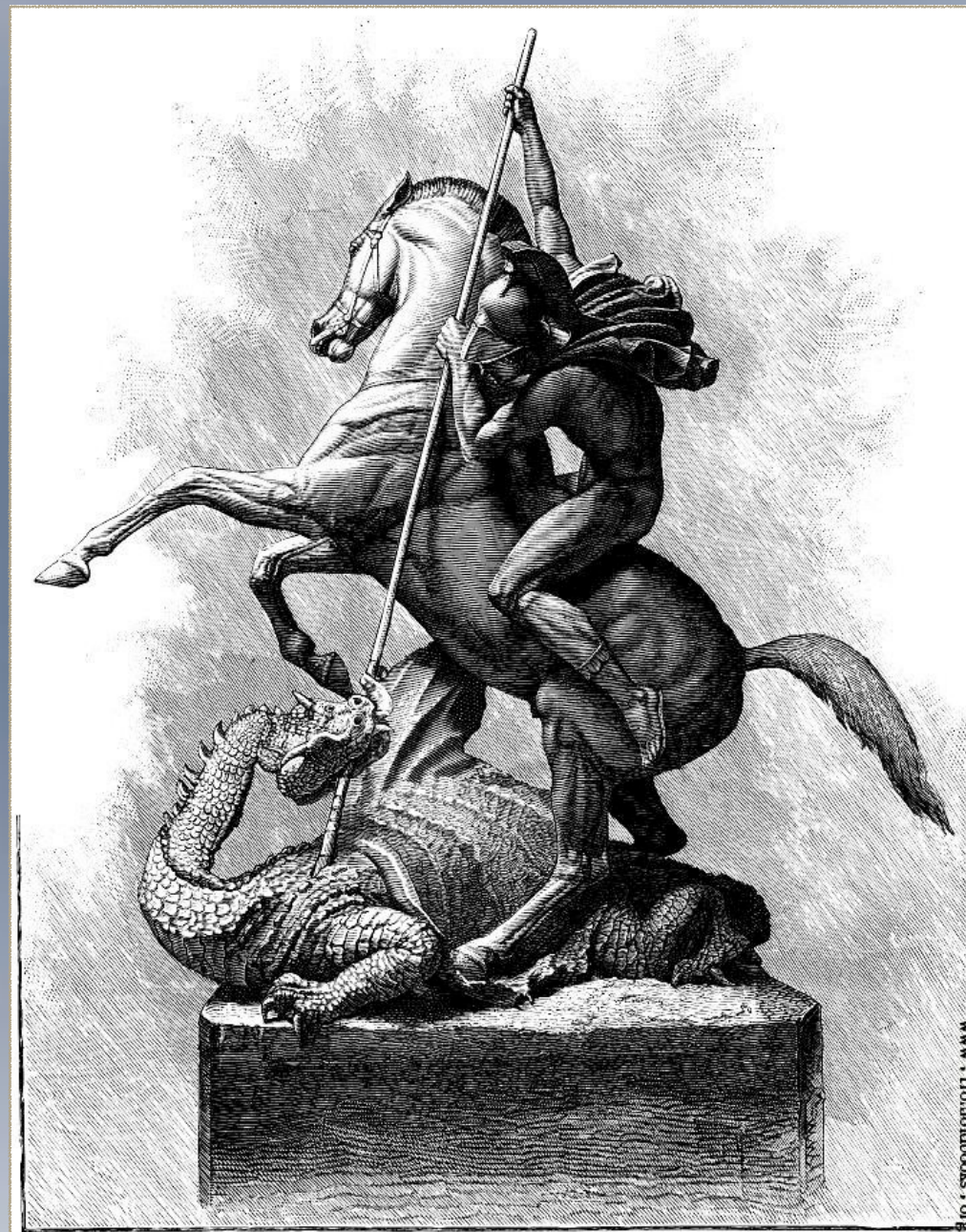


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TAKE ON DRAGONS



JEREMY FRIESEN

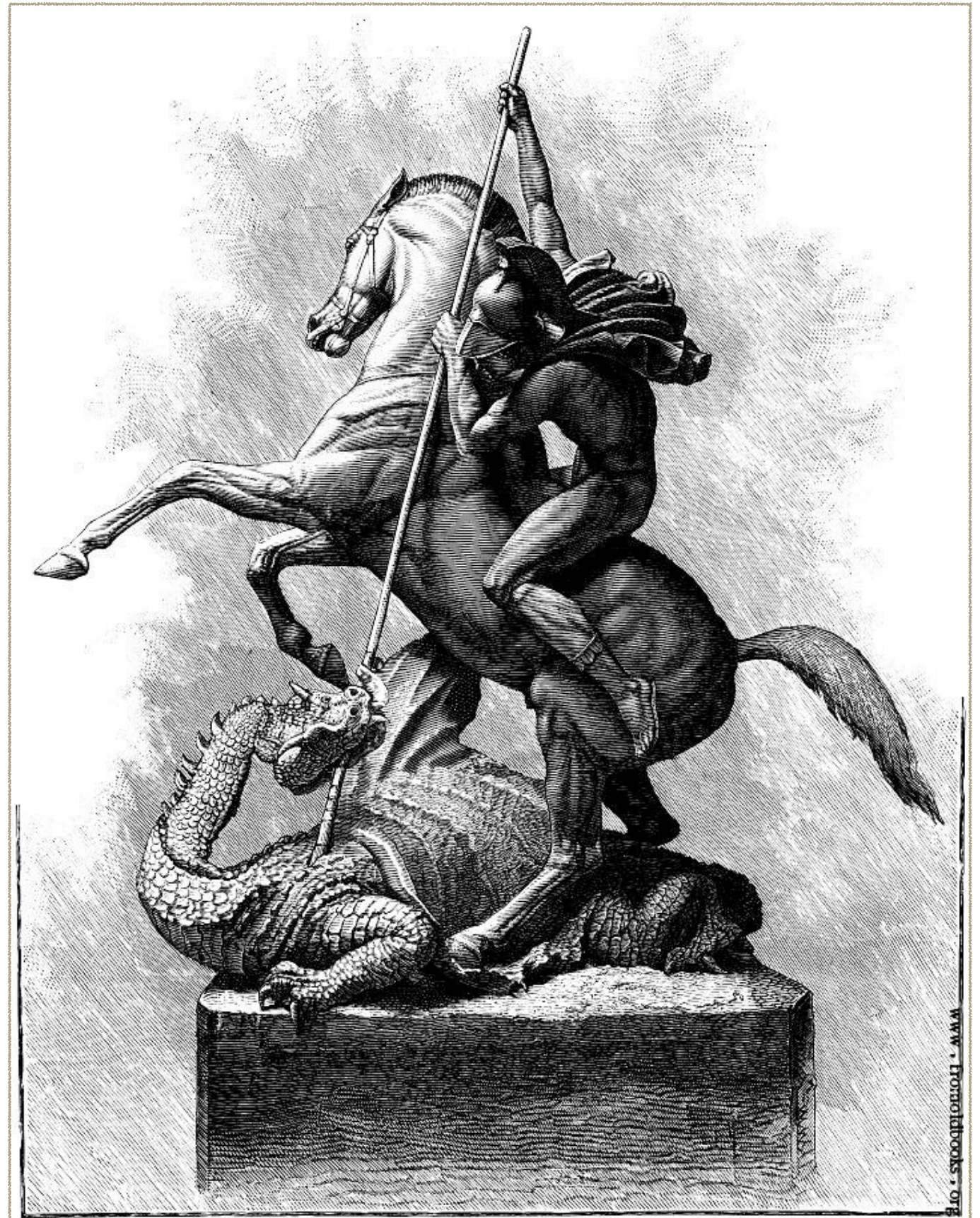
Take On Dragons

TAKE ON DRAGONS

Welcome to TakeOnRules.com's third published supplement – “Take On Dragons” is a collection of chromatic dragons, dragon related “monsters”, compendium classes, custom moves, and more for Dungeon World.

MY GUIDING PRINCIPLES FOR DRAGONS

- ❖ *...should be more than a monster to fight*
- ❖ *...should be powerful and complicated*
- ❖ *...should be cause for grand adventures*



