

SCION

DRAGON COMPANION

A SOURCEBOOK FOR SCION: DRAGON
AND SCION SECOND EDITION

SECTION



DRAGON COMPANION

SOPHIA BABAT, RACHEL W. COLE, SEN H.H.S., SPIDER B. PERRY,
ACE SIMONELLI, MONICA SPECA, H. ULRICH

CREDITS

Developer: Monica Specca

Writers: Sophia Babai, Rachel W. Cole, Sen H.H.S.,
Spider B. Perry, Ace Simonelli, Monica Specca, H. Ulrich

Editor: Richard Stratton

Art: Digital Art Chefs

Graphic Designer: Ron Thompson

Creative Director: Richard Thomas



© 2025 Onyx Path Publishing. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. "Scion" and all characters, names, places, and text herein are copyrighted by Onyx Path Publishing.

Keep up to date with Onyx Path Publishing at theonyxpath.com.

TABLE OF CONTENTS

INTRODUCTION	4	<i>Divine Realm Play Summary</i>	32
Hither Be Dragons	5	<i>Draconic Means</i>	34
<i>Forgotten Flights</i>	5	<i>Draconic Flesh</i>	34
<i>Tinker, Tailor, Dragon, Spy</i>	5	Spells	35
How to Use This Book	5	<i>Animal Control</i>	35
OF BEAUTY AND BEASTS	6	<i>Avarice</i>	35
CHAPTER ONE: NEW FLIGHTS	8	<i>Blessings</i>	35
The Bearers	9	<i>Decay</i>	36
<i>Identities Forgotten</i>	9	<i>Elemental Manipulation (Air)</i>	36
<i>A Stake in Every Game</i>	10	<i>Elemental Manipulation (Earth)</i>	36
<i>Characteristics</i>	10	<i>Elemental Manipulation (Fire)</i>	36
<i>Lairs</i>	10	<i>Elemental Manipulation (Frost)</i>	37
<i>Mysteries</i>	11	<i>Elemental Manipulation (Water)</i>	37
<i>Relationships</i>	12	<i>Fear</i>	37
<i>Notable Dragons</i>	13	<i>Flight</i>	37
<i>Common Bearer Birthrights</i>	17	<i>Illusions</i>	37
The Returning	19	<i>Luck</i>	38
<i>Reborn Selves</i>	19	<i>Pandemonium</i>	38
The Returning	19	<i>Purification</i>	38
<i>All Games Are One</i>	20	<i>Refinement</i>	38
<i>Characteristics</i>	20	<i>Teleportation</i>	39
<i>Lairs</i>	21	<i>Understanding</i>	39
<i>In The Earth, The Air, The Waves</i>	21	<i>Weather Control</i>	39
<i>The Truth the Dead Know</i>	21	<i>Bearer Signature Magic: Upend</i>	39
<i>Mysteries and Certainties</i>	21	<i>Returning Signature Magic: Oracular Fury</i>	40
<i>Relationships: Coming In from the Cold</i>	22	Transformations	41
<i>Notable Dragons</i>	23	Creating Your Own Dragon Flight	45
<i>Common Returning Birthrights</i>	27	<i>Step One: Why and How?</i>	45
CHAPTER TWO: NEW RULES	28	<i>Step Two: How Does It Fit?</i>	45
<i>Lesser Wyrms, Greater Powers</i>	29	The Children of Agartha	46
<i>New and Adjusted Rules</i>	29	<i>Step Three: Origin and Stories</i>	46
<i>The Collateral Pool</i>	29	<i>Characteristics</i>	46
<i>Heat and Exposure</i>	30	<i>Lairs</i>	46
Movement in Shadow: Pawns and Tradecraft	31	<i>Mysteries</i>	46
<i>Fun With Minions: Pawns</i>	31	<i>Step Four: Characteristics, Lairs, Mysteries</i>	47
<i>Exactly As Planned: Tradecraft</i>	32	<i>Relationships</i>	47
Dragons in Divine Realm Play	32	<i>Step Five: Relationships</i>	47
<i>Basic Rules</i>	32	<i>Notable Dragons</i>	47
		<i>Step Six: Heads of the Dragon</i>	49
		<i>Common Children of Agartha Birthrights</i>	49
		<i>Step Seven: Birthrights</i>	50
		<i>Step Eight: Flight Path</i>	50



INTRODUCTION

No, I would not want to live in a world without dragons, as I would not want to live in a world without magic, for that is a world without mystery, and that is a world without faith.

