

Chrysalis Cycle Rebirth: Prelude

By Olivia Montoya

Chrysalis Cycle Rebirth: Prelude is a sort of prequel to the (upcoming) game Chrysalis Cycle Rebirth!, an unapologetically queer, neurodivergent ttrpg in the magical girl genre, which explores the parallels between the queer experience of coming out and the neurodivergent experience of "unmasking"/"taking off the mask" through the lens of a magical girl narrative. This game focuses on a group of magical transforming heroes realizing their power, forming their team, and facing their first major challenge. Be gentle with yourself and others as you explore friendship and solidarity and identity, as well as the complexities of balancing safety and being one's true self in front of others.

3-6 players recommended. This game is in beta testing. Send any feedback you may have to metaparadox11@gmail.com

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The creation of this game was funded through a Big Bad Con Story Synth microgrant. This game is fully playable online on Story Synth here:

https://storysynth.org/Shuffled/1tdxmQLQsWlwdYjBG4HNXIIQCHLAe3o4DvK4n8V_6Ej4/

This document is intended for people who want to play the game in a more analog fashion. You can print out the physical cards yourself, or use the tables included here to play without cards. Simply read and follow the instructions past this point. Read each section aloud to your group.

Welcome to Chrysalis Cycle Rebirth: Prelude

You are about to play a card-based storytelling game about the formation of a team of transforming heroes that uses leading prompts to build characters, a world, and the story that unites you.

What is This Game About?

This game explores issues of marginalized identity, suppression of one's identity, facing discrimination as a result of one's identity, finding community and solidarity around identity, and pushing back against oppression. Be gentle with yourselves and others as you continue.

Use the X Card if Needed

Just say "X" or "X Card" to pause the game (or draw an X on a physical piece of paper and have it at the center of your play space to tap on to pause.) You can use the X Card to remove a card or something that has been added to the game that you don't want included, or otherwise address out of game issues.

The Acts

This game is divided into six acts, each of which works a little differently. Each act will have its own instructions and prompts. At some point during the last act, the final prompt will come up, which everyone will answer and the game will end.

Answering Prompts

All prompts are optional to answer, and can be X-ed or passed to the next player. After a player answers a prompt, anyone can ask follow-up questions and make suggestions, but the player who answered isn't obligated to answer or take any suggestions made.

Game Length

If you decide to play a longer game, you can answer all the prompts. If you want to play a shorter game, your character can skip other prompts in an act after answering at least one (not counting Act 0).

The Game is About to Begin

Read the next section when you're all ready.

Act 0: Dream of Us

In this act you will build the basics of your characters and the world they live in, before their stories begin. During Act 0, everyone will answer every prompt unless they choose not to do so or X a prompt. Answer prompts from the point of view of your character. In this act, do not ask follow-up questions.

Remember that you can also X something that another player introduces, in which case they will have the option to replace it with something else.

World Prompt 1

The world you live in, like the world of your players, is full of injustices, prejudices, privilege and disprivilege, but it is also full of wonders. Describe something terrible about your world, and also something wondrous.

World Prompt 2

Though you may or may not know each other, you live close enough to each other that you could potentially cross paths. Describe the town, city, or other location that you live in. Describe a place that you love, and a place that you hate.

World Prompt 3

You all have a place in common that you spend a significant amount of time in, whether this be a school, a workplace, a hangout, or somewhere else. First, collectively decide what this place is, then each individually describe how you see this place, and why you spend time there.

Character Prompt 1

There is something about your nature that you suppress and hide from society for your own safety. What is it?

Character Prompt 2

Does hiding make you more keenly aware of your true nature, or do you feel cloudy and conflicted, unsure of who you really are? How does this make you feel?

Character Prompt 3

What do you look like, and how do you physically present yourself to the world? Is that how you want to present yourself? If not, how would you like to present yourself?

Character Prompt 4

What is your personality, and how do you present yourself to the world emotionally? Is that how you want to present yourself? If not, how would you like to present yourself?

Character Prompt 5

What is the name you use with others, and what are your pronouns? Are these how you would like others to refer to you?