Dracolich

Solitary, Cautious, Hoarder, Intelligent, Huge, Magical, Undead, Terrifying

Bite (2d10+4 damage, 4 piercing), 20 HP, 5 Armor

Reach, Messy

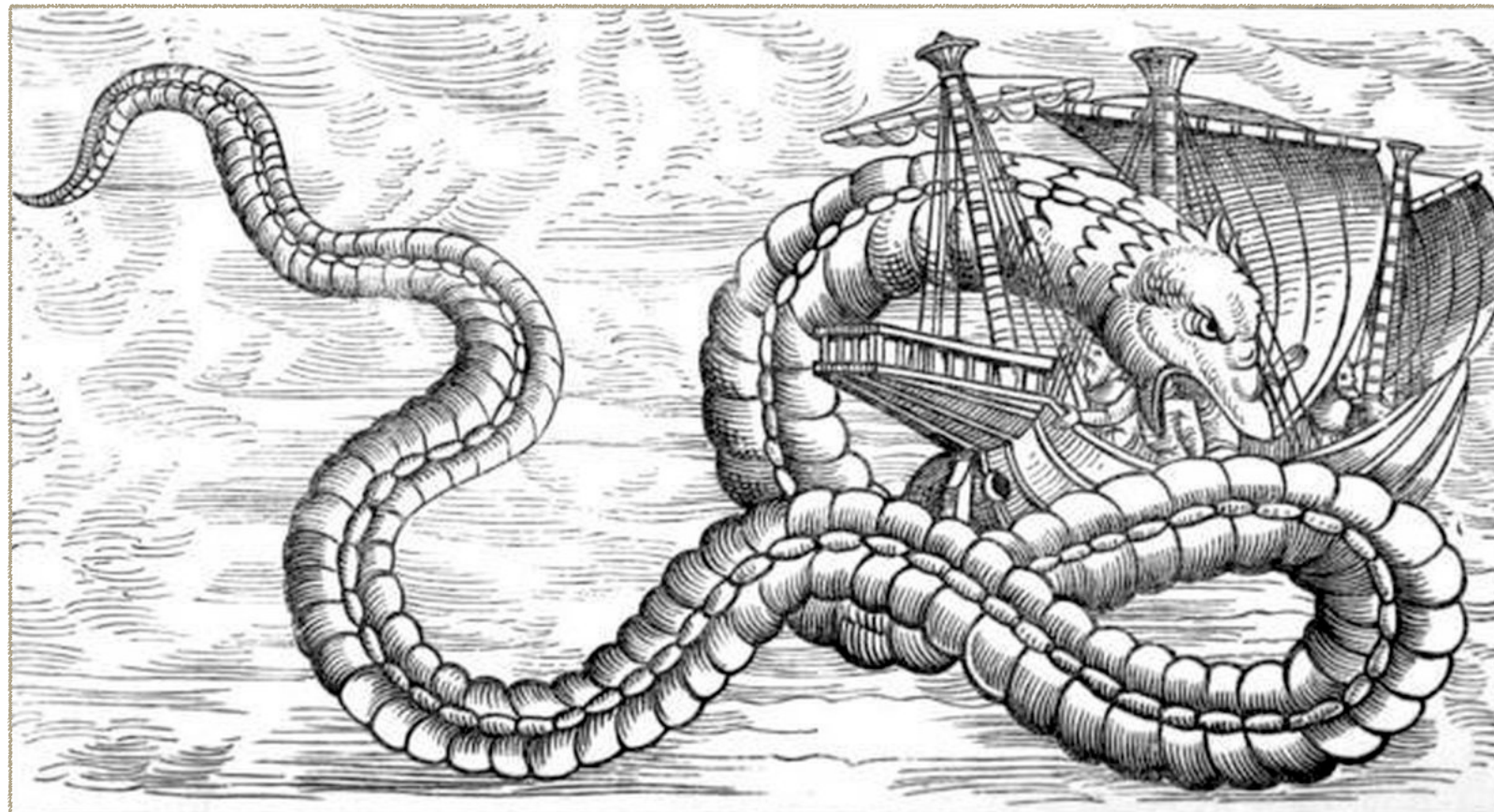
Special Quality: Creature of Death

Extending a dragon's already long life beyond the threshold of death, the dracolich is the most miserly of creatures. Consumed by greed yet patient beyond

comprehension, the dracolich is a dangerous cancer, laying plans that span decades and centuries.

Instinct: to amass and sequester knowledge

- Breath enervating shadows
- Command and control the ancient and forgotten
- Avoid destruction by reforming at its phylactery



Cursed Dragon of the Deep

Solitary, Huge

Bite (1d10+5 damage, 2 piercing), 16 HP, 4 Armor

Reach, Messy

Special Quality: Creature of the Sea

Given enough rum and a night at the docks, you will certainly find a wild-eyed sailor with a cautionary tale to tell. And one of those tales is most certainly of a serpentine sea monster whose eyes were those of a friend lost at sea.

A cursed dragon of the deep is not a true dragon, but a malevolent water serpent spawned from a curse. Lacking intelligence, it is consumed with a desire to drown sailors thus breaking its curse.

