

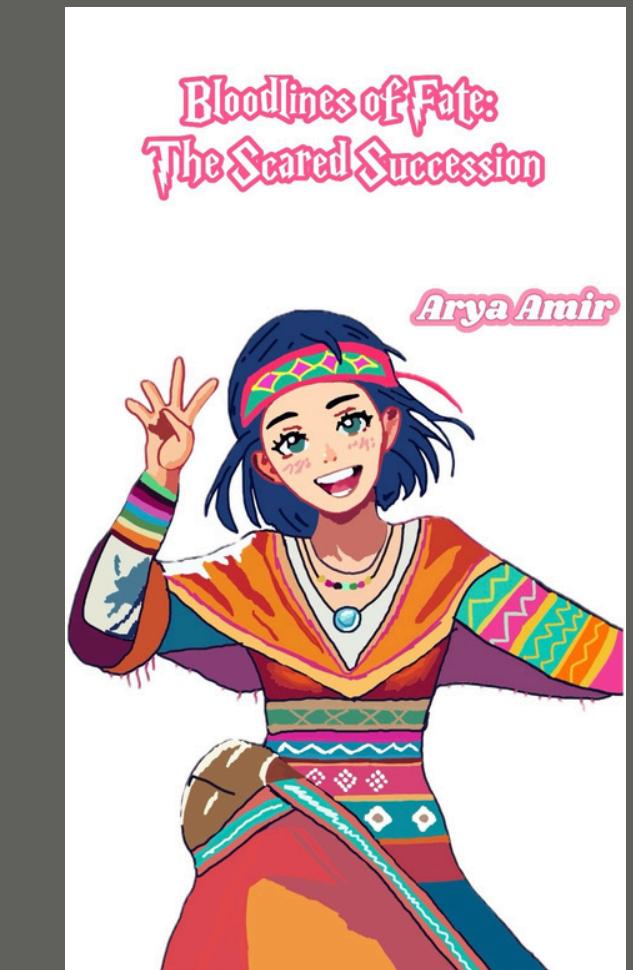
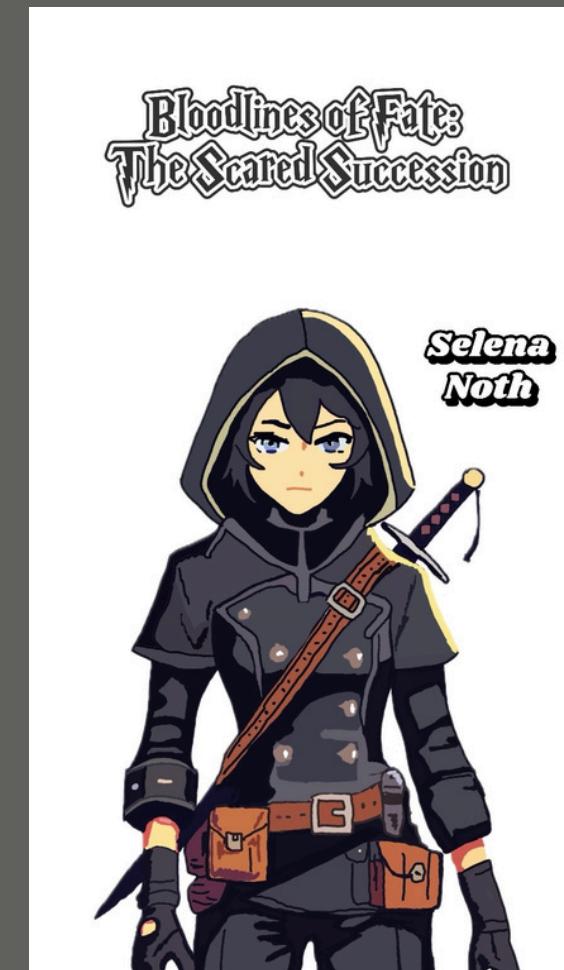
Bloodlines of Fate: The Scarred Succession

A Role-Playing Adventure of Power, Secrets, and Betrayal



WHAT IS BLOODLINES OF FATE?

- A captivating five-player tabletop role-playing game.
- Dive into a world of political intrigue, rebellion, and secrets.
- Players assume roles of key characters shaping a divided continent's future.



WORLD OVERVIEW

Caldean Kingdom

Absolute monarchy with divine bloodline mythology. Rituals and hierarchy enforce loyalty but create division.

Falor Theocracy

Founded on equality, but internal power struggles exist. Key leaders include Pope August and Edric Noth.

Nagari Tribe

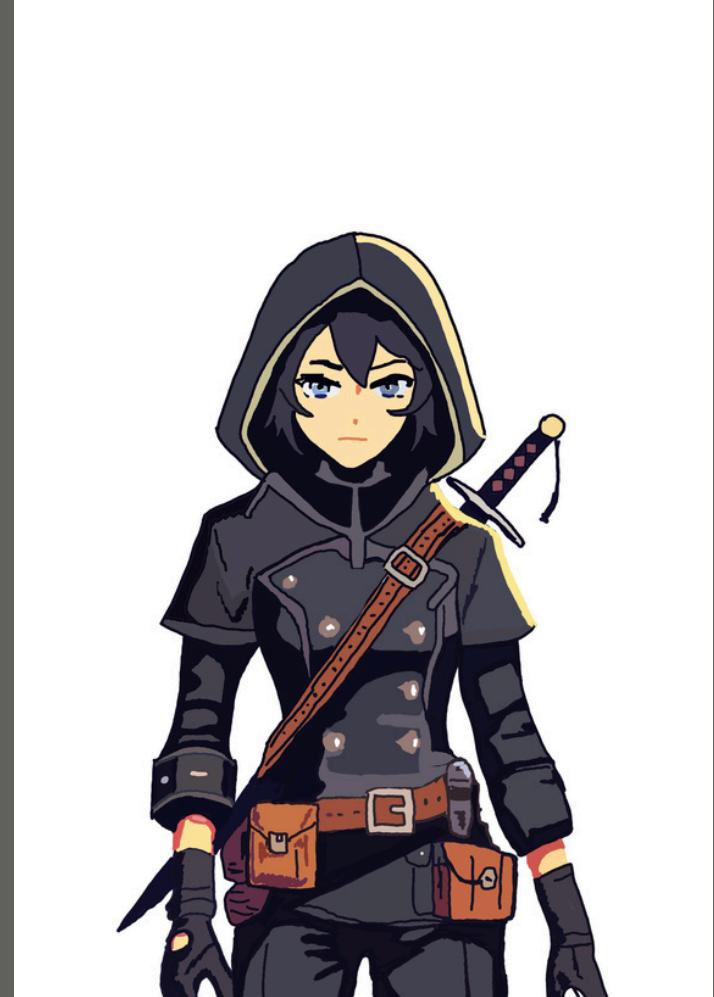
Nomadic society born from rebellion against Caldean slavery. Strives for survival and independence.

