

## The Draconic Dilemma: A Knight's Curse

### Chapter 1: The Noble Knight's Plight (start of the three branches)

You are a renowned dragonslaying knight, celebrated throughout the kingdom (of Ishar Vadhal?) for your valor and heroism. One fateful day, you (travel to "place" to) challenge an ancient dragon who rose from the Rotting Vale. This dragon is quite different from the others, as rather than a breath of flames, from its mouth comes a cloud of miasma. With no way to anticipate and avoid this attack, you inhale the noxious fumes. Now weakened, you manage to force the dragon to retreat (with some attack or strategy?), unable to slay it. Rather than retreating back to the vale, it flies off. The beast now roams the lands, but that is the least of your worries. You discover that you have contracted a strange, ancient disease known as Dragonblight. Slowly, you are transforming into a horrific draconic being. (By a specific time - by nightfall? After only a few moments?) You feel the scales beginning to force their way out from under your skin. Razor sharp, serrated teeth pierce through your gums.

Option 1: Consult great healers, alchemists to search for a cure (Good - leads to 2A The Quest for a Cure)

Option 2: Delve into the Rotten Vale in search of ancient texts of a reclusive order known for their knowledge of curses (Neutral - leads to 2B The Forbidden Archives)

Option 3: Seek a source of Pure Blood in order to attempt blood transfusion. (Bad - leads to 2C The Unholy Bloodpact)

### Chapter 2A: The Quest for a Cure (Tied to chapter 1, option 1. This will be the good ending branch, the other two options will either lead to the neutral branch or the bad branch)

You return to the great kingdom of Ishar Vadhal to seek out the Inner Sanctum where the healers and alchemists reside. They inform you that you are indeed afflicted with Dragonblight. Though it is a known disease from ancient times, it is unheard of for an individual to catch it in this era. They tell you that there is no known cure for this disease, one shall have to make their own.

Option 1: Continue consulting with healers, and alchemists for their knowledge (Good - leads to 3A Dark Temptations)

Option 2: Embark on a quest to Find an Ancient Relic (leads to 3D The Relic of Ancients)

### Chapter 3A: Dark Temptations (Tied to Chapter 2, option 1. Good Branch cont')

The healers and alchemists agree to aid you in creating a cure. They tell you to wait while they work to synthesize a cure—you will only get in their way. They sound hopeful in their explanation. They scurry to their lab in the next room, arguing with one another as they work. You wait for what feels like hours. Doubt begins to creep in that these alchemists and healers will be able to formulate a cure in time. Your symptoms are only getting worse. You notice a tail beginning to grow from your backside. One of the healers exits the lab to speak to you. The healer expresses their doubts about being able to create the cure before the Dragonblight takes an irreversible toll on your body. They ask if you are willing to explore other, less ethical, options, leaving you with 2 choices:

Option 1: Refuse to resort to unethical means to find a cure, adhering to your knightly code (Good - leads to 4A The Crossroads - Good Ending)

Option 2: Give in and resort to unethical means to find a cure (leads to 4F The Crossroads - Unintended Consequences)

### Chapter 3D: The Relic of Ancients (Tied to Chapter 2, Option 2)

You decide to embark on a quest to find a legendary relic known as the "Elixir of Draconic Purity." The legend states that this ancient artifact can cure even the most potent of curses, including Dragonblight. As you gather information, you learn that the Elixir is said to be hidden deep within the treacherous Dragon's Breath Mountains, a place only the bravest and most skilled adventurers dare to venture.

Despite the odds, your determination and knightly skills lead you to the heart of the Dragon's Breath Mountains.

There, in a hidden cavern, you find the Elixir of Draconic Purity, a shimmering liquid in a vial. To access it, you must confront a guardian, a majestic but ancient dragon who has been guarding the relic for centuries. The dragon challenges you, questioning your motives and testing your resolve. You must convince the dragon of your noble intentions and engage in a battle of wits.

