

Written by Raccoon for the potential *Dragon Rekindled* project.
A reimagining of *Dragon: The Embers*, by Gepetto, Shock, and CJC.

The Curse of the Orobori

This is a tale which all Orobori know...

It is a memory imbued upon each and every Heart, by that first Original Sin so many eons ago...

A memory from time immemorable, from a time when the world was different... A time when mankind were little more than animals...

Long ago, Man lived as wanderers, beasts among the wilds, hunting and gathering for food, running from predators for survival, taking shelter in trees and caves to sleep. And as man slept, he dreamed...

He dreamed of great ambitions, monsters, creatures of perfection...

And from those dreams, in the place where all things imagined eventually flow to, were woven many creatures, until one day, the strongest and boldest crawled forth from the Dreamtide, taking their place as the First Gods of Man...

*That primitive man had many words for them...
Only one is used to today.*

Dragons.

The Dragons were creatures of divine perfection: the height of man's wildest imaginations. Some were great predators, who made the monsters of old tremble with their presence. Others were great tricksters, upon whom the oldest legends have been built. And some were great rulers, who pulled mankind out of his caves and built the first great civilizations. It is through the power of the Dragons that mankind began on the path that led him to what he is today...

Strong...

Dominant...

At the apex, just like the Dragons...

But man was a fickle child...

It was not long before man grew bored, imagining new gods to cast the Dragons aside for, rebelling against and toppling their once proud rulers as the world fell once again into chaos. It was in the great vaults of their Dragon leaders that the rampaging mankind found the most prized, sheltered possessions of the Dragons... Their very Hearts.

You see, the Dragons may have been powerful dreams woven from all of humanity's hopes and fears, but they were dreams, none the less, and dreams will fade over time. In order to ensure that their reign would be unending, the Dragons had made a pact with one the Old Gods, whose name has been lost for millennia. To rule over man immortal, the Dragons ensured that their hearts would beat eternal, and to ensure they could never be taken, the Dragons hid them within their great treasuries.

Men were driven mad at the sight of the Hearts, the very essence of Godhood itself before them. Great battles were fought for the hearts, not only through Might, but through Skill, Knowledge, Cunning, and Honor, many died trying to possess the great organs. But, when the battle was

over, that was when mankind committed his act of greatest hubris, that great Sin against their First Gods...

*For Mankind wished not only to slay his gods,
but to become unto them himself.*

It was at that moment that mankind devoured the very Hearts of those who had ruled them benevolently, and it was in that Original Sin that he was cursed: as he had devoured the Heart of a Dragon, so would his heart be devoured one day, in an endless cycle. That was the curse laid upon him by the Dragons, as the last of them died...

*That is the Curse of the **Orobori**, usurpers doomed to be usurped in an endless cycle, as each generation devours the last.*

The legacy of the Dragons was stolen, Unjust!

The power of the Orobori was taken, Undeserved!

*The power to rule over mankind immortal...
...comes with great weight of responsibility.*

What Makes You Worthy?

Dragon Rekindled: The Orobori Chronicles Project

A storyteller game of heroism, hubris, guilt, and greed...

This project is a revitalization of Dragon: The Embers, a Dark Pack game based around the idea of the Orobori, humans who acquire the divine power of Dragons through the consumption of their hearts.

In it, we will explore the darker side of Dragon, while expanding and refining the rules for the post-GMC era...

Themes and Concepts

- **Stewardship** - The Dragons were initially leaders, heroes, and paragons: the stuff of legends. They were literally made to ward over man, and it is the duty of those who have made themselves their heirs to continue that legacy.
- **Extinction** - Since the beginning, the Dragons have been a dying race: hearts are passed on and destroyed, but new ones are never made. An Orobori is keenly aware of this fact, and it is the reason for which she must prove herself worthy of the powers which are in such short supply.
- **Original Sin** - Mankind created gods which lead them to new heights and protected them from evil, but eventually turned them, like the children they were, and slew them, consuming their hearts to become them. Every Orobori today is the inheritor of this sin by the simple act of becoming an Orobori: they too have consumed the heart of the First Gods, and they too must suffer the Curse, the endless cycle continuing for eternity...
- **Fading Glory** - Dragons live a long time, but not forever. The passage of years only serves to reinforce the notion that all things are fleeting: even the works of an Orobori will fade with time, just as the Dragons of long ago. ...It is up to the Orobori to make their works count.
- ***With Great Power comes Great Responsibility*** - Dragons have taken the power which was meant to serve man, and they must now take responsibility for it. Their divinity was not fate: they chose this path, and now they must see it through as was originally intended in the days of the First Gods.
- And, oh yeah, did I mention **Power**? - The Dragons were beings of raw potential, and the Orobori have usurped that legacy, making them incredibly powerful creatures, wielding fire literally stolen straight from the Gods. Expect cars to be ripped in half, buildings to be scaled, crowds of people held in awe, and the very

depths of the universe to be probed, because “impossible” is what Dragons were literally born to do...