Key Characters



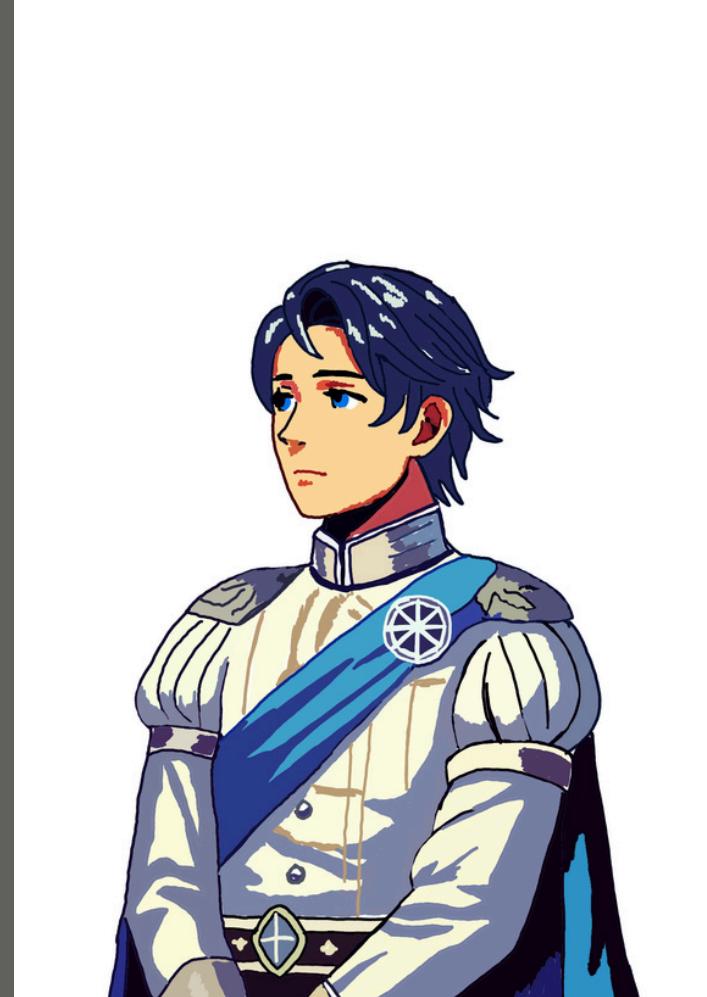
Gareth Reynolds

Loyal guard to Alfred, struggling with personal doubts.



Elias Caldean

Heir to the Caldean throne, symbol of royal tradition.



A Falor spy questioning the doctrines she serves.

Selena Noth

True heir with a secret lineage, torn by loyalty and equality.

