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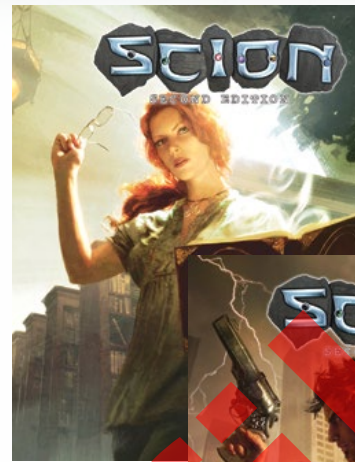
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To my husband, Weston Harper, who keeps me grounded in reality.

To Eddy Webb, for keeping me on track and out of my own head.

To Monica Specia, for listening to me ramble about magic for far too long.



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RETRIEVAL

By Lauren Roy

In a ballroom on the other side of the manor, Randolph Lonergan bade the last of his party guests goodnight. At least, he *believed* they were the last guests. While he was busy squeezing hands and kissing cheeks, Mitch Chu and Ambrosia Cook were on the other side of the vast house, in Lonergan's trophy room.

"Look at it all," Mitch said. He *unknotted* his bow tie and let its ends hang rakishly as he *moved* from display case to display case. He *knew* exactly what type of figure he cut: The handsome young historian, preparing to steal back artifacts that had been smuggled out of *their home countries*.

"Little busy here." Ambrosia *stood* in the doorway, on watch for *any of Lonergan's* security or household staff. *Any more* of them, that was. The guard she'd *knocked out* lay in a heap just inside the room. His *next* scheduled check-in was in five minutes.

"Clock's ticking," Ambrosia said, as she rolled down her *jacket's sleeves*. Tonight, she'd traded her usual *business casual* for a sleek bespoke suit. Mitch had *insisted* she dress the part, introduced her to his personal tailor, and footed the bill. Ambrosia suspected the suit cost more than she made in a year, but it felt nice, looked good, and hid her holstered gun perfectly.

Lonergan's trophy room contained neither mounted animal heads nor first place pennants. The items on display here didn't reflect their host's hunting prowess, nor his sporting victories. The entrepreneur did, however, possess some golden cups — a whole case of them, in fact. It held the drinking vessels of ancient kings.

Randolph Lonergan's trophies were other cultures' historical treasures.

Mitch bypassed the cups. Tempting as they were, they weren't his target. *At least, not yet.* Tonight, he was only here for the coins. They'd filled his dreams the last few weeks: in them, he'd twisted through rivers full of the little bronze discs. Each morning, he'd woken with the taste of metal in his mouth and rage churning in his belly. He felt it rising now. He couldn't be sure where his anger ended and his patron Gōnggōng's began. Was there even a difference, anymore?

The coins lay on a bed of black velvet in a case that looked simple, but was wired to hell and back with pressure sensors and temperature alarms.

"You sure you've got this?" Kiran Aamir asked in Mitch's ear. They were offsite, guiding Mitch and Ambrosia from the comfort of — well, Mitch didn't know exactly where. They were intensely private about their personal information, which was understandable considering their line of work. Kiran's day job had something to do with smart home software. They'd never mentioned which company, though Mitch had his suspicions.

Whoever Kiran worked for, it made them not only extremely wary of how much people unthinkingly put online, it also made Kiran extremely good at finding that information. Their research into Lonergan's habits had sped up Mitch's timeline by at least a month. Tonight, they'd intercepted all of the manor's smart device traffic, including its security cameras. The trophy

room display cases, however, weren't on the network. Here, Mitch was on his own.

"I know what I'm doing," he said, glancing toward the camera overhead in case Kiran was watching. "I've bypassed one of these before — oh. Hello. When did *you* sneak in here?" The wall behind the coin display held a collection of mounted blades. Mitch had made note of them during his reconnaissance work, but the jian in the center was a new addition. New to Lonergan's collection, that was, but not to Mitch. The double-edged sword had eluded him once before; why hadn't he gotten wind of Lonergan's acquisition?

Didn't matter. He was here now.

"... Mitch? Who's there with you? Who snuck in?" The sound of Kiran hammering at their keyboard — demanding data the cameras and their accomplice weren't providing — transmitted over the earpiece.