Power Stolen from the First Gods

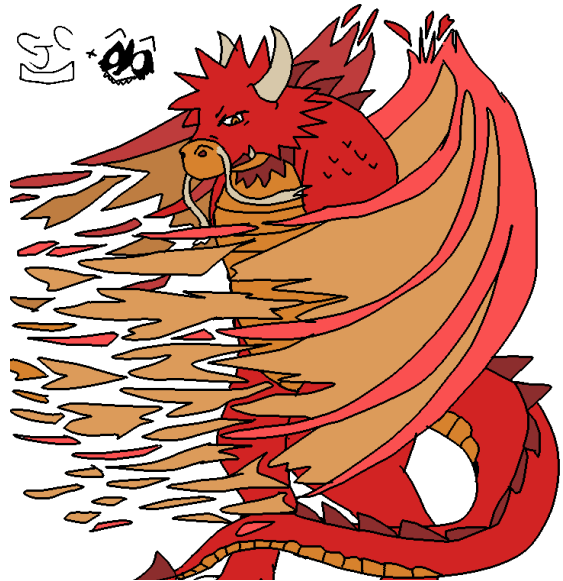


Orobori power runs on **Breath**, the raw stuff of potential energy stored and burnt within the **Furnace** of their Hearts. Breath is gained from consuming sources of energy, and can be used for a wide variety of abilities, including the reconstitution of the physical form.

The Orobori have access to numerous traits called **Ablutions**, which can be manifested and added to their forms nearly at will. These range from obvious things like claws and scales, to more obscure things like fins which grant leadership abilities, smoky breath which clouds the minds of those around them, and eyes which can see beyond that which Man can fathom.

All Orobori have access to the awe-inspiring **True Form**, a powerful echo of the First Gods' might in which they take the shape of a Dragon. In this form, they can achieve great feats of skill and prowess, breathe underwater, and wield the power which once humbled mankind.

All Orobori also suffer from the effects of **Reimagining**: an Orobori known to many will quickly find her form affected by the minds of the people who believe in her. This can result in changes to their powers, form, and even their personality. These changes can be for better or for worse, as it is just as easy for the Orobori to lose a useful trait as it is to gain one.



Otherwise, the Orobori are an extremely hearty set of creatures: immune to extreme heat and cold, able to walk through burning buildings unscathed, without any real “vital organs” for a would-be assassin... Their only real weaknesses are their Heart and their connection to it. If a Dragon's heart is eaten or destroyed, they lose many of

the benefits derived from it, and will turn to stone within a day unless they find a new one.

The Overarching Plot

All Orobori suffer from the **Original Sin**, where mankind overthrew their **First Gods** and devoured their very Hearts. It is this sin which drives them to achieve great things to be worthy of the power they've taken, or go mad with guilt. It is also this sin which leaves them with their greatest vulnerability: the **Heart**. If an Orobori's Heart is consumed or destroyed, their immortal life will end, and the cursed Heart calls to new owners constantly.

In the course of their undertakings, the Orobori come across strange creatures like **Vampires**, **Faeries**, and the **Deep Ones**, dark cults to the **Old Gods**, **Nightmares** who prowl the dreamtide to prey on humans and sometimes escape into the Daylight, **Hunters** who rise from mankind's fear of the unknown, and finally, **Humans** who wish to continue the cycle, and take the Orobori's power for their own.

Other stuff that's going on...

The **Dreamtide**, the land of imagination and potential energy from which the Dragons were born is going to have its own large appendix. In it, there will be information on **Dreams**, **Nightmares**, **The Miasma**, and (perhaps most importantly) the **Deep Ones**, mysterious creatures from the dreamtide with similar traits to the Dragons of old. Some of the information will be old, some will be reworked, and some will be entirely new.

The Plan

The new Orobori game will be a Chronicles adaptation of the old Dragon games, complete with new mechanics, optimized themes, expanded lore.

Current TODO List

1. Rewrite Embers 2nd and 3rd Edition into a Transitional version
 - a. Use the lore and rules from 2nd
 - b. Use GMC rules from 3rd
 - c. Incorporate new material
2. Gather input from fans on what the new version should look like
 - a. Get them to make concept characters, see what those are like.

3. Create a Playtesting Draft
 - a. Rewrite this almost from scratch
4. Start running a playtesting campaign
 - a.
5. Build a full version off of that stuff
 - a.
6. Expand as needed
 - a. Ideas for books: Other Creatures, Dragons, the Deep Ones.