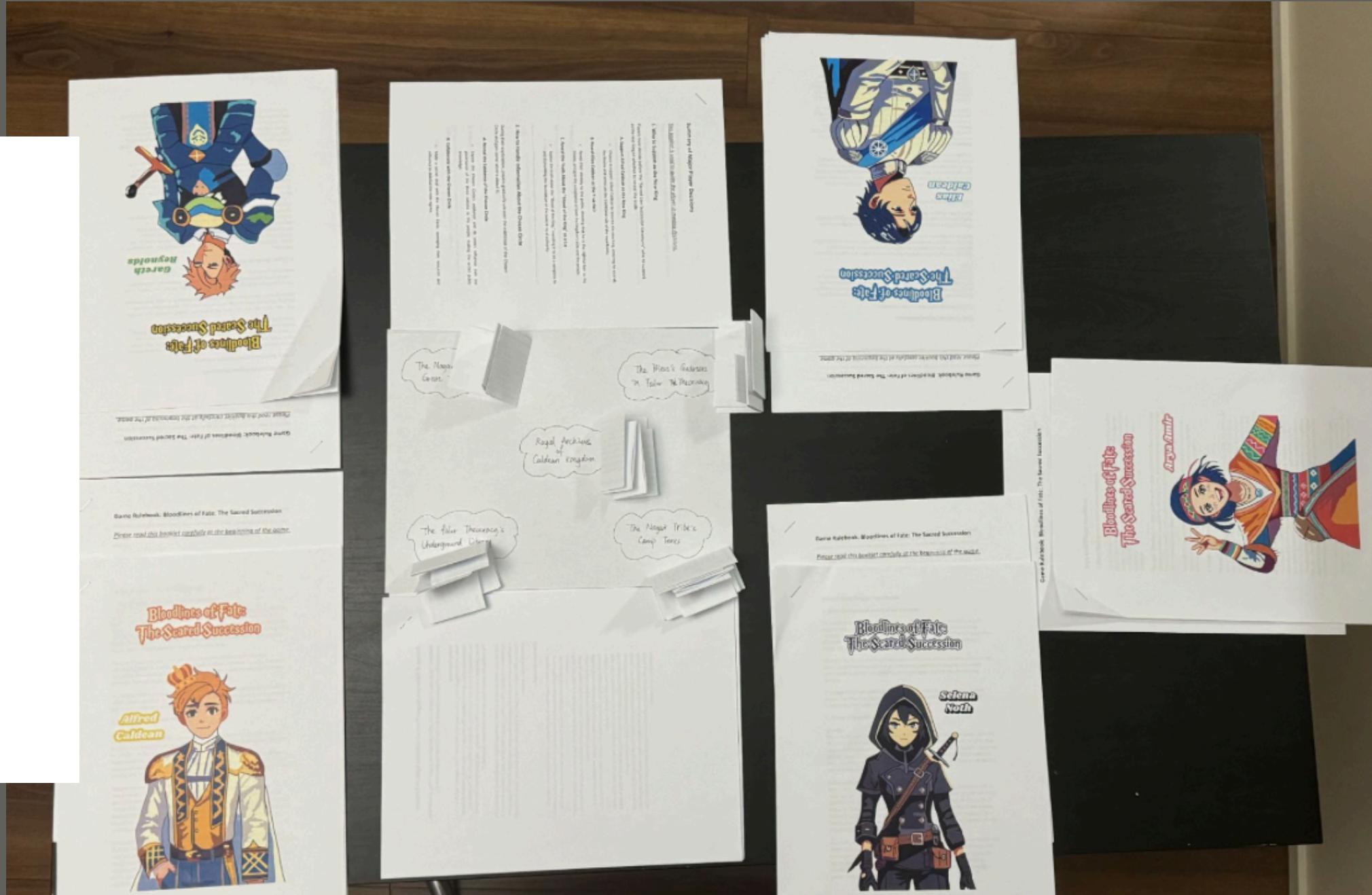
Elias Caldean

Arya Amir

A Nagari leader fighting for freedom and justice.

Step 1 – Getting Started: Key Setup

- Distribute rulebooks and character booklets to each player.
- Set up the map, clue cards, decision guides, and ending chart.
- Players select their characters based on the covers provided.
- Allow 10 minutes to read the rulebook and 7 minutes for character booklets.



Step 2 – Game Flow: Introduction Phase

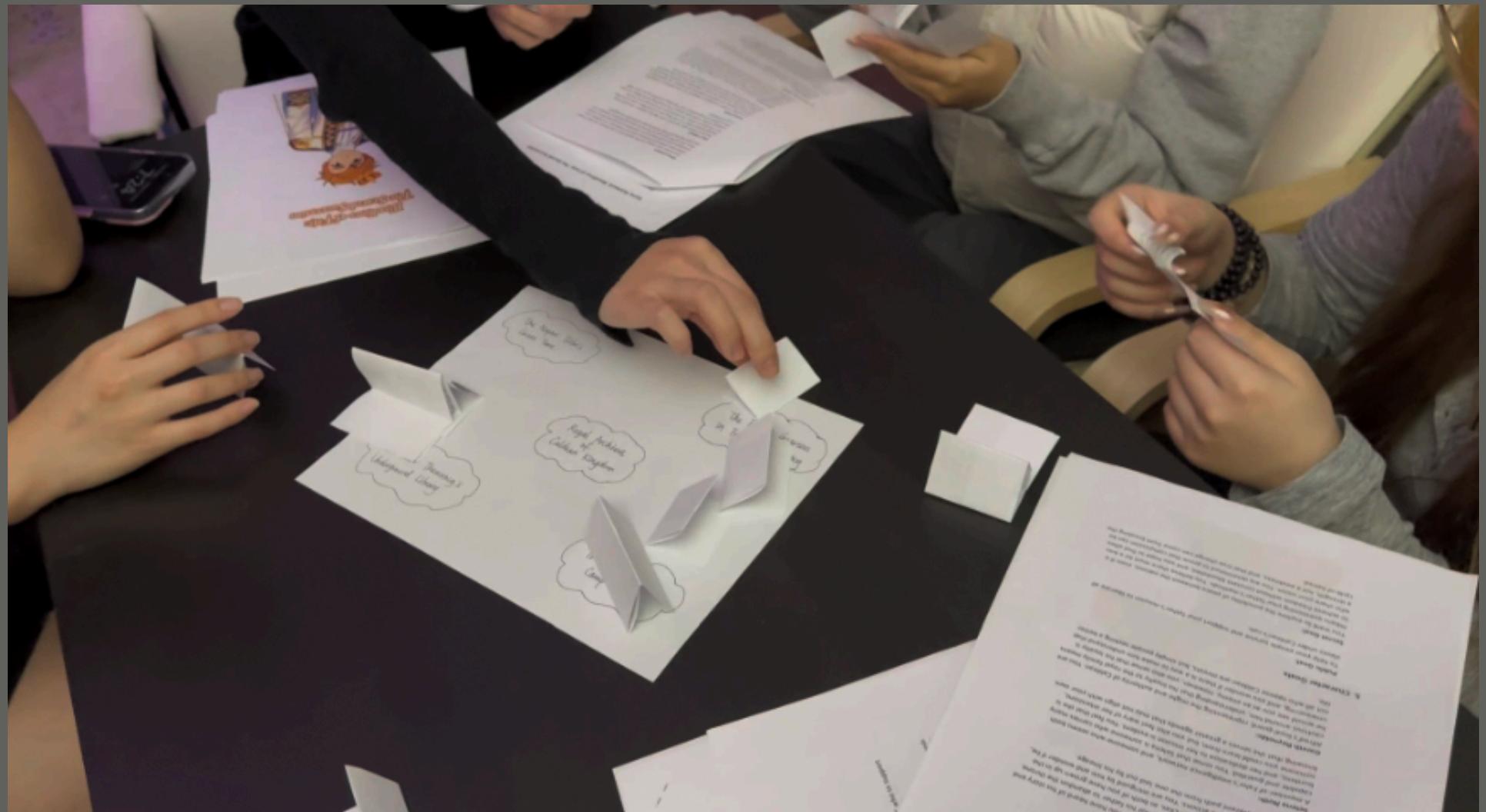


1. Each player introduces their character's background and goals.
2. Engage in a public discussion to share relevant starting information.

Tip: Decide what details to reveal based on your objectives.

Step 3 – Game Flow: Evidence Collection Phase

1. Explore key map locations for clues.
2. Draw three clue cards from the selected area.
3. Review clues privately to determine their significance.



Tip: Some clues may be misleading. Analyze carefully.

Step 4 – Game Flow: Private Interaction Phase



- 1. Players decide whether to initiate private discussions.**
- 2. Exchange or withhold information strategically to build alliances.**

Tip: Be mindful of whom you trust.

