Wyrmtongue

WIP document

Dragon profile

- Hp- hit points(pool used to determine if your dragon can stay in the fight or not, if at 0 hp and 0 spirit dragon is burdened and removed from the scene)
- Movement- how much a dragon can move(hex movement)
- Resilience- how tough a dragon is (number that subtracts from damage done, armor)
- EMO- emotional points(your emo pool can be turned into accuracy 1-to-1 used after the attack roll so you don't need to waste your pool on missed attacks. Your emo pool is also used to determine your move set, cost of moves cannot exceed emo pool)
- Spirit- spirit acts like structure in Lancer, multiplies hp pool when you hit 0 hp you roll on the spirit table for possible effects
  Spirit table
  1- Astray, all effects on spirit table apply
  2-Wounded, reduce Resilience By 2(can go negative, adding damage to each attack, can stack)
  3-4- Dispirited (take 1 difficulty for rest of scene, can stack)
  5-6- Frayed (drop to 0 emo pool immediately)

- Tags- tags can determine specific attributes that apply to certain attacks(ice or fire tags alter the description and effect of an attack like "elemental fury")
- Reactions- each type of dragon has a built in reaction, dragons can use one reaction per turn, Reactions are not used on your own turn.
- Emo action- Emo actions can be used as free Reactions that don't hold the same restrictions as normal reactions.
- The EMO pool is also used to determine and build your dragon's attacks. A dragon starts with 3 free slots which can be filled with any attack that has the free tag, the rest of the slots are determined by your emo pool, you can have as many moves that add up to equal to your EMO. Two cost 3 moves and a cost 2 move totals to 8 EMO.

Sample dragons

- Earth dragon(tough defender)
  resilient, grounded, territorial
  - Hp- 42
  - Movement- 8
  - Resilience- 2
  - EMO- 6
  - Spirit- 2
  - Tags- Earth(elemental), burrowing(can move through and hide in the ground(does not have to move over mountains for instance, attacking a burrowing dragon adds a difficulty to the attack), destruction(+5 damage to cities/fortifications)
  - Reaction- bolster- 3/scene, can boost Resilience by 2.(used after successful attack)
  - Emo action- use emo pool to add to resilience 1 to 1.

- Fire Dragon(high damage)
  destructive, raging, brilliant
    - Hp- 20
    - Movement- 12
    - Resilience- 0
    - EMO- 10
    - Spirit- 3
    - Tags- fire(elemental), dangerous(adds +1 damage to moves)
    - Reaction- Flame aura- 2/scene, can emit a burst 1 aura that does 2 fire damage(dangerous tag applies) Rending(goes through resilience) leaves fire, 2 damage if in fire 1/turn.
    - Emo action- use emo pool to add to damage 1 to 1.
- Wind Dragon(fast skirmisher)
  sensitive, fickle, unpredictable
    - Hp- 16
    - Movement- 14
    - Resilience- 0
    - EMO- 9
    - Spirit- 3
    - Tags- wind(elemental), swift(move 2 after successful attacks)
    - Reaction- Dash, move 4 spaces. Resolving after triggering action also gives the dragon a wind shroud(free defend effect). 3/scene(this movement ignores the engagement restrictions)
    - Emo action- airy(spend EMO to move +1)
- Lightning Dragon(aoe controller)
  emotional, charged, powerful
    - Hp- 24
    - Movement- 10
    - Resilience- 1
    - EMO- 12
    - Spirit- 2
    - Tags- lightning(elemental), charged(gain 1 EMO per 2 lightning damage absorbed or 1 EMO per lightning damage taken)
    - Reaction- Lightning Rod - 2/scene - target self with lightning(4 damage), chain 2.
    - Emo action- use EMO to increase range of an attack or chain by 1 per EMO spent.
- Ice Dragon(anti melee)
  reflective, cold, settled
    - Hp- 17
    - Movement- 8
    - Resilience- 1
    - EMO- 6
    - Spirit- 4