— R.A. Salvatore, Streams of Silver

HITHER BE DRAGONS

Welcome to the **Dragon Companion**, a supplement bringing all-new material to **Scion: Dragon**. Within these pages we present two new Flights alongside additional rules for high level and endgame play and a host of new powers. Storyguides who have already begun **Dragon** chronicles can expand their players' lists of available Spells and Transformations, and Storyguides looking to start a new campaign may consider allowing players to be Heirs of the new Flights. Regardless of whether or not you have an ongoing game or are starting a new one, the contents of this book will prove useful.

FORGOTTEN FLIGHTS

This book details two lost Flights: **The Bearers** and **The Returned**. The Bearers are dragons of myth who carry The World on their backs. They are ancient and implacable and especially mysterious — even by dragon standards. The Returned are dragons presumed to be dead (or killed in their myths) who persist beyond their life. They are enormous and angry and their Heirs equally so. Both of these Flights can be found in **Chapter One**, which begins on p. 6.

TINKER, TAILOR, DRAGON, SPY

Of equal importance, **Dragon Companion** also supplies instructions for Storyguides and players to create new content for their **Scion: Dragon** games. We include guidance for creating content for Lesser and Greater Wyrms (the equivalent of Demigod and God-level play) as well as how to create your own Flight. Enterprising tables can use this information to bring a host of new mythological creatures to life for use in your games. This and new powers can be found in **Chapter Two**, starting on p. 28.

HOW TO USE THIS BOOK

Chapter One: New Flights details the brand-new Flights: the Bearers and the Returned. We include a collection of dangerous and interesting personages to become new draconic parents for your Heirs.

Chapter Two: New Rules includes a collection of new Spells and Transformations for use at your table alongside rules for Lesser and Greater Wyrms. It also includes guidance for creating your own Flight, and an example of a fictional Flight brought to life.



OF BEAUTY AND BEASTS

The old theater looks great after years of renovations.

From the midnight shadows of their getaway vehicle, Jakob Lukasson admires the original gas-lamp glow of the marquis, the polished brass and the red velvet trimmings. The innocuous appearance conceals its real purpose: a front for art smuggling. Only the canny and criminal know where to look. In the passenger seat, Mitch Chu fidgets with the dials on his ridiculous e-cig. His model-perfect face looks eerie in its soft, electronic glow.

"That's them," the younger man mutters, pointing with his chin. From their hidden vantage, the side alley leading around the back of the theater flutters with shadows. Jakob guesses there's seven or eight folks loitering back there — likely, two are their marks, and the others are muscle.

"You got your fake credentials?" Jakob grunts.

"Yeah."

"And the uh, cripple-wallet?"

"Crypto. Yeah. Don't worry so much, Dad." Mitch's smirk paints his handsome face with a confidence that's both admirable and infuriating. "You just hang back and let me play Beauty until we need a Beast."

Jakob raises his thick, iron-gray eyebrows and says nothing.

With no further preamble, the door to their coupe opens. Mitch slides out and shuts it behind him in silence. The red glow from his electronic cigarette lingers in his vapor trail like a ghost. Jakob waits alone with his thoughts and his simmering anticipation.

"At least he didn't call you 'Daddy.'"

...And with Kiran hissing into his ear, Jakob's scowl deepens enough to unseat his bone-induction earpiece. Surreptitiously, he reaches to adjust it.

"I've got Mitch on cam now," Kiran's serene whisper informs him. "He really wore the ivory suit again?"

Jakob snorts. At least the whole "all style no substance" thing makes it easy to keep an eye on the kid. That lean figure in white approaches their marks, and Jakob watches a shadow-play on the far wall. Mitch offers them a few cards and shows them the glowing screen of his smart phone; all the while his e-cig leaks colorless smoke. The shadows gesture, confer with each other, and cluster into an unrecognizable mass.

