story Game by Alex Roscura Guerrero

Following the *Firebrands* Formula

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Introduction

Like everyone else in your world, you are a shapeshifter, able to assume a human form, a dragon form, or anywhere in between. Every thousand years, your planet experiences the Eclipse: The Sun, Moon, and the mystic, ever-shifting Sky Mountain align, and ritual magics are invoked that affect the entire world.

After the last Eclipse, a faction of dragons left the planet, seeking a new home in the starry void. As the next Eclipse approaches, the Void Dragons return, altered by their long journey, their agendas unknown.

The sky mountain has chosen each of you as a representative of your faction for the Eclipse ritual. You are guided by surreal, prophetic dreams that draw you to one another. The oracles say only one of you *can* Attain Totality and control the ritual's power, but the ancient dragons who might remember the last ritual have long since fallen into slumber, so no one knows *how* this is done. As such, the weeks leading up to the Eclipse are full of festivals, flamboyant combats, elegant dances, friendly competitions, and so on, as each faction delights in showing off the prowess and beauty of its chosen and hopes to satisfy the mysterious requirements of your destiny.

When dragons meet, etiquette and culture strain to rein in their instincts, but tensions run high, erupting into cataclysmic battles or fiery romances—often simultaneously. Your dreams tell you that the bonds you form in this time are important, even if you can't yet see why. Your deep friendship, passionate romance, intense rivalry, or bitter hatred might be the key to your destiny and the world's fate.

How To Play

You'll need three or four players, including yourself. (Technically you *could* stretch to five or six, but it's challenging to balance spotlight and development for each character without a much longer play time.) Allow 3-4 hours to play. You'll need at least one copy of this playbook, but having additional copies for each player is preferable.

To start you'll read aloud through the next few pages to introduce the safety mechanics, your characters, and the world. Then, take turns: **On your turn**, you'll choose a game to play, turning to that page of the playbook and following the rules you find there, picking which other players you want to join in. When you're done, go around the table picking more games; keep going as long as you want. The very first game should be *A Fractal Dream*; the very last, *Endgame: The Eclipse*. **While playing a scene**, you'll have prompts and questions to answer. Fill in blanks from your imagination. Use the prompt as a guideline and elaborate freely from there, reading the prompt aloud if you want, throwing in your own contributions before and after. Any list with slashes / like / this / allows you to pick an option **or** make one up.

No Death, Only Dreams

Although you may engage in titanic combats and take terrible wounds, dragons cannot die. Instead, Your wounded body sleeps and regenerates. (The Void Dragons speak in hushed tones of a dragon who fell into the heart of a star, and is still there, sleeping. Waiting.) If you're ever badly overtaxed or injured, play *A Fractal Dream* on your next turn and follow the relevant prompts.

Safety And Consent

This game involves playing with a lot of different headspaces: being a cool powerful monster, being flirtatious and sexy, indulging in melodrama and being as extra as possible, and many more. These headspaces, and their overlaps, can be complicated. It's impossible to predict how another player will feel about something you bring up, *even if they're someone you know well!*

If you have a favorite safety mechanic, feel free to use it, but for this game I recommend the Support Flower*. I chose the Support Flower over simpler safety tools like the X Card because it allows players to express *enthusiastic* consent, which is important in this game: a player saying "The moonlight glints off my fangs as I lean towards the soft scales of your throat..." could be something the other player is *really into* or *really not into*. And the same player might feel differently on different days, or in different contexts!

Never hesitate to pause your game and talk things out. It shows respect for your fellow players, and everyone will feel better when you dive back in.

if there's a conflict, like someone tapping Yes for something when another person taps No, the closer to the center takes precedence.

*The Support Flower was adapted by Tayler Stokes from Support Signals by Jay Sylvano. Find a larger version and more detail on the techniques for its use at Games To Gather.