Character Prompt 6

You have hopes and dreams and deep desires. What are they, how do you pursue them (if at all), and do you share these feelings with others?

Character Prompt 7

You have fears as well. What do you fear more than anything, and how has that fear affected you? Do you believe that fear is justified? If so, why?

Act 1: Caterpillars

In this act you will explore your characters' lives and struggles and dreams and nightmares. They will see the first signs that they have magical potential, but won't yet realize it, like caterpillars before they metamorphose into butterflies.

Each prompt pair in this act has a Day prompt about characters' daily lives and struggles, and a Night prompt about characters' dreams and nightmares.

On your turn, you can answer the Day or Night prompt, both prompts, or pass on the card. Keep track of the number of Day and Night prompts you answer during this game.

Make a note of your character name and pronouns and perhaps make a name tag, then create a player turn order that you will use for the rest of the game. From now on, one player will answer the prompt or prompts from a single prompt pair per turn. If you want to pass on a prompt pair, move on to the next person in the player turn order.

Act 1 Prompts

You can either go through down this list of prompt pairs, randomize the order, or simply pick your favorites as long as no more than one person answers prompts from a single pair.

Pair #	Day	Night
1	You often overexert yourself in the pursuit of helping others around you, even if they give you nothing in return. Why do you keep doing it anyway?	You had a dream recently with a strong visual image that stuck with you. What was it, and why can't you get it out of your head?
2	You have trouble accepting or asking for help, even when you need it. What are you afraid will happen if you find yourself in others' debt?	Dreams are funny sometimes. You woke up one morning with a phrase from a dream still on your tongue. What was it, and where did you see it in the real world shortly after that?
3	Sometimes you lash out at the people who misunderstand you. What is it about their actions that triggers your fight or flight response?	You had a nightmare a few days ago that truly shook you. Why did you react to it that way, and how has it changed your perspective in real life?

Pair #	Day	Night
4	You are not always good at hiding your true nature, and sometimes people are nasty to you when they mark you as "other." You pride yourself on your thick skin. How does the hurt you bury show up elsewhere in your life?	You had a dream that predicted the future once. What did it predict, and why have you been thinking about it recently?
5	You spend a lot of time trying to improve your surroundings and make the world around you safer and more pleasant to live in. What still makes it obvious that this world is not designed for people like you?	You had a nightmare once where someone who had been cruel to you in real life was tormenting you. How did you stop them in your tracks in the dream, and how did you then do the same in real life?
6	You spend a lot of time outside in nature where you can find it, usually alone. What is it healing you from?	You love having flying dreams. They're the best. Once you thought you woke up hovering about an inch over your bed before falling down to into the covers. How did you convince yourself that it didn't actually happen?
7	Sometimes when you're upset you end up breaking things and regretting it later. What are you afraid of being unable to fix in your life?	Last night you dreamed of speaking to someone you'd always wished to talk to. Who was it, and what about the conversation both scared and excited you both in the dream and when you woke up?
8	Whenever things get overwhelming in your life, you feel the need to get outside and run. What are you running from, and how does it follow you?	You had a really cool dream recently that inspired you to create something as soon as you woke up. What did you create, and how did it improve your life?
9	It can be difficult, but you still try to do what you can to keep up with self care. Why do you still struggle with it, despite all your efforts?	You woke up once with a song in your head that you had never heard before, and found yourself humming it for weeks. Where did you hear the song being played in real life, and why did you stop humming it after that?
10	You have a tendency to self-sabotage and minimize your talents. What scares you about the prospect of ending up in the spotlight?	You once had a dream where you got to talk to a bunch of different versions of yourself. That was wild! What did you learn from yourself, and how did it become relevant in your waking life?

Act 2: Chrysalize!

In this act your characters will "chrysalize". They will face a breaking point in their lives that ignites their potential to become a Magical hero, able to tangibly project themselves into the world around them while they sleep.

They will build a connection with a magical Mentor and experiment with their powers as they figure out how to balance the double life of a hero.

They may also begin to find each other, during the Day, Night, or both, but they haven't yet become a team.