- ○ Tags- Ice(elemental), Eternal Blizzard(blast 3 area around the dragon, moving through each space costs an additional 1 movement)
  - ○ Reaction- Frozen Stiff- 2/scene- range 5 blast 1, reduces targets action pool by 2 for their current turn. (Concussion 2 tag)
  - ○ Emo action- use emo 1 to 1 to reflect damage taken back at attacker as ice damage, rending
- **Darkness Dragon(drains enemies)**
  plotting, shy, sinister
  - ○ Hp- 20
  - ○ Movement- 10
  - ○ Resilience- 1
  - ○ EMO- 5
  - ○ Spirit- 3
  - ○ Tags- darkness(elemental), drain(gain EMO for damage dealt, 1 for 1) psychological resistance(is immune to psychological effects)
  - ○ Reaction- Tendril - 4/scene, spend EMO to half as much deal damage to a target within range 3.
  - ○ EMO action- use EMO to sap enemy EMO, 1 to 1.
- Poison Dragon
  cunning, toxic, drifting
  - ○ Hp- 18
  - ○ Movement- 10
  - ○ Resilience- 1
  - ○ EMO- 8
  - ○ Spirit- 3
  - ○ Tags- poison(elemental), toxic(At the start of your turn deal 1 damage per 2 toxic charges, rounding down; then remove 1 charge.)
  - ○ Reaction- fumigate - 1/scene - burst 5, targets take poison damage now.
  - ○ EMO action- use EMO to apply toxic charges on successful attacks.
- Zombie Dragon
  tortured, lifeless, monstrous
  - ○ Hp- 12
  - ○ Movement- 8
  - ○ Resilience- 2
  - ○ EMO- 4
  - ○ Spirit- 4
  - ○ Tags- necrotic(elemental), zombie(if necrotic damage brings you below 0 HP, restore 1 spirit; do not clear conditions suffered from spirit damage), blood-bag(leave blood pool and undead minions when you take Spirit damage) Vicious(zombie dragon gains a modified Onslaught as a cost free attack in addition to its 3 free attacks,
  - ○ Vicious Onslaught
    - ■ Range- 1
    - ■ Attack- 10

- - - ■ EMO- Spend 1
      - ■ Damage- 15
      - ■ Effect- With teeth, claws, and whipping tails you eviscerate your target. Leaves target dispirited(difficulty 1) for rest of scene(dispirited effects stack)
      - ■ Tags- bloody(leaves dragon blood scattered across the area, burst 2(leaves dragon blood token)has narrative consequences), dispirited 1(on target), charge 1(charge moves increase the action cost of a move by the stated amount ie it costs 2 actions to use Onslaught), rending(goes through Resilience) Melee, cost free
      - ■ Reaction- revival - 1/scene - triggers automatically upon death. Revive with full HP, Spirit, and clear all conditions.
    - ○ EMO action- use EMO to suffer necrotic damage.
- ● Water Dragon
  - ○ Hp- 18
  - ○ Movement- 8, 12(in water)
  - ○ Resilience- 1
  - ○ Emo- 8
  - ○ Spirit- 4
  - ○ Tags- water(elemental), restore(conditions clear at the end of the next turn that they occur),
  - ○ Reaction- The Sea is Home- 3/scene settle lair as a free action in water
  - ○ Emo action- Spend emo 1 to 2 healing, in water.

Attack profile
- ● Range- the distance or shape(cone, line, unique) of an attack
- ● Attack- determines number on a 2d6 you need to meet or beat for a successful attack(example attack-7 means you need to meet or beat a 7 on 2d6 total)
- ● EMO- determines how many points are spent or gained from a successful attack(ex. Gain 1, Spend 1)
- ● Damage- how much is reduced from target hp pool
- ● Effect- describes the attacks effects and possible events that can occur("inferno firestorm" creates and area of burning fire in attack zone that lasts for the rest of the scene)
- ● Tags- tags can determine specific attributes that apply to certain attacks(ice or fire tags alter the description and effect of an attack like "elemental fury", If an attack has specific elemental tags those tags must be in the dragon's profile to be used by them. Cost tags are used to determine how many attacks you can have on a dragon.

