Wanderhome

Jay Dragon

PDF - black and white v1.2 (June 2022)
For easy printing and referencing.
For more information on Wanderhome, go to
www.possumcreekgames.com/wanderhome

Wanderhome
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Front cover illustration by Sylvia Bi.
Book design by Ruby Lavin.
Titles in Ruritania and Luminari, Body in Arno Pro.

Manufactured in the United States of America.

First printing edition 2021.

ISBN: 978-1-954097-02-5 (Paperback)
978-1-954097-03-2 (Hardcover)
978-1-954097-04-9 (PDF)

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To all the kids with their whole life in a backpack on their shoulders, survivors who find friends everywhere they can, drivers grabbing coffee at a rest stop with many miles left to go, and everyone else searching for a place to call home: *this one's for you.*

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The Journey

Introduction

The road has a song all to its own. Press your ear against my chest and you'll hear it. It is always with me, soaring across mountaintops and sleeping in the gutter where the small and forgotten gods live. It tangles through my hair and sits heavy in my boots. Some days that song roars through my bones louder than any storm, and other days it hums its tune so quietly that I could forget it's even there. But I will always hold tight to it, and I'll throw on my cloak, grab my walking stick, and set foot once more.

I trust the song. I trust the road. I trust that someday, I will arrive at a town and lay down in the grass and know that this is where I was meant to be. The road is a river that carries me home.

Inside this book that you hold in your hands is the start of a new journey. Together, we'll set forth into a world of grassy fields, mossy shrines, herds of bumblebees, rabbits in sundresses, geckos with suspenders, starry night skies, and the most beautiful sunsets you can imagine. We will befriend stag beetles the size of houses, argue with the King of the Floating Mountain, fall in love in the basket of a hot air balloon up in the clouds, and make friends with some of the most amazing people you could ask for. The journey will continue across the months and seasons and years, and while we wander we will watch the leaves fall from the trees and grow again. Where will we go? What will we see? We'll have to find out together. Will you join me?

The Land of Hæth

It is not my place to describe the entire history of the land of Hæth. After all, it wouldn't make for a good journey if I were to tell you such a thing, before we even put on our shoes.

Instead, I will simply mention that there are legends about this place that hang from the lips of every old shrew, a legend buried in every crevice of every stone. I will tell you there is a tale of the Slobbering God, and the Heavenblade used to kill her. I will tell you there are stories of the Lightning Dancers and their twirling bodies, stories of the North Wind God and the one brave mouse who stood against him. And there is, too, the tale of the great death that all dragons feared and faced.

These tales live on to this day in the land of Hæth, but they are not mine to tell.

More importantly, there are some facts you'll need to know about the Hæthland for your own journeys. And this may be the most important part of it all.

The Hæth is a **beautiful and boundless land, full of life and soul.** It is composed of small communities separated by vast stretches of wilderness, and these communities are connected by dirt paths, waterways, and the rare hot air balloon passage. Beauty lives in endless shapes and forms in the Hæth: everything in this land holds the capacity to be appreciated and admired. Gods and spirits can be found everywhere, from the small, forgotten gods hidden behind rocks and waves, to the fish-headed crossroads daemons and even the great sky gods themselves.

The Hæth is a **land of animal-folk.** I've seen pigeon merchants, squirrel musicians, gecko fishermen, and at least one very distinctive bartending toad. In the Hæth, you can't assume much about someone based on their look. Both meat-eaters and herbivores are likely considerate and kind, and even the smallest mouse can have a lion's heart. The families of the Hæth may look fairly similar to one another, or they may look wildly different (and it's frankly none of your business to inquire where familial lines end and begin.)

The Hæth is **full of buggy livestock, pets, and wild creatures.** From herds of chubby bumbles to stag beetles the size of houses, from the striders dancing across water to moon-lit carrier moths carrying letters from tower to tower, bugs and animal-folk live together in harmony. You'll encounter plenty of references to these buggy creatures throughout this book, and while they tend to do their best to make clear both their look and role in Hæth, interpret generously and use your imagination to fill in the gaps.

The Hæth boasts a widespread **culture of hospitality.** A traveler who arrives in a new town will always be able to find some sort of lodging (even if it's sleeping in a barn with some bumbles) and will always be given food and water of some sort. There is, however, a trust within this hospitality—if you hurt or lash out at your hosts, they'll have no problems kicking you out. But if you're kind and mean well, you'll be welcomed with open arms.

In the Hæth, we'll be meeting people who are **fundamentally good.** This will not be true of all the places you go in your life, but on the journey contained within this book, nearly everyone can be trusted to be kind. The exceptions are the mighty—generals, lords, heroes, soldiers, and all those whose souls have become weighed down by power. While they may still be good, that goodness has likely been poisoned by struggle. Thankfully, folks of this nature are exceedingly rare nowadays, and most everyone knows to give these lonely conquerors a wide berth.

The Hæthland was **recently caught in war, but is no longer.** There is no violence here anymore.

Our Journey

Most books contain stories within them, and they often know where the story will go and what, exactly, will happen. But one must be careful with stories—they are violent and cruel things after all, full of heroes and villains and triumph and conquest. Stories are for kings and dragonslayers and for the blood-soaked hungry blades. It is easy, I have found, to seek to imprison the world inside our stories. To glorify the lives of powerful men, to celebrate their victories and mourn their tragedies. To build a reality where everything ties up neatly with a bow, and everything makes sense. There is a comfort in stories like these, disconnected from what it means to be alive.

But I'm not here for a story. I'm here for the journey.

As we follow this book along its winding path, we will create characters, imagine new worlds, and take note of the passing of the seasons. This book is ours, born from our conversations and our dreams. As we journey, I will ask you all an abundance of questions, and you will ask each other questions as well. These questions serve as our foundation: they give a voice to everything around us. As we ask questions, propose answers, make statements, and offer idle speculation, we will develop our own Hæth and build something that feels alive in our hands.

As we travel together, future choices will contradict earlier ones, narrative threads will crop up and be abandoned, and we'll often get brief snippets into matters far larger than any of us. But we shouldn't let that stop us from committing hard to earlier decisions. And we can even find comfort in knowing we'll never know precisely what happened. On our journey, we must trust, in the end, that all the paths we've chosen were the right ones. Remember: no matter what we do, the road will carry us home.

The first time I played Wanderhome *was with friends outside, sitting in the grass by the creek. I brought pencils and tokens, while Charlie printed out copies of the playbooks. Socks baked cookies and had a pitcher of punch, and Mel didn't have the energy to bring anything—xyr presence was a present. While I had read* Wanderhome *plenty of times, I had never facilitated it. The rest of my friends were going in completely fresh-faced.*

A few months later, we welcomed a new friend to our group—this time digitally. I curled up with a PDF of the game and a plate of crackers, while we all said hello to Maeve. While we were all familiar with the game, we wanted to take some time to welcome her into our little traveling party. Mel spent fifteen minutes showing off all the art xe had drawn of our characters (the most xe had talked in months!) and Socks helped Maeve figure out what character she wanted.

Journeying Tools

We're going to be talking a lot as we journey: our journey can only take place through conversation. This conversation may be about the paths we wish to take, or the things we want to do. Sometimes, we may describe our characters, their actions, or the world as it flutters by around us.

It's good and healthy to treat this conversation itself as a journey in which the future is unknown. As we often do not know where we are going, it is vital that we care for each other along this path, along this journey. I've described a few basic tools as to how we might do so below. Please remember that all of these tools are not fundamentally conversation-enders, but are instead important ways to continue the conversation healthily. Whenever someone uses one, it's vital to accept that with compassion and with grace.

"Let's do this instead."

Sometimes on a journey you'll reach an impasse, where continuing down a particular path will put you in danger or discomfort. You are always empowered to speak up, say "Let's do this instead!" and provide an alternate path through the situation. If

Having Fun Together

We all have different ways we travel. Some of us love to chatter away, describing everything we see and starting up conversations with every stranger on the road. Other people prefer to sit back and let the world pass by them. Some of us might not even want to ever go to a table, and would prefer to sit with the book and read by the fire. By checking in with each other and letting each other know how we feel, we can make sure we're all having fun. If one of our friends isn't really chatting much, they might be bored—but they might also just be sleepy, or maybe they'd just rather draw pictures in their sketchbook.

someone else doesn't want to do that, we can work together to figure out where to go next.

- "Let's take the safer path instead."
- "Let's not talk about this right now, and change the topic."
- "Let's not have my character lose this thing I care about. Instead, I'm going to let go of something I don't mind losing."

"Do we want to?"

When you're journeying, it's polite to ask before traveling into uncharted territory. If someone asks "Do we want to?" it means they're interested in going somewhere new and potentially hazardous, and they want everyone's buy-in first. If you don't want to go there with them, you have every right to say so (perhaps by offering something else instead) and the conversation can avoid that area.

- "Do we want to talk about what just happened?"
- "Do we want to grapple with themes of health in our journey?"
- "Do we want to have trauma in my character's backstory?"

"Where to next?"

When we journey together, we might get lost or stuck. This happens all the time, and we might feel like we have nowhere to go from here, or that we have to keep sitting in the mud. Whenever we feel like that's happening, we can just ask "Where to next?" and go where seems best.

- "We're at a fork in the road. Where to next?"
- "I think this is a good spot to cut away from this scene. Where to next?"
- "So it feels like we're stuck in a rut, and we should talk about what kind of journey we want this to be. Where to next?"

"What do you think?"

When I walk with friends, I tend to move a bit slower and need a bit more time than they do. In those moments, just as with all journeys, we often need people to look around and spot those who could use a bit

of focus and more space to express themselves and breathe. Keep an eye out for people who seem to be talking less than you are, and check in with them by asking them "What do you think?"

- "There's a couple different paths we could take. What do you think we should do?"
- "I was considering this nature for our place, but I feel like I've been talking a lot. What do you think it should be?"
- "I've been the focus too much lately. What do you think about a moment with your character and the shopkeep?"

"Hold on."

We all need to take breaks. Sometimes it's because we've been journeying for a while and we need some water, or it's because we want to go back and look at something from earlier, or maybe something happened that hurt us and we need to tackle it. "Hold on" is something we can always say to halt what's happening and switch gears to another topic.

- "Hold on. Before we travel to the village, I need to use the bathroom."
- "Hold on. I want to cut back to the scene with the fisher, I still have more I want to say."
- "Hold on. What happened earlier made me feel minimized and spoken over, and we should talk about it."

"No."

No one can ever make you do something you don't want to do. If some aspect of the journey doesn't fit your needs, you can *always* change it. While it's important to respect where everyone is at, it's just as important that you feel like you have agency over your character and the world around you. You have the complete authority, both as a group and as individuals, to reject anything that we don't want.

- "No, I don't want to go to the *swamp*."
- "No, I don't want someone to treat my character like this."
- "No, this passage from the book doesn't seem right for the journey we're on. Let's change it."

Walking away.

All of these journeying tools assume that the game is healthy and productive for you. There is the base assumption that a conversation is the core way of navigating these issues, and that talking things through will handle most problems. This isn't always true, though. If you ever feel like you don't want to keep going on right now, you can leave.

Other Tools

There are plenty of other tools we can use on our journey, including the X-Card, Script Change, Lines and Veils, and the Safety Checklist (among others.) Some of them overlap with the tools included in Wanderhome, while others give additional guidance to helping everyone feel safe. We can use whatever tools feel right for us.

Your First Few Steps

There are a few things we're going to need for our journey. We'll need this book right here, paper or digital copies of all the materials we need, writing utensils, and some tokens. Tokens can be small stones, gambling chips, sunflower seeds, or anything else that is small and plentiful. While I also recommend snacks, water, comfortable chairs, and a friendly camaraderie, none are required.

After we've gone through the introduction and familiarized ourselves with the Hæth, we'll want to take a moment and talk about the kind of journey we hope to embark on. Here's a few questions to start the conversation and make sure everyone's on the same page. And remember, you can always return to these questions, or the conversation they sparked, at any time.

- How long are we expecting this journey to last, if we have any expectations at all?
- Do we want a more pastoral and upbeat journey, or a world that lingers more heavily on trauma and recovery?
- Do we want a more personal journey, focused on mundane issues and quandaries, or do we want a more tangled journey filled with mysterious and magical forces?
- Do we want a single person to act as a guide, multiple rotating guides, or no guide at all?
- Is there anything else that might come up that we want to watch out for?

Once you feel set for now, everyone should pick a playbook and create their character.

Playbooks

Each of us will be playing travelers journeying across the Hæthland. Your characters may be from wildly different places and have wildly different destinations, but they each are united by the journey they're taking together, in this moment.

To make a character, the first thing we'll need to do is choose a playbook. The playbook you choose represents a specific kind of person you might find across the Hæth.

Once we all sat down, we took a moment to look through the playbooks. Charlie was immediately drawn to the Ragamuffin. For a while, Mel was torn between a few options, but eventually chose the Shepherd. Socks found some playbooks online, and decided to play the Dreamer. I chose the Firelight last, to complement everyone else's choices. Charlie leapt through the prompts, checking things off based on gut reaction. Socks talked through their choices as they went and bounced ideas off of everyone else. Mel struggled on picking a name. "I have a couple name thoughts. Do you want my ideas?" Charlie asked, and Mel shook xyr head. "I'll come back to it later."

Your playbook serves as your representation in the world and the main tool you have to move through the Hæthland. *Wanderhome* contains fifteen playbooks, which can be found beginning on page 45.

Your playbook will tell you to make some choices about your character. As you make these choices, tell your fellow travelers about the decisions you're making. Don't be afraid to commit to concepts early and hard, to ask your other travelers if they think a certain choice is a good idea, or to follow your most self-indulgent heart.

Many of these choices will involve inversions (such as "Choose 2 you are and 2 you're not.") These choices are a space to contemplate and interpret words as you see fit. And, while you may occasionally notice options that use gendered language, these are chances to either embrace, reject, or ignore the presence of that gender. Journeys, as liminal and complicated environments, are spaces for queer self-reflection.

Once everyone feels settled with the choices they've made, go around the circle and ask your choice of questions to the person on your left and on your right. And, of course, you can always ask more questions to flesh out how everyone feels and to figure out how your characters connect.

Finally, take a moment to look over the things your character can always do. As you travel, you will be reaching into this toolbox a lot, to hit beats and communicate how your character exists in relationship to the world around them. These are not

Incidental Companionship

Stories tend to involve groups of people who have gathered for a reason and set forth on a quest with a purpose and a goal. But life is not always like that, nor is Wanderhome. In Wanderhome, we'll often find people who are coincidentally going the same way as us, and perhaps we'll travel together for a while before parting. Remember, here, the focus is always on the journey, and not with where we're going. Don't get too hung up on why we're all traveling together—if it matters, the answer will reveal itself in time.

necessarily ways to solve problems or take decisive action, nor are they a complete list of everything your character can do. Instead, they are gestures towards the kind of person your character is.

Tokens

There is a rhythm to the way we move through the world. Sometimes we give others all we have to offer, and through that we can find strength. Here this rhythm is represented through tokens. Whenever one of us makes a personal sacrifice, sticks our neck outside our comfort zone, or pays close attention to the world around us, we'll get a token. It might be easier or more natural for some of us to do these things than it is for others, but that's no matter, as we'll all get tokens regardless.

After gaining tokens, we can then turn around and spend these tokens to shape the world. These actions always push on or solve something important which might not be easy to resolve on its own. We'll sometimes catch ourselves inadvertently doing these anyway, but there's an important difference between "following a course of action that hopefully will help someone out" and spending a token to declare "I am taking a stance here." There is strength in that sort of fundamental truth.

There are other ways you might get tokens, but you'll learn about that later.

Get A Token Whenever You:

- Inconvenience yourself to help someone else.
- Give away something you hold dear.
- Pause for a moment and get some rest.
- Leave an offering to a small or forgotten god.
- Speak your true feelings on a subject.
- Take a moment to bask in the grandeur of the world, and describe it to the table.
- Take a moment to watch a tiny moment of beauty, and describe it to the table.
- Take a moment to marvel at something no one has ever seen before, and ask the table to describe it.

Spend A Token In Order To:

- Provide a solution for an aspect of a material or immediate problem.
- Ease someone's pain, if only for a moment.
- Keep someone safe from the difficulties of the world.
- Offer someone the chance to connect with you on a personal level.
- Find what someone needs to give them a chance to change fundamentally.
- Reveal something hidden about the person in front of you, and ask them what it is.
- Know something important about the place you're in, and tell the table about it.
- Listen to the shared wisdom of the many small and forgotten gods, and ask the table what they tell you.

Failure

You might notice that nothing Wanderhome *tells you to do concerns itself with failure. This doesn't mean you* can't *fail. Indeed, you can choose to fail whenever you'd like. Instead,* Wanderhome *as a game isn't preoccupied with failure. Often, in life, we don't* fail. *Sometimes, we struggle to do something, get passed over, do something we wish we hadn't, or give up. But even those moments aren't truly failures in a pejorative sense. Mistakes, maybe. Suffering at the cruelty of others. Listening to your body and your brain and accepting their natural limitations. But it doesn't mean you're a disaster, and it doesn't mean you've failed. Your journey will just continue on another path.*

"I wanna start by describing the view we see as we crest the mountain, looking down at the Thistlesong Valley," Socks announced. They continued to tell us all about the new place in which we'd found ourselves, and took a token for describing a tiny moment of beauty to the table.

Mel drew a picture of the Thistlesong Valley, and in xyr picture we spotted a house with curling smoke rising from the chimney. Xe also took a token for describing a tiny moment of beauty. Charlie suggested that we stay there for the night, and we agreed.

As our party approached the old house, I described a thatched roof crumbling from disrepair. When Socks asked why it was in disrepair, I told them this house belonged to an old dormouse widow with an aching back; the roof was damaged by a recent storm, and she'd been unable to fix it since then.

After chatting with her for a bit, Socks wanted to fix it up—but they didn't have any tokens. Instead, Charlie's character pressed one of the many bells on her person into the hands of the old widow. "Oh, did I just give something that I hold dear away?" Realizing this, she took a token. "I think I'm gonna spend this token to solve a material problem…wait, no! I want to find what she needs and help her change." Her decision made, Charlie's character set out through the valley, gathering together folks to help the old widow fix up her house and make a proper dinner.

While the house was being fixed, my character stepped away from everyone else and lay down in the grass. I took some dust from my snuffbox and scattered it on the ground as an offering to the small and forgotten gods, taking a token in the process. "Hello?" I asked the air, but I received no response. My character tried to make contact with the gods of this place, but after a moment I realized what I really wanted was to ask them for advice. "If you're there," I said, "I have something I'd like to ask."

The Kith Around You

Our characters aren't the only people in Hæth. You're going to encounter a lot of folk, from powerful monarchs to nervous kids, from gentle innkeeps to snarky ship captains, from friendly farmers to cruel commanders. As you're making your characters, you're probably even making choices about the sort of kith and kin you already know. Whenever you bring someone up, write down some information about them. You don't have to write down much, but if you ever encounter them on your journey, you should take a moment and figure out a bit more.

Traits

All the kith and kin you encounter, from the mightiest gods to the smallest vole, have traits. Traits are character descriptions, but they're also ways for whoever is currently playing as that kith to make choices and breathe life into them. As we make choices about our characters, it'll often suggest traits for the kith in our lives to have, written in *italics.* You can find all the traits in the Traits section on page 113.

For each kith you have, write down the following information on a card:

- Name and some pronouns
- Animal-form (or species of bug, or godly manifestation, etc.)
- Relationship to another character
- A single detail (occupation, quirky trait, interest, etc.)
- At least two traits, and what those let the kith do
- We can always write down more or less than this, but those five bullet points should get us pretty far.

✧ Magical and Traumatized Traits

Some traits have a small ✧ symbol next to them. This means they're explicitly magical or supernatural. If we want our journey to be more mundane and grounded, we can ignore those traits or use them sparingly. Other traits have a ‡by them. This means they're born from trauma, and reflect a darker side to the world. We can ignore these traits or be mindful of them if we want to keep the Hæth more upbeat and lighthearted.

Our First Place

We will always begin our journey by arriving in a new place. In order to create such a place, pick out three of the following natures, or choose randomly. Each of these natures will serve as one of the building blocks of that place. Natures are the elements that—literally or metaphorically—represent various aspects of our place.

After you've selected three natures, consult them (starting on Page 131) and make choices for them. Make a conversation out of it, tossing around ideas and mixing things together. These natures determine the look and feeling of a place, and you are welcome to interpret these natures as literally or as metaphorically as you'd like. For example, while your place might literally be a *hillock,* it might also metaphorically be a *tower.*

1. Comfortable

1. *Farm*
2. *Garden*
3. *Market*
4. *Monastery*
5. *Tower*
6. *Workshop*

2. Verdant

1. *Field*
2. *Glen*
3. *Hallow*
4. *Hillock*
5. *Lagoon*
6. *Swamp*

3. Liminal

1. *Bridge*
2. *Island*
3. *Lake*
4. *Port*
5. *Road*
6. *Tavern*

Once we've got a pretty good idea of what this place is like, we'll go around and have everyone say one common type

Folklore

The folklore of a place might openly contradict the stories you've always heard about your homes, or they might clash against other folklore from neighboring places. Folklore isn't consistent, but folklore shouldn't be proven wrong. It's just part of the conversation between the soil and the people who dwell on top of it, and it should be both taken with a grain of salt and given just respect.

of animal-folk that live in the area. This doesn't mean everyone in this place is, for example, a salamander; it just means that if we're in a hurry, we can quickly imagine some newtish friends.

Then, the person who's spoken the least during this entire process describes what forms the many small and forgotten gods of this place take.

Last but not least, give the place a name.

And Now We Embark

Once we have our place, some kith, and each other, we are nearly ready to play. All we have to do is answer some questions together.

Every time we gather, we will answer these questions together before playing:

- What sort of place did we just travel from?
- Do we feel our journey has been long?
- Is there somewhere we hope to go?

We will then spend a quiet moment and each answer this question silently, in our heads:

- *Where is my home?*

And with that, our journey begins.

Giving The World A Voice

We are all responsible for giving a voice to the world we travel through, in one form or another. Anyone can pick up a current place's nature or a kith card to start acting on their behalf. You can also put them down or hand them off at any time, and over the course of a journey many people might end up giving a voice to a single nature or kith.

As we travel on our journey, keep an eye out and make sure everyone has enough space to express themselves. Use the journeying tools to check in and step back, or assert yourself when you want to. Use these tools to follow your curiosity as well—seek out what interests you, and invite everyone else to do the same.

Voicing Our Characters

We are going to spend a lot of time with our playbooks. Their eyes are the eyes we will most often use to see what's around us, and they will grow and change as we do. Our characters are mutable and fallible, constantly exploring new lives and forms. If you're ever unsure of what you can do, check if there's anything in your playbook or any ways to get tokens. Use those as the punctuation for the conversation, and as a way of grounding yourself in the world of Hæth.

As we give voices to our characters, it'll serve us well to make strong choices about

Problems In All Their Forms

Nowhere is without problems. When you arrive at a place, you might not yet know what those problems are, but they're still there under the surface. Problems form naturally, as natures and kith slam against each other. However, you must remember: you are never going to solve a place's problems. You are travelers from beyond. As welcome as you are, this is not your home, and the locals know far more than you do about how to resolve their struggles and worries. The best you can do is ease pain, tackle short-term challenges, and give someone tools that might someday help out. Be ready and prepared to leave somewhere without resolving any of that place's problems.

Charlie paused. "Does anyone want to play the mayor here?"

"Oh yeah, I got it." Socks grabbed the kith sheet. "Since the mayor is proper, I'm going to explain how something was handled in the past, so…'Well umm, young man I'll have you know this is a very important hat. It's my grandfather's hat, and it's a sign of how important I am!'"