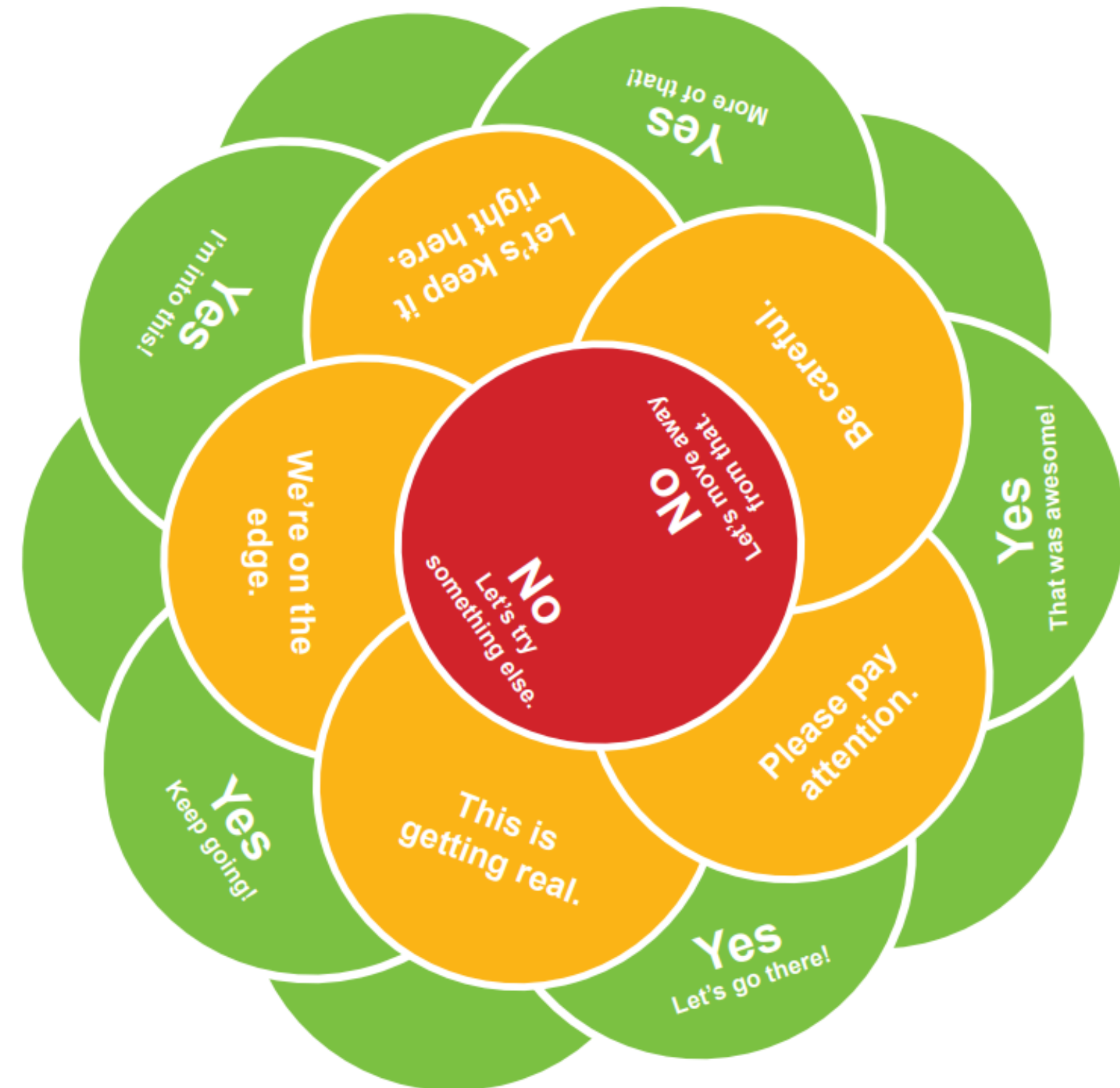
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Support Flower

Tap a color to communicate your feelings

Flicker between colors to ask if people want **more (Y>G)** or **less (Y>R)**


Tap And Hold to pause the game and talk something out, then **release**



Characters

To create your character:

- Fold a large index card into a tent shape (like this \wedge).
- Choose a Faction from the next few pages.
 - Consider diversifying among the factions, but do what you want. If everyone wants to be Moon Dragons, that's fine!
- Write the prompts from the next page on your card, spaced to fill its full height. (See an example card below.)
- Fill in your prompts using these pages and your faction's, sharing out loud as you go.
 - Use pencil; things may change later. Once you're done, write the same thing on the back so you can read it yourself.
- Out loud, read and answer your Faction Detail prompts, then write a summary of your answers on another card and put it in the middle of the table to reference as you play.

Name: River Who Flows Where She Wills (she/her)	
Blood: Seafoam	
Breath: Insight	
Qualities: Idealistic, Unrestrained	
Hoard: Dead lovers	
Mood: Scent of the sea before a storm	

Characters

Prompts

- **Name:** Formal Dragon names are 5-7 syllables, with a shorter nickname. This could be an overdramatic dragony name like *Sythineriax The Wise* ("Sy"), or a more abstract or poetic name like *A Feral Garden Grows Rampant* ("Feral").
 - Write your pronouns after, or draw a symbol for them.
- **Blood:** Pick from your Faction's list, or decide your own.
- **Breath:** Pick from your Faction's list, or decide your own.
- **Qualities:** Pick two from your faction's list, or decide your own.
- **Hoard:** Sleeping on your Hoard grants you better control over your dreams. Choose a type of hoard below, or decide your own:
Treasures / Weapons / Animals / Books / Toys / Art / Plants / Tools / Erotica / Conquests / Machines / Mementos / Textiles / Trinkets / Instruments / Edibles / Intangibles / Trash / Vessels / Cosmetics /
- **Mood:** Dragons constantly express their emotional state through color changes, pheromone scents, and telepathic music. Read your faction's prompt and fill in one of the sights, scents, or sounds that you use to show your mood. Add others later as you discover them.
- **Romance Preference:** if your character is **open for romance** with other player characters, draw a heart on your card. If not, leave it blank, or draw something else to represent that.
 - If this changes as you play, update the symbol.

