

# ~ The Magical Realm of Eidylorn ~

**How did you first enter Eidylorn?** *(group answer)*

- ☐ Accidental Ritual *(you thought you were playing a game, but it worked...)*
- ☐ Benevolent Invitation *(a letter, a test, following a white rabbit, etc.)*
- ☐ Coma / Near Death Experience
- ☐ Magical Portal *(wardrobe, magical book, carnival ride, etc.)*
- ☐ Nature's Fury *(tornado, shipwreck, fire...)*
- ☐ Sinister Abduction *(taken by the forces of Darkness)*

**Your Original Mentor** *(group answer)*

- ☐ Confident Royal \_\_\_\_\_
- ☐ Desperate Military Commander \_\_\_\_\_
- ☐ Mysterious Mythic Beast \_\_\_\_\_
- ☐ Rebellious Child of the Vassal \_\_\_\_\_
- ☐ Secretive Spirit of the Realm \_\_\_\_\_
- ☐ Wise Old Mystic \_\_\_\_\_

**What are some key magical features of Eidylorn?** *(pick several as a group)*

- |                    |                   |                 |
|--------------------|-------------------|-----------------|
| Ancient Technology | Lingering Ghosts  | Talking Tomes   |
| Hybrid Animals     | Swirling Portals  | Watchful Golems |
| Slumbering Giants  | Wandering Trees   | Goblin Fruits   |
| Unbreakable Oaths  | Emotional Weather | Nature Spirits  |
| Annoying Curses    | Magic Crystals    | Words of Power  |

**Places of the Realm** *(1 per player)*

<i>Player</i>	<i>Landmark and Circumstances</i>	<i>Rank</i>
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**People of the Realm** *(1 per player)*

<i>Player</i>	<i>Denizen and Circumstances</i>	<i>Rank</i>
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Restful Interludes Used**

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

# The Vassal of Darkness

Name / Title: \_\_\_\_\_ Weapon: \_\_\_\_\_

Description: \_\_\_\_\_

## Vassal's Plan *(group answer)*

- ☐ Bring eternal night to Eidylnorn
- ☐ Conquer all the realm of Eidylnorn
- ☐ Corrupt and convert all life in Eidylnorn
- ☐ Destroy all magic in Eidylnorn
- ☐ Summon the Great Evil to a physical form

## What are the powers or domains of the Vassal? *(pick several)*

- |       |            |          |            |
|-------|------------|----------|------------|
| Blood | Fire       | Poison   | Sickness   |
| Bone  | Ice        | Rage     | Vermin     |
| Death | Nightmares | Serpents | War        |
| Fear  | Pain       | Shadows  | Witchcraft |

## Vassal's Soldiers *(group answer)*

- ☐ Automatons (magical or non-magical)
- ☐ Blighted (corrupted, decaying people)
- ☐ Elemental Demons
- ☐ Monstrous Beasts
- ☐ Undead Abominations

Failed Confrontation: \_\_\_\_\_  
*(landmark)*

## How were you summoned to the Realm again? *(one group answer)*

- ☐ A child's fervent prayer at the Tomb of the Fallen
- ☐ The dying wish of your old mentor
- ☐ Imprisoned by a ritual performed by followers of the Great Evil
- ☐ A celestial event, as the prophecy foretold
- ☐ The companions found / re-opened the way back themselves *(or so they think...)*

## -GM Moves-

- Break Something Important
- Catch a Break *(an enemy recovers or escapes)*
- Offer a Hard Choice
- Split a Squad
- Turn a Move Back on the Player
- Twist the Narrative *(gain +2 threat)*
- 1 threat Add a Static Obstacle
- 1 threat Inflict Damage
- 1 threat Trigger an Existing Bane
- 2 threat Add an Unexpected Adversary
- 2 threat Trigger an Immediate Move Resolution
- 3 threat Inflict a New Bane

## -Adversary Moves-

- Assault Others
- Escape Danger
- Take Advantage of the Situation
- Trigger a GM Move

## -Adversary Types-

**Minion:** 1 resolve, make 0 moves, spend 0 threat, stress  
**Heavy:** 2 resolve, make 1 move, spend 1 threat, stress only  
**Squad:** resolve =  $\frac{1}{2}$  # of members, rounded down, 1 move  
**Elite:** 3 (+ threat) resolve, 1 move, 2 threat, stress or harm  
**Monster:** resolve = darkness rating, 2 moves, spend any amount of threat, always inflicts harm

~ Threat ~

~ Darkness Rating ~