Option 1: Attempt to reason with the dragon (leads to 4D The Crossroads - The Noble Knight's Redemption)

Option 2: Attack the dragon to take the elixir (leads to 4E The Crossroads - The Curse Unleashed)

## **Chapter 2B: The Forbidden Archives (Neutral branch)**

You travel to the tunnel leading to The Rotten Vale, created by the ancient dragon that has afflicted you. Upon entering the Vale, you're confronted with the sight of grotesque creatures and the overwhelming stench of decay. The air is thick with a cloud of miasma, and an eerie silence, broken only by the occasional sounds of the terrifying creatures that lurk deep within. This is a place that has been shunned and feared for centuries. As you navigate the treacherous terrain, you eventually discover the ruins of an ancient archive. The scrolls and manuscripts you find are filled with esoteric symbols, cryptic incantations, and detailed accounts of curses and afflictions that have plagued humanity throughout history. The knowledge contained within these texts is profound and unsettling, as it offers a glimpse into the dark arts of curses and their potential remedies. Before committing, you pick up a dusty scroll containing the whereabouts of the ancient, mystical Order of the Draconic Guardians. You wonder if they will hold the answers you seek. You stop for a moment to think as you now consider your choices.

Option 1: Use the knowledge you found within the ruins to craft a cure to the Dragonblight (Neutral - leads to 3B The Cursed Brews)

Option 2: Turn to the Order of the Draconic Guardians for help (Neutral - leads to 3E The Draconic Trials)

## **Chapter 3B: The Cursed Brews (Neutral branch)**

Fascinated by the allure of dark magics and the potential for a swift resolution to your affliction, you decide to experiment with the esoteric spells and mix ingredients you've found in the ruins. You begin to practice these forbidden arts and combine various ingredients found within the archives to create an elixir that you hope will cure the disease. However, as you continue to delve deeper into the dark arts and use these ancient formulas, your attempt to create a cure yields only vile elixirs, unsafe for consumption. Your trials proved fruitless, and the concoctions you produce are more destructive than curative. Each failure takes a toll on your physical and mental state. The blight persists, and the transformation only becomes more painful as what feels like horns begin to grow from your head. Desperate to find a solution, you continue to search within the Forbidden Archives, searching for a more refined formula that might reverse the effects of the Dragonblight. Your journey within the realm of the dark magics takes a perilous turn as you uncover a potential remedy that could relieve you from the blight.

Option 1: Use the refined formula in an attempt to cure the disease. (Neutral - leads to 4B The Crossroads - Neutral Ending)

Option 2: Continue searching for another method. (leads to 4I The Crossroads - The Abyss Beckons)

### **Chapter 3E: The Draconic Trials (Tied to Chapter 2, Option 3)**

You travel to the Order of the Draconic Guardians, a secretive organization that has guarded ancient knowledge related to dragons for centuries. They agree to help you, but they propose a series of trials that you must pass to prove your worthiness. These trials are grueling tests of your physical and mental abilities, designed to prepare you for the transformation into a draconic being.

Option 1: Attempt The Draconic Trials (leads to 4G The Crossroads - The Noble Dragon Knight)

Option 2: Attempt The Draconic Trials (leads to 4H The Crossroads - The Lost Knight)

### **Chapter 2C: The Unholy Blood Pact (Bad)**

You journey into the region where pure blood and vile blood is thought to have originated from, large deep red crystals protrude from the ground as you follow an unnatural tunnel going deep underground with more of these crystals. As you venture deeper into the heart of darkness, you encounter desolate landscapes and ominous creatures that seem to guard the secrets of the River of The Pure Blood. The atmosphere becomes increasingly oppressive, and the very air feels tainted with malevolent energy. Upon arriving at the river's sinister banks, you discover that the river runs thick with Pure Blood, unnaturally gleaming under a dim, foreboding sky. The temptation to undergo a blood transfusion in the hope of flushing out the Dragonblight is immense, but the ritual itself is shrouded in mystique and danger. Your thoughts are interrupted by an immense earthquake as a giant worm-like creature erupts from the ground. Its sheer size is larger than most dragons with what seems to be only a slight fraction of its body exposed. The creature is now between you and the River of Pure Blood, blocking your path. It seems to be guarding the river as it awaits your next move.

Option 1: Challenge the strange creature so that you can access the River of Pure Blood (Bad - leads to 3C The Earthshaker)

Option 2: Return to Ishar Vadhal (leads to The 3F(4F) Crossroads - The Guardian's Vigil)

### Chapter 3C: The Earthshaker

You challenge the beast, but with each earth-shaking movement and attempt to approach the River of Pure Blood, the creature tunnels through the ground, causing powerful earthquakes that threaten to swallow you whole. The ground trembles, rocks crumble, and chasms open, making every step treacherous. The battle with this colossal creature is a test of your resolve and power. It becomes clear that you will be unable to slay it, you must force the beast to retreat in order to reach the river. As the creature lunges toward you with its immense maw, your draconic transformation reaches a critical point. In a moment of desperation, part of your transformation manifests as a powerful fire breath, which you unleash upon the creature. The scorching flames engulf the creature, causing it to writhe in agony and retreat into the depths of the earth. Though it retreated, you feel as if you did not do any real damage to the creature. This causes you to worry, for now you must act quickly before the creature returns.