Factions

Sun Dragon

Regal and cultured, Sun Dragons rose to power a thousand years ago during the last Eclipse: one of their number attained Totality, altering the entire planet to suit their aesthetics and uses.

Blood: Molten Brass / Dawn Mist / Childhood Memories / Diamonds / Heat Mirage / Fertile Soil / Raw Magic /

Breath: Sandstorm / Gold Coins / Delicious Foodstuffs / Solar Flare / Good Fortune / Ancestral Spirits / Verdant Life /

Qualities: Radiant / Charming / Philanthropic / Severe / Honorable / Fiery / Gentle / Imperious / Faithful / Generous / Hot / Wistful / Ambitious / Conflicted / Pragmatic /

Mood: Obviously you have mood-expressive pheromones and telepathy, but you feel most fluent communicating with your color-changing abilities. What part(s) of you change color with your mood?

Faction Detail: Once you've created your character, read the following text out loud and share your answers as you go. Other players can share their ideas, but you have final say on what's true for your Faction. If multiple people are playing the same faction, you can collaborate or have multiple answers be true.

- *We've created wondrous institutions and artifacts such as —.*
- *Decadence and complacency have led us to —.*
- *I feel our traditions and laws about — are —.*

Factions

Moon Dragon

Bewitching and innovative, Moon Dragons retreated to the Moon after the last Eclipse, only a few diplomats and embassies remaining. Their mastery of magic and science are unparalleled among dragons.

Blood: Secrets / Quicksilver / Healing Wine / Mooncoral / Chaos / Magical Equations / Liquid Glass /

Breath: Ink / Moonlight / Time Acceleration / Song / Ocean Tides / Insight / Lunar Wind /

Qualities: Methodical / Mercurial / Prophetic / Resourceful / Ascetic / Sensual / Cool / Fashionable / Alluring / Bookish / Skilled / Idealistic / Shy / Inquisitive / Trustworthy /

Mood: Obviously you have mood-expressive color change and telepathy, but you feel most fluent when communicating via scent, using your pheromones. What is your normal ambient scent?

Faction Detail: Once you've created your character, read the following text out loud and share your answers as you go. Other players can share their ideas, but you have final say on what's true for your Faction. If multiple people are playing the same faction, you can collaborate or have multiple answers be true.

- *Some of our many secret projects, such as —, are nearing fruition.*
- *During our self-imposed exile, we have gained the wisdom of —.*
- *I've watched us fall into — patterns, which I feel are —.*

Factions

Void Dragon

Unsettling and enigmatic, Void Dragons traveled for a thousand years, their eggs incubating in the strange energies and cold silence of space. Returned at last, they pursue obscure agendas in secret workshops.

Blood: Stardust / Ancient Memories / Void / Xenoflora / Dreamstuff / Crystals / Alien Microsymbiotes /

Breath: Antimatter / Meteor Shower / Tranquility / Cosmic Radiation / Grief / Undulating Flesh / Vortex /

Qualities: Intoxicating / Weird / Cute / Magnetic / Inventive / Elegant / Adaptable / Ancient / Subtle / Spooky / Controlled / Cosmopolitan / Scarred / Otherworldly / Effusive /

Mood: Obviously you have mood-expressive color change and pheromones, but you feel most fluent when communicating with your telepathy. What musical instrument(s) does it usually sound like?

Faction Detail: Once you've created your character, read the following text out loud and share your answers as you go. Other players can share their ideas, but you have final say on what's true for your Faction. If multiple people are playing the same faction, you can collaborate or have multiple answers be true.

- *Our search for a new home among the stars was —.*
- *We were much changed by the journey, gaining —, but losing —.*
- *Most dragons can —, but I can't. I — think of myself as dragonkind.*

Worldbuilding

Together you'll describe your planet. You might define the environment and climate, society and culture, population, magic, technology, or anything else you can think of.

- Sun Dragons write **two** true things about the world.
- Moon Dragons write **one** about the world and **one** about the moon.
- Void Dragons write **one** that has been true since ancient times and **one** that once was, but is no more.

If any factions are shared or absent, you can pick a choice from above from a different faction, if you prefer.

Our World Is _____

Our Moon Is _____

Our World Was Once _____

Worldbuilding

Any time something about your world becomes clear, draw it here!
Use this space to doodle while you're not playing, if you want. You can also draw any truths about the world that you wrote on the previous page, or discover as you continue to play other games.

Turn to *A Fractal Dream* and play through it with everyone, then whoever wants to can pick a game and keep playing as described in *How To Play*. When you're about finished, play *Endgame: The Eclipse*.