Attacks
- Elemental Fury
  - Range- range 8
  - Attack- 7
  - EMO- gain 2
  - Damage- 5 dmg
  - Effect- A targeted beam of elemental energy
  - Tags- elemental(inherits element of dragon that used the attack) cost-free(during creation this can be included into a free attack slot)
- Roar
  - Range- burst 6
  - Attack- 4
  - EMO- gain 2
  - Damage- 0 dmg
  - Effect- Targets(you choose) suffer 1 difficulty on the next attack.
  - Tags- Psychological(some dragons can ignore psychological effects),cost-free
- Clinch
  - Range- 1
  - Attack- 7
  - EMO- gain 1
  - Damage- 7
  - Effect- Move with target until clench is broken(can be broken by ram, stops special movement effects such as burrowing)
  - Tags- Melee, cost-free
- Deadly Gaze
  - Range- 6
  - Attack- 5
  - EMO- Gain 2
  - Damage- 3
  - Effect- Add 1 difficulty to enemy dragons next turn, if they don't attack this effect persists until the next turn.
  - Tags- Vision(need to see), Psychological(some dragons can ignore psychological effects), cost free
- Death from Above
  - Range- 5(moves adjacent to target)
  - Attack- 8
  - EMO- Gain 1
  - Damage- 6
  - Effect- Move adjacent to the target and slash into them. Must be flying above target.
  - Tags-Slam(slams target causing them to take fall test(dc 8 flat(no emo can be used on this test, treasure can be used for the reroll) if failed dragon falls 5 spaces, if it hits the ground takes that much falling damage) melee, Cost free
- Onslaught

- ○ Range- 1
- ○ Attack- 14
- ○ EMO- Spend 1
- ○ Damage- 30
- ○ Effect- With teeth, claws, and whipping tails you eviscerate your target. Leaves target dispirited(difficulty 1) for rest of scene(dispirited effects stack)
- ○ Tags- bloody(leaves dragon blood scattered across the area(leaves dragon blood token), burst 2 has narrative consequences), dispirited 1(on target), charge 1(charge moves increase the action cost of a move by the stated amount ie it costs 2 actions to use Onslaught), rending(goes through Resilience) Melee, cost 4
- ● Charge
  - ○ Range- 4(moves you to target, success or fail)
  - ○ Attack- 6
  - ○ EMO- gain 1
  - ○ Damage- 5
  - ○ Effect- dragon flies through the air with deadly force crashing into the target
  - ○ Tags- Melee, cost 1
- ● Feral Bite
  - ○ Range-1
  - ○ Attack- 5
  - ○ EMO- gain 1
  - ○ Damage- 4
  - ○ Effect- dragon bites down on the targets neck
  - ○ Tags- Melee, Knockback 1, cost 1
- ● Inferno Firestorm
  - ○ Range- burst 2
  - ○ Attack- 11
  - ○ EMO- gain 2
  - ○ Damage- 14
  - ○ Effect- surrounds the area with a raging inferno of flames. Leaves area flaming for rest of scene, dealing 2 damage(rending) if entered by non fire(elemental)(dangerous tag would add to this damage)
  - ○ Tags- fire(elemental), burning(leaves fire hexes for rest of scene, all fires spread 2 hexs at end of a round, burning hexes have rending goes ie goes through resilience), cost 3
- ● Blaze Trail
  - ○ Range- move 6 straight
  - ○ Attack- 6
  - ○ EMO- 1
  - ○ Damage- 2
  - ○ Effect- covers the path with raging inferno of flames. Leaves area flaming for rest of scene, dealing 2 damage if entered by non fire(elemental)(dangerous tag would add to this damage)

- ○ Tags- fire(elemental), burning(leaves fire hexes for rest of scene, all fires spread 2 hexes at end of a round, burning hexes have rending goes ie goes through resilience) cost 3
- Fire Shield
  - ○ Range- self
  - ○ Attack- 5
  - ○ EMO- 0
  - ○ Damage- 0
  - ○ Effect- gives the dragon +1 resilience and melee attacks make the attacker take 2 damage(lasts until start of your next turn, resilience can stack the damage will not, but the aura becomes burst 1 around the dragon)
  - ○ Tags- Defensive, Aura, Elemental(fire) cost 2