"Through the clearing you spot it…the last monarch butterfly, perched on a tree stump. It looks at you and you can tell it's curious about you." Charlie grinned. "Even though it can't talk, you can tell it's like, who the hell are all of you?"

them. These range from making decisions about their personality and philosophy, to reshaping the world itself. It's okay if you contradict an earlier choice—that happens often in life, as well.

If your character isn't doing anything or you feel restless, you can always take a break, pick up a kith or place, and lend them your voice.

Voicing Kith

Anyone can pick up a kith and give them a voice. This is exactly the same as playing your character. Always fall back on a kith's relationships and traits. You can always think of their traits as the way in which they approach and react to the world around them. If that kith comes back at a later time, it's likely that someone else in the group will end up playing them. That's okay—try to take notes on anything you think is really important, such as their dreams or desires.

When you're holding a kith in your hands, give them just as much compassion and respect as you would give your playbook character. Just because they're not represented by a playbook, doesn't mean they are less-than. It can often be hard to remember this, but you can easily find tools to grant them a heart. I often try to find something distinctive and unique that they are deeply passionate about, so that they can be anchored by their love.

Different Styles

We all have our own styles of guiding people on a journey, and there are countless different approaches you can take. I once met a guide who would build a playbook along with everyone else, and handed out pieces of places and kith frequently. I once traveled with a group who would pick a new guide every time they met up. I once traveled with a group where one player would prepare all the materials beforehand but everyone would take charge equally. And of course, I have traveled with many groups with no guides at all. All of these approaches and more are valuable ways to travel.

"So my character is sitting on top of the lighthouse and…Hey, can someone pick up the tower?" Socks looked around. I picked it up and glanced it over.

"I want to describe something very small and far away. When you sit on the edge of the tower, you can see a tiny ship in the distance. It's got a white flag, and it might not get here for a while."

"My character frowns. I recognize that sail—that's my father's ship. We need to get out of here before he docks."

"'We gotta go, we gotta go!' My character screams as they scramble down the stairs."

Recognizing her opportunity, Charlie grinned. "So I'm holding the swamp right now, and I think I'm going to metaphorically bog you down," she said, taking a token from the middle and handing it to Socks. "The sailors can't leave the island right now, because the customs of this place refuse to set sail at any time besides dawn."

Voicing Places

Giving a place a voice is similar to giving voices to your kith and kin. The fundamental difference lies in quantity—a place contains three natures, each of which exist both independently and in relation to each other. At any time, someone can hold any number of those natures, and show their presence in the world either literally or metaphorically.

While you hold that nature, you have complete dominion over that piece of the place. Do the things your nature does, generate problems within the place, describe the world found on the journey, and ask other players questions. When you're not sure what to do with a nature, check that nature's section. Use the tools it gives you to describe features of what's around the group, introduce conflict and tension, and give tokens to the other players.

Guides

Sometimes, when we're on a journey together, we want to travel together with no clue about what's next. Sometimes, however, we want a guide. A guide is a player who has agreed to not build a playbook. Instead, they handle all the places, kith, and seasonal changes. This doesn't give them any special authority or power over the rules or text of *Wanderhome*. It just means that they can do all the things places and kith can do, and they manage all the voices and reflections of those pieces of the game. There are many different reasons you might or might not want a guide for your journey, and you can always change your mind—even in the middle of a journey.

Playing with a guide allows us to:

- Introduce new or less confident players to Wanderhome. A guide helps new players focus more on their own character.
- Build a world for the journey to take place in. This world will often feel more cohesive than the one that emerges from a group bouncing ideas off of each other.
- Find harmony between a variety of playstyles and comfort levels. This is especially useful on journeys where we all don't know each other as well.

"Hey, would it be okay if I was the guide today?" Socks asked. "I have a cool idea for a place and I wanna try it out!"

"Okay, let's cut away from Mel's scene with the scorpion-riders, and go over to Charlie and Jay." Socks picked up a different kith. "Mel, do you want to play as the cliff-priest?" Mel shook xyr head, and Socks continued. "That's chill! Okay, so both of you find yourselves on a small ledge overlooking a vast cliff plummeting down to a really big waterfall. Like, huge. Sitting with you is an old rat in a purple robe smoking a pipe. What do you do?

Playing without a guide allows us to:

- Introduce excited or energetic players to Wanderhome. When we distribute the role held by a guide between us, all players can take a more active role in worldbuilding.
- Give every player shared control over the journey. This allows for a story that might better reflect the shared imagination of everyone involved.
- Empower players to feel comfortable making bold choices. It is often easier to develop our ideas about things without feeling like a "referee" is watching us.

Settling In For The Night

Trying to journey continuously will exhaust you. Beyond taking breaks while you're all together, it's also important to find natural spots to wrap up for the day. Sometimes, you'll be getting back together again later to continue the journey. Sometimes, this will be it for your little group. Either way, you want to help the break find some kind of resolution. This might involve stopping and looking at the sunset, or giving one final epilogue for how everything resolves. Once you've wrapped up, you can all take a moment and check in. Give yourselves a moment to shift the conversation from the journey itself, back to the real world.

"…Okay, as we crest the mountaintop, what if we see the Floating Mountain itself?" Maeve asked the group.

"I don't know." Mel frowned.

"What do you think, Mel?"

"What if it's not the Floating Mountain, but instead…hmm." Xe paused. "Let's find something happier instead."

"Sounds good! Okay, what if it's a garden among the mountains, like a Hanging Gardens of Babylon sorta situation?" Maeve pulled up some pictures for reference.

"Yeah, love that. And what if it's technically the home of the King of the Floating Mountain, but he's at his capital right now so everyone's really chill." Socks added.

Quick Start

If we're in a hurry to get out the door, we can use this as a reminder of what to pack and what to do before we can hit the road.

1. Make sure we have all the supplies we need to play (copies of the play materials, something to jot ideas onto, tokens, and snacks.)
2. Read the opening paragraphs, and cover the tools we have available to us.
3. Start chatting about the journey questions.
4. Introduce everyone to playbooks and go over how tokens work.
5. Pick out our playbooks and make choices about our characters.
6. Create our first place, choosing three natures for it.
7. We can decide what month it is if we'd like, although we don't have to.
8. Describe a couple kith who inhabit that place, or who are traveling with us.
9. Answer the final four questions:

    First: What sort of place did we just travel from?
    Then: Do we feel our journey has been long?
    Then: Is there somewhere we hope to go?
    And finally (but silently, in our heads):
        Where is my home?

Continuing the Journey

Wherever The Road Takes Us

Not all journeys want to go on for a while. Some wrap up quickly, in the span of a few hours and a single place. Many journeys will want to last much longer, and will involve many places and many people. These journeys are the most rewarding, and carrying your own Hæth for many months and years in your own heart is a beautiful thing.

When you come back together again after a break, talk through where you've been so far and how you want to approach the road ahead. Decide as a group whether you're traveling somewhere new or staying in the places you've been before. It's okay if you're not sure exactly how your characters left the last place you were in—you're always able to skip ahead.

Before you start creating anything new, decide whether you want to advance the season based on the Great Arc of the Year on page 40, or if you'd rather remain in the same month or season. Once you've figured that out, decide if you're in the same place as before, or if you've arrived somewhere new. If you're in the same place as before, talk about how that place has changed since you all last met. If you've arrived somewhere new, create it just as you created your first place. Choose three natures, find the associated nature sheets, and for each natures you've selected, choose two aesthetic elements and a folklore. Ask the quietest person to give the small and forgotten gods a form, and give the place a name.

As you venture across the Hæth, you'll encounter even stranger and more elaborate places. On the next page are the natures of such places, and they will likely push against what you're familiar with in *Wanderhome*. Mix these natures among the familiar sparingly.

1. Sprawling

1. *Carnival*
2. *Castle*
3. *Furnace*
4. *Metropolis*
5. *Palace*
6. *University*

2. Lonely

1. *Cave*
2. *Graveyard*
3. *Mirage*
4. *Mirror*
5. *Moor*
6. *Wilderness*

3. Desolate

1. *Desert*
2. *Labyrinth*
3. *Maelstrom*
4. *Mountain*
5. *Ruin*
6. *Waste*

Even as you leave places or take breaks, you should hold onto all the old places and kith you've encountered—you never know when you might need them again. If you've been traveling for long enough, you might have accumulated a number of places you hope to visit again. Feel free to travel there once more and say hello to old friends, but don't get trapped in repetition. It's always good to have new places to go to.

Going Your Own Way

Not all journeys last forever, and, after one journey you've taken with a character has ended, you might wish to start another journey with the same character. You are fully empowered to pick up your playbook and bring them to any other journey of *Wanderhome* you find yourself in, fitting them right in. Remember to adjust your playbook to the rest of the table, but you never have to abandon a character to a journey that faded too quickly.

Similarly, you can easily reuse places and kith that came up in previous journeys. Whenever you take something from one group and bring it to another, you'll want to keep in mind the way different tables have different needs. Remember that the present is not imprisoned by the past, and things might change and grow in ways you never could have expected.

Journeying Solo

Sometimes the road is long and quiet, and you might not have anyone to walk with. It's okay—we can journey together. *Wanderhome* can be played solo, with just your own imagination and the text itself to keep you company. You can always invite others to journey with you in the future. The solitary road can be a lonely one, but it also has so much beauty to offer.

A few things I've learned about journeying solo are:

- Invite randomness into your journey. Roll dice or draw from a deck of tarot cards to see how kith feel about you, or to uncover the natures of the place.
- Grab a journal to document your travels, and take notes on your journey. This will make it easier to tell your friends about it as you go.
- Sketch, write about, and sing little songs about what you find. Don't worry about quality—these are just for you.

Large Events

When we have a lot of friends, we might want to all play together. Even though *Wanderhome* was written assuming five or six travelers, you can play with plenty more. This can feel crowded, but it's fun to make a big occasion of it. Some of my fondest memories can be found in the chaos of a crowded trail.

A few things I've learned about large events are:

- You're not going to get everyone together all the time. Between sleepy days and hectic lives, it'll be unlikely that everyone will be in the same room at the same time. I like to invite people to drop in or out at their own convenience.
- Encourage side conversations and splitting off from the main group. If a few travelers want to explore a mysterious side path, let them go—they can come back later and tell everyone else about what they found.
- Bring lots of snacks for the trip!

The Great Arc of the Year

The great arc of the year is vital to our longer journeys through *Wanderhome*. This cycle of months and years shapes the Hæth, informs every place we arrive at, and the temperament of everyone we meet. It is also a reflection of how our characters grow over time, and eventually depart.

Each season lasts two months and closes out with a holiday festival announcing the end of that season. During a holiday's festival, you will choose a new advancement that pushes your character forward in new and exciting ways. While shorter journeys might not care about seasons, any journey that expects the months to pass by should keep some sort of calendar to track them.

You can find a more detailed description of each month starting on page 192. We generally begin in the month of *Tillsoil,* in the Year of the Waterlily. Whenever you complete a full rotation of the seasons, a new year begins. Give that new year a name that feels fitting.

Phenomena

Some phenomena might come about every other year. Others might never come about. But if you've been playing Wanderhome for long enough, you will inevitably feel the seasons change over time. Sometimes Tillsoil is warm and gentle, and sometimes it is far colder than it should be. Sometimes Snowblanket is soft, and other times it's overwhelming. Once in a while, the cicadas will emerge from the ground and cover the world. Whenever a new month begins, we'll be prompted to answer a question and mark off symbols based on our answers. Whenever we've marked as many symbols as there are symbols on that page, a unique seasonal phenomena will occur.

"It's Tillsoil in the valley right now. How does that look here?" Charlie grabbed the paper.

"Do we like the thought of there not really being any fertile soil here? Maybe it's been a really cold Chill…"

"Yeah I like that. And so everyone's doing a ton of hard work and there's farm tools lying all over the place."

"Wait, so it's Monsoon, but we're in a desert." Charlie paused. "Should it be something other than a desert?"

Mel shook xyr head. "It's still about rain, right? It's just…the place wants it to rain, but it can't. You know?"

"Woah."

The Five Seasons

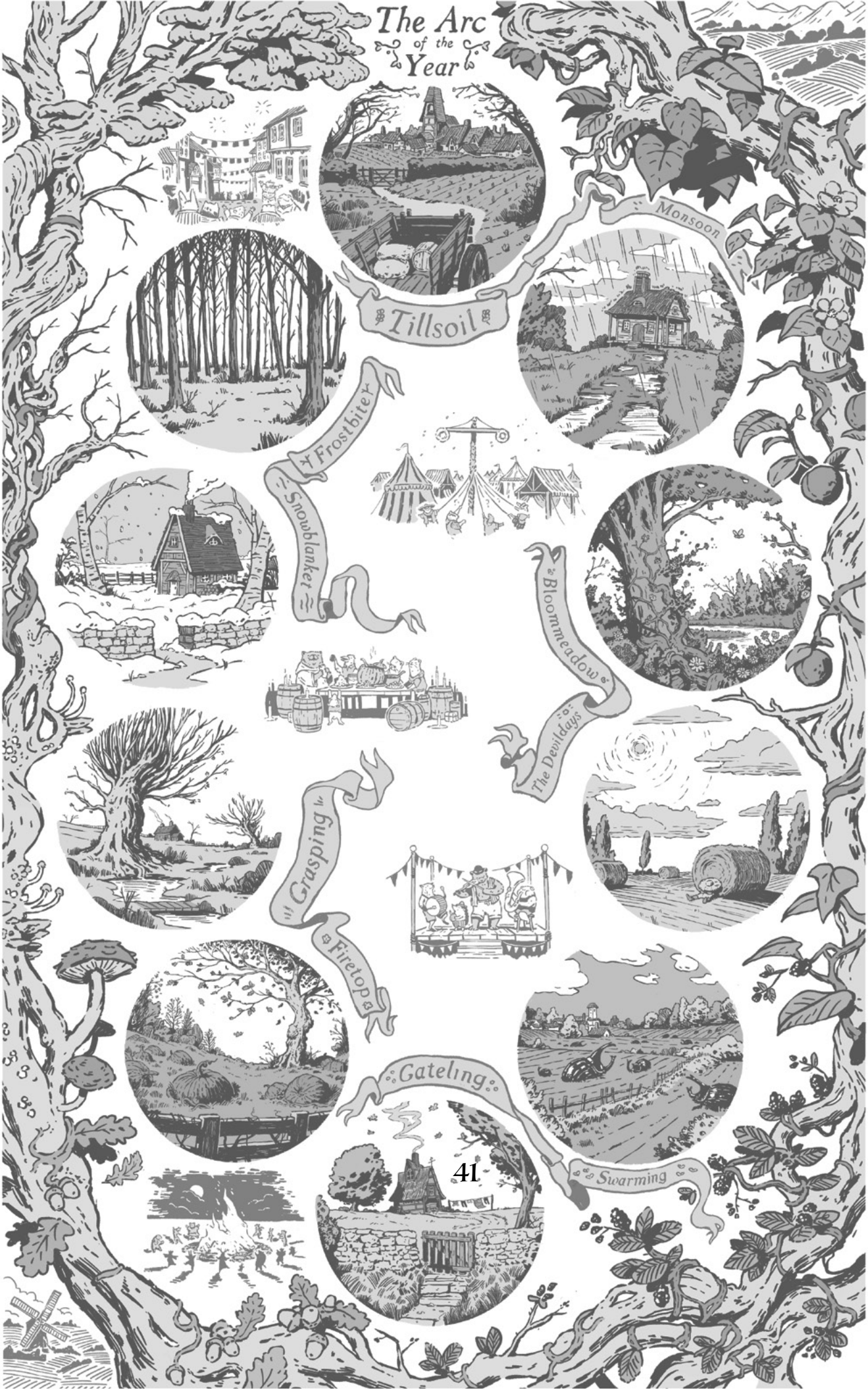
The first full moon to shine over the Hæth marks the start of **Leap**, the first season of the year. It is composed of *Tillsoil,* when it is time to unthaw the ground and plant crops, and *Monsoon*, when the rains are heavy and constant. The holiday after this is called the Sun Parade, which marks the start of Bright.

Bright has two months—*Bloommeadow*, when fields and trees are covered in flowers, and *Devildays*, a month of relaxation, sleep, and escape from the burning heat. The conclusion of Bright and the start of Breathe arrives with the Day of Song.

The season of **Breathe**, a quieter respite from the harshness of Bright, starts with *Swarming*, the traditional mating season for many bugs and a time when the air is filled with music. It is followed by *Gateling*, the shortest month of the year, a month of cold nights but hot days. The last day of Breathe is always the Moon Dance, which honors the season of Silt.

The first month of **Silt** is *Firetop*, when all the trees turn red and orange and it is customary to light bonfires. After Firetop comes *Grasping*, when the leaves fall from the trees and the plants look like claws pointing towards the heavens. The final season, Chill, is welcomed by the Candlefeast.

Chill first arrives with the month of *Snowblanket*, when the world goes quiet and calm under the weight of heavy snow. This tender month is followed by *Frostbite*, when the air is bitter and dreadfully cold, and few dare travel from town to town. The final week of Chill is the week of New Years.


The Arc of the Year
Tillsoil
Monsoon
Frostbite
Snowblanket
Bloommeadow
The Devildays
Gasping
Firetop
Gateling
Swarming

"So it's the end of Silt, which means this town is celebrating Candle Feast." Maeve shuffled through the PDF. "What if there's some reason they don't light candles here or leave offerings? But they still have a feast, you just eat the main course in silence."

"Tommie looks around at the festivities. They've never seen so many people having so much fun before. I mean, they've been to Sun Parades before but this one just hits different." Charlie looked over her list. "I think from now on out, they'll get a token whenever they learn something new. I think they've realized that there's a reason to explore the world and believe in it."

Entering A New Month

When a month begins or ends is up to you; work together to decide when you all will observe the changing of the months and seasons. When I play, the month generally changes every time I travel from one place to another. Alternately, you might want to spend large chunks of your journey in the same month, or experience consecutive months in the same place. Whenever a month begins, go around and answer the question provided by the month. Follow its instructions, and ask the question it prompts you to.

Holidays, Growth & Goodbyes

When a seasonal holiday arrives, make choices as a group about what traditions are celebrated in your current place, and keep an eye on what you can do during this holiday. If this isn't your first time celebrating, you should also take a moment and figure out how this place treats holiday differently than you might be used to. The world is full of different traditions, and every place has a different relationship to holidays and the seasons.

Holidays in *Wanderhome* are liminal times, perfect for self-reflection and contemplation. At some point during each holiday, you'll make a choice about how you grow, and check off a box in your playbook. These choices reflect how you think your character has grown and changed over the months. For most of our playbooks, we'll someday have to choose to leave their playbook and the journey behind. This might be because a character has found somewhere to finally settle down, set forth along their own path, or simply has grown and changed so much that they must grab hold of a new playbook. This doesn't mean they can't show up again in the story—on the contrary, you're welcome to seek them out and run into them occasionally. But they're no longer traveling with all of you.

The journey is bigger than any of us. Someday we'll all step away, die, retire, or just go along a separate path. There will come a day when I'm not the person you fall asleep next to, and that's okay. *Wanderhome* is a journey about the long arc of it all, and that sometimes means your character will depart. Your one character is not the center of this journey, and it's important to hold onto the ways it will continue past you.

I know it's still hard to say goodbye. I'm sorry.

Playbooks

Each playbook represents a specific kind of person you might find across the Hæth. We use our playbooks to create our characters, which we will use to explore the Hæth. This is not an exhaustive list of all playbooks—plenty of people have written their own, and if you search far and wide I'm sure you can find playbooks that suit your needs. The fifteen playbooks contained within this book should serve us well for now.

Caretaker, *p. 48.* The Caretaker pays attention and tends to the small and forgotten gods, helping each one find a home.

Dancer, *p. 52.* The Dancer opens up to all the magical and strange forces in the world, inviting them to dance and exist in the moment.

Exile, *p. 56.* Banished from their homeland, the Exile travels through the Hæth looking for somewhere that can take them in and help them heal.

Firelight, *p. 60.* The Firelight is accompanied by a firefly that lights their path and helps guide people through the world.

Fool, *p. 64.* The Fool is unused to and unfamiliar with the complicated and tangled world outside, and approaches everything with the same naïve optimism.

Guardian, *p. 68.* The Guardian takes care of a ward, a young child with a difficult past and in desperate need of care.

Moth-Tender, *p. 72.* The Moth-Tender assists the carrier moths that fly across the Hæth, delivering letters and parcels to everyone who needs them.

Peddler, *p. 76.* The Peddler transports supplies and wares from place to place, ensuring that each community has access to everything they need to survive.

Pilgrim, *p. 80.* In search of a faraway place, the Pilgrim is carried by their faith and desire to reach a home that might not even exist.

Poet, *p. 84.* The Poet is a writer using their journeys as inspiration for their project, trying to tie together the threads that intertwine the history of this land with their own heart.

Ragamuffin, *p. 88.* The Ragamuffin is a little rascal of a kid who just wants to cause problems and have fun.

Shepherd, *p. 92.* The Shepherd tends to a herd of bumblebees, keeping an eye out with them as they travel to different pastures.

Teacher, *p. 96.* The Teacher is a traveling professor, who visits kids throughout the Hæth to instruct them on specialized knowledge and hidden secrets.

Vagabond, *p. 100.* The Vagabond was once convicted by a faraway and cruel authority, and has been forced to reinvent themself on the road.

Veteran, *p. 104.* The Veteran was once a great hero, who held the entire world on the tip of their blade. No longer.

The Caretaker

Someone must pay attention to all the small and forgotten things in the world. Someone must listen to the voiceless.

You are alive. Your care is tender, supportive, and silent.

Choose a name and some pronouns.

Choose an animal.

- Stoat
- Salamander
- Lemur
- Crow
- A Reflective Animal
- A Quiet Animal

Choose 2 you value being and 2 that feel exhausting to be.

- Alert
- Reflective
- Patient
- Friendly
- Expressive
- Organized
- Gentle
- Masculine
- Feminine

Choose 3-4 to describe your look.

- Wooden Sandals
- Huge Glasses
- Scratchy Cloak
- Wheelchair
- Loose Papers Covered In Sketches And Notes
- Ceremonial Robes
- Paint-Stained Pants
- Sea-Blue Clay Canteen
- Flowing Dress
- Faded Shawl
- Plain Ceramic Mask
- A Constant Rhythmic Tapping

Choose up to 5 friends that hide in the many shrines you carry with you.

- Dulcet, a god of tiny melodies. They are *dramatic* and/or ⚜*glamorous.*
- Furtive, a god of dust bunnies and cobwebs. They are *quiet* and/or ⚜*invisible.*
- Guile, a god of Gateling winds. They are *watchful* and/or ⚜*oracular.*
- Ia, a god of a misplaced kiss. They are *caring* and/or ⚜*glamorous.*
- Lilt, a god of a tossed-aside creature. They are ‡*nervous* and/or ‡*dead.*
- Nadir, a god of a single shadow. They are *pensive* and/or ⚜*invisible.*
- Os, a god of an empty stomach. They are ‡*lost* and/or ‡*starving.*
- Ravel, a god of tangled yarn. They are *cheerful* and/or ⚜*witchy.*
- Ston, a coal-tapping god. They are *wise* and/or ⚜*miraculous.*
- Talk, a chalk god. They are *sturdy* and/or ⚜*venerable.*
- Wick, a candle god. They are *passionate* and/or ⚜*luminescent.*
- Woad, a god of a mossy boulder. They are *resolute* and/or ⚜*mighty.*
- Yot, a god of a child's first snow. They are *relaxed* and/or ⚜*intertwined.*
- Zenith, a god of a single sunbeam. They are *confident* and/or ⚜*luminescent.*
- A family of cloud gods, who are all *imaginative* and/or ⚜*oracular.*
- A family of sapling gods, who are all *raucous* and/or ⚜*intertwined.*
- A nameless, ancient god seeking refuge within your shrine, who is ⚜*feral* and/or ‡*hurt.*
- A very small buggy friend, who has no place among gods, and is *friendly*.
- A god of your own creation.