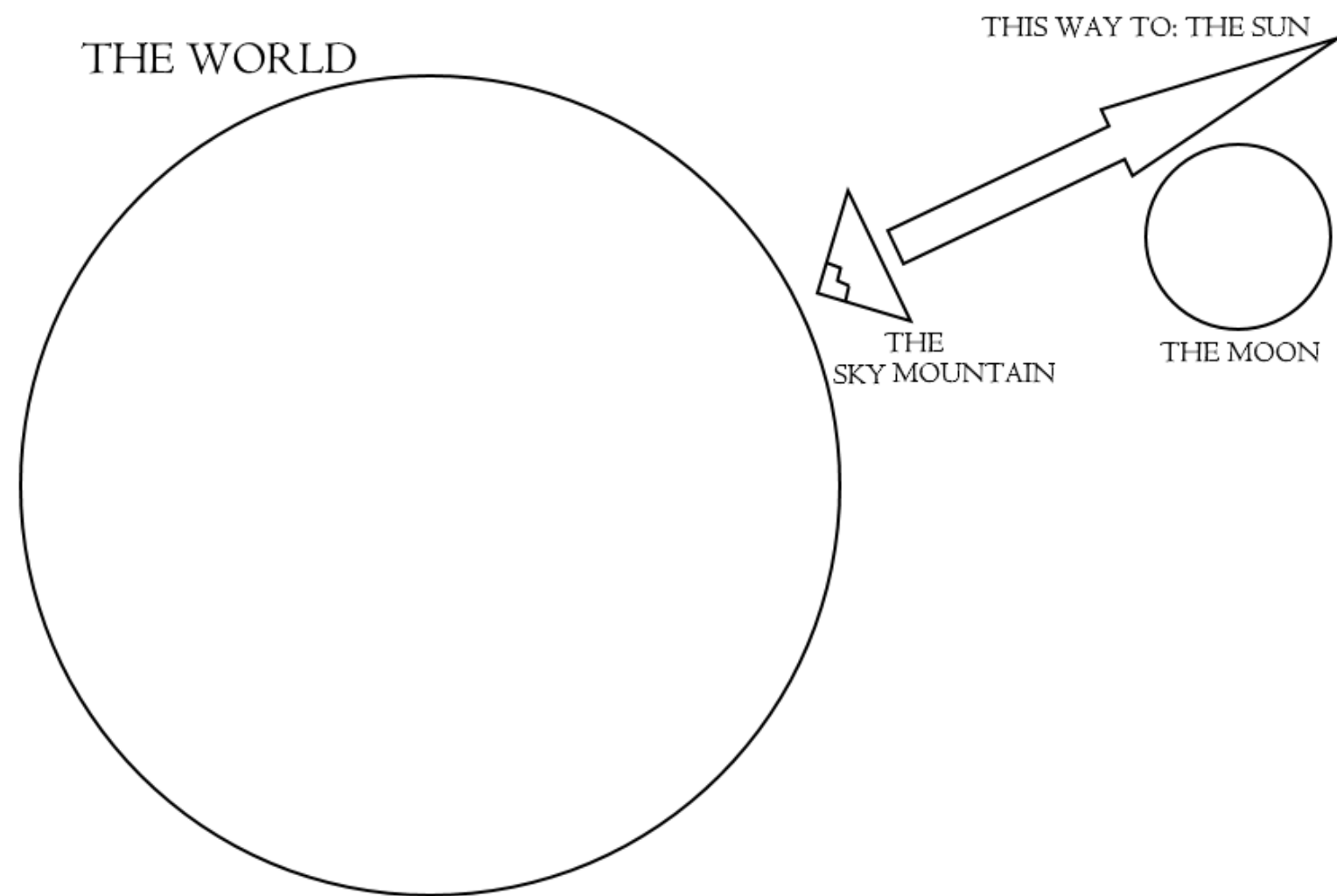


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A Fractal Dream

A Game For One Player

SETUP

Every night you have the same dream. Every night, it changes.

When you first play, in any order, everyone uses the prompts on the next page to describe their dream's surreal events. **If it isn't your first time**, one player plays, using the prompts to the right.

During the scene, anyone can ask anyone questions about the setting, occasion, and circumstances, even if they aren't playing in the scene. If some details are not yet clear to you, pass over them—that is the way of dreams.

DREAM JOURNAL

If an image or moment in your dream seems particularly cool or likely to become meaningful, write it down on a card and put in the middle of the table. Keep adding to it whenever your dream recurs.

THE DREAM RECURS

Every time you play this game after the first, **pick from the list below** and say how your dream is different. If you're snugly asleep on your Hoard, **pick three options**. If not, **pick one**.

If you're badly injured and/or overtaxed, **each other player picks one**, and you describe the results.