In this act, the first time you answer a Night prompt, this represents your character's first projection, in which case you should answer the "Chrysalize!" prompt first in addition to the normal prompt. Don't count the "Chrysalize!" prompt as a second Night prompt in your records.

If you answer a Night during this Act for the first time and don't like the Chrysalize prompt, simply describe your character's first projection experience in some other way rather than passing on the prompt pair.

After your character chrysalizes, you may answer any combination of Day and Night prompts on your turn aside from the "Chrysalize!" prompts, and can prompt pairs to the next player if you don't want to answer them.

Act 2 Prompts

You can either go through down this list of prompt pairs, randomize the order, or simply pick your favorites as long as no more than one person answers prompts from a single pair.

Pair #	Day	Night	Chrysalize
1	How did you apply something you learned in a Night phase to help someone during the Day, and why did it scare you?	Your magical mentor appears to you and explains that to be a magical isn't just about stopping evil, but about creating beauty in the world. How do you use your magic to create something beautiful, and were you seen by anyone as you left your mark on the world?	When you go to sleep this night, you feel a bright red force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve visual illusions and the creation or transfiguration of nonmagical objects. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?
2	Someone recently discovered a secret of yours that you didn't want to come to light. How did a new friend help you diffuse the situation?	Your magical mentor appears to you and tells you that part of being a magical is to read the subtle messages from the world around you and decide the best way to use your magic to respond to those "words." What message do you uncover, and why does it scare you?	When you go to sleep this night, you feel a bright yellow force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve finding power in words and in influencing emotions or reading minds. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?
3	Stress has been getting to you lately, and yesterday something snapped in you and you hurt someone. How did you hurt them, and how did you attempt to make things right?	Your magical mentor appears to you and tells you about how magic can be used to learn the truth of a situation and use that information to improve that situation. What surprising thing do you discover with your magic this night, and how does it impact your Day life?	When you go to sleep this night, you feel a bright blue force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve gathering information, persuasion, healing, and altering the nature of objects. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?

Pair #	Day	Night	Chrysalize
4	Lately you've been feeling like you're drawing unwanted negative attention from people around you. What have you done to throw them off your scent?	Your magical mentor appears to you and tells you about the liminal spaces in your world, and how your magic can be used to visit those spaces and bring together the physical and the magical. What liminal space do you visit during your training, and why did it feel like home?	When you go to sleep this night, you feel a bright violet force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve elemental magic or pure energy. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?
5	You needed some alone time after recent events. What random act of kindness made your community feel a little more like home?	Your magical mentor appears to you and tells you that part of being a magical is interacting with people without endangering them or yourselves. What person from your Day life do you encounter during your training, and how do you keep them from making the connection between your magical form and the person you are while awake?	When you go to sleep this night, you feel a bright orange force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve influencing thoughts, planting ideas, and auditory or visual illusions. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?
6	You received what you believe to be a magical sign during your waking life. What was it, and how did it save you from a scary situation?	Your magical mentor appears to you and explains that magic isn't a relic of the past, that it can be used to interact with technology and other human constructs. How do you interact with a piece of technology in your training, and how does it connect you to something older than yourself?	When you go to sleep this night, you feel a bright green force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve technopathy and telekinesis. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?

Pair #	Day	Night	Chrysalize
7	Your anxious mind led you to a conclusion that turned out to not be true. What mistake did you make before you realized the reality of things?	Your magical mentor appears to you and tells you of the dangers and wonders of realms outside your own, and urges you to explore with an appropriate amount of caution. In your training you encounter a space where something otherworldly is leaking into our own. How do you determine the safe way to interact with it, and what consequences do you face when you make a mistake?	When you go to sleep this night, you feel a bright indigo force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve the creation of magitech, astral projection, passing into other realms, spirit communication, and opening and closing portals. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?
8	It feels like the world around you has been even more hostile lately. What have you done to protect yourself?	Your magical mentor appears to you and enchants an object for you as a part of a lesson. What did this item teach you, and how did you lose it?	When you go to sleep this night, you feel a bright pink force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve the creation of magical objects, enchanting of nonmagical objects, or creating magical music or auditory illusions. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?
9	You canceled on going somewhere with someone today. What was the event, and why was not going a form of self care?	Your magical mentor appears to you and tells you about how magic demands care, because it can harm as much as it helps. What mistake do you make while experimenting with your magic, and how do you make things right?	When you go to sleep this night, you feel a bright white force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve moving from one intense power related to your current interests at any given time to another. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?