Mitch moves oddly. Jerks his head away. In a split second, Jakob can see his wide eyes dart to their hidden getaway vehicle.

"Something's wrong," Kiran warns, quiet. "I think they're on to him." But Jakob is already out of the car and adjusting the collar of his leather



jacket. Mitch vanishes, the dark of the alley swallowing him whole. Nervous dissent and the jingle of metal float through the air, barely audible under the buzz of the marquis.

“Cover the cameras,” Jakob growls under his breath.

“Sure thing, Dad.”

No time to scoff at their handler. He was right about the muscle. Six broad-shouldered toughs in tailored suits raise their glares to him and form a wall of flesh between him and the end of the alley. The white of Mitch’s suit and his uneasy protests disappear behind a far door.

“Get lost, old man,” one of the toughs suggests. She pockets a familiar e-cig.

One quick glance to the corners of the alley, and Jakob finds it — a dark glassy lens set in a boxy camera, pointed uselessly skyward.

The old man grins and flexes his fists so hard his knuckles pop.

All six of them straighten, leering down at him, reaching into their jackets. They’re too late, too little, too fragile. Jakob’s fists continue to tighten, the flesh across his knuckles darkening and bristling with scales. His vision goes vibrant, the fire-heat of his enemies’ blood blinding against the cool of the night.

“What the fuck—” one utters before catching a massive, ice-gray claw in the throat.

“Don’t make a mess,” Kiran protests before the earpiece clatters to the pavement.

Messes are someone else’s problem. It’s time for the Beast.



CHAPTER ONE
NEW FLIGHTS

THE BEARERS

Memory is a complicated thing, a relative to truth, but not its twin.

— Barbara Kingsolver

Long before Gods and humankind emerged, Earth was a ball of molten lava, highly unstable and volatile. Contact with the vacuum of space chilled the surface to a shell. This fragile crust easily broke apart and sunk back under the igneous interior. The process repeated, freezing then burning, burning then freezing. It was a predestined and endless cycle of creation only to be destroyed, and destruction only to be created.

The Gods then came and rewrote Earth's fate, dictating how the land, sky, and sea came to be. They also named who or what the land rests upon. The Shén praise Nūwā for mending the sky and supporting it with the limbs of Áo. The Vedas speak of how Brahma tasked Shesha with going to the netherworld and stabilizing the earth with his cobra hood. Han-nu-nah, the great turtle, chosen of Geezhigo-Quae's, bears the soil entrusted by the muskrat who risked their life retrieving it from the depths of the sea.

The Memories of Dragons, however, tell a different tale. Long before the divine forces came, some cosmic entities — Dragons among them — observed the neighboring planets and concluded that Earth would ultimately become a barren planet with a vast desert, like that of Venus and Mars. Not content with this foregone conclusion, these observers planned carefully, then dove into the lava. With their immense strength, each took up a piece of Earth's crust upon their backs. Now, even if the crust cracked, the pieces would not sink.

Coordinating their movements to simultaneously release the pressure of lava, these entities helped the shell build

up stability. A new paradigm was born. With stability came water vapor and then rain. Drops accumulated into oceans. Earth became different from the rest of The World. In the watery cradle, life found a seedbed to grow, multiply, and evolve. Intelligence developed. Those observing informed those beneath the shells of these splendid developments. The beings, collectively bestowed the title of Bearers, looked up at their work in pride, and awaited the future with eagerness.

IDENTITIES FORGOTTEN

When the Gods learned about the Bearers, they tempted, offered, or coerced them to join their pantheons. They expunged from reality those that refused in earth-shattering fights. The catastrophic disasters triggered by the death throes of these Bearers frightened the Gods. As a result, they treated the surviving Bearers as liabilities, rather than allies or enemies. To prevent further rebellion, the Gods slowly, gradually, and subtly replaced the Bearer's memories as they rewrote the World.

For countless eons, the Bearers forgot. They believed themselves faithful followers or contributors of their respective pantheon and fitted in perfectly. The Memories of Dragons, however, persisted and endured. Thus, among the Bearers, Dragons were the first to experience flashes of lucidity. When these Dragons' identities returned in full force, their epiphany infuriated them. Consequently, they raged and roared, inducing enormous earthquakes still whispered about today in fear.