Step 5 – Game Flow: Public Debate Phase

1. Reconvene for a group discussion.
2. Players may choose to share information publicly or keep secrets.

Tip: Influence the group without revealing your true objectives.



Step 6 – Game Flow: Major Decision Voting

1. Players cast votes on critical decisions using the Major Decision Guide.

2. Debate the consequences of each choice before voting.



Note: These decisions shape the story's outcome.

Step 7 – Game Flow: Ending Reveal

1. Refer to the Ending Chart to unveil the game's conclusion.

2. Discuss the outcome using the Story Recap for reflection.



Question: How did your choices impact the story's ending?

Game Materials



Character Booklets

Arya Amir Player Handbook

1. Story Background and Current Situation:

On a continent divided among the Galdean Kingdom, the Falt Therocracy, and the Hagan Tribe, tensions remain ever-present. The Galdean Kingdom is an ancient nation, ruled by a powerful king who has been in power for centuries, maintaining peace through strict laws and military might. The Falt Therocracy, founded by those separated from Galdean centuries ago, upholds the 'Scared Succession' in equality for all. Despots like the Araya Amir tribe, however, have risen to power, threatening the stability and integrity of the Falt Therocracy.

2. Player Character Information:

Identify: Arya Amir is the daughter of the leader of the Araya Amir tribe. Her father led the most powerful tribe of the Araya Amir, serving her father for many years, and most importantly, for her son's birth. You were born just before the Araya Amir tribe's fall, and you have always been a strong, independent woman, always seeking to help the people. You are determined to help the people, and your motivations are rooted in love and compassion.

Background and Experience:

You have been raised to be a fierce fighter, committed by your parents to defend the Araya Amir tribe. You have learned the ways of the Araya Amir, including their language, customs, and traditions. You have also learned the importance of strength and honor, and how to protect the弱小 (weak). You have always been a strong, independent woman, always seeking to help the people. You are determined to help the people, and your motivations are rooted in love and compassion.

3. Secrets to Conceal:

You sometimes question your father's approach to dealing with Galdean, while he is focused on maintaining the status quo. You have learned to be a fierce fighter, committed by your parents to defend the Araya Amir tribe. You have learned the ways of the Araya Amir, including their language, customs, and traditions. You have also learned the importance of strength and honor, and how to protect the弱小 (weak). You have always been a strong, independent woman, always seeking to help the people. You are determined to help the people, and your motivations are rooted in love and compassion.

4. Impressions of Other Player Characters:

The Araya Amir tribe was formed twenty years ago when a group of Galdean slaves revolted against their masters. They now live in a remote community, living refuge in the forests and mountainous terrain.

Selena Noth Player Handbook

1. Story Background and Current Situation:

On a continent divided among the Galdean Kingdom, the Falt Therocracy, and the Hagan Tribe, tensions remain ever-present. The Galdean Kingdom is an ancient nation, ruled by a powerful king who has been in power for centuries, maintaining peace through strict laws and military might. The Falt Therocracy, founded by those separated from Galdean centuries ago, upholds the 'Scared Succession' in equality for all. Despots like the Selena Noth tribe, however, have risen to power, threatening the stability and integrity of the Falt Therocracy.

2. Player Character Information:

Identify: Selena Noth is the daughter of the leader of the Selena Noth tribe. She is a member of Falt's intelligence network, closely tied to her family. Her presence makes others uneasy, but she is known for her sharp mind, strategic thinking, and unwavering loyalty to the Falt Therocracy. She is a fierce warrior, trained in combat and survival skills, and is always looking for opportunities to prove herself. She is determined to protect the弱小 (weak) and bring justice to those who wrong them.

Background and Experience:

You have been raised to be a fierce warrior, trained in combat and survival skills, and are always looking for opportunities to prove yourself. You are determined to protect the弱小 (weak) and bring justice to those who wrong them.

3. Secrets to Conceal:

You sometimes express the possibility of peace between the realms, even if it means questioning your father's methods. You believe there must be a way to achieve freedom without resorting to war, and you hope to find allies who share your vision. You are determined to protect the弱小 (weak) and bring justice to those who wrong them.

4. Impressions of Other Player Characters:

The Selena Noth tribe is composed of slaves who revolted against the Galdean kingdom. They fled the kingdom and found new service as rebels in the Falt Therocracy. They are fierce fighters, trained in combat and survival skills, and are always looking for opportunities to prove themselves. They are determined to protect the弱小 (weak) and bring justice to those who wrong them.

Alfred Caldean Player Handbook

1. Story Background and Current Situation:

On a continent divided among the Galdean Kingdom, the Falt Therocracy, and the Hagan Tribe, tensions remain ever-present. The Galdean Kingdom is an ancient nation, ruled by a powerful king who has been in power for centuries, maintaining peace through strict laws and military might. The Falt Therocracy, founded by those separated from Galdean centuries ago, upholds the 'Scared Succession' in equality for all. Despots like the Alfred Caldean tribe, however, have risen to power, threatening the stability and integrity of the Falt Therocracy.

2. Player Character Information:

Identify: Alfred Caldean is the son of the current Galdean King, Alfonso. He is seen as the 'legitimate' heir to the throne, though he has never been named. The Galdean region is a absolute monarchy, where noble blood is revered above all, and the royal family is the center of power. The 'Blood of the King' ceremony, the upcoming 'Scared Succession Ceremony', is just ten days away, and you are about to inherit the mantle of the Galdean King.

Background and Experience:

You grew up in the royal palace, receiving a noble education from a young age-learning history, military strategy, politics, and the social礼仪 of nobility. You were taught to be a good ruler, to be kind and just, to serve the people, and to uphold the principles of the 'Blood of the King' ceremony. You were given a crown gift, and you were told that it was your duty to rule the realm for the betterment of the people.

3. Secrets to Conceal:

You have a secret relationship with the Galdean Queen, who is the mother of the Galdean King. You and the queen have been secretly meeting for years, though no one is ever told. Through this secret, you know that Galdean is one of the few people who truly understand you, and that they are willing to support you during your reign.

