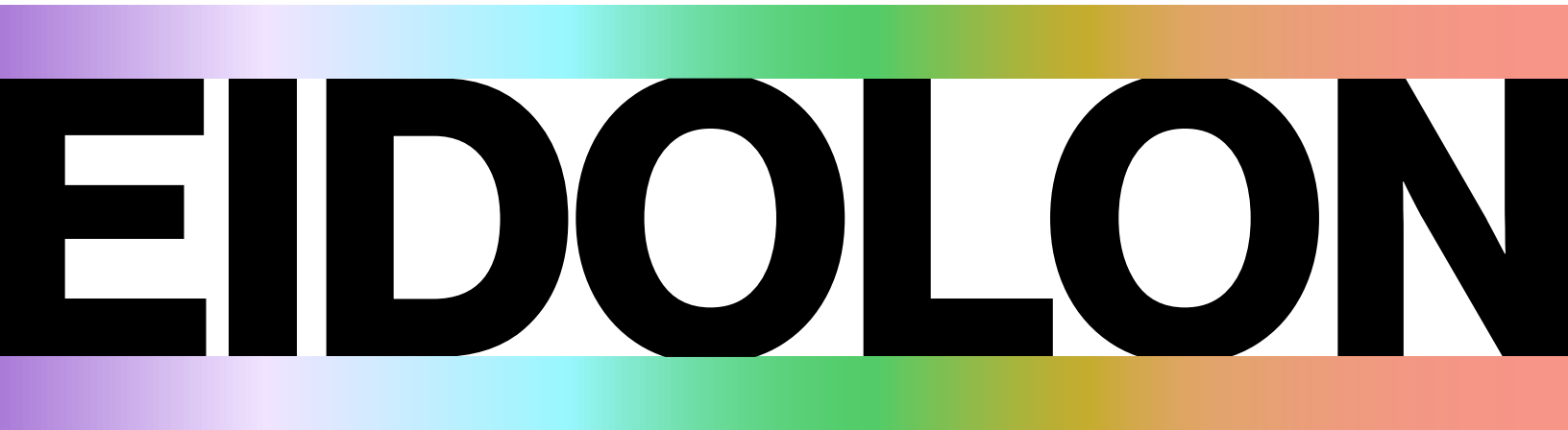


EIDOLON

BECOME YOUR BEST SELF

Luke Varner
Molly Rhinebeck



EIDOLON: Become Your Best Self
Second Edition

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FOREWORD FROM MOLLY

When Luke proposed we make our own tabletop system to play a JoJo's-inspired game, I never thought that it was going to become this. In all honesty, I thought we'd just joke about it and never actually commit to the project. Instead, I have somehow let him convince me to continually throw myself into larger and larger projects, with only promises of more to work on for the foreseeable future! I have talked a lot about being the person who is here to tell Luke "No", but in all honesty, I hope he convinces me he's right every time. He usually is.

It feels pretty incredible to have completed this particular part of our journey, and I'm so glad that so many of you have been along for it. If you're picking up *EIDOLON* for the first time, I really hope you have as much fun with it as we have had making it and testing it. If you're worried you won't understand the game because you haven't watched Jojo's Bizarre Adventure, worry not: I haven't either! And please, should you choose to use song titles for the names of your Eidolons, pick the most unwieldy and ludicrously long names possible. Find a way to wield the power of A Little Less Sixteen Candles, A Little More Touch Me. Call upon the great Run, Gunner Recall, Run! The Town Wants You Dead! Let yourself get a little silly when you're making a character, but always make sure to take them seriously.

Thank you to Luke for being an incredible partner in crime, an unending source of creative ideas, and an even better friend. An enormous thank you to my loving partners Priscilla, Nora, Autumn, Mark, and Lexi. Thank you to Maxie, Lexi, Zoe, Crystal, Mike, Ty, Fabby, and Iris for being incredible playtesters, collaborators, and friends. This book wouldn't be possible without you all. Last but not least, I'd like to dedicate this to my mom, Heather. This probably isn't what you expected when you said I'd write a book one day, but you were still right.

FOREWORD FROM LUKE

Wow.

We've written an entire game!

I first created the working document for *EIDOLON 1E* in October of 2018. I believe, at the time, I had nothing more than maybe a page's worth of ideas, really just a bulleted list of elevator pitches for a couple different Playbooks. And it just sort of sat like that for nearly a year, until I idly mentioned it to Molly. She immediately demanded edit access to the document and started breaking apart the bulleted list into fully fleshed-out formatting, asking questions about how certain things should work and what the game needed to have. Suddenly, it wasn't just a scrap of an idea that was never going to go anywhere; it was a project. Molly has occasionally downplayed the amount of contribution she's made to this book, but it is unquestionable that it would not exist without her. I would've forgotten about it, gotten bored, and moved on to some other idea that would get abandoned just as unceremoniously. She is the reason that you have a finished book in front of you now, and I'm incredibly grateful for her creative partnership.

I'm incredibly grateful as well to you, the person reading this! It's one thing to tinker with a project like this as a hobby, but what really makes it special is being able to share it with others. It brings me so much joy that people use the work we've done here as the basis for game nights with friends, crafting ridiculous and awesome stories about weirdos with superpowers, building bonds among characters as a means by which to nourish the bonds between one another. Thank you so, so much for inviting us into your life; this book represents five years of work to make the most positive contribution that we can as a guest at your table.

A huge thank you to the friends who've been with us from the first step of this journey, and to the friends we've made along the way. We can't wait to use this book to tell more stories, and to hear about the stories that the rest of you use it to tell!

And a final thank you to my wife, Chelsea, for all her love and support.

Maurice sat on his bed, studying the envelope.

Two hours ago, he and his friends had stopped at a toy shop. It was right at the intersection of the two main streets of their small, sleepy town, and yet none of them had ever noticed it before. Maurice had felt a compulsion to go inside, a compulsion that his friends shared.

The interior was mundane, shelves lined with hand-crafted toys, blocks and ragdolls and little wooden figurines of knights and musket-toting soldiers. It was old-fashioned, but nothing out of the ordinary.

Nothing, except for the old man running the cash register. He seemed normal and unassuming enough at first, but all of them quickly got the sense that he was watching them. Studying them.

Maurice had been the first to address him. "Uh, hi. We're just uh. Just browsing." An old shopkeeper staring at a group of teenagers that wandered into his store wasn't that strange... but the look in his eyes wasn't one of suspicion or disapproval. There was almost a strange warmth to it.

"I know exactly why you're here, young man. I've been expecting you. Just a moment." He grunted a little with effort as he knelt down behind the counter. Maurice turned back to his friends, who shared his look of confusion and concern.

"Here we are!" the old man exclaimed, rising back to his full height, a small stack of envelopes in hand. He set them on the counter and fanned them out. There were four in total, each addressed to one of them. Below the name, a single sentence had been written out in elegant script:

"By opening this envelope, you accept all responsibility for the contents."

"What are these?" Maurice asked, knitting his brow as he looked at the row of them. How did the old man know their names?

"They're you. Within each is nothing more and nothing less than yourself."

Hours later, Maurice was still staring at the envelope. With a sigh and a shrug, he turned it over in his hands and peeled back the top flap.

The envelope was empty.

A split-second before Maurice could feel annoyed, his bedroom suddenly erupted into color and sound, a kaleidoscopic cacophony swirling around him. It was... power. Raw, unmolded power. At times, the swirling shapes and colors almost seemed to form the silhouette of a person.

"A name, son. It needs a name," the old man's voice rang in his ears. "Something to focus it, to bind it. Look in your heart. What name is waiting for you there?"

Maurice breathed deeply, closing his eyes. After a moment, they shot open again.

"BOOGIE WONDERLAND!"

INTRODUCTION

EIDOLON: Become Your Best Self is a role-playing game for 2-6 players. Your group will use the rules in this book to collaboratively tell a story about the realm of the human psyche bleeding through into reality, filling the world with surreal mysteries and absurd action. At the heart of this phenomenon are Eidolons, manifestations of the human soul, the true self unbound by any worldly limitations. Eidolons are extraordinarily powerful, but they're also raw psychic nerves; to summon your Eidolon is to fully expose yourself to yourself, and to everyone else as well. This is a game about self-acceptance and self-improvement. It's about the incredible power of the individual, dwarfed only by the power of friendship. It's about standing up for your most sacred truths in a world that's eager to tear them apart.

It's about all of these things, and it's also about kickass battles fought with magical soul powers.

If that sounds like a good time to you, then read on!

WHAT YOU'LL NEED

1. The 22 Major Arcana cards from a tarot deck
2. Character Sheets for each player
3. Scratch paper
4. Pencils and erasers

Feel free to replace some or all of these things with digital equivalents, but please note that if you use a digital deck of cards, you'll need to be able to "save it" at the end of a session; the deck and discard pile should be the same at the start of a session as it was at the end of your previous session. You'll also need to be able to do things like search the deck for cards, draw from the bottom of the deck, and set cards aside.

THE BASICS

One player will assume the role of the Game Master, or GM, while everyone else will assume the role of "players." The GM's job is to build the foundation for the story your group will tell together. With input from everyone else, they'll create the setting, the core conflicts, and the inciting action for the plot. The players will create a party of "player characters," which serve as the story's protagonists. The GM will present situations, characters, mysteries, dilemmas, and crises to the players, who will explain or act out their reactions, staying true to the characters they've established. The GM will then respond, describing how the world pushes back against the player characters' reactions, and how it demands further action from them. In this way, your group will construct a narrative piece by piece, through a combination of planning and improvisation. This back-and-forth will also be influenced by the Fate Deck, a deck consisting of the 22 Major Arcana tarot cards. These cards will introduce an element of randomness, as well as prompt certain narrative turns for the players and the GM to work through. The rest of this book will be devoted to rules that flesh out this basic structure, giving you a firm foundation upon which to craft your story.

THE MOST IMPORTANT RULE IN THE GAME

Before we get into discussing anything about cards, characters, stats, or Eidolons, we need to explain a crucial rule, one that is foundational to everything that follows it. This is the one rule in this book that you are never, under any circumstances, permitted to break, and it is crucial that you keep this rule in mind and apply it to your understanding of all of the rules that follow it.

The rule is this:

Always Play in Good Faith.

EIDOLON is a game about collaboratively creating a story with your friends, but it's about something else too, something that's so fundamental that it maybe goes without saying: *EIDOLON*, being a game, is about having fun. The experience of creating a story with your friends should be an enjoyable one, and this book's primary goal is to provide you and your fellow players with a good time.

In order for that goal to succeed, we need your help. We need you to play this game in good faith.

What does good faith mean? It means that, while playing *EIDOLON*, you always keep these two priorities in mind:

1. **Do everything that you can to ensure that everyone playing is enjoying themselves.**
2. **Always play in service of creating a good, interesting, exciting story.**

Nothing should ever come in the way of Priority #1, and Priority #1 is the only thing that should come in the way of Priority #2. We'll refer back to the concept of playing in good faith over and over again throughout this book, and what we mean is holding these two priorities above all else.

Depending on the situation, playing in good faith can mean many different things. If you're a player, it might mean something like, "don't exploit the rules to hog the spotlight or to gain an unfair advantage." Your goal is to tell an interesting story, and manipulating the rules for your own personal gain could possibly undermine your game's narrative. It could also lead to the other players having a worse time. As the Game Master, playing in good faith might mean something like, "don't just try to kill all the player characters." Again, that's probably not going to be fun for anyone.

However, “good-faith play” is something that can depend heavily upon context. The two examples above are good rules of thumb, but there may be times when a character *should* suddenly gain an overwhelming advantage, or where life-threatening stakes with no room for error feels appropriately tense. Good stories are filled with moments of triumph and moments of abject failure, and because one of your highest priorities is to tell a good story, you shouldn’t shy away from making these moments happen when it’s dramatically appropriate. The important thing is that you’re focused on giving everybody a good time first and telling a good story second. As long as you center these two priorities, playing in good faith does not forbid you from taking any particular course of action during play.

Sensitive Content

As your group collaboratively builds your story, it’s possible that you’ll touch on fraught or sensitive subject matter. As a player, you may want to reveal that your character has suffered some horrible trauma in the past. As a GM, you might want to confront the party with a particularly heinous evil to combat. Someone could conceivably be interested in exploring sexual themes in-game.

If any sensitive subject matter arises during play, you need to make sure that everyone in your group is comfortable exploring that territory. If anyone isn’t on-board, it needs to be excluded from the game, no questions asked. If someone says that they’re comfortable with something but changes their mind later, then the rest of the group needs to find a way to remove that element from the story, even “retconning” the plot if needed.

Whenever possible, you should consult your group before broaching any potentially sensitive subject, and get their consent before it ever comes up in-game. To be clear, yes, that might mean sometimes “spoiling” certain plot points, but remember: making sure that everyone is having a good time is the one thing that’s more important than telling a good story. If a particular subject matter makes another player feel uncomfortable or unsafe, then the presence of that subject matter in your game will make it impossible for them to have a good time. If talking in advance about the fraught material you want to introduce would make *you* uncomfortable, then that alone is a strong indicator that you’re better off setting that idea aside.

Before you ever get started playing *EIDOLON*, it’s a smart idea to talk with your group and establish an initial list of off-limits subjects. This list can always be modified later, but knowing in advance what kind of material other members of your group want to keep out of the game will help prevent conflict further down the road and ensure that everyone is getting off on the right foot.

Look Out For Your Fellow Players

Playing in good faith means that you’re always trying to ensure that everyone in your group is having a good time. In addition to everything else we’ve laid out in this section, always do your best to pay attention to everybody’s needs. Role-playing games are a lot of fun, but they can also be very mentally and emotionally taxing. Play sessions can go on for a long time, scenarios can be tense and stressful, and taking on the role of a character can be emotionally draining.

Make sure to take regular breaks, and don’t let your sessions last longer than what’s comfortable for your group. Pay attention to your fellow players; someone may be too shy to speak up and request a break or an end to the session, even if that’s what they need. Check in with everyone regularly to make sure that they’re good to keep going, and if you’re the GM, tailor the scenarios you present to your players so that they have lots of natural stopping points. You should also try to make time to talk with the other members of your group before, after, or between sessions, in order to get a sense of how they feel about how the game is going. Always do everything that you can to make sure that *EIDOLON* is a fun, positive experience for everyone involved. And remember, that includes you too! Your needs are just as important as everyone else’s. If the game is stressing you out, taking up too much of your time, or negatively affecting you in any way, talk with your group and figure out what can be done to correct that.

Bending the Rules

We mentioned before that playing in good faith is “the one rule in this book that you are never, under any circumstances, permitted to break.”

Does that imply that sometimes it’s okay to break the other rules?

We’ve put a lot of care and effort into designing this game, and in general, we think you’ll get the best experience if you follow all of the rules, all of the time. That said, we have no knowledge of the stories you’ll use this game to tell, we have no way of knowing about any unique needs your group might have, and we certainly won’t be present in your sessions to act as a referee. So yes, sometimes, it’s okay to break some of the rules.

Which rules can you break, and when can you break them? Play in good faith! If a rule in this book is getting in the way of telling the story your group is trying to tell, or if it’s making it harder to have a good time, then feel free to bend or break that rule. Ignore it just once, throw it out altogether, or rewrite it to your liking. This should never be your first move when trying to resolve an issue, but if it’s the right move, then you shouldn’t shy away from it.

Overall, we want to give you as much freedom as possible when playing *EIDOLON*, but that won't go well unless you agree to use that freedom to create a fun experience for your entire play group. Because of the wide latitude this game grants its players, it can be very easy to abuse the rules and create scenarios that won't be fun for anyone who plays with you, and as a result, probably won't be fun for you either. Throughout this book, we'll be pointing out areas where the "good faith" rule is especially relevant, but it's something you should always keep in mind.

"Why haven't they demolished this place?" Naomi asked, crouching down to inspect the charred wood.

Kacey was too busy nervously fidgeting to register the question. "Did we really have to come back here? We just got out of jail for trying to break in."

"That's another thing. Don't you find it suspicious that the cops showed up so fast? Why are they placing such a high priority on keeping kids out of a random condemned building?"

"I mean, it's a small town," Regina interjected. "It's not like they have much else to do. Look, are we going in or not? Hanging around outside is how we got picked up last time."

Naomi nodded. "You're right. Gimme a hand with this door, Charlie."

Regina looked on, arms crossed as Naomi and Charlie started to force the door. "Regina, this is a really bad idea. We should just go."

"Quit being a baby, Kacey."

"What?! I'm not! I—" With a loud SNAP, the distressed wooden door frame broke, and the door into the burnt-out old toy store slowly fell open, singed and rusted hinges crying out in protest.

"C'mon guys," Charlie said, waving them over. "We should get inside before anyone sees."

The group fanned out and started exploring, flashlight beams dancing down the aisles. They didn't really know what they were looking for, but Naomi had a point: the shop was destroyed in a fire 20 years ago. It was bizarre that the charred remains were still standing. And, much like the cops, all of them were bored out of their minds, bored enough that poking around a building that might come down on their heads any second sounded appealing to them. Even Kacey had tagged along.

The rictus grins of old, badly damaged dolls and figurines stared out at them from the shelves. Kacey hung close to Regina's back, her flashlight shaking too much to be of any use.

The search didn't turn up a single thing. Other than the creepy atmosphere, there was nothing of consequence for them to find. Not even a couple bucks in the old-fashioned metal cash register.

"Hey!" Charlie suddenly shouted out. Kacey startled and jumped backward, nearly sending both her and Regina to the floor. "If there's like, a cool ghost haunting this place or anything, could you just, like, come out?"

"I'm not sure that's going to be the most effective method, Charlie," Naomi said.

Suddenly, a faint, amber glow started to fill the room. Through the shattered storefront glass, spectral figures suddenly crowded the sidewalk, an old, ghostly streetcar gliding through the middle of the road.

"YOU ARE TOO LATE. NO MORE POWER HERE," came a voice roaring up through the floorboards.

"I stand corrected."

THE WORLD OF EIDOLON

This chapter is dedicated to explaining the "soft rules" of the game. We're not going to get into things like stats or cards quite yet (you can find all of that in *PLAYING EIDOLON*, pg.24). First, we'll explain how the world of this game works. We want to lay out the ground-rules for the fiction of *EIDOLON*, so that you have a greater understanding of the context surrounding the "hard" rules of the game. More importantly, we want to get you acquainted with these ideas as soon as possible, so that you can start thinking about what kind of character you want to play as, and what kind of story you and your group want to tell.

SETTING

This is a game about collaboratively telling a story, and a crucial part of any story is the setting. Where do *EIDOLON* stories take place?

The Default Setting: Here and Now... More or Less

By default, *EIDOLON* campaigns are set in a fictionalized version of reality, a place that reasonably resembles the modern day of the world we currently live in. Your specific story might be set in a town or city that doesn't really exist, and you might want to tweak certain details when creating your setting, but the baseline assumption is that the world of your story will look like the world outside your window, with the addition of the supernatural forces this chapter describes.

However, your group can alter that baseline assumption if you so desire.

Choose Your Setting

You're effectively free to set your group's story anywhere you want. You can set it in the past, on a sci-fi moon base, in a fantasy realm, or anywhere else, really. Decisions regarding where and when your game is set are mostly up to the GM, but as players you can absolutely offer input about what kind of world you want to role-play in, and as the GM you should take player input under consideration.

There's really only two rules when determining the setting of your game:

1. For the most part, even if your game isn't set in the real world, the setting should *feel* real. Things should feel concrete and understandable, with a certain internal logic to how things work. Initially, there shouldn't really be "magic" in your setting; your story should in part be about magic encroaching on the world of your game, and the consequences that brings with it.
2. No matter what your setting is, *the Undertow* has to be a part of it.

THE UNDERTOW

The Undertow is a central concept to *EIDOLON*, and you will always be contending with it to some extent while playing this game.

Its pervasive effects will be influencing the events of the story on every level; in fact, the rules instruct the GM to "make the Undertow seep through every crack of the world" (see *RUNNING EIDOLON*, pg.127). So, what is it?

The Undertow Is Another World

The Undertow is an alternate reality, an imaginary dimension that sort of "overlaps" the real one. It's a place where thought and feeling are made physical, a universe made out of the collective unconscious. All of the thoughts and feelings that go unacknowledged or unexpressed flow out from the human mind, weaving into the fabric of the Undertow. When a person dies, their soul is fully absorbed by the Undertow and they become a part of its foundation.

The Undertow's geography roughly correlates to the real world; most real places will have some kind of Undertow analogue. But, this world isn't bound by physical laws, and its spatial properties are strange and variable. The Undertow is an abstract space defined by thought and feeling, and the definition of "reality" in the Undertow is every bit as volatile and unpredictable as the human heart.

It's also full of otherworldly creatures and horrors. Especially strong thoughts and feelings will manifest in the Undertow as surreal, powerful creatures known as Shades. The appearance and temperament of a Shade is dependent on the emotions and ideas that it was born from. A Shade created by pleasant, happy feelings might be cute and cuddly, while a Shade created by negative or violent emotions will be monstrous and deadly.

There are places where the barrier between the Undertow and the real world is especially weak, and some of the surreal effects of the Undertow can bleed over into reality. When this happens, the laws of nature break down in the area, leading to strange and unpredictable effects. Most often, the "bleed-through" is mild, leading to only minor, easily-missed supernatural phenomena, which tends to form the basis for myths and urban legends.

If some references would help give you a better picture, the Metaverse from *Persona 5* and the Red Room from *Twin Peaks* are solid touchstones.

The Undertow Is a Metaphysical Force

The Undertow gets its name from the way that it “pulls” on the real world. The vast majority of people won’t ever see the Undertow, but they will feel its influence. Like the moon, the Undertow has a sort of “gravity,” but instead of pulling on ocean waves, it acts on the tides of the human psyche.

While there is a physical component to the Undertow, it’s a world made up entirely of a kind of psychic energy, the collective mental power of every conscious mind. It has a natural ebb and flow to it, one that reflects the state of the real world and the minds of the people living in it. Someone sensitive to that energy, who knows how to read it and what it means, can use it to learn quite a bit about the physical world (check out the Dredge the Undertow Move in *THE BASIC MOVES*, pg. 39).

The Undertow’s influence impresses the weight of collective ideas and feelings onto individuals, encouraging them to “go with the flow.” This isn’t inherently a malicious force. In fact, it can even be positive: at its most benign, the Undertow can contribute to a sense of unity and communal cohesion. But it can also compel people to submit to and support the status quo, and depending on exactly what that status quo is, that can be an extremely dangerous thing. The Undertow can blind people to the injustice around them and apply a mental pressure that holds them back from doing something about it. In more extreme cases, the “current” of the Undertow might become turbulent, leading to mass hysteria. Everyone gets swept up in the pull of the Undertow from time to time, and while the consequences of that might be harmless, maybe even beneficial, they can also be deadly.

The Undertow Is What You Want It to Be

We’ve laid out some broad, high-level ideas of what the Undertow is and how it works, and we don’t want to explain it any further than that. The Undertow is intended to be something mysterious, surreal, and amorphous, so we don’t want to pin down too many hard details; those are for you and your group to decide, particularly your GM.

It’s also up to you exactly how the Undertow factors into your game. It will always be there in some regard, and play a role in certain parts of the game, like the Phantom Clock (see *PLAYING EIDOLON*, pg. 24), but it will be up to you and your group to decide just how central a role the Undertow plays in your story. Your game may be set entirely in the real world, the Undertow confined to your setting’s darkest corners, playing only a minor, indirect role. Or, the inciting incident of your story might be that you’ve been dragged into the world of the Undertow, and your game will be about trying to make your way home. Or perhaps you’ll zip back and forth between the two worlds to contend with a conflict that spans both dimensions, struggling to mitigate the ways that the worlds affect one another. Any ideas you have about how to work the Undertow into your narrative are completely valid approaches to telling a story in *EIDOLON*.

Just keep in mind that the Undertow does need to be present in some form or another.

Because the Undertow is where Eidolons come from.

EIDOLONS

As a character in *EIDOLON*, your subconscious mind drifts through the metaphysical miasma of the Undertow. Your psyche is one with the current, its flow through the shadows of subconscious dictated by the pressures acting upon it, and those dark tides hold a strong influence over your actions in the real world. You can never be completely free of the social and metaphysical pressure that surrounds you, and you cannot hope to fight that current.

At least, that’s usually true.

Under certain circumstances, you can reconnect with the vast wellspring of energy flowing out from your soul into the Undertow. You can gather that energy and will it to take solid form, a physical manifestation

of your most ideal self. Unshackled from the limitations of the human body, from the very laws of reality, this perfect projection of your heart has the power to swim against the current of the Undertow, to liberate you to express your most sacred truths and stand up for your vision of justice. Most dramatically, your flesh-and-bone body becomes a portal through which that energy can travel, bursting forth into the real world as an Eidolon, a flawless reflection of your soul, revealing your inner power and beauty to the entire world.

Some Notes on Subtext

It isn't hard to imagine a story rooted in the above conceit that takes on a very Randian undertone. "The mindless masses are slaves to the Undertow, but not you. You're special. You have the power to rise above other people and shape the world how you want it, and it's right for you to do that." Something like that.

As established earlier, one of the core elements of playing in good faith is doing everything you can to tell a good story. A story that argues for the innate superiority of some people over others is arguing for some rotten ideas, which fundamentally undermines any efforts to tell a story worth telling. It will therefore be incumbent on you and your group to avoid, contradict, and subvert those themes through the narrative you build.

Eidolons aren't meant to represent some kind of inherent superiority over "normal people." Rather, they're supposed to represent the courage it takes to assert your values in an environment that's hostile to them, or maybe even hostile to you. It's not about rising above other people so much as rising above societal inertia and toxic norms. It's about the value and dignity of the individual, but it's not about individualism. No one is an island, not even if their soul has become a superpowered avatar of their will. That's why your Eidolon is strengthened through failure, and why you can only grow alongside your companions (see *DOWNTIME, TIES, AND LEVELING UP*, pg. 54).

As a whole, the story your group creates shouldn't support the idea

that some people are inherently better than others. However, that doesn't mean you're not allowed to portray characters in your story that hold that perspective. It's certainly a great worldview for a villain to have, for instance. The character you play could even believe that their power makes them superior to others, though if they're a good person, they'll have to eventually abandon that idea. Even if they're a bad person, the overall narrative of the story shouldn't support their viewpoint.

You Are Your Eidolon, Your Eidolon Is You

Remember that your Eidolon is not a distinct entity from yourself. It has a body of its own, but its mind is your mind, and its body is really just a projection of your soul. Exactly how that manifests is up to you; in most cases, your Eidolon will work as a second body, something that you can freely manipulate the same way you manipulate your own limbs. In other cases, you may wish to give your Eidolon more autonomy, treating it like a distinct personality; just remember that even in these cases, it is still intrinsically tied to you.

If your Eidolon is injured, you'll be injured too, and vice-versa. If your Eidolon is humanoid, then when one of you is wounded, the other will have a wound appear on the same part of their body. If it's not humanoid, you're free to interpret where and how your shared injuries work. As a rule, your Eidolon will be a lot more capable of defending itself, so you should generally try to make your Eidolon take hits for you (see *COMBAT*, pg. 49).

Eidolon Appearance

Eidolons can virtually look however you want them to. It's powers might influence the way you want it to look, but really, the sky's the limit. About the only thing we'd recommend is keeping their sizes somewhere in the neighborhood of a human scale. Really big or small Eidolons can represent some logistical problems that will make creating a story with them a challenge.

...Or, hell, if your group is up for it, make every Eidolon Godzilla-sized and make your game a kaiju adventure! We certainly aren't about to forbid

something like that. But, as a rule of thumb, they probably shouldn't be bigger than a car, and no smaller than a doll.

Eidolon Powers

As projections of your soul, the side of your heart that's native to the Undertow, Eidolons have incredible powers that defy all logic. Every Eidolon has a single supernatural ability, referred to in this book as an Eidolon Power. Eidolon Powers are unique to each Eidolon, and reflect their master's personality. The Playbook you choose for your character will heavily influence how your Eidolon Power works. This will be laid out in greater detail in *CHARACTER CREATION*, pg. 68, but broadly, each Playbook uses a different sentence to describe your Eidolon Power, with blank spaces that you can fill in however you wish. For example, The Vanguard Playbook's Eidolon Power is phrased as:

"My Eidolon obliterates enemies by _____."

You can write anything you can think of in that blank. Your Eidolon might obliterate enemies by punching them really hard, or by biting like a snapping turtle, or by tearing open holes in space-time. As long as you fill in the blank in such a way that it creates a complete sentence, your Eidolon Power is a valid one. If the blank is too small for your idea, then feel free to write it out on a separate sheet of paper and keep it attached to your Character Sheet.

While you're free to choose anything for your Eidolon Power, we generally recommend following these two guidelines:

1. Don't make your power a complicated run-on sentence with lots of clauses and caveats. Keeping your Eidolon Power simple will make it easier for the other players to understand your abilities, as well as limiting their scope. Limits are a good thing to have; they'll force you to find creative ways to apply your Eidolon, and provide a source of friction to fuel dramatic tension.
2. Don't twist your Eidolon Power so that it reads like the Eidolon Power of a different Playbook. For instance, don't choose the Vanguard Playbook and

then write something like "My Eidolon obliterates enemies by transforming any part of them it touches into dust." At that point, you should simply choose the Alchemist Playbook instead.

Once again, these are guidelines; in most situations, following them is a good idea. However, they aren't hard rules, and if you have a complicated idea for a power that you're struggling to simplify, or if you want to play with an Eidolon Power that straddles the line between two Playbooks, talk it over with your fellow players and your GM. If they approve, feel free to move forward. As always, play in good faith.

In general, the Playbooks are designed to be as broad as possible. If you really put your mind to it, you can probably come up with some Eidolon concepts that wouldn't be well-suited to any of them, but they should be fairly all-encompassing, and with the right phrasing, you should be able to figure out how to give your character any ability that you want.

As the GM, remember that you will also need to assign Eidolon Powers to each NPC that you create, even if their Eidolon is sealed. This is both to help you flesh out your characters more, and because it may be necessary for some Playbook Moves to function properly (for example, see the *Superconductor* Move in the Conductor Playbook, pg. 92).

Eidolon Range

Each Playbook lists an Eidolon Range on its Character Sheet. The distance between you and your Eidolon can never be more than this range unless it's severed (see the next section). Your Eidolon is free to move anywhere within that range as you see fit, even floating up vertically, but it's not capable of moving beyond that range. If something tries to force it out of your range, you'll be dragged along with it; if something deliberately tries to separate the two of you, you'll find yourself getting crushed by the invisible force that holds you together. You cannot extend your Eidolon beyond its Range anymore than you can extend your hand beyond the length of your arm, and trying to do so will have similarly painful consequences.

EIDOLON isn't a game that uses any kind of hard rules for movement, so your Eidolon's Range exists purely as "flavor;" it has no direct mechanical purpose, but it does inform the ways in which you and your Eidolon can interact with the world of the game.

Eidolon States

During play, your Eidolon will shift between three states to help you track when and how you can use it. The GM will usually be responsible for changing your Eidolon's state.

These states are:

Sealed- If someone's Eidolon is **sealed**, it means that it's still locked away in the Undertow, and has yet to truly take form as an Eidolon; this is the state that most people's Eidolons are in. It's extremely rare for an Eidolon to become **sealed** after the first time it emerges from the Undertow, though it can occasionally happen (see the *Punch Parade* Move in the Vanguard Playbook, pg. 77).

Ready- This is the default state of someone whose Eidolon has been awoken. If your Eidolon is **ready** that means that it's alert, unburdened, and waiting to carry out your orders.

Severed- If someone's Eidolon becomes **severed**, then their ability to control their Eidolon is temporarily disrupted. Usually, their Eidolon will fade from the world at this point, though under some circumstances the Eidolon may begin acting independently, or become somehow trapped or imprisoned. Once the barrier to your ability to summon and control your Eidolon is eliminated, your **severed** Eidolon will become **ready** again. This might mean defeating an enemy with an Eidolon-severing power, or it might just mean taking a moment to center yourself and reconnect to your Eidolon.

EIDOLON OPTIONS

There are some crucial details about how Eidolons work that we're leaving up to you to decide. Your group, or in some cases maybe just your

GM, should have solid answers for each of the following questions before you start playing.

How Do People Unseal Their Eidolons?

What's the process that leads to someone being able to summon their Eidolon? This is a question that will most likely be up to your GM, and they might keep the answer a secret, leaving it for you to discover through the course of the game. The method that people use to awaken their Eidolons can be anything you want. It could happen as a symptom of an alien virus, the result of intense meditation and training, the consequence of being pierced with a magic arrow, or anything else.

There's just one thing you need to keep in mind: anybody can have an Eidolon. In fact, everyone already has an Eidolon, it's just that most of them are sealed. Remember that you must take care to prevent the Eidolons in your story from becoming metaphors for the inherent superiority of some people over others. This is an important part of avoiding that pitfall. Whatever causes an Eidolon to awaken in your setting, it can't involve Eidolon masters being some kind of special "chosen ones."

Are Eidolons Tangible?

How do Eidolons interact with the physical world? Can they pass through walls? If so, can they hold objects? Do they walk on the ground, or float above it? Does it vary from case to case? Any answer you choose to these questions is fine, but everyone should have an agreed-upon understanding as to what those answers are.

Can Everyone See Eidolons?

Are Eidolons visible to everyone? Or are they invisible to you if your Eidolon is sealed? Do you lose the ability to see Eidolons when yours becomes severed? Can a person "recall" their Eidolon and return it to the Undertow when they're not actively using it, or is it always somewhere in the physical world?

If everyone can see Eidolons, then your characters might have to spend a lot of time keeping their Eidolons hidden, or else deal with the consequences of people seeing them. It's totally fine if that's the direction you'd like to go in, but keep in mind that if you don't want to deal with that, it's okay to say that they're just invisible to most people.

How Smart Are Eidolons?

Eidolons share a mind with their masters, but how exactly does that look in action? Are they mindless drones that do what their masters tell them, or do they have a degree of autonomy? Can they talk? If they can, their personalities should usually be reflective of their masters, since they still ultimately share the same mind. On the other hand, an Eidolon with a very different personality from its master raises a lot of questions about the master's internal life, which might be fertile ground for role-playing.

Again, any answers to these questions work, and it's even okay if the answers are different for each person. It's just important to set some ground rules.

Are Eidolons Themed?

Is there some kind of cohesive theming that every Eidolon follows? For instance, is every Eidolon based on a figure from mythology? Or maybe each one is inspired by their master's favorite band? Your Eidolons certainly don't need to have a theme, but it can be a fun way to add a sense of aesthetic cohesion to your game. If everyone would prefer to go their own way when coming up with their Eidolon, that's also completely fine.