"He's talking to an artifact, Kiran. Stand down." Ambrosia had come over to see who Mitch was talking to, too. She scowled at him as her hand eased away from her holster. "Four minutes, Mitch. We've only got time for the coins."

"I won't get this chance again," he said. "Not for a long while. Years, maybe." Even if everything went exactly according to plan and they got away clean, Lonergan would beef up his security as soon as he realized the coins were missing. The jian wasn't something Mitch's family or the Sky Breaker wanted him to take. He rarely kept anything he stole, much to his family's chagrin, but this ... this was worthy of adding to his hoard.

"You're going to do a smash and grab, aren't you?" Ambrosia asked.

"Not on the coins. But on the jian? Yeah. Yeah, I am." He flashed her his most confident grin, and turned one on the camera, too. "Because I have the best team backing me up."

Ambrosia closed her eyes. Mitch was fairly certain she was counting to ten. "Kiran?" she said. "We're going to need a distraction."

For a moment, Mitch thought they'd cut the connection entirely. Then came a long sigh. "Fine. I can't stop any alarms you set off when you grab it, but I can try to peel a few of the security team off to another part of the house. Best I can do."

"You owe us," said Ambrosia. The phrase carried weight behind it.

Mitch couldn't tell if by *us* she meant herself and Kiran, or whether she was speaking on behalf of her Flight. Either way, he needed them. "Sure. Of course."

"Three and-a-half minutes," she said, and returned to her position by the door.

Mitch only needed two to bypass the various alarms and monitors on the coin display. It took him another minute to disable the proximity sensors on the swords, but the jian had its own complex series of wires discreetly attached.

"Thirty seconds," said Kiran.

Ambrosia bent to confirm that the guard was still unconscious.

"Twenty."

Mitch patted the coins where they were tucked safely in his pocket.

"Ten."

He cracked his knuckles and held his hand over the pommel, waiting for Kiran's countdown to finish.

"Three. Two. One."

With one smooth, sharp tug, he tore the jian from its moorings. The ancient steel came away easily, unharmed.

Alarms shrieked out news of the intrusion.

"Let's go," said Ambrosia. She led the way out of the trophy room, keeping low and hugging the wall. Mitch skulked along behind her. As they ran, more bells and whoops echoed down the corridor. Lights flashed off and on in out of sync patterns. Music blared from every room they passed, and a voice — a pleasant but inflectionless alto — recited shopping lists, search results, and driving directions to Mount Rainier.

"Kiran, is this you?" Mitch asked.

"Sure is. I threw a little chaos at Lonergan's smart home. You still have some guards coming your way, but it's not the full force. Company in about ... fifteen seconds."

Ambrosia signaled for Mitch to halt as they came to an intersection. "I'll take care of them."

While she took up her position, Mitch held utterly still. Most of the time, he enjoyed being seen, having all eyes in the room on him as he charmed a small crowd with fascinating tales from history. Right now, though, his job was to go unnoticed. They wouldn't even know he was there.



Ambrosia glanced back toward where he stood, and looked right through him. "I hate when you do that," she muttered.

The first guard rounded the corner seconds later. Ambrosia flowed up from her crouch smooth and quick, like fire spreading along a trail of gasoline. The butt of her gun made a solid *thunk* as it connected with the back of the guard's head, and he toppled in a heap.

The guard's partner, a few steps behind, had more time to react. He stepped up as Ambrosia turned and made a grab for her gun hand. She jerked her arm out of the way, so he only caught the sleeve of her new suit. He didn't get a lock on her wrist. Still, he held tight, yanking her in close so she couldn't control her shot.

The guard swung with his free hand, going for a jab to the kidneys. Ambrosia grunted with the impact, but it wasn't enough to make her drop her weapon. In fact, all it seemed to do was piss her off. She clobbered at his head with her

empty fist, ringing his bell three or four times in quick succession.

Still, the contested gun waved between them, the rose in their deadly tango. Then it went off, its report reverberating down the long hallway. The bullet *tinged* as it punched through antique tin ceiling tiles.