4. Impressions of Other Player Characters:

The Galdean tribe is composed of slaves who revolted against the Galdean kingdom. They fled the kingdom and found new service as rebels in the Falt Therocracy. They are fierce fighters, trained in combat and survival skills, and are always looking for opportunities to prove themselves. They are determined to protect the弱小 (weak) and bring justice to those who wrong them.

Gareth Reynolds Player Handbook

1. Story Background and Current Situation:

On a continent divided among the Galdean Kingdom, the Falt Therocracy, and the Hagan Tribe, tensions remain ever-present. The Galdean Kingdom is an ancient nation, ruled by a powerful king who has been in power for centuries, maintaining peace through strict laws and military might. The Falt Therocracy, founded by those separated from Galdean centuries ago, upholds the 'Scared Succession' in equality for all. Despots like the Gareth Reynolds tribe, however, have risen to power, threatening the stability and integrity of the Falt Therocracy.

2. Player Character Information:

Identify: Gareth Reynolds is a member of Galdean's royal guard, the Falt Therocracy, and the Hagan Tribe. He is a fierce warrior, trained in combat and survival skills, and is always looking for opportunities to prove himself. He is determined to protect the弱小 (weak) and bring justice to those who wrong them.

Background and Experience:

You have been raised to be a fierce warrior, trained in combat and survival skills, and are always looking for opportunities to prove yourself. You are determined to protect the弱小 (weak) and bring justice to those who wrong them.

3. Secrets to Conceal:

You never addressed in your letter that the royal guard is a secret society. You were taught to be a good soldier, to be kind and just, to serve the people, and to never question authority.

4. Impressions of Other Player Characters:

The Gareth Reynolds tribe is composed of slaves who revolted against the Galdean kingdom. They fled the kingdom and found new service as rebels in the Falt Therocracy. They are fierce fighters, trained in combat and survival skills, and are always looking for opportunities to prove themselves. They are determined to protect the弱小 (weak) and bring justice to those who wrong them.

Elias Caldean Player Handbook

1. Story Background and Current Situation:

On a continent divided among the Galdean Kingdom, the Falt Therocracy, and the Hagan Tribe, tensions remain ever-present. The Galdean Kingdom is an ancient nation, ruled by a powerful king who has been in power for centuries, maintaining peace through strict laws and military might. The Falt Therocracy, founded by those separated from Galdean centuries ago, upholds the 'Scared Succession' in equality for all. Despots like the Elias Caldean tribe, however, have risen to power, threatening the stability and integrity of the Falt Therocracy.

2. Player Character Information:

Identify: Elias Caldean is the son of King Alfonso, the leader of the Hagan Tribe. He is seen as the 'legitimate' heir to the throne, though he has never been named. The Hagan tribe is a nomadic tribe, constantly moving from place to place. They are fierce fighters, trained in combat and survival skills, and are always looking for opportunities to prove themselves. They are determined to protect the弱小 (weak) and bring justice to those who wrong them.

Background and Experience:

You have been raised to be a fierce warrior, trained in combat and survival skills, and are always looking for opportunities to prove yourself. You are determined to protect the弱小 (weak) and bring justice to those who wrong them.

3. Secrets to Conceal:

You never addressed in your letter that the royal guard is a secret society. You were taught to be a good soldier, to be kind and just, to serve the people, and to never question authority.

4. Impressions of Other Player Characters:

The Elias Caldean tribe is composed of slaves who revolted against the Galdean kingdom. They fled the kingdom and found new service as rebels in the Falt Therocracy. They are fierce fighters, trained in combat and survival skills, and are always looking for opportunities to prove themselves. They are determined to protect the弱小 (weak) and bring justice to those who wrong them.



Summary of Major Player Decisions

This booklet is used to guide the player in making decisions.

1. Who to Support as the New King

Players must decide before the "Sacred Lion Succession Ceremony" who to support as the next king or whether to reveal the truth:

A. Support Alfred Caldean as the New King

- Choose to support Alfred Caldean to become the new king, ensuring he ascends the throne and continues the traditional rule of the royal family.

B. Reveal Elias Caldean as the True Heir

- Reveal Elias' identity to the public, showing that he is the rightful heir to the throne, and gain the acceptance of both the kingdom's elite and the people.

C. Reveal the Truth About the "Blood of the King" as a Lie

- Expose the truth about the "Blood of the King," revealing it to be a complete lie and dismantling the foundation of the current royal authority.

2. How to Handle Information About the Chosen Circle

During their exploration, players gradually uncover the existence of the Chosen Circle and gain some secrets about it:

A. Reveal the Existence of the Chosen Circle

- Expose the Chosen Circle's existence and its secret influence over the governance of the three nations to the people, making the secret public knowledge.

B. Collaborate with the Chosen Circle

- Make a secret deal with the Chosen Circle, leveraging their resources and influence to stabilize the new regime.

Major Player Decisions Booklet

Summary of Major Player Decisions

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A. Support Alfred Caldean as the New King

- Choose to support Alfred Caldean to become the new king, ensuring he ascends the throne and continues the traditional rule of the royal family.

B. Negotiate a Settlement with the Nobles

- Negotiate with the nobles, retaining some of their privileges in exchange for their support of the new government.

4. How to Deal with Leo Caldean

Leo Caldean, the former prince, holds important secrets about the royal bloodline:

A. Accept Leo's Return

- Invite Leo back to the kingdom and allow him to play an important role in the new government, using his influence to stabilize the situation.

B. Reject Leo and Prevent His Influence

- Treat Leo as a traitor, refuse his return, and discredit his image to maintain the legitimacy of royal authority.

5. How to Handle Resources from the Nagari Tribe

The Nagari Tribe has access to rare resources in the forests, which are crucial for the kingdom. Players need to decide how to deal with these resources:

A. Forcefully Seize the Resources

- Send in troops to forcibly seize resources from the Nagari Tribe to support the kingdom's development.

B. Negotiate Trade with the Nagari Tribe

- Engage in peaceful trade with the Nagari Tribe, obtaining their resources at a fair price while promising them more autonomy.

