

RIDE TO DAWN

For days you have ridden without stopping, without resting, driven by the news as soon as it reached you.

The dragon has risen, and it has laid waste to the lands and castle of someone you cherish, someone that you have not seen in too long. Someone you must ride to rescue.

You fear for your friend's safety, you fear for their home and their people, you fear for what hope there is still kindled in your heart, flickering and afraid. But you will not let this hope go out, not for despair, and not for lack of trying. This is a rescue, and you are not alone.

You ride to meet your companions, others like you, who even now race to face the dragon, and to meet what doom has fallen this land that you all treasure. You ride to face the beast that brings such harm, and to halt its destruction before another fire is lit.

As the sun is setting you draw close to the lands of your friend, where the dragon has laid siege. You have covered a great distance in short time, and your body aches with tension, boils with sweat. As you see your companions riding close to you on the road, you need say nothing to each other. There is no time. You must ride through the night, reaching your friend's castle before the dawn breaks. And there you will stand your ground.

Each player now takes turns drawing a card from their Regalia deck. Answer the prompts provided, one card at a time, starting with the Knights. This reveals who you are, how you are known in these lands, and asking what bonds are between you. The Dragon will take a turn once every Knight has answered a card, asking you of rumors and sowing gloom about the enemy you ride to face. When all the Regalia cards have been spoken, the Knights are now riding as one.

A LAND OF ASHES AND MEMORY

It is night, and you have come to the edge of your friend's kingdom. Already you can smell it - the scent of soot and cinder, rotting and charred flesh. The air here is sinister, dry enough to sting your eyes and crack your lips. This is a wasteland, scarred deep by the actions of a monster.

But it was not always this way. Even in destruction you can see the landmarks as if this was just last season. As if you had never left, as if you were not gone so long. Each passing detail is a memory, and each bend in the road a calling to your heart. This land was green and good.

And now it is burned and suffering.

To pass the ashen lands you must choose: take Ashes upon yourself, or give them to the Dragon.

Each card you draw from the deck of the Ashen Lands is a place of profound meaning to you from long ago, now ruined by the Dragon's destruction, smoldering with strife.

For places of Memory, tell the story of a time before you left, when you were still close to your friend. If this memory is one that brings you pain, take the die of Ashes for yourself, and place it on your Heart Card. If this memory is one that brings you hope, or shows your friendship as strong, give the die of Ashes to the Dragon.

For places of Suffering, the Dragon will tell you what people you see, and what peril they are facing. Choose now to stay and help them, or to ride without halting, to face the villain that caused this harm. If you choose to stay and help, tell us how you rescue those in danger, and take the three dice of Ashes for yourself, placing them on one of your Knight's Regalia Cards. If you choose to ride on, their fate will be discovered later, give the 3 dice of Ashes to the Dragon. Play through at least two cards per Knight, then you must face the Dragon.

TO SLAY THE DRAGON

The banners are gone now. The walls are black with scorch and crumbled with claw marks. The earth is ashes, the rivers dark with mud and blood and soot.

No living thing moves here, all life has fled. It is hard for you to focus through tears, anger, or fear. All that remains is to save your friend from what they have become.

Steel yourself now. The Dragon is your friend, transformed in some terrible way. Draw your weapon. Spur your steed. There is no time now for regret, no time for memory. You must halt this creature, and cut out its heart, which is the heart of your friend. To rescue them, you must destroy what they have become.

The Dragon starts with whatever dice it has gained for Ashes thus far, plus an additional 3 dice per Knight in the game. Keep this Pool of Ashes available between all players, so they can each reach it and roll it when necessary.

When the battle begins, the Dragon acts first, striking against one or more of the Knights with ravenous, delighted violence. Each time the Dragon strikes, it rolls the Pool of Ashes to harm the Knights, leaving ashes on the Knight's Regalia or Heart.

Once the Dragon strikes, it recedes, and the Knights can mount their own attack. When a Knight attacks they also roll the Pool of Ashes, to whittle away at it. When they work together, they roll once, but discard additional dice.

To battle the Dragon on each turn, follow the options on your Battle Deck cards. You can follow one card per turn.

When the Pool of Ashes is dispersed or discarded to nothing, the Dragon lashes violently, then staggers, and then falls still. Each player describes what they look like in the aftermath, and how they approach, and cut out their friends beating heart.

THE SUN RISES

The world has been ash and ruin until this moment. In the stillness, the last of the burning breath and hate now gone from your friend, the fires everywhere begin shrinking to embers, and you feel such a sense of peace come over you that even your fatigue and wounds seem faded. You gather together around your friend.

It is over.

And, as if in answer, a sudden amber morning breaks into the sky. Grey and blue give way to bright gold and deep red. The landscape moves from darkness to shadows to shapes warming with the dawn. You can see colors again, greens that were not burned, bright rooftops and shutters on homes that were spared, banners bearing standards of hope, some even with your own regalia emblazoned bright upon them.

Now it is time to find out what becomes of this land, and what happens to each of you.

First, the Dragon player will read through the three numbered cards for the Friend Epilogue, setting up a great feast some time after the kingdom is being rebuilt.

Then each of the knights will take turns resolving the Ashes on their Regalia and then their Hearts. Each of these cards ask questions and prompt details about the rebuilding of the kingdom and the epilogue leading up to this great feast. Once all Regalia and Heart cards have been rolled and detailed, the game is over, and the kingdom returns to peace and prosperity.