The gun's discharge, awfully close to his face, surprised the guard into releasing Ambrosia's sleeve and taking half a step back. Even startled, he was far from out of the fight. Ducking beneath her wild swing, he barreled into Ambrosia. The momentum drove them both into the wall right beside Mitch. Plaster cracked with their impact, splitting the damask wallpaper.

Mitch might've felt bad about the cost of repairs they were sticking Lonergan with, but the jian in his hand and the stolen treasures in the billionaire's trophy room scattered his guilt pretty handily.

The guard pulled back just enough to slam Ambrosia into the wall again. She grunted,

but it'd take more than that to knock her out. Ambrosia stomped the hard sole of her shoe down his inner calf. The big man yelped, and she used the distraction to shove him backward.

With several feet between them, they took aim at each other.

"Drop the gun," the guard said. "Drop it and keep your hands where I can see them."

"No." Ambrosia wasn't a tall woman; the security guard had at least a foot on her. Yet as she spoke, Mitch had the sudden impression that she filled the corridor. The air around her grew hazy with heat. The flashing red lights from the fire alarm glinted in her eyes, and made them glow like hot coals. "You drop yours," she said. She spoke quietly, but the roar of a blazing fire filled her voice.

The guard's eyes widened. His gun wavered. "I'll shoot. I will."

Ambrosia took a step toward him. Just one. The ground trembled with her footfall.

The big man dropped his gun. A low groan sounded from his throat, but he didn't flee. He couldn't seem to unlock his gaze from Ambrosia's.

Mitch moved at last, revealing his position. The guard's eyes widened as Mitch strolled up to him and plucked the earpiece from his ear and the mic from his collar. "I'm just going to tell your commander everything's fine here, if you don't mind." He admired the two-way system a moment as he looked for the mic's controls. "Oooh. This is a fancy one. Lonergan didn't skimp on equipment, that's for sure."

"Dibs," Kiran said, still monitoring. "I can get you two a clear shot out of there, but you have to get moving. The fire department's on the way, and the police are sending a unit."

"I thought you had everything locked down," said Ambrosia.

"Yeah, well, turns out when you overload the system, you find a few bugs. I'll fix it in the next build."

"What's your name?" Ambrosia asked the guard.

"Jones," he said.

He sounded sincere enough to Mitch, but Ambrosia sniffed out falsehoods as part of her day job. "Lying is a bad idea. I don't think you want to find out what happens if you're trying to trick me, so we'll tip off your captain."

His shoulders sagged. "Byers."

Mitch toggled the mic and matched his tone to the guard's. "Byers," he said. "East wing, third floor is clear. Just more system glitches, looks like."

"Acknowledged," came the reply.

"I'd say I'm sorry about this," Ambrosia said to Byers, "but I'm not." She clocked him hard and laid him neatly beside his unconscious partner. She straightened up and smoothed out her suit, paying special attention to the sleeve. It was a little wrinkled, but otherwise fine: Mitch's tailor crafted them to withstand plenty of abuse. "Okay, Kiran. Lead the way."

Kiran called out their escape route, sending them down back stairways and through vast connected suites in Lonergan's manor. Mitch couldn't help but catalog other pieces of art on display as they passed. It'd be a long time before he came back here, but a long time wasn't never.

They spilled out into the night, well away from the main driveway. Red and blue lights wound their way up the hill, but the tree line was close. "You've got a bit of a hike ahead of you," Kiran said. "Keep heading west and you'll hit a road in about a mile. I'll have a ride waiting for you."

"Hey. Thanks, both of you," said Mitch. The coins were a reassuring weight in his breast pocket, and the jian's pommel cool in his hand. "This means a lot."

"Sure thing," said Ambrosia. She glanced at the sky, where heavy clouds were rolling in. "Let's get out of here before it rains. I want my partner to see how good I look in my new suit."



INTRODUCTION

"I desired dragons with a profound desire. Of course, I in my timid body did not wish to have them in the neighborhood. But the world that contained even the imagination of Fáfnir was richer and more beautiful, at whatever the cost of peril."