- Earthquake
  - ○ Range- burst 5
  - ○ Attack- 9
  - ○ EMO- gain 2
  - ○ Damage- 9
  - ○ Effect- large earthquakes devastate the area and send rocks and dust flying into the air. Creates difficult terrain in the area(burst 5) that lasts the rest of the scene. This terrain adds a difficulty to all attacks made within the area. Earth dragons are not affected by this difficulty compared to other dragons.
  - ○ Tags- earth(elemental), cost 2
- Rising Mountain
  - ○ Range- 5 Blast 1
  - ○ Attack- 8
  - ○ EMO- gain 1
  - ○ Damage- 6
  - ○ Effect- Raises a blast 1 mountain area(leaves mountain token, mountains are 5 hexes high)
  - ○ Tags- Elemental(earth), Geoforming, cost 2
- Ground Pound
  - ○ Range- 4(moves adjacent to target success or fail)
  - ○ Attack- 9
  - ○ Emo- gain 1
  - ○ Damage- 6
  - ○ Effect- the dragon leaps into the air then becomes one with the ground plummeting downward.
  - ○ Tags- Melee, Concussion 1(removes 1 action from target for their next turn), cost 1
- Gale Tunnel
  - ○ Range- line 6
  - ○ Attack- 8
  - ○ EMO- gain 2

- - - Damage- 0
    - Effect- dragon creates a powerful wind tunnel(leaves Gale Tunnel token)
    - Tags- wind(elemental), knockback 6, movement altering(wind dragons can use a gale tunnel token for free movement, other dragons are affected by the knockback)cost 2
- Gust Wind
    - Range- cone 2
    - Attack- 5
    - EMO- gain 1
    - Damage- 0
    - Effect- flap wings to create a gust of air
    - Tags- knockback 2, cost 1
- Tornado
    - Range- burst 3
    - Attack- 12
    - EMO- 0
    - Damage- 7
    - Effect- Create a spinning(choose clockwise or counterclockwise) tornado centered on your dragon
    - Tags- Tornado(lingers, deals 2 damage once per turn). Vortex 4 (once per turn causes knockback that follows a path). May move tornados up to 2 spaces at end of turn, cost 3.
- Thunder Bolt
    - Range- range 3
    - Attack- 14
    - EMO- 0
    - Damage- 14
    - Effect- summon lightning and thunder
    - Tags- lightning(elemental), chain 2(chains to another, unaffected, target within 2), cost 4
- Lightning Storm
    - Range- burst 4
    - Attack- 14
    - EMO- gain 2
    - Damage- 4
    - Effect- dragon roars and storm clouds coalesce(leaves lightning storm token)
    - Tags- lightning(elemental) conductive 4 (causes 4 lightning damage to targets in range that use EMO, once per move), costs 4.
- Chain Lightning
    - Range- range 4
    - Attack- 7
    - EMO- gain 1
    - Damage- 5
    - Effect- dragon blasts a chain of lightning.

- - Tags- lightning(elemental), chain 2 (chains to another, unaffected, target within 2), cost 2
- **Shroud**
  - Range- burst 1
  - Attack- 12
  - EMO- gain 2
  - Damage- 0
  - Effect- release an impenetrable darkness(creates a darkness token)
  - Tags- darkness(elemental), aura, blocks LOS, cost 2
- **Leech**
  - Range- burst 12
  - Attack- 10
  - EMO- 0
  - Damage- 1, rending
  - Effect- dragon sucks the life force around
  - Tags- darkness(elemental), life-force (can only target living things), cost 1
- **Void**
  - Range- range 4
  - Attack- 10
  - EMO- gain 1
  - Damage- 0
  - Effect- create a dark void(size 1 aura, you may measure attacks from this void)
  - Tags- darkness(elemental), cost 2
- Elemental adaptability
  - Range- passive
  - Attack- 0
  - Emo- 0
  - Damage- 0
  - Effect- this dragon has mastered the style and forms of other types of dragons.(add one other elemental type to your dragon, this new type is not affected by elemental damage absorption)
  - Tags- passive, add type(elemental), unique(can only be taken once) cost 2
- Blood Necromancy
  - Range- burst 2
  - Attack- 12
  - Emo- gain 2
  - Damage- 0
  - Effect- transform all pools of dragon blood into summoning portals for units of undead minions. Portals and units may each take 2 actions at the start of your turn. Summoning Portal (atk- 7, effect- spawn 1 army of undead minions from the portal). Undead Minions(hp- 1, move- 1, atk- 7, dmg- 3, range- 1, effect- inflict 1 difficulty on target's next attack)
  - Tags- necrotic(elemental), cost 3
- Shed Innards

