

The Blue Sword

You carry the blue sword of ice. Its blade is sharper than winter wind, brighter than snow in the sun, and stronger than dragon scales.

The blue sword is in tune with water. When the blade touches water it becomes safe to drink. When the blade cuts flesh that bleeds it can slowly freeze the blood, turning it to ice.

Who left this blade to you, trusting your wisdom and conviction to carry it? What did it cost them to choose you as its keeper?

What is the greatest foe you have slain with it? What did the victory cost you?

Who would you give this blade to, once your time to rest has come?

The Blue Shield

This shield bears the standard of your home, the heraldry of your castle and those you protect. Whoever wields the blue shield is warded powerfully against fire, as all flames become mist or water when they touch the shield.

What part of your heraldry is symbolic of your allegiance with the friend you now ride to rescue?

What threat did you both stand against, back to back, almost certain you would die?

What words, or what small gift that they gave you is attached to the blue shield?

Why do you carry it now? What does it remind you of?

What do you admire the most about your friend? What drives you to save them?

The White Steed

There is no other horse faster than the white steed. What takes most riders a day to reach is for you a mornings gallop. What is too far for most riders is a simple journey for you.

What is the farthest land you've ever seen?

How often do you visit the other Knights?

What wound afflicted your steed, that left you terrified for its survival?

Who in your homeland nursed the white steed back to health? And what did you do to repay them?

Who was last to see you ride out this night?

Who could not bear to see you go?

The Blue Armor

Silvery azure mail is covered by heavy plates of polished blue steel. The armor itself is light, flexible, and bright in the light of the sun or the moon.

Most powerful of all, whoever wears the blue armor cannot drown. Under the deepest waves they breath the water as if it was fresh air.

Is your armor ornate or simple? Is it the ancient heirloom of many heroes before you? Or made new, specifically for you?

Who did you fail to rescue from drowning?

Why haven't you been able to speak about this with your friend?

How long has it been since you saw your friends face? How does this make you feel?

The Obsidian Axe

A haft nearly as tall as a man, the twin crescent blade as wide as your shoulders, this weapon is as much a shard of the earth as it is an instrument of warfare. The axe chooses its keeper, though, and choosing you means it is as light as a treebranch, and immovable to all others.

What act of fearlessness proved your spirit was worthy of the axe?

What is the greatest foe you have slain with it? What did the victory cost you?

What villain did your friend count on you to kill, when they lacked the courage to face such an enemy? What did you tell them of this battle, and how it ended?

The Black Pauldron

This black iron shoulder armor has a rough-hewn glyph carved into the metal. The glyph is the symbol of your house, the mark of your homeland, and the sign of your people. So long as you are wearing this glyph, you know what strike is to be made against you by any foe, before they make it. You cannot always escape such an attack, but you are always braced for it.

What other colors trim the black iron of your armor? What other glyphs are there?

How do you manage to wear such heavy plate without exhaustion?

Why did your friend trust you so thoroughly, despite your fearsome look?

When did you last laugh together?

The Black Stallion

You ride a nightmare. This great warhorse was kept in a special stable, built just to accommodate its size. The beast is perfect for you, and carries your weight, and the weight of its own armor, as if nothing were set on its back. No foe has survived being crushed under its hooves.

Is this stallion one of a breed, or the only horse of its kind?

Who at home keeps this beast tended and fed, in good health?

Who typically rides out with you on quests of this nature? Why did you leave them behind for this journey?

Who will defend your homeland if you should fall before the Dragon?

The Black Iron

Your armor is a citadel unto itself.
Layered and jointed, riveted together
before battle, scarred with countless
battles and yet never broken. The black
iron that was hammered into this shape
is sacred in your land, and a mark of
your station and your power. Within
it you cannot be crushed, cannot be
harmed by falling or being hurled.

*Who made this plate for you? What
frightful magic was required to forge it?*

*What did your friend say of this armor?
Why did they warn you of wearing it?*

What fear did you see in their eyes?

*What do you regret saying to your friend
the last time you saw them?*

The Argent Spear

A haft of golden wood, wrapped in silvery bands, tipped with a glistening spearhead. The argent spear is a shard of bright skies, sunlight and silvery clouds turned into a needle of the heavens. When thrown by a knight the spear can appear back to their hand in a flash of bright light.

What quest from long ago were you on when you found the argent spear?

What is the greatest foe you have slain with it? What did the victory cost you?

What mantra do you repeat to yourself before each battle?

The Golden Banner

This golden flag drifts as a light cloud around your spear shimmering like sunrise. It bears the mark of your lands, the symbol of your people. It cannot be burned, tarnished or entangled by any violence or evil. It is only noticed by those you seek to reach, and is invisible to those you seek to avoid.

Who in your homeland wove this golden fabric into the standard you carry?

What is the saying in your land that most clearly represents the virtues of its people?

Who have you treasured spending your time with these many weeks? What did you tell them before you rode out this night?