— J.R.R. Tolkien

If **Scion** is a game about mortals, the divine, and everything in between, **Scion: Dragon** is a game about the in-between spaces kept dark as the bright light of divinity shines elsewhere. It is a game about playing both sides against the middle as you desperately try to find a foothold in The World, all the while discovering who you are and what you want.

Play as long-lost descendants of Dragons, called Heirs, who act as agents and operatives enacting their ancestors' will as they delve into draconic history and memory. The World knows Dragons primarily through the mythology told to them by pantheons. Some of this is true; some is what Dragons would call propaganda. An Heir may descend from Dragons, but she knows just as little about dragon kind as any other mortal. The truth about Dragons is steeped in mystery, and they prefer it that way. Better to keep hidden than to risk getting wrapped up in the Fate of the pantheons. Better to wait until the Gods and Titans wear one another down than to join the fight directly. Better to amass power for a decisive strike than to play your hand too soon. As the Heir becomes more embroiled in her Dragon patron's schemes, she learns more of the truth, and must choose if she wants to be a player in their game, or forge her own path.

WHAT'S IN A NAME?

Defining what is and what is not a dragon is difficult, as things such as legend, taxonomy, and real-world description all play a part in what gains that classification. Is a rather large snake a dragon? What about an oversized crocodile? How about dinosaurs? For the purposes of this game, dragons are defined as large, reptilian creatures with a mythology surrounding them.

Dragons are legendary creatures with so much gravitas, intrigue, and power that they inspire legends and

mythologies on their own. From Fáfnir hungrily devouring his hoard, to the hydra Heracles slays as his second labor, to Yamata-no-Orochi from whose tail Susano-O pulled his grass cutting sword, dragons have played a part in and around mythology. Sometimes Dragons come into being not from a true source at all, but through popular culture or stories made up in more modern times. If it's a big reptile with a sufficiently cool story, it's a Dragon.

In **Scion: Dragon**, we move these legendary creatures into the foreground, giving them an exalted place beside the divinity of The World, making them as powerful and potent as the Gods and Titans themselves. In doing so, dragons become capable of wearing divine Mantles, being both Gods and Dragons, or Dragons and Titans, or even all three at once.

THEMES

The overarching themes of **Scion** include relationships, faith versus reverence, and modernity versus timelessness. It is an action game, filled with legendary beings, grand struggles, and epic battles. **Scion: Dragon** can also be all those things, but at its heart, it is a spy game, chock-full of clandestine operations, political intrigue, and shadowy conspiracies.

SELF-DISCOVERY

The primary theme of **Scion: Dragon** is one of self-discovery. Heirs are the inheritors of a mythical world they barely understand, with little or no direction to guide them. Even if an Heir discovers their true parentage, they still must choose whether to follow their commands. Accepting the power of a Dragon comes with a great deal of responsibility; learning to wield that responsibility is a large part of the game.

DRAGONS AND DIVINITY

This game positions Dragons as at odds with Gods and Titans. We did this to give Dragons a foil, and to create complex stories from Dragons' relationship to divinity. Many Dragons are worshipped as Gods throughout the world, and these Dragons are indeed divine creatures. For the purposes of this game, Dragons did not start as Gods, but instead were adopted into pantheons who they belong to. While we position Dragons as against Gods, that is not true for all of them. The generalization helps for the telling of stories, but several Dragons who are also Gods have no problem or beef with the pantheons they are a part of.

When considering if you want to play the heir of a specific Dragon, think about their relationship to the pantheons and if they hold a Godly Mantle. This will influence how that Dragon acts towards their chosen agent and what kinds of missions they will send her on.

Dragons spend a great deal of time instilling their Heirs with memories and knowledge that they hope will be used to fulfill missions for the Dragon. Characters in **Scion: Dragon** must decide if they are going to follow the path set forward to them by those memories and allow their Dragons to dictate their lives, or if they will forge their own way forward. Characters struggle between loyalty to the Dragon who gave them the powers they have, and loyalty to themselves and their friends. They must also struggle between becoming immersed in the world of Dragons and remaining grounded in humanity. Much like Titans, many Dragons care little for humankind, viewing them as nothing more than pawns in their games.