Choose 1 ceremonial object you still honor and 1 you cannot treasure any longer. Tell the table about it.

- A box of beeswax candles, handmade by your *learned* mentor as part of their final lesson.
- A series of wind chimes of increasing size, rescued from a flaming temple with the help of a ǂ*cautious* priest.
- A beautiful wooden walking stick adorned with feathers and runes, passed down through generations.
- A deck of oracular cards, hand-painted by an ⅄*empathetic* childhood friend who could hear the gods whispering.
- A handbook attempting to name all the gods, written by a *poetic* writer you once loved.
- A wide ceramic dish always filled with golden light, bestowed upon you by the many small and forgotten gods who witnessed you as you faced certain death.
- A rock with a hole worn in it, gifted by the mysterious stranger with one white eye who has watched over you all your life.

Ask 1 to the left and 1 to the right.

- Which of my small and forgotten gods did you rescue and give to me?
- What do you know about the world that I don't?
- What is something I knew about you that I had no right to know?
- Do I listen to you when you feel small and forgotten?

Some things you can always do:

- Pause, tilt your head to the side, and keep going.
- Play with one of your gods.
- Say something in silence better than words can.
- Notice a little friend everyone else overlooked.
- Say: *"Hold this."*
- Ask: *"Hush, can you hear that?"* They get a token if they try their best to hear what you do.

During each seasonal holiday, choose 1 you haven't chosen before.

- Choose something a playbook can do. One of your gods learns how to do it.
- Choose something a place's nature can do. One of your gods learns how to do it.
- Choose something anything can do. One of your gods learns how to do it.
- Let go of something that only served to exhaust you.
- Get a token whenever you find a safe home for one of your gods and help it settle down.
- Spend a token to transform an empty or abandoned place into a shrine. This place becomes a *hallow,* in addition to whatever else it was.
- You can always ask: *"Would you like to travel with me?"*
- Take an unused playbook and add as much as you want from that playbook to yours.
- You retire from wandering, settling down somewhere that makes you happy. Tell the other players which of your gods still need homes, and ask them if they want to take any with them. Pick up a new playbook and make a new character.

The Dancer

Your inner fire is a song in your heart, not a voice in your head. The world will not quiet you.

You are alive. Your care is intense, vocal, and full of light.

Choose a name and some pronouns.

Choose an animal.

- ◌ Fox
- ◌ Heron
- ◌ Tamarin
- ◌ Skink
- ◌ A Lively Animal
- ◌ A Hopeful Animal

Choose 2 you are and 2 you wish you were better at being.

- ◌ Upbeat
- ◌ Honest
- ◌ Hopeful
- ◌ Generous
- ◌ Frantic
- ◌ Focused
- ◌ Charismatic
- ◌ Handsome
- ◌ Beautiful

Choose 3-4 to describe your look.

- Sunset-Shade Robes
- Golden Jewelry
- Loose-Fitting Pants
- Outrageously Long Scarf
- Elaborate Silks
- Cloak Covered In Glowing Fungi
- Stylized Mask
- Wicker Basket Full Of Costumes
- Trekking Pole
- Bandage-Wrapped Feet
- Necklace Of Huge Strung Beads
- A Gleam In Your Eye

Choose 3 dances you will gladly dance, and 1 you'll never dance again.

- A dance you dance with wild creatures, to calm them and rejoice.
- A dance you dance with the small and forgotten gods, to earn luck and wisdom.
- A dance you dance with an unfamiliar place, to listen and befriend.
- A dance you dance with all the winds in the sky, to invite the weather to change.
- A dance you dance with the heavens high above, to get perspective on the world below.
- A dance you dance with fire, to spark hope and inspiration.
- A dance you dance with the plants beneath the soil, to inspire them to grow.
- A dance you dance with the water and the waves, to bring calm and tranquility.
- A dance you dance with the deepest dark, to bridge the gates of life and death.
- A dance you dance with the broken and crumbling, to remind it what was and could be.
- A dance you dance with time itself, to teach an ancient story.
- A dance you dance with your friends, to celebrate life and all that it gives us.

Choose 1 you teach anyone who wants to learn and 1 you'll only ever dance to alone. Tell the table about them.

- A battered iron handpan drum, forged by a *cheerful* friend who you miss terribly.
- A cheap tambourine, stolen from a bitter and ‡*furious* merchant.
- A beautiful golden lyre, the symbol of your noble birth.
- A soft and gentle reed flute, snatched from the North Wind God himself.
- An ocarina carved from a seashell, gifted by an *imaginative* child.
- A rhythmic work song, a tradition from a life you have no desire to return to.
- A lovely whistled tune, the last song your mother ever sang for you.

Ask 1 to the left and 1 to the right.

- Why do I call you my best friend?
- Why won't you ever dance with me?
- Why did I come with you when we left home?
- When was the last time we stayed up all night to watch the sun rise?

Some things you can always do:

- Dance idly.
- Laugh and smile.
- Leap up on top of something.
- Give a song to those around you.
- Ask: *"Will you dance a dance with me?"*
- Ask: *"Do you want to be my friend?"* They get a token if they say yes.

During each seasonal holiday, choose 1 you haven't chosen before.

- Learn a new dance, from your list.
- Learn a new dance, from your list.
- Invent a new dance, learn it, and add it to your list.
- Realize you're good at being something you worried you weren't.
- Get a token whenever you dance for no reason other than your own love of dancing.
- Spend a token to offer to dance a dance with someone else, which reminds them of who they are and breathes life back into their heart.
- You can always ask: *"What song still sings in your heart, that you will always be moved by?"*
- Take an unused playbook and add as much as you want from that playbook to yours.
- The road calls you along a new path, pulling you in a new direction, away from everyone else. You must travel your own way now. Pick up a new playbook and make a new character.

The Exile

Your past clings to your shoulders like an old woolen cloak. Someday, perhaps, you can return to your home.

You are alive. Your care is fragile, skittish, and terrified of being broken again.

Choose a name and some pronouns.

Choose an animal.

- ◌ Deer
- ◌ Tiger
- ◌ Eagle
- ◌ Skunk
- ◌ A Rare Animal
- ◌ A Nomadic Animal

Choose 2 you are and 2 you try not to be.

- ◌ Pragmatic
- ◌ Pessimistic
- ◌ Sharp
- ◌ Explosive
- ◌ Tired
- ◌ Careless
- ◌ Jumpy
- ◌ Damaged
- ◌ Ladylike

Choose 3-4 to describe your look.

- Cloak Big Enough To Hide In
- Carefully-Carved Wooden Mask
- Stolen Lace
- Shirt No One Knows How To Repair
- Ornate Ceremonial Scepter
- Traditional Marriage Gown
- Brutal Scar
- Intricate Tattoos From Your Home
- Fancy Pipe
- Improvised Crutches
- A Sacred Text From Your People
- A Deep And Profound Loneliness

You once had a place you called home. It's gone now. Choose 1 true reason why you cannot return, 1 reason you tell everyone else, and 1 reason you worry is the truth.

- You were banished for going against its monarch. It is a *castle* or a *metropolis.*
- You were banished because you couldn't prove yourself. It is a *workshop* or a *furnace.*
- You were banished for accusations of theft or murder. It is a *market* or a *port.*
- You were banished because you betrayed the one you love. It is a *university* or a *carnival.*
- You fled to escape familial obligations. It is a *palace* or a *labyrinth.*
- You fled out of shame, to help the land heal. It is a *garden* or a *glen.*
- You fled because you were declared an omen of death. It is a *farm* or a *wilderness.*
- You fled because you rejected the gods of the land. It is a *hallow* or a *maelstrom.*
- Your people fled from the wrath of the gods. It is a *waste.*
- Your people fled when it was destroyed by outside hands. It is a *graveyard.*
- Your people fled as their civilization crumbled. It is a *ruin.*
- Your people fled from natural disaster. It is a *swamp.*
- You cannot remember why you are in exile. It is a *mirror.*
- The place never existed. It is a *mirage.*

Choose 1 you still play and 1 you can no longer understand. Tell the table about them.

- A carapace-carved horn with a haunting melody, said to have been taught to your people (and your people alone) by the wind-gods.
- A steel drum that would always resonate in harmony with the lakes and rivers of your home.
- An ancient violin that you once spent hours practicing as a kid while waiting for your mother to come back.
- A cheap lute, gifted by a *caring* innkeep who gave you shelter after you left.
- The small golden harp that only the royal family of your home could play.
- The lullaby your father would sing to you as you fell asleep.
- The song you'd always sing with your ‡*grieving* ex-fiance, the tune of which still calls you back home.

Ask 1 to the left and 1 to the right.

- How old were you when you traveled to my home?
- How did you help me when I felt like no one else would?
- What did you do to earn my trust?
- Do you miss our home as much as I do?

Some things you can always do:

- Say an expression in your traditional language.
- Keep an eye on the exits.
- Push something out of sight or out of mind.
- Play a tune that reminds you of home.
- Say: *"You look familiar."*
- Ask: *"Can I tell you a story about my home?"* They get a token if they say yes.

During each seasonal holiday, choose 1 you haven't chosen before.

- Meet someone else from your home, and reach out to them.
- Meet someone else from your home, and reach out to them.
- Find an exclave of people from your home, and reach out to them.
- Realize you're not something you were scared of being.
- Get a token whenever you honor a holiday or tradition from your home.
- Spend a token to remember something you assumed you had forgotten.
- You can always ask: *"Can I stay here for a while?"*
- Take an unused playbook and add as much as you want from that playbook to yours.
- You find a place you feel can be home, at least for a while. Pick up a new playbook and make a new character.

The Firelight

It is easy to get lost in
the darkness and the deep.
The firefly at your side will always
guide the way.

You are alive. Your care is forward-thinking,
mutual, and shining bright.

Choose a name and some pronouns.

Choose an animal.

- Raccoon
- Olm
- Albatross
- Sphynx Cat
- A Nocturnal Animal
- A Steady Animal

Choose 2 you try to be and 2 you know you can't be.

- Endlessly Patient
- Consistently Correct
- Here For Everyone
- Always Positive
- Everywhere At Once
- Enough
- A Good Judge Of Character
- Strong And Manly
- Properly Feminine

Choose 3-4 to describe your look.

- Mud-Soaked Cloak
- Reliable Wooden Staff
- Wide-Brimmed Hat That Covers Your Eyes
- Warm And Comfortable Gloves
- Patchwork Work Pants
- Deck Of Playing Cards
- Well-Loved Fiddle
- Badly Ripped Dress
- Box Of Medical Supplies
- Small And Practical Knife
- Book Of Small Rituals
- Shining Eyes That Pierce Through Darkness

You have a firefly, your companion that stays by your side no matter what. They sleep during the day and light up at night. They are ✧luminescent. Choose 1-2 to describe how you met.

- The two of you grew up together. They are *caring* and/or *honest.*
- You rescued them from a bush when they were small. They are *wise* and/or ǂ*nervous.*
- Fireflies have always helped your family. They are *proper* and/or *relaxed.*
- They led you out of danger at your darkest moment, and have stuck with you ever since. They are *confident* and/or *pensive.*
- Your uncle gave them to you as a service bug, so you could always have light to guide you. They are *watchful* and/or *resolute.*
- It's a whole story—too long to tell, and with plenty of incredible mishaps along the way. They are *adventurous* and/or *inquisitive.*
- They came to you in a dream, and when you woke up they were real. They are ✧*oracular,* and you're not sure they're really a firefly.
- They are one of the Lightning Dancers, and they fell from the sky into your hands. They are ✧*miraculous,* and you're not sure they're really a firefly.
- You found them in a place of death and pain, and rescued them. They are ǂ*dead,* and you're not sure they're really a firefly.

Choose 1 light you still keep lit and 1 that died out long ago. Tell the table about them.

- A rusted iron lantern that your mother carried before you.
- An ornate bronze oil lamp, your last memory of your childhood home.
- A box of expensive beeswax candles, gifted by an *adventurous* ex-love as a going-away present.
- A simple wooden incense holder shaped like a crashing wave, that anchors you to your faith.
- A pack of smokes that reminds you of sitting on a porch with your *poetic* love.
- Wisp, a small and forgotten ☬*many-faced* god who is in love with your firefly.
- The passion in your heart that burned for the rebellion.

Ask 1 to the left and 1 to the right.

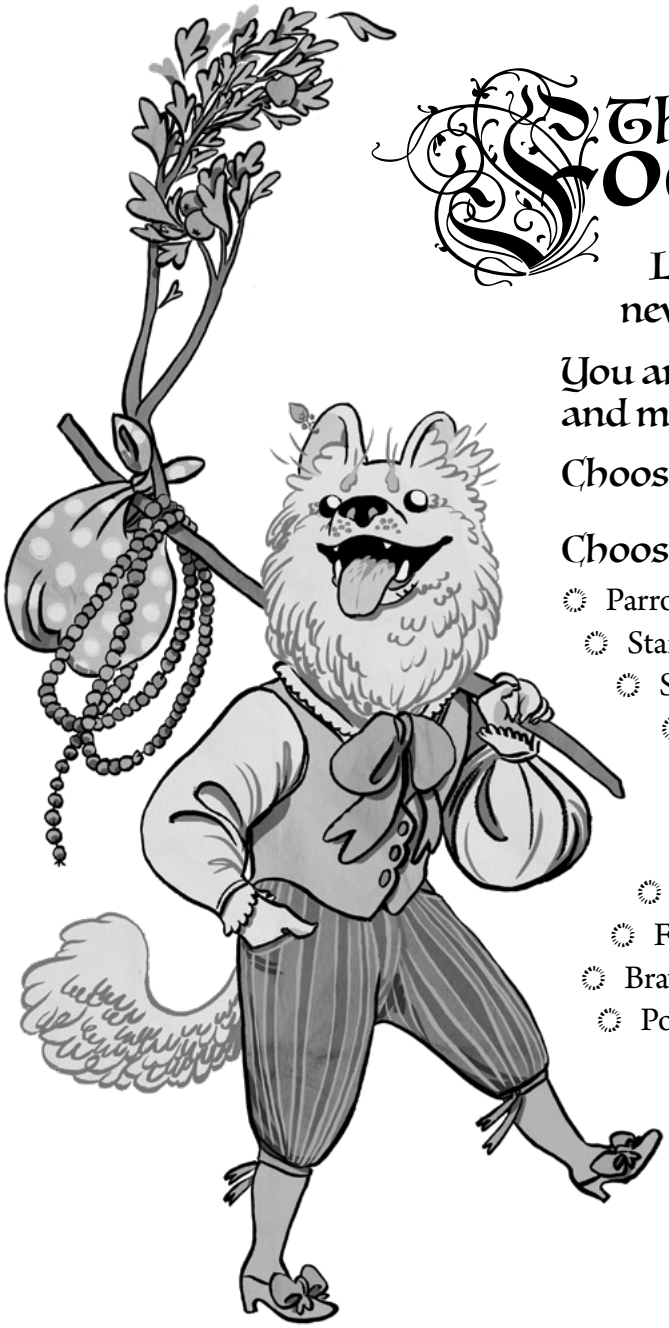
- When did you lead me back into the light?
- What did I show you that you didn't want to see?
- Why does my firefly like you so much?
- Where do you wish I could guide you, and why can't I?

Some things you can always do:

- Shrug.
- Pet your firefly.
- Illuminate all that is hard to see.
- Keep walking.
- Say: *"Watch your step."*
- Ask: *"Do you need a hand?"* They get a token if they accept your help.

During each seasonal holiday, choose 1 you haven't chosen before.

- Teach your firefly something new they can always do.
- Teach your firefly something new they can always do.
- Learn from your firefly an important life lesson, and get a new thing you can always do from any playbook.
- Realize you don't have to be something you always forced yourself to be.
- Get a token whenever you put your trust in someone else's hands.
- Spend a token to know how to get where you're trying to go, no matter how far away.
- You can always ask: *"Can you lead the way?"*
- Take an unused playbook and add as much as you want from that playbook to yours.
- You met someone new who needs your guidance more than your friends do, and you need to part ways. Pick up a new playbook and make a new character.



The Fool

Life is an adventure, and there's never shame in learning new things.

You are alive. Your care is silly, naïve, and more profound than most expect.

Choose a name and some pronouns.

Choose an animal.

- Parrot
- Star-Nosed Mole
- Samoyed
- Anole
- A Goofy Animal
- An Oblivious Animal

Choose 2 you are and 2 you're worried you're actually not.

- Lovable
- Funny
- Brave
- Popular
- Useful
- Talented
- Deep
- A Man
- A Woman

Choose 3-4 to describe your look.

- Garishly Purple Pants
- Pet Ant
- Noble Attire
- Flamboyant Hat
- Elaborate Makeup
- Polka-Dot Bindle
- Flowing Cape
- Lots And Lots Of Beads
- Flower Behind Your Ear
- Cloak Unsuitable For The Weather
- Trick Deck Of Cards
- A Complete Lack Of Foresight

Choose 2 that are true about you, and 1 that everyone assumes is true.

- You don't know a lot about the world. The place you are from is a *farm* or a *tower.*
- You were spoiled rotten as a kid. The place you are from is a *palace* or a *garden.*
- You've spent much of your life making other people happy. The place you are from is a *carnival* or a *tavern.*
- You have a surprising secret talent. The place you are from is a *workshop* or a *port.*
- You grew up familiar with chaos and disorganization. The place you are from is a *maelstrom* or a *market.*
- You have a mysterious and heroic destiny. The place you are from is a *lagoon* or a *castle.*
- You had a lot of expectations placed on you as a kid. The place you are from is a *hallow* or a *university.*
- Most people you meet around here don't make any sense to you. The place you are from is a *wilderness* or a *metropolis.*
- You had a really upsetting childhood that you hate talking about. The place you are from is a *waste* or a *labyrinth.*
- You cannot remember much about your childhood. The place you are from is a *ruin* or a *mirage.*

Choose 1 you carry with you and 1 you're confident is around here somewhere (you're just not sure where.) Tell the table about them.

- A beautiful golden brooch, gifted by your *proper* parents.
- A purse full of valuables that can buy basically anything you want, obtained through your noble birth.
- Cedie, a small and forgotten *witchy* god who has decided to accompany you on your journeys.
- A handful of tickets from the *carnival* you used to work for.
- A puzzle box you can't quite figure out, given by a *wise* teacher you met on the road.
- A ceremonial shawl, given by a traveler who has decided your foolishness disguises wisdom.
- A now-dull knife, given by someone who you later realized is the opposite of everything you want to be in life.

Ask 1 to the left and 1 to the right.

- What do I say that you've gotten so tired of?
- What did you show me, that no one else could?
- Why are you so patient with me?
- How did you help me get out of my old home?

Some things you can always do:

- Meander around.
- Give great advice.
- Give terrible advice.
- Do something that's actually pretty funny.
- Ask: *"But why?"*
- Ask: *"What's going on?"* They get a token if they help explain.

During each seasonal holiday, choose 1 you haven't chosen before:

- Learn something important from someone else. Invent a new thing you can always do.
- Learn something important from someone else. Invent a new thing you can always do.
- Realize you don't have to be something you always thought you were.
- Realize it's okay to not be something you were scared you weren't.
- Get a token whenever you sit down and listen, really listen, to someone.
- Spend a token in order to ask: *"Why can't things be different?"*
- You can always provide a new perspective that no one else could see.
- Take an unused playbook and add as much as you want from that playbook to yours.
- The world has changed you, and you have grown. Choose an unused playbook, and transfer as much as makes sense from this playbook to that one.

The Guardian

Hold your ward close to your heart. Someday the world will hurt them, but this will not be that day.

You are alive. Your care is parental, protective, and unconditional.

Choose a name and some pronouns.

Choose an animal.

- ◌ Bear
- ◌ Hen
- ◌ Wolf
- ◌ Rabbit
- ◌ A Wary Animal
- ◌ A Strong Animal

Choose 2 you generally are and 2 people assume you always are.

- ◌ Level-Headed
- ◌ Hopeful
- ◌ Organized
- ◌ Openhearted
- ◌ Laid-Back
- ◌ Cheery
- ◌ Correct
- ◌ Mothering
- ◌ Fatherly

Choose 3-4 to describe your look.

- Cloak Big Enough To Hide Your Ward
- Stained Apron
- Pots & Pans
- Thick Muddy Boots
- Fishing Kit
- Shield Almost As Big As You
- Forged Paperwork
- Austere Formal-Wear
- Reading Glasses
- Sturdy Cane
- Heavy Earrings
- Seemingly Endless Patience

You have a ward, a child who you watch over. Choose how you found them...

- You've cared for them since their birth. They are *relaxed* or *cheerful.*
- Their parents entrusted you with them for their safety. They are *dramatic* or ǂ*cautious.*
- You rescued them from a cruel situation. They are *quiet* or ǂ*hurt.*
- You found them near a battlefield, hidden away. They are ǂ*furious* or ǂ*lost.*
- They grew up at a *university*, surrounded by knowledge. They are *inquisitive* or *wise.*
- They grew up alone in the *wilderness*. They are *adventurous* or ⚜*feral.*
- A mysterious stranger with one white eye arrived on your doorstep and gave them to you. They are ⚜*luminescent* or ⚜*witchy.*
- You found them among the ruins of a lost civilization. They are ǂ*dead* or ǂ*empty.*

...and choose what about them you'd die to defend.

- They can always find the beauty in the world. They are *crafty* or *poetic.*
- They're a good kid, and a goofball, and they have a million little eccentricities. They are *imaginative* or *caring.*
- They want to befriend everyone (and everything) they meet. They are *friendly* or ✧*glamorous.*
- You know there's still a spark of light in their heart, despite everything. They are *sturdy* or ǂ*grieving.*
- They stick by the side of the ones they care for, like a shadow. They are *quiet* or ✧*oracular.*
- They're the true heir to the Throne of the Floating Mountain. They are *proper* or ǂ*nervous.*
- They are uniquely capable of communicating with the small and forgotten gods. They are ✧*empathetic* or ✧*intertwined.*
- They contain the very soul of the Slobbering God. They are ✧*mighty* or ǂ*starving.*
- They're not like other kids. They are ✧*invisible* or ✧*many-faced.*

Choose 2 your ward carries with them. Tell the table about them.

- A notebook and set of charcoals, gifted by a *caring* old teacher.
- A cap too large for their head, gifted by their godparents as they fled the authorities.
- A stuffed animal they'll never let go of, gifted by a *cheerful* shopkeep.
- The *inquisitive* bug that lives in their pocket, that's stuck by them all their life.
- A gender-affirming outfit that they're too insecure to wear, gifted by an *honest* kid they once met.
- A poncho the color of shadows, gifted by a *crafty* vagabond you assumed was untrustworthy.
- A mysterious scar on the nape of their neck, placed there by an ✧*oracular* and *pensive* god.

Ask 1 to the left and 1 to the right.

- Why does my ward look up to you and why does that bother me?
- What was I like before I found my ward?
- When was the last time my ward really irritated you?
- Do you follow through with your responsibilities to my ward? What are they?

Some things you can always do:

- Sigh and shake your head.
- Keep both eyes on someone.
- Derive a practical lesson from a situation.
- Tell a story that makes someone embarrassed.
- Ask: *"Where do you think you're going?"*
- Ask: *"Where is my ward?"* They get a token if they help you find your ward.

During each seasonal holiday, choose 1 you haven't chosen before:

- Teach your ward a new thing they can do from any playbook.
- Teach your ward a new thing they can do from any playbook.
- Teach your ward a new thing they can do from any playbook.
- Become something you previously said you were not.
- Get a token whenever you follow your ward's advice, even when it's terrible advice.
- Get a token whenever you sit back and let your ward handle a problem.
- You can always ask: *"Can you give me a hand with this?"*
- Take an unused playbook and add as much as you want from that playbook to yours.
- You retire from wandering and your ward ventures forth as their own person. Pick up a playbook and create your ward in that playbook.

The Moth Tender

Carrier moths travel across the Hæth, bringing news, letters, and tiny boxes. You wander the land, keeping an eye on these moths and their towers.

