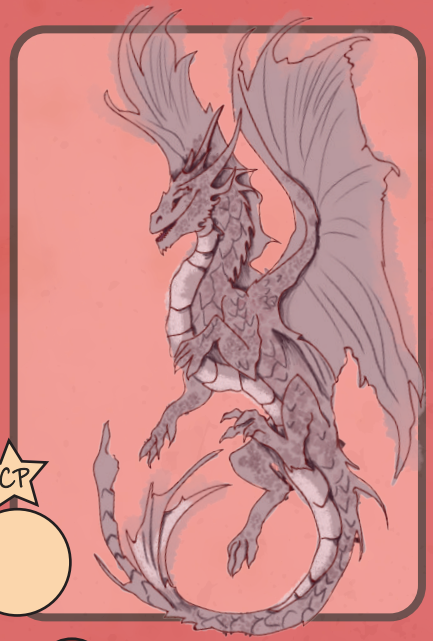
Ludoanae



CP

8 bodily-kinaesthetic

6 interpersonal

6 musical

Story

Deep within the pitch-black dwelling,
A mighty, lonely beast is yelling.
Only the brave can venture near,
Dare yourself to conquer fear.
If you succeed, the prize is worthy:
The Dragon-Healer will cure your worry.

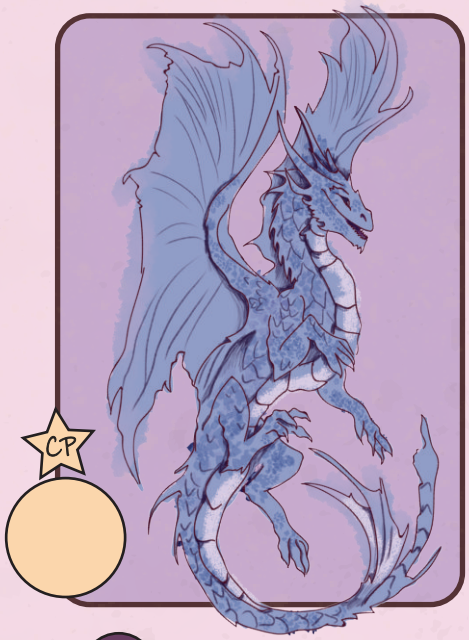
Abilities

1. **Appearance:** Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.
Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. **Challenge:** Do any repetitive exercises (squats, sit-ups, push-ups, etc.) repetitions are equal to the steps between the **PORTAL** and the **DARKNESS**

Catch phrase: Every effort consists of pain.
Every pain is cured with efforts.

Mélodieux



8 musical

6 spatial-visual

6 bodily-kinaesthetic

Story

From muddy waters, I appear,
Filling hearts with dreadful fear.
But my weak spot is plain to see:
The song of Martha captures me.
Its tune is soft, its power strong,
It holds me still with just a song.

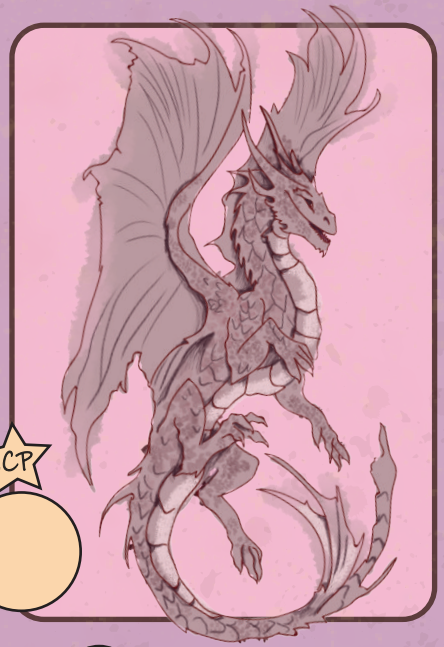
Abilities

1. **Appearance**: Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.
Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. **Challenge**: Use the die to pick a style from "Universe" Music - sing, dance or play a rhythm of a song for 10 seconds of the chosen style.

Catch phrase: Music is a universal language—sing or dance, and you'll be understood!

Rakhavaala



8 intrapersonal

6 spatial-visual

6 naturalistic

Story

Who truly knows the world's great weight?
The one whose arms bear its heavy state.
I watch as destinies twist and turn,
Yet silently keep the balance firm.
If you think this task is light,
Come take my place—see if I'm right.