Option 1: Commit to the blood transfusion in the River of The Pure Blood. (Bad - leads to 4C The Crossroads - Bad Ending)

Option 2: Retreat (leads to 4J The Crossroads - Swallowed by The Earthshaker)

## Chapter 4: The Crossroads (Endings)

Your choices have led you down different paths, each with its own set of consequences.

**4A: Good Ending:** Your relentless search for a cure pays off. With the assistance of the healers and their intricate understanding of the human body and its ailments, they were able to experiment with a range of herbal remedies, each carefully chosen for its known properties to combat the disease's effects. Over time, they refined their concoctions, aimed to stall the transformation. Giving the alchemists more time to create the cure. The alchemists used their knowledge of transmutation and elixirs to offer innovative approaches to dealing with the Dragonblight. They experimented with a variety of elixirs and infusions, each with the potential to revert the effects of the disease and rid you of the terrible blight. Eventually they found the right balance of ingredients to do so, successfully creating the cure and administering it to you. You return to your former self and continue your honorable life as a celebrated dragonslaying knight.

**4B: Neutral Ending:** Using the more refined formula you've found within the Forbidden Archives, you attempt to create an elixir that will rid you of Dragonblight. Your determination is unwavering and you combine the newfound knowledge and ingredients with care and precision. The elixir you create, however, does not cure the disease as you had hoped. Instead, it triggers a transformation unlike any other. Your body contorts, scales and wings sprout, and you become a true, terrifying beast, known as The Dragon King. The ancient dragons, sensing your newfound power, bow to you, recognizing you as their ruler. With immense power at your disposal, you set out on a rampage of destruction, leaving devastation in your wake. The seven great kingdoms and their lands fall before your might, and you become a force to be feared throughout the realm. The once venerable dragonslayer is no more. During the transformation you've lost yourself, nothing remains of who you once were, as your body is now a vassal for The Dragon God.

**4C: Bad Ending:** As you stand at the edge of the River of The Pure Blood, You begin the transfusion process with trepidation, feeling the intense power of the river's dark blood as it courses through your veins. However, the results are far from the cure you had envisioned. The blood transfusion doesn't flush out the Dragonblight, but instead exacerbates your transformation into a horrific draconic being. The ritual that was

meant to cleanse your blood and cure the Dragonblight has instead backfired in the most horrifying way. A searing pain courses through your body as your transformation intensifies. Your skin racks, revealing grotesque scales beneath, and your limbs contort into a monstrous form. Your very essence is consumed by the Dragonblight, and your humanity is lost. Though instead of becoming a harbinger of chaos, you find yourself overtaken by an even darker force. The ancient dragons seize control of your mind and body. Bound to the ancient dragons' will, you become a relentless agent of their destruction. With no control over your actions, you unleash havoc upon the land, leaving destruction and despair in your wake. The seven great kingdoms fall before your nightmarish might, and the realm is plunged into a new era of darkness and fear.

**4D: The Noble Knight's Redemption:** After a grueling battle of wits and valor, you manage to convince the ancient dragon of your noble intentions. The dragon, impressed by your unwavering determination and your willingness to face both the physical and moral trials, willingly hands over the Elixir of Draconic Purity. As you take the vial in your hands, you feel an immense surge of hope. You return to the Inner Sanctum with the Elixir in your possession. The healers and alchemists analyze the ancient remedy and, with their knowledge and skills, they refine it to create a powerful cure for the Dragonblight. The transformation is reversed, and you return to your former self, no longer plagued by the curse.

**4E: The Curse Unleashed:** Despite your determination and courage, you fail to convince the ancient dragon of your noble intentions. The dragon, mistrustful of humanity, remains resolute in its belief that the Elixir of Draconic Purity should remain hidden from the world. It unleashes its wrath upon you, and a fierce battle ensues.

In the end, you are no match for the ancient dragon's power. The battle is fierce, and the dragon ultimately defeats you, sealing your fate. You are left to endure the worsening effects of the Dragonblight, which continue to transform you into a draconic being.

With each passing day, your humanity erodes, and you become a terrifying beast, feared by all. You no longer have control over your actions, becoming a monstrous force of destruction. The ancient dragons recognize you as one of their own, and you join their ranks as a creature of darkness, forever lost to humanity.