- Someone or something vague becomes familiar
- Previously pleasant or beautiful imagery becomes nightmarish, or vice versa
- You shift to Human or Dragon form, opposite from last time
- Terrain, objects, and people shift and evolve in surreal ways
- Meaningful words rearrange
- Something unsettling, investigated, grants insight
- Metaphor peels away to reveal underlying truth

A Fractal Dream

Sun Dragon: A Dream of the Present. You dream of great ambitions left unaccomplished, or injured pride that seeks redress. **Pick two or more** for inspiration:

Family / Arena / Smoke / Temple / Harvest / Worship / Flame / Society / Justice / Chain / Hatchlings / Flowers / Claw / Union /

Moon Dragon: A Dream of the Future. You dream of an ominous crisis yet to happen or a wondrous breakthrough just beyond your sight. **Pick two or more** for inspiration:

Library / Festival / River / Magic / Egg / Cloth / Journey / Glass / Hospitality / Voyage / Invention / Language / Competition / Waves /

Void Dragon: A Dream of the Past. You dream of something precious, centuries lost, or something long-dormant, soon to awaken. **Pick two or more** for inspiration:

Spine / Gravity / Blur / Ruin / Apparatus / Hunger / Meditation / Home / Whispers / Scent / Patterns / Choir / Excavation / Ice /

Ritual At The Sky Mountain

A Game For One Player

SETUP

At the edge of space, high above the world, the inverted pyramid of the Sky Mountain and its mutable landscapes provide a focus for ritual magic.

The current player plays alone, deciding what of themselves they will give up and how they will change.

Tell everyone:

- What do you look like right now? How dragonish are you?
- What's your mood, and how is it obvious?
- What do the changing vistas of the Sky Mountain look like?

During the scene, anyone can ask anyone questions about the setting, occasion, and circumstances, even if they aren't playing in the scene.

CONDUCTING THE RITUAL

The Sky Mountain's power will be greatest at the Eclipse, the moment of Totality when the Sun and Moon align with it, but while rituals here and now won't change the entire world, they'll sure change *you*.

Pick either Ritual of Transformation or Enter The Ancestral Metadream and follow the prompts there.

ENDING THE RITUAL

You collapse, power thrumming through you. On your next turn, or the next time you're asked to play, play any game as normal, except that you are asleep, and pull any fellow players into the dream world with you. Set the next game in someone's *Fractal Dream* or in the Ancestral Metadream.

Ritual At The Sky Mountain

RITUAL OF TRANSFORMATION

From this vantage you can see the Sun in all her glory, the luminous Moon approaching, the Void surrounding you, and the World spread out, far below. Fortunately you have nictitating membranes protecting your eyes so staring right at all this is no problem for you.

- Does the Sun, Moon, Void, or World call to you?

Choose either **Breath** or **Blood**. Describe how the revealing power of the Sky Mountain rushes through you, and all that breath, or all that blood, explodes from your body in a cataclysmic instant.

Replace it with something entirely new. While you're at it, change your appearance, pronouns, and/or qualities. How do you feel now?

ENTER THE ANCESTRAL METADREAM

Generations have passed their life energy into the Sky Mountain, steeping it with their collective unconscious. Sleep, recall your *Fractal Dream*; **zoom in** to reveal what's within or **zoom out** to reveal what's beyond. Your dream connects to theirs; *all* dreams are connected.

Choose two to describe this slice of the Metadream, where ancestors recall sacrifices made, worlds changed, and patterns repeated:

Mountain / Key / Peace / Lies / Rage / Harmony / Renewal / Prison / Death / Formation / Breath / Blood / Space-time / Echo / Symmetry / Afterwards, **choose which one** of the two elements remains with you, forever altering the landscape of your *Fractal Dream*.

A Dance

A Game For Any Number Of Players

SETUP

Discuss with your chosen players how you came to be dancing together. Is this dance space suitable for your human forms, your dragon forms, both?

Describe how you're adorned:

Fashionable / Traditional / Punk / Scandalous / Uniform / Archaic / Understated / Gaudy / Offensive / Gauche / Trendsetting / Eclectic /

Ask each other:

- What do you look like right now? How dragonish are you?
- What's your mood, and how can I tell?

During the scene, anyone can ask anyone questions about the setting, occasion, and circumstances, even if they aren't playing in the scene.

CONDUCTING THE DANCE

Take turns asking each other questions. Each of you gets to ask three questions in total, choosing which dancing partner for each. Take turns asking questions as the flow of the dance moves you from partner to partner.

The most uninhibited dancer asks the first question, or else have another player choose who asks the first question at whim.

ENDING THE DANCE

Once every dancer has asked their three questions, the dance ends.

A Dance

- I make an attempt at some clever banter. How do you respond?
- You discuss someone's fashion. Are you complimentary or cutting?
- Your mouth is close to my ear. What do you say?
- At this moment in the dance, you laugh. At what?
- My pleasant words conceal an obvious threat. How do you reply?
- Something about me catches your eye, and your look lingers. What?
- Subtle changes flow across my form, leaving me just a little more dragonish. How do you react?
- Subtle changes flow across my form, leaving me just a little more human. How do you react?
- I take flight, trying to draw you away from the dance for a private moment. Do you follow?
- I lose my place in the dance. Do you let me stumble, or do you draw me back into place? How?
- I show off with a flashy, elegant maneuver. Do you try to match me?
- I describe how our dance echoes my *Fractal Dream*. Do you listen?
- My face is close to yours. Do you turn subtly toward me, or away?
- You have the opportunity to draw me close and hold me for a moment. Do you take it?
- This moment in the dance allows me to step close to you and linger very near. You're surrounded by the powerful colors, scents, and sounds of my mood. How do you feel?