You are alive. Your care is consistent, prompt, and arrives in small packages.

Choose a name and some pronouns.

Choose an animal.

- ◌ Bat
- ◌ Horse
- ◌ Pigeon
- ◌ Rabbit
- ◌ A Persistent Animal
- ◌ A Dogged Animal

Choose 2 your job asks you to be and 2 you actually are.

- ◌ Calm
- ◌ Trusting
- ◌ Curious
- ◌ Proper
- ◌ Studious
- ◌ Cheerful
- ◌ Blunt
- ◌ Strong
- ◌ Pretty

Choose 3-4 to describe your look.

- Tweed Vest
- Well-Worn Moth-Tending Uniform
- Shining Lantern
- Small Reading Glasses
- Satchel Full Of Papers
- Ink-Stained Gloves
- Mottled Bark-Colored Cloak
- Finely-Tailored Tie
- Out Of Place Dress
- Nearly-Threadbare Gloves
- Map Of Local Moth Towers
- A Deep Sense That You're Over Your Head

Choose 1 you would devote your life to protecting and 1 that's in danger of falling apart. Tell the table about them.

- A decoder for the secret Moth-Tending cipher, an ancient relic gifted by your *imaginative* mentor.
- A chart of lunar phases, a going-away present from your childhood best friend.
- A beautiful letter from a distant lover, who you hope someday to meet.
- The ring on your finger, matched by your *confident* fiance back home.
- A sterling silver pin affixed to your vest, representing your oath to the Moth-Tending organization.
- The wisdom of your *caring* adoptive mother, who reminded you to always be yourself.
- A pink orchid, constantly reminding you of the promises you made to your fellow revolutionaries.

Choose 3 letters or packages you're carrying with you...

- A royal summons from the King of the Floating Mountain…
- A wax-sealed love letter…
- An envelope stuffed with a whole village's worth of care…
- A scroll of ancient and mysterious magic…
- A hand-knit sweater…
- A basket of homemade candies…
- A letter checking in from an old friend…
- A ǂ*lost* kid you're helping to escape a bad situation…
- A book with dangerous and illicit information…
- A bottle of rare and vitally important medicine…
- A package or letter of your own description…

...and for each, choose where they're going. Whenever a letter or package reaches its destination, choose another.

- …for a ✧*witchy* and shrewish witch deep in the Miremuck Swamp.
- …for a *cheerful* young rabbit who just moved to a big city.
- …for a *poetic* blue jay you once dated.
- …for a wandering and ✧*miraculous* wizard-in-exile.
- …for the ǂ*royal* commander of the Lead Fortress.
- …for a ǂ*furious* spy in a distant city.
- …for the ✧*venerable* god that dwells in the ancient forest.
- …for the *proper* mayor of a hidden village.
- …for the ǂ*heroic* leader of the last outposts of the rebellion.
- …for a *chill* old farmer with a big family.
- …for someone of your own description.

Ask 1 to the left and 1 to the right.

- What is it about my job that so appeals to you?
- When did I realize that I could trust you?
- Why did I risk my job and career to help you?
- Do you think the moths are as beautiful as I do?

Some things you can always do:

- Follow the moths.
- Fidget.
- Write something down on a piece of paper.
- Tell everyone what phase the moon is in right now.
- Ask: *"Have you heard the news?"*
- Say: *"I have a letter for you!"* They get a token if they accept the letter.

During each seasonal holiday, choose 1 you haven't chosen before:

- Create a new letter or package from your lists.
- Create a new letter or package from your lists.
- Create a new letter or package from your lists.
- Reject something you were expected to be.
- Get a token whenever you take your time and make sure you know exactly which way you're going.
- Spend a token to have already prepared for this situation.
- You can always ask: *"Do you have a letter for me?"* They get a token if they do.
- Take an unused playbook and add as much as you want from that playbook to yours.
- You find a tower you want to help operate, retiring from wandering. Pick up a new playbook and make a new character.

The Peddler

The road is long and filled with merchants, traders, and everyone else doing their part to make sure everywhere in the Hæth is provided for. No one's home can stand alone.

You are alive. Your care is material, solid, and dependable.

Choose a name and some pronouns.

Choose an animal.

- Donkey
- Condor
- Llama
- Crocodile
- A Rugged Animal
- A Tireless Animal

Choose 2 you are and 2 you feel you need to be.

- Stingy
- Stern
- Watchful
- Extroverted
- Sustainable
- Calculating
- Experienced
- Manly
- Womanly

Choose 3-4 to describe your look.

- Patched-Up Mustard Cloak
- Dress From A Distant Land
- Fingers Adorned With Rings
- Glasses With Many Adjusting Lenses
- Once-Fancy Hat
- Manual Wheelchair
- Fat Cigars
- Abacus
- Overburdened Backpack
- Ledgers
- Fine Silk Handkerchief
- Non-Stop Banter

You have a *sturdy* and *resolute* beetle who carries your supplies on its back. Choose 4 wares you regularly barter with and tell the table which is the one you value most.

- Fruit, vegetables, and any other dependable produce.
- Honey, wool, and anything else created by bugs.
- Fish, pearls, and anything else gifted by the sea.
- Flowers, tea, and anything beautiful yet fleeting.
- Novels, manuscripts, and anything else crafted by storytellers.
- Toys, dolls, and anything else that brings joy wherever you go.
- Smokes, drink, or anything people might need to soothe their nerves.
- Incense, statues, and anything else that appeases the many small and forgotten gods.
- Tomes, tapestries, and any other vessels of ancient magic.
- Nails, tools, and anything else forged from melted-down weapons.
- Gossip, secrets, and anything else valued by the rebellion.
- Security, hope, or anything else that struggling people desperately need.
- Clouds, dreams, or any other miracles that no one else could offer.
- Knickknacks, tchotchkes, and any other useless trinkets.

Choose 1 you'll never abandon and 1 you parted with a long time ago. Tell the table about them.

- A map that leads to wealth beyond anyone's imagination, given by an old friend before they disappeared.
- A hand-carved flute that your father made when you set forth into the world.
- A wilted orchid you must keep secret, a sign of your time helping the rebellion.
- Zo, a small and forgotten *miraculous* god who lives in a shrine on your beetle.
- The *inquisitive* young teen who tags along for the ride.
- A key that is said to be able to free the Slobbering God from its cursed prison.
- A sealed box you've sworn never to open, gifted to you by your old trademaster when you first set off.

Ask 1 to the left and 1 to the right.

- How do I help you decompress when the days are long?
- Why did we start traveling together, all those years ago?
- What do you give me that I can't get anywhere else?
- Are you still working with me?

Some things you can always do:

- Know someone who can help.
- Intensely examine something.
- Sit down and do the math.
- Trade for or trade away one of your many wares.
- Ask: *"What can I do for you?"*
- Say: "I have a deal for you." Give them a token if they hear you out and consider it.

During each seasonal holiday, choose 1 you haven't chosen before:

- Change the wares you barter with or value.
- Change the wares you barter with or value.
- Procure the perfect gift for someone, and give it to them.
- Procure the perfect gift for someone, and give it to them.
- Get a token whenever you give something away and expect nothing in return.
- Spend a token to acquire something rare, valuable, or important.
- You can always run into an old friend in an unexpected place.
- Take an unused playbook and add as much as you want from that playbook to yours.
- You're taking a break from traveling, setting up shop somewhere a bit more permanent. Pick up a new playbook and make a new character.

The Pilgrim

The gods have given you a path forward, a place you hope can finally give you what you seek. Some days you worry you'll never make it there at all.

You are alive. Your care is enduring, faithful, and expressed one step at a time.

Choose a name and some pronouns.

Choose an animal.

- ◌ Ibis
- ◌ Bison
- ◌ Ferret
- ◌ Newt
- ◌ A Devoted Animal
- ◌ A Ceaseless Animal

Choose 2 you try to be and 2 you've given up on.

- ◌ Patient
- ◌ Reflective
- ◌ Proper
- ◌ Unobtrusive
- ◌ Stoic
- ◌ Wise
- ◌ Healthy
- ◌ Masculine
- ◌ Feminine

Choose 3-4 to describe your look.

- Battered Gray Cloak
- Sturdy Walking Stick
- Fresh Bandages
- Weather-Beaten Hood
- Leather-Bound Book Of Poems
- Straw Hat
- Practical Walking Boots
- Patchwork Jacket
- Frayed Gloves
- Slightly Inaccurate Map Of The Area
- The Bare Minimum Needed To Get By
- Fundamental Confidence In The World

A god or omen instructed you to pack your bags and travel somewhere very far from the land you called home. Choose 2 rumors or stories you've heard about this place, and 1 that is actually true.

- You seek a land of great bounty, where the trees offer endless fruit, fish leap from the rivers, and no one ever has to work. It is a *carnival* or a *garden.*
- You seek the home of the one teacher who knows the secret to pure serenity. It is a *lagoon* or a *monastery.*
- You seek where the countless small and forgotten gods are loudest and clearest. It is a *hallow* or a *graveyard.*
- You seek where the gods taught artists the secret of creation, and nothing can compare to the objects made there. It is a *furnace* or a *workshop.*
- You seek a place that scrapes against the very sky itself, and from up there you can see the whole of the Hæth. It is a *mountain* or a *tower.*
- You seek the home of the heart of the world itself. It is a *cave* or a *wilderness.*
- You seek a place older than anywhere else in the world, and carries secrets from an ancient time. It is an *island* or a *ruin.*
- You seek a place at the very edge of the world, and nothing lies beyond it. It is a *desert* or a *mirror.*
- The place you seek isn't the end of your journey. It is a *bridge* or a *port.*
- The place you seek doesn't exist. It is a *mirage.*

Choose the sign of your faith. Tell the table why you believe it'll never lead you astray.

- An ancient iron necklace forged by an ancestor, anchoring you to your village and its gods.
- A deck of oracular cards, which has plenty of opinions on what's next in store.
- A brass compass, gifted by the mysterious stranger with one white eye who set you forth on this quest.
- A single word, whispered in your ear by a *luminescent* elk before she fled into the night, and the only tool you have to find your way.
- A beautiful pink orchid, a sign of the rebellion that always blooms.
- A book of poetry, with passages so powerful that their very existence is a miracle.
- The ceremonial language of your distant home, every word a spoken prayer for your culture's survival.

Ask 1 to the left and 1 to the right.

- How did you save me when my inexperience tripped me up?
- What is it about you that makes me comfortable telling you my doubts?
- What do you know about the place that I seek, that I haven't yet grasped?
- Does our faith still fill your heart with hope?

Some things you can always do:

- Recite a small prayer.
- Chatter away.
- Shield yourself from harsh conditions.
- Place your fate in improbable coincidence, and have it work out.
- Ask: *"Do you think we'll make it?"*
- Say: *"Lead the way."* They get a token if they do.

During each seasonal holiday, choose 1 you haven't chosen before:

- Learn that a rumor you've heard about your pilgrimage is false, and replace it with something else from the list.
- Learn that a rumor you've heard about your pilgrimage is false, and replace it with something else from the list.
- Learn something that you once thought was true about your pilgrimage is false, and replace it with something else from the list.
- Realize you've been led astray by something you thought would never let you down.
- Find a way to be something you'd given up on ever being.
- Spend a token to look at a difficult choice, and propose an alternate path.
- You can always find a sign of your faith, even in an unfamiliar place.
- You've given up on your pilgrimage, and you have no choice but to admit that it was never going to be. Choose an unused playbook, and transfer as much as makes sense from this playbook to that one.
- Your pilgrimage has finally concluded. The journey has brought you to the place you've been seeking. Pick up a new playbook and make a new character when everyone else leaves that place.

The Poet

The song of the world is a poem that can be captured by ink and paper, if only you could find the right words.

You are alive. Your care is eloquent, observant, and occasionally overwrought.

Choose a name and some pronouns.

Choose an animal.

- Porcupine
- Rook
- Terrier
- Toad
- A Lyrical Animal
- A Pensive Animal

Choose 2 people assume you are based on your writing and 2 you actually are.

- Romantic
- Obscure
- Strident
- Casual
- Pithy
- Formal
- Pretentious
- A Man
- A Woman

Choose 3-4 to describe your look.

- Delicate Spectacles
- Argyle Sweater Vest
- Cloak Full Of Pockets
- Coarse Button Down
- Practical Plaid Skirt
- Pockets Full Of Burnt Smokes
- Battered Briefcase
- Tweed Jacket With Shoulder Pads
- Fashionable Cap
- Cane With A Comfortable Grip
- Ink-Stained Hands
- A Literary Quote For Every Occasion

You're writing a novel, autobiography, thesis, song, or collection of poems based on your journey. Choose 1 you're writing about, 1 that is metaphorically intertwined, and 1 that unintentionally crept its way into your project.

- Another person's journey, that you follow in the footsteps of.
- Your memories of your parents, scattered and hard to piece together.
- The small and forgotten gods, that you hope someday won't be forgotten.
- The bones of the once-mighty dragons and what has become of them.
- A community you consider yourself a part of, who once could be found everywhere.
- The migratory patterns of the moths and the news they bring with them.
- A fallen star who visits you in your dreams, always one step ahead of you.
- The nameless god-slayer who once wielded the Heavenblade, and the ruin left in their wake.
- The Slobbering God, the great beast whose bones are scattered across the world.
- A place that doesn't exist but you hope someday to spot in the clouds, and the people who claim to have been there.
- The rebellion and what happened to its adherents.
- The trees, bugs, stars, and all the creatures alive around you.
- The seasons and how their changes change you.
- The everyday lives of your fellow travelers.

Choose 1 you read from constantly and 1 you have memorized. Tell the table about them.

- A tiny guidebook full of practical life advice, gifted by your local bookseller when you set foot.
- A cheap paperback you found on the side of the road, whose author you wonder about constantly.
- A fantastical novel, waterlogged and stained from years of rereading, gifted by your father before he left.
- The last text written by your mentor before their death, that reflects on their life.
- A mostly-finished manuscript written by your *passionate* best friend, that you think can revolutionize everything.
- A translation of a book of poems written in a language your ancestors spoke, that you've been teaching yourself.
- Your mother's journal, written in her spidery handwriting and full of pressed flowers.

Ask 1 to the left and 1 to the right.

- What did your style of storytelling teach me?
- What's your favorite part of my writing?
- Are you okay with the way I write about you?
- What do you have to keep explaining to me about the world?

Some things you can always do:

- Self-deprecate.
- Cite your sources, in hopes that they can help.
- Write down a moment that feels relevant to your project.
- Provide a new perspective others might not have.
- Ask: *"What used to be here?"*
- Ask: *"Can you explain?"* They get a token if they sit down and talk you through it.

During each seasonal holiday, choose 1 you haven't chosen before:

- Choose a new topic from the list and incorporate it into your project.
- Invent a new topic and incorporate it into your project.
- Cut the chaff from your project and remove a topic from it.
- Change your writing style dramatically, to more accurately reflect who you are.
- Get a token whenever you take pride in your work.
- Spend a token to ask: *"Would you like to read my project?"* They get a token if they sit down and spend some time with it.
- You can always ask: *"Is it okay for me to write about this?"*
- Take an unused playbook and add as much as you want from that playbook to yours.
- Finish your project and go back home. Tell everyone what the dedications page says, pick up a new playbook, and make a new character.

The Ragamuffin

Run! Scream! Play!
Steal! And above all,
live!

You are alive. Your care is young, exuberant, and naïve.

Choose a name and some pronouns.

Choose an animal.

- ◌ Otter
- ◌ Gecko
- ◌ Capuchin
- ◌ Kitten
- ◌ A Cute Animal
- ◌ A Young Animal

Choose 2 you are and 2 you refuse to be.

- ◌ Attentive
- ◌ Respectful
- ◌ Adorable
- ◌ Quiet
- ◌ Friendly
- ◌ Smart
- ◌ Scared
- ◌ A Boy
- ◌ A Girl

Choose 3-4 to describe your look.

- Grass-Stained Jeans
- Bandages
- Stuffed Animal
- Suspenders
- Cap That's Always Worn Backwards
- Awkwardly-Sized Maroon Cloak
- Flowers Forever In Hand
- Ocarina
- Sundress That Whooshes When You Spin
- Pokin' Stick
- Stompin' Boots
- An Overwhelming Love For Life

Choose 2 life lessons you've been taught and 2 you have rejected.

- You can't stop the world from hurting you.
- Kindness is stronger than anything else.
- There will come a time when you must fight back.
- It's better to give a gift than to receive it.
- Your parents made you who you are now.
- The world is bigger than you can wrap your head around.
- Authority figures cannot be trusted.
- All stories are lies.
- Your heroes will always let you down.
- Everything must someday die.
- Even this will end.

Choose 1 you carry with you openly and 1 you carry with you secretly. Tell the table about them.

- A ǂ*nervous* young paradise mantis, the last of its kind.
- A necklace with a painting of your birth family in it.
- A pan-flute that reveals your heritage from a forgotten and hidden community.
- An encoded scroll that you can't read, pressed into your hands by one of the last heroes of the rebellion.
- Nak, a small and ᛉ*luminescent* god that once dwelled in the center of the holiest shrine in all of the Hæth.
- The capacity to see brief snippets of the future, which always revolve around a mysterious stranger with one white eye.
- Dreams about a vast and bloody war, always centered around a powerful hero.
- The Ring of 99 Vengeful Daemons, the greatest treasure of the King of the Floating Mountain.
- The Heavenblade, lost after slaying the Slobbering God, that you would never use to hurt another soul.

Ask 1 to the left and 1 to the right.

- How do you feel about the fact that I've decided you're my new parent?
- What went wrong the last time I dragged you along on a misadventure?
- What endearing nickname have you given me?
- What do I do that really, truly, next-level gets on your nerves?

Some things you can always do:

- Get distracted.
- Get really invested in a new interest.
- Blurt out a secret.
- Somehow manage to squeeze yourself out of trouble.
- Ask: *"Do you wanna hang out with me?"* They get a token if they say yes.
- Ask: *"Do you wanna see something really cool?"* They get a token if they say yes.

During each seasonal holiday, choose 1 you haven't chosen before:

- Learn a new lesson, or reject a lesson you've previously learned.
- Learn a new lesson, or reject a lesson you've previously learned.
- Decide you're something no one thought you were.
- Refuse to be something you once considered yourself to be.
- Get a token whenever you learn something new.
- Spend a token to ask: *"Why can't things be different?"*
- You can always ask: *"How did you do that?"*
- You can always provide a new perspective.
- You have grown up, and come into your own. Choose an unused playbook, and transfer as much as makes sense from this playbook to that one.

The Shepherd

Herds of chubby bumblebees can be found across the Hæth, and tending to those flocks is simple, honest work.

You are alive. Your care is measureless, watchful, and gentle.

Choose a name and some pronouns.

Choose an animal.

- Ram
- Turtle
- Sheepdog
- Hawk
- A Guiding Animal
- A Peaceful Animal

Choose 2 you still are these days and 2 you're just not anymore.

- Hurried
- Brave
- Tough
- Reliable
- Focused
- Loud
- Fatherly
- Maternal
- Young

Choose 3-4 to describe your look.

- Plaid Button-Down
- Shepherd's Crook
- Bug-Calling Whistle
- Woolen Cloak
- Puffy Jacket
- Wheelchair
- Old-Fashioned Pipe
- Hiking Boots
- Smock Frock
- Patchwork Overalls
- Practical And Bunched-Up Dress
- A Superstitious Turn Of Phrase

You have a herd of bumbles. Choose up to 5 bugs you can always pick out from the crowd.

- The youngest bumble, who is constantly underfoot. They are *cheerful* and/or *raucous.*
- The oldest bumble, gray and slow. They are *wise* and/or ✧*venerable.*
- The cutest bumble, who loves head-pats. They are *friendly* and/or *cunning.*
- The most beautiful bumble, who always wants attention. They are *dramatic* and/or ✧*glamorous.*
- The luckiest bumble, who keeps bumbling out of trouble. They are *adventurous* and/or ✧*miraculous.*
- The bumble born with two heads under the full moon. They are *imaginative* and/or ✧*witchy.*
- The most anxious bumble, who always needs reassurance. They are ‡*lost* and/or ‡*nervous.*
- The biggest bumble, who you like to ride around on. They are *sturdy* and/or ✧*mighty.*
- The runt, a bumble with a brutal injury. They are ‡*cautious* and/or ‡*hurt.*
- The mother, who will die for the newborn bumble. They are *resolute* and/or *caring.*
- The head of the herd, who always leads the charge. They are *ambitious* and/or *confident.*
- The bumble who is remarkable in no particular way, but they're still your favorite. They are *chill* and/or *quiet.*

Choose 1 that stays by your side and 1 that you need to let go of. Tell the table about them.

- An almanac given by your *cheerful* brother, which grows increasingly inaccurate.
- A tall crook that reminds you of your mother.
- The old horn that once called the bumbles, which now needs repairs.
- A bandana that displays your high rank within the Shepherd's Guild.
- A handkerchief given by your first kiss, when you were both children.
- A dried-out orchid pressed into your journal, your last memory of the rebellion.
- Your *adventurous* child, who isn't your wee bab any longer.

Ask 1 to the left and 1 to the right.

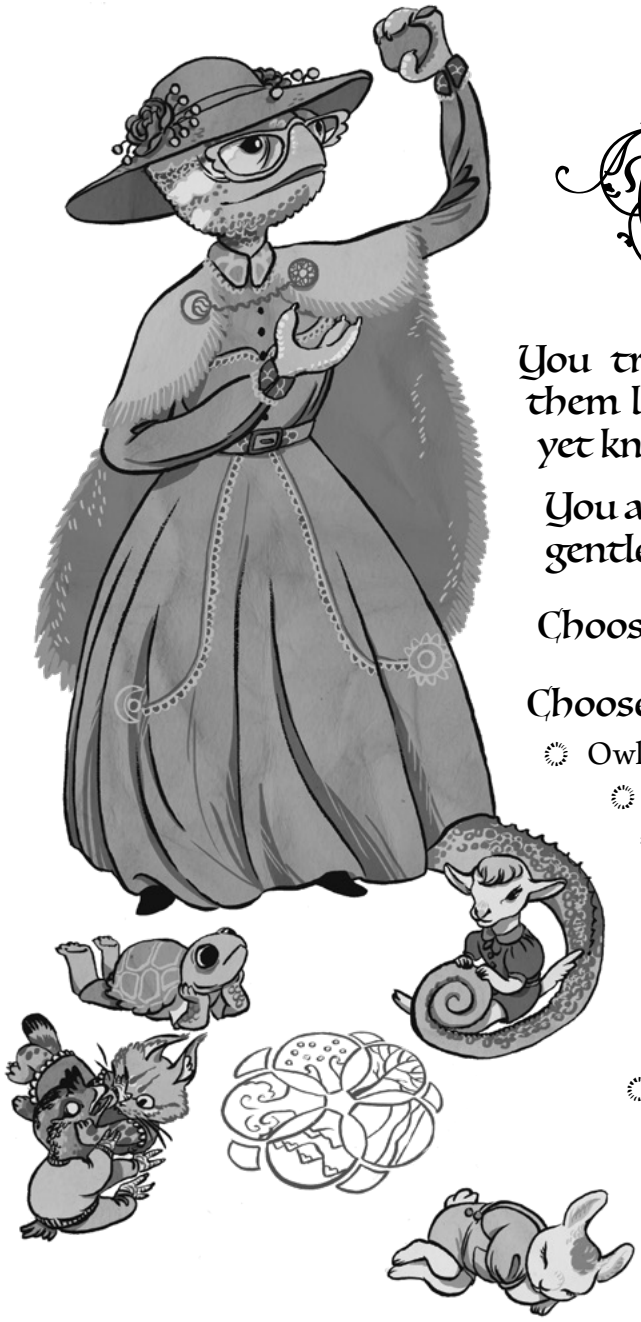
- What did you do that made me trust you with my herd?
- How did I help bring you back when you felt lost?
- Do you think of yourself as part of my family?
- Why should I trust you less than I do?