SHADOW MOVES

Dragons choose their Heirs with purpose. Heirs are proxies for the Dragon and part of a larger cold war operating primarily in the shadows. Dragons have learned the hard way to be cautious, using their minions to achieve a specific end secretly, rather than out in the open for The World to see. An Heir may function as an assassin, a spy, or as a saboteur without ever fully understanding why. To be an Heir in service to a Dragon is to operate in the dark, committing crimes of various size with only a partial view of the board on which they play. As time goes on, that view expands and offers opportunities for rebellion or recommitment.

Characters can choose to enact their own plots and shadow moves as they navigate through The World. These plots and schemes might not match that of a Dragon, but they come close. Heirs hold their own power and might rope their followers and friends into their schemes as they go.

DECODING THE MYTH

Dragons are creatures of myth and legend clouded in mystery. No one can find the truth regarding Dragons easily with a simple Internet search. Their stories have been changed by Fate, and they themselves twist public perception and obscure the truth to keep themselves hidden. Part of playing an Heir is separating facts from fiction and slowly learning the truth of their own ancestry. In so doing, the Heir becomes more embroiled in the politics of their Dragon patron, straying further and further from their former life.

Everything about a Dragon is shrouded in mystery, from its past to its motives. Heirs have the unenviable task of working for these living mysteries and trying to piece together what they want through half-remembered instructions and dreams. Heirs may attempt to learn the truth behind their shadowy masters, seeking out the why behind their missions. Dragons rarely let an Heir know her exact plans, so finding that out and deciding what to do with the information is a part of being an Heir.

PULP SPY

To serve a Dragon is to participate in an intricate game without fully understanding the rules. As high-value

pieces on the proverbial chessboard, Heirs move across the playing field in service to their Dragon, competing against other Dragons, Titans, and Gods. From data theft, sabotage, counter espionage, or outright assassinations, Heirs are clandestine agents operating in a long and very cold war. They deal in deception, attempting to obfuscate their moves and misdirect their opponents. But Heirs are, at their core, still tied to their former lives. And each time they undertake a mission or use their powers on behalf of a Dragon, more of their former life slips away.

POLITICS

Dragons sit alongside Gods and Titans, not as their equals, but as a third party hoping to play kingmaker, or bring them both low. They operate from the shadows, and it is still unclear for which side they fight. Sometimes they seem to align with the Gods, and other times they appear to help the Titans. Thus, Dragons serve as a strange intermediary between the Gods and Titans, slowly accumulating power for their secret agendas. Dragons benefit from the balkanization of The World, and from individual pantheons warring with one another. This means Heirs may be brokering deals, acting as mediators, or assassinating those in position of authority all in the name of their draconic patron.

Heirs must navigate the political landscape between Dragons, Gods, and Titans with little to no instruction on how to do so. They may find themselves at odds with Scions and their parents one month, and then need that same Scion's help the next. Heirs walk a fine line between having a purely antagonistic role towards the pantheons and needing their help. They need to keep up on the politics of the pantheons to do their job well, and stay on the good side of those they may need as allies on one side of the God/Titan divide or the other.

HOW TO USE THIS BOOK

Scion: Dragon is a game within The World of **Scion** told from the perspective of Dragons and their agents. This book uses the core rules found in **Scion: Origin**, which is required to play this game. **Dragon** adds new elements to The World presented in **Hero, Demigod**, and **God**, allowing you to tell stories alongside those of the children of Gods, or separate stories without them.

Scion: Dragon expands the mythic structure of The World and introduces a third player in between Gods and Titans: the Dragons. Where in **Hero** and **Demigod** dragons are parts of the mythological fabric, as Legendary Creatures featuring in various mythologies and lore, in **Dragon**, we've reclassified them as entirely different from the mythologies that feature them. Instead, Dragons are the heroes of the story, and their children are their agents in The World. Dragons organize themselves into Flights, groups of likeminded individual Dragons.

This book presents six Dragon Flights, explaining how they formed, what they do, and who they choose to join them. It walks you through creating Heirs, the Dragon's agents in The World, who are not yet full Dragons themselves. It gives you tools for playing Heirs, including their very own Callings and magic born from their draconic natures. It also gives you advice on how to run spy stories to work espionage and heists into your **Scion** games.