6. How to Handle the Church of Falor

The Church of Falor has significant influence among the people, and players need to decide how to address its presence:

A. Accept the Church's Doctrine

- Accept and promote Falor's doctrine of equality, allowing the church to establish itself and spread its teachings in Caldean.

B. Suppress the Church's Influence

- Suppress the Church of Falor's influence in Caldean, banning its teachings and strengthening control over religious matters.

7. How to Handle Internal Dissidents

Faced with opposition from dissidents against the new government, players must decide how to deal with these voices:

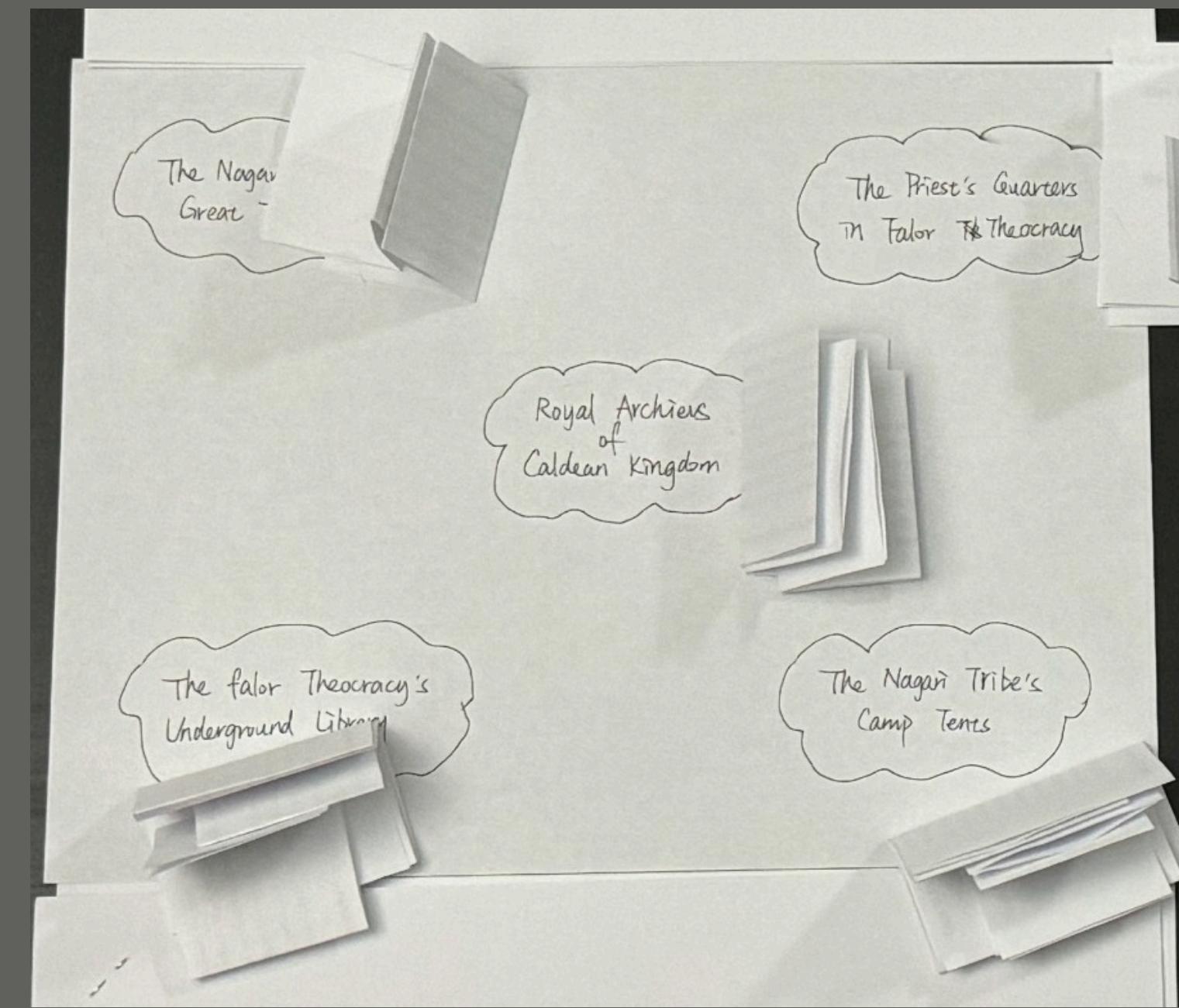
A. Publicly Arrest Dissidents

- Publicly arrest and suppress all who oppose the new regime, swiftly removing any threats.

B. Secretly Dismantle Dissident Organizations

- Secretly infiltrate and dismantle dissident organizations, attempting to reduce opposition through peaceful or cooperative methods.

Map and Clue Cards





Ending Chart →

Bloodlines of Fate: The Sacred Succession - Story Recap

This booklet is provided to players after they have experienced the ending of the game to help them understand the game more comprehensively.

Game Background

The world of Bloodlines of Fate: The Sacred Succession is set on a continent dominated by three powerful nations, each with its own complex history, culture, and struggle for power. These nations are the Caldean Kingdom, the Falar Theocracy, and the Nagari Tribe. The storyline revolves around power, secrets, betrayal, and the belief in divine right. Players take on the roles of five key characters, each of whom plays a pivotal role in determining the fate of these nations.

- The Caldean Kingdom:** The Caldean Kingdom is an absolute monarchy that rules over a vast expanse of fertile plains. It is a society heavily influenced by the belief in nobility and, for generations, has maintained its dominance through secret alliances and the possession of divine qualities. This belief is central to Caldean society and ensures the loyalty of both nobles and commoners. At the heart of Caldean power is the ritual known as the Sacred Lion Succession Ceremony, which takes place every twenty years to transfer the throne to the next ruler.
- The Falar Theocracy:** A nation founded by people who fled from Caldean centuries ago to escape its authoritarian rule. Falar's founding principle is equality for all, and its society operates on the belief that everyone, regardless of their background, should be treated equally. The nation is governed by a pope and two ruling figures.
- The Nagari Tribe:** The Nagari Tribe has since lived in hiding, moving through the dense Nagari Woods to avoid detection. They are a nomadic group formed by slaves who escaped from Caldean during a major rebellion many years ago. The Nagari Tribe has survived due to the last Sacred Lion Succession Ceremony, when a prince's defection caused a lapse in the kingdom's defenses. Khal Amir, a former slave, led the rebellion to secure freedom for himself and his soon-to-be-born daughter, Eris, dreamed of creating a better life for his people, away from the oppression of the Caldean Kingdom.