Pair #	Day	Night	Chrysalize
10	All of the strange things going on in your life have been becoming overwhelming. How did you try to avoid them, and how did it hurt you?	Your magical mentor appears to you and tells you that being a magical will sometimes be confusing, and that you'll be pulled in many directions before you figure out the right approach to a problem. You encounter something that appeared scary during your training. How did you determine that it meant you no harm, and how did it help you make a friend?	When you go to sleep this night, you feel a bright black force well up in your mind and body, and you feel yourself leave your body and materialize physically in the real world. Describe what your projection transformation looks like, and your appearance after it finishes. You feel power inside you, and know that your abilities at Night involve little bits of everything without specialization, particularly those things that resonate with your connection to people you care about and yourself. Your magical mentor enters your field of view. How do they introduce themselves to you, and how do you respond?

Act 3: Bonds

In this act your characters will form stronger bonds with each other during both the Day and Night. Over the course of the act, they will become a team.

You can choose to answer the Day prompt, the Night prompt, or both. The Night prompts can be played as either a solo adventure or a group adventure.

If you choose to do it as a group, you can invite one or more magicals to come with you, in which case you'll work together to answer the prompt. Invited magicals can agree or decline, in which case you should ask someone else. Experience goes to the person who chose the prompt.

Act 3 Prompts

You can either go through down this list of prompt pairs, randomize the order, or simply pick your favorites as long as no more than one person answers prompts from a single pair.

Pair #	Day	Night
1	You see two of your fellow magicals trying to defuse a disastrous social interaction. How do you help them out of this tight spot? Ask each magical: What is something new you learned about me here?	A strange humming obelisk has appeared in a central location around where you live. How do you discover what it wants, and how do you respond to that?
2	You are having a rough time dealing with the new realities of your life. It can be scary to accept your truth. When another magical sees you struggling, how do they offer you comfort? Ask that magical: How did offering these words and actions heal you as well?	A couple of non-magicals have discovered a book written in an unknown language that grants them magical abilities that they are misusing. How do you manage to handle this situation without hurting them?
3	Today you worked with another magical on an assignment given to you by someone in your Day life. What surprised you about how you worked together? Ask that magical the same question.	You stumble upon a mysterious accident that has left a lot of non-magicals injured in both mind and body. How do you ease their pains?
4	Yesterday someone said something cruel to one of your fellow magicals, and you witnessed it. How did you stand up for them? Ask that magical: How did that solidarity inspire something you did today?	A magical fire breaks out in a building near where you live, and somehow only magicals seem to notice its presence. How do you save the people inside and put out the fire?

Pair #	Day	Night
5	Today you met up with two of your fellow magicals to go on a mundane adventure. What did you do that inspired happiness in strangers? Ask each magical: How did helping others bring you closer together?	You are recognized by someone from your Day life while you are saving someone's life with magic. How do you make sure that this won't come back to expose you in the Day without causing harm to that person?
6	Today you've been feeling very tense and angry. Why were you feeling that way, and what did a fellow magical do to help you defuse those feelings? Ask that magical: What was unusual about how your attention was drawn to my physical and emotional distress?	A bunch of inanimate objects are flying around and chasing people in a local business. How do you find the source of this phenomenon and how do you stop it and restore peace?
7	A non-magical friend told you today that they noticed you had been acting different lately, that in some ways you seemed happier. What story about an interaction with a magical friend did you tell them to explain that happiness? Ask that magical: How has being friends with me impacted your own life for the better?	Something dangerous from another realm has crawled forth into this one. How do you ensure it makes it back home without causing too much damage to your world?
8	Today you had a conversation with some non-magical people who showed you kindness. How did you take that kindness and pass it on with both a magical friend and a non-magical friend? Ask that magical: What made that action so surprising to you?	A non-magical disaster is threatening your home. What do you create with your magic to keep it safe?
9	Today you and two other magicals met to get to know each other better. How did you surprise yourself in how you opened up to them? Ask each magical: Why were you nervous about this meeting, and what changed your mind?	You face a moral dilemma while on a magical mission. How do you use something you learned from an earlier mistake to avoid a worse outcome?
10	When a non-magical acquaintance in your Day life asks for your help with something that scares you, which magical do you reach out to to talk it through with? Ask that magical: What advice do you offer to address my fear?	A mistake you made during Act 1 or 2 comes back to haunt you while you're on a magical mission. How do you address that mistake and make things right?