THE FLIGHTS

Flights are loosely defined groups of Dragons. Dragons created Flights in direct response to Gods creating pantheons. Before that time, they were singular and autonomous creatures, but as Gods gained prevalence in The World, their Fates changed The World around them and that of the Dragon's as well. Some Dragons were hunted and killed, other pulled into those very same pantheons. In response, they grouped together to take shelter. These groups are loosely based on the region of The World the formative Dragons were located when the groups formed, but solidified around shared goals and ideologies. Not every Dragon in every Flight is from the same cultural mythology, nor from the same World region. Dragons seeking a place to hide, or allies in the face of an onslaught found shelter with anyone who would take them. Some Dragons fit into more than one Flight and claim allegiance to both. Yamata-no-Orochi is clearly a Naga, though the Lóng lay claim to him. Despite being dead, both Flights tap his memories, and his Heirs join both Flights with equal frequency.

With the formation of the Flights, many Dragons slowly conformed in temperament to others in their groups. They grew comfortable with one another, and their goals slowly aligned over time. Dragons found common ground within their Flights not from what humans thought of them, or what their mythologies said about them, but instead by their common goals. While each Dragon still considers themselves an independent sovereignty fully capable on their own, like in the old days, they realize that their Flights exist to back them up in the case a hero comes knocking at their lair. And why not use that drive for mutual survival to enact some mutually beneficial plans at the same time? All Dragons have their own goals and schemes, but those goals seem to align around Flight lines and often coincide with their counterparts.

The 6 Flight featured in **Dragon** are:

- **Draqs** – A Flight of Dragons primarily formed of those descended from Tiamat, the mother of dragons. They accept any who seek vengeance against the Gods, specifically for the death of their “Mother of Dragons.”
- **Joka** – Immense Dragons who are more in tune with draconic memories than any other. They are known for their intense hunger which has driven them toward ambitions, and a return to a time before Gods.

- **Lindwurms** – Considered the first Flight by many, these Dragons have grouped together based on the desire to share knowledge and stories long before the advent of humanity. They seek knowledge and power in lieu of lost memories.
- **Lóng** – Easily the largest and most disparate Flight, these Dragons are the most at peace with the Gods. They do not fear or hate them, though they do seek their own fame and glory, and wouldn't mind replacing the pantheons in humanity's worship.
- **Naga** – Dragons with many heads born through conceptual relationships with the world, Naga are split between those trapped in The World, and those trapped in their special Terra Incognita. Those in The World seek knowledge, and a way to reopen their home safely.
- **Serpents** – A group of Dragons who care about the natural world and are the most connected to humanity. They seek to teach and uplift humanity in hopes that together they can cleanse The World.

MEDIA

Much of media shows Dragons as large mythical beings who serve as enemies or monsters for heroes to kill. Unfortunately, few movies depict Dragons as secret agents, much to our dismay. These media suggestions then are to help you with inspiration for the kinds of stories to tell (mostly crime and spy) and some inspiration on playing as a Dragon.

PROCEDURALS

24, TV 2001-2010

24 follows Jack Bauer and a team of counter-terrorist agents who attempt to thwart terrorist attempts in the US. While the structure of the show is a single day in Jack Bauer's life each episode, the kinds of actions he takes and moral ambiguity in the show is perfect for encapsulating what an Heir might go through when attempting to perform a mission for her draconic ancestor.

Burn Notice, TV 2007-2013

Burn Notice follows ex-CIA agent Michael Westen as he attempts to figure out how and why he was let go from the agency, and who wanted him out. Westen works as a private investigator solving crimes while also attempting to find out as much as he can about why he was burned. This duality of performing missions to keep going but also trying to find out about himself perfectly encapsulates our Heir's push and pull of performing missions and finding out who and what she is doing the missions for.

Leverage, TV 2008-2012

This show follows a team of con artists who perform elaborate cons to take down rich, greedy, and often villainous targets for people who have been wronged. The

structure of the show includes flashbacks to show how or why a seeming complication or difficult situation was dealt with. There's a lot of hyper competence in this show, but it gives a good perspective on committing crimes for a worthy cause, taking on missions for a client, and working as a team.

