

Memory: The Stone Bridge

Here there was once a stone bridge over a deep and slow moving waterway. The summer sun used to warm the river, and harden the mud along the banks. You would spend time here as children, swimming and jumping from the bridge.

Now it is a pile of stones scattered into a low mire of ash and muck.

Whoever drew this card can frame a scene from their youth between their Knight and the friend you all ride to rescue. If they choose they can include other Knights.

What do you recall confessing to each other on a summer night, at the banks of this river, so many years ago?

Memory: The Blue Cottage

Here there was once a cottage with
painted blue doors and shutters.
Someone you loved once lived here
before your long absence. Someone
who remained behind, in this land.

Now it is a pyre, nothing but rings of
scorched earth and missing livestock.
The ground all around you is riven with
clawmarks, and you can barely see where
the cottage once stood.

*Whoever drew this card can frame a scene
from their youth between their Knight and
the loved one from this cottage. If they
choose they can include other Knights.*

*Why was your parting from this person so
painful? What do you fear was their fate,
now seeing the Dragon's wrath here?*

Memory: The Watchtower

Here there was once an ancient watch tower, built before your lands swore oaths or your order took quests. This was an arcane spire of human make.

Now it is like a black stump, and the bricks of it's facade are like boils on the blackened landscape.

Whoever drew this card can frame a scene from their youth between their Knight and the friend you all ride to rescue. If they choose they can include the other Knights.

What oath did you swear to each other here, under the stars, at the peak of this tower so long ago? Why was it secret?

Memory: The Rosewood Bakery

Here there was once a rare and beautiful bakery. Built into the stump of a giant redwood tree, carved out inside to make room for a large kitchen, an old friend used to bake for you and your friends.

Now the stump is ripped in half, and all artifacts within are a scrapyard of blackened metal. There are no signs of life, or of human remains.

Whoever drew this card can frame a scene from their youth between their Knight and the friend you all ride to rescue. If they choose they can include other Knights.

*What meal did you share here together?
What were you celebrating? Who was the baker that kept this place? What unknown fate do you fear has found them?*

Suffering: The Waterwheel

You see an old mill as you ride. The waterwheel still idly turns, though the water that moves it is dark slime made of ash and mire.

As your horse draws close someone comes stumbling out of the mill, calling out to you...

Whoever drew this card now hands it to the Dragon player for them to describe the rest of this scene.

The person from the mill is the mother of two children who now hide in the basement below the ruins of the mill. They are in desperate need of food and clean water, and, foremost, medical attention to the oldest child.

Suffering: The Outpost

You see a familiar outpost as you ride. This guarded an important crossroads in these lands, and miraculously the most solid parts of it still stand, though scorched and half-buried in the parts that did not hold.

As your horse draws close you hear a shout from the battlements...

Whoever drew this card now hands it to the Dragon player for them to describe the rest of this scene.

The survivors holed up in this outpost are injured soldiers. They are near madness with thirst and fatigue. They shout a warning to you, but fear has them stricken dumb, and they will be hard to calm. They might attack in panic.

Suffering: The Sacred Stones

You see an ancient ring of standing stones, a sacred place you remember well. But now, in among the rocks is a camp of several people.

As your horse draws close you can see clearly that an elder of magic has consecrated this place, warding those within from the Dragon...

Whoever drew this card now hands it to the Dragon player for them to describe the rest of this scene.

The people within the circle of stones are ash-covered but otherwise uninjured. They have waited here for days, hoping to see some sign of hope, or a chance to flee. The ward the elder placed is fading, but can be remade with the aid of a Knight.