Instinct: to break the curse

- To crush and thrash in enraged spasms
- Drag a soul off into the deep
- To consume the drowned

Dragon, Black

Solitary, Cautious, Hoarder, Intelligent, Huge, Sneaky, Terrifying

Bite (2d10b+5 damage, 4 piercing), 16 HP, 5 Armor

Reach, Messy

Special Quality: Elemental Blood, Creature of Earth, Waterbreathing, Wings

A black dragon is master of the swamp and marshes. Preying on the unsuspecting, a black dragon will take advantage of its surroundings, twisting the swamp to its will.

Stumbling upon an old moss-covered well in a swamp is a tell tale sign that a black dragon is about to strike.

Instinct: to collect coins

- Bend swamps and marshes to its will
- Breathe corrosive acid
- Spring the perfect trap

Dragon, Blue

Solitary, Cautious, Hoarder, Intelligent, Huge, Sneaky, Terrifying

Bite (2d10b+5 damage, 4 piercing), 16 HP, 5 Armor

Reach, Messy

Special Quality: Elemental Blood, Creature of Air, Burrowing, Wings

With scintillating blue and indigo scales, the blue dragon smells faintly of ozone. Enjoying soaring upon the hot desert winds or burrowing in the hot desert sand, a blue dragon toys with its prey.

Beware of the wind blown cave entrances of the deserts as they may be a doorway into a blue dragon's lair.

Instinct: to collect jewels

- Confuse and manipulate with illusion
- Breathe lightning
- Strike from behind an illusion

Dragon, Green

Solitary, Cautious, Intelligent, Huge, Sneaky, Terrifying

Bite (2d10b+5 damage, 4 piercing), 16 HP, 5 Armor

Reach, Messy

Special Quality: Elemental Blood, Creature of Earth, Waterbreathing, Wings

At home in the deep forests of the world, the green dragon is a dangerous hunter. It often manipulates trees and vines to separate travelers, or steer them into traps. It will often use its magic to beguile their prey.

One would be wise to heed the old proverb of the woodfolk: "When the path never appears to clear, the dragon is near."

Instinct: to prey upon the unsuspecting

- Beguile and ensorcel with magic
- Breathe corrosive gases
- Command and manipulate vegetation

Dragon, Red

Solitary, Cautious, Hoarder, Intelligent, Huge, Terrifying

Bite (2d10b+6 damage, 4 piercing), 17 HP, 5 Armor

Reach, Messy

Special Quality: Elemental Blood, Creature of Fire, Wings

Dwelling in areas of high volcanic activity, the red dragon is the most vain of the chromatic dragons. Unyielding and uncompromising, the red dragon is interested only in subjugation and tribute.

Instinct: to rule

- Locate and hoard things of power
- Breathe fire
- Demand tribute

Dragon, White

Solitary, Cautious, Intelligent, Huge, Sneaky, Terrifying

Bite (2d10b+5 damage, 4 piercing), 16 HP, 5 Armor

Reach, Messy

Special Quality: Elemental Blood, Creature of Ice, Wings

Rulers of the wintry wastes, the white dragon is a hunter. Ice and snow cling to their white scales, rendering them practically invisible on the wind swept tundra and glaciers.

Falling through an icy crevasse into a cavern littered with frozen bones is likely the only indicator that you are a white dragon's prey.

Instinct: to hunt

- Control the surrounding ice and wintry weather
- Breathe ice and cold
- Strike from blistering snow

Dragon Hunter

Solitary, Cautious, Intelligent

Longsword (1d10+2) 12 HP, 4 armor

Close

Who would pursue a dragon? The foolhardy? The vengeful? Perhaps both. Yet the dragon hunter is driven; Perhaps to

seek justice for a slain loved one. Or perhaps out of an overdeveloped sense of vengeance. Regardless, a dragon hunter is always mentally prepared to meet a dragon, though surviving this meeting is another story.

Instinct: to kill the dragon

- Single-mindedly pursue the dragon
- Make bold promises
- Spring a risky trap upon the dragon

Moves for Dragons

When you **enter the frightful presence of a dragon**, roll+WIS. * 10+ you keep it together. * 7-9 you are both terrified and awestruck. If you run screaming, mark XP. Otherwise take -1 forward.

When you **are bathed in dragon's breath**, roll+DEX. * 10+ fortunately it's no worse. * 7-9 choose one:

- Choose one of your exposed pieces of equipment. It is destroyed.
- You take even more damage.

Dragon Hunter

When you stand in a steading and have sworn an oath against a marauding dragon that has brought loss to you or your kin, you may take this move when you level up:

Hometown Hero

When you **return to the steading in which you declared your sworn oath**, roll+CHA. * 10+ choose 2. * 7-9 choose 1. * 6- choose 1, but something has changed for the worse, the GM will tell you how.