Relatedly, feel free to call them something other than "Eidolons" in-game. Depending on how and why they're discovered, it's possible they're given some other name in-fiction. Feel free to choose any term you want to **stand** in for "Eidolon," if you think it'll better suit the **persona** of your story.

Bob missed. Again. Why couldn't they hit him?!

None of them could. Haley, Maurice, KC, and Bob had surrounded Mr. Hill, the music teacher, and used their new abilities to attack him all at once. He'd dodged through superspeed punches and laser beams with balletic grace and beauty, sliding effortlessly behind Haley and ramming his elbow into the back of her head.

"Can't you hear it?" he asked, speaking in an odd, clipped cadence. "Can't you hear my RIGHTEOUS RHYTHM? The backbeat of the universe itself? So long as I move to that beat, misfortune can never reach me. You've yet to do anything that I'm not willing to forgive, if you leave. Now."

Bob's teeth grinded in their head, and for a second, they saw it: the lithe, ghostly figure hovering over Mr. Hill's shoulder, a dancer constructed entirely out of metronomes. So that was his Eidolon.

"Why did you do it?" Haley demanded, attempting to trap Mr. Hill between her Eidolon and herself. "Why did you kill Mr. Campbell?!"

The janitor's body had been discovered in the woods earlier this week, the morning after Bob and their friends had visited that toy store and received these powers. The police said he'd been gored by a deer, but something about it just didn't add up to them. Using their abilities to investigate, the group found a series of clues which led them here, to the music room.

Mr. Hill rolled his eyes. "I haven't killed anyone. That idiot attacked me. But just like all of you, he couldn't hear the rhythm. He moved off-beat. Bad things happen when people do that too much around me. Which is why, once again, I suggest you all leave. I'm not going to ask a third time."

Bob's eyes darted to KC, who nodded, moving to block the door.

"Why did he attack you?"

"There was a traffic accident some years back. I came up on a stop sign, but the rhythm dictated I keep moving, so I did. My car crashing into his was the crescendo of a particularly rousing measure. I was unharmed, but I guess his wife didn't make it."

Bob's nostrils flared. There wasn't a shred of remorse in his voice. His Eidolon kept him safe, even at the expense of others. It let him insulate himself from all consequences, disappearing into his music.

A monstrous power for a monstrous man. Bob wasn't going to let it stand. Not for one more minute.

"Maurice! Do it!"

"BOOGIE WONDERLAND!"

The room filled with a deafening roar of noise and blinding light. Mr. Hill collapsed to his knees, clamping his hands over his ears. Bob smiled triumphantly; now, he couldn't hear the rhythm either.

They charged.

PLAYING EIDOLON

This chapter covers all of the “hard” rules of *EIDOLON*, the concrete numbers-and-cards stuff that will give structure and limitations to how you build your story.

STATS

Stats are an important part of what defines a player character. They don’t provide a complete picture of who you are, but they’re a useful snapshot of what you’re good at, and what aspects of your personality stand out more strongly than others.

In most RPGs, stats can represent just about anything about a person, from their intelligence, to their physical reflexes, to their hardiness against things like poison. Stats work a little bit differently in *EIDOLON*. In this game, every stat reflects an aspect of your character’s psyche. Because an Eidolon is a reflection of its master’s heart, your character’s internal qualities are going to be more relevant for our purposes than how fast they can run or how much they can lift.

The Stats

Here are the five stats that every player character has. Each stat is usually abbreviated with its first few letters.

POWERFUL- Your assertiveness and force of will. Someone with high **POW** will be tenacious, stubborn, and forceful. Someone with low **POW** will be meek and passive.



ELEGANT- Your grace and subtlety. Someone with high **ELE** will be efficient, quick-witted, and confident. Someone with low **ELE** will be awkward and vacant.



GENIUS- Your brilliance and mental fortitude. Someone with high **GEN** will be perceptive, insightful, and inventive. Someone with low **GEN** will be incurious and impulsive.



GLAMOROUS- Your allure and social charm. Someone with high **GLAM** will be exuberant, charismatic, and leave a big impression on others. Someone with low **GLAM** will be reserved and asocial.



BIZARRE- Your... “you-ness.” The things that make you unique and unlike anyone else; the things that make you “weird.” Being weird is a good thing! It gives you a unique perspective and opens you up to possibilities that others might not consider. Someone with high **BIZ** will be eccentric, intuitive, and approach problems from obscure angles. Someone with low **BIZ** will be literal-minded and unimaginative.



For each character, numbers are assigned to each of these stats, ranging from 1 to 3. The higher the number, the stronger that element of the character’s personality is, and the stronger their Eidolon is as a result.

Stats Are Interrelated

Your character’s stats aren’t completely independent from one another when it comes to defining their personality. For instance, having low **POW** makes you meek and passive, but if you also have high **ELE**, that means you’re graceful and confident. That seems contradictory, but that’s okay: people often are contradictory. Those two aspects of yourself will blend together to create a unique identity, and exactly how they blend together is up to you. You might be confident in your passivity, or you might be more passive in some contexts and more confident in others. Follow your gut and play in good faith when deciding how to role-play. Your stats should inform what you do and say, but they don’t need to fully dictate your behavior.

Stats Represent the Interior Self

Relatedly, you might notice that the name of each stat is very intense. That's by design. The stats are meant to represent ideal, undiluted aspects of your personality, aspects which then translate directly into the power of your Eidolon, which exists as an ideal, undiluted version of you. So, you're not "odd," you're **BIZARRE**. You're not "smart," you're **GENIUS**.

Now, having said that, you don't need to feel pressured to play your character as someone who behaves with maximum intensity at all times. A high-**GLAM** character will tend to be extroverted and loud, while a low-**GLAM** character will tend to be quiet and shy, but they don't need to be that way all the time. Your stats are about your attitude and psychology, how you are on the inside. Exactly how those extreme attributes express themselves in your outward behavior is up to you. Maybe your outward personality is completely at odds with who you are on the inside! That would suggest a complex character who may have some intense internal conflict, which is rich territory for role-playing and storytelling.

Stats Transcend the Physical

Because your stats describe your heart and mind, and not your body, you don't need to worry about whether your stats "make sense" with your physical attributes. **POW** doesn't represent physical strength, but determination and tenacity. Someone with high **POW** might also have big muscles, but it's by no means mandatory that they do. Someone might have high **GLAM** even if they aren't conventionally attractive, or high **ELE** even if they're not particularly agile or dexterous. Again, the ways that your stats manifest themselves physically is completely up to you. The stats are meant to embody your psychology, or say, the "aura" that you project. Your stats are who you are, not what you do or how you look.

NPC Stats

Strictly speaking, NPCs don't have stats. They can still be powerful, elegant, glamorous, and so on, but assigning numbers to these qualities is unnecessary; stats are used to draw from the Fate Deck, which we'll explain momentarily, and NPCs never need to draw any cards.

However, as the GM, you may still find it useful to assign stats to your characters, as a means of creating a quick snapshot of who they are and what they're like. This is completely optional, but you are welcome to do so if you find it helpful.

THE FATE DECK AND PLAYER MOVES

Back in the INTRODUCTION, we described the basic flow of a play session: the players act as their characters, describing their actions and voicing their dialogue, and the GM describes the ways in which the greater world reacts to them. Then, the players decide on the next course of action their characters will take, and things continue going back and forth in this manner. The Fate Deck is an important part of that interaction, one which adds an element of randomness to keep things exciting and provide some guidance for the GM when portraying how the world reacts to the players. Any significant player action takes the form of a Move, and Moves almost always involve drawing and playing cards from the Fate Deck.

The Fate Deck

The Fate Deck is a deck of the 22 Major Arcana tarot cards. Each card has a **Polarity** and a **Forecast**.

A card's Polarity is either positive, negative, or neutral. Polarity is directly tied to a card's Forecast: **positive** Polarity represents good outcomes, **negative** Polarity represents bad outcomes, and **neutral** Polarity represents outcomes that can be positive, negative, neither, or both, depending on how and when the card is played.

A card's Forecast is a more specific description of the turn of fate that the card represents, and in most circumstances, the effect it will have when played. Forecasts are derived from the card's traditional symbolic upright meaning in tarot fortune telling. For instance, The Tower's Forecast is "**Something terrible happens**," while The Sun's Forecast is "**You are given cause to celebrate**."

Below is a table of each of the cards, along with their **Polarity** and **Forecasts**:

Number	Title	Polarity	Forecast
0	The Fool	Neutral	You become who you are needed to be in this moment.
1	The Magician	Positive	You achieve the impossible.
2	The High Priestess	Neutral	The supernatural acts through you.
3	The Empress	Neutral	You create something.
4	The Emperor	Neutral	You break something.
5	The Hierophant	Neutral	You discover something.
6	The Lovers	Neutral	You are faced with two paths.
7	The Chariot	Neutral	You exceed your own limits.
8	Justice	Neutral	The situation becomes more fair.
9	The Hermit	Neutral	Your actions isolate you.
10	The Wheel of Fortune	Neutral	You are at the mercy of the fates.
11	Strength	Positive	You triumph through force.
12	The Hanged Man	Negative	You must make an impossible choice.
13	Death	Neutral	Something ends, and something else begins.
14	Temperance	Neutral	You are met with an equal and opposite reaction.
15	The Devil	Negative	You get what you want at a price you can't afford.
16	The Tower	Negative	Something terrible happens.
17	The Star	Positive	A new path reveals itself
18	The Moon	Negative	Something unknown or unknowable interferes.
19	The Sun	Positive	You are given cause to celebrate.
20	Judgment	Negative	Your past failures catch up to you.
21	The World	Positive	For a single moment, the world bends to your will.

Forecasts are deliberately vague; exactly what each of them means will vary depending on the circumstances and on how the GM chooses to interpret them. If you play the Empress and “create something,” that could mean creating a weapon, a work of art, an opportunity, or a problem. You can find more in-depth information on interpreting Forecasts in *RUNNING EIDOLON*.

12 out of 22 cards in the Fate Deck have neutral Polarity. During character creation, each player will choose one neutral card from the deck to be your character’s **resonant** card, and one to be your **dissonant** card. During play, you’ll treat your **resonant** card as though it were positive, and your **dissonant** card as though it were negative, but only when *you’re* the one playing them. These cards will also have special Forecasts and effects, based on which Playbook you use. See *CHARACTER CREATION*, pg. 68 for more information.

Just like stats, there is no need for the GM to assign dissonant and resonant cards to non-player characters, but also like stats, the GM can feel free to do so if it helps to paint a quick sketch of the character.

Making Moves With the Fate Deck

The vast majority of Player Moves will involve interacting with the Fate Deck. Usually, that will come in the form of instructing you to “draw [stat].” This means that you draw a number of cards from the Fate Deck equal to the specified stat and lay them out in a horizontal row for everyone to see. This set of cards is referred to as your *spread*. Unless the Move specifies otherwise, you’ll choose one card from your spread to play, at which point The GM will take over, interpreting the card’s Polarity and Forecast as it applies to the current moment and using that to guide their narration of the scene. Then, you put the card you played face-up into a discard pile, and put the rest of your spread on the bottom of the Fate Deck, starting with the leftmost card. If the Fate Deck is ever exhausted, or runs out of cards, shuffle the discard pile and set it face-down to refresh the deck.

When you have a spread of more than one card, you'll need to make a decision about which card you play for the Move you're making. Usually, you'll want to play a positive card if possible, or at the very least a neutral card. However, remember that any time a card is played, it gets discarded, and won't be seen again until every card in the deck has been played. Playing a positive card now means that neither you nor anyone else will be able to play it later. It may sometimes be wise to forego the best available card in your spread, so that it has a chance of coming up on a more crucial Move down the road. Neutral or even negative cards might also just feel more appropriate in the moment, and when that happens, don't shy away from choosing what feels right! Picking a "sub-optimal" card could lead to more compelling drama, and you'll add 1 Experience to the XP Pool for your choice (see *DOWNTIME, TIES, AND LEVELING UP*, pg. 54).

Any time your dissonant card appears in a spread, you *must* play it, unless your resonant card is part of the same spread. Additionally, you may not Push Yourself when your Dissonant card is in your spread.

Every Move is different, and while most of them involve drawing cards to form a spread and then playing one card from it, many introduce their own variations and wrinkles on this core concept.

Types of Player Moves

Player Moves come in three different varieties:

Basic Moves are Moves that anybody can use at any time. They represent broad categories of action, and will be used frequently by all the players. The next section is a complete list of Basic Moves.

Playbook Moves are Moves specific to a character's Playbook (see *CHARACTER CREATION*, pg. 68 for more on Playbooks). These are further broken down into three categories: Starting Moves, Advanced Moves, and Master Moves. A player character can use their Playbook's Starting Moves at any time, while Advanced and Master Moves must be earned through character progression. Some Playbook Moves are "passive," and have continuous, ongoing effects, or effects which happen automatically when certain conditions are met. These Moves don't require a draw.

Downtime Moves are special Moves that two or more players make as a group. These Moves can only be made during Downtime, and work a little differently from other Moves. See *DOWNTIME*, pg. 61 for more information.

Not Every Action Is a Move

Remember that you only need to make a Move if at least one of the following criteria are met:

- The action you're taking is risky
- You are opposed by some other force
- Both success and failure have interesting dramatic outcomes

The final entry in that list is the most important one. GMs, if you're asking a player to draw on a Move, then you need to be prepared to have something interesting happen no matter *what* card they play. If failure would do nothing but slow the game down, then there's not much point in making a player draw. It is ultimately up to the GM to determine when an action can be made freely and when the player must make a Move for it.

You Don't "Use" Basic Moves

Keep in mind that you don't *use* Basic Moves, the way you might use an action in a video game or some tabletop games. Instead, you just describe what you do, and the GM decides which Move suits the action you're taking. Then, you draw from the Fate Deck and choose which card represents your action.

As a rule, this also applies to Playbook Moves, but there are definitely exceptions. Sometimes you *do* explicitly choose to use one of your Playbook Moves, usually in cases where the action you take is very specialized and specific to the Move in question. However, you should generally act first, and make a Move second. GMs: if a player slips up and just says that they want to use a Move, it's not a big deal. Simply ask them to describe what it looks like for their character to make that Move before having them draw.

If you disagree with the GM about which Move suits your actions, feel free to discuss it with them. But also, try not to hold things up too long. Play in good faith!

Forward, Ongoing, and Hold

Three more concepts occasionally come up in the description of various Moves: “**Forward**,” “**Ongoing**,” and “**Hold**.”

Forward is a bonus that you get to apply to a follow-up Move. If a Move says “gain +1 Forward,” then you’ll draw an additional card on the next Move you make. Sometimes there’ll be stipulations attached, and you’ll only draw another card on the next Move you make that meets those requirements. The GM may also sometimes reward you with Forward to reflect an advantage that you’ve gained in-fiction (see *RUNNING EIDOLON*, pg. 137). Forward can also be negative; if a Move gives you -1 Forward, you’ll draw one less card on your next Move.

Ongoing is similar to Forward, but it applies multiple times. As long as someone has “+1 Ongoing,” they’ll continue to draw an extra card on their Moves. Like Forward, Ongoing might have conditions attached to it that you have to meet in order to get the bonus. As with Forward, the GM can award you with Ongoing to reflect a continuous advantage that you’ve obtained. Like Forward, Ongoing can also be negative, and may be used by the GM to portray situations that have you at an inherent disadvantage.

You can think of **Hold** as a kind of currency that you earn from certain Moves, which you can spend at any time for various effects. It’s basically a way to delay the benefits received from a successful Move. If a Move says, for instance, “**Hold 3**,” then that means you have 3 **Hold** to spend on the Move. Hold is specific to the Move you earn it from, so you can’t earn Hold from one Move and then spend it on a different one.

It’s a good idea to jot down any time you earn **Forward** or **Hold** so that you don’t forget to use it later. It’s also courteous to make sure the other players are tracking their Hold and Forward as well. Part of playing in good faith means making sure that everyone is getting the full benefits of their successful Moves!

Drawing 0

Negative Forward or Ongoing may at times reduce the number of cards you draw to 0. In these situations, you will have no choice other than to **Push Yourself** in order to have a card to play (see the following section for more information on Pushing Yourself). Penalties to your draws cannot put the number of cards you draw below 0; if you have 1 point in a stat and take -3 on your draw, you will still draw 0 cards and Push Yourself to complete the Move.

Keep in mind that even if the Phantom Clock has hit midnight and a Phantom has been summoned (see *THE PHANTOM CLOCK*, pg. 45), you will still need to Push Yourself if the number of cards you can draw has been reduced to 0. This is the only circumstance under which you can Push Yourself during a battle against a Phantom.

THE BASIC MOVES

In this section, we’ll be going over each of the **Basic Moves**. The examples we use to explain how they work will generally be mundane and non-magical; we don’t want complicated Eidolon Powers to confuse our explanations. However, keep in mind that all of these Moves can potentially be made by an Eidolon where appropriate; you can Scrap with your fists, with a weapon, or with an offensive Eidolon Power, and you can Dazzle with your own charm or with an Eidolon that can read minds.

Challenge Fate: *When you act under pressure, struggle to triumph over failure, or attempt something difficult that no other Move accurately describes, you are Challenging Fate. The GM chooses which of your stats is most applicable to your action; draw that stat.*

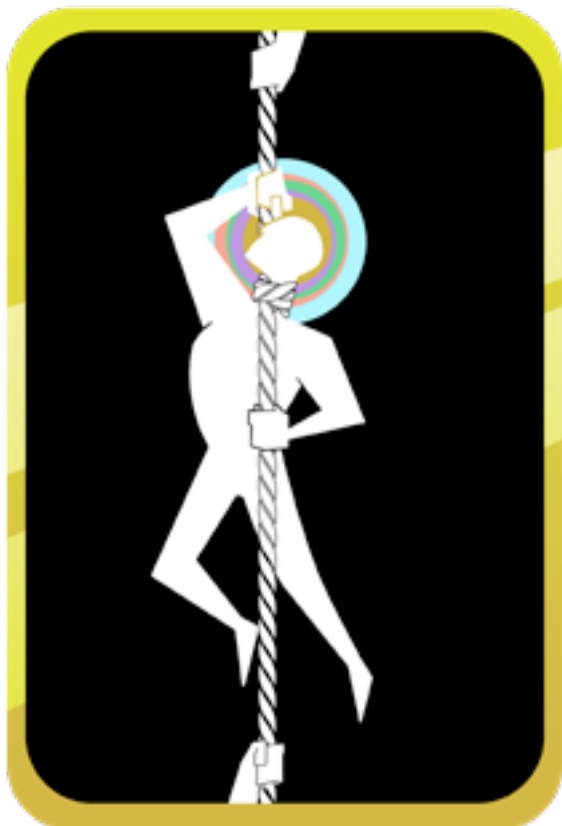


Challenging Fate is sort of a catch-all Move, and as such it's one of the Moves you'll use most frequently. Anytime you attempt something which has a reasonable chance of failure and which no other Move is a good fit for, you are Challenging Fate. Depending on context, that could mean anything from winning a carnival game to outrunning an avalanche.

Remember that you only need to make a Move when your success or failure isn't guaranteed. It's up to the GM's discretion when an action can be taken without drawing and when it requires you to Challenge Fate, but, they should save this Move for meaningful, significant actions, where both success and failure have interesting outcomes. Keep in mind too that the GM can decide that an action is simply impossible, and not allow you to try to Challenge Fate to make it happen. Because *EIDOLON* is a game about magic and heightened, exaggerated action, the scope of possibility is much larger than what might exist in more grounded genres, but there are still limitations to what can reasonably be accomplished, even by an Eidolon master. The GM should use this option sparingly, and primarily to maintain the narrative integrity of the story being told.

As the GM, the stat you should have your player draw with when

Challenging Fate will usually be obvious: if their action is about brute force or tenacity, then they should draw **POW**. If it's about coming up with a clever solution on the fly, they'd draw **GEN**. If you're unsure about which stat to apply, then use **ELE** as a catch-all. **ELE** represents a character's composure and grace, which will pretty much always be tested when Challenging Fate. Your players might be angling to draw a specific stat that their character is proficient in. Listen to them, and take their cue when appropriate, but if you strongly feel that a different stat fits better, your opinion overrules theirs. Don't abuse that fact to force players into unfairly disadvantageous situations; that's a textbook example of failing to play in good faith.



Investigate: When you carefully study a person or situation to glean new information, you are *Investigating*. Draw **GEN**. For each card you draw, play it and ask one of the questions below. The GM will answer the question based on the Polarity of the card; positive cards will yield thorough, useful answers, neutral cards will yield vague but potentially useful answers, and negative cards will yield answers with bad implications or consequences. You must ask a question for each card you draw.

- What's hidden here?
- What happened here recently?
- What weaknesses can I exploit?
- What poses the biggest threat?
- Who's in control?
- What complications should I be wary of?



Investigate is an important and versatile Move. It can provide you with crucial clues when pursuing a mystery, and in combat it can help you figure out how to crack open the defenses of a particularly tough enemy.

As the GM, you very frequently won't have a good answer prepared for each question a player asks while Investigating. That's totally fine. Consider the situation you've presented your players, any additional information you have that the players have yet to uncover, and what the player could reasonably discover through the investigation, and come up with an answer that feels organic in the context of all this information. You're only required to tailor your answer to a card's Polarity, but you're encouraged to take the card's Forecast into account as well whenever possible.

Scrap: When you throw yourself into the heart of a conflict and strive for victory through force, you are Scrapping. Draw **POW**, and if you play a negative or neutral card, advance your Damage Track and discard the top card from the Fate Deck.

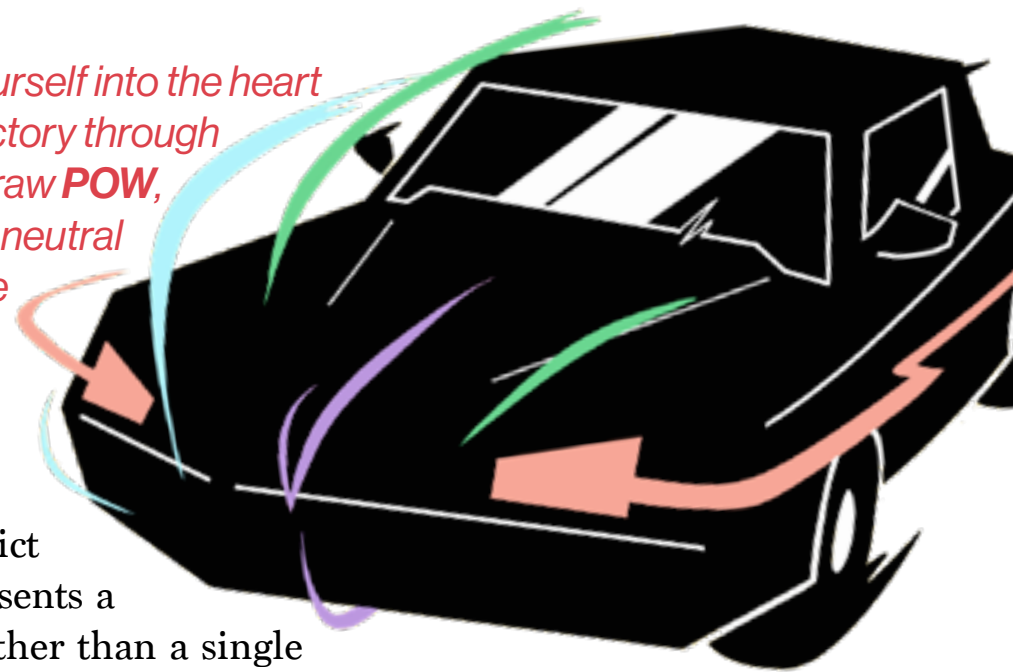
Scrap is a Move for when you're in direct conflict with someone else. It represents a full exchange of attacks, rather than a single attempt to inflict harm. If you only partially succeed, then you took some hits yourself during your assault.

If you sneak up on a target or ambush them such that they wouldn't have the chance to defend themselves or counter-attack, then you don't need to Scrap; instead, you simply carry out the attack successfully, without drawing. Getting into this position likely required making a Move, such as Challenging Fate to sneak up on your target, so making an additional Move to attack them would be redundant.

Notably, while Scrapping will usually be used in the context of a physical fight, it can also be applied in situations other than combat. An aggressive chess opening, a forceful argument, or a power-serve in tennis could all potentially call for a Scrap draw, depending on the circumstances and the GM's discretion.

Snipe: When you take careful aim to strike directly at a target's critical weakness, you are Sniping. Draw **ELE**. In addition to the Forecast, playing a Neutral card will reveal a critical weakness of your own, and playing a Negative card will leave that weakness completely unguarded.

Scrapping is a Move for when you apply brute, unfocused force to a situation. In contrast, **Sniping** is all about looking for a weak point, and



focusing your attack directly at it. Like with Scrapping, this can be literal or figurative. Slowly lining up a shot with a rifle counts, as does taking the time to find the most cutting possible insult to shut someone up. This Move naturally combines very well with Investigate, which you can use to discover weaknesses that you can then target by Sniping. Playing anything other than a positive card will result in a weakness of your own being revealed, and on a negative card, that weakness will be fully exposed, leaving you susceptible to serious harm.

Unlike Scrapping, you have to Snipe even if you're ambushing the enemy. The challenge of lining up a precision shot means that you might miss even an unaware target.

For more information on fighting in *EIDOLON*, see *COMBAT*, pg. 49.

Dazzle: When you try to charm someone into doing or believing something they're not inclined to, you are Dazzling them. Draw **GLAM**. You always convince the other party when playing a positive card, in addition to the effects of its Forecast.

Dazzle is a Move you can use to get something you want without having to resort to violence. Many situations can be dealt with just by talking things out, and some characters will be more adept at using charm and nuance to get their way instead of just punching through every problem. Bear in mind however that you can't Dazzle someone who's unwilling to listen to you, or who you can't communicate with.

As a note, while a positive card will always result in a successful Dazzle, a neutral or negative card could still mean that you convince someone, but the card's Polarity will influence exactly what that means. A negative card might mean that the person doesn't believe you or won't listen to you; it might also mean that you completely convince them, but that this has disastrous unintended consequences. That would be an obvious way to apply The Devil's Forecast, for instance.

Threaten: When you have someone at a disadvantage and try to coerce them with violence, you are Threatening them. Clearly state what you want them to do and what you'll do to them if they don't comply, then draw **POW**.

Threaten is a Move for when you would rather make someone do what you want through force, rather than through charm. Keep in mind that you need to be able to follow through on your threat. If you're bluffing, then you're trying to get them to believe something they're not inclined to, which means you're Dazzling them.

Reveal Your Master Plan: When you enact, or reveal that you've already enacted, a clever plan to nullify a threat or put yourself at an advantage, you are Revealing Your Master Plan. Draw **GEN** from the bottom of the deck.

At its core, this Move is a way to enable the thinkers and strategists in your group. Any time you try to do something to give yourself an edge by using smarts and clever planning instead of brute force, you're **Revealing Your Master Plan**. It can sometimes be a little ambiguous when a given action counts as Revealing Your Master Plan and when it counts as Challenging Fate with **GEN**. Generally speaking, Revealing Your Master Plan is more proactive and aggressive, while Challenging Fate with **GEN** is more reactive and defensive. This Move requires some thought and consideration not just on the part of the character, but the player, because you draw from the bottom of the deck for it. As a rule, people will be sending negative cards to the bottom of the Fate Deck, which means that you need to carefully pick your moment for Revealing Your Master Plan. That, or just embrace the chaos that'll come from drawing poorly on a mistimed reveal!



There's also something a little tricky about Revealing Your Master Plan: you can do it retroactively, announcing that you've actually been preparing to enact a plan for some time now and are only just now pulling the trigger on it. Revealing Your Master Plan in this way can be a little bit complicated, and while you should feel free to do it as often as you like, you of course need to play in good faith when doing so.

Retroactively Revealing Your Master Plan is for situations like at the end of an action movie where everyone thinks the hero was shot and killed, only for her to reveal that she'd been wearing a bullet-proof vest all along. Or when the villain finally gets possession of the magic artifact, but the hero reveals that they swapped it out for a fake before the villain even arrived on the scene. It's exciting and dramatic, but it's also explicitly retroactive, adding details to the story that weren't there before, and that can sometimes feel "cheap" if not employed correctly.

Your master plan should be plausible in the context of the fiction, and you should do your best to avoid actively re-writing events that took place in your game. Instead, if you're retroactively Revealing Your Master Plan, you should reveal that you've been doing things "off-screen" to bring about your plan, during some point in the past when your time wasn't explicitly accounted for. You might also reveal that you've been doing something subtle for a while that wasn't worth directly commenting on until it was time to Reveal Your Master Plan.

Dredge the Undertow: When you meditate on the realm beyond the physical in order to ascertain a hidden or significant truth, you are Dredging the Undertow. Draw **BIZ**; if you play a negative card, tick the Phantom Clock.

This Move allows you to channel the Undertow, to allow the vast psychic energy of that world to seep into your mind and give you insight that would be impossible for you to learn otherwise. It's somewhat similar to Investigate, but it allows you to see beyond the physical to get at truths that no amount of investigation could reveal. Dredging the Undertow is for when you try to gain knowledge through intuition, rather than through study.

The GM will explain what your foray into the psychic realm has revealed to you, but depending on the card you play, the explanation might be vague or abstract. It might also draw the attention of supernatural forces lurking within the Undertow.

See *THE UNDERTOW*, pg. 12 for more information, or *THE PHANTOM CLOCK*, pg. 45 to learn more about the additional consequence listed here.

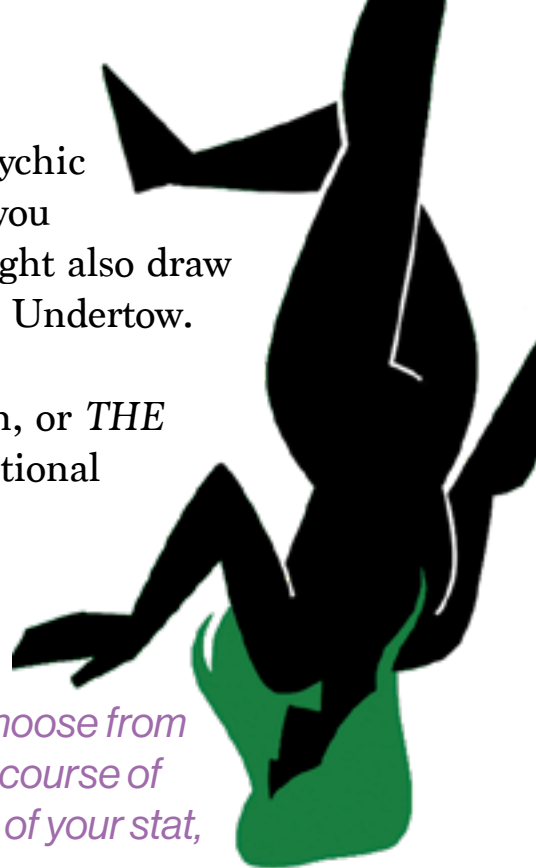
Receive Aid: When you reach out through the Undertow to draw on the strength of your relationships, you are Receiving Aid. When making a Move, you may choose from your character sheet 1 Tie to a person that supports the course of action you're taking; draw using the Tie's Affinity in place of your stat, then set the Tie's Affinity to 1.

This Move is for when you're attempting something that would normally use one of your poorer stats. Instead, you can draw on the power of one of your relationships to draw a larger number of cards. The person you're reaching out to for help might physically assist as well, or they might simply offer moral support.

More information about Ties and Affinity can be found in *DOWNTIME, TIES, AND LEVELING UP*, pg. 54.

Sabotage: When you do something to actively interfere with another player character's Move, you are Sabotaging them. Tick the Phantom Clock (if it is at 11:00 PM or less), and then have them draw for their Move. Choose one of the cards in their spread and discard it. They then choose one of the remaining cards to play; if you discarded the only card they had available, they must Push Themselves.

This Move is for when you want to oppose another player's actions. If two player characters fight one another, one should choose a Move to make, while the other **Sabotages** them.



Sabotaging inherently represents conflict among your group, which is why you must tick the Phantom Clock when doing it. There's many reasons why conflict might arise amongst you, but *EIDOLON* is generally about telling stories concerning collaboration and the power of friendship, so full-blown fights between party members should be rare.

Face Death: When your Damage Track reaches Defeated, you Face Death. Draw **BIZ**, but ignore the Forecast for the card you play.

On a **positive card**, you pull through, but are rendered unconscious until others can tend to you.

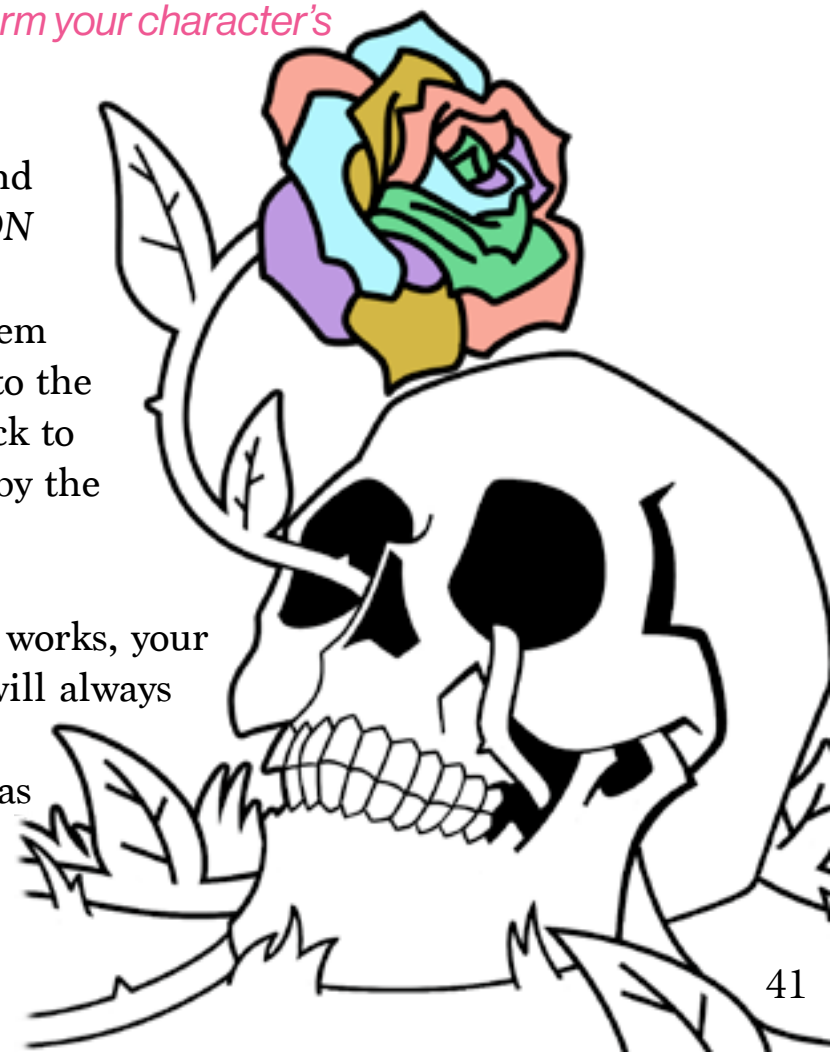
On a **neutral card**, the forces of the Undertow will offer you a choice: release your grip on life and let your soul sink into the Undertow, or return to the land of the living in exchange for paying a cost or doing a favor for the beings on the other side.