The Chosen Council

Held in the shadow of the political landscape is the Chosen Council, a secret organization working to maintain influence over the ruling powers of the continent. The council's members are made up of influential figures from each nation, and their goal is to manipulate events to ensure their continued dominance. They are responsible for propagating the myth of the divine blood and maintaining control over the Caldean Kingdom through deception and fear. Throughout the game, Arya, the daughter of a member of the Chosen Council, raised within the Nagari Tribe. Arya cares about helping people regardless of their status, when she grows up she will be free. She is loyal to her father but has her own ideas about how best to achieve freedom for the Nagari. Arya is curious about the world beyond the Nagari Woods.

The Sacred Lion Succession Ceremony

At the core of the game is the Sacred Lion Succession Ceremony, a ritual held every twenty years to transfer the throne to the next heir. During the ceremony, the current king passes the throne to the next heir, and the secret of the royal bloodline is revealed only to the new and former kings. The ceremony serves as a powerful symbol of the divine right of the monarchy, and it is designed to strengthen the people's belief in the legitimacy of the royal bloodline.

Themes and Storyline

Themes of Fate: The Sacred Succession is a story of power, loyalty, betrayal, and awakening. The players will explore the ideological conflict between the three nations, each representing different visions of governance and social structure. The game encourages players to question the legitimacy of power, the morality of their character's decisions, and the true meaning of equality.

The Fate of the Continent

The fate of the continent rests in the hands of the players, as they uphold the majority's calling to maintain order, or force a new path altogether. The Sacred Lion Succession Ceremony is just the beginning—a catalyst for the unfolding drama that will either bring stability or shatter the existing power structures.

Player Characters

The five characters in *Bloodlines of Fate: The Sacred Succession* each have their own motivations and secrets, and the choices they make will shape the story's outcome.

- Alfred Caldean:** The son of King Edwin I and the designated heir to the throne. Alfred is deeply committed to his duty, as his family believes in the sacred power of the royal bloodline. He wants to prove himself as a rightful ruler and bring peace to the Caldean Kingdom. However, he is unaware of the dark truth behind his family's legacy.
- Eris Nagari:** The son of Leo Caldean, the former prince of Caldean who defected during the last Sacred Lion Succession Ceremony. Leo fled because he discovered the truth about the royal blood—no divine power, only the need to control the people. Eris is torn between his loyalty to his family and the beliefs he believes in equality and supports Falar's principles. He fears that revealing the truth could spark a destructive war. His position within Falar is tenuous, as Alfred suspects his true identity and undermines his authority whenever possible.
- Selena Noth:** A skilled member of Eris' intelligence network, tasked with uncovering the secrets of the Caldean royal family. Selena is loyal to Eris, but she begins to question Alfred's doctrines as she uncovers more about the supposed "equality" in her homeland. Her loyalty is tested as she learns more about the hidden agendas of those in power.
- Arya Nagari:** The daughter of Khal Amir, raised within the Nagari Tribe. Arya cares about helping people regardless of their status, when she grows up she will be free. She is loyal to her father but has her own ideas about how best to achieve freedom for the Nagari. Arya is curious about the world beyond the Nagari Woods.
- Gareth Reynolds:** A young elite of the Caldean royal guard and the personal protector of Alfred Caldean. Gareth is fiercely loyal to the royal family and deeply believes in the divine right of kings. As he learns more about the truth behind the royal bloodline, Gareth must decide whether to continue his unwavering loyalty or to question everything he has been taught.

Bloodlines of Fate: The Sacred Succession - Ending Chart

How to Use the Ending Chart

This chart will help you determine which ending your group reaches based on the major decisions made throughout the game. By following the flowchart, you can see how your group's decisions lead to the final fate of the three nations and your characters.

Ending Chart Overview

If Falar and Nagari support the revolution, the monarchy is peacefully dethroned, and the three nations become democratic allies. When this happens, Alfred Caldean fails into chaos.

Ally with Falar or Nagari

If the players choose to form an alliance with Falar, the outcome largely depends on who is ruling. Under Eris, the Falar Theocracy may gain influence, leading to a period of more equal lives in Caldean. Under Alfred, the alliance may be purely political, keeping Falar's influence in check.

Dealing with the Nobles

An alliance with Nagari provides strength in unity against Caldean nobles. Under Eris, Nagari is recognized for its cultural contributions, and many former slaves are liberated. Under Alfred, Nagari might be used as a political pawn for more power.

Reject Both Alliances

If both Falar and Nagari are rejected, the Caldean Kingdom either consolidates its power or is isolated, depending on whether Alfred or Eris is ruling.

Handling the Chosen Council

Support the Chosen Council

If the Chosen Council is supported, it will work to maintain control of the ruling powers through manipulation and secrets.

Endings Based on the Players' Major Decisions

Ending 1: Alfred Becomes the New King

Decisions the players decided to reveal that Eris Caldean is the true heir, changing the legitimacy of the throne and the Chosen Council to the throne and the people.

Ending Summary

Alfred ascends to the throne as the rightful heir to the Caldean Kingdom. The people, especially the commoners, are divided. Some loyalties accept Eris, believing in his right to rule, while others view this as a betrayal of the divine bloodline.

Character Outcomes

- Alfred:** Alfred refuses to accept Eris as the true heir, believing that Eris is a threat to the Caldean Kingdom. He uses his power to silence the people and maintain order.
- Eris:** Eris takes forward as a leader of the people, though not as a king. He works with others to establish a new government, working alongside Gareth and Selena. She faces many challenges, but she remains committed to building a better future.
- Selena:** Selena fully supports Eris, seeing him as the one who can change Caldean for the better. She uses her intelligence and political clout to advise the people.
- Arya:** Arya is hopeful that this can bring about the change her people have longed for. She works with Gareth and Selena to help build a new government, working to establish peace between her people and Caldean.
- Gareth:** Gareth is torn between his loyalty to Alfred and his duty to the kingdom. In the end, he chooses to support Eris, believing that the people need stability more than anything else. He leaves the Caldean Kingdom.