Some things you can always do:

- Pat a bumble on its head.
- Stare off into the distance.
- Make an offhand observation that turns out to be correct.
- Rest your back against something and take a moment to breathe.
- Say: *"They're friendly, don't fret."*
- Ask: *"Can I teach you something someone once taught me?"* They get a token if they say yes, and learn.

During each seasonal holiday, choose 1 you haven't chosen before:

- Find a bumble you thought you had lost.
- Grow attached to a new baby bumble, name it, and give it a personality.
- Grow attached to a new baby bumble, name it, and give it a personality.
- Recapture the spark of something you used to be.
- Get a token whenever you walk away from everyone else to spend some time alone with your herd.
- Spend a token to procure or provide honey, wool, pollen, or other gifts from your herd.
- You always know where every bumble in your herd is.
- Take an unused playbook and add as much as you want from that playbook to yours.
- It's time for your herd to return to more familiar fields, and for you to head your separate way. Decide which bumble stays with the group, pick up a new playbook and make a new character.



The Teacher

Across the Hæth, there are students who need teaching. You travel from town to town and help them learn the little pieces they might not yet know.

You are alive. Your care is wise, distant, and gentle.

Choose a name and some pronouns.

Choose an animal.

- Owl
- Hare
- Chameleon
- Orangutan
- A Wise Animal
- An Attentive Animal

Choose 2 you are and 2 you can't be anymore.

- Spry
- Conventional
- Extroverted
- Creative
- Renowned
- Talkative
- Pretentious
- A Man
- A Woman

Choose 3-4 to describe your look.

- Satchel Of Books
- Dusty Blazer
- Oversized Glasses
- Conservative Dress
- Time-Worn Cane
- Service Ant
- Well-Kept Unobtrusive Cloak
- Journal Full Of Notes
- Comfortable Hat
- Dangling Earrings
- Tie With A Splash Of Color
- A Performatively Bright Smile

Wherever you go, there are children who need education. Choose 3 subjects you teach and 1 you wish you could teach.

- Realistic still-life paintings, taught through observation.
- Abstract impressionist paintings, taught through joy and expressiveness.
- Writing epic sagas, taught through studying the classic texts.
- Writing emotional lyrics, taught through poetic expression.
- The formal language of the noble courts, taught through memorization of tables.
- A traditional, endangered language, taught through conversation.
- Broader perspectives on history, taught from controversial books.
- Entomology, taught through listening to nature.
- Astrology, taught through late night wandering.
- Herbology, taught through attentive guidance.
- Songs and various instruments, taught through practice, practice, practice!
- Philosophy, taught through Socratic seminars.
- Household magic, taught through fun and play.
- Radical and rebellious politics, taught secretly.

Choose 1 you carry with you and 1 you're *terrified* of misplacing. Tell the table about them.

- A well-creased letter from your love back home.
- A bunch of drawings from the many students you've taught.
- An expensive pen, gifted by an *ambitious* former student, now an academic.
- A massive warm scarf, given by a *wise* colleague you miss terribly.
- A diploma from the *university* you left.
- Snacks for your small and *inquisitive* buggy friend, who helps out with lessons.
- A promise made to a daemon with a catfish head that you try to not think about.

Ask 1 to the left and 1 to the right.

- What did I teach you when you were younger?
- What have you shown me about the world?
- How do you reassure me when I'm at my wit's end?
- What do you know that I can't hope to understand?

Some things you can always do:

- Sit down, surrounded by others.
- Fumble for your supplies.
- Clear your throat and get everyone's attention.
- Tell the table about something related to a subject you teach.
- Ask: *"Can you show me?"*
- Ask: *"What can we learn from this?"* They get a token if they reflect on what's around them.

During each seasonal holiday, choose 1 you haven't chosen before:

- Learn a new teaching subject from your list.
- Learn a new teaching subject from your list.
- Invent a new teaching subject, learn it, and add it to your list.
- Become something you previously said you were not.
- Get a token whenever you listen when you want to talk.
- Spend a token to take a step back and have your students handle something.
- You can always remember someone's name.
- Take an unused playbook and add as much as you want from that playbook to yours.
- A community has invited you to stay with them permanently, and you accept. Pick up a new playbook and make a new character.

The Vagabond

The world's taken everything from you, beat down on your shoulders, and given you an aching heart. Some people think you're a criminal, or a monster. You know what you are.

You are alive. Your care is invisible, cautious, and unimaginably deep.

Choose a name and some pronouns.

Choose an animal.

- Possum
- Rat
- Rattlesnake
- Raven
- A Misunderstood Animal
- A Sneaky Animal

Choose 2 you call yourself and 2 you staunchly insist you're not.

- Liar
- Cheat
- Thief
- Monster
- Flirt
- Traitor
- Hero
- Lady
- Gentleman

Choose 3-4 to describe your look.

- Black Cloak
- Terrifying Mask
- Gauze-Wrapped Splint
- Ostentatious Belt
- Scarf Big Enough To Hide In
- Deck Of Playing Cards
- Stylish And Wide-Brimmed Hat
- Fingerless Gloves
- Hood That Covers Your Eyes
- Pack Of Smokes
- Wanted Posters Of Your Own Face
- A Quick Word And A Sharp Jab

Choose 2 crimes you've been falsely accused of and 2 you're actually guilty of.

- Poaching
- Trespassing
- Carousing
- Grand Larceny
- Criminal Mischief
- Cheating At Cards
- Libel And Slander
- Lying Under Oath
- Wrecking Marriages
- Draft-Dodging
- Stealing Supplies
- Stealing Livestock
- Stealing Hearts
- Betraying Traditions
- Betraying Your Kingdom
- Betraying The Cause
- Betraying Your Family
- Betraying Your Partner In Crime
- High Treason
- Killing Your Commanding Officer
- Killing A Prison Warden
- Killing Your King
- Killing A God
- Slaying A Dragon
- Falling In Love With The Wrong Person At The Wrong Time

Choose 1 you carry with you and 1 that's been stolen from you. Tell the table about them.

- A beautiful necklace you acquired from an *ambitious* noble.
- A book of magic spells you picked up from a *witchy* crone that you can't read.
- Your shadow, which moves of its own volition.
- A different name that your partner in crime gave you.
- A tattered blanket, the last thing you have as memory of your parents.
- A pink orchid, the symbol of your time with the rebellion.
- A secret you're not supposed to have about the King of the Floating Mountain.

Ask 1 to the left and 1 to the right.

- What do I still have to do to earn your trust?
- How did we get off on the wrong foot?
- Why do I call you my only friend?
- How have you helped me, when no one else would?

Some things you can always do:

- Be somewhere you're not supposed to be.
- Have something you're not supposed to have.
- Mutter something you're not supposed to say.
- Lie.
- Say: *"I have a bad feeling about this."*
- Ask: *"Do you trust me?"* They get a token if they say yes.

During each seasonal holiday, choose 1 you haven't chosen before:

- Become something everyone thought you weren't.
- Become something everyone thought you weren't.
- Reject something everyone else called you.
- Reject something everyone else called you.
- Get a token whenever you contend with something or someone from your past.
- Spend a token to prove you're not lying about something.
- You can always tell the truth.
- Take an unused playbook and add as much as you want from that playbook to yours.
- You find a place that doesn't care about your past, and you retire there to live a peaceful life. Pick up a new playbook and make a new character.

The Veteran

You wield the blade that must never be drawn again.

You are alive. Your care is intense, sober, and mindful.

Choose a name and some pronouns.

Choose an animal.

- Badger
- Hellbender
- Raven
- Mouse
- A Dangerous Animal
- A Headstrong Animal

Choose 2 you sometimes are and 2 you refuse to be.

- Cold
- Curt
- Bitter
- Exhausted
- Morbid
- Terrified
- Heartless
- Furious
- Beautiful

Choose 3-4 to describe your look.

- Billowing Cloak
- Hidden Armor
- Many Scars
- Prosthetic Limb
- Lyre Missing A String
- Torn Standard
- Pack Of Smokes
- Broken Tooth
- Wide-Brimmed Hat
- Blood Soaked Handkerchief
- Walking Stick
- A Nervous Tic

You have a sword, sheathed at your hip. You can unsheathe it whenever you want. You must never unsheathe it. Choose 2 to describe your sword.

- Sharper than anything else in the world.
- Engraved with a sacred name.
- Gifted by a proud parent.
- Looks unremarkable, unless you know what to look for.
- Blessed by a powerful god.
- Forged from the heart of the world.
- Passed down among generations of monarchs.
- Stolen from a massive hoard.
- Once proof of your undying love for another.
- ‡*Starving.*

Choose 1 lesson you've learned and 2 you've since forgotten. Tell the table about them.

- An ǂ*empty* soldier taught you that there's no better feeling than your sword cutting skin, and this is why you must never unsheathe your blade.
- A ǂ*grieving* mentor taught you that you will never choose where your sword lands, for from the moment you draw it it controls you, and this is why you must never unsheathe your blade.
- A ǂ*royal* monarch taught you violence is just a way to maintain control, and this is why you must never unsheathe your blade.
- A sobbing and ǂ*hurt* young child taught you that a single slice kills not only the enemy, but everyone who loved the enemy as well, and this is why you must never unsheathe your blade.
- A *friendly* old innkeep taught you that a well-made bed can save more lives than an army of warriors, and this is why you must never unsheathe your blade.
- Your once-lover recoiled from you when they saw the blood on your hands, and this is why you must never unsheathe your blade.
- You saw, in the eyes of someone you thought was ǂ*heroic,* the fate that awaits everyone who only knows violence, and this is why you must never unsheathe your blade.

Ask 1 to the left and 1 to the right.

- How do you help me stay in control?
- When did you realize that I'm a good person?
- What do I still need to learn from you?
- What craft have you been teaching me?

Some things you can always do:

- Repeat a calming phrase.
- Spend time practicing a craft you're not very good at.
- Drum against the pommel of your blade.
- Leap to your feet.
- Say: *"I don't do that anymore."*
- Ask: *"What are you hiding?"*
- Unsheathe your blade and immediately kill the person in front of you. Then, remove your character from the game. You cannot play them any longer.

During each seasonal holiday, choose 1 you haven't chosen before:

- Remember a lesson you had forgotten, and reach out to the person who taught it.
- Remember a lesson you had forgotten, and reach out to the person who taught it.
- Realize you've stopped being something you used to sometimes be.
- Realize it's okay to sometimes be something you were scared of being.
- Get a token whenever you accept that you don't have power in this situation.
- Spend a token to teach someone a craft you've learned.
- You can always reflect on and reveal what you're feeling.
- Take an unused playbook and add as much as you want from that playbook to yours.
- Throw away your sword and settle down somewhere where you can live a peaceful life. Pick up a new playbook and make a new character.

Traits

Traits are short descriptions of the various other characters we might encounter in the Hæth. Most of them describe personality traits, while some of them (marked with a "ᛘ") indicate magical or supernatural abilities. Others (marked with a "ǂ") indicate the result of trauma and pain.

Traits are broken into 7 categories. You can use the first six as a table to roll randomly on, or you can pick whichever ones feel correct.

1. Artistic Traits

1. *Crafty, p. 114*
2. *Dramatic, p. 114*
3. *Imaginative, p. 114*
4. *Poetic, p. 115*
5. ✧*Glamorous, p. 115*
6. ✧*Miraculous, p. 115*

2. Grounded Traits

1. *Honest, p. 116*
2. *Quiet, p. 116*
3. *Watchful, p. 116*
4. *Wise, p. 117*
5. ✧*Intertwined, p. 117*
6. ✧*Invisible, p. 117*

3. Intellectual Traits

1. *Ambitious, p. 114*
2. *Cunning, p. 114*
3. *Inquisitive, p. 114*
4. *Learned, p. 114*
5. ✧*Oracular, p. 114*
6. ✧*Witchy, p. 114*

4. Personal Traits

1. *Cheerful, p. 120*
2. *Relaxed, p. 120*
3. *Confident, p. 120*
4. *Pensive, p. 121*
5. ✧*Luminescent, p. 121*
6. ✧*Venerable, p. 121*

5. Physical Traits

1. *Adventurous, p. 122*
2. *Passionate, p. 122*
3. *Resolute, p. 122*
4. *Sturdy, p. 123*
5. ✧*Feral, p. 123*
6. ✧*Mighty, p. 123*

6. Social Traits

1. *Caring, p. 124*
2. *Friendly, p. 124*
3. *Proper, p. 124*
4. *Raucous, p. 125*
5. ✧*Empathetic, p. 125*
6. ✧*Many-Faced, p. 125*

7. Traumatized Traits

1. ‡*Cautious, p.128*
2. ‡*Empty, p.128*
3. ‡*Frantic, p.128*
4. ‡*Furious, p.129*
5. ‡*Grieving, p.129*
6. ‡*Hurt, p.129*
7. ‡*Lost, p.130*
8. ‡*Nervous, p.130*
9. ‡*Starving, p.130*
10. ‡*Heroic, p.131*
11. ‡*Royal, p.131*
12. ‡*Dead, p.131*

Artistic Traits

Crafty

A *crafty* kith is very skilled at putting all the pieces together in an unconventional way. They are often tinkers, mongers, and magicians, among others.

Choose 1-2 they can always do.

- Invent something totally new.
- Propose an alternate approach.
- Reveal that a plan they've had in motion has paid off.

Dramatic

A *dramatic* kith loves to show off to impress and please others. They are often singers, harkers, and socialites, among others.

Choose 1-2 they can always do.

- Put on a big show, with heightened emotions and histrionics.
- Distract someone with a talented display.
- Play up your emotions to absurd levels.

Imaginative

An *imaginative* kith's head is always up in the clouds. They are often artists, glaziers, and dreamers, among others.

Choose 1-2 they can always do.

- Explain a way things could be better.
- Forget about something really important.
- Describe an everyday object in a way no one's ever thought about it before.

Poetic

A *poetic* kith has a deep love for wordplay and lyricism. They are often authors, rimesters, and astrologers, among others.

Choose 1-2 they can always do.

- Wax metaphorical.
- Get caught up in the big picture.
- Give advice on what someone else should say.

Glamorous

A *glamorous* kith has a beguiling and enchanting appearance that is both beautiful and impossible. They are often kaleidoscopic insects, flirtatious daemons, and especially skilled makeup artists, among others.

Choose 1-2 they can always do.

- Dazzle and stun everyone who beholds you.
- Reveal the appearance you hide underneath.
- Tell someone to look at you. If they want to look away, they're going to need to spend a token.

Miraculous

A *miraculous* kith can do things no one else can do. They are often great and mighty gods, powerful wizards, and wish-granting fish, among others.

Choose 1-2 they can always do.

- Make possible the impossible.
- Take someone's hand and fly with them.
- Offer to grant someone's wish, in a way that won't work out how they want. If they want to reject your offer, they're going to need to spend a token.

Grounded Traits

Honest

An *honest* kith always says what's on their mind. They are often bayweavers, bookbinders, and clerks, among others.

Choose 1-2 they can always do.

- Lay out the facts, as you see it.
- Point out the truth everyone else has been ignoring.
- Ask: *"Do you want my opinion?"*

Quiet

A *quiet* kith doesn't have much to say. They are often colporteurs, glassblowers, and wallflowers, among others.

Choose 1-2 they can always do.

- Tap on someone's shoulder.
- Stare at someone until they get the point.
- Non-verbally ask: *"Are you okay?"*

Watchful

A *watchful* kith keeps a close eye on the world around them. They are often guards, astronomers, and scribes, among others.

Choose 1-2 they can always do.

- Point out something people missed.
- Guard the exits.
- Ask: *"What's that you're hiding?"*

Wise

A *wise* kith has learned a lot from listening and moving through the world. They are often monks, herbalists, and janitors, among others.

Choose 1-2 they can always do.

- Reflect on what someone else has said.
- Propose a path quite unlike those that others have suggested.
- Ask: *"What are your feelings on the matter?"*

Intertwined

An *intertwined* kith is rooted in the world around them, and is just as much a part of the trees and the sky as they are themself. They are often contemplative shamans, gods of hidden places, and anyone who listens to the land, among others.

Choose 1-2 they can always do.

- Show how two things are connected in an unexpected way.
- Take your time and move very carefully.
- Help someone ask the world around them for guidance. If they want to know the answer, they're going to need to spend a token.

Invisible

An *invisible* kith cannot be seen. They are often ghostly spirits, terrified gods, and tiny scuttling creatures, among others.

Choose 1-2 they can always do.

- Have been somewhere the whole time.
- Move right past people who should've spotted you.
- Vanish. If someone wants to find you again, they're going to need to spend a token.

Intellectual Traits

Ambitious

An *ambitious* kith has goals and aspirations beyond where they are in life. They are often scribblers, scullions, and apprentices, among others.

Choose 1-2 they can always do.

- Take a calculated risk.
- Explain how you're the only person who can handle this.
- Ask: *"How would you make things better?"*

Cunning

A *cunning* kith is skilled at turning events and situations in their favor. They are often guttersnipes, wainwrights, and con artists, among others.

Choose 1-2 they can always do.

- Get somewhere you're not supposed to be.
- Tell a compelling lie.
- Ask: *"What's your real goal here?"*

Inquisitive

An *inquisitive* kith grabs hold of all the information that they can. They are often journalists, alchemists, and enumerators, among others.

Choose 1-2 they can always do.

- Focus on an irrelevant detail.
- Hold something up to the light.
- Ask: *"What's this?"*

Learned

A *learned* kith has spent plenty of time with texts and traditional learning. They are often professors, librarians, and apothecaries, among others.

Choose 1-2 they can always do.

- Reference a text no one else here has read.
- Know something useful that applies to the situation.
- Ask: *"Do you want my advice?"*

Oracular

An *oracular* kith can see the future, for better or for worse. They are often venerated sages, enigmatic gods, and star-gazers, among others.

Choose 1-2 they can always do.

- Make a vague and unclear reference to something that hasn't happened yet.
- Say: *"I told you so."*
- Tell someone the bad news about what their future holds. If they want to defy you, they'll need to spend a token.

Witchy

A *witchy* kith is skilled at quiet and tricksy magics. They are often healers, court magicians, and kind old ladies that live in the swamp, among others.

Choose 1-2 they can always do.

- Cackle.
- Mix assorted components to create something new.
- Point out a personality flaw someone hasn't been dealing with. If you're right, put a curse on them. If they want to get rid of the curse, they're going to need to address their flaw.

Personal Traits

Cheerful

A *cheerful* kith is happy and positive. They are often bakers, friars, and cooks, among others.

Choose 1-2 they can always do:

- Look on the bright side.
- Whistle a chipper tune.
- Gallivant into an awkward situation.

Relaxed

A *relaxed* kith is relaxed and perpetually calm. They are often fishers, brewsters, and dilly-dal-liers, among others.

Choose 1-2 they can always do.

- Go with the flow.
- Remind everyone to take a step back.
- Ask: *"Do you wanna talk about it?"*

Confident

A *confident* kith knows exactly who they are and who they want to be. They are often blacksmiths, plumbers, and drovers, among others.

Choose 1-2 they can always do.

- Jump headfirst into action.
- Charge into a situation without understanding the risks.
- Say: *"I've got it covered."*

Pensive

A *pensive* kith has a lot of heavy things on their mind. They are often printers, vintners, and bellringers, among others.

Choose 1-2 they can always do.

- Rain on someone's parade.
- Stare off into the distance mournfully.
- Ask: *"What else can we do?"*

Luminescent

A *luminescent* kith is full of light that casts a glow across the world. They are often motes of light, fallen stars, and fireflies, among others.

Choose 1-2 they can always do.

- Shed light on the shadows of the world.
- Lead the way.
- Non-verbally ask: *"What is true about you that you keep from everyone?"* If they want to withhold an answer from you, they're going to need to spend a token.

Venerable

A *venerable* kith is as old as the hills and the earth. They are often mountain gods, isopods from an ancient time, and beings deep in the old dark, among others.

Choose 1-2 they can always do.

- Offer something that hasn't been seen in a very long time.
- Show what things were like in more grim times.
- Tell someone how they will repeat the mistakes of the past. If they want to prove you wrong, they're going to need to spend a token.

Physical Traits

Adventurous

An *adventurous* kith always wants to be getting tangled up in something new. They are often aeronauts, sailors, and itinerants, among others.

Choose 1-2 they can always do.

- Declare where you're going next.
- Charge headfirst into trouble.
- Have circumstances improbably work out for you.

Passionate

A *passionate* kith is full of intense and explosive emotions. They are often mail-carriers, writers, and flâuners, among others.

Choose 1-2 they can always do.

- Explain why this matters to you.
- Say exactly what's on your mind right now.
- Lose your temper and damage something important.

Resolute

A *resolute* kith cannot be swayed from their current path, no matter what. They are often architects, caulkers, and arkwrights, among others.

Choose 1-2 they can always do.

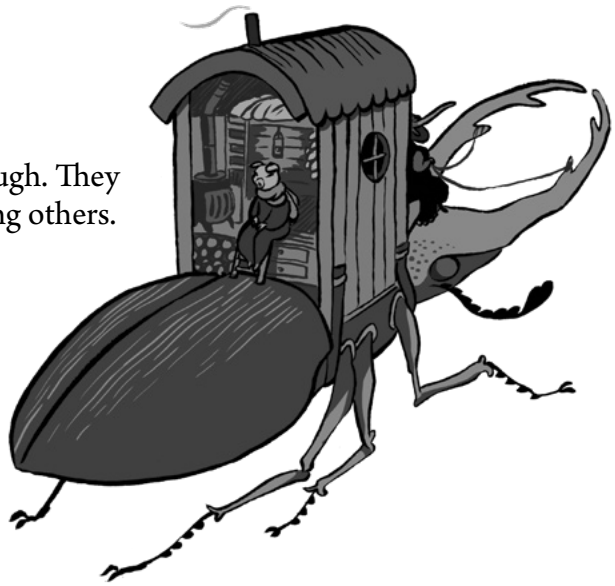
- Keep at something that others would give up at.
- Reject what's right in front of your eyes.
- Refuse to yield under pressure.

Sturdy

A *sturdy* kith can be depended on when times are tough. They are often carpenters, spinsters, and dockhands, among others.

Choose 1-2 they can always do.

- Support something in danger of collapse.
- Push something concerning aside.
- Exert yourself to protect someone else.



Feral

A *feral* kith rejects traditional society and embraces monstrosity. They are often fearsome insects, hungry gods, and kids raised by the wilderness itself, among others.

Choose 1-2 they can always do.

- Call out to the wild, and hear it respond.
- Ask: *"What's stopping you?"*
- Show all your teeth and bite. If someone doesn't want to get bit, they're going to need to spend a token.

Mighty

A *mighty* kith has a strength that is beyond normal capacity. They are often great warriors, herculean gods, and beasts of forgotten legend, among others.

Choose 1-2 they can always do.

- Take on a heavy burden.
- Move the unmovable.
- Anchor something in the ground. If someone wants to move it even the slightest bit, they're going to need to spend a token.

Social Traits

Caring

A *caring* kith is willing to die to keep someone else safe. They are often doctors, farmers, and coroners, among others.

Choose 1-2 they can always do.

- Protect someone else from the world.
- Inconvenience yourself to help someone else.
- Ask: *"What do you need right now?"*

Friendly

A *friendly* kith gets along well with folk from all over. They are often innkeeps, barbers, and bards, among others.

Choose 1-2 they can always do.

- Start up a conversation with someone else.
- Introduce someone to an old friend of yours.
- Get really attached to an inanimate object.

Proper

A *proper* kith sticks with formality and tradition. They are often butlers, grocers, and chamberlains, among others.

Choose 1-2 they can always do.

- Explain how things have been handled in the past.
- Judge something for its inappropriateness.
- Struggle to get something new.

Raucous

A *raucous* kith is always looking for a good time. They are often revelers, jesters, and roustabouts, among others.

Choose 1-2 they can always do.