On a **negative card**, the forces of the Undertow will still offer a means to return to the living world, but the cost associated will be much higher; they may even ask something of you that you value more highly than your life.

If you choose to die, immediately perform your character's Epilogue.

Everyone dies sooner or later, and the dangerous circumstances *EIDOLON* characters frequently find themselves in means it might come sooner for them than most. Luckily, their connection to the Undertow means they have a path back to life. Unluckily, that path is gated off by the things that live in the Undertow.

Because of the way **Face Death** works, your character is never forced to die. You will always have the option to let them keep on living for as long as you want to play as them. However, sometimes character death is dramatically appropriate.



Anytime your character Faces Death, put some serious thought into whether it's time to let them go.

Refer to *DOWNTIME, TIES, AND LEVELING UP*, pg. 54 for more information on Epilogues.

Push Yourself: *When you absolutely need to succeed at something and force yourself beyond your normal limits to make that happen, you are Pushing Yourself. When making any other Move, if you are unsatisfied with the cards in your spread, you may instead describe what you do to over-extend yourself and try to force the situation to go your way. Tick the Phantom Clock and play the top card from the Fate Deck, without looking at it first; or, if you are Investigating, Tick the Phantom Clock, send one card in your spread to the bottom of the Fate Deck, and add the top card of the Fate Deck to your spread.*

This Move is for when you're in a difficult situation where success is critical, and none of the cards you've drawn are sufficient to make that happen. It's a risky Move, as you have no way of knowing what card you're playing until you play it, but in some circumstances, it may be your best option. Keep in mind that if any negative Forward or Ongoing has reduced the stat you're drawing to 0, you must **Push Yourself** in order to draw with that stat. Additionally, remember that you may not Push Yourself if the Phantom Clock is at midnight, until the manifested Phantom is defeated (see *THE PHANTOM CLOCK*, pg. 45).

Patch Up: *When you use your Eidolon's supernatural powers to tend to another player character's injuries, physical or otherwise, you may reverse their Damage Track once for each time you tick the Phantom Clock.*

Some Eidolons may have healing abilities, and this Move is the means by which those abilities are applied, drawing on the bonds that connect you to your friends to heal their wounds. This process drains the energy of those bonds, advancing the Phantom Clock as a result.

Your character may be adept at non-magical forms of healing. That's all well and good, but painkillers, stitches, and casts won't immediately improve someone's health, and as a result, will have no impact on their Damage Track.

THE DAMAGE TRACK

Each player character's health is represented by a Damage Track, located on their character sheet. The Damage Track has 5 states: **Fresh**, **Winded**, **Battered**, **Desperate**, and **Defeated**. When Uptime begins (see *DOWNTIME AND UPTIME*, pg. 56), each player's Damage Track is set to **Fresh**.

Any time harm comes to a player character, they advance their Damage Track, moving it one space closer to Defeated. A few Moves will explicitly outline when a player must take damage; for example, anyone who plays a negative or neutral card when Scrapping advances their Damage Track by 1. Otherwise, the GM will declare when a player should advance their Damage Track, using the Damage Tiers outlined later in this section.

Crucially, the Damage Track represents more than just cuts and bruises. Damage can take three general forms in *EIDOLON*:

Physical Damage: punches, kicks, gunshots, and anything else that can wound your body.

Psychic Damage: damage to your morale, your confidence, or your ability to think straight. Anything that causes emotional or spiritual distress could be considered psychic damage.

Metaphysical Damage: harm inflicted upon your place in the universe. Terrible luck, assaults on your identity, or shifts in the Undertow that weaken your position in the world are some examples of metaphysical damage.

Your resilience against all three forms of damage are represented by your Damage Track, and receiving any of these kinds of damage can potentially cause it to advance.

Damage Tiers

The steps of your Damage Track are not equal. Instead, you can think of them like a pyramid, with each step lower, wider, and sturdier than the last. Every time your Damage Track advances, it is more difficult to make it advance again.

When **Fresh**, your Damage Track may be advanced as the result of any significant negative consequence.

When **Winded**, your Damage Track may be advanced when you are subjected to any targeted violence or serious source of harm.

When **Battered**, your Damage Track may be advanced any time you are inflicted with any severe, potentially debilitating harm.

When **Desperate**, your Damage Track may only be advanced if you are subjected to potentially lethal sources of harm, in a situation with sufficiently high dramatic stakes.

These tiers of damage are loose, and ultimately, what counts as sufficient harm to advance your Damage Track is up to the GM; for example, it is up to them to decide what counts as a “significant negative consequence” or “sufficiently high dramatic stakes.” Examples of what could qualify for each tier of damage can be found in *RUNNING EIDOLON*, pg. 135.

The GM may also elect **not** to advance your Damage Track, even if you’ve received sufficient harm. That might sound counterintuitive, but instead of being a literal representation of how much punishment your character can withstand, you should think of your Damage Track more like a means of measuring the dramatic stakes that your character is confronting. Taking damage hurts your character, but it also means that the stakes have raised; if the stakes haven’t raised, then the harm received isn’t significant enough to advance your Damage Track.

Keep in mind too that, with a few very rare exceptions, your Damage Track never advances more than once as the result of a single hit. Even if you receive harm severe enough to count as Damage while Battered, if you’re Fresh, you’ll only advance to Winded. The only exceptions are a few Playbook Moves that can advance your Damage Track multiple times at once, or set it to a specific spot. The party also all sets their Damage Track to Battered when a Phantom appears (see *THE PHANTOM CLOCK*, next section).

When your Damage Track reaches Defeated, you immediately **Face Death** (see *THE BASIC MOVES*, pg. 33).

THE PHANTOM CLOCK

The Phantom Clock is an element of the game that tracks your group’s overall relationship with the Undertow. Channeling the Undertow through your bodies is how your group summons and controls your Eidolons (see *EIDOLONS*, pg. 15), so keeping a positive, disciplined grasp on the energy flowing through your souls is essential. Every time a player fumbles their control over the Undertow’s power, it collectively brings everyone closer to a disaster. The Phantom Clock is in essence a measure of your group’s overall morale, imbued with supernatural significance by your link to the Undertow.

You can keep track of what time the Clock is set to however you’d like: tally marks, a digital counter, or anything else. At the start of your first play session, the Phantom Clock is set to 1:00 PM. As it progresses, a sense of dread and malaise slowly overcomes your team.

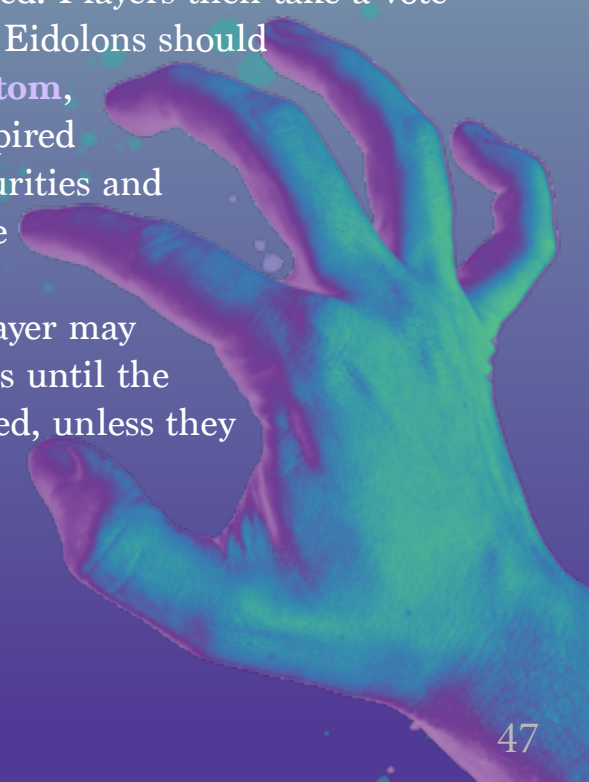
The Phantom Clock **ticks**, or advances by one hour:

- When someone plays a negative card while **Dredging the Undertow**. The player tapped into the dark forces that exist beyond the physical world, and the advancing clock represents the psychic blowback that happened as a result.
- When someone **Pushes Themselves**. Driving yourself beyond what you're normally capable of has mental, emotional, and spiritual consequences, which the advancing clock reflects.
- Any time someone **Sabotages** another player.
- As a consequence of certain Playbook Moves, each of which has their own justifications that are similar to those listed above.
- Twice when a majority of players give a thumbs down during the Debrief (See *DOWNTIME*, pg. 61).



The Phantom Clock has a variety of effects, which compound as the clock advances:

- When the Phantom Clock reaches 3:00 PM, the next player to make a Move takes -1 Forward.
- When the Phantom Clock reaches 6:00 PM, then the Phantom Clock ticks each time the Fate Deck is exhausted and the discard pile is reshuffled (this does not apply if the deck is shuffled because you have entered Downtime).
- When the Phantom Clock reaches 9:00 PM, all players take -1 Ongoing to every single Move, with the exception of Receive Aid.
- When the Phantom Clock reaches midnight, all previous effects become inactive. The party experiences a violent blast of energy from the Undertow, and everyone's Damage Track is immediately set to Battered. Players then take a vote to decide which of their Eidolons should transform into a **Phantom**, a berserk Eidolon inspired by its master's insecurities and character flaws. The Eidolon becomes severed, and no player may Push Themselves until the Phantom is defeated, unless they draw 0 cards when making a Move (see Drawing 0).



A Phantom's Crash Limit is decided by the GM (see the next section for more info). Additionally, it no longer shares a Damage Track with its master, so it's possible to hurt one without hurting the other. Defeating it will change it back to normal and cause it to become ready again. When a Phantom has been defeated, set the Phantom Clock to 1:00 PM if it's still at midnight.

If the same Eidolon transforms into a Phantom more than once, it will likely evolve and become more powerful, its form changing to reflect the character growth its master has undergone since the last time it emerged. These changes are at the discretion of the GM, who should work to make each Phantom fight feel distinct.

When deciding which of your fellow players to give a Phantom, consider that Phantom fights represent massive moments in a character's narrative. You should choose the person for whom a moment of intense catharsis feels earned, or someone who hasn't gotten the spotlight in a while. As the Phantom Clock ticks toward midnight, you should feel free to discuss with your fellow players who you'd all like to vote for; deciding in advance will help lower the GM's workload, since they will otherwise need to prepare multiple encounters. In the event of a tie, the GM will choose which Eidolon to transform.

A character's fight against their Phantom should be a symbolic expression of their most central internal conflicts. Notably, a character is never weaker than when facing their Phantom. They can't call on their Eidolon for help, and they're being directly targeted by a monster designed to strike at their greatest psychological weaknesses. Reaching out to friends for assistance is going to be the only reliable path toward victory in a Phantom fight. Triumph over a Phantom is an incredible achievement, and therefore defeating one adds a full 3 Experience to the XP Pool (see *LEVELING UP*, pg. 58).

COMBAT

We've mentioned before that one of the things *EIDOLON* is about is "kickass fights with magical soul powers." If we're going to follow through on that, then we need some rules to define how fighting works in this game!

For the most part, combat isn't particularly different than any other activities you might engage in: you describe what you do, the GM asks you to draw for the appropriate Move, and then describes what happens before asking you what you do next. **Scrapping** and **Sniping** are the two Moves with the most obvious applications for combat, but hypothetically any Move could be relevant in a fight.

It should generally be clear from context whether "combat" is beginning or ending. If someone instigates a conflict with someone else, then those two characters have entered combat. Once the conflict is resolved, combat is over. Go with your gut and play in good faith to determine when exactly combat has "officially" started or finished. As the GM you may want to signal to your players when you consider combat to be initiating so that they can use any relevant Moves.

Keep in mind that, much like how Scrapping does not need to be literally attacking somebody, "combat" does not need to be a literal fight. It probably will be the majority of the time, but any intense conflict could potentially be thought of through the lens of combat.

Turn Order

There's no concrete turn order in combat, but the GM should be making sure that everyone has equal opportunity to participate. If someone hasn't spoken up about what they're doing for a little bit, the GM should prompt them to take a "turn." The GM might want to implement a loose turn order just to make sure everyone's getting to contribute equally, but if someone wants to "pass" or someone else wants to "cut the line" (with the permission of the people they're cutting in front of), then that should be allowed. The rule of thumb as a player is that you shouldn't try to take another action in combat before every other player has gotten to do something.

The Flow of Combat

Combat in *EIDOLON* is focused on building an exciting dramatic arc, with tension and stakes continuously rising until a final climactic moment. Building a satisfying dramatic arc is prioritized over "realistically" modeling what a fight might look like between a group of combatants with superpowered astral projections. Instead, enemies will present a series of escalating threats that must be addressed and neutralized. Often, the player characters won't be able to successfully deal with these threats on their first try, which will lead to their Damage Tracks advancing. As the threats are dealt with, they're replaced with more dangerous ones, ratcheting up the stakes of the battle as the enemy grows progressively more desperate, until they are finally defeated.

Crashing

Unlike player characters, the enemies the GM throws at you don't have Damage Tracks. They have a similar but notably different way of tracking the harm you've done to them: their **Crash Limit**.

Enemies in *EIDOLON* are conceived of as a series of escalating threats to the player characters. For example, an enemy might **attack with a weapon**, and when that proves insufficient, **summon their Eidolon**. They might hold back on using their Eidolon's Power at first, and then **reveal what it can really do** when the heroes force their hand. If the heroes continue to push the enemy to their limits, they might then **risk everything** on one final wild gambit.

We would say that the enemy we just described would have a Crash Limit of 4. Each time the threat they present is neutralized, the enemy crashes; the player characters momentarily take the upper hand in the fight, until the enemy has the opportunity to regroup and adjust their course, coming back with a greater threat.

Enemies are assigned Crash Limits by the GM, with higher Counts corresponding to more powerful enemies. The example enemy described above might look something like this in the GM's notes:

JIMMY BADGUY EIDOLON: MONSTER MASH

"My Eidolon warps reality by making it more like an old monster movie."

CRASH 0: Jimmy attacks the party with a switchblade; Jimmy must be disarmed.

CRASH 1: Jimmy summons MONSTER MASH, a giant mummy, and attacks the party with his Eidolon's brute force; MONSTER MASH must be physically subdued.

CRASH 2: MONSTER MASH activates its ability, making the world black-and-white and silent, and unleashes powerful mummy magic; MONSTER MASH must either be escaped or subdued, using the logic of a monster movie, while Jimmy tries to interfere.

CRASH 3: Jimmy digs deep, unlocking a new form for MONSTER MASH: instead of just a mummy, it is now an entire gang of classic movie monsters: a vampire, a wolfman, and a swamp monster, and they all attack the party together; either the monsters or Jimmy himself must be defeated once and for all.

CRASH 4: Defeated.



Each Crash both describes the threat being posed at this stage of the fight, as well as the specific thing that must be neutralized in order to successfully crash the enemy. This is crucial: Crashes can only occur when the players have successfully triumphed over the current threat posed by the enemy. There may be times when you play a positive card, maybe even The World, when trying to Scrap against a powerful foe; if that foe can't be crashed just by beating them up, then that Move won't advance the fight. It is ultimately the GM's responsibility to decide when an enemy has been successfully crashed. They should be open to a broad range of player responses to the challenges they present, with a particular eye toward creative or dramatically fitting actions, and if players are stumped, they should find ways to hint at what needs to happen to cause a Crash, such as encouraging players to Investigate or Dredge the Undertow. GMs: You can find more information on constructing compelling enemy encounters in *RUNNING EIDOLON*, pg. 127.

The final Crash for every enemy is always **"Defeated."** Once this Crash has been reached, the players have achieved victory over that enemy, and if that was the final enemy standing, victory in combat.

Most enemies will have their own Crashes, but sometimes it might make sense to treat multiple enemies as a single entity. Maybe it's a swarm of shadow monsters, or a pair of Eidolon masters who fight as a duo. In these cases, the GM is free to give these groups a single set of Crashes, and have every member of the group Crash together. The party will only earn a Crash if they wound, overwhelm, or nullify the threat of all of the enemies who share the same Crash Limit.

Restoring your Damage Track

When combat is over, regardless of whether you won or lost the fight, you have an opportunity to rest and recuperate. Each player character that was in the fight reverses their Damage Track by one space, and anyone who Faced Death regains consciousness (unless they chose to die), their Damage Track reversing to Desperate. This represents the release of dramatic tension, as well as your characters having the opportunity to draw upon their connection of the Undertow to heal themselves; Eidolon masters will generally recover from injury much more quickly than those with sealed Eidolons.

"Oh yeah, we've been waiting decades for someone to start investigating all this. That's like, centuries in bug-years."

Charlie, Regina, and Kacey sat around the table slack-jawed as they stared at the talking stag beetle. Naomi, meanwhile, was kneeling, head bowed.

Solo—no, sorry, Solaris Apogee LVII, 4th House, Supreme Ruler of Scathariopolis—was one of the insects kept in the large terrarium in the high school science room. And, apparently, that terrarium was secretly an arthropod city-state.

"What are you doing?" Regina asked, turning to Naomi.

"We're in the presence of royalty. I'm simply showing the proper respect."

Naomi's Eidolon manifested behind her, reaching out and slapping the back of her head. "C'mon! You're embarrassing us!" Regina silently agreed. "Everyone knows you have to project power in an initial diplomatic meeting, not subservience! At this rate, Scathariopolis will be testing our military strength with border skirmishes by the end of the month!" Regina no longer silently agreed.

None of them knew why Naomi's Eidolon was so... talkative. No one else's was like that. Maybe it was because Naomi herself was so buttoned-up? It—well, he—didn't even have the same kind of name as the other Eidolons. He just said to call him Jake, and claimed to be more real than Naomi. That she was LESS THAN JAKE.

"Oh, no worries, friend!" Solo chirped happily. "We have no interest in expanding our territory. That said, while your obeisance is appreciated, it's by no means necessary."

"Very well," Naomi answered, rising to her feet and taking a seat at the table. Jake rolled his eyes.

"Where was I..." Solo tapped one foot against her chitinous head. "Oh yes! You see, there's been some kind of great power sleeping in this town for longer than anyone can remember! The bequeathal of Eidolons is just one way that power manifests, but Scathariopolan scholars have long held that there's something even greater buried deep underground. As ruler, it's my duty to offer guidance and martial aid to any who seek to confront that power! That means you guys!"

"Cool," Charlie said, trying and failing to be nonchalant about the prospect of getting a magical animal buddy. "So, what should we do now? What kind of guidance do you have for us?"

"Unno!" Solo did the best approximation of a shrug he could manage without shoulders. "I've never even left the science room. Hey, do you guys know about 'chalupas?' Legend describes them as a sacred human food consumed during a ritual known as 'Fourthmeal.' I've always wanted to try one!"

"We're gonna need some firm promises vis-à-vis treaty terms before we start talking diplomatic gifts—"

"Shh, Jake, shut up," Charlie said, slapping her hands on the table for emphasis. Her eyes were practically glittering.

"Solo. I think you're my new best friend."

DOWNTIME, TIES, AND LEVELING UP

TIES

Ties represent your character’s important relationships. They’re short, one-sentence statements that sum up your understanding of the other character and your relationship to them. Necessarily, these single-sentence summaries will be incomplete, to say the least. They should capture your character’s gut feelings about the other characters and provide a rough outline of your relationship. Keep in mind that your relationship does not necessarily have to be a positive one, and negative Ties can serve as signals to the GM or other players that you want to explore some interpersonal conflict with that character. Additionally, Ties have a **Maturity** and an **Affinity** associated with each of them. We’ll explain what these mean in more detail momentarily, but for now, note that the **Maturity** is written to the left of the Tie, and the **Affinity** is written to the right. When a Tie is first created, both scores are set to 1.

Below are some example Ties:

- 1 “**Maurice** is cute.” 1
- 1 “**KC** needs to get over herself.” 1
- 1 “**Charlie** is so cool.” 1
- 1 “**Regina** won’t let anyone in.” 1
- 1 “**Naomi** thinks they’re better than me.” 1

Creating Ties

You should ask the GM to create a Tie anytime you feel that you’ve built up a meaningful relationship to another character. Remember that Ties can be made to both player characters and NPCs alike.

One important note: Each character has their own, unique list of Ties. If you have a Tie to someone, they will likely have a Tie to you as well, but they might have a very different view of the relationship than you.

If Regina has the Tie:
“**Naomi** thinks they’re better than me.”
Naomi might have the Tie:
“**Regina** dislikes me but I’m not sure why.”

Developing Ties

As the character relationship develops, the Tie you originally wrote will eventually no longer reflect it. You may come to have a different perspective on the other person, or you may feel the need to word your feelings more strongly. If, for any reason, your Tie no longer feels accurate, you may **develop** the Tie. Rewrite the sentence, and increase both the Tie’s **Maturity** and **Affinity** by 1.

Below are some ways that the previous examples might be developed:

- 2 “My crush on **Maurice** is damaging our friendship.” 2
- 2 “**KC** is under a lot of pressure and deserves some patience.” 2
- 2 “**Charlie** is actually kind of a dork.” 2
- 2 “**Regina** doesn’t want help, but she needs it.” 2
- 2 “**Naomi** is a complete and total asshole.” 2

Note that neither Maturity nor the Affinity may ever exceed 3; once a Tie has a Maturity of three, it can no longer be developed until it is reset.

Resetting Ties

Once your Tie has reached a Maturity of 3, your relationship has reached an inflection point, and you must dedicate time specifically toward developing the relationship, having an intimate, one-on-one conversation with the other person where you strive to understand them better. This is referred to as a Tie Scene, and can be performed during Downtime (refer to the next section for more information). When a Tie Scene is completed, you reset your Tie. Rewrite it as if you were developing it, but feel free to push it a little further than you normally might, incorporating the way that the scene has changed the way you understand the other character. Additionally, reset both the Maturity and Affinity of the Tie to 1, and add 1 Experience to the XP Pool.

Receiving Aid

You may be wondering, at this point, why there are two separate scores associated with Ties, since until now both Maturity and Affinity increase and decrease in lock-step.

Affinity is used for the Receive Aid Basic Move, which you can refer to in *BASIC MOVES*, pg. 33. When you Receive Aid, you choose a Tie you have to someone who supports the course of action you are attempting, and you use the Tie's Affinity in place of a stat. Then, the Tie's Affinity, but not its Maturity, is set back to 1.

Effectively, you may use your Ties, your connections to others, as a resource to help you succeed in the goals you work toward. The resource is limited, however, by the Tie's Maturity. You can use a Tie to receive a single 3-draw, or two 2-draws, before the Maturity reaches 3 and you need to do a Tie Scene to reset it. Making lots of connections with others and cultivating those relationships will provide more Ties, and make it easier and easier to Receive Aid.

DOWNTIME AND UPTIME

Time in an Eidolon campaign is divided up into two broad categories: **Uptime** and **Downtime**. "Uptime" is any period where the player characters are embarking on some kind of mission, actively combatting an enemy, exploring dangerous territory, or contending with an imminent threat of danger. In other words, Uptime is any time that the party is dealing with a short-term conflict that demands action and attention. There may be short moments of rest during this period, but the campaign is still considered to be in Uptime until the present conflict has been fully resolved.

By contrast, "Downtime" is any time in which there is no imminent threat, and the player characters are in a place where they are free to spend their time as they wish. There may be some looming threat on the horizon, or an overarching conflict at play, but nothing that demands immediate action on behalf of the players. Downtime is a period for relaxing, developing your relationships, and preparing for future battles.

It should usually be self-evident when Uptime and Downtime each start and conclude. Uptime starts as soon as the players begin directly engaging in a conflict. That might mean diving into the Undertow to explore, getting ambushed by an enemy Eidolon master, breaking into a guarded compound, or anything similar. Downtime starts as soon as the overt threat or conflict has been dealt with, at least for the time being, and the players have found themselves back in a relatively stable state of safety. Exactly what this looks like will vary from game to game, but if it feels like you've switched from Uptime to Downtime or vice-versa, you most likely have. As a rough rule of thumb, the GM will usually be the one to declare when Downtime has begun, while the players will be the ones to declare when they want to head back into Uptime.

Most of the rules we've described in the book so far largely govern Uptime. This is the time when you'll be engaging in battles, investigating mysteries, and making material progress toward your group's long-term goals. On the other hand, Downtime is there to give you space to develop your character's relationships and prepare for your next Uptime. Mechanically, Downtime is also the period during which you can level up your character, increasing their stats and adding new Playbook Moves to their repertoire.

THE DEBRIEF

Whenever Uptime ends, you must begin Downtime with a Debrief. First, the GM shuffles all cards back into the Fate Deck (this does not count as "exhausting" the Fate Deck, so you don't tick the Phantom Clock if it's at 6:00 PM or higher). Then, all player characters will gather at a meeting place of their choosing. Maybe everyone goes out to eat, or someone invites the others into their home. You'll play out a scene in which the party celebrates their successes, bemoans their failures, discusses their next Moves, and develops a sense of where everyone's at mentally and emotionally following the last Uptime.

At the beginning of this scene, the GM will ask each player to give their opinion on the previous Uptime. You should answer as your character: are you happy with how things went? Did you accomplish something important? Were those accomplishments worth the hardships it took to achieve them? Let your answers inform your overall feelings, then give the GM a thumbs up or a thumbs down (no “middle of the road” answers are allowed at this point).

If most players gave a thumbs up, set the Phantom Clock back 2 hours. If most players gave a thumbs down, tick the Phantom Clock twice and add 2 Experience to the XP Pool. Nothing happens in the event of a tie.

After this vote takes place, the players will act out the Debrief scene, using the vote to inform their role-play.

If the Phantom Clock reaches midnight as a result of the Debrief, vote on who should receive a Phantom fight as usual. Although this technically brings things back to Uptime, do not do another Debrief after the Phantom is defeated. Consider the Phantom fight to be part of a surprisingly action-heavy debriefing, and proceed into Downtime once the scene concludes.

LEVELING UP

Leveling up in Eidolon is a collective action; your entire party gains a level at the same time. Individual actions you take throughout play will add Experience to a collective XP Pool.

- **1 Experience is added each time anyone plays a negative (or dissonant) card.**
- **1 Experience is added each time someone plays a neutral card when they have a positive card in their spread (unless they are Investigating).**
- **1 Experience is added each time a Tie is reset.**
- **2 Experience is added when a majority of players give a thumbs down during a Debrief.**
- **3 Experience is added when a player character’s Phantom is defeated.**

Your party has a **level threshold**, which is how much Experience is required to level up. Your level threshold is determined by the size of your party.

Party Size	Level Threshold
1 player	15 XP
2 players	16 XP
3 players	18 XP
4 players	21 XP
5 players	25 XP

We strongly recommend against party sizes bigger than 5; however, if you do wish to have a bigger party, then for each additional person, you should add one less than the total party size to the level threshold.

After you complete a Debrief, if your XP Pool contains Experience equal to or greater than your level threshold, your entire group levels up! Deduct your level threshold from the pool, then, each player can do **one** of the following:

- **Increase a stat by 1 (to a maximum of 3).** You can only take this option twice per character.
- **Take an Advanced Move.** Check the box next to an Advanced Move on your character sheet. You may now use this Move.

Once you’ve reached Level 5, they also gain the following additional options:

- **Take a Master Move.**
- **Change Playbooks.** Your character reaches a major point of evolution or development, so much so that their current Playbook no longer suits them. Refer to the next section for more information on how changing Playbooks works.
- **Retire.** Your character exits the story and stops being an active protagonist. They might come back some day, but if they do, change their Playbook to The Veteran

and set their level to 1. If you'd like, you can also relinquish control of them to the GM. If you choose this option, you should use this Downtime to have a big, dramatic goodbye for them! You should also perform the character's Epilogue; refer to *EPILOGUES*, pg. 65 for more information.

In addition to the options above, you may also choose to swap out your **resonant** card, your **dissonant** card, or **both** when leveling up, if you feel that they no longer reflect who your character has become. Keep in mind when choosing new cards that you still can't have the same resonant or dissonant cards as any other player.

Changing Playbooks

When ascending to level 5 or higher, you might decide that your character has reached a critical turning point in who they are, and you may wish to reflect that turning point by changing their Playbook. Your character will retain certain elements of who they've been up until now, while also setting off on a new journey of the self.

Set your level to 1, and select the new Playbook you would like to use. Go through all of the character creation steps as normal, filling out your Eidolon Power, answering your creation prompt, and choosing one Advanced Move. You may also choose at this point to reallocate your stats—you should have the same five values, but you can assign them to whichever stats you'd like. If you have changed to The Veteran, set your old Playbook as your Former Playbook; otherwise, on a separate sheet of paper, write down your old Eidolon Power, along with five Moves from your old Character Sheet. These can be Starting, Advanced, or Master Moves, but if you wish to take a Move with prerequisites, you must also take the prerequisite Move(s). You may use these Moves and Eidolon Power freely, in addition to the Eidolon Power and Moves of your new Playbook.

If you are changing Playbooks to The Inhuman or The Beast, there will need to be some kind of magical explanation to justify how you've transformed into a Shade or an animal. Work with your GM to figure

something out that makes both of you happy. You may also want to describe how your Eidolon has changed its appearance to reflect its new abilities and the shift in your personality.

Different Levels

Even though the entire party levels up at the same time, you will not necessarily all be the same level. For instance, anyone who has changed Playbooks is going to go all the way back to level 1. You may also have a player join your game late, after the party has leveled up a number of times; it is up to your group whether to start that player off at level 1, or to immediately start them at the level that everyone else has reached. We would say to favor the latter option when possible, but if starting someone out at a lower level feels right for everyone, you are allowed to do so.

Once the Debrief has been completed and your group has leveled up (assuming you have the Experience), Downtime proper begins.

DOWNTIME

Downtime is divided into two basic types of action: **Tie Scenes** and **Downtime Moves**.

Tie Scenes are one-on-one scenes between a player character and someone they have a Tie to, usually another player character. These are scenes for relationship-building, difficult confrontations, romantic confessions, and any other major dramatic moments between the characters. Any player can recommend or ask to do a Tie Scene with any other character, at which point they establish when and where the scene takes place and act it out. After the scene is complete, both players will develop their Ties.

When a Tie has attained a Maturity of 3, you *must* do a Tie Scene during the next Downtime. As a result of this scene, the Tie will reset.

If a Tie attains a Maturity of 3 as a result of a Tie Scene, you must wait until the next Downtime to have another Tie Scene and reset the Tie.

Each player can do up to one Tie Scene for each of their Ties each Downtime, but you should put an eye toward involving all players equally. Additionally, you should be mindful that, because Tie Scenes are one-on-one actions, most of your group will have nothing to do during them other than observe. There's nothing wrong with this in short bursts, but be careful not to drag Tie Scenes out too long, or you might bore or frustrate other members of your group. Each scene only gives the spotlight to 1-2 players, but all the Tie Scenes together should give roughly equal spotlight to everyone.

Downtime Moves are opportunities for you and your group to take advantage of the current lull in the action to influence the future direction of the narrative. While Tie Scenes are “inwardly” directed, focusing on your group’s interpersonal bonds, Downtime Moves are outwardly directed, focusing on your group’s relationship to the world around you. Each Downtime Move gives you the opportunity to make a bold, proactive decision, one which could give you either a major advantage or a huge impediment moving forward.

One player decides to make a Downtime Move, and invites any number of other players to participate in it with them (each Downtime Move must include at least 2 players). Then, the “lead” player draws the relevant stat and plays a card. Strictly speaking, only the Polarity of the card matters for Downtime Moves, but the GM is both allowed and encouraged to incorporate the card’s Forecast when possible.

Every Downtime Move made must include at least one player character who hasn’t made a Downtime Move during the current round of Downtime; once everyone has made at least one, or no one else wants to make one, you’ll need to return to Uptime before you can make any more. Each Downtime Move provides narrative hooks that will offer natural “on-ramps” back into Uptime, and the GM is encouraged to incorporate the consequences of Downtime Moves into the next chapter of the story whenever possible.

The Structure of Downtime

Once The Debrief has been completed, the rest of Downtime can proceed in whatever order your group would like. You can do all the Tie Scenes you want to do and then proceed into Downtime Moves, or vice-versa. Or, you can jump back and forth between Tie Scenes and Downtime Moves as you see fit; one may often suggest the other. Downtime continues until no one wants to do any more Tie Scenes, and and no one wants to or is capable of doing any more Downtime Moves. At this point, the GM takes things back into Uptime, either building off the consequences of one of the Downtime Moves made or else introducing some new element that puts the story back into a state of dramatic tension.

DOWNTIME MOVES

Live It Up: *Do something reckless, irresponsible, and fun. Over the course of the outing, you’ll encounter someone who will go on to play a key role during the next Uptime. Draw **POW**:*

*On a **positive card**, this person joins in the fun with you, and quickly becomes a new friend, or further affirms your existing friendship; they will help you as much as they can the next time you meet.*

*On a **neutral card**, this person becomes more familiar with you, and you with them. However, they have a good reason to withhold unconditional support, and will need convincing to help you.*

*On a **negative card**, you do something to anger this person. They develop a negative opinion of you, and will actively oppose you the next time you meet. If you have a Tie to them, you may not use it to Receive Aid during the next Uptime.*

Hatch a Scheme: *Spend time preparing for what’s next by creating a plan, setting a trap, or leaving yourselves a cache of supplies in a hidden location. Draw **ELE**.*

*On a **positive card**, you lay the groundwork to turn the tables at a critical future moment; during the next Uptime, each of you takes +1 Ongoing whenever you Reveal Your Master Plan and incorporate your preparations into that plan.*

On a **neutral card**, your planning pays off, but only to a limited extent. Take +1 Forward if you Reveal Your Master Plan and incorporate your preparations.

On a **negative card**, you fall into someone else's trap while setting up your own plans, as described by the GM. This may briefly force the game back into Uptime.

Gather Information: Scout out a person or location you and your friends might confront or make use of in the future. Draw **GEN** and play 1 card.

On a **positive card**, each person making this Move can ask any one question regarding the object of investigation, and the GM must answer each question honestly.

On a **neutral card**, only the player who drew for this Move may ask a question.

On a **negative card**, you learn nothing useful, and someone or something takes notice of you snooping around.

Call in a Favor: Meet up with an NPC in order to ask them to provide some kind of assistance during the next Uptime. If the favor is too extreme, the GM may ask you to make a more reasonable request. Draw **GLAM**.

On a **positive card**, they happily help you out.