The Grey Mare

You ride the steed of storms, the cloud runner. This horse is as graceful as a leaf on the wind, and can leap over great distances, or dodge whatever threatens it with ease. You have never fallen from the grey mares back, never been thrown from her saddle, even as she dances away from danger.

What quest were you upon when you woke in a peaceful grove to the grey mare nuzzling your face?

What smith made your saddle, and the golden armor that protects the cloud runner? Why did they do this for free?

Who at home rides with you every morning, or every evening, to keep you company while the mare gallops?

The Auric Raiment

Your armor is a dark gold, made from a metal long since lost to the ages. This sunset steel is light as feathers, and yet does not break or bend under assault. When the sun or the moon are reflected in this metal, the light that shines from it burns away smoke, fog and vapors.

How did you come to acquire the Auric Raiment? What about it is most ornate and beautiful?

What words between you and your friend made you realize that you have let them down? What did you do that you regret?

What do you wish your friend believed about you? What do you wish you could believe about yourself?

The Green Mace

You carry the green mace of leadwood.
This relic is not forged, but was grown.
It's grip is rigid bark, and the spikes at
the end of its reach are great thorns.
The mace rejuvenates from a single seed,
and, though hard as stone, it can be
reformed in moments.

*What spirits trusted you with this mystical
weapon? What great deed did you do to
earn this trust?*

*What is the greatest foe you have slain
with it? What did the victory cost you?*

*Why do you prefer a weapon of nature and
magic over a weapon of steel?*

The Feather Cloak

This cloak and hood is made of woven fabric and many feathers. The feathers are the symbol of your lands, the mark of your people. So long as you wear the cloak you cannot be harmed by falling, but only gently float to the earth.

What pet did you help nurse back to health and raise alongside your friend?

How did your friend help you in the making of this cloak?

What custom of your people did you learn from your friend? Why does your homeland rejoice in this custom?

Why did your friend not call on you sooner, knowing the threat of the Dragon was immanent and daunting?

The Painted Steed

You ride a painted horse. It does not wear saddle or bridle, but carries you with ease as you have become more like siblings rather than rider and mount. The painted steed is strong, and wiser than any other horse. It knows all roads, and is never lost.

Who in your homeland raised this horse, and gave it to you for your questing?

What other animals do they ride in your homeland? Did they teach you to ride these creatures, or did you teach them?

What does your castle look like? Is it fortified or hidden? Is it full of family and friends, or do you spend most of your hours alone in your keep?

The Leadwood Armor

Your armor is living leadwood, heavy and strong, and it moves with you as you move. It comes from a sacred tree, and continues to grow, even now, shaping to fit around you, and regenerates as it is broken or torn asunder.

What other armor do you wear? Is it also magical leadwood, or common scales of metal? Is it immaculate and uniform, or cobbled together and mismatched?

What promise did you make to the tree that provided your armor? What secret did it demand you keep, even from your friend?

Why are your people dependant on allegiance to your friend for survival? What does your homeland provide the realm of your friend in return?

Fire and Darkness

You are the Dragon. Your breath is death itself, made manifest by dark red flames that consume with lust and abandon. Your roar makes blood race and bone melt with fear. But your fire and your terror are not the only weapons you carry. Ask these questions of the Knights on your turn:

What did your forefathers tell you of the Dragon's claws, tail, teeth and scales?

Aside from it's corrupting ashes, what curse or spell is upon this creature, that leaves signs and blight upon the land?

Beyond it's fiery breath, what other magical or dread abilities does this beast have?

How many generations have past since a Dragon scoured these lands?

Shadows and Dreams

You are the Dragon. No land is safe from you, and no Knight is a threat to you. You are born from the suffering heart of the friend these foolish Knights ride to save. For days you have burned and tormented these lands, you have feasted on the flesh of innocent people you once protected. Ask these questions of the Knights on your turn:

When did you first know that your friend's heart was breaking? Was it sorrow, anger, or fear that broke their heart?

How many generations has it been since a mortal was cursed and became a Dragon?

Who first dreamed of my coming?

Ashes and Smoke

You are the Dragon. You are a knight who's heart was broken, and transformed into a monster of ash and smoke, death and fear. Ask these questions of the Knights on your turn:

Why did you not respond to the letters your friend had been sending before I buried this kingdom in ash? Why did you not come sooner?

What signs were there that your friends kingdom was darkening before my shadow fell over it?

What of your friend's kingdom did I burn first? Why was it so easy?

Legends and Heroes

You are the Dragon. You are not the only Dragon to bring ash and death, however. There have been others, some worse, some lesser. Ask these questions of the Knights on your turn:

How many castles were burned, how many homelands destroyed by the last Dragon?

How long did the age of suffering last before the coming of the last Dragon?

Why were you all unprepared for my coming to these lands?

How many Knights have ever faced a Dragon? Why do so few survive?