Act 4: Something is Wrong

In this act your characters will start to see that the adventures they're going on at night are uncovering a larger, interconnected problem in the place they call home. Something sinister is afoot, and they may be the only ones who can uncover it and stop it.

There are no longer Day prompts and Night prompts, as things that happen at night are beginning to bleed into your waking life. It's becoming difficult to keep your double lives separate. You may count any prompt you answer towards either Day or Night in your records, but not both.

At any time during your turn, whether it's day or night, you can have your character project their magical selves by going to sleep at will. It will be wise for them to choose where they do this carefully, as their physical selves will be vulnerable while they sleep.

No matter whose turn it is, you can choose to have your sleeping character wake up at any time. But keep in mind that they won't have access to their magical abilities unless they go back to sleep.

Before beginning Act 4, come to a consensus amongst players whether you're comfortable with harm coming to your characters while they're awake, and to what degree.

Act 4 Prompts

You can either go through down this list of prompts, randomize the order, or simply pick your favorites as long as no more than one person answers a single prompt.

Prompt #	Prompt
1	Thinking back on a prompt you participated in during Act 3, you come to realize that there's something important you didn't see at the time. What is it, and how do you react when it starts to bleed over into your Day life?
2	A non-magical person you encountered in a prompt you participated in during Act 3 seems to recognize your magic, and you freeze in your tracks, proving their suspicions. What information do they give you that makes you suspect that your previous encounter with them was part of something larger?
3	Thinking back on a prompt you participated in during Act 3, you decide to do some research into what happened, only to discover that it was part of a pattern that has been building for much longer than you were aware. When you return to the scene of that prompt, what are you horrified to discover?

Prompt #	Prompt
4	Thinking back on a prompt you participated in during Act 3, you realize that a hint of the adversarial magic you encountered is still buzzing around inside of you, and not in a good way. When you look inside yourself, what do you learn about why it's still there, and why does it scare you?
5	Thinking back on a prompt you participated in during Act 3, you realize that a mistake you made was likely influenced by a greater magical adversary. Once you come to that realization, how do you start seeing that influence appear throughout your Day and Night life?
6	Something magical and malicious occurs in the middle of the Day amongst the non-magicals you spend most of your time with. How do you react, and what about that reaction do you come to regret?
7	Someone from your Day life disappears and no non-magical seems to be able to figure out where they went. How do you use your magic to find out the truth, and how does what you learn imply that there is a storm on the horizon?
8	You discover a magical object in your bedroom that you encountered during a prompt you participated in during Act 3. Why is it there, and what do you remember about it that you had mysteriously forgotten?
9	You receive a message from your Mentor in broad Day, warning you that something bigger is coming. Which magical do you reach out to to help you prepare for that eventual confrontation? Ask that magical: What new knowledge do you bring to the table?
10	An emissary of a greater adversary confronts you and the other magicals in broad Day, inviting you to join them. In refusing their temptations, how do you accidentally give away a weakness that they manage to escape with?

Act 5: First Challenge

You are about to face your first major challenge as a team. Here is where everything you've learned will come together in a final showdown.

Each prompt pair will present you with two potential prompts that create an obstacle. After you have chosen a single obstacle, with opportunities for other players to ask additional questions and make suggestions, you can spend either one Day prompt experience or one Night prompt experience to deal with that obstacle, according to what the prompt says.