On a **neutral card**, they will only help if you promise to do a favor for them during the next Uptime.

On a **negative card**, they somehow talk you into doing a favor for them for nothing in return. You must complete an assigned task for them during the next Uptime; if you don't, your relationship will be damaged.

Commune with the Undertow: Meditate to mentally expand your consciousness into the Undertow and get a glimpse of what's to come. Decide on some minor victory that all of you want to achieve, and which could reasonably be attained in the near future, then draw **BIZ**.

On a **positive card**, you see good fortune. The GM will ensure that you achieve the victory you've described at some point during the next Uptime.

On a **neutral card**, you see the possibility for success, but the path is obstructed. The GM will provide an opportunity to achieve the described victory during the next Uptime, but seizing that opportunity will be up to you.

On a **negative card**, you get a vision of yourself doing something that you don't want to do, as described by the GM. One or all of you must fulfill this vision at some point during the next Uptime, or else tick the Phantom Clock twice at the beginning of the next Debrief.

This Move may only be used **once** per Downtime.

EPILOGUES

There may eventually come a point where you feel that your character's story has reached a satisfying conclusion (or, you may think it's dramatically appropriate that they reach a pointedly unsatisfying conclusion). This can happen in one of two ways: if you choose to die when Facing Death, or if you choose to Retire when ascending to level 5 or higher. In either case, you perform an Epilogue for your character as part of putting them to bed.

You can think of the Epilogue as a brief "exit interview." It consists of a series of questions for your character that are meant to put a period on their narrative arc, and give you the space to reflect on what you've done with them.

When you perform an Epilogue, draw 3 cards from the Fate Deck. Don't worry about their Polarities or Forecasts, at least not directly. Instead, think about what the card symbolizes and how that symbolism relates to your character. Then, for each card, choose one of the questions below, and use the card as a lens through which your character answers that question.

- What accomplishment are you most proud of?
- What is your greatest regret?
- Who will miss you the most as you exit this stage of your life?
- What will you do with your time from now on?
- Is there anything that could make you come back?

You may answer these questions in any way you see fit, so long as they feel fitting for your character. Depending on the nature of death and the Undertow in your story's setting, questions 4 and 5 might be a little odd when your character has died, but feel free to use it as an opportunity to flesh out just what it means to have passed on from the mortal world.

Question 5 introduces the possibility that your character might return some day, once again taking an active role in the story.

If they return after Retiring, they become a level 1 Veteran, setting their most recent Playbook as their Former Playbook. If they somehow return from death, then they may come back as either a level 1 Veteran or Inhuman.

Kacey fumed silently.

Regina and Charlie had come over to talk strategy, to form a plan to find a way into the undertow and fight the creepy force down there that was messing with their town. More importantly, Kacey had planned to make a slumber party out of it, the kind she and Regina had all the time when they were younger. She'd made up pallets of blankets, prepped a tall stack of movies, and baked an entire bag of pizza rolls.

And none of it mattered because Regina and Charlie were just making out with each other. In Kacey's own room!

Everything had changed since the two of them had gotten together. It used to be that they were one big group, but now... now it was Regina and Charlie off to one side as lovebirds, and Naomi and Solo off to the other as the weirdos (that was a mean way for Kacey to think about her friends... Dammit, can't she at least let herself feel a little petty in her own mind?). That just left Kacey, in the middle. Alone.

Regina and Kacey had been best friends since kindergarten, but ever since they started high school... It was like Regina was leaving her behind. Outgrowing her. Regina and everyone else thought of her like the baby of the group, even though she was the second-oldest. Too timid, too quiet, too eager to follow the rules. Sometimes she didn't even know why they bothered keeping her around.

As her friends continued to kiss, Kacey unconsciously summoned her Eidolon. It looked identical to Kacey herself; unlike everyone else's, it lacked any cool spikes or otherworldly limbs or neon skin. Nope. It was JUST A GIRL, same as Kacey was. It stared back at her with a dull, lifeless expression.

It was useful, to be sure. She could make people ignore it, letting it wander

anywhere she wanted to go unnoticed. Her lip twitched; the power buried deep at the core of her soul was the power to be ignored. Just like Regina and Charlie were ignoring her now.

Why did it bother her so much? I mean, it was rude, but there was more to it than that. Something about watching the two of them make out filled her with... she didn't even know what. Frustration. Rejection? Certainly not jealousy. It's not like she was... I mean, she wasn't...

JUST A GIRL placed a ghostly hand on Kacey's shoulder, startling her. It had moved on its own? Kacey looked back into its eyes, just as empty and expressionless as before. But now, somehow, those empty eyes seemed to hold a sentiment, convey a message.

"Stop lying to yourself. Be brave, for once in your life."

A shiver ran through Kacey, her skin getting clammy as every muscle clenched and then relaxed. Then, all at once she lunged forward, shoving Charlie out of the way and pressing her lips to Regina's. Her friend went bug-eyed, but returned the kiss. Just as Charlie started to cry out in complaint, Kacey whipped around and kissed her, too.

"I'm tired," she said, catching her breath as she broke off from Charlie. "Of being ignored."

Charlie and Regina looked at each other, stunned, then slowly turned back to Kacey, smiles developing on each of their faces.

Behind them, Kacey's Eidolon began to shimmer and glow, its shape changing. Instinctively, Kacey knew that it was no longer JUST A GIRL.

Now, she had NO DOUBT.



CHARACTER CREATION

If you've read the previous four chapters, then you're ready to create a player character and start playing *EIDOLON*! If you haven't read the previous chapters yet, then you can still start creating a character, but you'll need to turn back to reference the earlier parts of the book as you go.

CHARACTER CREATION

We've listed out all of the steps involved in creating a character below. This is the order that makes the most sense to us, but most of them are interchangeable, and can be done in any order. Some of these steps will require you to talk with your fellow players and your GM. If you'd like to go through all the steps of character creation together as a group, then you're welcome to do so! You can also feel free to work on your character by yourself, and save the steps that require the full group until you get together for your first play session. Do whatever works best for you!

Come Up With a Concept

What kind of character do you want to play as? What kind of person are they, and what kind of things do they want? By this point, your GM may have already given you some rough ideas about the setting or premise of the story you'll be telling; if they have, how does your character fit into that? What is their Eidolon, and how do its powers reflect their personality? You don't need to answer all of these questions right away, and in fact, discovering the answers to them might be a big part of your game. But you do need at least a rough sketch of who your character is, so that you know how to role-play them. Don't forget to give both them and their Eidolon a name!

You should also figure out how your character and their Eidolon look at this point. In particular, you should have a solid description for the appearance of your Eidolon, since it can look like *literally anything* and the rest of your group will need a good idea of how it looks in order to imagine it.

If you feel like it, it might even help to draw a picture of your Eidolon to show the others. Even if you're not a great artist, it will help to solidify it in the other players' minds. Toss in a drawing of your character as well if you'd like!

Choose a Playbook

Once you know who you're playing as, look through the Playbooks in the next chapter and decide which one suits them best. You might need to tweak your Eidolon's abilities so that it can properly fit your Playbook's Eidolon Power. Talk to the rest of your group if you're struggling with that, and find a solution that works for all of you. Once you have a Playbook chosen, go ahead and fill in your Character Name, your Eidolon Name, and your Eidolon Power.

For more information on Eidolons and Eidolon Powers, see *EIDOLONS*, pg. 12.

Choose a resonant and dissonant card

Select one neutral card from the Fate Deck to be your **resonant** card, and one to be your **dissonant** card. When you and you alone play your resonant card, it's treated as if it's positive, even though the card itself is neutral. When you play your dissonant card, it's treated as if it's negative. You can choose any of the ten neutral cards you'd like for these, but your choice should say something about your character. Their resonant card should represent a concept that they relate to or that means something positive to them, while their dissonant card should represent something they struggle with or that they have a negative relationship to. For example, a flirtatious, extroverted character might choose The Lovers as their resonant card and The Hermit as their dissonant card.

No two characters in the same game can have the same resonant or dissonant card. The cards you choose should be unique to your character, and add their unique flavor to the Fate Deck. However, one character's resonant card can be another character's dissonant card; maybe the flirtatious extrovert above has a friend who's reserved and introverted, who takes The Hermit as their resonant card and The Lovers as their dissonant card.

It may be a good idea to save this part of character creation for when everyone is together, so that you can make sure you're not picking the same resonant and dissonant cards.

Assign Your Stats

Each Playbook has default starting stats that we've set based on which ones are the most useful for the Playbook's abilities. However, you are by no means beholden to what's on your sheet. Your stats are one of the ways that you express who your character is, so you should feel free to adjust them to your heart's content. To set your own stats, assign one of the following numbers to each one:

- 1
- 1
- 2
- 2
- 3

See STATS for more information.

Take Care of Playbook-Specific Creation Rules

Some of the Playbooks will have special instructions for you to carry out "at creation." Go ahead and do those now. If you have any questions, talk about them with your GM.

Every book also has a question that it asks as part of the character creation process. Think about this question, come up with a good answer that suits your character, and share it with the rest of your group during your first play session.

Take an Advanced Move

You're starting out at Level 1, which means that you've already earned an Advanced Move! Look through the list of Advanced Moves in your Playbook and check the box next to it to denote that you can use it. Remember that some of them have prerequisites that you need to meet before you can take them, which means they're off the table for Level 1.

Create Your Starting Ties

This is the point where you need to get everyone else involved. Each player is going to write down 3 initial **Ties** for their character. Unless you're playing with only a single player and a GM, then at least one of your Ties *must* be with another player's character, and one of your Ties *must* be with an NPC. What you do with your third Tie is up to you.

These Ties serve to establish your character's place in the world at the start of your story, the relationships and priorities that they've cultivated prior to the events of your game. Talk through your character's history with the others in your group in order to figure out which starting Ties make the most sense for you, and to establish a shared history with other player characters that you have Ties with. Remember also that just because you have a Tie with someone, that doesn't necessarily mean that they also have a Tie with you. If you're playing with a bigger group of players, it's probably wise to avoid establishing mutual Ties at the start, to ensure that the web of connections between the group's characters is broad and interconnected. However, that's only a rule of thumb, and you should do what feels best for your group.

Depending on the circumstances of your specific game, it might make sense to hold back on this step until after your first session. For instance, if your story is going to start with some or all of the characters not already knowing each other, then it would make sense to hold off on your starting Ties until all the player characters have gotten acquainted.

Have Fun!

With that, you've created your character! Once everyone has finished character creation, you're ready to begin playing! Schedule a time for your first session, or just roll right into it from your character creation session!

Haley slapped her alarm, groaning. It had been a tough couple of weeks.

The excitement and thrill of gaining superpowers, real, honest-to-goodness superpowers, had been surprisingly short-lived. It turned out, they weren't alone. The old man's toy shop had been around a long time, and he'd handed out a lot of sealed envelopes. Every time her and her friends thought they had things under control, they'd discover someone else—a teacher, a classmate, some random adult in town—who had an Eidolon, and who'd been using it for years to get ahead, with little regard to who they hurt along the way.

Why did their Eidolons drive them to so much violence? People she'd grown up around, people she trusted, had been doing horrible things to one another this entire time. The whole town was in a perpetual state of cold war, and it was only heating up the longer she and her friends stumbled through the middle of it.

Which didn't leave much time for sleeping. She glowered at the stovetop clock as she stirred a pot of oatmeal. Suddenly, the outside door creaked open and her father walked in, having finished his morning chores. They lived on a small horse ranch just outside of town, and that meant every day started with someone shoveling manure. Tomorrow, it'd be Haley's turn.

"You couldn't have started a pot of coffee before you went out?" she asked, then winced. She hadn't meant to sound so snippy. She was just tired.

"You drink coffee now?" he asked, pulling up a chair at the kitchen table. "Yeah... I guess you are growin' up." He studied her as she grabbed two bowls out of the cabinet and split the pot of oatmeal between them. "You look tired, kiddo. Everything alright?"

"Yeah! I'm fine. I..." Haley sat down, sliding one of the bowls toward her dad. She sighed. "I just... things have been hard, lately. It's like, the harder I try to understand things, the less sense everything makes."

"Jesus, Haley, you really are growing up. Well. I hate to be the bearer of bad news, but that's just being an adult. When you're little, everything makes sense. Two plus two equals four, y'know? Then they teach you algebra. Trigonometry. Calculus. Eventually they circle back to arithmetic and, do you have any idea how hard it is to actually prove that two plus two equals four? Takes hundreds and hundreds of pages. Simplest thing in the world, a toddler understands it just lookin' at their fingers, but scratch the surface and it's more complicated than most people can fathom. And every day, we've gotta wake up and figure out how to navigate all that."

"Does it ever get easier?"

"Nope." Her dad stabbed his spoon into his oatmeal. "But you do get better at it."

Haley smiled at him, then blinked. Something shimmered behind him. A humanoid figure with the head of a horse. Her face sank.

"No. No. Not you too."

"It's everybody, kiddo. We've all got our own crosses to bear."

THE PLAYBOOKS

Here you can find all of the Playbooks for the different types of characters you can play. Each Playbook contains a Character Sheet, a list of Starting, Advanced, and Master Moves, a brief rundown of how the Playbook is meant to function, and a few example Eidolon Powers to give you an idea of how you might use the Playbook. Read through **CHARACTER CREATION** and then check this section out to see which Playbook best suits you!

THE VANGUARD

“My Eidolon obliterates enemies by _____.”

Your Eidolon is very good at, well, fighting. Other Eidolons. People. Even inanimate objects. It's not the fanciest power in the world, but so what? As far as you're concerned, words like “finesse” or “nuance” are synonyms for “waste of time.” Sometimes you might be a little reckless, but you will never stop fighting for yourself or for your friends. You have an incredible strength of spirit, and will always push as hard as possible to win the day. Stand up, make a fist, and hit 'em where it hurts.

Range: 10 Feet

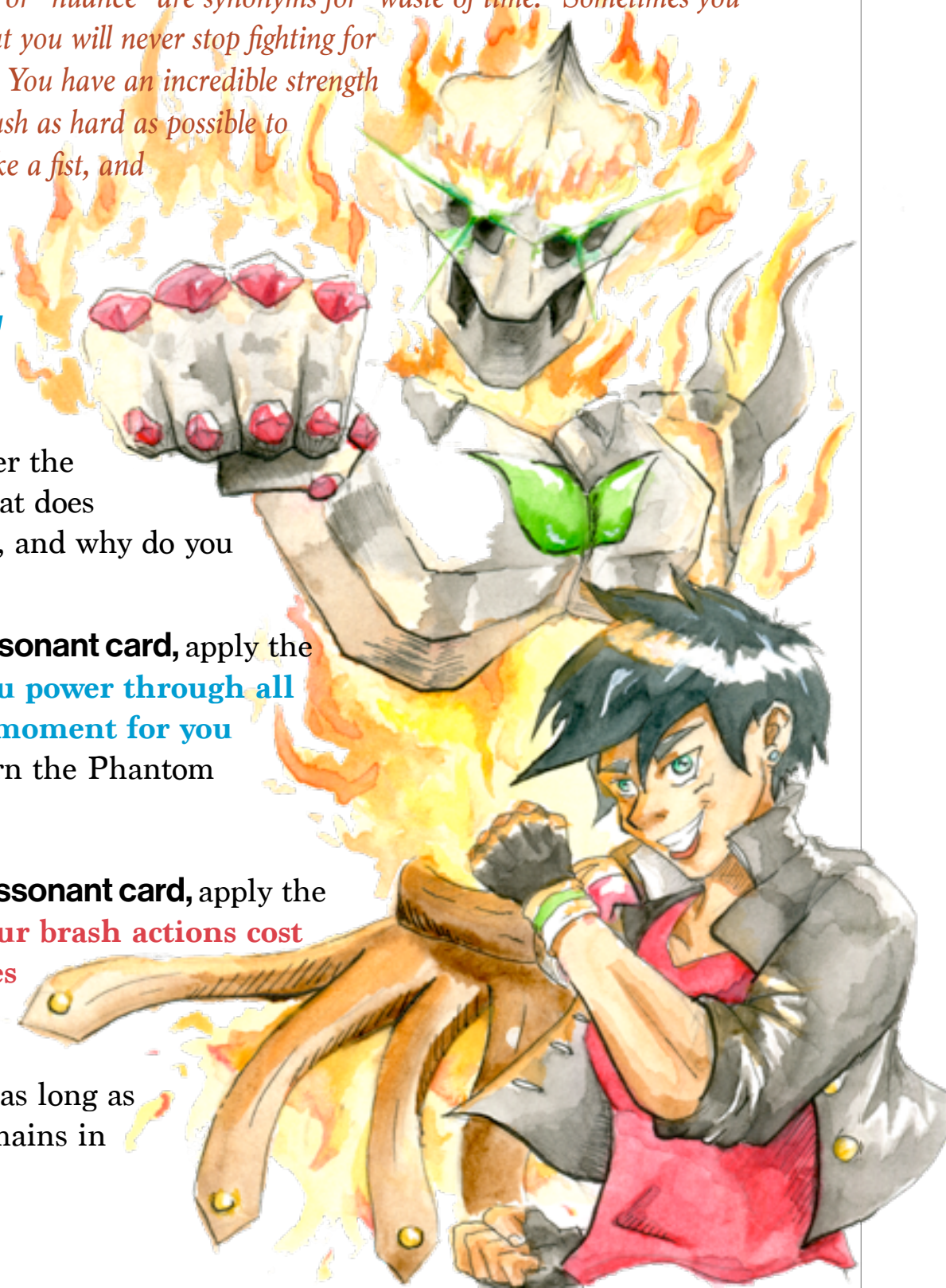
3 **POW** 1 **ELE** 1 **GEN**
2 **GLAM** 2 **BIZ**

At creation, answer the following question: What does “strength” mean to you, and why do you value it?

When you play your resonant card, apply the following Forecast: “**You power through all obstacles to seize the moment for you and your friends.**” Turn the Phantom Clock back 1 hour.

When you play your dissonant card, apply the following Forecast: “**Your brash actions cost you or your teammates something valuable.**”

You may not Break on Through anything else as long as your dissonant card remains in the discard pile.



Starting Moves

Break On Through: When you use your Eidolon's power to force your way through a physical obstacle, draw **POW**, but ignore the Forecast for the card you play.

On a **positive card**, you force your way through with finesse and ease. Nothing is permanently damaged and no attention is drawn to you.

On a **neutral card**, either the obstacle is permanently damaged or attention is drawn to you, your choice.

On a **negative card**, either the obstacle is permanently damaged or attention is drawn to you, GM's choice.

Actually, I Meant For You to Kick My Ass: When you play a negative card when Scrapping or Challenging Fate, you can explain how any negative consequences actually help you achieve success, and Reveal Your Master Plan by drawing **POW** instead of **GEN**.

Advanced Moves

King of Pain: Scrap viciously, with no regard for your own safety. If you play a neutral or positive card, choose one of the following consequences, in addition to the card's Forecast:

- You create an opportunity for your allies.
- You impress, surprise, or intimidate your target.
- You take control of the situation.

If you play a negative or neutral card, advance your Damage Track twice instead of once.

A Light That Never Goes Out: When someone is caught in the clutches of despair, draw **GLAM** to give an inspiring speech about why they matter and why they can't give up. If you play a neutral or positive card, GM-controlled characters will be inspired to keep going, and player-controlled characters receive +1 Ongoing for the rest of the scene. If you play a positive card, GM-controlled characters will return your kindness sooner or later, and you receive +1 Ongoing for the rest of the scene.

Don't Stop Believing: If at any time you draw nothing but negative cards when making a Move, you may tick the Phantom Clock to shuffle your spread and the discard pile into the Fate Deck and draw a new spread.

Longshot: If you use your Eidolon Power to launch a precise, targeted attack against an enemy's weakness that would normally be beyond your reach, you may Snipe with **POW** instead of **ELE**.

Sucker Punch: Take the **Quick-Draw** Move from the Virtuoso Playbook; *Permanently take +1 Ongoing when using your Eidolon to Scrap or Snipe someone who doesn't believe that you can or will attack them.*

Tubthumping: If your Damage Track would advance to "Defeated," explain why this fight is too important to you to lose. Keep your Damage Track at "Desperate," but take -1 Ongoing on all Moves for the rest of combat. If you take damage again, advance your Damage Track as normal. Advance your Damage Track to "Defeated" as soon as combat ends. You can only use this Move once per session.

Never Fight a Stranger: After fighting someone, take +1 Ongoing any time you attempt to Dazzle them in the future.

Bad Reputation: When you meet someone who might have heard of you, draw **POW**. If you play a neutral or positive card, they'll know you're dangerous and hesitate to confront you; take +1 Ongoing when Threatening them. If you play a neutral or negative card, they'll know about your Eidolon Power and have a plan to fight against it.

Unflappable: If a GM-controlled character tries to threaten or intimidate you, show them that they don't scare you and draw **GLAM**. On a positive card, they'll believe you, and treat you with a higher degree of respect moving forward. On a neutral or negative card, they'll buy your bluff, but they definitely got to you. Take -1 Ongoing when acting against them.

Overdrive: You can Push Yourself or use Don't Stop Believing by advancing your Damage Track instead of ticking the Phantom Clock.

Battle Bond (*Requires Never Fight a Stranger*): After Scrapping with someone, you can attempt to grasp some deep truth about them. Draw **BIZ**. On a positive card, you will have a vision of a past memory that has turned your opponent into who they are. On a neutral card, you'll still have the vision, but you'll also need to describe the vision they see about you. You can't use this Move on the same person twice.

Force of Personality: Once per session, when you are in the Undertow, you can make any one-sentence statement and draw **GLAM**. On a positive card, that statement becomes true for as long as you're in the Undertow. On a neutral card, it becomes only sort of true, as described by the GM.

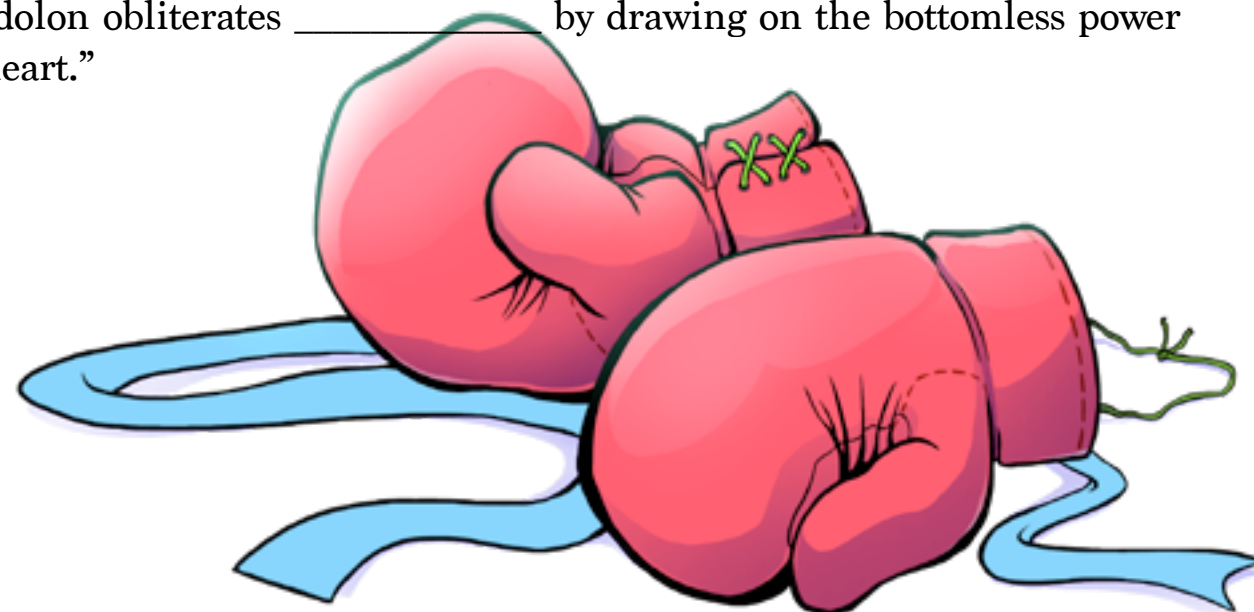
Master Moves (Requires Level 5 or higher)

With a Little Help From My Friends: Set your Damage Track to "Desperate," and summon the Eidolon of every friend you have a Tie with. You can only use this Move once, ever.

Punch Parade: When you deliver the finishing blow to an Eidolon master, you can strike with such force that you destroy their connection to the Undertow. Draw **POW**. On a positive card, their Eidolon is sealed. On a neutral card, their Eidolon is severed.

This Isn't Even My Final Form (*Requires Tubthumping*): When you take this Move, fill out the Eidolon Power listed below. When using Tubthumping, use it instead of your normal Eidolon Power.

"My Eidolon obliterates _____ by drawing on the bottomless power of my heart."



ABOUT THE VANGUARD

Like the name suggests, Vanguarders usually stand at the forefront of their group. They excel in combat, with lots of Moves that expand their options when fighting. They tackle problems with a direct, head-on approach, smashing through obstacles, beating up bad guys, and never, ever giving up on what they believe is right.

Vanguarders are well-equipped to approach non-combat situations in the same way, with Moves that enable them to threaten enemies into compliance and inspire their friends to stand tall. You are of course free to play your Vanguard in whichever way you see fit, but in general, Vanguarders will tend to be loud, boisterous characters that always fight directly for what they want, be that with their fists or with their words. This is a Playbook for players that wish to be at the forefront of the action, always throwing themselves into the next fight with an open but forceful heart.

EXAMPLE VANGUARD EIDOLON POWERS

“My Eidolon obliterates enemies by punching extremely hard and extremely fast.”

“My Eidolon obliterates enemies by crushing them in its giant crab claws.”

“My Eidolon obliterates enemies by stopping time and beating the crap out of them while time is stopped.”

“My Eidolon obliterates enemies by flowing through my veins as pure energy, giving me super speed and strength.”

“My Eidolon obliterates enemies by conjuring fire.”



THE INFILTRATOR

“My Eidolon can cloak itself from detection by _____, and attack from hiding by _____.”

You're really not one for the “direct approach.” There's always a shortcut, a workaround, an angle that no one else considered. A way to slip through the cracks and take out your target with surgical precision, without anyone even realizing you're the one who pulled the trigger. You know, metaphorically. Or not? Whatever. Blend in, slip by, and aim carefully.

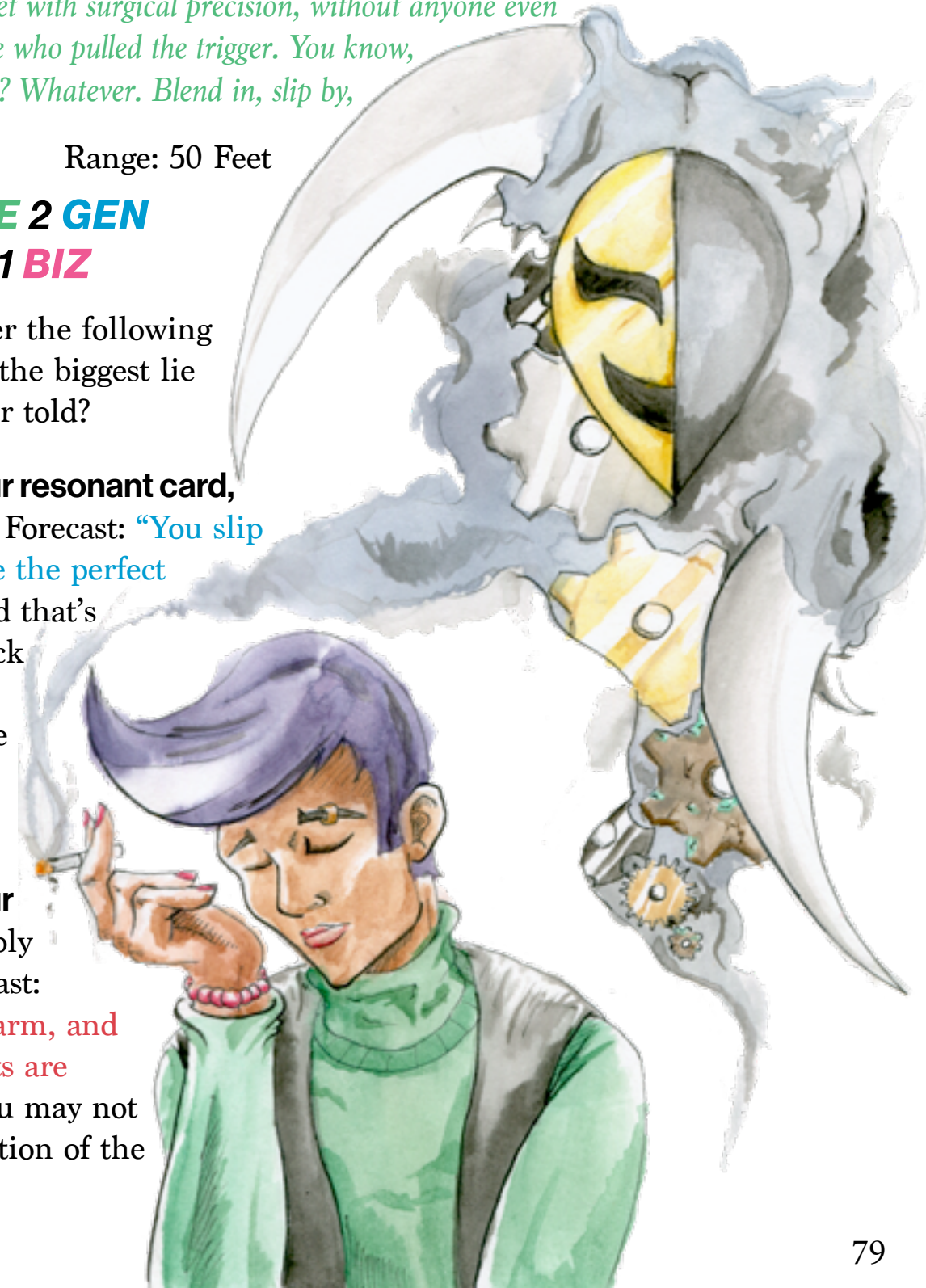
Range: 50 Feet

1 POW 3 ELE 2 GEN
2 GLAM 1 BIZ

At creation, answer the following question: What's the biggest lie you've ever told?

When you play your resonant card, apply the following Forecast: “You slip into position to take the perfect shot.” Choose a card that's still in the Fate Deck and place it in the discard pile. Shuffle the Fate Deck afterward.

When you play your dissonant card, apply the following Forecast: “You tripped the alarm, and now the searchlights are trained on you.” You may not Vanish for the duration of the current scene.



Starting Moves

Vanish: When you use your Eidolon's cloaking power while no one's watching, draw **ELE**. On a positive card, Hold 2. On a neutral card, Hold 1. Spend 1 Hold any time you use your Eidolon to make a Move, or anytime someone thoroughly searches the area your Eidolon is cloaking in. Your Eidolon cannot be located as long as you have at least 1 Hold.

Pick Locks, Hack Consoles: When you attempt to disarm a security system, pick a lock, or otherwise use finesse and subterfuge to get somewhere you're not supposed to be, draw **ELE**, but ignore the Forecast of the card you play.

On a **positive card**, you sneak in without being detected.

On a **neutral card**, something is damaged or an alarm is raised, your choice.

On a **negative card**, something is damaged or an alarm is raised, GM's choice.

Advanced Moves

Smooth Operator: When you successfully Dazzle someone in an attempt to gain entry to somewhere you shouldn't be, take +1 Forward in that location.

Escape Artist: Take the **Noclip** Move from the Inhuman Playbook;

You can draw **BIZ** to disappear from the real world by moving into the Undertow, and when you reappear, it can be anywhere within twenty feet of where you disappeared from.

Dead Drop: When you Push Yourself, you may choose one card from your original spread to discard instead of sending to the bottom of the Fate Deck.

Run Silent, Run Deep: When you Vanish, gain an extra Hold on a neutral or positive card.

Excellent Work: When you have accomplished a task behind enemy lines, you may draw **GEN** to ascertain the shortest path to a safe exit.

Ambush: When you make a Move to attack an enemy from hiding, you may choose a card from the discard pile to play instead of drawing from the Fate Deck.

Call an Ambulance, But Not For Me (*Requires Ambush*): When you successfully Dazzle someone into thinking that you are defenseless, vulnerable, or otherwise unable to harm them, you may Ambush them while in plain sight for the duration of the scene.

Pickpocket: When you attempt to take something from someone without them noticing, draw **ELE**, but ignore the Forecast of the card you play.

On a **positive card**, you successfully steal the item without drawing suspicion.

On a **neutral card**, you successfully steal the item, but its owner notices something is wrong.

On a **negative card**, the item's owner immediately notices you doing something suspicious.

Fade Away: Your Eidolon can cloak you as well as itself. You become uncloaked if you make a Move independently from your Eidolon, or if your Eidolon becomes uncloaked.

Smooth Criminal (*Requires Smooth Operator*): You can put together a disguise of your choosing out of any available materials you have. Draw **GLAM** to determine the quality of your disguise. Choose a card already in the discard pile and set it aside. As long as you maintain your disguise, you may play and discard this card instead of drawing for an action. Discard this card if your disguise becomes compromised or you remove it.

Smuggle: When your Eidolon Vanishes, it can cause anything smaller or equal in size to you that your Eidolon is touching to become cloaked along with it. Draw **ELE**; on a neutral or negative card, they will only become cloaked if they want to be. Your target uncloaks only when your Eidolon does.

Shadow Heist (Requires Pickpocket): When Pickpocketing a target, focus your mind on one object you know the target owns, but which isn't currently on their person; that object is now in their pocket. You can only use this Move once per session.

Master Moves (Requires Level 5 or higher)

Soul Shot: When you Snipe an enemy Eidolon master and play **The World**, sever their Eidolon.

Take Your Heart (Requires Shadow Heist): Once per session, you may draw **GEN** to steal something intangible from someone—a memory, a relationship, etc. When you use this Move, the last thing you stole with it is returned to its owner.

Crime of the Century (Requires Smuggle): You can cloak any inanimate object your Eidolon is touching, regardless of size. If you attempt to Smuggle something larger than yourself, draw **BIZ** instead of **ELE**. You may only use this Move once per session.

ABOUT THE INFILTRATOR

The Infiltrator is a Playbook for people who want to be on the front lines, but don't want the attention or risk that The Vanguard brings with it. The Infiltrator's Moves are all about sneaking and subterfuge, avoiding danger while lining up deadly attacks and supporting the team through reconnaissance and espionage.

Keep in mind that your Eidolon Power doesn't necessarily mean that your Eidolon (or you, or anything else you cloak with Smuggle or Everything Fades) becomes invisible, just undetectable.

