

The Dragonslayer

When you've participated in the killing of a dragon, you may take this move as an advancement.

Trophy: You carry with you some reminder of a dragon you've slain. Detail what it is with the GM. Whenever someone sees it, if they fear or have suffered from dragons, take +1 to parley with them.

If you've taken a trophy from a dragon, you add these moves to your class list.

Dragoncraft: When you craft an item out of the body of a dragon you've slain, it has special properties. Choose one from the appropriate list.

Weapon

- Deals damage of the dragon's breath weapon type. (Half breath, half normal)

- Deals double damage to dragons of the same type.

- Deals +2 damage to all dragons.

- Deals +1 damage always.

- Grants you +1 to hack and slash (melee) or volley (ranged) against dragons.

- Grants you use of a single wizard spell of lower level than yourself once per day.

Armor

Hunter's Eye: When you discern realities regarding a dragon or a dragon's lair, roll+3.

Vanquisher: When you're fighting a dragon and you or an ally volleys or hacks and slashes against it, hold 1. Spend 3 hold to deal it a mighty, final blow.