- Find the fun in a dull task.
- Get lost in the excitement.
- Know exactly where a better party is.

Empathetic

An *empathetic* kith can connect with and understand things no one else can. They are often gentle teachers, affectionate spirits, and anyone who has a knack for getting it, among others.

Choose 1-2 they can always do.

- Communicate with something that can't normally talk.
- Express a concept in a way everyone understands.
- Non-verbally ask: *"What are you feeling?"* If they don't want to answer you truthfully, they're going to need to spend a token.

Many-Faced

A *many-faced* kith is a shapeshifter, who can adopt other forms. They are often trickster gods, sneaky thieves with a little bit of magic, and skilled mimics, among others.

Choose 1-2 they can always do.

- Change dramatically, and become something new.
- Reveal another kith to have been them this whole time.
- Look exactly like another character. If someone wants to spot the difference, they're going to need to spend a token.

Traumatized
Traits

ǂ Cautious

A *cautious* kith spent the last of their trust a long time ago. They are often exhausted widows, cold-hearted farmers, and those who have seen first-hand the harshness of the world, among others.

Choose 1-2 they can always do.

- Point out a danger, real or imagined.
- Refuse to open up to someone else.
- Step out of your comfort zone, even slightly.

ǂ Empty

An *empty* kith feels like there's just not much left to them anymore. They are often war-blasted survivors, haunted veterans, and those hollowed out by pain, among others.

Choose 1-2 they can always do.

- Sigh and gaze blankly.
- Ask: *"Does it matter?"*
- Display an emotion you thought you couldn't anymore.

ǂ Frantic

A *frantic* kith is struggling to get everything done. They are often overburdened caretakers, manic intellectuals, and those desperate to please, among others.

Choose 1-2 they can always do.

- Agree to something dangerous or risky.
- Try to say too many things all at once.
- Push against your instincts and take a break.

ǂ Furious

A *furious* kith cannot hold back their rage. They are often vengeful mothers, soldiers with fuming eyes, and those forged into a weapon by the pain in their heart, among others.

Choose 1-2 they can always do.

- Lash out without meaning to.
- Bottle everything up and seethe.
- Express your rage in a constructive manner.

ǂ Grieving

A *grieving* kith freshly mourns the loss of their love. They are often heartbroken parents, terrified exiles, and those promised greatness, among others.

Choose 1-2 they can always do.

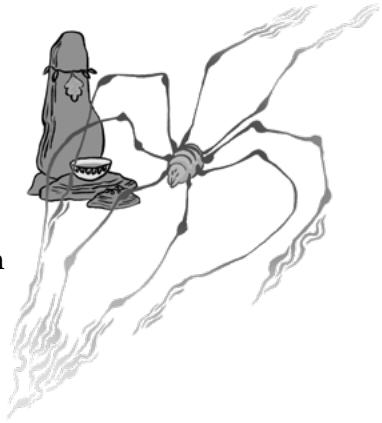
- Overflow with emotion.
- Hold tight to comfort and refuse to let go.
- Ask: *"Are you in a place to listen right now?"*

ǂ Hurt

A *hurt* kith nurses wounds that will never fully heal. They are often old heroes, aching patients, and those marked by pain, among others.

Choose 1-2 they can always do.

- Flinch at someone else's actions.
- Re-open an old wound.
- Articulate a step on the path towards healing.



Lost

A *lost* kith has forgotten how to get back home. They are often lonely travelers, confused prophets, and those disassociated from this world, among others.

Choose 1-2 they can always do.

- Wander deep into the darkness.
- Express the disconnect between yourself and the world around you.
- Seek out the help of someone else to anchor you.

ǂ Nervous

A *nervous* kith is very stressed out. They are often freaked-out kids, princes out of their depth, and those overwhelmed by the many dangers of the world, among others.

Choose 1-2 they can always do.

- Worry about something you don't have control over.
- Say: *"I'm sorry."*
- Ask: *"Is everything okay?"*

ǂ Starving

A *starving* kith has been denied their hunger for too long, and it's burning them up inside. They are often hungry ghouls, spiteful wardens, and the shadows of monstrous gods, among others.

Choose 1-2 they can always do.

- Gnaw on what's left.
- Blame the wrong person for your hunger.
- Name a person, place, object, or secret. If someone wants to hide it from you, they're going to need to spend a token.

ǂ Dead

A *dead* kith was once alive, but isn't anymore. They are often spectral lights, wandering souls, and the last remnants of a forgotten time, among others.

Choose 1-2 they can always do.

- Provide a bridge from one life to the other.
- Send a chill down someone's spine.
- Show someone something they truly don't want to grapple with. If they want to avoid thinking about it, they're going to need to spend a token.

ǂ Heroic

A *heroic* kith believes they are the savior of the world. What a cruel fate indeed. They are often dragon-slayers, leaders of the rebellion, and those arrogant enough to seek out power, among others.

Choose 1-2 they can always do.

- Know what's best for everyone else.
- Present a perfect persona to the world.
- Declare someone fundamentally good or irredeemably evil. If anyone wants to prove you wrong, they're going to need to spend a token.

ǂ Royal

A *royal* kith rules over this land with authority and lonely gravitas. They are often arrogant kings, towering giants, or those destined to be undone by their own glory, among others.

Choose 1-2 they can always do.

- Engage in a petty and useless display of power.
- Inflict your will on the world around you.
- Make a sweeping proclamation. If someone wants to openly defy you, they're going to need to spend a token.

Features

Natures are the building blocks of places. They inform the aesthetic trappings and symbols of the place, the surrounding it, and how it shapes the people who engage with it. Comfortable, verdant, and liminal natures are common throughout the Hæth, while sprawling, lonely, and desolate natures are more rare. You can use the following table to pick natures randomly, or choose them from the list.

1. Comfortable Natures

1. *Farm, p. 140*
2. *Garden, p. 141*
3. *Market, p. 142*
4. *Monastery, p. 143*
5. *Tower, p. 144*
6. *Workshop, p. 145*

2. Verdant Natures

1. *Field, p. 148*
2. *Glen, p. 149*
3. *Hallow, p. 150*
4. *Hillock, p. 151*
5. *Lagoon, p. 152*
6. *Swamp, p. 153*

3. Liminal Natures

1. *Bridge, p. 156*
2. *Island, p. 157*
3. *Lake, p. 158*
4. *Port, p. 159*
5. *Road, p. 160*
6. *Tavern, p. 161*

4. Sprawling Natures

1. *Carnival, p. 164*
2. *Castle, p. 165*
3. *Furnace, p. 166*
4. *Metropolis, p. 167*
5. *Palace, p. 168*
6. *University, p. 169*

5. Lonely Natures

1. *Cave, p. 172*
2. *Graveyard, p. 173*
3. *Mirage, p. 174*
4. *Mirror, p. 175*
5. *Moor, p. 176*
6. *Wilderness, p. 177*

6. Desolate Natures

1. *Desert, p. 180*
2. *Labyrinth, p. 181*
3. *Maelstrom, p. 182*
4. *Mountain, p. 183*
5. *Ruin, p. 184*
6. *Waste, p. 185*

Comfortable
Natures

Farm

A *farm* is a place where people live unremarkable lives, deeply rooted in the turning of the seasons and the work that must be done.

This place can always:

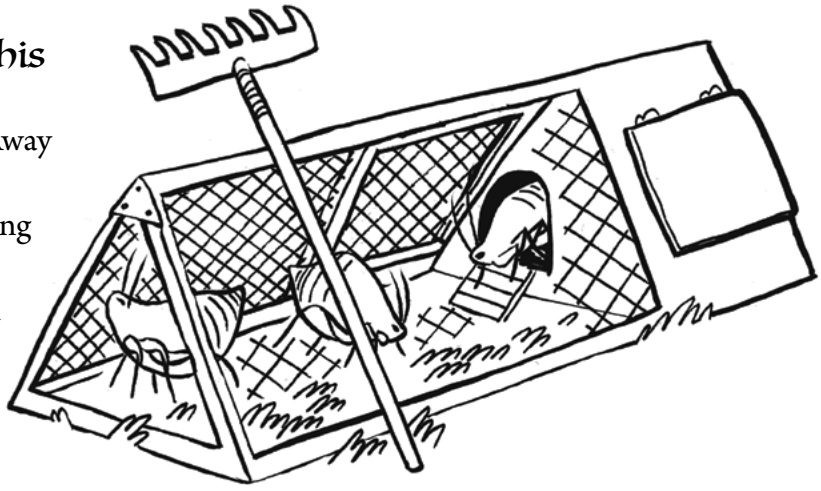
- Describe the calm mundanity of everyday life.
- Reveal the thin margins people live on.
- Ask: *"Hey, wanna help out?"* Give them a token if they pitch in, in whatever way they can.

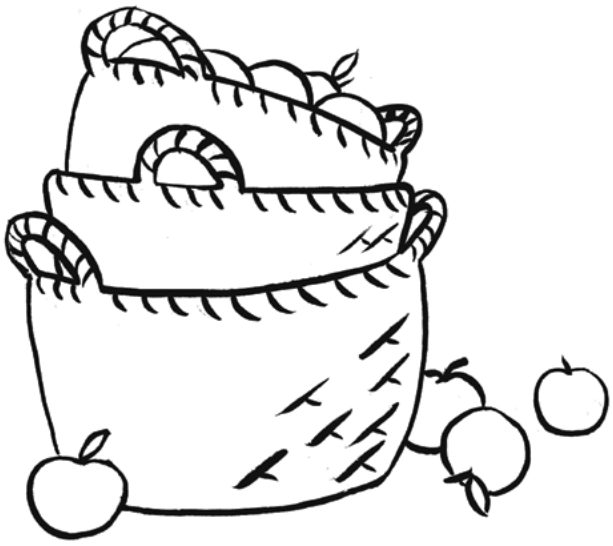
Choose 2 aesthetic elements.

- Rapscallions And Merrymakers
- Crops As Far As The Eye Can See
- Peaceful Livestock
- Rusty Overgrown Weapons Of War
- A House You Once Called Home
- A Childhood Inspiration, Now Washed-Up And *Pensive*
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Scarecrow That Walked Away
- The Rain Of A Hundred Days
- The Apple-Girl And Her Loving Parents
- Something Else Of Your Own Invention





Garden

A *garden* is a place where everyone has plenty and the world is overflowing with gifts.

When you arrive at this place, decide what it has in abundance.

This place can always:

- Describe the abundance all around us.
- Threaten the health and vitality of the abundance.
- Ask: *"What do you need most right now?"* Give them a token if they can't find it here.

Choose 2 aesthetic elements.

- Trees Overburdened With Fruit
- Outrageously Large Gourds
- Prismatic Butterflies
- Carefully-Trimmed Hedges
- Irrigating Fountains
- A *Friendly* Soul Unfamiliar With The Hardship Of The World
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Peach Tree's Prophetic Blossom
- The Old God In The Old Tree
- The Burning Of The Corn Woman
- Something Else Of Your Own Invention

Market

A *market* is a place where near-anything can be traded and bartered, and where people from across the Hæth gather with supplies to exchange.

This place can always:

- Describe what you can find here.
- Reveal the consequences of theft.
- Offer someone something they want, at an affordable price. Give them a token if they refuse the offer.

Choose 2 aesthetic elements.

- Show-Stopping Livestock
- Foreign Wares
- Confusing Currencies
- Antique Relics
- Distant Smells
- A Familiar *Crafty* Merchant
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Eel Daemon And The Lutist
- The Crow And The Thirty-Three Thieves
- The Golden King And How He Lost His Heart
- Something Else Of Your Own Invention

Monastery

A *monastery* is a place where a community gathers to learn from the past and cultivate answers to the complicated questions of the world.

This place can always:

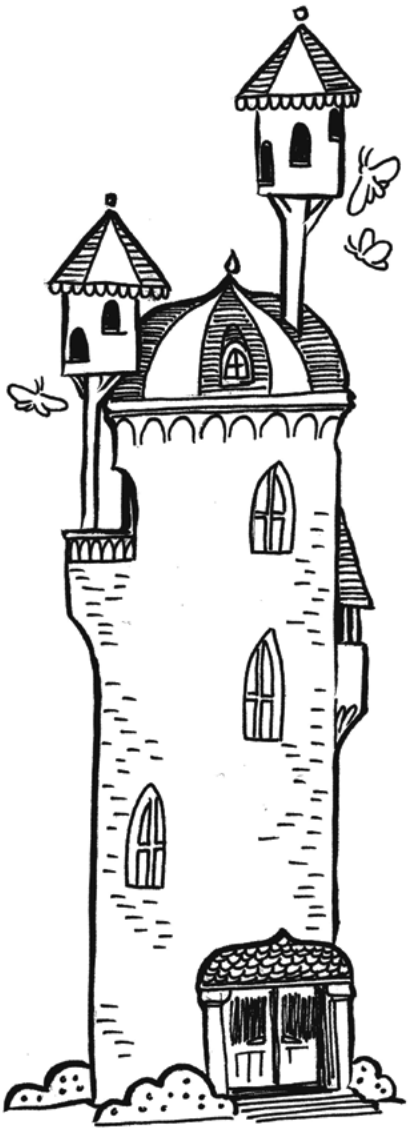
- Describe the rhythm of daily life.
- Show tensions caused by generational divides.
- Ask: *"Are you willing to wait to get the answer you seek?"* Give them a token if they're here to wait. Do not tell them the answer either way.

Choose 2 aesthetic elements.

- The Hermit's Cottage
- Booming Bells
- A Simple Herb Garden
- Scriptorium Filled With Knowledge
- Underground Catacombs
- A *Wise* Elder Who Remembers You From When You Were Very Young
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Generous Mentor And Her Betrayal
- The Janitor And The Secret Lessons He Taught
- The Alabaster Monk
- Something Else Of Your Own Invention



Tower

A *tower* is a place that reaches so high up to the sky that it feels like it scrapes against the clouds.

This place can always:

- Describe something very small and far away.
- Spread concern around structural stability.
- Make someone dizzy or disoriented, and give them a token.

Choose 2 aesthetic elements.

- Narrow Barely-Stable Entrance
- Winding Staircase All The Way To The Top
- Shining Light Warning Of Danger
- Roosting Moths In The Rafters
- Not Enough Space For All The Clutter
- A ‡*Grieving* Soul Responsible For Keeping Everything In Working Order
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

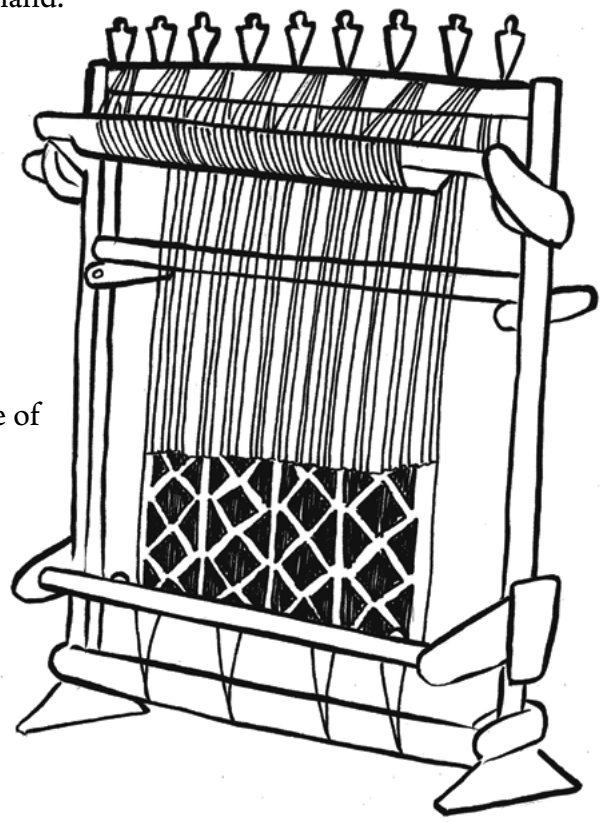
- The Observatory Of The Lightning Dancers
- The First Of The Moth-Towers
- The Ghost That Walks The Stairs
- Something Else Of Your Own Invention

Workshop

A *workshop* is a place where fine crafts and wares are created and given life, and where people value their ability to breathe life into art.

This place can always:

- Describe the process of creation.
- Show conflict between expectations and demand.
- Give someone a token if they work hard and sweat over their creation.



Choose 2 aesthetic elements.

- A Whirring Loom
- A Chugging Factory
- A Work Song
- An Important Supply Line
- A *Cunning* Kid Too Young To Be Working
- An *Imaginative* Craftsperson Who Made One of Your Treasures
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Crafter Who Made Herself A Bride
- The Potter And The Goddess
- The Neverending Tapestry
- Something Else Of Your Own Invention

Verdant
Natures

Field

A *field* is a place to lie back, feel the breeze in your fur, and look up at the sky.

This place can always:

- Describe a gentle place to rest.
- Show someone looking for something lost.
- Ask: *"Can we look at the clouds together?"* Give them a token if they say yes.

Choose 2 aesthetic elements.

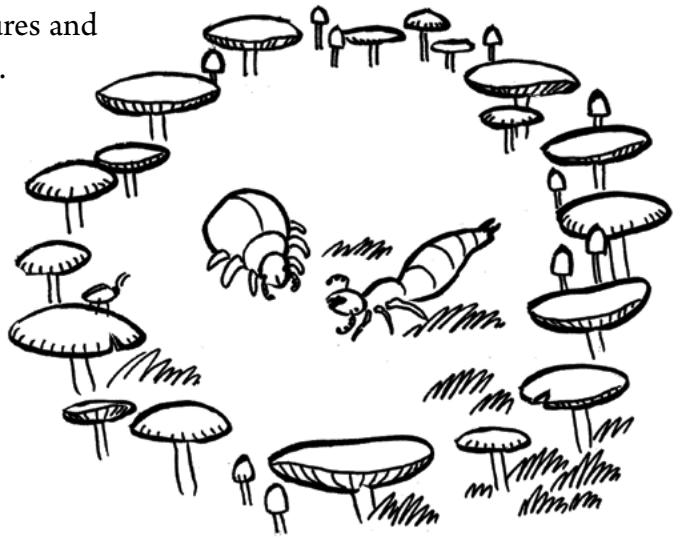
- Rustling Grass
- A Babbling Brook
- A Solitary Tree
- Wild Plants And Herbs
- Mossy Boulders
- A *Friendly* Shepherd And Their Flock
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Lucky Shepherd's Friend
- The Barrow-Ghosts
- The Dance Of The Flower Goddess
- Something Else Of Your Own Invention

Glen

A *glen* is a place overflowing with creatures and bugs, alive with movement and presence.



This place can always:

- Describe a world teeming with life.
- Show a conflict between wild creatures.
- Introduce a new buggy creature. Give someone a token if they engage with it as an equal.

Choose 2 aesthetic elements.

- Chittering Mantises
- Cautious Pillbugs
- Massive Beetles
- *Watchful* Caterpillars
- Soaring Dragonflies
- A *Feral* And Remarkable Creature That No One Has Seen For Hundreds Of Years
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Meadow Of The Lightning Dancers
- The Last Of The Monarch Butterflies
- The Day The Woods Walked
- Something Else Of Your Own Invention

Hallow

A *hallow* is a sacred place, where gods and mortals mingle.

When you arrive at this place, decide a rule that all must follow.

This place can always:

- Describe the gods that live here and their mystery.
- Offer someone the chance to break this place's rules to make their life easier.
- Give someone a token when they bend over backwards to respect this place's rules.

Choose 2 aesthetic elements.

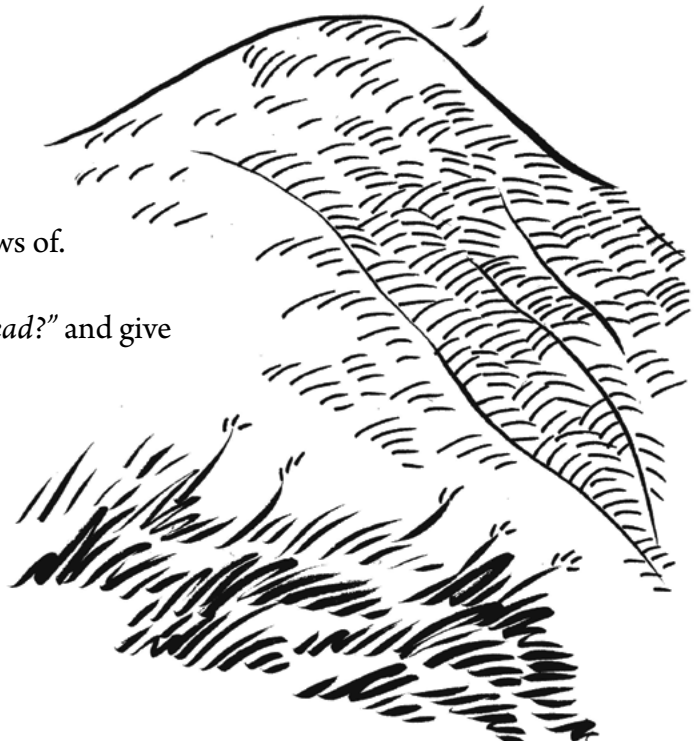
- A Well-Tended Shrine
- A Worn-Away Mask
- *Watchful* Eyes In The Shadows
- An Unexplainable Miracle
- Forgotten Offerings
- An Old *Sturdy* Caretaker-Priest
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The *Miraculous* Teachings Of The Old Priest
- The Fifteen Sleeping Gods
- The Maiden And Her Salmon-Headed Daemon Love
- Something Else Of Your Own Invention

Hillock

A *hillock* is a place in the foothills of a great and looming presence.



This place can always:

- Describe what we stand in the shadows of.
- Show a threat that's up ahead.
- Ask: *"What are you worried lies up ahead?"* and give them a token if they're right.

Choose 2 aesthetic elements.

- A Sheltered Valley
- Strange Piles Of Stones
- A Deep Gorge
- Scattered Fragments Of Civilization
- Evidence Of Distant Strangeness
- A *Quiet* Foreigner From Higher-Up
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Goat Who Slept For A Hundred Years
- The Fallen Star And The Stories She Told
- The Hidden Treasure Of The Hyena-King
- Something Else Of Your Own Invention

Lagoon

A *lagoon* is a place of contemplation, introspection, and self-reflection.

This place can always:

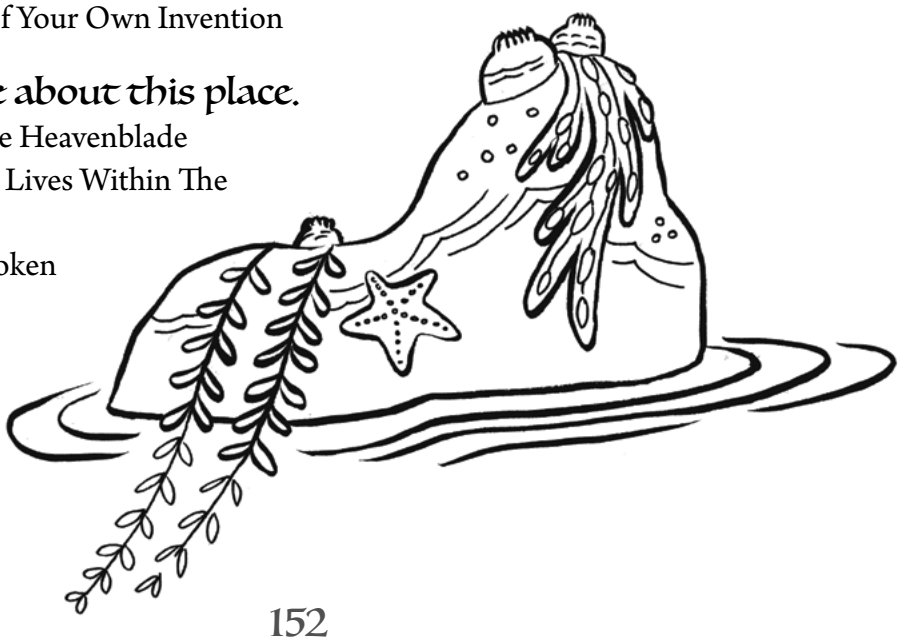
- Describe the water and all the tiny creatures that live in it.
- Make matters worse through people's inaction.
- Ask: *"What have you been thinking about lately?"* and give them a token for their thoughts.