EXAMPLE INFILTRATOR EIDOLON POWERS

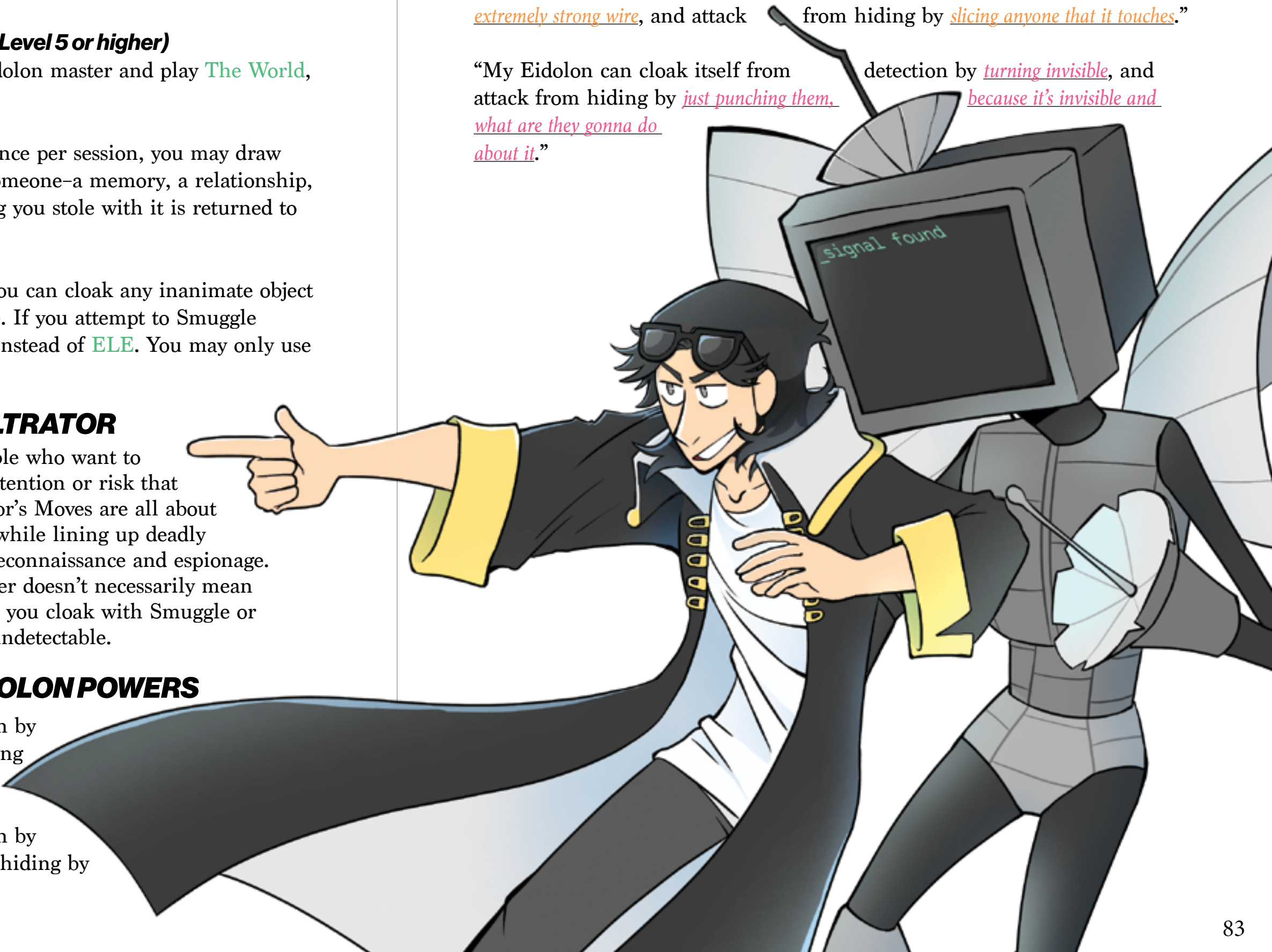
“My Eidolon can cloak itself from detection by merging into the shadows, and attack from hiding by attacking their shadows with its cool sword.”

“My Eidolon can cloak itself from detection by turning into a puddle of water, and attack from hiding by launching sharks out of itself.”

“My Eidolon can cloak itself from detection by dissolving into soundwaves, and attack from hiding by blasting enemies with bone-shattering bass.”

“My Eidolon can cloak itself from detection by unraveling into invisibly thin but extremely strong wire, and attack from hiding by slicing anyone that it touches.”

“My Eidolon can cloak itself from detection by turning invisible, and attack from hiding by just punching them, what are they gonna do about it.”



THE NAVIGATOR

“My Eidolon can perfectly sense _____ in the area around it.”

You’d describe yourself as more of an... ideas person. What good is power without the right planning? When you’re not rambling on about your pet interests, you prefer to sit back, gather data, and put together an undefeatable strategy for your comrades to execute. Study up, prepare your vessel, and chart the course.

At creation, choose an **Area of Expertise**, a topic about which you know everything there is to know. Answer the following question: What is it that fascinates you about this subject, and how have you come to be so knowledgeable about it?

1 POW 1 ELE 3 GEN
2 GLAM 2 BIZ

Range: 25 Feet

When you play your dissonant card, apply the following Forecast: *“You’re too certain that you’re right, and you miss something important as a result.”*

Discard half of the Ready for Anything cards you have set aside (rounded up).

When you play your resonant card, apply the following Forecast: *“For an instant, you understand everything, and know exactly what to do next.”* Pick a Positive card out of the deck or discard pile and add it to your Ready for Anything spread.

Starting Moves

Ready for Anything: At the beginning of Uptime, draw **GEN** and set all cards in your spread aside. At any point during this Uptime, you can play one of these cards instead of drawing. Discard any remaining cards you have once you return to Downtime.

Information War: Draw upon your Area of Expertise to state a fact about your current situation that no one but you would notice, then draw **GEN**.

On a **positive card**, continue by explaining how you’re exploiting this fact to your advantage.

On a **neutral card**, the GM will explain how anyone could potentially exploit this fact.

On a **negative card**, you are mistaken, and your mistake will leave you vulnerable.

Advanced Moves

Dredge Your Mind: When you search your memory for relevant information regarding your current situation, draw **GEN**, but ignore the Forecast of the card you play.

On a **positive card**, you remember useful and relevant information regarding your situation.

On a **neutral card**, you remember something that might be useful, but the details are vague.

On a **negative card**, you remember incorrect information.

The GM may ask you how and why you know the information you’re remembering; answer them.

Read the Stars: Once per session, when you make a Move, you may choose to return all unplayed cards in your spread to the top of the Fate Deck, instead of sending them to the bottom.

Expert Investigation: When Investigating, add “what does my Area of Expertise tell me about the situation?” to the list of questions you can ask.

Signal Repeater: You can move your scanning ability to center on anyone or anything you have a Tie with, allowing you to sense the area around them instead of the area around your Eidolon. Your scanning ability will stay with them until you call it back to yourself.

Tagging Shot (*requires Signal Repeater*): When your Eidolon has wounded someone or something, then until that wound is healed you can use Signal Repeater to move your scanning ability onto them, regardless of whether you have a Tie with them.

Coordinated Assault: When another player makes a Move to enact part of a plan that you've explained to them, you can give them one of the cards you've set aside with Ready For Anything for them to play instead of drawing.

Undertow Astrolabe: Your Eidolon Power works both within your immediate surroundings and within the equivalent space in the Undertow, or if you're in the Undertow, within the equivalent space in the real world.

Come Sail Away (*requires Undertow Astrolabe*): You can draw **BIZ** to attempt to pull something you sense in one world into the world you currently inhabit.

Brain Radio: You can broadcast your thoughts from your Eidolon. Anyone within your immediate vicinity that you have a Tie to will hear the thoughts you transmit this way in their head, and they can also transmit their thoughts to you.

Braintap (*Requires Brain Radio*): You can draw **BIZ** to try to telepathically eavesdrop on someone within your immediate surroundings, regardless of whether you have a Tie to them.

Soul Spyglass: When you play a positive or neutral card to Dredge the Undertow, you can ask any one question about one of the characters in your immediate vicinity. The player of that character must answer your question as truthfully as they can, possibly even revealing information that the character themselves does not know. If you play a neutral card, they also get to ask you a question about your character, and you must answer truthfully.

Threat Detection: Take the Fight or Flight Move from the Beast Playbook; At any time, you may ask the GM if you are currently in danger. The GM will always answer honestly, but will not provide any details about the source of the danger.

Master Moves (Requires Level 5 or higher)

Astrologic Clock (*Requires Undertow Astrolabe*): Once per session, you may draw **BIZ** to overcharge your Eidolon, seeing what it will sense one minute in the future.

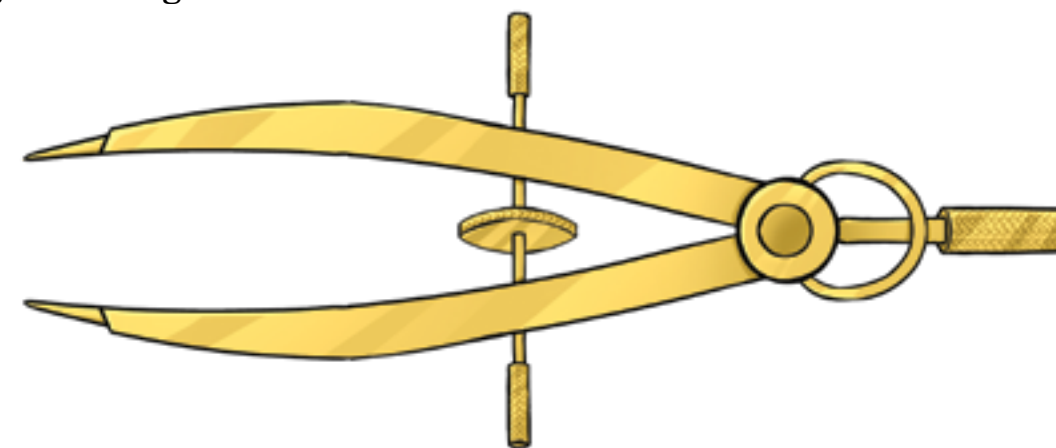
Eureka: Just before an enemy advances your Damage Track to "Defeated," you have a flash of inspiration about how to beat them. State a critical weakness the enemy has; whatever you say is now true, and always has been. Draw **GEN**, but ignore the Forecast of the card you play.

On a **positive card**, you have a brief instant to exploit this weakness before you're defeated.

On a **neutral card**, you have a brief instant to either shout out the weakness, alerting the enemy that you've discovered it, or else leave behind a clue that will reveal the weakness if your allies interpret it correctly.

On a **negative card**, draw one less card when Facing Death (to a minimum of 1); if you die, the enemy's weakness dies with you.

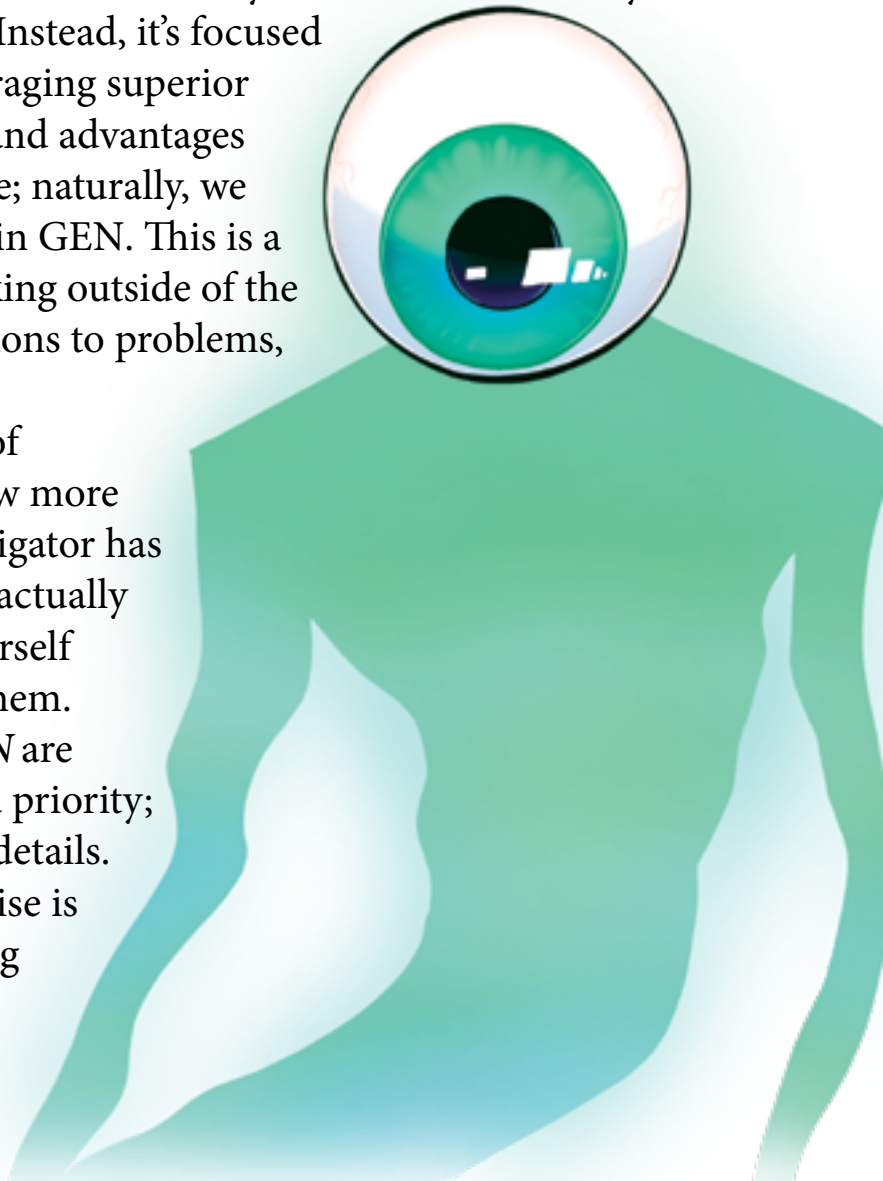
Perfect Deduction: When you play a positive card when Investigating, answer the first question you ask yourself, rather than having the GM answer it; whatever you state as the answer to your question is true. You can only use this Move once per session, even if you draw more than one positive card during a single Investigation.



ABOUT THE NAVIGATOR

The Navigator isn't an actively combative Playbook, in the same way that the Vanguard or the Infiltrator are. Instead, it's focused on gathering information, and leveraging superior knowledge to create opportunities and advantages that no one else would be able to see; naturally, we recommend all Navigators take a 3 in GEN. This is a Playbook for those who enjoy thinking outside of the box and finding clever, lateral solutions to problems, instead of tackling them head-on.

Every Navigator has an Area of Expertise, something that they know more about than anyone else. If your Navigator has an Area of Expertise that you don't actually have in real life, you might find yourself having a harder time role-playing them. Remember that stories in EIDOLON are fantastical, and firm realism is not a priority; feel free to play fast and loose with details. For instance, if your Area of Expertise is physics, no one needs to be checking your Information War statements against Newton's laws of motion; as long as it sounds and feels good in the moment, that's sufficient.



EXAMPLE NAVIGATOR EIDOLON POWERS

“My Eidolon can perfectly sense the temperature in the area around it.”

“My Eidolon can perfectly sense all ghosts in the area around it.”

“My Eidolon can perfectly sense the romantic tension in the area around it.”

“My Eidolon can perfectly sense evil intentions in the area around it.”

“My Eidolon can perfectly sense the safest path forward in the area around it.”

THE CONDUCTOR

“My Eidolon warps reality around me by _____.”

You're the life of the party. You instantly change the energy of any room you walk into, and the world seems to just... play by different rules when it comes to you. And that's before we talk about your Eidolon, which literally warps reality around you. You're so damn charming that sometimes it can be a little hard for you to turn it off. Still, anyone looking to have a good time should stick close to you. Plug in, switch on, and let the power flow.

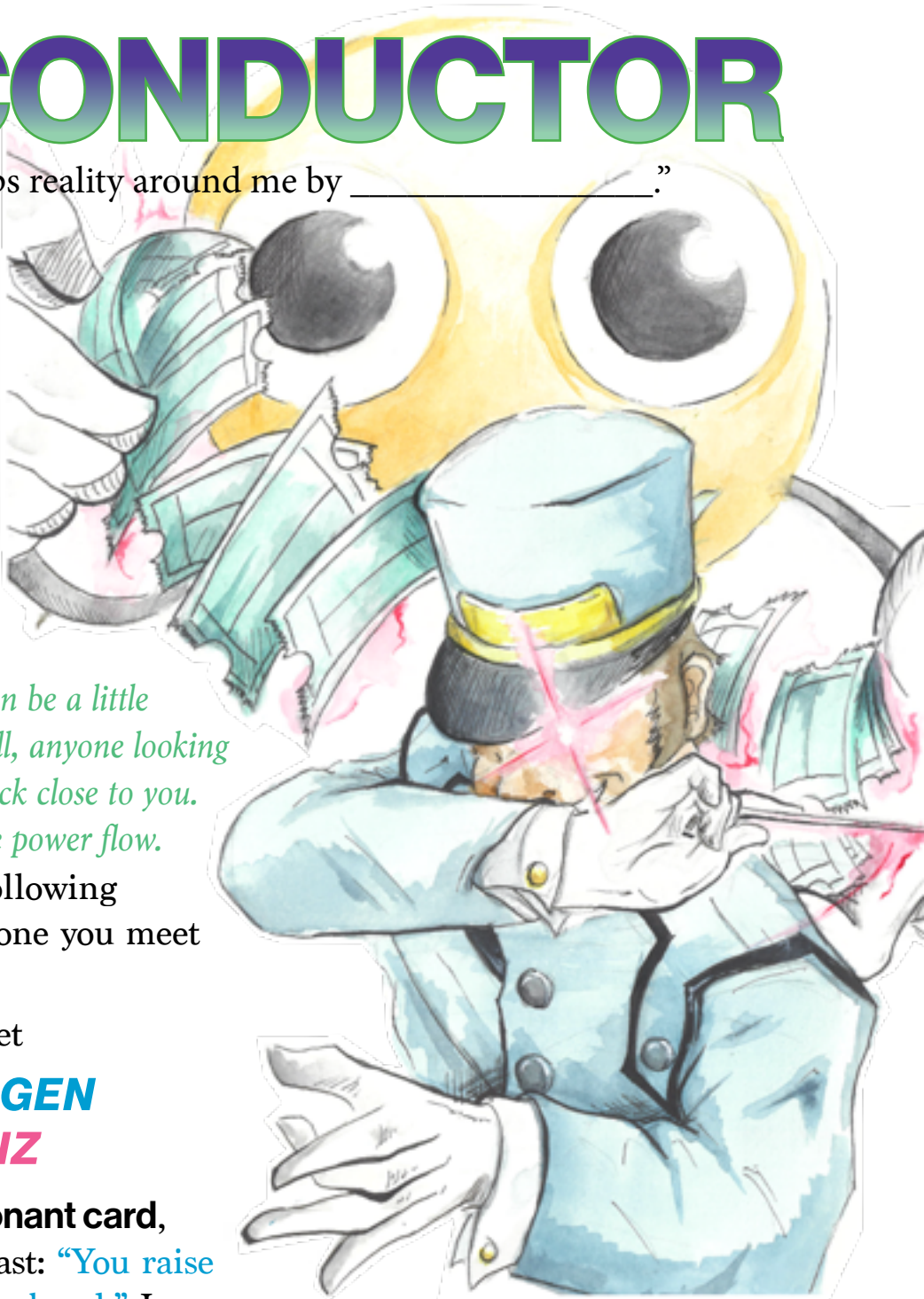
At creation, answer the following question: Why does everyone you meet like you so much?

Range: 15 Feet

1 **POW** 1 **ELE** 2 **GEN**
3 **GLAM** 2 **BIZ**

When you play your resonant card, apply the following Forecast: “You raise your baton to strike up the band.” Issue one command: everything currently in your zone of influence must follow it, until the assigned task is complete or the scene ends.

When you play your dissonant card, apply the following Forecast: “Life is a stage, and you've forgotten all your lines.” For as long as your dissonant card is in the discard pile, any time you Dazzle someone, do not draw; instead, the GM will act as though you played The Moon.



Starting Moves

Good Vibrations: Anyone who has a Tie to you is immune to the effects of your Eidolon if they choose to be and you want them to be.

Static Shock: When you Scrap, if you pair your assault with an insult that hurts worse than the attack, you may draw **GLAM** instead of **POW**.

Bermuda Triangle: When you Face Death, your Eidolon immediately begins warping reality if it wasn't already, and continues to do so until you wake up or come back to life. If you choose to embrace death, you may declare one location; your Eidolon moves to this location and never moves again, continuing to warp reality in perpetuity.

Advanced Moves

Take on Me: When you successfully Dazzle someone, your Eidolon will warp reality around them in the same way it does around you. This effect remains for the rest of the scene.

Faulty Meter: When you successfully Dazzle someone, then until the end of the scene, they will not think anything is amiss when your Eidolon warps reality.

Give Peace a Chance: Take the **Four Thirty-Three** Move from the Virtuoso Playbook, but you activate it by turning off your Eidolon's power instead of throwing your Eidolon away.

During combat, throw away your Eidolon and make a call to negotiate with your enemies. Draw **GLAM**, but ignore the Forecast of the card you play.

If you play a **positive card**, all Eidolons involved in the conflict become **severed** until you pick up your Eidolon again.

If you play a **neutral card**, no Eidolons become severed, but the enemy will stop attacking long enough to hear you out.

If you play a **negative card**, nothing happens, except that you've thrown away your Eidolon.

You may only use this Move once per session.

Lightning Rod (*Requires Take on Me*): Declare the name of one person who has at some point been under the influence of your Eidolon. You may draw **GLAM** to have your Eidolon warp reality around them instead of you, regardless of where they are. You may draw **BIZ** to have your Eidolon resume warping reality around you.

Vibe Check: When Dredging the Undertow to acquire information about the relationship between two or more people, you may draw **GLAM** instead of **BIZ**.

Faraday Cage: When in the Undertow, you may draw **BIZ** to turn your Eidolon's zone of influence into a space in which reality is stable and reflects the real world, instead of a space in which reality is warped.

Reflecting Pool (*Requires Faraday Cage*): When in the real world, you may draw **BIZ** to turn your Eidolon's zone of influence into a space that reflects the corresponding area in the Undertow.

Under My Umbrella: You may draw **POW** to transform the border of your zone of influence into a solid barrier. On a positive card, choose 2 of the following. On a neutral card, choose one:

- The barrier is sturdy, and impervious to nearly all attacks.
- The barrier is transparent.
- Your allies can move back and forth through the barrier freely.
- You may dismiss the barrier at will.

Sealed Room: Once per session, you can designate one person inside of your Eidolon's zone of influence. Neither of you may leave the area until you both give the other something they want.

Devil Pact (*Requires Sealed Room*): When you take this Move, describe a "Devil," a Shade that dwells in the Undertow. Once per session, you may draw **BIZ** to summon it into your Eidolon's zone of influence. Neither of you may leave the area until you agree upon a contract with each other.

Superconductor: Once per session, you may choose one character that has a Tie to you and that you have a Tie to. Then, each of you temporarily rewrites your Eidolon Power to something that evokes the Power of the other. Your Eidolon Power reverts to normal at the beginning of the next scene.

Power Cycle: Once per session, you may shuffle the discard pile into the Fate Deck, then discard the same number of cards from the top of the deck (this ticks the Phantom Clock if it is at 6 PM or higher).

Master Moves (Requires Level 5 or higher)

Limelight: The range of your Eidolon’s reality-warping ability changes from 15 Feet to the distance of the furthest person in your line of sight that’s actively paying attention to you.

Give Violence a Chance (Requires Give Peace a Chance): Once per Uptime, when using Give Peace a Chance, your Eidolon Power does not switch off, leaving you as the only person in the scene with access to your Eidolon Power.

Faustian Super Shopper (Requires Devil Pact): Every third time you summon your Devil, you may draw **BIZ** to have them act at your behest without requiring anything in return.

ABOUT THE CONDUCTOR

The Conductor’s Eidolon amplifies the natural charm they exude to such a high level that it has a physical effect on the area around them. It might be that their “magnetic personality” has an actual influence on the local magnetic field, or their “hot temper” causes the temperature to rise as they get angry.

Generally, anything altered by your Eidolon’s ability should change back to normal when your power turns off, or when the target leaves your zone of influence, which by default extends in a radius around you equal to your Range. However, depending on the specifics of your power, it may sometimes leave permanent

or lasting effects. Talk through these kinds of nuances with your GM and fellow players during character creation to ensure everyone’s on the same page.

EXAMPLE CONDUCTOR EIDOLON POWERS

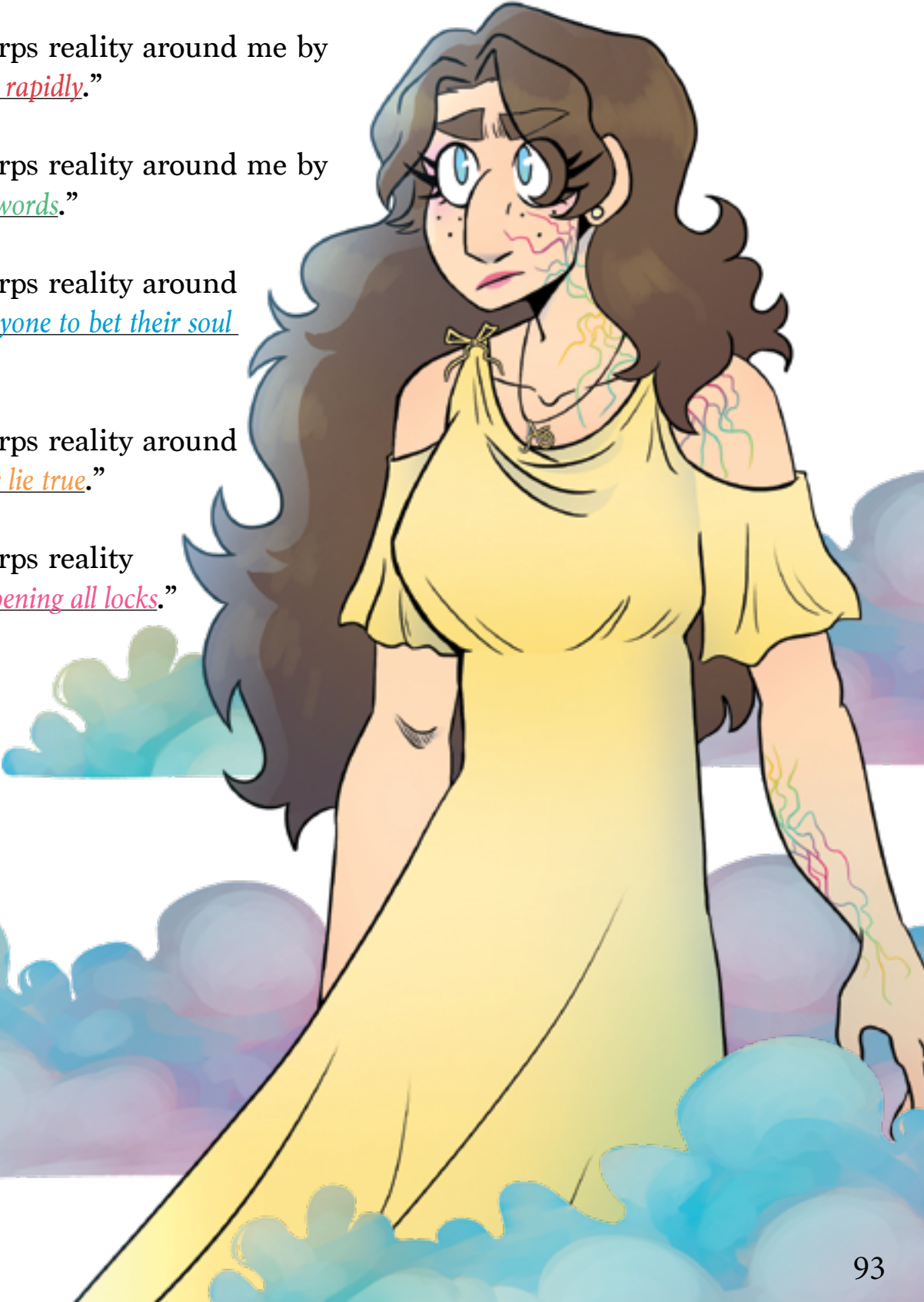
“My Eidolon warps reality around me by making plants grow rapidly.”

“My Eidolon warps reality around me by filling the air with swords.”

“My Eidolon warps reality around me by allowing anyone to bet their soul on a game.”

“My Eidolon warps reality around me by making any lie true.”

“My Eidolon warps reality around me by opening all locks.”



THE ALCHEMIST

“My Eidolon can transform any _____ it touches into _____.”

You deeply understand that everything is connected, and that the categories people divide the world into are ultimately arbitrary. Naturally, your Eidolon is able to transcend these boundaries. It can change the shape and structure of things, giving you nearly limitless creative potential when it comes to solving problems. Take a deep breath, consider the world around you, and make it something better.

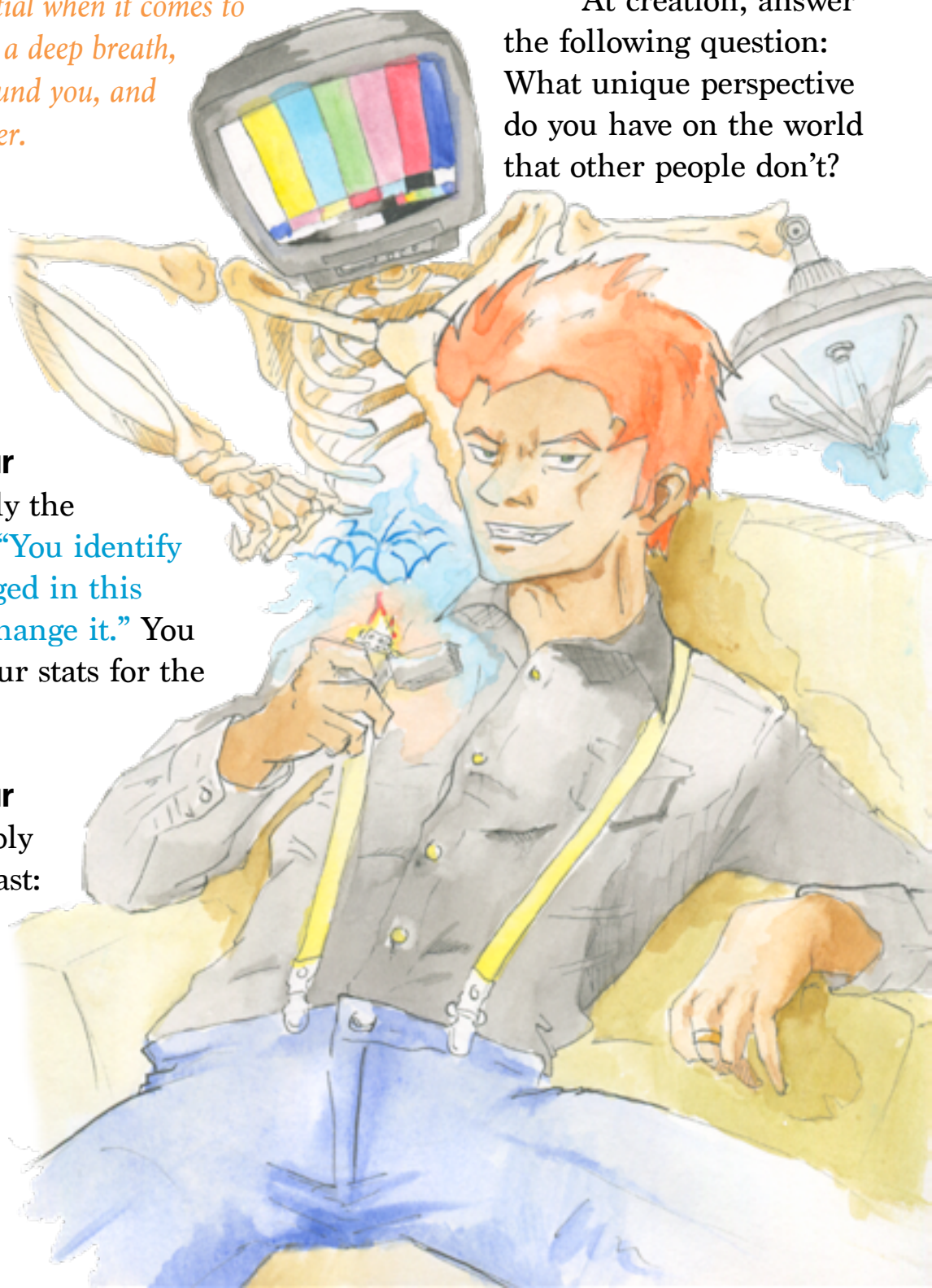
Range: 10 Feet

1 POW 1 ELE 2 GEN
2 GLAM 3 BIZ

When you play your resonant card, apply the following Forecast: “**You identify what must be changed in this moment, and you change it.**” You may swap two of your stats for the rest of the session.

When you play your dissonant card, apply the following Forecast: “**you try to change something that should not be changed.**” The GM will swap two of your stats for the rest of the session.

At creation, answer the following question: What unique perspective do you have on the world that other people don’t?



Starting Moves

Revert: If you or your Eidolon touches something you’ve transformed, you can make it turn back to its original form.

If Cars Are Frogs: At the beginning of each session, Hold 2. You may spend 1 Hold when Challenging Fate; you interpret the Forecast of the card you play, instead of the GM (you must still respect the Polarity of the card).

Advanced Moves

Delayed Reaction: When your Eidolon touches a valid target of its power, instead of making the transformation take place right away, you can instead choose to Hold 1. You can spend this Hold at any time, and the transformation will only take place once you do.

Nothing Is Beyond My Reach: You may transform a target without touching it. When you take this Move, choose what you need to do instead:

- Look at your target for a moment of intense focus.
- Hit your target with a beam or projectile generated by your Eidolon.
- Touch another object to charge it with transformative power and cause that to touch your target.

What a Fool Believes: When you would interpret a Forecast with If Cars Are Frogs, you may instead choose the Forecast of a different card of the same Polarity - interpret that Forecast instead.

Suffering is Optional: When you would advance your Damage Track, you may instead choose one of your stats with a value greater than 1; set that stat to 1. It returns to its normal value at the beginning of the next Downtime.



Metamorphosis: When you Face Death and do not choose to embrace death, you may change something about yourself when you come back. You may permanently swap two of your stats, or choose one Advanced Move you’ve taken and replace it with another Advanced Move you meet the requirements for. Describe how this change is reflected in your personality, in the appearance of your Eidolon, and, optionally, your physical appearance.

Same As It Ever Was: Take the Faulty Meter Move from the Conductor Playbook, but instead of warping reality, someone you successfully Dazzle will not think anything is amiss when your Eidolon transforms something.

