

LEGENDS

THE TRAGIC MENTOR

- Component:** 1 Individual with great experience or skill
- Event:** 1 Event where the Individual becomes a mentor to one or more of the Heroes
- Event:** 1 Event where the mentor is killed by the Evil or one of their lieutenants

FAMILY MATTERS

- Component:** 1 Individual who is related to a Hero
- Event:** 1 Event where the relative is seemingly killed
- Event:** 1 Event where the relative returns under the Evil's influence

ENEMIES TO LOVERS

- Component:** 1 Individual who is a lieutenant of the Evil
- Event:** 1 Event where the lieutenant is defeated
- Event:** 1 Event where the lieutenant finds love with a Hero

UNBREAKABLE

- Component:** 1 Location outside of the Evil's control
- Event:** 1 Event where the Heroes establish the Location as their stronghold
- Event:** 1 Event where the Location is destroyed by the Evil

ANCIENT ARTIFACT

- Component:** 1 Location that possesses an artifact of power that could turn the tide
- Event:** 1 Event where a clue to the artifact's power is revealed
- Event:** 1 Event where the artifact is recovered

SECRET HEIR

- Component:** 1 Faction allied with the Evil
- Event:** 1 Event where a Hero is revealed to be an heir to the Faction's leadership
- Event:** 1 Event where the Hero takes control over the Faction

ALLIANCE BROKER

- Component:** 1 Faction with a dedicated ideal or goal
- Component:** 1 Faction who rivals the first with an opposing viewpoint
- Event:** 1 Event where the Heroes negotiate between them to fight the Evil

FORBIDDEN KNOWLEDGE

- Any Chapter:** 1 Location that possesses knowledge that could turn the tide at a great cost
- Event:** 1 Event where the knowledge is recovered by the Heroes
- Event:** 1 Event where the cost becomes apparent

THE CAVALRY ARRIVES

- Component:** 1 Faction a Hero belongs to
- Event:** 1 Event where they refuse to aid the Heroes
- Event:** 1 Event where the Faction comes to turn the tide of battle against the Evil

REFUGE

- Component:** 1 Location that could provide temporary protection from the Evil
- Event:** 1 Event where the Heroes are defeated by the Evil and forced to retreat
- Event:** 1 Event where the Heroes take refuge and recover in the Location

DUEL

- Component:** 1 Individual who is a lieutenant of the Evil
- Event:** 1 Event where the lieutenant takes something meaningful from a Hero
- Event:** 1 Event in which the Hero defeats the lieutenant

I'VE COME TO BARGAIN

- Component:** 1 Individual who is a powerful monster or otherworldly entity
- Event:** 1 Event where they offer one or more of the Heroes great power in exchange for a terrible cost
- Event:** 1 Event where a Hero accepts the offer and agrees to pay the price

UNEXPECTED MONSTER

- Component:** 1 Location the Heroes are required to pass through to reach the Evil
- Component:** 1 Individual who is a dangerous monster that guards the Location
- Event:** 1 Event where the Location and monster must be overcome

BREAKTHROUGH

- Component:** 1 Individual who is working on groundbreaking research
- Component:** 1 Location that holds an unknown but necessary resource
- Event:** 1 Event where a Hero finds the resource and completes the discovery

ELEPHANT GRAVEYARD

- Component:** 1 Location known to be extremely dangerous
- Component:** 1 Faction that was destroyed attempting to traverse the location
- Event:** 1 Event where the Heroes accidentally find themselves at the Location and need to escape

SCORCHED EARTH

- Component:** 1 Location that is a place of natural beauty or cultural tradition
- Event:** 1 Event where one or more of the Heroes experience its wonder
- Event:** 1 Event where the Location is unchangeably desecrated by the Evil

BFFs

- Component:** 1 Individual who has a close personal bond with a Hero
- Event:** 1 Event where the Individual willingly chooses to side with the Evil
- Event:** 1 Event where the Individual is forced to face the Hero

MARTYR

- Component:** 1 Individual who was killed resisting the Evil
- Component:** 1 Faction inspired by the Individual's sacrifice
- Event:** 1 Event where the Faction commits itself to the Individual's final wish

LAZARUS

- Component:** 1 Individual who has died
- Component:** 1 Individual who will revive them for a price
- Event:** 1 Event where the Individual is revived but strangely changed

TURNCLOAK

- Component:** 1 Individual who is allied with the Evil but secretly resisting them
- Event:** 1 Event where they reveal a hint of the Evil's plan to the Heroes
- Event:** 1 Event where they reveal themselves and their true goal

POOR COPY

- Component:** 1 Location that serves as a monument of hope or resistance against the Evil
- Component:** 1 Location constructed by the Evil that foils or imitates the other
- Event:** 1 Event where either the original or the Evil's copy is destroyed

MIRRORVERSE

- Component:** 1 Location which holds a portal to a timeline where the Evil never appeared
- Event:** 1 Event where the Heroes enter the portal and experience their world at peace
- Event:** 1 Event where they choose to return to save their timeline

THIRD PARTY

- Component:** 1 Faction not allied with the Heroes or Evil that seeks to take advantage of the conflict
- Event:** 1 Event where they cause either the Heroes or Evil to fail so they can succeed
- Event:** 1 Event where they cause the other to fail so they can succeed

OBJECTION!

- Component:** 1 Faction who upholds justice either officially or unofficially
- Event:** 1 Event where they imprison the Heroes for believed crimes
- Event:** 1 Event where the Faction becomes convinced of the Heroes' innocence or guilt