Choose 2 aesthetic elements.

- Mossy Stones
- A Hidden Grotto
- A Glorious Waterfall
- A Rare And Mysterious Flower
- A Well-Worn Path
- A *Watchful* Creature Who Hides From The Outside
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Gifting Of The Heavenblade
- The Teacher Who Lives Within The Rocks
- The Waterfall's Broken Heart
- Something Else Of Your Own Invention



Swamp

A *swamp* is a place where the air is as thick as the mud.

This place can always:

- Describe the heaviness of the world.
- Show tension caused by stagnation.
- Bog someone down, and give them a token.

Choose 2 aesthetic elements.

- Muck And Mire
- A Pungent Stench
- A Heavy Fog
- Wriggling Worms
- A Sinking Feeling
- A *Cunning* And Tricksy Spirit Offering To Help
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Treacherous Lights Deep In The Dark
- The Traveling Bog
- The Shrewish Witch And Her Magic Cabin
- Something Else Of Your Own Invention

Liminal
Natures

Bridge

A *bridge* is a passage from one place to the next.

This place can always:

- Describe the distance to the other side.
- Push something off the edge.
- Offer someone an easier way. Give someone a token if they don't take it.

Choose 2 aesthetic elements.

- Ancient Engineering
- Rickety Planks
- A Sudden Drop
- A Tollbooth
- Churning Waters Far Below
- A *Mighty* Creature Hiding Underneath
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Bargain Of The Flat-Faced Bass Daemon
- The Path Carved By The Giant-King
- The Fox And Toad Crossing
- Something Else Of Your Own Invention

Island

An *island* is a place kept secret and separate from the rest of the Hæth.

When you arrive at this place, decide what makes it feel different than what you're used to.

This place can always:

- Describe the comfort of an isolated world.
- Show conflict caused by isolation.
- Give someone a token when they respect this place's difference.

Choose 2 aesthetic elements.

- A Concealed Entrance
- A Forbidden Secret
- A Hidden Gem
- A Looming God
- An *Inquisitive* Kid Who Has Never Seen The Outside World
- A *Proper* Leader Who Is Afraid Of The Outside World
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Cave Where The Storms Stay At Night
- The First Survivor To Wash Ashore
- The Faith Of The White Dress
- Something Else Of Your Own Invention

Lake

A *lake* is a vast body of water that spans an overwhelming distance.

This place can always:

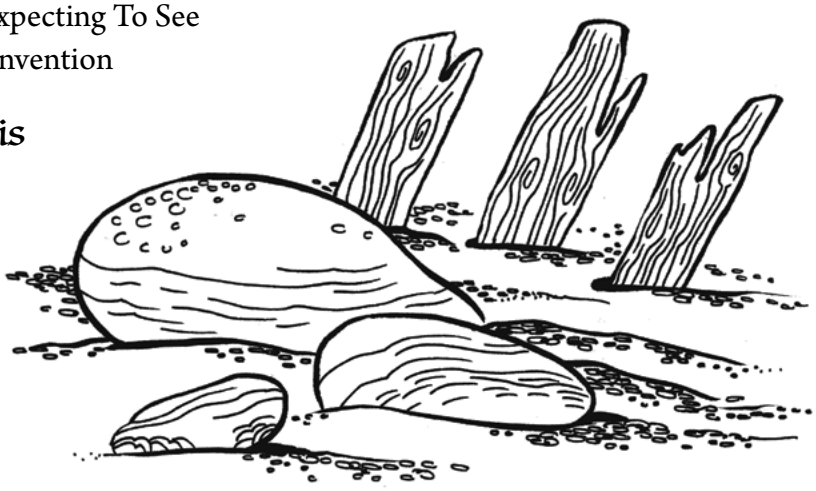
- Describe the beauty of the water.
- Wash something strange up on shore.
- Bring someone somewhere completely unexpected, and give them a token.

Choose 2 aesthetic elements.

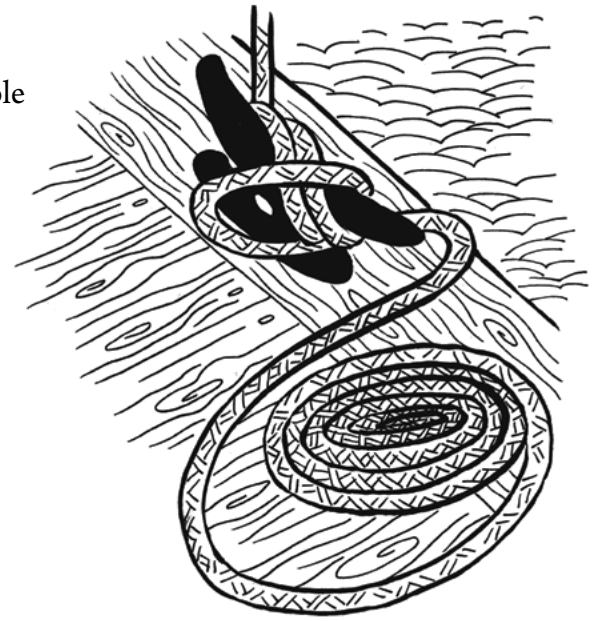
- Huge Churning Waves
- Sandy Coastline
- Flotsam And Jetsam
- Striders Darting Across The Surface
- Barnacle-Covered Rocks
- A Nearby Vessel You Weren't Expecting To See
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Kraken From The Deep
- The Salmon With Three Wishes
- The Hubris Of The Warthog Captain
- Something Else Of Your Own Invention



Port



A *port* is the gateway through which the whole world opens up to you.

This place can always:

- Describe the ships and where they go.
- Show the dangers of a fragile lifestyle.
- Ask: *"Can I take you somewhere you've never been before?"* Give them a token if they accept.

Choose 2 aesthetic elements.

- Chunky Barges
- Hot Air Balloons
- Jetties And Docks
- Fidgeting Hoppers
- Smug Captains
- An *Adventurous* Buddy You Once Wandered The World With
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Headless Spirit Of The Dockyard
- The Boat That Would Not Sink
- The Eastern Mist And The Trouble It Brings
- Something Else Of Your Own Invention

Road

A *road* is a place that exists for traveling through.

This place can always:

- Describe something passing by.
- Keep someone from getting where they're trying to go.
- Push someone forward, and give them a token.

Choose 2 aesthetic elements.

- Cairns Along The Path
- Litter In The Gutters
- A Lively Waterway
- Grooves In The Ground
- A *Friendly* Caravan
- An Old *Chill* Comrade Heading In A Different Direction
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Day The Hounddog Met His Double
- The Possum Made Of Mist
- The Pact Of The Crossroads Shrine
- Something Else Of Your Own Invention

Tavern

A *tavern* is a place of simple comfort, often settled into while on the journey from one land to the next.

This place can always:

- Describe a small comfort.
- Sow confusion amongst the disoriented.
- Offer someone comfort and amenities, at a price. Give them a token if they refuse your offer.

Choose 2 aesthetic elements.

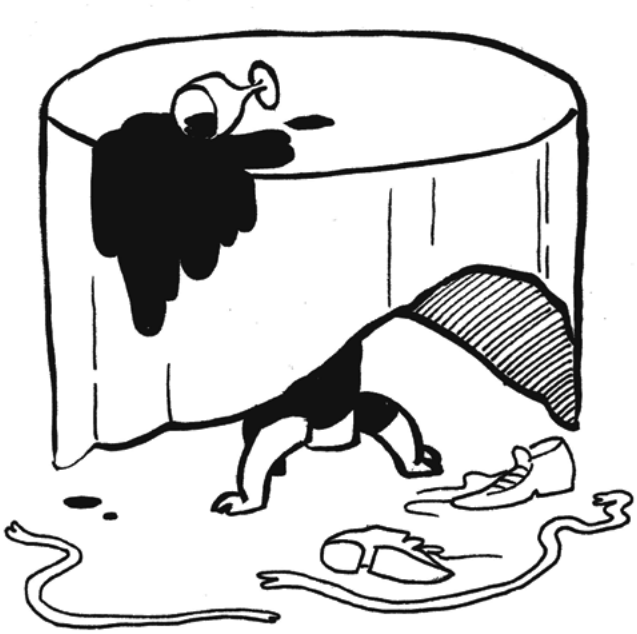
- Dry Places To Sleep
- Huge Fireplace With A Big Pot Of Stew
- Barrels And Barrels Of Mead
- Great Hall Jam-Packed With Layabouts
- Bar Rat With A Secret Identity
- A *Cheerful* Innkeep Who You Once Called Family
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Night The Old King Drank Here
- The Cat With The Magic Ale
- How The Old Wombat Outdrank The Slobbering God
- Something Else Of Your Own Invention

Sprawling
Natures

Carnival



A *carnival* is a place full of celebration, decadence, and excitement.

This place can always:

- Describe the lights and the crowds.
- Demand attention and adoration.
- Ask: *"What will lure you deeper into the chaos?"* Give them a token if they follow it.

Choose 2 aesthetic elements.

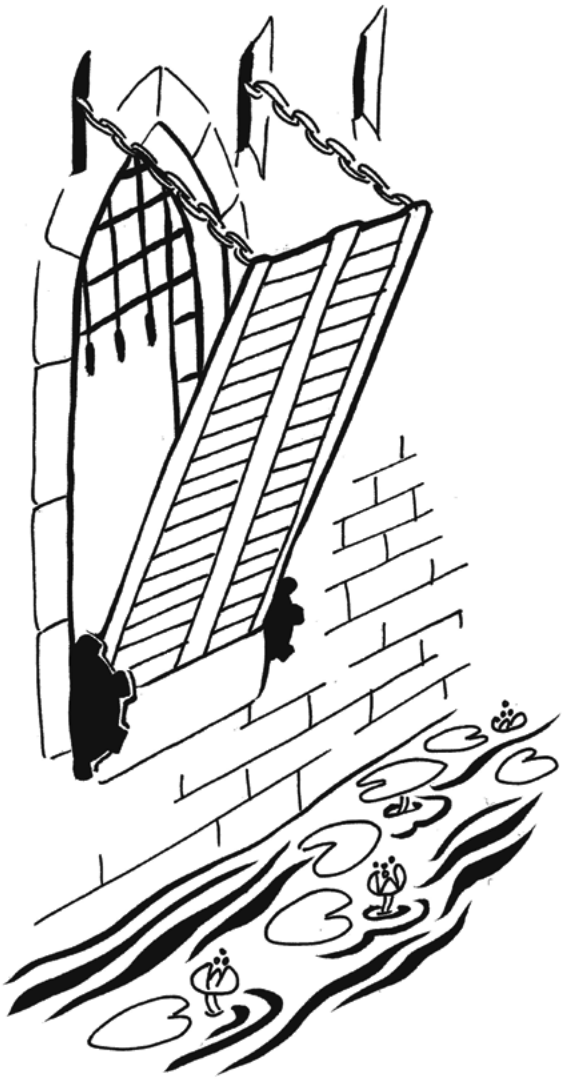
- Strange Actors
- Extravagant Displays Of Excess
- A Mysterious Performance
- A Hungry Crowd
- Masquerade Accoutrements
- A *Glamorous* Friend Who Has Reinvented Themself
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Girl With A Thousand Masks
- The Neverending Wine Glass
- The Slobbering God And The Immorality Feast
- Something Else Of Your Own Invention

Castle

A *castle* is a place designed to keep everything else far outside its walls.



This place can always:

- Describe the walls that surround us.
- Spread worry about a distant threat.
- Keep someone from entering, and give them a token.

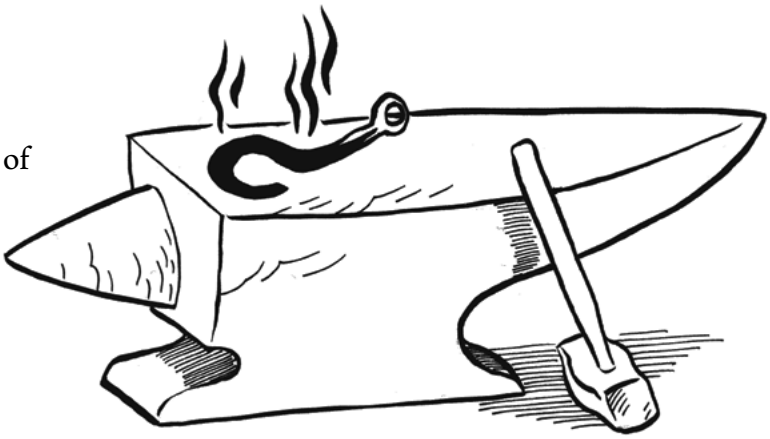
Choose 2 aesthetic elements.

- Long Shadows
- Trophies From Long-Forgotten Wars
- Watchtowers
- A Secret Heart
- The Crest Of A Distant Monarch
- A ‡*Furious* Administrator Who Oversees All
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Murdered Brother
- The Ghost On The Parapets
- The Lost Empire Of The Brick-Layers
- Something Else Of Your Own Invention

Furnace



A *furnace* burns hot with the force of furious and creative fire.

This place can always:

- Describe the stifling heat.
- Raise tensions caused by intolerable conditions.
- Ask: *"Will you forge what once was broken?"* Give them a token if they try their best.

Choose 2 aesthetic elements.

- Walls Of Iron Tools
- Ornate Glassworks
- A Legendary Blade, Left Unfinished
- An *Imaginative* Apprentice Still Learning The Craft
- A *Mighty* Smith With A Burning Grudge
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Eternal Forge And Its Iron Servants
- The Heavenblade And Its Construction
- The Binding Of The Slobbering God
- Something Else Of Your Own Invention

Metropolis

A *metropolis* is a place where a lot of people live and where many communities sit side-by-side.

This place can always:

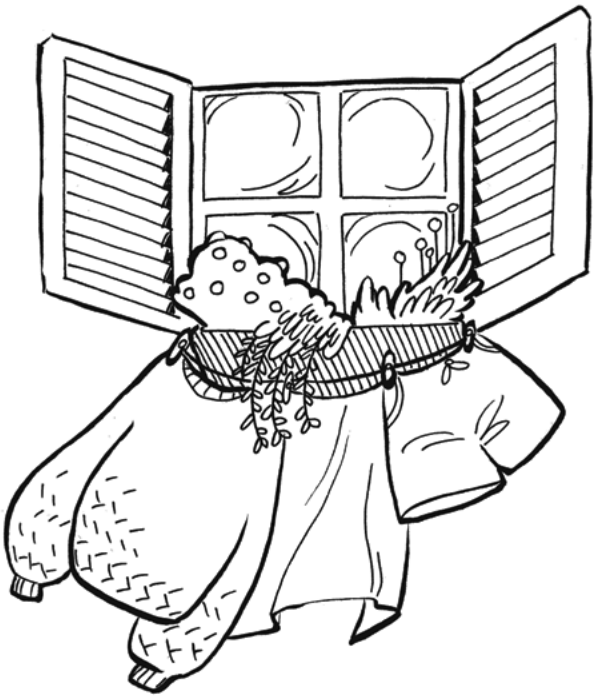
- Describe the diversity and variety of people.
- Show conflict between differing needs and worldviews.
- Tell someone they're lost, and give them a token.

Choose 2 aesthetic elements.

- Tall Ramshackle Apartments
- Curving Arches
- Cobblestone Streets
- Laundry Hanging From Windows
- More People Than You've Ever Met Before
- The Enclave Of A Community You're Proud To Consider Yourself Part Of
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Truce Of The Three Gods
- The Night-Goat Of Vermilion Street
- The Giant Scorpions In The Sewer
- Something Else Of Your Own Invention



Palace

A *palace* is a place ruled by power. It is beautiful, yet empty.

When you arrive at this place, decide who claims to rule it, and who really rules it.

This place can always:

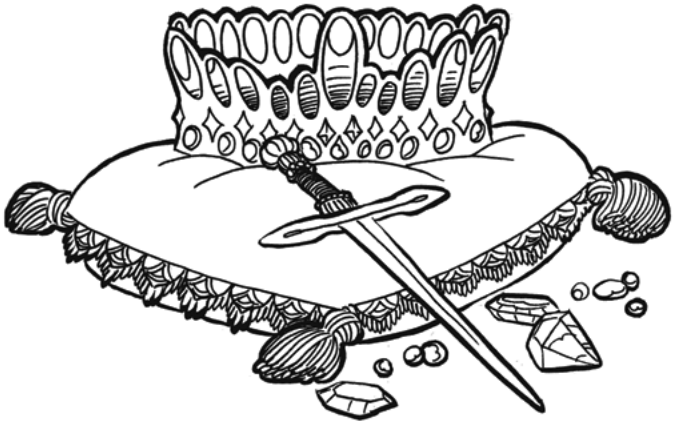
- Describe the stunning splendor of the world.
- Show the aftermath of a conflict between its two rulers.
- Ask: *"What here makes you feel small?"* and give them a token.

Choose 2 aesthetic elements.

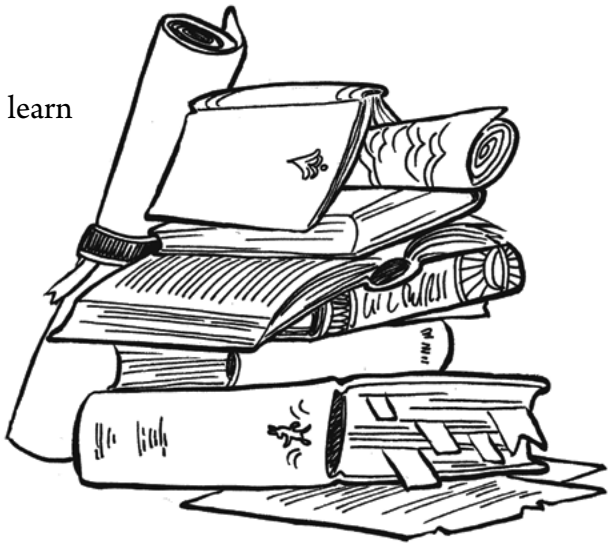
- Glorious Halls
- Many Colorful Flags
- Resounding Trumpets
- A Crystal Crown
- A Gleaming Throne
- The Young And ‡*Royal* Heir Dreaming Of Freedom
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Throne Of Crystal And Its Many Lies
- The King Who Killed A God
- The Crumbling Dynasty Of The Floating Mountain
- Something Else Of Your Own Invention



University



A *university* is a place where many gather to learn from ancient texts.

This place can always:

- Describe the vast amount of knowledge still left to learn.
- Show conflict between differing philosophies or viewpoints.
- Ask: *"Do you want to learn a difficult or painful truth?"* Give them a token if they listen.

Choose 2 aesthetic elements.

- Grassy Campus Quad
- Too-Small Dormitories
- Vast Banquet Hall With Many Long Tables
- Statues Of The Founders In All Their Glory
- An *Inquisitive* And Hopeful Kid Who Doesn't Want To Be Here
- A *Witchy* Professor Whom You Once Called A Mentor
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Founders And Their Petty Squabbles
- The Forbidden Society Of The Theatre Hall
- That One Prank That Got Far Too Out Of Hand
- Something Else Of Your Own Invention

Lonely
Natures

Cave

A *cave* is a place fundamentally connected to the core of the earth, its wisdom, and its tenebrous secrets.

This place can always:

- Describe the beauty of the deepest shadows of the world.
- Swallow something into the dark.
- Ask: *"Will you wander ever deeper?"* Give them a token if they say yes.

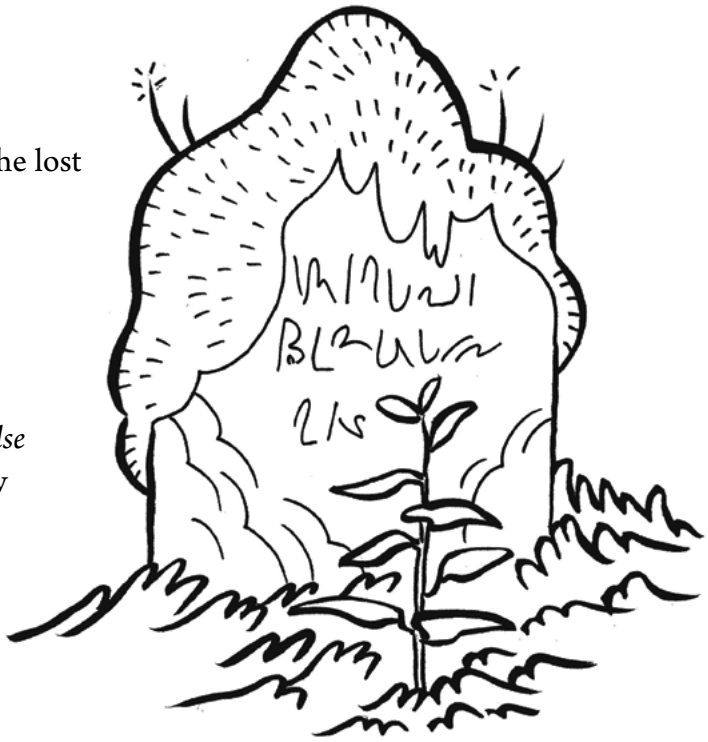
Choose 2 aesthetic elements.

- Darkness Deeper Than You Expected
- A Bridge From This World To The Next
- Petroglyphs
- Countless Fungi
- The Voice Of Faraway Winds
- A ‡*Cautious* Hermit
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Tapping On The Walls
- The First Art And The Stories It Tells
- The Sleeping God At The Bottom Of The World
- Something Else Of Your Own Invention

Graveyard



A *graveyard* is a place of death, where the lost are buried.

This place can always:

- Describe the weight of the past.
- Show someone disrespecting the history of this place.
- Ask: *"Will you tell us a story no one else could tell?"* Give them a token if they do.

Choose 2 aesthetic elements.

- Scattered Cairns
- Melted Candles
- Gravestones
- Mysterious Lights
- Deep And Profound Silence
- An Old Forgotten Friend, Now ‡*Dead*
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Candlelit Council And Their Warning
- The Day The Dead Danced With Us
- The Mist Rabbit And Her Rictus Grin
- Something Else Of Your Own Invention

Mirage

A *mirage* is a place that doesn't really exist.

This place can always:

- Describe something too good to be true.
- Show someone lost in their folly.
- Decide if something in front of someone is real, and then ask: *"Do you believe what you see?"* Give them a token if they're wrong.

Choose 2 aesthetic elements.

- Too-Vivid Flowers
- Too-Shining Ramparts
- Too-Verdant Plantlife
- Too-Satisfying Food
- Too-Beautiful Music
- Too-Friendly Memory Of A Person
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Palace Of The Saccharine Dead
- The City Of Restless Dreams
- The Emperor's False Promise To His Adoring Lover
- Something Else Of Your Own Invention

Mirror

A *mirror* is a place that reflects you back onto yourself.

This place can always:

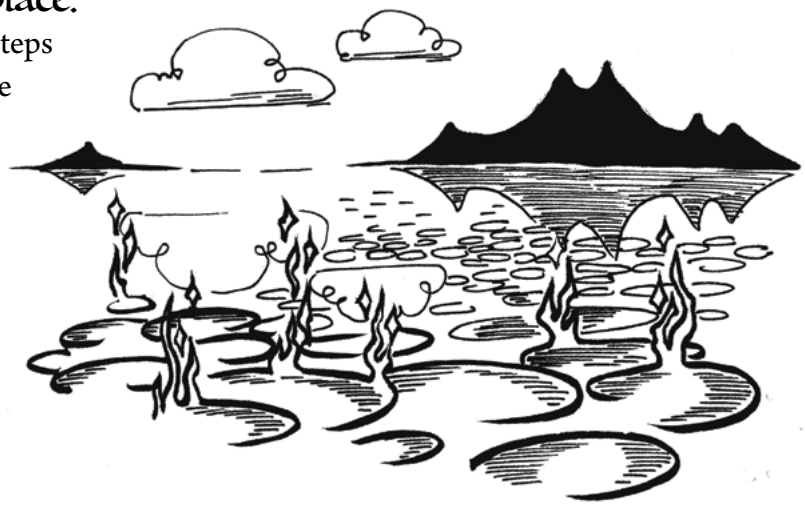
- Describe what looks back.
- Reflect back something someone didn't want to see.
- Ask: *"What is it about your reflection that unnerves you?"* and give them a token.