- - Range- burst 1
  - Attack- 10
  - Emo- gain 1
  - Damage- 8 necrotic
  - Effect- user suffers 8 necrotic damage(can't be absorbed), gain +1 to EMO cap.
  - Tags- necromantic(elemental), Emo action(if the zombie dragons emo action is used on this move the damage is increased the same amount) cost 1
- Blood Shield
  - Range- 6
  - Attack- 12
  - Emo- gain 1
  - Damage- 0
  - Effect- absorb a pool of blood within range; heal to full HP
  - Tags- necromantic(elemental), cost 1
- Toxic Cloud
  - Range- cone 5
  - Attack- 11
  - Emo- gain 2
  - Damage- 10
  - Effect- apply 4 toxic charges to targets in range.(creates Toxic cloud token)
  - Tags- poison(elemental), cost 2
- Inject Venom
  - Range- range 1
  - Attack- 6
  - Emo- gain 1
  - Damage- 5
  - Effect- apply 3 toxic charges to targets in range
  - Tags- poison(elemental), melee, cost 1
- Acid Spray
  - Range- 6
  - Attack- 8
  - Emo- gain 1
  - Damage- 5
  - Effect- decrease target's resilience by 1 until the end of their next turn(applies on hit before damage is calculated).
  - Tags- poison(elemental), cost 2
- Frigid Storm
  - Range- range 8, blast 2
  - Attack- 8
  - EMO- gain 1
  - Damage- 8
  - Effect- Summons a frigid blizzard around the target
  - Tags- ice(elemental) cost 1
- Ice Out

- Range- 4
- Attack- 10
- EMO- gain 1
- Damage- 6
- Effect- covers the target in ice
- Tags- ice(elemental) concussion 1(removes 1 action from target for their next turn) cost 1
- Avalanche
  - Range- directional blast 5
  - Attack- 10
  - EMO- gain 1
  - Damage- 10
  - Effect- An Avalanche cascades towards the target(creates ice token)
  - Tags- ice(elemental) Mountaintop- if cast from a mountain damage is doubled ,Cost 2
- Tsunami
  - Range- cone burst 4
  - Attack- 9
  - EMO- gain 1
  - Damage- 8
  - Effect- A large wave crashes over the environment.(creates water token)
  - Tags- water(elemental), cost 2
- Raging Rivers
  - Range- line 8
  - Attack- 10
  - EMO- gain 2
  - Damage- 10
  - Effect- A raging river gushes forward devastating the land
  - Tags- water(elemental),channel (if the river is connected to another body of water damage is doubled.) Cost 2
- Healing Rains
  - Range- burst 2
  - Attack- 8
  - EMO- gain 1
  - Damage- 0(4 healing)
  - Effect- A healing downpour comes from the skies.
  - Tags- water(Elemental), cost 2

Generic Moves(testing)

- Move- move your movement,gain 1 EMO(ignores action degradation)
- Defend- all attacks against you until your next turn has 1 difficulty(stacks, action degradation applies)
- Ram- Attack 6, knocks back dragon 2 spaces, gain 1 EMO
- Ransack
  - Range-2
  - Attack- 5
  - EMO- 0
  - Damage- 8
  - Effect- A dragon pillages and damages a city.
  - Tags- Pillage(can only be used on settlement/fortification)
- Take Flight- 3 actions, move 2 zones(draw a straight line to your desired location 2 zones away, move to the nearest point of the end zone, does not count the zone you begin in and passes fully through one zone with the second zone being the end zone)
- Feral Roar- communicate with other dragons, range 15, free action(if not within Feral Roar Range cannot coordinate with another dragon unless an action is spent on Whispers in the Wind)
- Whispers on the wind- send a one way magical message to another dragon telepathically, gain 1 emo, unlimited range.
- Hoard Treasure- 1 action to pick up a treasure(treasure is a resource you can use to give yourself rerolls on attacks, Used before EMO is added to roll)
- Disengage- if engaged in combat(adjacent to an enemy dragon) can move away 1 space(cannot end this movement in engagement)
- Retreat Into Lair- 1 action, retreat into adjacent lair. Dragons cannot take damage while in their lair and restore 1 HP per round. Retreating to lair signals end of scene (3 rounds after last on team retreats).
- Settle Lair- 3 actions, found a new lair and retreated into it. Lairs are hidden from other dragons.
- Discover- 3 actions, discover is used to find hidden lairs, dungeons, dragon hunters, and oasis' within the same zone.