- You are greeted to a hero's welcome. No need to pay for food, dinner, or a bed for the next few. Take +1 forward for Carousing until you next leave town.
- An exceptionally talented hireling offers his or her service.
- You aren't begged or beseeched for aid or assistance.

If you are a hometown hero, these count as class moves for you, you can choose from them when you level up:

Questing Hero

When you **arrive at a steading**, roll +CHA. * 10+, choose 2. * 7-9, choose 1.

- Someone offers immediate and useful information concerning a nearby dragon
- The steading has not been dramatically impacted by a dragon

Single Minded Hero

When you **challenge a dragon to combat**, roll+CHA. * 10+, hold 3. * 7-9, hold 2. * 6-, hold 1 but things are more complicated, the GM will tell you how.

So long as you are in the presence of a dragon, when you proclaim the wrong you are righting you may spend your hold, 1 for 1, to choose an option:

- Your next successful attack against the dragon deals an additional 1d10 points of damage.
- You may wait to draw your last breath until either the dragon is slain or escapes, whichever comes first.

Chivalrous Hero

When you **promise your love to someone before setting out to slay a dragon**, roll+CHA. * 10+, hold 3. * 7-9,



hold 1. While you are on your quest speak aloud how your love's favor inspires you in that moment and spend hold 1 for 1 to gain a +1 to defy danger.

On a miss, it's complicated! Though your love claims to not want any drama, you better believe there's going to be drama.

Dragon Thrall

When you have done a dragon's bidding, either willingly or by duress, the next time you level up you may choose this move:

Groveling in the Presence of Greatness

When you **supplicate yourself before your master**, roll+CHA. On a hit your master hesitates to consider your plea. * 10+ choose 3; * 7-9 choose 1. * 6- you've made your master angry.

- You won't be hurt any more for the moment
- You can quietly leave your master's presence
- This transgression won't be noticed
- A costly sacrifice will not be demanded of you

If you have groveled in the presence of greatness, these count as class moves for you, you can choose from them when you level up:

Lecture from Antiquity

Add the following option to your **Groveling in the Presence of Greatness** move.

- Ask your master one question, your master knows the answer and will answer truthfully.

Wake the Dragon

Add the following option to your **Groveling in the Presence of Greatness** move.

- Inform your master of a transgression, your master will make it right.

Unfettered from the Tyrant

When you break free from your master's servitude and tutelage, roll+CHA. You

immediately lose all of your Dragon Thrall moves. * 10+ choose 2; On a 7-9 choose 1. * 6- choose 1 and the GM will tell you how it is even worse.

- You abscond with a useful and powerful relic from the dragon's horde. The GM will tell you what it does.
- Your former master fails to notice your absence for quite awhile.
- You have been an apt pupil. Replace each lost Dragon Thrall move with an equal number of class moves from your base class



Things

Armor Tags

n Reinforced: The armor is harder to penetrate. Negate n points of Piercing from an attack. If you have more than one item with **n Reinforced**, only the highest value negates piercing.



Dragon Fang Bow

Near, Far, 2 weight

A bow fashioned from the fang of a dragon and magically infused with its elemental blood.

When you volley with the Dragon Fang Bow, you may choose to expend one additional ammo to deal 1d6 extra damage. The additional damage is based on the dragon's type. Black, acid; Blue, lightning; Green, acid; Red, fire; White, cold.

Dragon Hide Armor

3 Armor, 1 Reinforced, Worn, Clumsy, 2 Weight

Crafted from the cured hide of a dragon, Dragon Hide armor is coveted for its durability and light weight.

It is never a good idea to be seen by another dragon wearing this armor.

- Black Dragon – When you would take damage from an acid-based attack, reduce that damage by 5.
- Blue Dragon – When you would take damage from a lightning-based attack, reduce that damage by 5.

- Green Dragon - When you would take damage from an acid-based attack, reduce that damage by 5.
- Red Dragon - When you would take damage from a fire-based attack, reduce that damage by 5.
- White Dragon - When you would take damage from a cold-based attack, reduce that damage by 5.

Dragon Lance

Reach, Near, Ignores Armor, 2 Weight

Forged on the road to the lakes of Geneva by a journeyman blacksmith and enchantress, this ancient relic's sole purpose is to slay dragons.

If used to attack anything but a dragon, take -1 forward for that attack.

When you hack and slash a dragon on a 12+ you may roll your damage twice and take the better result.

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Written by Jeremy Friesen

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