If you choose not to spend experience, or have none left, another player can choose to spend experience to address the obstacle. If no one chooses to address the obstacle, it remains in addition to future obstacles.

At the end of each turn during this act, roll a D6. If you roll a 1, this triggers the endgame question. If you manage to use up all the prompts without rolling a 1, answer the endgame question after the last prompt is answered. Everyone should answer yes or no. Add up the number of "yes" answers and subtract the number of remaining obstacles.

If that number is greater than the number of "no" answers, your team succeeds in their first challenge. If the number of "no" answers is greater, your team fails, and some harm befalls their home. If the two numbers are equal, there is a stalemate, and you and your adversaries each escape to regroup, but the danger still remains.

After making these determinations, narrate an epilogue for what happens to your character. Only you can decide their ultimate fate. Anyone can make suggestions for what happens to the world around them, but they will only be considered true if no one objects to a given detail.

Act 5 Prompts

You can either go through down this list of prompt pairs, randomize the order, or simply pick your favorites as long as no more than one person answers prompts from a single pair.

Pair #	"Day" Obstacle	"Night" Obstacle
1	A mass hallucination is plaguing a large group of non-magicals, leading them to see you as something horrific. Spend 1 Day experience to narrate how you address this obstacle.	An adversary is bombarding you with blades of grass transformed into actual blades. Spend 1 Night experience to narrate how you address this obstacle.

Pair #	"Day" Obstacle	"Night" Obstacle
2	A magical effect from an adversary's attack is making non-magicals' angry words manifest as dangerous magical creatures. Spend 1 Day experience to narrate how you address this obstacle.	You are confronted by an adversary who can read your thoughts and your greatest insecurities, repeating them back to you as they pass through your mind. Spend 1 Night experience to narrate how you address this obstacle.
3	A group of non-magicals has been grievously injured, and no one but a magical can reach them. Spend 1 Day experience to narrate how you address this obstacle.	You are hit with a magical attack that saps your energy. Spend 1 Night experience to narrate how you address this obstacle.
4	Something causes your magic to go haywire in a way that is dangerous to non-magicals. Spend 1 Day experience to narrate how you address this obstacle.	A magical storm swirls to life above you, threatening all of you. Spend 1 Night experience to narrate how you address this obstacle.
5	An object made irresistible to non-magicals by an adversary is twisting their fear into anger and violence at each other. Spend 1 Day experience to narrate how you address this obstacle.	You are hit with a magical attack that causes you to be unable to tell the difference between non-magicals and adversaries. Spend 1 Night experience to narrate how you address this obstacle.
6	A non-magical who sees you as responsible for the chaos around you has cornered you with a mundane weapon. Spend 1 Day experience to narrate how you address this obstacle.	Buildings and objects around you begin to lift up from the ground and float into the air. Spend 1 Night experience to narrate how you address this obstacle.
7	A non-magical has picked up a magical weapon and is inadvertently causing chaos. Spend 1 Day experience to narrate how you address this obstacle.	You are sucked into a portal that leaves you somewhere else, disoriented and scared. Spend 1 Night experience to narrate how you address this obstacle.
8	A large inanimate object is made animate by an adversary, pursuing a group of non-magicals. Spend 1 Day experience to narrate how you address this obstacle.	Something is sapping your magic and using it to create physical manifestations of your fears. Spend 1 Night experience to narrate how you address this obstacle.
9	Someone who caused you harm in your Day life is in extreme danger, and something is whispering to you to leave them there. Spend 1 Day experience to narrate how you address this obstacle.	A single, very powerful adversary has you cornered by yourself. Spend 1 Night experience to narrate how you address this obstacle.
10	The location where you spend most of your Days is under attack. Spend 1 Day experience to narrate how you address this obstacle.	Together with other magicals, you are surrounded by a group of malicious adversaries. Spend 1 Night experience to narrate how you address this obstacle.

Endgame Question

There comes a turning point in your struggle with your adversary. Do you embrace your magic?