Abilities

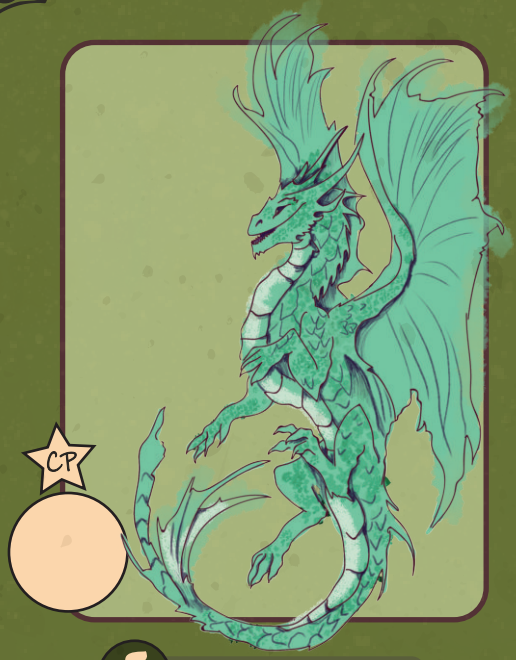
1. **Appearance:** Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.
Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. **Passive ability:** This dragon can only be challenged solo. Every time when DARKNESS moves forward, heal 1 dragon with (the most CP taken) 1 CP for every step DARKNESS did. This dragon can't be merged with Interpersonal dragon

3. **Challenge:** Say 1 thing you are grateful for each active dragon.

Catch phrase: To understand better, you need to stay still.
Find the silence within you and become one with it.

Zipactonal



8 interpersonal

6 bodily-kinaesthetic

6 linguistic

Story

Lullaby—hush, my dearest child,
I'm here for you, though my smile is mild.
You seem lost and troubled—step closer to me.
I hoped your courage would help you see
That even wisdom comes with a price.
Are you prepared to take my advice?

Abilities

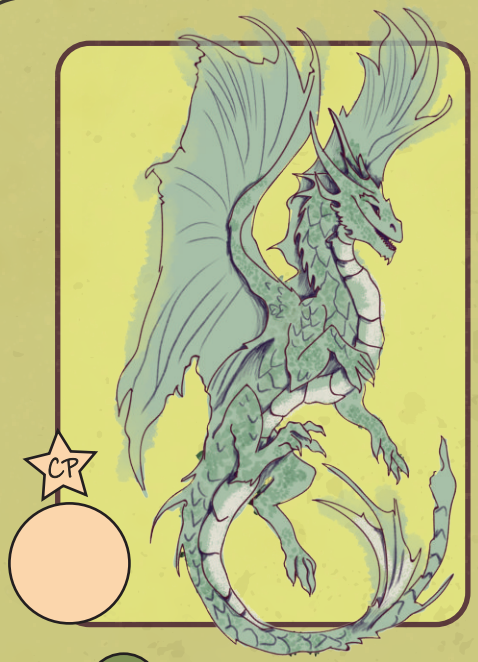
1. **Appearance:** Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.
Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. **Passive ability:** This dragon can only be team-challenged and if there are at least 2 already defeated dragons. Choose 2 of the defeated dragons (except Rakhavaala), this dragon merges with them to form a chimera. The chimera has the combined intelligences, abilities, and CP of the 3 dragons. And the players can combine their intelligences in order to cover the minimum conditions for the challenge.

3. **Challenge:** Do the challenges of both of the two chosen dragons

Catch phrase: Within humankind dwell two great powers: to create and to destroy.
It is its choice which one will shape its life.

Vodin



8 naturalistic

6 logical-mathematical

6 intrapersonal

Story

What do we need to stay alive?
Water, food, and sunlight thrive.
How long without them can you sustain,
When I command the sun and rain?
With just a gaze, I summon storm or glow,
Your fate lies in the power I control.

Abilities

1. **Appearance:** Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.

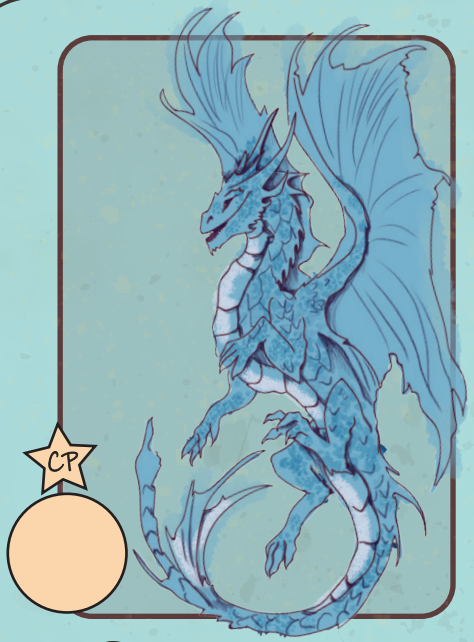
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.

Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. **Challenge:** Throw the die to choose a colour from "Universe". Name one plant or animal for every dragon in play that have the same colour (without repeating any already named in this game)

Catch phrase: The sweat of your efforts nourishes the seed of your new ideas.

Infinitum



8 logical-mathematical

6 linguistic

6 naturalistic

Story

I know no endings—my foresight's unbound,
Infinity whispers where limits are found.
Past, present, and future, a tangled stream,
No wandering mind can unravel the dream.
With time as my plaything, I bend and I mould,
What powers have you, when my grasp is so bold?

Abilities

1. **Appearance:** Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.

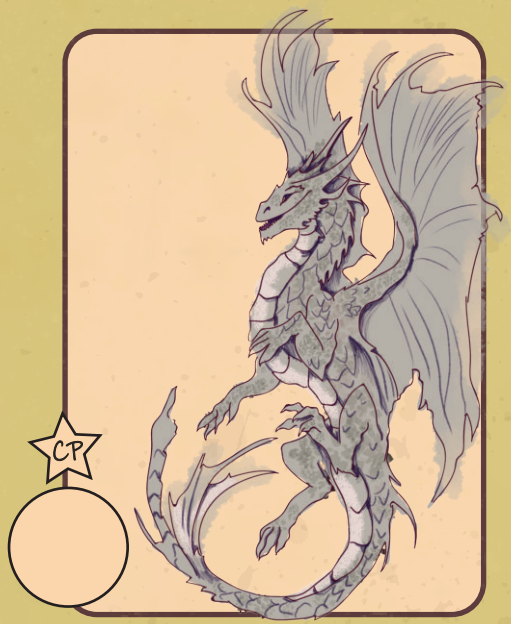
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.

Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. **Challenge:** Roll the die, multiply the number on it by the number of active Dragons. Find the smallest three-digit number which is exactly divisible by this number.

Catch phrase:
Our most valuable resource is time. Spend it wisely.

Yasha



8 spatial-visual

6 intrapersonal

6 musical

Story

Do not believe what meets your eye,
For vision's truth can be a lie.
I long for freedom, yet I find,
the thrill of change consumes my mind.
The answer rests beyond the veil,
A shifting truth in every tale.

Abilities

1. **Appearance:** Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.

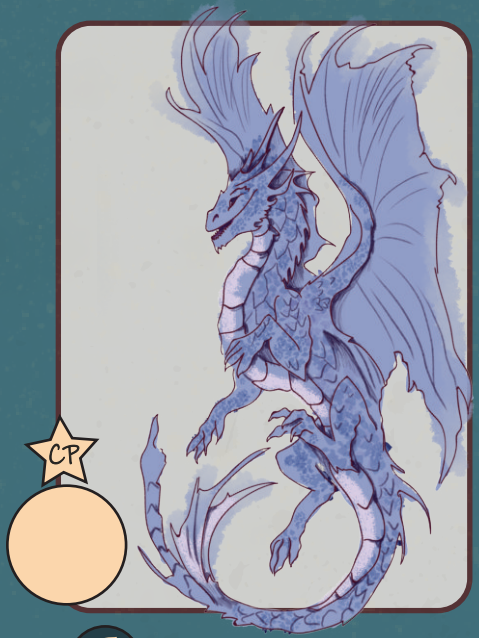
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.

Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. **Challenge:** Close your eyes and describe one object in your surroundings- colour, shape and where it's located (without repeating an object mentioned from another player).

Catch phrase:
Where vision fails, trust your other senses.

Grådighet



8 linguistic

6 logical-mathematical

6 interpersonal

Story

My heart is gold—or so I claim,
But doubts arise; you sense my game.
Beware my words, both truth and lies,
The world's deep secrets in disguise.
Step lightly, friend, and let me be,
I hold the chains you cannot free.

Abilities

1. **Appearance:** Each player draws a task in colour corresponding to the dragon's colour and completes it at the level chosen by the die.
Success: Increase the mastery of the corresponding intelligence on your Character sheet with a number equal to the level of the task.
Setback: move the DARKNESS a number of steps (clockwise) equal to the level of the futile task.

2. Challenge: Say a number of 4-,5- or 6-letter words equal to the number of active dragons in play (without repeating any of the words mentioned so far from another player)

Catch phrase:
Words bend to the will of those who seek to exploit it.