A Conversation Over Food

A Game For Any Number Of Players

SETUP

Discuss with your chosen players how you came to be eating and conversing together.

Was this meal prepared, or hunted? By whom? Is it sized for the appetites of humans, dragons, both?

To start, ask each other:

- What do you look like right now? How dragonish are you?
- What's your mood, and how can I tell?

During the scene, anyone can ask anyone questions about the setting, occasion, and circumstances, even if they aren't playing in the scene.

CONDUCTING THE CONVERSATION

Take turns. The person with the lowest social standing takes the first turn. If this isn't clear, have another player choose who goes first at whim. On your turn, choose one or more conversational partners and

choose an action:

- Ask a topical question;
- Engage in freeform, improvised conversation;
- Pass, saying instead something about the food;
- Leave the conversation.

ENDING THE CONVERSATION

End the conversation either when everyone has passed in a row, or when everyone has left the conversation but one.

A Conversation Over Food

TOPICAL QUESTIONS

- I'm feeling boastful and expansive. Ask a personal question or favor.
- You could incur my ire by bringing up — . Do you?
- I obviously want to be praised about — . Will you?
- I'm curious if you're flirting with me or not. Are you?
- You could construe my words as an insult and pick a fight. Do you?
- I notice something unusual about you. What?
- I pretend disinterest in — , hoping you'll reveal its secrets. Do you?
- I hope to find common ground with you about — . Can I?
- I hope to convince you that — . Can I?

CONVERSATION TOPICS

- Recent theft from an impenetrable Moon Dragon library-museum.
- Delicious scandal in a prominent Sun Dragon family.
- Rumor of alien entities in a Void Dragon enclave.
- Something from a dream has appeared in the real world.
- Speculation on what might become of the world after the Eclipse.
- A radical Moon Dragon scholar has been publicly censured.
- Assertions regarding the Sun Dragons' custodianship of the world.
- An explosion inside a Void Dragon workshop.
- Any other topic of your choice.

A Demonstration of Skill and Generosity

A Game For Any Number Of Players

SETUP

Discuss with your chosen players how you came to be in (nominally) friendly competition, vying to show your superiority before your assembled brethren.

Where are you? Who is your audience? Who is competing?

if you aren't competing, you may play as the audience, either as your character or as another spectator.

To start, ask each other:

- What do you look like right now? How dragonish are you?
- What's your mood, and how can I tell?

During the scene, anyone can ask anyone questions about the setting, occasion, and circumstances, even if they aren't playing in the scene.

CONDUCTING THE DEMONSTRATION

The person most eager to perform takes the first turn. If this isn't clear, have another player choose who goes first at whim. On your turn, choose how you'll satisfy the audience, then choose a demonstrator prompt.

Afterwards, anyone who wants to can respond as a Spectator. Continue until each Demonstrator has gone at least twice, or retired.

ENDING THE DEMONSTRATION

After you're done, choose a quality reflecting the lasting impression of the experience. Add it to your card.

Covetous / Starstruck / Curious / Adored / Triumphant / Shunned / Reclusive / Energized / Humbled / Overconfident / Zealous / Famed / Drained / Shaken / Inspired /

A Demonstration of Skill and Generosity

DEMONSTRATOR:

How will you try to satisfy the desires of your audience this time?

Spectacle / Food / Novelty / Comfort / Danger / Wit / Grace / Daring / Revelation / Familiarity / Shock / Largesse / Pathos / Beauty / Excess /

- I rain the bounty of my hoard upon the audience, extolling its value.
- I use talent, craft, and lore to create or provide something amazing.
- I impress with the power of my blood, breath, and body.
- I improve one of my earlier moves, adding drama or flamboyance.
- I mimic someone else's move, improving it with my own flair.
- I invoke my, or my faction's, past feats and accomplishments.
- I reveal my dreams and visions for the world to come.
- For reasons of my own, I retire from the stage and join the crowd.

SPECTATOR:

- I loudly point out a tiny flaw in someone's performance.
- I lavish praise on my favorite demonstrator.
- I speculate how someone's demonstration reflects their character.
- I pretend to be unimpressed but my mood shows otherwise.
- I exchange gossip with someone about one or more demonstrators.
- I judge the demonstrator by their faction instead of their results.
- Seizing my moment, I take the stage and join the demonstrators.

A Pursuit

A Game For Two Players

SETUP

Choose one of the other players to be your counterpart in the pursuit. The pursued is whoever denies the other their presence.

Pursued: Why are you denying them? Pursuer: Why are you letting yourself be denied?

