

## *Friend Epilogue 1 - The Dragon's Heart*

The Dragon is gone. What remains is the smouldering corpse of a creature built on suffering and hate. But inside is the heart of your friend, still beating. You can heal this heart, and restore your friend to life. It requires a gift you bring or some part of yourself.

The knights answer these questions:

*Who cuts free the heart? How?*

*What do you each bring or give to lift the curse on the heart and heal your friend?*

*What do you forgive your friend for, in this process? And what does this ritual allow them to forgive of you?*

*Detail what they look like, once they are made whole and human again.*

## *Friend Epilogue 2 - The Survivors*

Before we illuminate the epilogue of this tale, we must look now to a great celebration. Some hours, days or weeks after the Dragon is ended, on an evening not unlike the dawn that came after the Dragon was destroyed. Your friend, and the people of these lands, throw a great feast in your honor. Look now to that night. The knights each answer these questions:

*Name one person that you know survived. What happened to them? How did you find them again? How are they now?*

*What does the kingdom know of the Dragon? Do any of them know your friend became this creature?*

### *Friend Epilogue 3 - The Great Feast*

During the celebration of your victory the full story of the Dragon's siege comes to light. You hear the stories of those who survived, and those who did not. You hear tell of what the Dragon destroyed, and what survived, and what has already been rebuilt.

*Now it is time to roll the dice on the knight's Regalia and then Heart Cards.*

*One at a time each knight chooses one of their Regalia cards and follows the instructions for that card as written on that items matching Oracle Card.*

*Once this is done, do the same for your Heart Cards.*

## *The Weapon Oracle*

Roll all of your Ashes:

*For every 6 rolled, describe a location that survived the attack, and what it means to you.*

*For every 1 describe a new feature to the landscape, and how it came to be there.*

*For all other numbers describe something that was rebuilt after the battle, and how it is permanently different and changed.*

*If you sacrificed your Weapon in the battle, answer these questions:*

*What do you carry now? Who forged it for you? How is it better than your last weapon, and how is it worse?*

## *The Banner Oracle*

Roll all of your Ashes:

*For every 6 rolled, describe a gift you bring to the feast from your homeland, what it means and why it is special.*

*For every 1 describe someone from your kingdom who refused to come to the feast, why they are hurt or afraid of this land now, and why they are never coming back.*

*For all other numbers tell about someone leaving your kingdom for this one, or someone leaving this kingdom to join yours.*

*If you sacrificed your Banner in the battle, answer these questions:*

*What does the new banner you are given look like? Who at the Feast made it for you? How is it different and the same?*

## *The Armor Oracle*

Roll all of your Ashes:

*For every 6 rolled, describe an impressive scar or a new feature to your armor as a result of the battle.*

*For every 1 describe a permanent ongoing symptom, as resulted from the wounds you took in the battle.*

*For all other numbers tell what you overhear at the feast from the many kingdoms, describing something you did in the battle that is now exaggerated to the stylings of a legendary tale.*

*If you sacrificed your Armor in the battle, answer these questions:*

*Who will take your place as the knight of your lands? How did you choose them?*

## *The Steed Oracle*

Roll all of your Ashes:

*For every 6 rolled, describe a new friend you have made while helping your friend's kingdom rebuild.*

*For every 1 tell about someone you had hoped would be at this feast, but is instead dead because of the Dragon.*

*For all other numbers tell about changes in the way this kingdom lives, and how it has affected your own homeland.*

*If you sacrificed your Steed in the battle, answer these questions:*

*Where will you live, now that you're choosing to retire from the way of the knight? Who do you expect to see again?*

## *The Heart Oracle*

Roll all of your Ashes:

*For every 6 rolled, tell about a new promise between you and your friend, which will help guard you both from ever becoming another Dragon.*

*For every 1, tell the group about a secret you are keeping from your friend, or about some truth between you that is still a hurtful thing, which goes unforgiven.*

*For all other numbers, describe a new memory you've made in the time spent rebuilding this kingdom.*