

STARTING
POOL

6

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DISTRACTION
NO. 1

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DISTRACTION
NO. 2

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CURRENT
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MOXY

COURTIER POINTS ○○○

STORY POINTS ○○○

FULL?
TAKE A
BONUS
SCENE!

QUESTIONS

What **obstacle** stands in my way?

What **opportunity** do I see? (To make progress toward my Goal.)

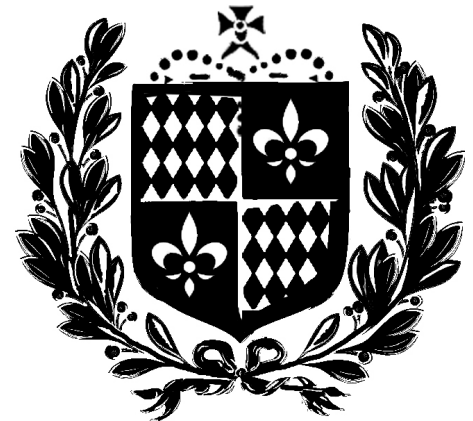
TYCOR OF HOUSE LAYLANNA

Energetic. Decisive. Ruthless. Tycor is the leader of House Laylanna, a house respected for its glorious history of success, stability, and public grace, as well as its great army and many allegiances. Laylanna has helped Eron both take and hold power.

Once very wealthy, Laylanna is now broke (this is a secret).

Some ways you can use the Respect of your house:

Cite history, invoke allegiance, hype/defame, ruin or have killed (or threaten to), get away with anything (all will turn a blind eye), rope in for complicity.



WANT #1: Wealth

SUFFERING It's exhausting maintaining a house of cards (lies, bluffs, assassinations, etc.) to hide the truth of House Laylanna being broke.

DISTRACTION #1
NOTE VALUE ATOP SHEET

GOAL Get assassin/spymaster Varghar to help seize revenue streams, with leverage (blackmail, threats, unfair deals) or murder.

APPROACH

WANT #2: Status

SUFFERING Tycor has found nothing useful to do with the family's many sons, daughters, neices, nephews, etc., all of whom are accustomed to lavish lifestyles.

DISTRACTION #2
NOTE VALUE ATOP SHEET

GOAL Put child in line of succession (marry, usurp, etc.) to ensure positions for family. Call on exiled noble Darance, now foreign warlord, to apply the right external pressure.

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MINISTER PRANDYR

A young minor lord, Prandyr has risen in the ranks of government through strategy, foresight, backstabbing, and betting on the winners. Prandyr knows the nuances and details of the realm's informal systems (economic, customs, bribes, etc.) like no other.

Prandyr is empowered by dark forces to wreak chaos.

Some ways you can use your Control of dark magic:

You can cloak your presence. You can also possess people, plant ideas in their minds, and cause fear.



WANT #1: Respect

SUFFERING Not of noble blood, so looked down on (and humiliated when possible) by all nobles.

DISTRACTION #1
NOTE VALUE ATOP SHEET

GOAL Ally with Darance to put the Realm's nobles at each other's throats. (Once no noble can trust another, they'll need Prandyr and will have to treat Prandyr better.)

APPROACH

WANT #2: Wealth

SUFFERING Lacks all expensive trappings of nobility, can't afford to live/travel in style. Constant reminder of peasant roots.

DISTRACTION #2
NOTE VALUE ATOP SHEET

GOAL Wants the help of Nytor, big-thinking black sheep of House Laylanna, in getting the purse strings of the Realm.

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MONARCH ERON OF HOUSE BARIYEN

Eron is the godlike Monarch of the Realm. In addition to monarchical authority, Eron is said to have Divine might. Eron rides and commands the Chimera, and is rumored to have Chimera blood. The Chimera is the monster embodiment of the multifaceted Realm.

Eron is too preoccupied with own divinity and monsterhood to maintain mental grasp on the status of the realm.

Some ways you can use the Status of your throne:

Radiant aura, voice of thunder (when desired), monarchical decrees.

Also, rides a giant man-eating monster.



WANT #1: Adoration

SUFFERING No human connection -- everyone greets Eron with terror or covetousness.

DISTRACTION #1
NOTE VALUE ATOP SHEET

GOAL Mold Nytor Laylanna into a worthy confidant and mentee, readying them as heir to both the throne and the Chimera-commanding.

APPROACH

WANT #2: Control

SUFFERING Realm seems to be falling apart! No idea how or why. Problems don't get fixed, agreements not kept... infighting seems big?

DISTRACTION #2
NOTE VALUE ATOP SHEET

GOAL Get plain-spoken Qysandr's advice on how to simplify legal (etc.) system so Eron can follow it. Plus also get daily interpretations of what's happened.

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OLENYS OF HOUSE CLARELL

House Clarell hails from a land of abundance, the garden of the Realm. Clarell has incredible wealth, resources, assets, merchant fleets, etc. The house puts forth a benevolent, compassionate public face, with Olenys as its radiant poster child. A bit new to court, House Clarell has guarded its plans and secrets well, but is clearly ambitious.



Some ways you can use the Wealth of your house:

Buy or sell anything, sponsor a venture, hold an event, fete a guest.

Offer/threaten to cooperate or compete.

WANT #1: Status

SUFFERING House Clarell is excluded from councils and meetings of venerable houses; always last to know key stuff.

DISTRACTION #1
NOTE VALUE ATOP SHEET

GOAL Enlist religious leader Qysandr's help to demonstrate Clarell's worth for a seat at the table, bumping down another house if needed.

APPROACH

WANT #2: Adoration

SUFFERING Revered in own lands, but unknown or suspected elsewhere in Realm due to nouveau riche status or noble houses' smears.

DISTRACTION #2
NOTE VALUE ATOP SHEET

GOAL The Chimera can create as well as destroy, and how better to make a memorable show of lavish generosity for all the masses of the Realm?

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EVARDA OF HOUSE RYLARK

An old, proud, warrior house, House Rylark is esteemed for justice, fairness, bravery, leadership & responsibility. With a history of trying to do right by the commoners, Rylark and Evarda are adored and trusted like no other house.

Evarda, like most past heads of House Rylark, is naïve and is routinely exploited by other Houses, not knowing how to maneuver politically.

Some ways you can use the Adoration of your house:

Go public with court affairs, invoke laws, initiate an honor duel, summon allies, inspire forces, rally commoner mass action.



WANT #1: Control

SUFFERING The common people listen, but the movers & shakers don't. Evarda is present at court, but largely circumvented by other nobles.

DISTRACTION #1
NOTE VALUE ATOP SHEET

GOAL With the help of the Chimera, earn a position of authority at court where other houses must pledge, obey, and be honest.

APPROACH

WANT #2: Respect

SUFFERING Other nobles see Evarda as a tool to be manipulated. House Rylark has been tricked into acting against its own best interests many times.

DISTRACTION #2
NOTE VALUE ATOP SHEET

GOAL Connect with spymaster Varghar to get a source of inside info which can paint the big picture & connect the dots for Evarda and House Rylark.

APPROACH