Tag Descriptions
- Blast X- affects targets within a radius of X spaces, centered on and including the space occupied by the user.

- Cone X- affects targets in one direction within a 180° radius of X spaces, centered on and including the space occupied by the user, and extends to both sides.

Things to note

Engagement- if dragons are adjacent they are considered engaged, you cannot use movement abilities and must Disengage if you wish to move away.

Action degradation- you can use multiple of the same actions in a turn but the action cost of the move is increased by 1. If a second attack is used the emo gain is reduced by 1 including the emo gain from the missed attack.

Emo gain on missed attacks- each missed attack gains your emo pool by 1(testing)

Elemental damage absorption- attack moves that have the same elemental type as your dragon are absorbed, The user can choose to effect other pc characters of the same type if they wish, but npc characters keep the absorption effect

Dungeons- hidden dungeons can hold great treasures of a forgotten age, they contain treasure, monsters, and have a chance to hold Artifacts of Power. Dungeons contain 2 or 3 treasure resources(2 for dungeon, 3 for awakened dungeon) guarded by a monster, a dragon must defeat the monster to be able to retrieve the treasure. When a dungeon is discovered the dm decides when making the map if it's a regular or awakened dungeon. Awakened dungeons have awakened monsters(stronger and more intelligent), more treasure, and hold an artifact of power. An intelligent dragon can track the movements of groups of adventurers who search for dungeons to raise their own power.

Artifacts of Power- These wondrous items hold great power of an ancient civilization before the birth of dragons, an artifact of power can boost all a dragon's stats by 2 each except Spirit.

Oasis- hidden oasis' are areas dragons can use to rest and contemplate the world. They can heal and restore a dragon to its healthy state. A dragon hiding in an oasis gains 5 hp at the end of a round. A dragon cannot use attacks while hiding in an oasis.

Adventurers- these groups of travelers scour the world and fight monsters to raise their power in hopes to found kingdoms of their own and effect change in the world.

Dragon hunters- Covered in the heraldry of their beloved kingdom and wielders of great magic weapons a dragon hunter lives its life with a singular purpose, to rid the world of dragons.

Sample Dragon Hunter

Sigfried the Holy- Siegfried carries the holy lance of Kitara, he rides a great pegasus steed clad in armor. His stories are told across the lands in songs, poems, and at churches.
- Holy Lance
  - Range-1
  - Attack- 9
  - EMO- gain 2
  - Damage- 1 spirit damage
  - Effect- A charging lance strike into the heart of the dragon

- ○ Tags- NPC attack, Melee, ambush(attacks from hidden)

Ideas

Dragon blood- the bloody tag means that a large amount of dragon blood is spilt in a blast 2 area, this can have narrative consequences. Dragon blood corrupts the land and turns hexes into corrupted spaces.

Dragons gain 1 emo point if they begin their turn in a zone of their typing, earth-mountains, fire-volcanos, water-water etc(idea)

After test 1 changes
Emo pool can apply accuracy to attacks, 1 to 1. No emo is spent during attacks, add those numbers to attack dc. Makes strong attacks over what is possible with a regular role ie Onslaught is a dc 15 attack. Would have to stack emo up to be able to even have a chance to use it.(addressed)

After test 2
Multiple same attacks in a turn?(addressed)
Grant emo for a missed attack*(addressed)

After test 3
Adjusted the stats of Ice Out move(addressed)
Need to work on Npc classes and monsters, I don't think the Wizard class should be able to dispel tokens left by PCs (?), perhaps only within the area of a settlement?
Work on xp and leveling mechanic
Work on tile bonuses/minuses, dungeon weakness due to squeezing into a dungeon?
Change water dragons reaction
Is there too much emo gain?

Scene Concept
A dragon can retreat from a scene by returning to their lair.

If a dragon's lair is destroyed, they can settle a new lair using the action.(maybe you need to use treasure or multiple treasures to make a lair?)