

THE FINAL CHOICE

ACT V • THE ASHEN CROWN

At age 17, the ancient dragon Vaelthar awakens. Choose to seal the dragon, bargain with it, or free it. Draw three cards for three trials.

THE THREE TRIALS

1. Cross the Ember Bridge (Agility). 2. Read the Forgotten Name (Insight). 3. Face the Dragon Heart (Magic). Each successful test earns 1 Dragon Sigil.

YOUR ENDING

3 Sigils: shape the realm. 2 Sigils: victory at a cost; lose 2 Resolve. 0–1 Sigils: the dragon escapes; your story becomes a warning.

YOUR CHOICE

Seal: protect the kingdom but lose old memories. Bargain: gain dragon magic but owe a debt. Free: restore wild magic and change the kingdom.



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THE WORLD OF AELORIA

ACT III • THE WILDWOOD (8–12)

A shadow-beast stalks your village. Draw two cards: the first is the threat, the second a clue. Pass two tests using Insight, Agility, or Magic to gain a Dragon Scale; otherwise lose 2 Resolve.

ACT IV • THE RUIN (13–16)

A hidden tower holds the truth of your rebirth. Draw three cards, testing for each: Spades = guardian; Clubs = mechanism; Diamonds = spirit; Hearts = ally. Gain 1 Memory per success.

DISCOVERIES

3+ Memories: the dragon summoned your soul; gain +1 Magic. 1–2: discover fragments. 0: begin the finale with -1 Resolve.

BEASTS OF THE REALM

Spades: ash wolf. Clubs: moss troll. Diamonds: crystal gryphon. Hearts: moon stag. Face cards mean elder beasts; +1 difficulty.

REMEMBER

Spend 1 Memory to reroll when using an idea from your former life.



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REBORN

THE DRAGON'S HEIR



A SOLO FANTASY ADVENTURE

Two lives. One impossible destiny.

1 PLAYER • 1d6 • 52 CARDS

AWAKENING

THE PREMISE

You died at seventeen in a world of screens, cars, and arcades. Now you awaken as a baby in Aeloria, remembering everything. Your parents, Elara and Toren, are spellcasters. Choose your new name.

WHAT YOU NEED

One six-sided die (1d6), a shuffled 52-card deck (no jokers), pencil, and a separate character sheet. Play solo and narrate your choices.

CREATE YOUR HERO

Start Might 1, Agility 1, Insight 2, Magic 1, Resolve 6, Memories 2, Sigils 0. Add two points among skills; starting maximum 3.

TEST AN ACTION

Roll 1d6 + skill against difficulty 6 (routine), 8 (dangerous), or 10 (legendary). Success: +1 XP. Failure: -1 Resolve unless otherwise stated.

GROWTH

Every 3 XP, raise a skill by 1 (maximum 5), then subtract 3 XP. At Resolve 0, your adventure ends. At each new Act restore 2 Resolve, up to 8.



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FATE & THE DECK

DRAW A CARD

Shuffle 52 cards. Hearts = bonds or mercy; Diamonds = discovery or bargains; Clubs = obstacles or puzzles; Spades = danger or combat. Discard after resolving; reshuffle when empty.

RANK DETERMINES INTENSITY

A–5: difficulty 6. 6–10: difficulty 8. J, Q, K: difficulty 10. Ace counts as 1.

THE DRAGON DIE

Roll 1d6 for each test. A natural 6 earns +1 XP and restores 1 Resolve. A natural 1 costs an additional Resolve on failure.

CHOICE & CONSEQUENCE

Explain how your hero acts before each test. Choose a fitting skill. Success brings the scene reward; failure brings its consequence. The card does not decide your morals.

THE STORY ARC

Act I: remembered infancy. Act II: apprentice years. Act III: Wildwood. Act IV: ruined tower. Act V: dragon heart.



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THE FIRST YEARS

ACT I • TWO LIVES (0–4)

You cannot speak but remember your former life. Your family offers warmth and safety; unfamiliar magic flickers around you. Draw a card. Hearts/Diamonds: gain 1 Resolve. Clubs/Spades: test Insight at card difficulty; success gains 1 Memory.

ACT II • APPRENTICE (5–7)

Elara teaches runes; Toren teaches wards. Draw two cards, testing Magic for each. Success: +1 XP and a spell. Failure: -1 Resolve.

SPELLS

Emberlight: reveal hidden marks. Windstep: cross a gap. Wardskin: protect someone. Trueglimpse: sense deception. Once per Act, a learned spell adds +1 to a test.

A STRANGER AT THE GATE

Draw a card. Heart: friend (+1 Resolve). Diamond: mentor (+1 XP). Club: rival (-1 Resolve). Spade: omen (+1 Memory, -1 Resolve).

THE QUESTION

Why were you reborn? Why do dragons recognize you?



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