Playfulness / Disdain / Mistrust / Delayed Gratification / Pride / Embarrassment / Calculation /

Where does the pursuit take you?

Through bustling festivities /
Across someone's *Fractal Dream* /
Between city and wilderness /
Around the world and into space /
To someone's lair and hoard /

To start, ask each other:

- What do you look like right now? How dragonish are you?
- What's your mood, and how can I tell?

CONDUCTING THE PURSUIT

Ask each other questions from the next page, alternating turns, until you feel that your pursuit might be about to draw to a conclusion, then consult the final section.

As you encounter memorable locations, draw them on the Worldbuilding page, if you want.

ENDING THE PURSUIT

Pursued, choose one:

- You've proven yourself and I let you catch me. How do you feel?
- I've led you to a wonderful, secret place. Do you like it?
- Fool! You've fallen into my trap. Our next game together will be *At Each Other's Throats*.
- You come upon me collapsed and dreaming. Do you join me?
- I'm nowhere to be found. What does your defeat taste like?

A Pursuit

PURSUED QUESTIONS

- What do you currently intend if you catch me? How can I tell?
- I — to gain distance. How effective is it?
- You've maneuvered me into a location you prefer. Where? Why?
- I use my knowledge of the terrain to —. How well does it work?

How do you:

- Follow? Brazen / Subtle / Shy / Determined /
- Give chase? Stubborn / Skilled / Playful / Hesitant /
- Nearly catch me? Transform / Ambush / Persuade / Overwhelm /
- What might make you *give up the chase*?

PURSUER QUESTIONS

- What do you currently hope for if I catch you? How can I tell?
- I — to get closer. How well does it work?
- You've led me to a location you prefer. Where? Why?
- I use my knowledge of the terrain to —. How well does it work?

How do you:

- Evade? Teasing / Stealthy / Powerful / Clever /
- Withdraw? Showy / Surprising / Steady / Joyous /
- Slip from my grasp? Transform / Trick / Outmaneuver / Overpower /
- What might make you *let me catch you*?

At Each Other's Throats

A Game For Any Number Of Players

SETUP

Discuss with your chosen players how you came to be standing together, ready to fight. Is the field suitable for your human forms, your dragon forms, both? (When you're in human form, paraphrase the prompts accordingly)

To start, ask each other:

- What do you look like right now? How dragonish are you?
- What's your mood, and how can I tell?
- Do we have an audience?

During the scene, anyone can ask anyone questions about the setting, occasion, and circumstances, even if they aren't playing in the scene.

CONDUCTING THE BOUT

Take turns asking each other questions, going around the circle of combatants. The first three questions must be Light Moves, and after that you can make Light or Heavy moves as desired. If more than two combatants are involved, make sure to specify if your move addresses one or more other players.

The most eager to fight asks the first question, or else have another player choose who asks the first question at whim.

ENDING THE BOUT

Keep asking questions until an answer ends the scene: it could be either a Light or a Heavy move. If anyone is asleep now, or injured or overtaxed enough that they'll need to sleep, they'll play *A Fractal Dream* on their next turn.

At Each Other's Throats

LIGHT MOVES

- We circle each other, seeking weakness. What do we say?
- I make a threat display. Are you surprised? Intimidated? Impressed?
- I try to catch you off-guard, taking to the air or shapeshifting. Can I?
- My jaws snap inches from your throat. Are you exhilarated? Chilled?
- Your fierce attack sends my blood flying. How does it affect you?
- I give you a sincere compliment. How do you respond?
- I leap and wrestle playfully, like a hatchling. How do you react?
- I unleash the power of my breath. Can you withstand it?
- I provoke you, inflaming your emotions. How do you feel?

HEAVY MOVES

- I twine around you, my scent overpowering. May I hold you?
- I send you hurtling through our surroundings. Do you rise?
- Weary, I unthinkingly lean against you. Do we battle on, or snooze?
- I pin you, by bulk and force of will. Do you resist or submit?
- We unleash our breath at full power. Afterwards, who's standing?
- You're a worthy foe; I move to end battle amicably. Do you accept?
- I describe how our battle echoes my *Fractal Dream*. Do you listen?
- Your mouth is close to my ear. What do you say?
- Game Swap—this is no longer a fight. Flip to *In Each Other's Arms*.

In Each Other's Arms

A Game For Any Number Of Players

SETUP

Discuss with your chosen players how you came to be here, in relative contentment and harmony. Is this space comfortable for your human forms, your dragon forms, both?

To start, ask each other:

- What do you look like right now? How dragonish are you?
- What's your mood, and how can I tell?

During the scene, anyone can ask anyone questions about the setting, occasion, and circumstances, even if they aren't playing in the scene.

CONDUCTING THE LIAISON

Converse as you like, naturally. During the conversation, any of you may, whenever you like, begin an exchange by making an **advance** addressed to one or more partners.

