

The Dragon's Strike

When you attack one or more of the Knights:

Take up to three dice from the pool of Ashes for each Knight you are attacking. Roll them and place them accordingly:

6's are discarded. 1's are put directly on a Knight's Heart Card.

All other dice are placed on the Knight's regalia Cards.

You do not have to distribute your dice evenly, but should try to match their placement to the nature of your description.

As you place the dice, describe how the attack ravages the Knight. The more Ashes placed, the more frightful the harm, but do not describe halting or killing them.

The Dragon's Voice

When you speak with cruelty or menace to the Knights:

Remove one die per Knight that you choose can hear you. Place that die directly on their Heart card.

Ask the Knights who hear you how they appear to react outwardly, but also have them tell how they feel inwardly.

Now ask the Knights what subtle or overt tell gives away their inward reaction, making it clear what their true feelings are.

When you speak as the Dragon you have only the memories of the Knight's friend that are about pain, suffering, and hate. That is all that your broken heart can see.

The Dragon's Breath

When you lay waste to everything your
fiery breath can consume:

Take up to

The Knight's Attack

When you land or loose an attack against the Dragon:

Describe what this looks like, then take up to half the pool of Ashes, rounded down, and roll them all. Place the dice you roll accordingly:

6's are discarded. 1's are placed on the Knight's Regalia Cads.

All other dice are returned to the pool of Ashes.

You do not have to distribute the Ashes on your Regalia evenly, but should try to match the placement of the dice to the nature of your description. For all 6's and 1's rolled, describe how this wounds the Dragon somehow. The more dice, the more severe, but do not describe killing it.

Knights Attacking Together

When you work with another Knight to attack as a team or at the same time:

Describe what this looks like, then remove one die from the Pool of Ashes for each Knight working together.

After that number of dice are removed, one Knight will roll for the group attack, this plays the same as a single attack, save that 1's can be placed on any Knight's Regalia who joined in for the joint attack.

Describe how each blow lands, who goes first, and follows, and who is last. When the attack is finished, even if no 1's or 6's are rolled, describe leaving grievous wounds on the Dragon, but do not describe fully halting or killing it.

Sacrificing Regalia

When any of your Regalia has more dice on it than your Heart card, you can choose to sacrifice it on your Attack:

Describe how that piece of Regalia is permanently destroyed by your next action.

Roll all the Ashes on that Regalia card.

For each 6 or 1 rolled, discard that die, and remove one die from the Dragon's Pool of Ashes. All other dice are distributed onto the Knight's remaining Regalia.

If no 1's or 6's are rolled, the Knight can choose to place up to half of their roll onto their Heart Card, and the rest onto remaining Regalia. Each die on their Heart removes 1 from the Dragon's Pool of Ashes. When the Regalia is sacrificed, turn it's card over. It can no longer hold Ashes.

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