Ending 2: Eris Is Revealed as the True Heir

Decisions the players decided to reveal that Eris Caldean is the true heir, changing the legitimacy of the throne and the Chosen Council to the throne and the people.

Ending Summary

The revelation that the "Blood of the King" is a fabrication causes chaos throughout the kingdom. The people, who had been divided, now unite under Eris' leadership. She forms a new government, working alongside Gareth and Selena. The Chosen Council is disbanded, and the nobles are forced to submit to Eris' rule.

Character Outcomes

- Alfred:** Alfred refuses to accept Eris as the true heir, believing that Eris is a threat to the Caldean Kingdom. He uses his power to silence the people and maintain order.
- Eris:** Eris takes forward as a leader of the people, though not as a king. He works with others to establish a new government, working alongside Gareth and Selena. She faces many challenges, but she remains committed to building a better future.
- Selena:** Selena is instrumental in helping Eris establish a new government. Her intelligence and political clout are key to the success of the new movement. She uses her influence to advise the people.
- Arya:** Arya is hopeful that this can bring about the change her people have longed for. She works with Gareth and Selena to help build a new government, working to establish peace between her people and Caldean.
- Gareth:** Gareth is torn between his loyalty to Alfred and his duty to the kingdom. In the end, he chooses to support Eris, believing that the people need stability more than anything else. He leaves the Caldean Kingdom.

Ending 3: The Truth About the "Blood of the King" Is Revealed

Decisions the players chose to expose the truth—the "Blood of the King" is a lie, a tool used to control the people, and that no one actually knows who it is.

Ending Summary

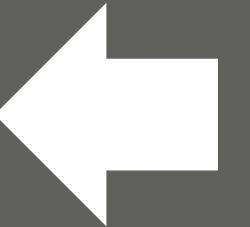
The revelation that the "Blood of the King" is a fabrication causes chaos throughout the kingdom. The people, who had been divided, now unite under Eris' leadership. She forms a new government, working alongside Gareth and Selena. The Chosen Council is disbanded, and the nobles are forced to submit to Eris' rule.

Character Outcomes

- Alfred:** Alfred is disgraced, but he accepts his fate, realizing that he has been manipulated. He uses his influence to advise the people.
- Eris:** Eris takes forward as a leader of the people, though not as a king. She works with others to establish a new government, working alongside Gareth and Selena. She faces many challenges, but she remains committed to building a better future.
- Selena:** Selena is instrumental in helping Eris establish a new government. Her intelligence and political clout are key to the success of the new movement. She uses her influence to advise the people.
- Arya:** Arya is hopeful that this can bring about the change her people have longed for. She works with Gareth and Selena to help build a new government, working to establish peace between her people and Caldean.
- Gareth:** Gareth is torn between his loyalty to Alfred and his duty to the kingdom. In the end, he chooses to support Eris, believing that the people need stability more than anything else. He leaves the Caldean Kingdom.



Story Recap



Example Endings

Ending 1: The Sacred Succession

Alfred becomes king, forms an alliance with Falar, and oppresses the nobles. The noblemen secede, but they exist in a costly peace. Alfred's secret bloodline strengthens Caldean's institution, but it also creates inequality.

Ending 2: The Collapse of Order

The truth about the bloodline is exposed, and the monarchy collapses. Falar and Nagari support the revolution, and the three nations form a fragile democratic alliance. The future is uncertain, but hope emerges for true equality.

Ending 3: War and Peace

Both sides are exhausted, but tensions are expected, and nobles are stripped of power. Caldean fails into war, with multiple factions vying for control. Falar remains neutral, while Nagari seeks to liberate those still under Caldean's control.

Ending 4: Shadow Rule

Falar and Nagari are exposed. The Chosen Council either consolidates its power or is disbanded, leading to a period of more internal instability and fewer supporters for reforms.

Ending 5: The Truth Revealed

Stripping the nobles of their power weakens their hold on Caldean. The nobles either consolidate their power or are more involved in governance. Depending on other decisions, this could either stabilize or destabilize the region.

The Ending Chart allows for a detailed yet fluid storytelling experience, where each decision branches into multiple outcomes. Every choice you make brings consequences, and the fate of the continent rests in your hands. Good luck, and remember—every decision shapes the future!

DO NOT TURN TO THE NEXT PAGE BEFORE MAKING FINAL DECISIONS

Ending 6: Falar and Nagari Form an Alliance Against Caldean

Decisions the players decided to side with Falar and the Nagari Tribe, abandoning the monarchy and seeking to overthrow the Caldean Kingdom entirely.

Ending Summary

Falar and the Nagari Tribe, now united with the help of the players, launch a coordinated attack against Caldean. The Caldean, weakened by internal divisions and external threats, is forced to retreat. The Nagari Tribe, driven by a desire for freedom and equality, manage to break the capital, and the Caldean Kingdom falls.

With the monarchy dismantled, Falar and Nagari begin the process of reimagining the governance of Caldean. The old structures are torn down, and a new government is established—one that aims to represent all people, regardless of their background. This new government is built on equality through changes in policies, and tensions between different factions remain.

Character Outcomes

- Alfred:** Alfred is disgraced, but he accepts his fate, realizing that he has been manipulated. He uses his influence to advise the people.
- Eris:** Eris takes forward as a leader of the people, though not as a king. She works with others to establish a new government, working alongside Gareth and Selena. She faces many challenges, but she remains committed to building a better future.
- Selena:** Selena is instrumental in helping Eris establish a new government. Her intelligence and political clout are key to the success of the new movement. She uses her influence to advise the people.
- Arya:** Arya is hopeful that this can bring about the change her people have longed for. She works with Gareth and Selena to help build a new government, working to establish peace between her people and Caldean.
- Gareth:** Gareth is torn between his loyalty to Alfred and his duty to the kingdom. In the end, he chooses to support Eris, believing that the people need stability more than anything else. He leaves the Caldean Kingdom.

Thank you