Each partner addressed then gives their **answer** to conclude the exchange. Then, someone else can make an **advance**, or you can return to casual conversation.

At any time after the third exchange, any player may interrupt you by having someone else enter the scene. Depending on the circumstances, the scene might end or continue.

ENDING THE LIAISON

Continue your conversation and exchanges until you part, swap games, or draw a curtain upon what follows.

In Each Other's Arms

ADVANCES

- I touch and look at something of yours that is personal. May I?
- I move into your personal space. May I?
- I touch your [wrist, hair, cheek, thigh, other human part]. May I?
- I touch your [wing, tail, horn, scale, fang, other dragon part]. May I?
- I loosen or remove a piece of your, or my, clothing. May I?
- I do not only touch, but kiss you, as above. May I?

ANSWERS

- You may, and the sight, scent, or sound of my mood changes.
- You may, but first I want you to —. Will you?
- You may, but first I want to —. Do you mind?
- You may, but only for a moment.
- You may, and let's draw a curtain upon what follows.
- Momentary Game Swap—You may, and I respond with a Light or Heavy move from *At Each Other's Throats*.
- You may, and I shapeshift fully or partially.
- You may not, and I shapeshift fully or partially.
- You may not, and the sight, scent, or sound of my mood changes.
- You may not, but only because I clearly desire a bolder advance.
- Game Swap—You may not, and I respond with a Light or Heavy move from *At Each Other's Throats*, then we continue in that game.

Endgame: The Eclipse

A Game For All Players

You wake up. (Wait, were you asleep?) It seemed like you still had time before the Eclipse, but suddenly, it's happening right above you. All of you are gathered together on the Sky Mountain: your fate has come for you whether you're ready or not.

To decide who was chosen by destiny, each player puts a hand out simultaneously and holds up zero, one, or two fingers. Starting from the **current player**—the one who picked this game—go around the table clockwise a number of players equal to the total of the numbers you all held up. The player you end up on is the one who is chosen.

(So if the total is 1, the chosen would be on the current player's left. If the total is zero or is equal to the number of players, it will be the current player. If more than that, loop around and keep going.)

Examine your options. Decide together whether you will:

- Let destiny unfold by allowing the chosen one to **Attain Totality**
- Let your bonds to each other draw you to **Attain Unity**
- Let your ancestors free as you **Break The Sky Mountain**

For the last time, ask each other:

- What do you look like right now? How dragonish are you?
- What's your mood, and how can I tell?

In this final moment, what do the shifting landscapes of the Sky Mountain become? What imagery from your dreams is here, real?

Endgame: Attain Totality

One of you was destined for this. You rise into the sky, silhouetted for an instant against the dark circle and white ring of the Eclipse, and then you are gone.

- What does the final expression on your face look like?
- What is the last thing you see?

Return to the Worldbuilding page, and look at the truths that you've established there. Your **Blood**, **Breath**, and **Hoard** flow through the Mountain and are channeled and magnified by its power, each becoming what destiny always intended for it to be.

Erase three of the truths you've established, and replace them with new ones: what do your Blood, Breath, and Hoard each become as they change the world for the next thousand years?

Those who remain: how do you feel?

When it's all over, turn to *Endgame: Epilogue*.

Endgame: Attain Unity

One of you was destined for this. They begin to rise into the sky, but *you won't let them go alone.*

Whichever of you have formed unbreakable bonds to them: you all start to rise, then your collective weight begins to pull you back down.

- What forms do your bonds to each other take?
- What do your expressions look like as you fall together?

Together, you are subsumed into the Sky Mountain to join your ancestors in their eternal dream. From among all the **Blood, Breath, and Hoard** of those involved, **pick two**. Replace two existing truths with new ones representing what they become.

If anyone remained behind, they each add a new truth showing what they accomplished with their life's work after the others are gone.

When it's all over, turn to *Endgame: Epilogue*.

Endgame: Break The Sky Mountain

This cycle has continued for millennia untold. It ends today.

Your dreams and the dreams of your ancestors guided you here, and together you channel their passion and your own into an almighty power that splits the mountain in twain, leaving it falling toward the planet below as ancestral spirits spill out of it, finally free.

- What do you each add to the spectacular display?
- How are you changed by the rampant wild magic around you?

Erase three of the current truths you've established in worldbuilding. Add a new truth that reflects what happens when the Sky Mountain falls. Add one reflecting your ancestors' dream coming true. Add one that represents one or all of your dreams coming true.

When it's all over, turn to *Endgame: Epilogue*.

Endgame: Epilogue

ENDING THE GAME

In any order, answer the questions below.

For those who remained in the world:

- A hundred years from now, where are you and what are you doing?
- What image from the day of the Eclipse has become part of your dreamscape?

For those who attained Totality or Unity:

- A hundred years from now, what remains of your legacy? Who still speaks your name, and why?
- A thousand years from now, what will the next chosen see when they meet you in the Ancestral Metadream?

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—Alex Roscura Guerrero