**4F: Unintended Consequences:** You agree to explore the less ethical options the healer mentioned, leading you to a hidden chamber filled with ancient, forbidden texts and relics. Among these artifacts, you find a vial of dark, mysterious elixir. The healer

explains that it is rumored to have the power to halt the progression of the Dragonblight, but its origins are shrouded in secrecy.

Desperation drives you to consume the elixir in the hope of halting the Dragonblight's transformation. As you drink the dark liquid, you feel an immediate but temporary relief from the affliction. The scales cease to spread, and your transformation stalls.

However, the elixir's side effects soon become apparent. Your body begins to convulse, and the newfound power it granted you is unstable and uncontrollable. You become a danger to those around you. The healer, horrified by the consequences of your choice, informs you that there is no known way to reverse the side effects of the elixir.

Isolated and feared, you must now grapple with the burden of your actions and the irreversible consequences of your choice. This ending leaves you in a state of uncertainty, dealing with the fallout of your decision to resort to unethical means in your quest for a cure.

**4G: The Noble Dragon Knight:** You undergo the grueling Draconic Trials with unwavering determination and resolve. These trials push you to your limits, testing your physical and mental prowess. After a series of harrowing tests, you emerge victorious, proving your worthiness to the Order of the Draconic Guardians.

Impressed by your dedication and valor, the Order bestows upon you their ancient knowledge and a potent remedy known as the "Scaleborne Elixir." With their guidance, you craft the elixir that successfully reverses the effects of the Dragonblight.

You return to the kingdom as a revered and powerful figure, a unique blend of noble knight and formidable dragon. Your legend grows as you protect the realm with your newfound abilities, bringing hope and awe to the people.

**4H: The Lost Knight:** Despite your valiant efforts, the Draconic Trials prove too challenging. You struggle with each trial, facing overwhelming odds and fearsome adversaries. The Order of the Draconic Guardians, bound by their ancient traditions, can't offer assistance to one who couldn't meet their stringent requirements.

Defeated and with the Dragonblight's transformation worsening, you return to the kingdom in despair. The curse continues to consume you, and the noble knight you once were fades away. You wander the lands, a tragic figure, no longer human and no longer revered. Your name is forgotten, and your tale becomes a somber legend, serving as a reminder of the perils that befell you.



**4I: The Abyss Beckons:** In your relentless pursuit of a cure within the Forbidden Archives, you become consumed by the allure of dark magic. The arcane knowledge and forbidden spells begin to unravel your sense of morality and ethics. As you delve deeper into the dark arts, you start losing control over your actions and your own humanity.

The refined formula you seek becomes elusive, and you find yourself on a dangerous and self-destructive path. Your obsession with dark magic and your desire to cure the Dragonblight at any cost lead to the creation of increasingly dangerous and unpredictable elixirs. Each attempt brings you closer to the brink of madness.

Your body continues to transform, growing more monstrous and draconic, as your mind becomes clouded by the dark arts. You lose touch with your former self, and the blight gains an unshakable hold over you. The transformation is irreversible, and you become a creature of darkness, driven by a thirst for power and vengeance.

This ending highlights the consequences of pursuing dark magic at any cost, leading to a tragic and self-destructive transformation.

**3F: (4F)The Guardian's Vigil:** Faced with the daunting presence of the immense worm-like guardian, you hesitate to confront the creature. The danger posed by the creature, coupled with the unknown consequences of a blood transfusion, leads you to reconsider your decision.

Instead of challenging the guardian or attempting the risky ritual, you choose to turn away from the River of Pure Blood and the dark temptation it represents. The allure of the power it could provide is enticing, but you decide to resist, adhering to your knightly code and your sense of honor.

Leaving the guardian and the river behind, you return to the kingdom, still afflicted by the Dragonblight but with your integrity intact. Though the curse continues to transform you, you remain true to your noble ideals, valiantly defending the realm and its people.

**4J: Swallowed by The Earthshaker:** You take a deep breath, relieved that the danger has passed, and turn away from the River of Pure Blood, still unsure about the consequences of the blood transfusion.

However, as you begin to make your retreat, the ground beneath you quakes once more. The Earthshaker resurfaces with incredible force and speed. Its gaping maw closes around you, and you find yourself consumed by the colossal creature. Your valiant

attempt to escape results in being swallowed whole by the beast, sealing your fate in its depths.

Your choices have determined your destiny in this tale. Will you find a way to overcome the Dragonblight, become the Dragon King, or serve the ancient dragons? Choose your path wisely, for your fate is sealed.