Patriot, TV 2015-2018

This show follows John Tavner, who must take on a non-official cover in an effort to deal with Iranian political issues. John must balance his family life with his life as a spy and gets into dangerous and sometimes darkly funny situations.

DRAGON STORIES

Age of Fire series, by E. E. Knight

This series follows three young dragons from hatching to adulthood. Each book focuses on a different dragon and their travels as well as the people they meet and the life they make for themselves. The story is told completely from each dragon's perspective and gives a good insight into the way that dragons may feel about humanity, how they navigate being monsters people might want to kill, and how they make friends anyway.

Flight of the Dragons (1982 film)

This movie follows Peter Dickinson, a scientist turned board game maker who loves dragons. He is pulled into ancient times to help fulfill a quest to stop an evil wizard from turning humanity to greed and self-destruction and also to save magic. Peter finds himself merged with a dragon when they get to the past and must learn about being a dragon. The story itself is one of viewing science as a kind of magic, which isn't as topical to **Scion: Dragon** as some other plots. Peter's self-discovery of how to be a dragon though is spot on for the kinds of situations our Heirs might find themselves in.

Dragon Wars: D-War (2007 film)

This Korean action film follows two people in Los Angeles, Ethan, a resurrected warrior of heaven, and Sarah, a resurrected source of power which allows dragons on Earth (imugi) to turn into celestial dragons. Buraki, a bad imugi, wants the power for himself. The film itself is not a masterpiece of cinema, but it shows dragons and their stories from a non-Western perspective even though a lot of the action is set in LA. Ethan must face a hard truth in Sarah's sacrifice to create a new celestial dragon, which shows some of the dilemmas our Heirs might encounter.

I Am Dragon (2017 film)

This Russian romance follows Miraslava, a young bride who is kidnapped by a dragon on her wedding day. While in the dragon's lair, a remote island that is actually the skeleton of a dead dragon, she meets Arman, a young man who is secretly her dragon captor who struggles with his human and dragon side. During her time there, she falls in love with him, and teaches him how to control his draconic

side. Besides the romance angle, this movie treats dragons as a mixed bag. When Arman first takes on his dragon form, he gains all the memories of his ancestors, filling him with the full knowledge of all draconic history. He knows them as monsters, and fights against his own nature. Just as our Heirs must come to terms with their own draconic nature, and attempt to embrace or reject it, so too does Arman.

OTHER READING

The following suggestions are historical and mythological books on dragons. These give a sampling of dragon myths from across the world.

Dragons, Serpents, and Slayers in the Classical and Early Christian Worlds: A Sourcebook, by Daniel Ogden

Dragons, the Myths, Legends, and Lore, by Douglas Niles

LEXICON

- **Bequeathal:** The moment when a Dragon taps an Heir into service. This usually comes with a directive to take some kind of action, and an influx of memories designed to help achieve that goal.
- **Brood:** A group of Heirs, whether from a single Flight or multiple.
- **Dragon:** An immortal Legendary Creature, usually tied to the creation of The World, though not always. Dragons claim they once ruled The World until humanity arrived with their Gods, at which time Dragons lost a great deal of power. Dragons hid themselves but are now coming out of hiding to meddle once more in The World.
- **Dragon Magic:** The physical magic Dragons and their Heirs harness through the use of spells. Individual spells learned are determined by the kind of Dragon Magic an Heir knows.
- **Flight:** A grouping of Dragons loosely based on physical similarities and location, but also around like goals.
- **Heir:** A person who bears some draconic ancestry, or the memory of a Dragon, and has draconic powers. Dragons activate Heirs to act as agents in The World.
- **hoard:** The entirety of a Dragon or Heir's wealth is considered their hoard. Dragons and Heirs generally keep their hoards in their lairs, not trusting human means of keeping such treasures safe.
- **Inheritance:** A measure of draconic power and knowledge about dragon kind. The Inheritance score determines the progression of an Heir's power, the general outcomes of rolls, how much of the Heir's draconic form she can access at will, and Inheritance points which she can use to activate her Dragon Magic.