When you successfully Dazzle someone, then until the end of the scene, they will not think anything is amiss when your Eidolon warps reality.

I’ll Give You Everything: When another player’s Damage Track advances to Defeated, you can imbue your Eidolon with a burst of transmutational power to give them your life energy. Swap your Damage Track with theirs and immediately Face Death. You can only use this Move once per session.

Burning For You: When anyone plays a card, you may transmute a piece of your soul into raw energy to fuel a greater success. Use the Polarity and Forecast of The World instead of the card that was played, then describe what you gave up to make that happen; an important memory, a skill you possess, a significant aspect of your personality, etc. Additionally, describe how your Eidolon’s appearance changes to reflect this. You may only use this Move once per session.

Remember What You Were: When you transform something with your Eidolon, you can make it retain a single attribute of what it used to be—its size, its weight, its viscosity, etc.

We’re Not Gonna Take It: Give an impassioned speech about how the status quo is unacceptable, and your vision for how to change it for the better. Draw GLAM. If you play a neutral or positive card, all player characters that heard your speech take +1 Forward to the next Move they make to enact your vision. Additionally, when you play a positive card, any GM-controlled character who hears your speech will buy into your vision (though they may remain hostile to you personally). You can only use this Move once per session.

See it My Way: Once per session, you may draw BIZ to change someone else’s Eidolon Power. If successful, rewrite that Power to include one of the materials from your own Eidolon Power. Their Power reverts to normal at the end of the session.

Mindscaping: Once per session, while you are in the Undertow, you may draw BIZ to call upon your Eidolon’s transformative power to reshape your physical surroundings as you see fit. Describe how your changes to the Undertow affect the real world.

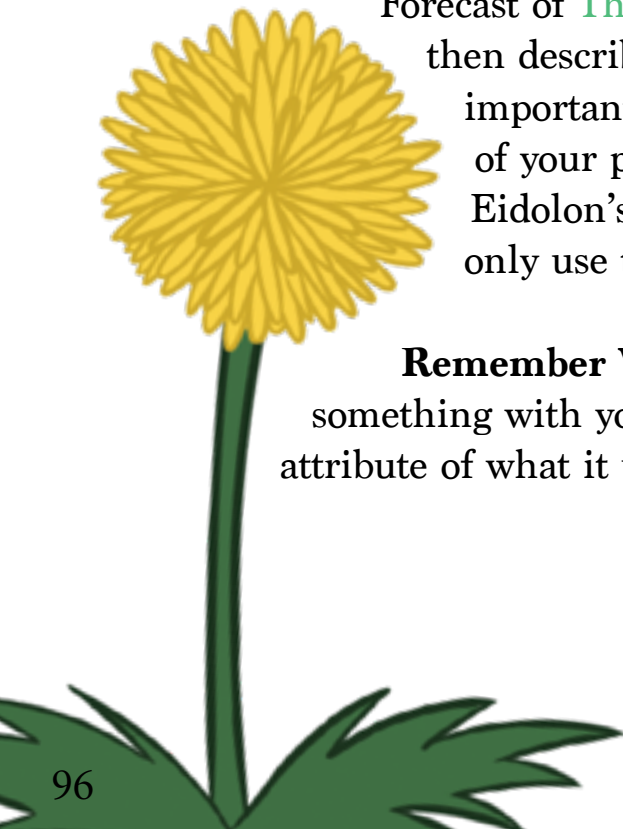
Master Moves (Requires Level 5 or higher)

Something From Nothing: Instead of transforming the usual base material into what you want to create, you can attempt to conjure it out of thin air by drawing BIZ.

Transform the World: When you achieve an incredible victory against impossible odds, your Eidolon radiates raw transformative power. Declare one change you want to see in the world. This change occurs immediately. You can only use this Move once, ever.

Everything Changes: Change your Eidolon’s ability to the following, and fill in the blanks:

“My Eidolon can transform any _____ it touches into _____, and it can change THAT into _____.”



ABOUT THE ALCHEMIST

The Alchemist has one of the most versatile Eidolon Powers in the game, and most of the Playbook's Moves are dedicated to letting you make full use of that versatility. It's especially important to keep in mind though that when you have a power this open-ended, you need to limit yourself somewhat.

"My Eidolon can transform any thing it touches into anything else" is technically a valid Eidolon Power for The Alchemist, but it's also extremely broad to the point of being a little... much.



The Playbook will generally be a lot more fun if you impose some restrictions on yourself when creating your Eidolon Power, though of course you're free to do whatever you'd like as long as the group you play with approves. This Playbook is for players that want a more off-the-wall ability, and who enjoy twisting things in unexpected directions.

EXAMPLE ALCHEMIST EIDOLON POWERS

"My Eidolon can transform any broken thing it touches into a repaired version of itself."

"My Eidolon can transform any inanimate object it touches into an animal of equivalent size."

"My Eidolon can transform any part of my body it touches into computer circuitry."

"My Eidolon can transform any written word it touches into what that word represents."

"My Eidolon can transform any thing it touches into a pillar of salt."

THE VIRTUOSO

"My Eidolon is a real, physical _____, and through it, I can push my mastery of _____ beyond physical limits, allowing me to _____."

You have dedicated your life to mastering one single skill. You are always striving to improve, always working and practicing to be the absolute best in your field. Your mastery is the highest expression of who you are, and as a result, your Eidolon is not some effervescent spirit; instead, your soul dwells within the primary tool of your trade. Choose your weapon, tune it up, and bring the house down.

Range: Infinite

2 POW 3 ELE
1 GEN 2 GLAM 1 BIZ

When you play your resonant card,

apply the following Forecast: "The world is your instrument, and it's time for your solo." Describe how your Eidolon transforms into a larger, more

powerful version of itself and Hold 2. You can spend this Hold to draw 1 additional card when using your Eidolon to make a Move.

When you play your dissonant card, apply the following Forecast:

"You're thinking too literally, and miss something that's immaterial but crucial."

Your Eidolon becomes severed until you find a way to spiritually reconnect to it.

At creation, answer the following question: "What drew you toward mastering your chosen skill? Why is this the thing you've dedicated yourself to?"

Starting Moves

Recall: When you do not have possession of your Eidolon, you can draw **ELE** to call out to it and make it return to you.

Everything a Nail: When you try to overcome an obstacle by applying the skill you've mastered, draw **ELE**, but ignore the Forecast of the card you play:

On a **positive card**, your skill maps to this situation perfectly.

On a **neutral card**, describe a complication that prevents your skill from fully translating to this situation. Take -1 Forward. The GM will describe how the complication hinders your success.

On a **negative card**: your skill doesn't map to this situation at all. You fall flat on your face.

Heirloom: Your Eidolon's concrete form means that it can outlive you. When you die, name the person you choose to inherit it. They become the Eidolon's new master, and once per session they can use any one Move from your character sheet.

Advanced Moves

Stellar Performance: You are an artist with your Eidolon. When someone watches you do something spectacular with it, take +1 Forward to the next time you Dazzle them.

Cover Version: You can draw **BIZ** to will your Eidolon to change into any object of comparable size.

Mashup: Once per Uptime, you may choose someone you have a Tie to; change the third blank of your Eidolon Power to something that reflects their own. Change your Eidolon Power back to normal at the beginning of the next session.

Encore: Once per session, when you use Everything a Nail and draw no Positive cards, you can describe what you've done to train yourself specifically to apply your mastered skill to this situation, and Push Yourself without ticking the Phantom Clock.

Legendary Treasure: When you take this Move, you and the GM will describe a powerful magical artifact which has the same form as your Eidolon. This artifact exists deep in the Undertow, where no human could ever find it. Once per Uptime, you may ask the GM one of the following questions about it:

- How was it made?
- Who owns it now?
- What effect does it currently have on the real world?
- What does it empower its wielder to do?

Featured Artist: Once per Uptime, when you use your Eidolon to provide material aid to another player making a Move, they may choose to forego drawing and instead apply the following Forecast with a positive Polarity: "The world is your instrument, and it's time for a duet."

One-Man Band: Take one of the following Moves:

Break on Through, from the Vanguard Playbook

Pick Locks, Hack Consoles from the Infiltrator Playbook

Information War, from the Navigator Playbook, using your mastered skill as your Area of Expertise

Four Thirty-Three: During combat, throw away your Eidolon and make a call to negotiate with your enemies. Draw **GLAM**, but ignore the Forecast of the card you play.

If you play a **positive card**, all Eidolons involved in the conflict become severed until you pick up your Eidolon again.

If you play a **neutral card**, no Eidolons become severed, but the enemy will stop attacking long enough to hear you out.

If you play a **negative card**, nothing happens, except that you've thrown away your Eidolon.

You may only use this Move once per session.

Quick-Draw: Permanently take +1 Ongoing when using your Eidolon to Scrap or Snipe someone who doesn't believe that you can or will attack them.

Reverse Recall: Instead of calling your Eidolon to you, you can draw **BIZ** to call yourself to your Eidolon.

Master Moves (Requires Level 5 or higher)

Remaster: Your Eidolon becomes an ordinary object. A new object in your possession becomes your Eidolon. You may only use this Move once, ever.

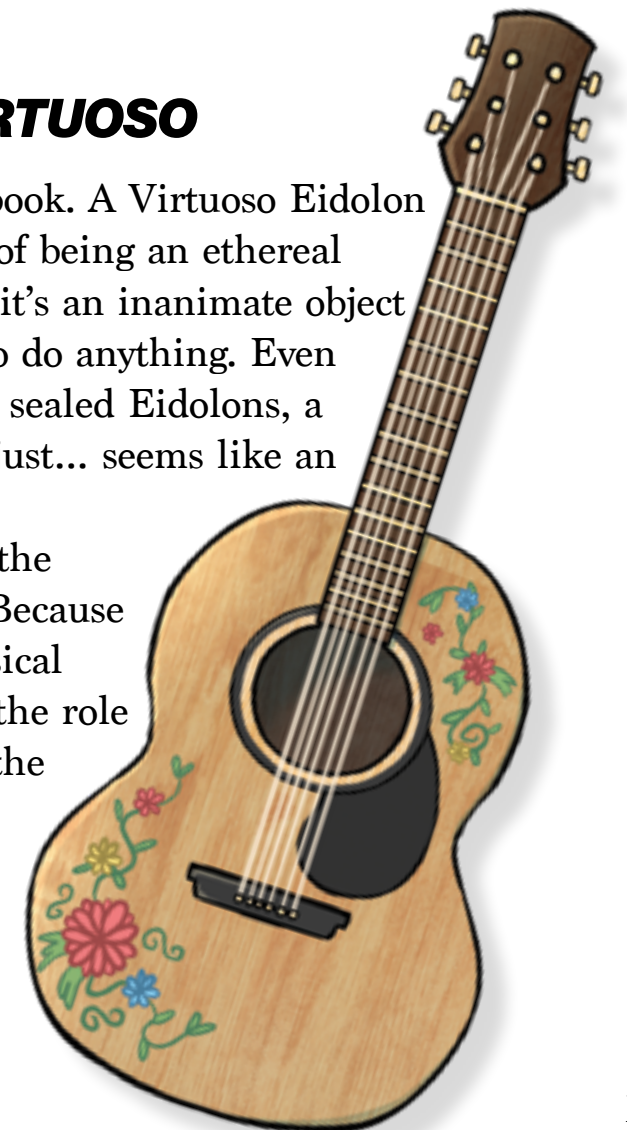
Cursed: If your Eidolon comes in contact with someone else, you can draw **BIZ** to attempt to make your Eidolon take control of them.

Realizing the Legend (*Requires Legendary Treasure*): Once per Uptime, you may draw **BIZ** to make your Eidolon switch places with your Legendary Treasure, until the end of the session.

ABOUT THE VIRTUOSO

The Virtuoso is a somewhat odd Playbook. A Virtuoso Eidolon doesn't behave like any other kind; instead of being an ethereal spirit that represents the soul of its master, it's an inanimate object that its master has to wield in order for it to do anything. Even if other Eidolons are invisible to those with sealed Eidolons, a Virtuoso Eidolon is visible and tangible. It just... seems like an ordinary object.

Even so, it is alive, and still channels the spirit of its master to do incredible things. Because a Virtuoso Eidolon can be literally any physical object, the Playbook is really versatile, and the role you serve in your story depends heavily on the form your Eidolon takes and the mastered skill you use it for. This is a Playbook for players that want to play as experts with impossible levels of skill, whose craft is fundamental to who they are.



EXAMPLES OF VIRTUOSO EIDOLON POWERS

“My Eidolon is a real, physical gun, and through it, I can push my mastery of marksmanship beyond physical limits, allowing me to redirect bullets in mid-air.”

“My Eidolon is a real, physical laptop, and through it, I can push my mastery of coding beyond physical limits, allowing me to hack reality itself.”

“My Eidolon is a real, physical violin, and through it, I can push my mastery of music beyond physical limits, allowing me to make objects dance to my songs.”

“My Eidolon is a real, physical spice rack, and through it, I can push my mastery of cooking beyond physical limits, allowing me to make dishes with magical properties.”

“My Eidolon is a real, physical prosthetic arm, and through it, I can push my mastery of boxing beyond physical limits, allowing me to punch holes in space-time.”



THE VETERAN

You... sorta thought you'd retired from the whole Eidolon thing, but apparently people still need you. You and your Eidolon aren't quite as fit for action as you used to be, but you've figured out how to channel what you still have into a more supportive role, which can be invaluable when combined with your wealth of knowledge and experience. Plus, maybe once you shake the rust off you can still pull some of the stunts you used to be known for. Get back up, dust yourself off, and show 'em how it's done.

Use the Eidolon Power and Range from your Former Playbook.

1 **POW** 1 **ELE** 3 **GEN**
2 **GLAM** 2 **BIZ**

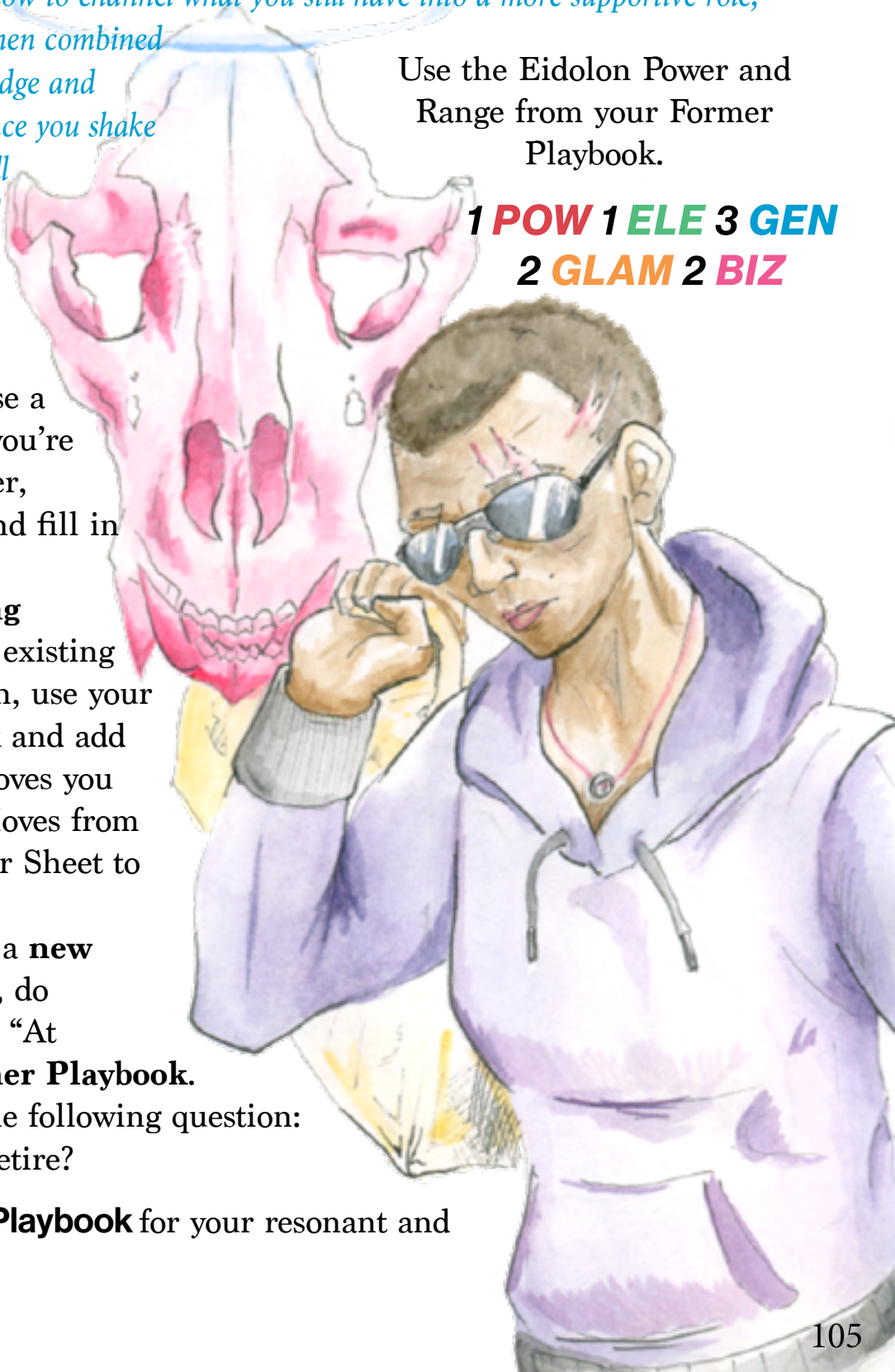
At creation, choose a **Former Playbook**. If you're creating a new character, choose any Playbook and fill in its Eidolon Power.

If you're **changing Playbooks** to make an existing character into a Veteran, use your actual former Playbook and add any out-of-Playbook Moves you had. Do not add any Moves from your previous Character Sheet to your new one.

If you're creating a **new character** as a Veteran, do everything listed under “At creation” in your **Former Playbook**. Additionally, answer the following question:

What made you retire?

Refer to your Former Playbook for your resonant and dissonant card effects.



Starting Moves

In addition to the Moves below, you can use your Former Playbook's Starting Moves.

Old Time Rock 'n Roll: At the beginning of a new session, Hold 1. You can spend this Hold at any time to use an Advanced Move from your Former Playbook. After spending this Hold, you can still use Advanced Moves from your Former Playbook, but advance your Damage Track once each time you do.

Speaking in Tongues: You can understand and speak to Shades and other supernatural beings, even if they usually cannot or do not talk.

Flirt with Death: When you Face Death and do your best to endear yourself to the forces of the Undertow that have come to claim your soul, you may draw **GLAM** instead of **BIZ**.

Advanced Moves

Won't Get Fooled Again: If you know the power of an enemy Eidolon, take +1 Ongoing when Revealing Your Master Plan to counteract its power.

I've Been Everywhere, Man: When you arrive somewhere that you've been before, you can draw **GLAM** to ask a favor of the friends you have there.

Accumulated Knowledge: Take the **Dredge Your Mind** Move from The Navigator Playbook (if The Navigator is your Former Playbook, you no longer need to use Old Time Rock 'n Roll to Dredge Your Mind);

When you search your memory for relevant information regarding your current situation, draw **GEN**, but ignore the Forecast of the card you play.

On a positive card, you remember useful and relevant information regarding your situation.

On a neutral card, you remember something that might be useful, but the details are vague.

On a negative card, you remember incorrect information.

The GM may ask you how and why you know the information you're remembering; answer them.

Just Something I Picked Up: You've learned a lot of odd skills and techniques throughout your life. When you make a Move attempting something no one watching has seen you do before, you can explain when and how you learned to do it to draw with **GLAM** instead of the relevant stat.

Tell 'Em It's Just Something You Picked Up (*Requires Just Something I Picked Up*): When you make a Downtime Move with another player character and use it as an opportunity to teach them a new skill, then anytime they attempt that skill in the future, they can forego drawing for it and instead apply the Neutral Forecast of your resonant card.

Protector: When you or your Eidolon throw yourself in harm's way to defend someone you have a Tie with, they take +1 Forward when retaliating against the source of harm.

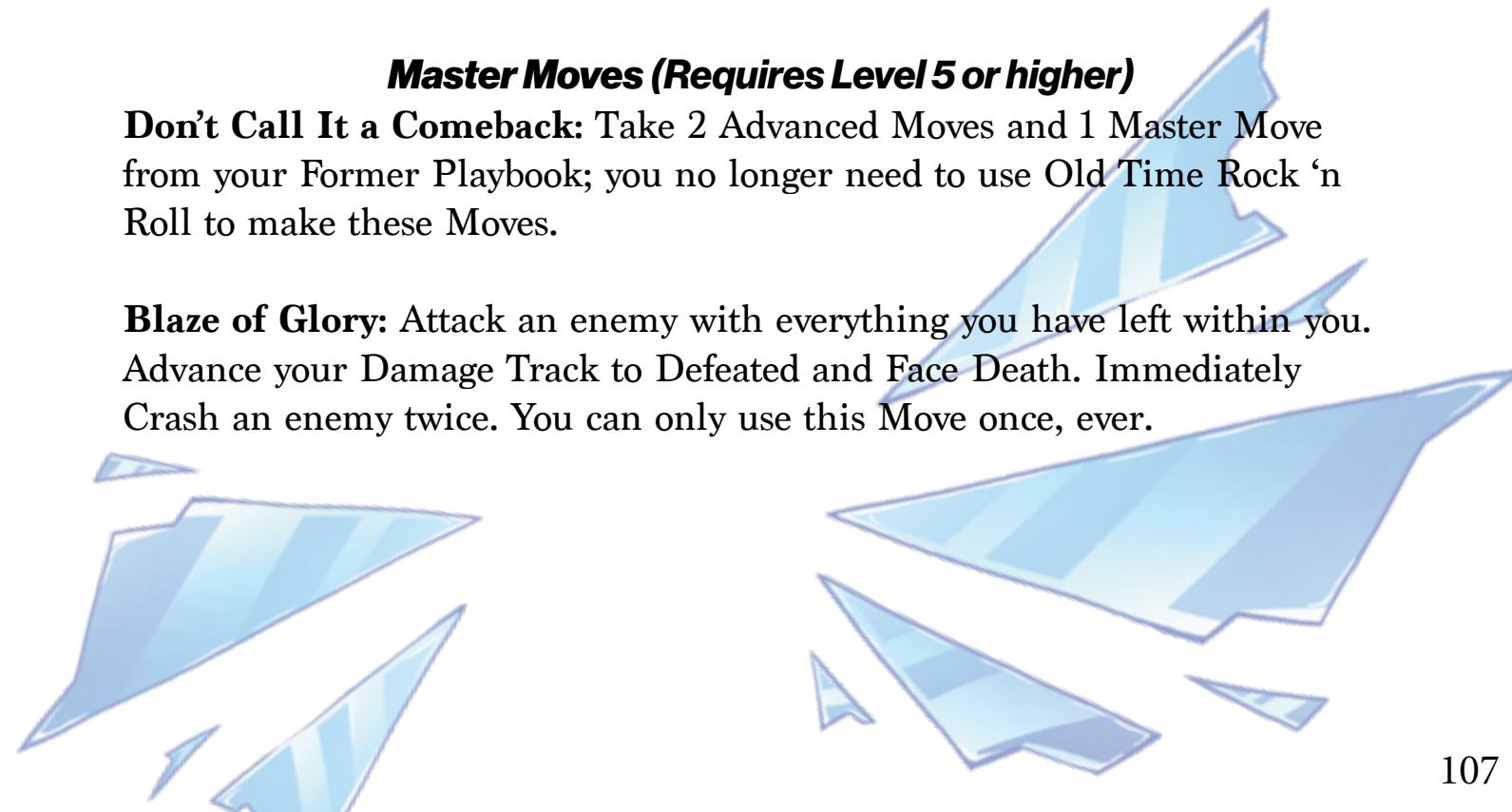
Grandpa Always Cheats: Once per session, you may draw from the bottom of the Fate Deck instead of the top when making a Move (or from the top, if you're Revealing Your Master Plan).

Second Wind: Hold 2 for Old Time Rock 'n Roll at the start of each session, instead of 1.

Master Moves (Requires Level 5 or higher)

Don't Call It a Comeback: Take 2 Advanced Moves and 1 Master Move from your Former Playbook; you no longer need to use Old Time Rock 'n Roll to make these Moves.

Blaze of Glory: Attack an enemy with everything you have left within you. Advance your Damage Track to Defeated and Face Death. Immediately Crash an enemy twice. You can only use this Move once, ever.



ABOUT THE VETERAN

The Veteran is for characters who’ve had Eidolons for a long time, but who’ve gone so long without using them that their skills have faded. This can be for any number of reasons. Maybe they finished whatever mission they set out on, and enjoyed a long stretch of peace before being called back to adventure. Maybe they suffered a serious physical or psychological trauma at some point that had long lasting effects on their mind and body. Or, maybe they just got old!

To be clear, even if some or all of those possibilities describe your character, you don’t have to play as a Veteran. Remember, your physical body doesn’t have a direct impact on your Eidolon or your stats. The kind of changes described above should only turn your character into a Veteran if you feel like they were coupled with a significant shift in their psychology that the Veteran Playbook accurately reflects.

The only time you’re required to turn a character into a Veteran is if you’ve retired them previously, and are now interested in playing as them again. This Playbook limits how much you can rely on all the abilities you racked up before, while also giving you some new abilities that reflect all the experience and know-how your character has built up over time. This is a Playbook for players who want to primarily take on a mentor role for the rest of their team.



THE BEAST

“My Eidolon helps me pursue my animal urges by _____.”

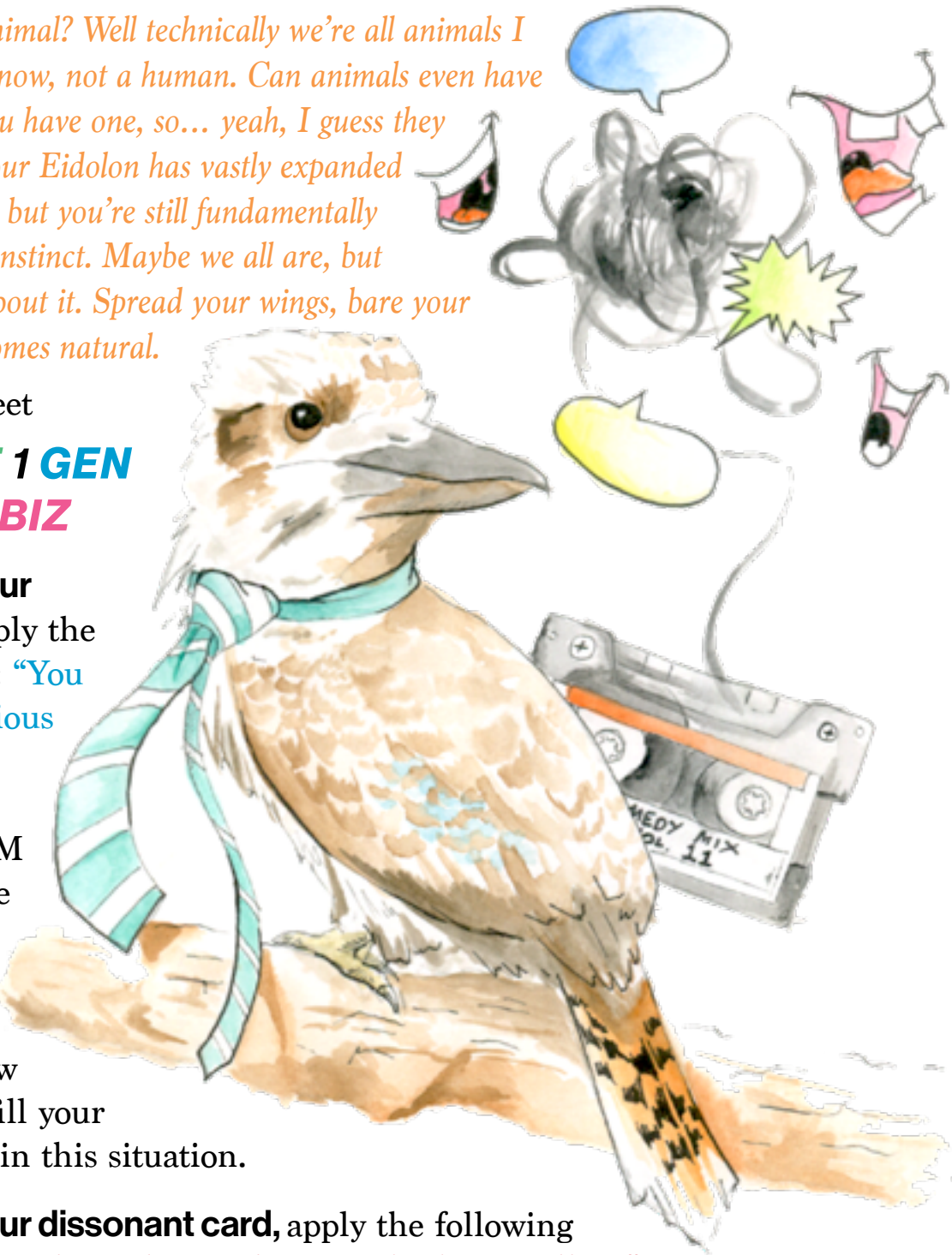
You’re an... animal? Well technically we’re all animals I guess. But you’re, y’know, not a human. Can animals even have Eidolons? I mean, you have one, so... yeah, I guess they can. Awakening to your Eidolon has vastly expanded your mental faculties, but you’re still fundamentally a creature driven by instinct. Maybe we all are, but you’re more honest about it. Spread your wings, bare your teeth, and do what comes natural.

Range: 20 Feet

3 **POW** 2 **ELE** 1 **GEN**
1 **GLAM** 2 **BIZ**

When you play your resonant card, apply the following Forecast: “You silence your conscious thoughts and let instinct guide you to victory.” The GM will either describe how your action fulfills your Instinctive Desire, or will tell you how you can easily fulfill your Instinctive Desire in this situation.

When you play your dissonant card, apply the following Forecast: “Your animal mind overtakes your higher intellect.” You cannot use Pet Sounds to communicate with humans or other animals until the end of the scene.



At creation, answer the following question: what is it about the human world that you understand the worst?

Then, choose one of the following **Animal Qualities** based on what kind of animal you are, and take the related bonus:

Ferocious: When Scrapping, treat any negative card you play as though it has neutral Polarity.

Thick Hide: The Fresh space on your Damage Track is treated the same as Winded when determining whether you take damage.

Social: Your Ties are capped at a score of 4 instead of 3.

Perceptive: Set your Range to 100 Feet.

Tenacious: Once per session, you can Push Yourself without ticking the Phantom Clock.

Retain these bonuses even if your Eidolon is severed.

Also, take one of the following Instinctive Desires:

- Food
- Shelter
- Dominion
- Freedom

Starting Moves

Pet Sounds: You can talk to any non-human animal. You can understand human speech, and anyone with an unsealed Eidolon can understand you.

Just What I Needed: When you satisfy an Instinctive Desire, gain one of the following benefits, depending on which desire you satisfy:

Food: Reverse your Damage Track by 1.

Shelter: Your Damage Track cannot advance as long as you remain in your shelter, unless the source of damage is also in your shelter.

Dominion: Take +1 Ongoing to Dazzling or Threatening for the rest of the session.

Freedom: Turn the Phantom Clock back 1 hour.

Advanced Moves

Hungry Like the Wolf: Take one more Instinctive Desire.

Apex: Take 1 more Animal Quality that accurately describes your species.

Eye of the Tiger: Gain +1 Ongoing while your Damage Track is at “Desperate.”

Shadow Tongue: Take the **Speaking in Tongues** Move from the Veteran Playbook;

You can understand and speak to Shades and other supernatural beings, even if they usually cannot or do not talk.

Born To Be Wild: Take the Forbidden Memories Move from The Inhuman Playbook, but instead of knowledge of the Undertow, Reveal Your Master Plan with **BIZ** if you use knowledge derived from your animal perspective on the world;

When you Reveal Your Master Plan, and your plan involves exploiting knowledge of the Undertow that is unknown or unknowable to human beings, you may draw with **BIZ** instead of **GEN**.

Rampage: Once per session, when you play a negative or neutral card while Scrapping, you may discard the top 5 cards of the Fate Deck instead of just the top card.

Nothing But a Hound Dog: If someone begins to suspect that you’re not an ordinary animal, you can try to act like one to throw them off your trail. Draw **GLAM**, but ignore the Forecast of the card you play.

On a **positive card**, they’ll dismiss their concerns and ignore you.

On a **neutral card**, they’ll buy into your act, but also decide that you’re being a nuisance, and try to remove you from the area.

On a **negative card**, they’ll believe you’re a normal animal, but will react violently to your presence.

Freebird (*Requires Ferocious or Tenacious Animal Quality*): You can force yourself out of any restraint, advancing your Damage Track by 1 to break out of it instantly. If you have an Instinctive Desire for Freedom, this counts as satisfying it.

Bloodhound (*requires Perceptive Animal Quality*): Take +1 Ongoing when Investigating using any animal senses you have that are sharper than a human's.

Impenetrable (*requires Thick Hide Animal Quality*): When someone else is directly in harm's way, you can advance your Damage Track to shield them with your body.

Animal Collective (*requires Social Animal Quality*): When you've satisfied an Instinctive Desire, you can share your food, shelter, dominion, or freedom with someone else. If you do, they gain the same benefits from it as you.

Fight or Flight: At any time, you may ask the GM if you are currently in danger. The GM will always answer honestly, but will not provide any details about the source of the danger.

Master Moves (Requires Level 5 or higher)

Let the Dogs Out: During combat, you can cry out for any creatures in the area to support you. Draw **GLAM**, taking +1 Forward if you've satisfied an Instinctive Desire for Dominion in the area, but ignore the Forecast of the card you play.

On a **positive card**, larger, more dangerous animals will answer your call.

On a **neutral card**, only smaller and weaker animals will respond.

On a **negative card**, every animal that hears your call will come, but will not actively fight alongside you.

Role Reversal: You may draw **BIZ** to suppress the higher intellect of a human target within range of your Eidolon for the remainder of the scene. If successful, their animal instincts take over, and they must choose an Instinctive Desire that they will exclusively pursue until the effect wears off.

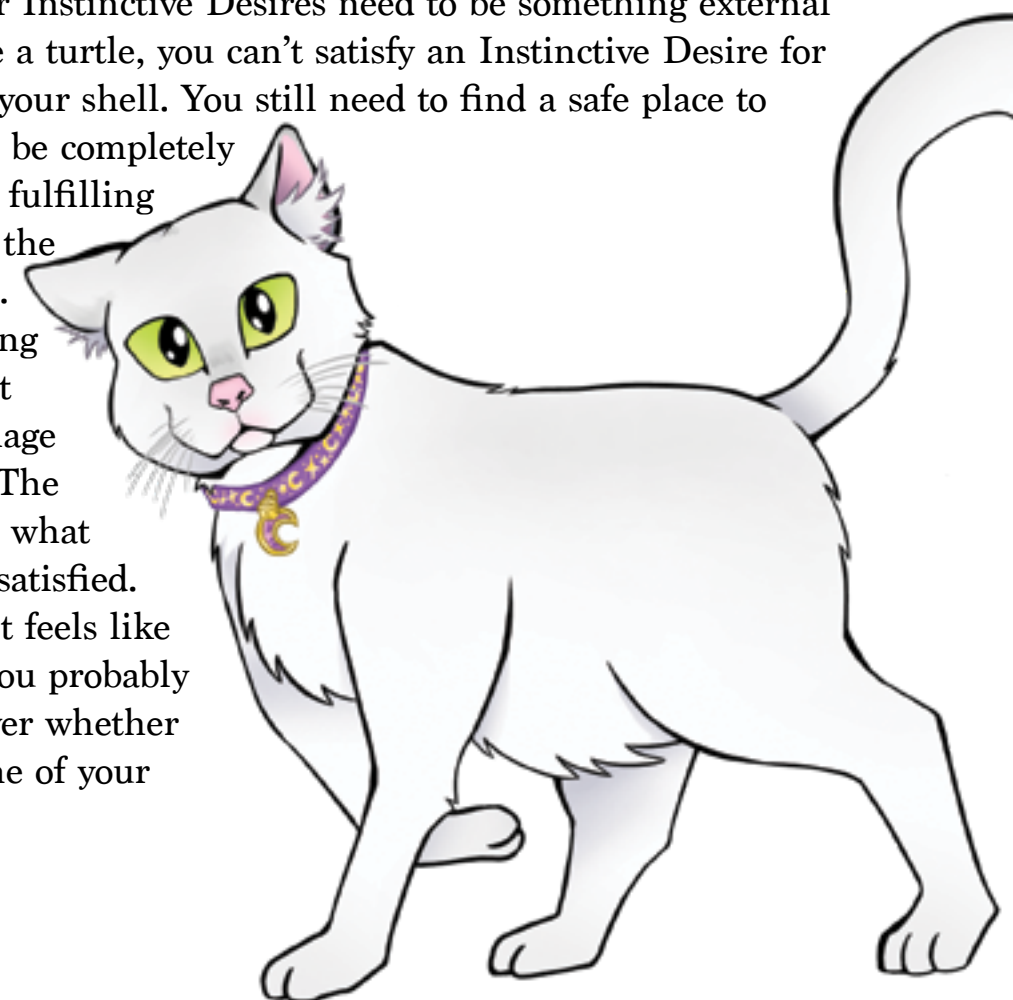
Evolution (*requires Apex*): The energy constantly flowing through you from the Undertow has caused your body to mutate. Take an Animal Quality that didn't used to describe you, but does now.

ABOUT THE BEAST

The Beast is a Playbook all about playing as an animal. It has a very open-ended Eidolon Power, to give you plenty of freedom when figuring out an Eidolon that makes the most sense for the animal you're playing. This is a Playbook for players who want a more offbeat character that brings a weird perspective, flavor, and skillset to the team.

As an animal, you're driven towards goals that will most likely be irrelevant to the rest of your group, which is represented by your Instinctive Desires. You should role-play your character faithfully to fulfill their desires whenever possible, but don't go so far with it that you regularly drag the game off-track. Your Instinctive Desires are meant to give the Playbook a unique flavor, not give you tools to annoy the rest of the group. "Play in good faith" is, as always, the most important thing here.

Keep in mind that your Instinctive Desires need to be something external to you. For example, if you're a turtle, you can't satisfy an Instinctive Desire for Shelter by withdrawing into your shell. You still need to find a safe place to take shelter in if you want to be completely safe. Also, keep in mind that fulfilling your Desire will only trigger the related bonuses a single time. For instance, say you're playing as a grazing animal; you can't heal infinite amounts of damage by just eating grass nonstop. The entire opportunity to graze is what represents your desire being satisfied. Again, play in good faith; if it feels like you're cheating the system, you probably are. The GM has final say over whether something you do satisfies one of your desires.



EXAMPLE BEAST EIDOLON POWERS

“My Eidolon helps me pursue my animal urges by shape-shifting to suit my needs.”

“My Eidolon helps me pursue my animal urges by conjuring water so that I can swim through the air.”

“My Eidolon helps me pursue my animal urges by making any wound it inflicts bleed catfood instead of blood.”

“My Eidolon helps me pursue my animal urges by generating any smell I want to attract prey.”

“My Eidolon helps me pursue my animal urges by hypnotizing people into taking me for walks.”



THE INHUMAN

“My Eidolon can _____.”

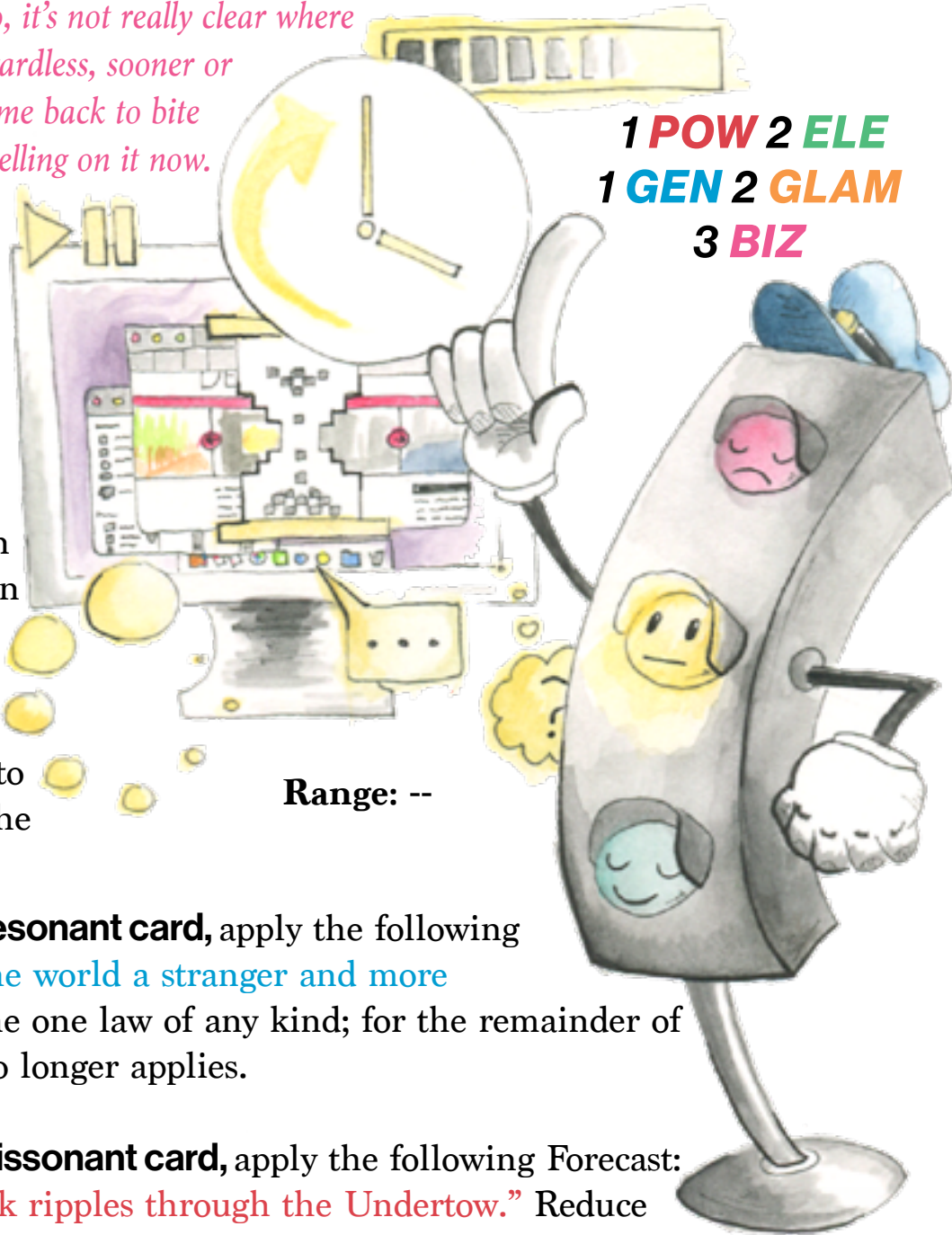
You are a Shade, a creature from the Undertow, which means you have broken the rules. Your kind is not supposed to live in this world, let alone have an Eidolon. Do you have an Eidolon? If so, it’s not really clear where it ends and you begin. Regardless, sooner or later all of this is gonna come back to bite you. Ah well! No sense dwelling on it now. You’re here, and you’re you, and you’re not about to let anyone forget that. Fade in, take form, and assert your truth.

At creation:
Answer the following question: what emotion or thought are you born from?

Describe the **Force of the Undertow** that wants to reclaim you, and set The Countdown to 4.

When you play your resonant card, apply the following Forecast: “**You make the world a stranger and more wonderful place.**” Name one law of any kind; for the remainder of the session, this law no longer applies.

When you play your dissonant card, apply the following Forecast: “**Your actions send dark ripples through the Undertow.**” Reduce The Countdown by one; describe a new detail about your old home in the Undertow, or the forces from it that are after you.



Range: --

Starting Moves

The Bill Comes Due: When The Countdown reaches 0, an agent of the Undertow forces that are after you will appear to capture you. After you either defeat or escape from the agent, reset The Countdown to 4.

Noclip: You can draw **BIZ** to disappear from the real world by moving into the Undertow, and when you reappear, it can be anywhere within twenty feet of where you disappeared from.

Facade: You can make yourself look like a human being, and revert back at will. If The Countdown goes down while you are in your human form, draw **GLAM**, and apply the following in addition to the Forecast:

On a **positive card**, you maintain your disguise.

On a **neutral card**, you slowly begin to revert to your true form.

On a **negative card**, you instantly revert to your true form.

Advanced Moves

Last Surprise: When making a Move against a human target in a way that no human could predict, you can Push Yourself by reducing The Countdown by one instead of advancing the Phantom Clock. You may not use this Move again until after The Countdown has been reset.

Forbidden Memories: When you Reveal Your Master Plan, and your plan involves exploiting knowledge of the Undertow that is unknown or unknowable to human beings, you may draw with **BIZ** instead of **GEN**.

Smile Like You Mean It: You've figured out how to act in your human body to come across as more charismatic. Take +1 Ongoing when Dazzling while wearing your Facade.

Otherworldly Horror: Take +1 Ongoing when Threatening someone who's never seen a Shade or Eidolon before. This Move doesn't work if you're wearing your Facade.

Shuffle Time: Once per session, when you successfully Dredge the Undertow, you may swap the discard pile with the Fate Deck; shuffle the discard pile and set it face down, then discard all cards in the Fate Deck.

Psychometry: You can feel the years of Undertow presence in an area. When Investigating, instead of asking "what happened here recently?," you may ask "what has happened here?"

Empty Facade: Instead of using your Facade to disguise yourself, you can tick the Phantom Clock to split it off from yourself entirely, controlling it as a second body. If the Countdown goes down while the Empty Facade is in use, it disappears immediately.

Strange Journey: You can create a temporary portal to the Undertow. Draw **BIZ**. In addition to the card's Forecast, choose two of the following if you play a Positive card and one of the following if you play a neutral card:

- The other side of the portal is in a safe location.
- The portal can only be seen and used by those who you permit.
- You can close the portal whenever you want.

Once closed, the portal can only be re-opened by using Strange Journey again.

Soul Hacker: You can draw **BIZ** to try to reprogram someone's Eidolon to carry out a task of your choosing, as long as it doesn't involve directly harming someone.

Reach Out To the Truth: Take the **Soul Spyglass** Move from The Navigator's Playbook.

When you play a positive or neutral card to Dredge the Undertow, you can ask any one question about one of the characters in your immediate vicinity. The player of that character must answer your question as truthfully as they can, possibly even revealing information that the character themselves does not know. If you play a neutral card, they also get to ask you a question about your character, and you must answer truthfully.

This IS My Beautiful House: When in your Facade and pressed for details about your human life, you can attempt to conjure physical evidence to back up your answers. Draw **GLAM**. In addition to the card's Forecast: when you play a positive card, the physical artifacts of your life appear as you describe them; when you play a neutral card, something about them is strange or unsettling, as described by the GM.

Nocturne: Once per session, when making a Move, you may siphon power from your friends' connections to the Undertow to force the hand of fate. Everyone except you loses 1 **BIZ** for the rest of the session (to a minimum of 1). Do not draw for your Move, and instead instead act as though you played The Star.

Master Moves (Requires Level 5 or higher)

Conditional Surrender: Immediately set The Countdown to 0, and surrender yourself to the Undertow. In exchange, you may ask your captors to do something to help your friends, and they will do everything within their power to fulfill your request.

Scapegoat (*Requires Strange Journey*): When you have utterly defeated an enemy, you can summon a portal to the Undertow and send them there, tricking your pursuers into thinking that they're you. Set The Countdown to 4. You may not use this Move again until after The Countdown has been reset.

Drag Out the Darkness (*Requires Soul Hacker*): When using Soul Hacker, you can program the Eidolon to carry out explicitly violent actions. If the Move succeeds, the Eidolon transforms into a Phantom; if the Move fails, tick the Phantom Clock three times, in addition to any other effects of your played card's Forecast.

ABOUT THE INHUMAN

The Inhuman is a character that originates in The Undertow, a Shade that's crossed over into the real world for some reason. In doing so, they've become a fugitive from whatever enigmatic authorities enforce cosmic order. The real world is an alien place to The Inhuman, but they'll need to quickly get the hang of how it works if they want to stay one step ahead of their pursuers.

The Inhuman's nature allows for them to have the single most open-ended Eidolon Power, and in fact it's so open-ended that we really can't make any presumptions about how yours might work. Therefore, this Playbook's Moves largely focus instead on the kinds of things that you can accomplish as a Shade, and the ways that you interface with the real world.

Because of how this book's Eidolon Power works, it's especially important to not go too overboard during character creation. Remember to play in good faith and get permission from your group before giving yourself some wildly overpowered ability, and don't be afraid to introduce limitations to how your Eidolon Power works. This Playbook is for players who want maximum freedom when creating their character, and who want to push at the outermost boundaries of their game world's internal logic.

EXAMPLE INHUMAN EIDOLON POWERS

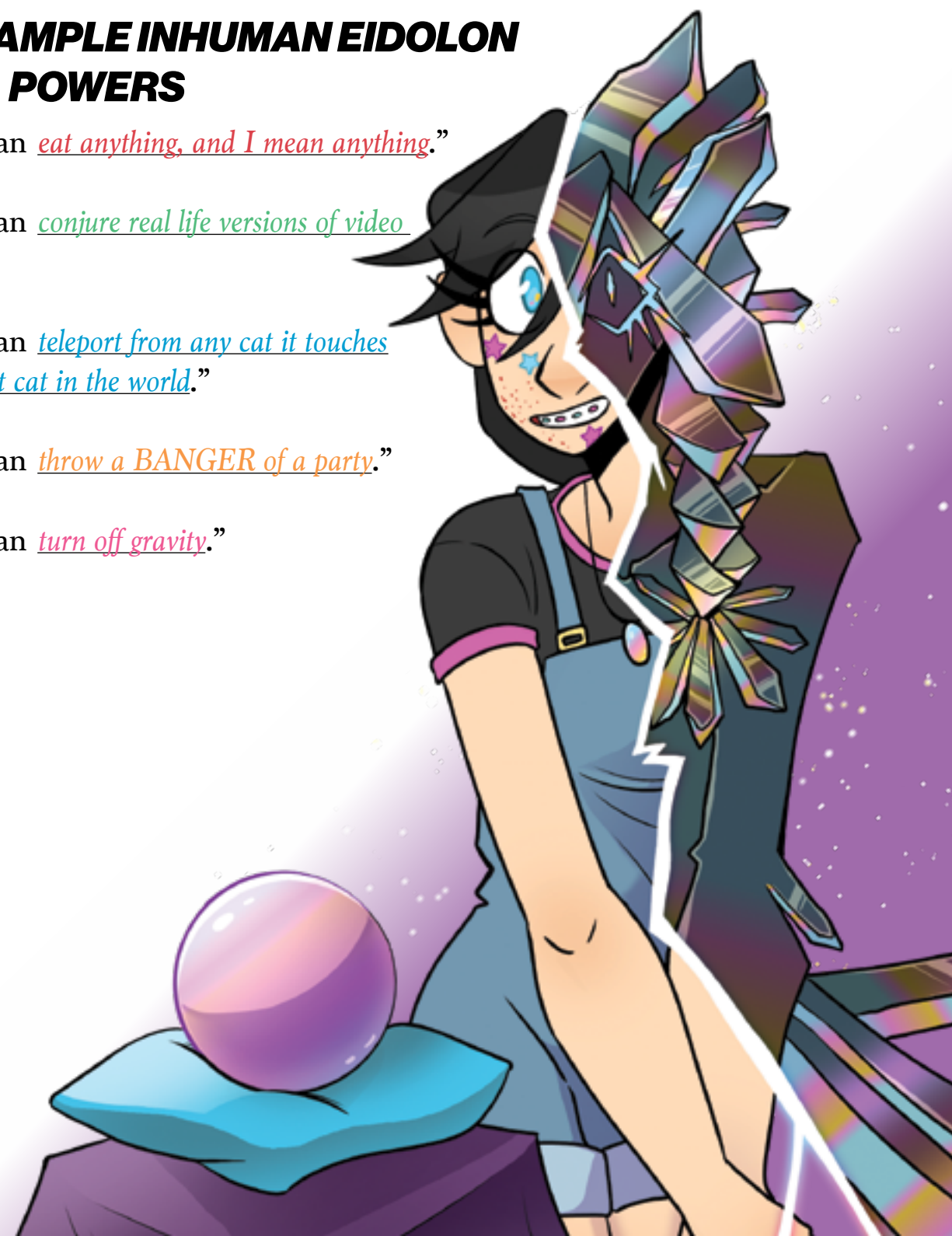
"My Eidolon can eat anything, and I mean anything."

"My Eidolon can conjure real life versions of video game power-ups."

"My Eidolon can teleport from any cat it touches to the next nearest cat in the world."

"My Eidolon can throw a BANGER of a party."

"My Eidolon can turn off gravity."



THE WILDCARD



“My Eidolon is.”

You contain multitudes. Your Eidolon is never any one thing for long, constantly shifting and changing. Maybe you’re just too complex and brilliant to define concretely. Maybe you’re a disorganized mess who can’t quite figure themselves out. Or, maybe you just don’t like labels, and there’s no need to get judgmental about it! Shuffle the deck, deal the cards, and go all in.

At creation, answer the following question: what is the most you have ever lost to random chance?



1 POW 2 ELE 1 GEN
2 GLAM 3 BIZ

Your Eidolon’s Range is always equal to the Range of your Active Playbook. Anytime you get a new Active Playbook, fill out its Eidolon Power and describe what it looks like to the rest of the players.

When you play your resonant card, apply the following Forecast: “**Every card turns up in your favor.**” A spirit embodying the concept of Luck will emerge from the Undertow, as described by the GM, and bestow a blessing upon you; take +1 Forward. The Luck spirit will remain in this world until you play a neutral or negative card.

When you play your dissonant card, apply the following Forecast: “**You go all in and lose it all.**” A spirit embodying the concept of Luck will emerge from the Undertow, as described by the GM, and bestow a curse upon you; take -1 Forward. The Luck spirit will remain in this world until you play a neutral or positive card.

Starting Moves

Deal In: Automatically use this Move at the start of every new play session, or when instructed to do so by one of your other Moves. The GM will choose 3 Playbooks, other than the Veteran and the Wildcard. Choose one of them, and make it your new Active Playbook.

Make a Play: Any time you get a new Active Playbook, Hold 3. You can use any of your Active Playbook's Starting Moves, and you can spend 1 Hold to use any of its Advanced Moves. Immediately Deal in when you run out of Hold.

Card Shark: If you Scrap or Snipe using your Eidolon, you can draw **BIZ** instead of **POW** or **GLE**.

Advanced Moves

Poker Face: Take the **Unflappable** Move from the Vanguard Playbook.

If a GM-controlled character tries to threaten or intimidate you, show them that they don't scare you and draw **GLAM**. On a positive card, they'll believe you, and treat you with a higher degree of respect moving forward. On a neutral or negative card, they'll buy your bluff, but they definitely got to you. Take -1 Ongoing when acting against them.

Pair of Aces: Once per session, when you Deal In and choose an Active Playbook that matches the Playbook of another player, you both take +1 Forward.

Mulligan: Spend 1 Make a Play Hold to rewrite your Eidolon Power, maintaining your Active Playbook's template. You cannot use this Move if you only have 1 Make a Play Hold.

Double or Nothing: Once per session, when you Push Yourself, you can tick the Phantom Clock twice to Push Yourself a second time.

Fold: Lose any remaining Make a Play Hold you have and Deal In. Take -1 Forward. You can only Fold once per session.

Deal From the Bottom: Once per session, when you make a Move, you can look at the bottom card of the Fate Deck, and draw from either the bottom or the top of the deck.

Insurance: Once per session, when you run out of Make a Play Hold, you can choose to immediately gain 3 Make a Play Hold instead of Dealing In.

Friend of Fortune: When a Luck Spirit has appeared before you, you can ask them a single question. They'll answer to the best of their ability, drawing on knowledge unknowable in the material world, but if they appeared because you played your dissonant card, you won't like the answer.

Master Moves (Requires Level 5 or higher)

Joker's Wild: When you have utterly defeated an enemy Eidolon master, you can sever their Eidolon and switch your Active Playbook to the one that most closely matches their abilities. Your Eidolon transforms to look exactly like theirs until you Deal In, and their Eidolon remains severed until you do.

High Roller: You can spend 2 Make a Play Hold to use a Master Move from your Active Playbook. You can only use this Move once per session.



ABOUT THE WILDCARD

The Wildcard is... well, a lot like its name implies. Their Starting Moves semi-randomly assign an Active Playbook to them, which transforms their Eidolon and allows them to use any Move they want in that Playbook. Since they theoretically have access to any Move in the entire game, The Wildcard has fewer Playbook Moves than normal. This is a Playbook for players that want to try a little bit of everything, and who enjoy improvising around random circumstances.

Note: we do not recommend using this Playbook if you're new to EIDOLON, or to RPGs in general. The Wildcard needs a deep familiarity with every Playbook in order to avoid dragging down the pace of play, and requires more preparation than the rest of the Playbooks in the game.

Also, keep in mind that you don't have to use the same Eidolon Power for each Playbook every time. When you change Playbooks, you can introduce a brand new Power, even if you've used that Playbook before. For the sake of maintaining the pace of the game, it's a good idea to have at least one Eidolon Power for each Playbook planned out in advance, but feel free to improvise when it feels right.

One final thing: The Inhuman and The Beast are Playbooks that lean a lot more heavily on the Eidolon master's attributes and abilities, rather than their Eidolon's. It might seem odd for your character to transform into a Shade or an animal. Decide at character creation if you'd like to exclude these Playbooks from the pool you draw your Active Playbook from, or if you're good with some of the stranger effects Dealing In might have.

GMs: When providing players options for Dealing In, make sure you're offering a good variety of Playbooks and not just sticking to the same handful.

EXAMPLE WILDCARD EIDOLON POWERS

Wildcards use the Eidolon Power from their Active Playbook, and therefore have no unique Eidolon Powers of their own.



KC held up her Eidolon, the SUNSHINE BAND, to light the way through the darkened tunnel as the others followed closely behind her. They'd spent months mapping out the labyrinth of caves running under town. As far as they could tell, they weren't really underground; they'd never been able to reach them by digging, and Haley hadn't found any records of a cave system in the area. Only a single sinkhole behind the diner led down here, and tonight, they were finally ready to venture into the deepest recesses. If they failed here tonight (and neither KC nor anyone else was entirely certain what they were even hoping to accomplish), they'd made a deal with the Eidolon-wielding insects of Scathariopolis to pass on their knowledge to whoever tried to follow in their footsteps.

The tunnel, lined with unnatural blue stone, steadily sloped downward. It seemed to go on for miles, until finally, KC saw something up ahead, barely caught by the glow of her Eidolon's light.

"Who's there?" she demanded.

"No one of particular consequence," a voice responded. The group crept further, bringing the figure fully into the light. KC recognized him immediately: the old man from the toy store.

"You've done quite well, making it all the way down here. My role at this juncture is to usher you on to your final trial."

"What is all this? Why have you been..." There were so many questions that KC was struggling with which one to ask. All the pain and hardship this man had caused. It was like he'd handed a loaded gun to each and every person KC had ever known, then sat back and watched the ensuing bloodbath as every little disagreement threatened to turn lethal.

"All will be explained in due time, my young friend. But please, for now, follow me. We mustn't keep him waiting."

"Who?!"

The old man was already turning to walk away. "Your fate."

Quickly, the tunnel widened out into a massive dome-shaped cavern. The stone walls began to glow, flooding the room with faint blue light, and KC gasped. In the center of the chamber was a colossal, reptilian beast, coated in mirror-like scales that sparkled in the light.

"My name," it said, though its mouth didn't move. "Is DISCO INFERNO. I am the guardian of the power that sleeps in these caverns, the power that has bestowed upon you your Eidolons. Tonight, you will either slay me, and claim that power for your own. Or you will die."

KC's eyes widened and she looked around for the old man; he was already gone. Looking behind her, she saw the determined faces of Bob, Haley, and Maurice.

They'd made it this far together. They weren't about to stop now.

Each of them summoned their Eidolons as the dragon roared.

RUNNING EIDOLON

If you're a player, then you've read as much of this book as you need to in order to play! Only the GM needs to read this final chapter. You're certainly welcome to keep reading if you'd like, but from here on in it's completely optional for all but one member of your group.

If you're the GM: hello!

GMinng any RPG is a big undertaking. You need a comprehensive understanding of the rules to help straighten out any confusion or disputes that arise among your players, and you need to put in a lot of preparation so that you can bring the world of the game to life. It can be a difficult task, but it can also be very rewarding. When everything goes right, you get to set the stage for a fun and dramatic story, and create an environment that lets your players do exciting, hilarious, dramatic, and awesome things.

Let's talk about how GMinng works in *EIDOLON* specifically.

AGENDAS

As the GM, you're going to make a lot of the "first moves" in telling the story of your game. You'll be introducing the setting and providing the inciting action for most of the adventures your players encounter. With no guidance or structure, it can be hard to know where to even start. Agendas are the big picture ideas that you should always return to when planning where things are going to go next. The three Agendas in *EIDOLON* are:

- **Build a world of surreal mystery and audacious action.**
- **Thrust the characters into extreme situations that reveal who they really are.**
- **Play to find out what happens.**

Build a world of surreal mystery and audacious action.

Like we discussed in *THE WORLD OF EIDOLON*, pg. 11, *EIDOLON* isn't a game that comes with a set genre or setting. Creating the world that your game takes place in is going to be up to you and your players. The default assumption is that *EIDOLON* takes place in a fictionalized version of the real, contemporary world, where the only major difference is the presence of the Undertow. But, if you want to deviate from that, you're more than welcome to. Your story can take place anywhere and be a part of any genre, as long as the Undertow is a major feature of the setting.

You can check out *THE UNDERTOW*, pg. 12 for a more thorough description of just what the Undertow is, but to recap, it's a shadowy parallel world built out of the dark, suppressed regions of the collective unconscious. Your story will to some extent involve the Undertow bleeding into the real world, which will create surreal and bizarre mysteries for your players to investigate. When the quest for answers leads to dangerous situations, the ensuing action should completely smash through the boundaries of the possible or the logical. The game should explode into a cacophony of strange and absurd powers clashing against one another. Your players will provide

a lot of that, but you need to make sure that the world you build is ready to match them.

Thrust the characters into extreme situations that reveal who they really are.

The protagonists of *EIDOLON* aren't chosen heroes. They're ordinary people who through sheer happenstance have gained access to incredible power. What does the nature of that power say about them? What kind of person will that power turn them into? Deep down, what kind of person have they always been? Part of your job is to force the player characters into situations where they can't escape these kinds of questions. Then, sit back and let the players figure out the answers through their characters' words, choices, and actions.

Play to find out what happens.

EIDOLON is a game about building a story collaboratively. As the GM, you have a lot more on your plate than the players: you have to create and play as a lot more characters, for one thing, and you're largely responsible for laying the foundation for the story. But what you're not here to do is dictate the events of the plot. A session shouldn't be about revealing your meticulously crafted narrative. It should be about creating that narrative. Don't write plot lines or script sequences for your players to run through. Instead, create places, characters, complications and secrets. Introduce these things to your players, let them react organically, and let their reactions form the driving force of the plot. Bring pieces of narrative into each session, then mix them together with the pieces the players bring with them, in the form of their characters, and work together to build a good story out of them.

If you're ever stuck and not sure where to take the story next, ask the players! Encourage them to have their characters do something to drive things forward, or take suggestions from them on where they'd like to see things go.

PRINCIPLES

The GM Agendas are useful, but they're also very broad. The Principles are a bit more specific and directed, and give you a stronger sense of how you should be running your game. You can't necessarily fulfill every Principle all of the time, but you should strive to fulfill as many of them as possible at any given moment.

Here are the 9 GM Principles:

- **Make the Undertow seep through every crack of the world.**
- **Name everyone. Every person matters.**
- **Blur the line between the literal and the figurative.**
- **Give enemy Eidolons silly powers and sillier names, then make them terrifying.**
- **Stack the odds against the player characters, then root for their success.**
- **Address the characters, not the players.**
- **Ask the players questions, and use their answers.**
- **Weave the Fate Deck's Forecasts together with the narrative.**
- **Play as the whole world, not just the parts the players can see.**
- **Make plans, but be ready to change them.**

Make The Undertow seep through every crack of the world.

Even if your game isn't set in the real world, it should feel real. The setting should mostly be mundane, concrete, and rational. But, there should also be seams in the fabric of your world's reality, places where things just don't quite fit together the way they ought to. In the margins and corners of your world there should be strange, surreal things happening, places where the Undertow has bled into the real world and eroded its internal logic. These spaces should be obscure enough that most people don't notice or think about them, but common enough that you could accidentally find yourself in one at any time. These spaces also don't need to be literal spaces; they could be people, artifacts, secrets, or anything else that defies the concrete logic of the world.

Name everyone. Every person matters.

Anyone who your players interact with should be a complete person. *EIDOLON* is a game about the unique beauty and power of each individual, which means there are no "faceless henchmen" or "generic NPCs." Sometimes, circumstances might call for you to come up with a character on the spot, without time to come up with a strong idea of who they are. That's okay. Start by giving them a name, and let their details be filled in organically. If you have a hard time coming up with names, there's no shame in relying on one of the dozens of random name generators you can find online. Keep it pulled up on your phone or laptop in case you need it!

Blur the line between the literal and the figurative.

This is fundamentally a game about big, blunt metaphors. Eidolons themselves are physical manifestations of a character's psychology, with strengths and weaknesses that map directly to their masters' hearts. The Undertow is a kind of collective unconscious, and can represent a lot of different things depending on how it's used: suppressed feelings, peer pressure, mob psychology, or communal trauma, just to name a few. Lean into the idea that all of the fantastical elements of your story are loud, unsubtle metaphors for the character drama underpinning the narrative. Every surreal or absurd element should be a literalization of the emotional story that your group is telling, even if you don't go out of your way to call attention to it.

Give enemy Eidolons silly powers and sillier names, then make them terrifying.

An Eidolon is a manifestation of the human heart, presented to the world shamelessly and without pretense. Very often, that means it's going to seem a little goofy or embarrassing. Don't shy away from making characters whose Eidolons seem silly on their face. Instead, lean into it, and demonstrate how even seemingly goofy abilities can be useful, deadly, or even unstoppable. Make your players respect even the most outlandish concepts.

Stack the odds against your players, then root for their success.

Hit the player characters hard. Drive them into corners, take away things they care about, and give them no way out. Then, empower them to fight back. Allow them to surprise you with the ways they overcome the hardships you pile onto them. Let them make a way out, seize what you've taken from them, force themselves out of the corner and hit back even harder than you hit them. Your job is to give them antagonistic forces to push back against, not to completely crush them. Exactly how hard you should push your players is going to vary from group to group; this is an example of how the GM needs to play in good faith just as much as everyone else.

Address the characters, not the players.

While playing, you want to do your best to create the illusion of a living, breathing world. To that end, you should do everything you can to stay within the fiction you're establishing, and when you're speaking to a player about something in-fiction, you should address them by their character's name to help them maintain the illusion and stay in-character.

Ask the players questions, and use their answers.

Eidolon is a collaborative story-telling experience, so make sure to provide opportunities for the players to contribute to the story. "What do you do?" is probably going to be your most common question, but find ways to ask other ones too. If you ever hit a point where you're not sure where to take the story next, ask the players to drive things forward.

Weave the Fate Deck's Forecasts together with the narrative.

Each time a player makes a Move, they'll introduce a new Forecast into the scene. As the GM, your job will be to come up with ways to manifest those Forecasts as consequences that flow sensibly from the narrative that produced them, and which in turn drive the narrative into new directions.

This isn't always easy! Some Forecasts have obvious, intuitive interpretations for a given action, and some don't. Feel free to interpret the cards as broadly as possible, and if you're really stumped, see if any of your players has a good suggestion for the best way to make a card work. The next section will revisit the cards of the Fate Deck, and provide some more in-depth suggestions and guidance for how to interpret them.

Play as the whole world, not just the parts the player characters can see.

The player characters have only a limited window into the world of your game. You should be honest and up-front with them as often as possible, but there are times when important events take place that they have no reason to be aware of. You should keep track of things that are happening beyond your players' periphery. The players shouldn't be the only force influencing the events of your story, and you should occasionally have the player characters discover that the world can move independently of them, for good and for ill.

Make plans, but be ready to change them.

One of your primary responsibilities as the GM is to manage the dramatic arc of each play session, as well as the overall dramatic arc of the entire story or campaign. Prepare for each session by coming up with intriguing mysteries, fun secondary characters, and exciting villains for your players to engage with. In the longer term, think about where you'd ultimately like the story to go. What themes is this narrative going to explore? Who is the ultimate evil pulling the strings behind everything? What endpoint are the players slowly being funneled toward? These questions and others like them are ones that you should be asking yourself early and often, and you should have at least broad, general answers for them as soon as possible.

But, you also need to be ready to throw those answers away and come up with new ones as necessary. Your players will constantly surprise you, each and every session. They will make moves (and make Moves) that will

render your plans irrelevant, and they will constantly, intentionally or not, create enticing narrative hooks that you can and should incorporate into your long-term plans. Do your best to prepare for both the near and far future of your story, but always remain adaptable, and be ready to adjust or discard your plans as necessary.

When appropriate, you should also work with your players to collaborate on long-term narrative goals. They may have interesting ideas for how they'd like their character's arc to develop, and whenever possible, you should work with them to help bring that plan into fruition. Have private conversations with every player or with different subsets of your party (but of course, don't fully exclude anybody), and weave their desires and plans into your own preparations to construct a story that reflects the creativity of the entire group. Exactly how much you should bring the players in to your preparations is something that will vary with every group; the party is simultaneously your collaborators and your audience, so there will always be a balance to strike between exciting and surprising them and working with them as co-authors. Play in good faith, and do what feels right for your group and your game.

INTERPRETING THE FATE DECK

While the GM is responsible for setting up the background details of the world, the main way you'll influence the story moment-to-moment during a session is by interpreting the Forecasts of cards your players play from the Fate Deck. Forecasts are intentionally very broad and vague, in order to give you as much latitude as possible when interpreting them, and to make them applicable to as many situations as possible. However, that might leave you a little unsure of exactly how to apply a given Forecast. In this section, we're going to go through each of the 22 cards in the Fate Deck in a little more detail, explaining our intentions behind each of the Forecasts and offering some examples of the different ways you could apply them in different in-game situations. But first, we will be outlining some of the tools available for you to add mechanical weight to your Forecast interpretations.

Damaging Players

Sometimes, your interpretation of a card will logically result in harm being inflicted upon the player, and if that harm is severe enough, you should make that player advance their Damage Track. Remember, however, that no card demands you deal damage. It should happen somewhat commonly with negative cards, infrequently with neutral cards, and almost never with positive cards. Follow your gut and play in good faith when deciding whether to inflict damage upon a player as the result of a card. Remember as well that a player always advances their Damage Track when Scrapping with a negative or neutral card.

In some rare circumstances, you might damage your players arbitrarily, without giving them the opportunity to respond or defend themselves; for example, you might suddenly announce that everyone must advance their Damage Track because an enemy Eidolon secretly filled the room with poison gas. Use this option sparingly; it very rarely feels good to suffer negative consequences with no opportunity to escape or defend against them. Use it only when there is a legitimate narrative need for higher tension or stakes.

Additionally, remember from *THE DAMAGE TRACK*, pg. 43, that each step on the Damage Track requires more severe damage to be inflicted before the Track will advance again. Below are some examples of the kinds of things that might cause the Damage Track to advance for each level of damage. These lists are in no way exhaustive, and the borders between different tiers of damage are deliberately a bit fuzzy, but they should help give you a better idea of when and how to damage your players. Remember as well that anything that would count as damage on a lower tier also counts as damage on every tier above it.

Fresh

"Any significant negative consequence"

- Being shot a dirty look
- Being aggressively shoved
- Losing an important coin flip
- Being insulted by someone you respect
- Making a frustrating, inconvenient mistake
- Being targeted by an attack that only just barely misses

Winded

“Any targeted violence or serious source of harm”

- Being burned
- Being injured by an enemy attack
- Being booed off of a stage
- Getting dramatically chewed out in front of other people
- Losing an important game
- Falling under the effect of an enemy Shade or Eidolon’s power

Battered

“Any severe, potentially debilitating harm”

- Taking repeated hits, or one serious hit, from an assailant
- Being betrayed by someone you deeply care about
- Having your mind invaded by a malicious supernatural force
- Cosmically bad luck that puts you or someone you love in serious danger
- Losing all of your earthly possessions
- Finding yourself abandoned and alone when you most need help

Desperate

“potentially lethal sources of harm, in a situation with sufficiently high dramatic stakes.”

- A powerful villain strikes a killing blow
- The last ember of hope in your heart is snuffed out
- Your mind is fully destroyed by a powerful psychic attack
- You put yourself in inescapable mortal peril to rescue someone else
- A Shade with terrifying power over the Undertow erases you from existence
- You willingly sacrifice yourself to take someone or something else down with you

Crashing Enemies

As your players make Moves and play cards against the enemies you pit against them, you should always ask whether a given Move warrants a Crash. Not every success necessarily demands a Crash, but every player success should certainly raise the question. Remember that when creating an enemy, you must explicitly decide on what course of action would trigger each Crash, and you should always consider whether a player has met that criteria; if they played a positive card, you should generally give them a little more leeway when making that judgment call.

Forward

Forward should be used any time you wish to give a player a brief boost or penalty. Positive Forward should be awarded whenever a player does something that naturally provides them a short-term advantage; saying something to throw an enemy off their game, coming up with a clever way to use something as a helpful tool, or attempting an interesting solution to a problem that you hadn’t considered. Negative Forward should be given to a player when they’ve screwed up and disadvantaged themselves; getting themselves stuck in an awkward position, saying something that caused offense, or brute-forcing something that demands finesse, to give a few examples. Forward can be given freely, or as the result of a Move, to sweeten (or sour) the pot as you interpret a card. For instance, if someone plays a positive card when Dredging the Undertow, you might offer +1 Forward to the first person to use the information gained when making a Move.

+1 Forward is a big advantage, and you should very rarely offer a player more than that; likewise, you should almost never inflict more than -1 Forward. Gaining or losing even a single card can significantly alter the outcome of a draw when the average Move will only involve 2 cards being drawn.

Ongoing

Ongoing should be used to represent any kind of persistent advantage or disadvantage a player or group faces. For example, you should offer positive Ongoing if players prepared protective gear before entering a dangerous environment, or inflict negative Ongoing if they’ve stumbled into

a trap. A positive or negative card might alter circumstances heavily enough that they warrant the application of Ongoing to reflect the new situation. Like with Forward, you will almost never offer more than +1 or -1 Ongoing.

Remember That Polarity Comes First

When interpreting a card, always keep its Polarity in mind: negative Polarity represents a bad outcome and positive Polarity represents a good outcome. Some Forecasts could be interpreted in ways that run counter to their Polarity, but you should consider those options off-limits.* A positive Polarity should result in the player of the card receiving a positive benefit, and that core fact should guide how you interpret the Forecast. You have more leeway with neutral Polarity cards to interpret them as you wish, but keep in mind that as a rule, the results of a neutral card should be neither as bad as a negative card nor as good as a positive card. It's a neutral result and its effect on the scene should reflect that.

*In some very rare circumstances, you and a player might both be on-board with interpreting a positive card negatively or vice-versa. If it suits the narrative and feels right, you are allowed to do this. Make sure you're playing in good faith anytime you want to interpret a Forecast in a way that runs counter to the card's Polarity, and never do it without group consensus.

**Explaining The Fate Deck
In Depth**



0. The Fool
Polarity: Neutral
Forecast: You become who you are needed to be in this moment.

The Fool represents potential and adaptability, and as a result it's a very open-ended card. When played, the player character is shifting who they are in order to suit the needs of a situation. This might mean that a loudmouth manages to keep quiet while sneaking, or that an honest person successfully sells a lie. The Fool is a neutral card, which means that sometimes this can have negative unforeseen consequences, or give someone else an unanticipated advantage. For instance, maybe the honest person lies too well, and ends up stuck in an awkward or risky situation as a result.



1. The Magician
Polarity: Positive
Forecast: You achieve the impossible.

The Magician represents raw power and inspiration. While all positive cards mean beneficial outcomes for their players, there's still a range to just how good they can be, and even among the positive cards, The Magician is one of the very best. It allows not just for success, but impossible success. Whatever the player is attempting, if they play The Magician then it should go better than they ever could've reasonably expected it to.

2. The High Priestess
Polarity: Neutral
Forecast: The supernatural acts through you.

The High Priestess represents a connection to the divine, and as a card in the Fate Deck it can be a little tricky. When played, The High Priestess causes some supernatural force to "act through" the player. This force could be some being from the Undertow, the influence of an enemy Eidolon, the player's own Eidolon, or any other supernatural agent. The force uses the player as a means of achieving its own goals, and those goals may or may not coincide with the player's own. It might imbue the player with some of its power, whisper a suggestion in the player's ear, or advance them as a pawn on the board of some cosmic chess game the player has no direct knowledge of.



3. The Empress
Polarity: Neutral
Forecast: You create something.

The Empress represents artistry and the beauty of creation. Precisely what a player "creates" when playing The Empress will vary significantly depending on context. If they're trying to bake a pie, then the Forecast can be taken very literally. If they're fighting a monster, then what they create might be an opening for an ally or an opportunity to escape. Remember that The Empress is a neutral card, which means that playing it can go badly sometimes; just because you create a pie doesn't necessarily mean it's any good, and you could just as easily create a problem as you could an opportunity.



4. The Emperor

Polarity: Neutral

Forecast: You break something.

The Emperor is the opposite of The Empress; it represents destruction and dominance. Like with The Empress, the thing you break with The Emperor can be either literal or figurative. When fighting, The Emperor might result in a broken bone (and since it's neutral, there's no guarantee of who that bone belongs to). On the other hand, maybe you're a journalist, and you use The Emperor to break a story!

5. The Hierophant

Polarity: Neutral

Forecast: You discover something.

The Hierophant represents wisdom and study. Its Forecast is an obvious fit for Investigating and Dredging the Undertow, but a discovery can happen in the course of any action. For example, if a player tries to Dazzle someone with The Hierophant and fails to convince them, what they discover might be a reason why their target is unwilling to listen to them. Or, when played while Scrapping, you might have the player discover a weakness in their enemy's defenses.



6. The Lovers

Polarity: Neutral

Forecast: You are faced with two paths.

The Lovers represents plurality and divergence. When someone plays it, you should give them two different options that both have their own advantages and drawbacks, and let them decide which way they want things to go. For example, if someone Scraps with The Lovers, you might give them the following choices: hit the enemy as hard as possible with no regard for collateral damage, or hold back to ensure you don't harm any bystanders. The choice shouldn't be too excruciating, and no matter what the player picks, they should be gaining and losing something of value.



7. The Chariot

Polarity: Neutral

Forecast: You exceed your own limits.

The Chariot represents determination and perseverance. Its Forecast suggests a success that a player would not typically be capable of, but "exceeding their limits" may come at a cost. They might be feeling whatever they've done in the morning, or they might be advancing their Damage Track in the moment, depending on the context.

8. Justice

Polarity: Neutral

Forecast: The situation becomes more fair.

Justice represents fairness and equality. Whether its Forecast is beneficial or detrimental depends heavily on context. If Justice is played while the player is at a severe disadvantage, then the Move should result in giving the player a meaningful leg up. If it's played while the player is already ahead, it could lead to negative consequences that kill their advantage.

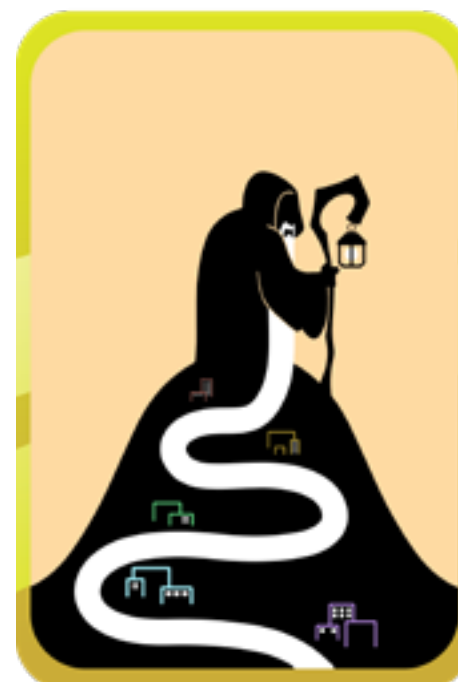


9. The Hermit

Polarity: Neutral

Forecast: Your actions isolate you.

The Hermit represents solitude and introspection. When played, it may isolate a player character physically or emotionally; it could mean that they're the only one that slips through a closing barricade fast enough, or it could mean that they do something that drives their friends away from them. Interpreted more positively, it could mean escaping a powerful enemy, or successfully sneaking away from a group without being followed.





10. The Wheel of Fortune

Polarity: *Neutral*

Forecast: *You are at the mercy of the fates.*

The Wheel of Fortune represents randomness and unpredictability. It effectively functions as a “wildcard;” when a player plays The Wheel of Fortune, what happens next is up to you and you alone. Keep in mind that The Wheel is a neutral card and the limits of how you interpret it should reflect that, but that’s the only restriction. For the next beat of the scene, you are in complete control of the narrative. Do something cool with it!

11. Strength

Polarity: *Positive*

Forecast: *You triumph through force.*

Strength represents tenacity and power. When played, the player gets what they want through brute force. While Strength is a positive card, it’s arguably the “least positive” positive card; triumphing through force can sometimes be exactly what’s necessary, but in other situations it can lead to collateral damage, hurt feelings, or other unintended consequences. Still, the positive Polarity should limit any negative knock-on effects that that Strength brings about, and far more often than not the triumph should be unmitigated.



12. The Hanged Man

Polarity: *Negative*

Forecast: *You must make an impossible choice.*

The Hanged Man represents dilemmas and contradictions. The first negative card in the deck, on its face its Forecast isn’t too different from that of The Lovers: both cards put you into a situation where you have to make a decision. The word “impossible” in The Hanged Man’s Forecast, coupled with its negative Polarity, should encourage you to make the choice much more extreme than you would with The Lovers, with more severe costs and less appealing benefits on all options. For instance, a player character might succeed at their attempted Move when playing The Hanged Man, but you might make them decide which of their friends is hurt by the collateral damage of their actions.



13. Death

Polarity: *Neutral*

Forecast: *Something ends, and something else begins.*

Death represents finality and the cycle of life. It’s a neutral card, which means that it shouldn’t be taken as ominously as its name might imply. You can have just about anything end when the Death card is played: an ongoing threat, a rainstorm, an advantage in a fight, or, of course, a life. The thing that begins should generally be something that logically follows from the first thing ending. So if an ongoing threat is ended, then maybe what begins is an opportunity to strike back. The language of the Forecast also very naturally meshes with the idea of Crashing an enemy and moving on to their next Crash.

14. Temperance

Polarity: *Neutral*

Forecast: *You are met with an equal and opposite reaction.*

Temperance represents moderation and balance. When played, the player can expect to experience the same kinds of consequences that they’re trying to inflict; if they’re trying to Dazzle an NPC, they might find themselves being taken in by the NPC’s own charisma and charm. In some situations, the “equal and opposite reaction” might also just be interpreted as a no-frills success; the expected consequence of the player’s actions come to pass, nothing more and nothing less. Be careful when interpreting the card this way that you don’t let it drain the momentum from a scene, and that you provide a solid hook for the players to respond to next.



15. The Devil

Polarity: *Negative*

Forecast: *You get what you want at a price you can’t afford.*

The Devil represents temptation and the unbound id. Its Forecast is a bit of an odd duck among the negative Forecasts, because it explicitly states that the player gets what they want. However, their success comes coupled with a negative consequence, which in most cases should hurt more than the success helped. When possible, the “price” paid should be directly tied to the player’s action, as an unintended consequence of their success. It may be a price extracted from the player themselves, or from someone they care about.



16. The Tower

Polarity: Negative

Forecast: Something terrible happens.

The Tower represents disaster and prideful folly. It's not just a negative card, it's **the** negative card, with arguably the single most deleterious Forecast in the entire deck, and the consequences for playing it should be severe and damaging (often literally; if a source of harm is present in the scene, then The Tower should pretty much always advance at least one person's Damage Track). That said, remember that your primary goal as the GM is the same as everyone else's, which is to tell a good story and have fun telling it. Play in good faith when making something terrible happen through The Tower, and don't hurt the players so severely that things become unfun. This line will be different for every group, so it's important that you understand where it lies well before The Tower comes into play.

17. The Star

Polarity: Positive

Forecast: A new path reveals itself.

The Star represents hope and innovation. It is something of a positive counterpart to The Lovers and The Hanged Man. The Star is less an opportunity for you to put the player in a bind and more a chance for you to give the player a clue or hint, or offer a suggested course of action that they hadn't considered. If they take your advice or put your clue to good use, they should see a very favorable outcome.



18. The Moon

Polarity: Negative

Forecast: Something unknown or unknowable interferes.

The Moon represents mystery and illusion, and in the Fate Deck it functions somewhat like a negative counterpart to The High Priestess. It asks you as the GM to introduce some new element into a scene, something the players had no prior knowledge of, which confounds their attempts at success. This could be anything from a trap door, to an unseen conspiracy working against them, to a Shade sabotaging them from the Undertow.



19. The Sun

Polarity: Positive

Forecast: You are given cause to celebrate.

The Sun represents joy and celebration, and functions as The Tower's counterpart. When played, something good happens, maybe just for the person who played it, maybe for the entire group of players, or maybe for the entire setting. The full extent to which The Sun's Forecast causes a positive result will vary depending on context, but any time it's played, things should take a massive swing in the player's favor.

20. Judgment

Polarity: Negative

Forecast: Your past failures catch up to you.

Judgment represents guilt and divine punishment. It enacts a delayed consequence to a past mistake or sin. Like any card, this can be interpreted very broadly: your "past mistake" might be an old injury that acts up, an impulse purchase that's left you broke, or a person you slighted enacting revenge at an inopportune time. The specific ways that Judgment manifests will be highly character-dependent, and figuring out how to implement it may be a little difficult in some scenarios, especially early on in a campaign. Feel free to ask the player who played Judgment to provide a past mistake their character made that might have some bearing on their present circumstances.



21. The World

Polarity: Positive

Forecast: For just a moment, the world bends to your will.

The World represents completion and connection to the universe, and it is the single most positive card in the deck. The player not only succeeds, but events conspire to **make** them succeed. For a singular, critical moment, they become the author of reality, and everything lines up perfectly for them to achieve their goal. The enemy's gun jams, or a bird happens to fly past their head and throw off their aim. Playing The World puts the player character in touch with the world and turns it into a temporary extension of themselves.

CREATING ENEMIES

EIDOLON is a game with a large focus on combat, and that means that you'll need to create enemies for your players to contend with. The enemies you make will largely come in two varieties: enemy Eidolon masters, and enemy Shades.

Enemy Powers

If a human enemy is going to pose any kind of serious threat to your players, then they most likely have an Eidolon. Most Shades will also have powers that are functionally the same as Eidolon Powers, acting as hostile versions of The Inhuman Playbook. Remember that you must use an Eidolon Power to describe each of your enemy Eidolons.

Shades are creatures created out of powerful ideas and emotions that drift into the Undertow. If they're hostile, then they're probably made out of *violent* ideas and emotions. It can be a good idea to use that as a starting point for how their abilities work.

Like with player Eidolon Powers, it can frequently be more fun to impose stricter limitations upon your characters than the game demands. Try building explicit weaknesses into your enemy powers, or making them hyper-specialized and then figuring out how to make them dangerous and threatening despite that. Remember that you want to give your Eidolons silly powers that are nevertheless terrifying.

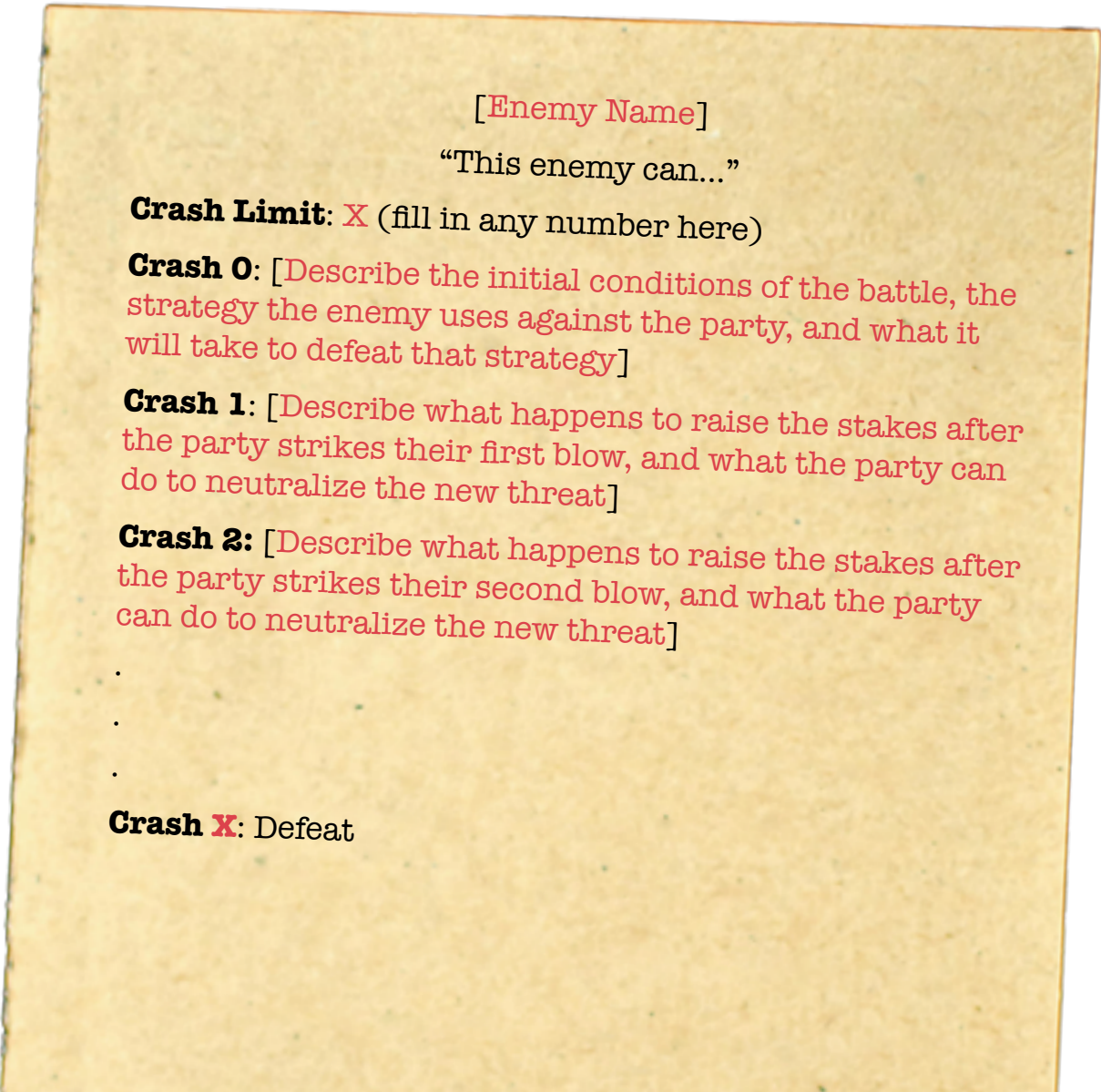
Building an Enemy Encounter

For every enemy that you prepare in advance, you need to decide on an appropriate Crash Limit for them. Think of Crash Limits this way: they represent the number of twists and turns a fight is going to take, or say, the number of dramatic Acts needed to tell the story of the battle. An enemy with a Crash Limit of 1 will generally go down really quickly, and by definition won't have any surprises they can spring on the party. On the other hand, an enemy with a Crash Limit of 10 is going to be an extremely

long and involved battle, full of constant surprises and reversals. You should tailor the number of Crashes an enemy can take to the kind of experience you're trying to make. As a rule of thumb, a Crash Limit of 3 works pretty well as a baseline; movies tend to have three acts for a reason. Feel free to play with different Crash Limits and find what works best for you and your group.

It's also worth saying that a Crash Limit gives an idea about the length of a fight, but it can't tell the whole story. For instance, an enemy with a Crash Count of 1 will usually be defeated very quickly, as stated previously. But if the method for Crashing that enemy is obtuse and difficult, it could make for a very long encounter.

Your notes for an enemy encounter should generally look something like this:



You are the ultimate adjudicator of whether a given player action satisfies the established conditions for Crashing an enemy. Play in good faith and consider what constitutes a good story when deciding whether an enemy has Crashed.

Something may also happen in the moment that makes you rethink how the battle ought to go; for instance, a player might pull off a cool or exciting Move, which dramatically feels like it ought to cause a Crash, but which doesn't meet the conditions in your notes. In these cases, you should feel free to disregard your notes and Crash the enemy anyway; remember, "make plans, but be ready to change them." It's up to you to decide what series of events will be the most dramatically satisfying.

Sometimes, situations may arise when you have to improvise an entire enemy encounter. Players are free to do what they want during a session, and while you might provide narrative prompts to nudge them towards the encounters you'd planned, they can and will occasionally veer off in unpredictable directions, and initiate combat with characters you hadn't prepared anything for. This can be a tricky situation! The best weapon against it is thorough preparation. Do your best to anticipate the different directions your players might take, and have at least a rough concept of how any encounters that lie down those various paths might go. Maybe even come up with some "stock" Crashes that you can employ in a pinch if you have to throw together a combat encounter on the fly. As you continue to play and become more familiar with the game, the setting of your campaign, and your players, you'll get a stronger sense of what goes into a fun encounter, and will be able to fully improvise enemies more easily. Even if you are feeling confident in your improvisational skills, plan out as many encounters as you can anyway. Giving a combat encounter the proper care and preparation will make it shine much brighter than if you always try to come up with it on the spot.

For a rough guide, here is a generic list of Crashes that could be adapted to a wide range of situations. It might be useful to use this as a template early on, or to fall back on when you're blindsided by the need for an impromptu enemy encounter:

[VILLAIN NAME]
[EIDOLON NAME]
[EIDOLON POWER]

Crash 0: The villain uses their Eidolon to subtly attack the party without fully revealing themselves, using its power to _____; the party must identify the threat and defend against it successfully.

Crash 1: the villain reveals their Eidolon in all its glory, and attacks the party with its full power, which can _____; the party must land a decisive blow on either the Eidolon or its master, making it clear that they're physically outmatched.

Crash 2: The villain reveals their Eidolon's most powerful technique, which can _____; the party must overcome it and demolish the villain's capacity to harm them.

Crash 3: Defeat.

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[Striven]	Brûlée	decalogueidol	the Moth Lesbians
A Cactus	Bren	Dee	Faer Majesty,
A Gay Coyote	Britt	deepslackerrjazz	Empress Quinntillian
A Hanak	BRUTUS	Derek	Galaxion
A.J.	C L Y D E	DestryHawk	Fantastical Alice
Abby Lessthanthree	c.h2o	Dexi One	Fatty Opossum
Abby Rexy Siltala	Caiden Kesler	Dexter Sinister	Faustian Bargain Bin
Abel Azenbel	Call Me Haylie	Diamations	Felicia Kristine
Abhilasha Tandon	Callie Rogusky	Diether Gruber	Salazar
abyline	Cancakes	Dio Brando stole	Felix Gamgee
Adam Lavigne	Cassandra Mira	my massive Joestar	Fenn Teague
Adam Rust	Catricorns	dick	Fewture
Addie Gayle Ralston	CatWithAnAt	Don Fluffles	Finley
Ady	Celeste Jennings	Dota Two	FionaFenali
AG	Charlie Neal	Douglas Holcomb	fishang
Agwheel	Charlotte Townley	Dreshura	Fletcher Gaddy
Alex	Chelsea Welch	dreziv	Flyin' Friend
Alex Lopez	Chelys Galactica	drone rOm-3	Foolster41
alexander moore	Chesh Amoeba	Dylan Baker	forrestTraveler
Amber	Chloe	Dylan Chapin	Fortunes favor
Apollo_Strife	Chloe B.	Dylan Ketcham	FoxXFire
April	Chloe Herd	Dylan Lee	Frank
Apterosus	Chris Maclean	Eleanor Grace	Fred Smith
Arca	Christian	Elena C	Freddy carrillo
Ari Hyrax	Christopher Pragados	Elena Gray	Frostwood Little
Arjuna Chatrathi	Chunk Punkman	Eli Marrone	Trouble Maker
AshaDasha98	Cliomancer	Elle Vee	Future Erika
August	ClockwiseMan	Ellen N. K.	Gale Norris
Aurora Borealis	coalescekeyboard	Emilie Crossman	gaolo :3
Autumn Blake	Cleave and Plough	Emma Valentine	Georgie Bats
Ava	constellation autumn	Jumpscare	Gizmo
axol masters	copperpauper	Emory	Gnome
AzSira	Cordelia Keppol	Emrys Noreas	god-machine yuri
B. Stapleton	Corvid	Erika Maybe	Great Big James
Becky Scott Fairley	Cory	Erin	Grey Aster
BelueEriwyr	Cranberry, PI	Erne5579	grief ninja
Benjamin Lewis	Cynthia	ErynCerise	grimoireAdjacent
Big Fellah	Daffodil	EV Helms	Hannah
big titty goth tradwife	Daisy Morrigan	Evan Saft	Hazel
Bimblewort	Spade	Evan Teng	Heather
Bird Wizard	Dan	Evelyn Althea	"DoesNotComphoot"
Bismuth	Daniel Agazzi	EveryZig314	"Funny Computer
BizarreLogo	Dari	Evil Cassie	Owl" Owlsley
BlackAlbum22	David	Faden Cross	Heather Rhinebeck
blu blu	David Ayres	Faer Divine Majesty	Henry Tschudy
Bob	Dawnbreak	Rumda Goddess of	Her Lady Weaver

Hex of Lexi
Howdy Hazel
Hunter Vick
I still can't think of a
good name.
I'm Not Here
Ian Urbina
IcyShadow
IILYD
Imran Basit
inalienableWright
Infinite Justine
Inkjet
IshtarAletheia
it's birdish
J G
J Grant
Jack DeWald
Jack Osas
Jade
jade
Jade Nebula
James
James Cherenzia
James Karaus
jane
Jaxon Flannagan
Jay Cooper
Jay Pierson
jeans
Jeffrey
Jenna F
Jennifer
JennySighs
João Florentino
Joey D Valentine
Joey Protons
Johann159
John
John Brownlee
Jon D
Jonathan Simpson
Jordan Quin
Jordan Sam
Josh Bury
JSizz
Judgmental Ostrich
Julie Low
Julie the Bardic
Princess
June Baker
Juno Gallagher
K.
Kasey

Kat Slane
Kat Woodruff
kath talbot
Kenny
Kevin
Kevin king
K. Lynch
Kevin Wellons
Khione Cowan
Kim Bellwoods
kon
L Tantivy
L.L.
Lachlan Cleeland
Lambda
Lazer McGraw Dono here when
I'm not changing my name I'm
listening to RFTB
LazyEmpress
LCG
Leanne Harp
Lexi Waltner
lg
Liam Conlon
Lillian Shultz
Lilliana S.K.H
Limelighter
Lindsay Meagher-Swanson
listen to my girlfriend talk about
magic lore on The Vorthos Cast
Lizzie Two Shoes
Lizzy Gillies
Luca
Lucentia
Luke Spero
LumaChromaDreams
Luminescence Umbra Chelsea
Evelyn Galloway
Luna Malcolm
LV
lwelyk
Lyric Solitaire
M.J.
Madison Malone
Maestri
MageofSpade
mags mackie
Malaise Belrose
Mallory
Marc-André D.
Marie Oak
Mark Dillenkofer
Mark Myers
Mark Sokolov

Marlena
Mars
Mary Painter
Matt Palladium
Matthew Myers
Matthew the stoat
Maximilian Gumble
May Lawver
meenio
Megan Anderson
Megan Krantz
Meh
Meltymoth
Meridian of Esper Necropolis
MikQ
Miss-Sheepy
Mitch Graham
Mitchell Dill
MJPastellis
Molly
momotech764
Monica
Monica Wuertemberger
MooD
More Like Eidolon DiSUCKS
and SkASS
Morg Hauntingthemorg
Morgan Adderly
Morgan Gate-Leven
moth man
MW
Mygglygg
Myst
NaN-Gram
Nancy Blank
Naraxes
Natalie Ordway
Nathan Boumpani
Nathaniel Felten
nebulous Harmony
Niamh Schönherr
Nice Splot
Nick Cadigan
Nicole Carey
niklas
NM
NobleStrings
Nobody
Nola Pfau
Nora Blake
Null
Number 333 Forget Me Not
Ollie and Riley
OneHappyChipmunk

Ophiuca
OrbitalOracle
OSHA nyancompliance
Owl
Parish
Petra Shocka
Phil Kneitingen
Phoebus
Pidgeonsmith
Pikachu l7
pimento
pinko sock
Pixel Bismuth
Platyn
pockymasterjay
PokeysCrypt
Preeminent Void
Priscilla Schumacher
Professor Piggy
propagable
Quentin Besnehard
Raini
Ramon SL
Raquel Delgado
Raymond Thompkins
Rebecca Gault
REDACTED
Rem Diaz
rhyllith
Richard Wood
Rizzie
Robert Wilson
Robin Thoreson
Robust Laser
Robyn Magi
Rocía G
roman
Rose
Roux
rowie
Ruby Shine
RuwenSundancer
Ryan Ball
S
S&R Jackdaw
SA Henkel
Sabriel
Sad Plant Girl's Wife
Saffron Sinclair
Sagespirit
Sam Antics
Sam Leonard
Sam Maxwell

Saoirse O'Hanlon
Sara Tigers
sarah lo sulci
Seafoam
Selina, Lesbian Werewolf
Chef
Seltzer Haver
Shawn Moore
Siobhan Peridot Rose
Six Dettmar
Skelly Lich Boi
Skye!
Smokey
snevrobyn
Sodajuce
Sofi Alarcon
SOLARIS System
Sophie
Iugo
spades gameing
sparkleton
spellboundmage
Spencer Kenning
spongeycloud
Spritsail
Staradia Aphrodite Issabella
Mew-Mew Hilda Kitty
Roxxanne 'CatGirlDick'
Blaster
Sterica
Still Just Kow
Stilts
Stub5678 .
Super Kami Cassidy
SuperBiasedGary
Suudsu
Sweet JP
Tabitha Spokes
TakeHeart
Tanner Vogelgesang
Taylor Owen
Ted Gervais
TestMuch
The "stand" user formerly
known as Austin
The Anathema
The Beaver King
The House of Cards
THE Kat Fangs
The Moonstone System
The Next Outlaw Geoff
Garrett
TheLastRobot

Theodore Beauregard Mann
Thermite
TheZMage
ThighPaigestess
Thomas Rohrer
Timothy Miller
Timothy VanOpdorp
TinMan Axe
Tomi Warwitch
Tommy Second Hand
Toni Androski
Tono
Too tired for books
Torches Upon Stars
Tori
TriangleDelta (Ana)
TriggerHarpie
trivial_james
Tulip McTulipson
UltimateTrainer
underlyingOcean
Valamence
Valor "World-Splitter"
Carmichael
Valorie
Veldrin
VelvetDragon
VerminFang
Vernal_ancient
Veronica Charlotte Sweets
vikingSoren
Violet Valentine
Virgil Purcell
Visucien Fe
Vivid Ripley Moofahdrome
Wannabe Cat
We Shall All Be Healed
WendyOfTheWoods
Wilder Von
william z
Willow Tschudy
Windstep System
wisteria
Morgan Morse
WizardVriska
XF
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