Choose 2 aesthetic elements.

- Glassy Water
- Salt Flats
- Perfect Calmness
- Scratches In The Reflection
- The Sensation Of An Unfinished World
- Your Doppelganger
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The March Of The Countless Footsteps
- The Ghost Whose Name Cannot Be Spoken
- The Very Edge Of The World Itself
- Something Else Of Your Own Invention



Moor

A *moor* is a quiet place, where sharp winds whistle through a stretched-out landscape.

This place can always:

- Describe what makes someone feel lonely.
- Hint at something eerie.
- Ask: *"What weighs on your mind?"* Give them a token if they give a satisfying answer.

Choose 2 aesthetic elements.

- Distant Wasp-Caws
- Patches Of Wetland
- A Thin Mist
- Gnarled Trees
- A Shiver Down Your Back
- A ǂ*Nervous* Teen Sneaking Away For Their Love
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Devil-Dog And Its Prey
- The Heron And Her Murdered Lover
- The Lost Army Of The First Queen
- Something Else Of Your Own Invention

Wilderness

A *wilderness* is a place that holds nature close to its heart, closer than any mortal that dwells within.

This place can always:

- Describe something massive, sublime, and uncaring.
- Show the challenges caused by living with nature.
- Say: *"Get out of the way!"* and give everyone who does a token. Describe what enormous thundering force nearly strikes them down.

Choose 2 aesthetic elements.

- Tangled Undergrowth
- Trees Older Than Any Empire
- Something Bigger Than You've Ever Imagined
- Territorial Bugs
- A Pristine Waterfall
- A Creature Assumed To Be Extinct
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The God Of All The Forests
- The Forest Spirits And Their Mockery
- The Song At The Heart Of All Things
- Something Else Of Your Own Invention

Desolate
Natures

Desert

A *desert* is an empty place, without any of what you want or need.

This place can always:

- Describe the emptiness of the world.
- Show someone lost and wandering.
- Tell someone the path will be longer and more treacherous than they thought, and give them a token.

Choose 2 aesthetic elements.

- Sand That Goes On Forever
- Floating Pillars Of Stone
- A Bitter Chill
- The Harsh Sun
- The Horizon Line
- A ǂ*Starving* Pilgrim With Murky Intentions
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Ghost-Storm And The Lost Caravan
- The Opah Daemon's Whispers To The Wandering Prophet
- The Impossible Rain
- Something Else Of Your Own Invention

Labyrinth

A *labyrinth* is a tangled maze used to trick, imprison, and confuse.

This place can always:

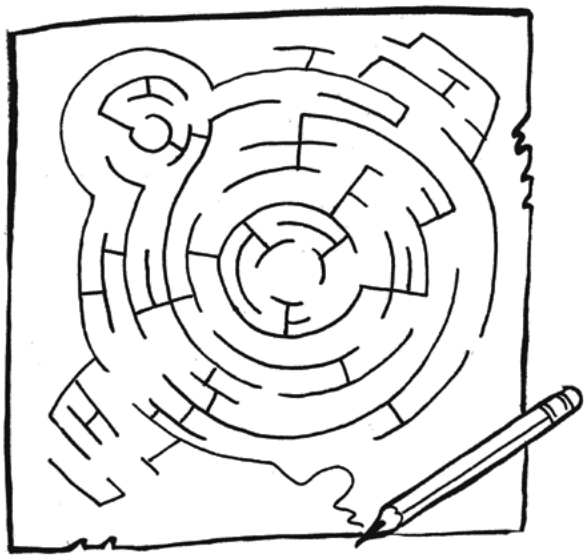
- Describe the vast sprawl of the maze.
- Disorient and confuse those attempting to travel.
- Give someone two options, neither of which is correct, and give them a token.

Choose 2 aesthetic elements.

- Stone Walls
- Tangled Paths
- Unexpected Hazards
- Chalk-Marked Directions
- A ǂ*Lost* Innocent At The Heart Of It All
- A ǂ*Heroic* Guide Who Might Not Be Helpful
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Crow Inventor And Her Wax Wings
- The Paths That Grow Of Their Own Accord
- The Ninety-Nine Wailing Minnow Daemons
- Something Else Of Your Own Invention



Maelstrom

A *maelstrom* is a great and chaotic storm, full of winds and terrifying forces.

This place can always:

- Describe the storm that threatens us.
- Smash something against the rocks.
- Rip something away from someone, and give them a token.

Choose 2 aesthetic elements.

- Churning Skies
- Howling Winds
- Screeching Wasps
- Bolts Of Lightning
- Flying Debris
- A *Mighty* God Spotted Only In Brief Moments
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Fury Of The North Wind God
- The Lightning Dancers And Their Beautiful War
- The Queen Who Ripped A Hole In The World
- Something Else Of Your Own Invention

Mountain

A *mountain* is a place where the earth meets the sky.

This place can always:

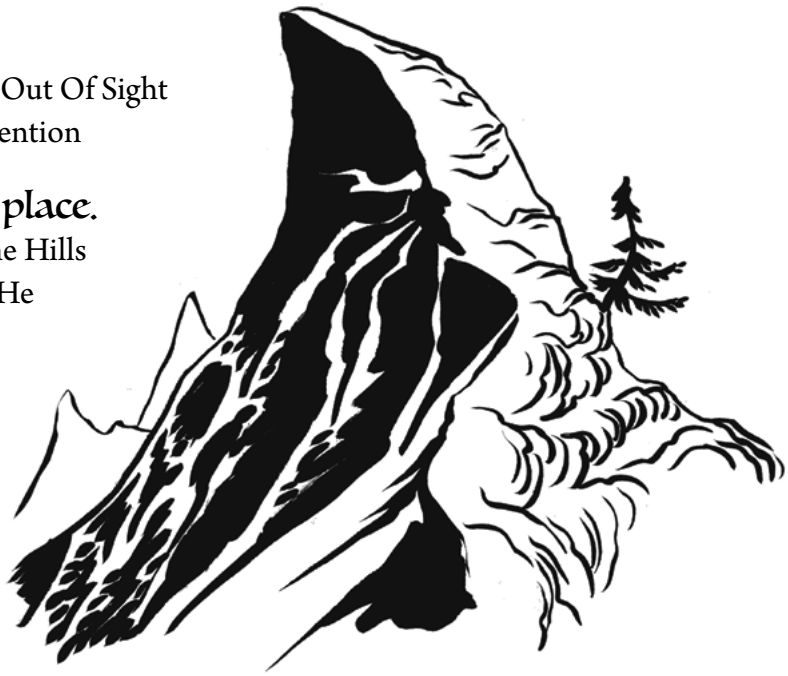
- Describe what can be seen from way up here.
- Show someone pushed to desperate extremes.
- Isolate someone from everyone else, and give them a token.

Choose 2 aesthetic elements.

- Sharp Cliffs
- A Treacherous Path
- A Lonely Flower
- A Sign Someone Was Here Once
- An Even Higher Summit
- A ‡*Cautious* Creature Hiding Just Out Of Sight
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Elk King Feasting Beneath The Hills
- The North Wind God And What He Taught Us
- Where The Gentle Giants Fought
- Something Else Of Your Own Invention



Ruin

A *ruin* is a once-gleaming place that has fallen into disrepair and collapse.

This place can always:

- Describe what used to be here before.
- Show consequences for the actions of the past.
- Ask: *"Do you know what once mattered here?"* Give them a token if they don't.

Choose 2 aesthetic elements.

- Crumbling Pillars
- Fragments Of Pottery And Bone
- Abandoned Blades
- Monuments To Arrogance
- The Foundations Of Something Massive
- The Last ǂ*Grieving* Survivor Of An Ancient Time
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Snowblanket Estate Of The Last Great Empress
- The Crypt Of The Dragons
- The Desecrated Temple Of The Slobbering God
- Something Else Of Your Own Invention

Waste

A *waste* is a place that life has abandoned.

This place can always:

- Describe the barren earth.
- Keep something from growing or changing.
- Ask: *"What do you see here that breaks your heart?"* and give them a token.

Choose 2 aesthetic elements.

- Dead Trees
- Tiny Struggling Saplings
- Dull Skies
- Craters Blasted In The Ground
- Wisps Of Smoke
- A Fragile People Wandering The Lonely World
- Something Else Of Your Own Invention

Choose 1 folklore about this place.

- The Curse Of The Lonely King
- The Corpse Of The Slobbering God Itself
- Where The Apocalypse Will Someday Ignite
- Something Else Of Your Own Invention

Seasons, Months
and
Holidays

The Hæth is shaped by the continuous passage of the year, with each season blending into the next. These seasons are composed of months and punctuated by holidays, and as we learn the rhythm of time we will feel how it changes with us. During longer journeys, we'll use this section to follow the great arc of the year.

Leap

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Chill

- Snowblanket, p. 232
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Leap

Tillsoil

Tillsoil is the first month of the year in the season of Leap, after Chill has ended, when the ground is just warm enough for planting.

Choose 1 that this place lacks. The others are all present.

- Fertile Soil
- Constant And Challenging Work
- Gentle Rain
- The Occasional Chilly Day

Choose 3-4 signs of the month found in this place.

- A Rhythmic Work Song
- Piles Of Quickly-Melting Snow
- Muddy Pant Legs
- Tattered Decorations Left Over From New Years
- Butterflies Up Above
- Fluffy Clouds
- Bugs Running Through The Fields
- Lovesick Teenagers
- Wide-Brimmed Hats
- A Sowing Festival Praising The Local Fertility God
- A Positive Outlook
- Something Else Of Your Own Invention.

Every time Tillsoil rolls around, ask the table: *"Do you know anyone here?"* Mark a sprout if anyone in the group says yes, and three sprouts if everyone in the group says yes. Once five sprouts are marked, that means there's *a cold leap* phenomenon this year.

A Cold Leap

When Frostbite lingers past its welcome and the muddy ground is too cold for plants, elders will sit on their back porches and mutter about how something like this hasn't happened in a very long time.

- Skip Firetop this year. The cold weather causes a pitiful harvest.
- The cold lasts until the end of Monsoon, when the Sun Parade brings some much-needed warmth. Until then, everyone can do all of the following:
    - Spend a token to point out a crack in a frozen facade.
    - Get a token whenever you say *"We don't have enough to share."*

Monsoon

Monsoon is the second month of Leap, when great rains come and bring water to the Hæth.

Choose 1 that this place lacks. The others are all present.

- Torrential Rain
- Brief Moments Of Clear Skies
- Beautifully Green Plantlife
- Brooding Clouds

Choose 3-4 signs of the month found in this place.

- Dancing In The Rain
- Heavy Quilt Blankets
- Lots Of Tea
- The Clean Smell Of Soil After The Rain
- Jumping In Giant Puddles
- Enveloping Mists
- Overflowing Rivers
- Distinctive Rain Jackets
- Bored Kids
- A Great Sacrifice For The North Wind God
- A Dreary State Of Mind
- Something Else Of Your Own Invention

Every time Monsoon rolls around, ask the table: *"Do you seek shelter?"* Mark a raindrop for each person who says yes. Once eight raindrops are marked, that means there's *the great flood* phenomenon this year.

The Great Flood

The Monsoon rains, while torrential, rarely cause true catastrophe. But once in a while, the rain will fall from the sky with such ferocity that it forms into a massive flood, and in that moment it feels like the whole world is being carried away. The whole world can resemble an ocean when this happens, and when the rain stops, an overwhelming sense of peace can be found sitting atop the hills and trees that are now islands.

- Whatever place you are in or you arrive at is now a *lake,* in addition to whatever else it was.
- In order to travel from one location in this place to another during the Great Flood, you must spend a token.
- The Flood lasts until the end of Bloommeadow. Until then, everyone can do all of the following:
    - Get a token whenever you spot something in the water no one's seen in a very long time.
    - Ask: *"How can we help you?"* Get a token if you then do it.

The Sun Parade

The Sun Parade celebrates the end of Leap and the start of Bright, with a holiday of cheer and merriment.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- A Huge Parade Through The Streets
- Streamers And Banners
- The Election Of The Bloom Queen
- Gifts Of Fake Golden Keys
- Ritual Face-Painting
- Wreaths Of Flowers
- Beautiful Dresses

During the Sun Parade, everyone can always:

- Get a token whenever you help out with the festivities.
- Spend a token to find a pretty dress, trinket, or new friend.
- Cool off in the shade.

If you've celebrated the Sun Parade before, choose how this place spends this time:

- They celebrate the Sun Parade in a familiar way.
- They celebrate the Sun Parade, but their traditions are focused on a symbolic murder of the Sun Queen.
- They celebrate the Sun Parade, but their traditions are focused on gift-giving and good luck.
- They celebrate the Sun Parade, but their traditions are unfamiliar to you.
- Instead of the Sun Parade, they celebrate Restlie; a holiday dedicated to sleep and care.
- Instead of the Sun Parade, they celebrate Ablution; a holiday dedicated to freedom and tidying.
- Instead of the Sun Parade, they celebrate a holiday you've never heard of before. Ask the locals for its name, and discover its traditions together.
- Only a few households here celebrate the Sun Parade.
- They don't celebrate any holidays at this time, so we'll need to mark the passage of the seasons in our own way.

Restlie

✺ Alternate Holiday

Restlie commemorates the end of Leap and the start of Bright, and is spent caring for yourself and others.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- Naps All Day
- Enormous Fans
- Feast Without Cooking
- Massages
- Fresh-Picked Fruit
- Lazily Created Artwork
- Long Meandering Tales

During Restlie, everyone can always:

- Get a token whenever you decide not to do something you could be doing.
- Spend a token to find joy in doing something you're not very good at.
- Fall asleep.

Ablution

✺ Alternate Holiday

Ablution generally falls at the end of Leap, before Bright begins, with a raucous delight in new beginnings.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- The Ritual Retelling Of An Old Story
- A Whole Day Of Cleaning And Reorganizing
- Songs Of Freedom And Hope
- Ceremonial Washing Of Hands
- Swimming And Bathing
- Special Roles For The Youngest Children
- A Scavenger Hunt

During Ablution, everyone can always:

- Get a token whenever you ask a question to learn more about the customs of this day.
- Spend a token to let go of something you've been carrying that you no longer need.
- Listen patiently.

Bright

Bloommeadow

Bloommeadow is the first month of Bright, when all the flowers bloom and pollen fills the air.

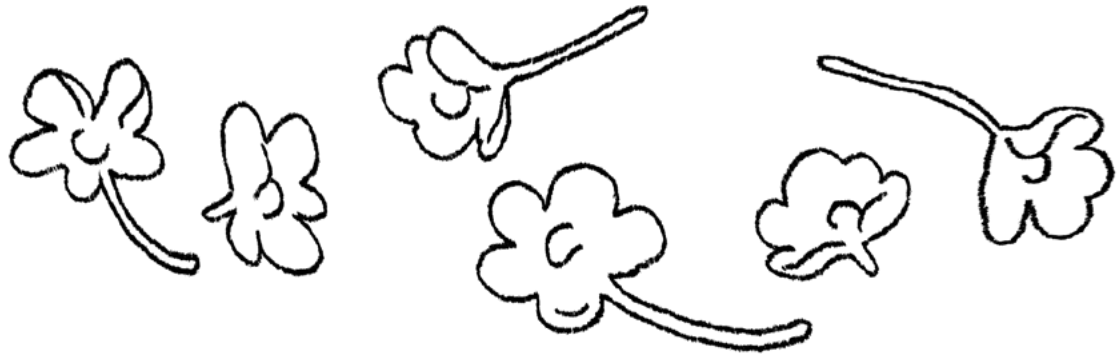
Choose 1 that this place lacks. The others are all present.

- Time To Relax
- Sunny Skies
- Good Cheer
- The Occasional Soggy Day

Choose 3-4 signs of the month found in this place.

- Bright Yellow And White Flowers
- Soft Pink And Turquoise Flowers
- Vivid Red And Orange Flowers
- Deep Purple And Blue Flowers
- Flower Crowns
- Everyone's Finest Outfits
- Baskets Of Ripe Fruit
- Waves Of Pollen
- Kids Making Daisy Chains
- A Festival Mourning A Mythical Creature Long Gone From This Place
- The Distant Sound Of Laughter
- Something Else Of Your Own Invention

Every time Bloommeadow rolls around, ask the table: *"Do you have any grudges?"* Mark a flower for each person who says anything *other* than yes. Once six flowers are marked, that means there's *a majestic bloom* phenomenon this year.



A Majestic Bloom

Sometimes, Bloommeadow blooms. The flowers are bigger than anything you've ever seen before, the forests turn a sea of pink and yellow, and there is so much pollen in the air that you need to wear a mask. A Majestic Bloom like this is considered a time to confess one's feelings and revel in the beauty of the world.

- Whatever place you are in or you arrive at is now a *garden*, in addition to whatever else it was.
- A Majestic Bloom lasts until the start of Devildays. At the start of this phenomenon, everyone starts with one flower. You may pick flowers whenever you'd care to. You may spend a Flower to compliment someone wholeheartedly. You may spend five Flowers in order to make an especially beautiful flower crown.

Devildays

Devildays is the second month of Bright, when the sun's heat becomes near-unbearable.

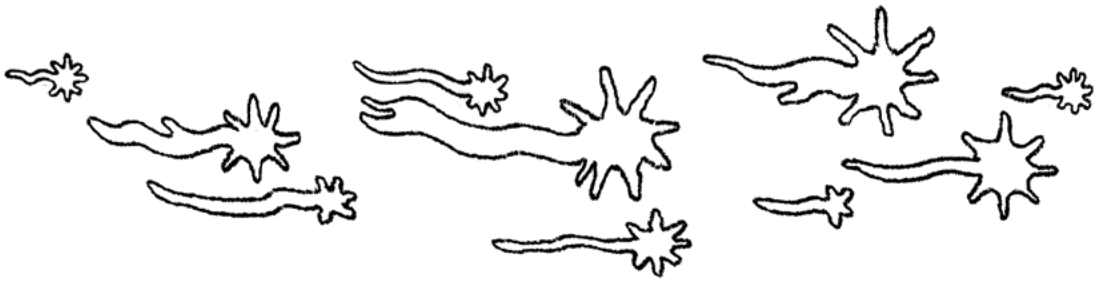
Choose 1 that this place lacks. The others are all present.

- Parched Soil
- Dry Grass
- A Calming Breeze
- The Cruel Bright Sun

Choose 3-4 signs of the month found in this place.

- Hidden Swimming Holes
- Sweat-Soaked Clothes
- Tart Fruit Juice
- Paper Fans
- Creaky Porch Chairs
- A Lonely Lute-Player
- Fishing And Gossiping
- Long Thin Clouds
- Lazy Teens
- A Festival Remembering A Local Folk Hero And Their Adventures
- Plenty Of Naps
- Something Else Of Your Own Invention

Every time Devildays rolls around, ask the table: *"Is there something hanging over your head?"* Mark a meteor for each person who says yes. Once ten meteors are marked, that means there's *a meteor shower* phenomenon this year.



A Meteor Shower

It is a rare and lucky Devildays indeed, when the meteors travel through the night sky and fill the air with those many streaking sparks. It's impossible to resist the urge to climb up onto rooftops or lie in grassy fields and watch the lightshow. Some superstitious folks say that these meteors are the souls of the dead, finally happy and surrounded by friends, while others say it's the Lightning Dancers descending from above to grant wishes.

- Treat the moment of the meteor shower as a seasonal holiday, and advance your character appropriately.
- Once during the meteor shower, each person can spend a token and make a wish. The wish cannot harm others or force them to do something they wouldn't do normally. Each wish comes true, even if the matter by which it comes true is metaphorical.
- Never forget to care for yourself and the world around you.

The Day of Song

The Day of Song ushers away Bright and welcomes in Breathe, and is remembered by the endless music in the air.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- A Elaborate Orchestral Performance
- An Amateur Talent Show
- Historical Reenactments
- Dancing And Singing Long Into The Night
- A Few Songs Everyone Seems To Know
- A Special Drink Served Only During This Holiday
- Everyone Going Swimming

During the Day of Song, everyone can always:

- Get a token whenever you take some time to listen to the music and describe how it makes you feel.
- Spend a token to sing or make music, from the heart.
- Practice a song with someone.

If you've celebrated the Day of Song before, choose how this place spends this time:

- They celebrate the Day of Song in a familiar way.
- They celebrate the Day of Song, but their traditions are focused on a single, mournful melody.
- They celebrate the Day of Song, but the small and forgotten gods sing with them.
- They celebrate the Day of Song, but their traditions are unfamiliar to you.
- Instead of the Day of Song, they celebrate Callaleah; an enormous carnival holiday.
- Instead of the Day of Song, they celebrate Old Api's Fair; a holiday devoted to shepherds and their bumbles.
- Instead of the Day of Song, they celebrate a holiday you've never heard of before. Ask the locals for its name, and discover its traditions together.
- Only a few households here celebrate the Day of Song.
- They don't celebrate any holidays at this time, so we'll need to mark the passage of the seasons in our own way.

Callaleah

✳ Alternate Holiday

Callaleah is held in the last week of Devildays before the start of Breathe, and is an enormous carnival spectacle.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- ◌ Carnival Games
- ◌ A Costume Contest
- ◌ A Farcical Play With A *Raucous* Audience
- ◌ Sending Gifts To Friends
- ◌ Drinks For Everyone
- ◌ Children With Noisemakers
- ◌ Lots Of Pranks

During Callaleah, everyone can always:

- Get a token whenever you try something new and describe how it feels.
- Spend a token to give someone the perfect gift, compliment, or reassurance.
- Make a lot of noise.

Old Api's Fair

✺ Alternate Holiday

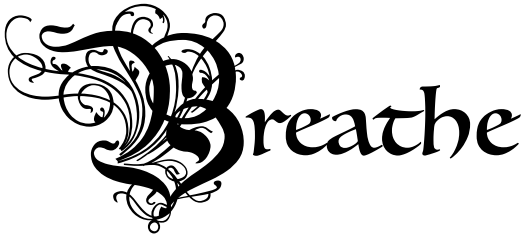
Old Api's Fair is held on the first day of Swarming as Bright fades away, and is focused on the bumblebees and all the gifts they have to give.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- ◌ Bumble Beauty Contest (With Prizes!)
- ◌ Honey Cakes And Drinks
- ◌ Kebabs And Roasts
- ◌ Smooth Stones Offered To A Shepherd's Shrine
- ◌ Songs Sung Across Vast Distances
- ◌ Bumble-Herding Instruments
- ◌ Hand-Carved Pipes

During Old Api's Fair, everyone can always:

- ⬋ Get a token whenever you pay respect to the herds or their shepherds.
- ⬋ Spend a token to procure some one-of-a-kind honey.
- ⬋ Make a new bumbly friend.


Breathe

Swarming

The first month of Breathe, Swarming is when the air is filled with the buzzing of countless bugs.

Choose 1 that this place lacks. The others are all present.

- Dewdrops On Leaf Tips
- Constant Distant Buzzing
- Ornate And Elaborate Displays
- Poachers And Hunters Afoot

Choose 3-4 signs of the month found in this place.

- A Whistled Tune
- Fireflies At Twilight
- Moths Everywhere
- Shepherds And Their Flocks
- The Building Of Cairns
- Mossy Fields
- Teens Cuddling And Watching The Sunset
- Merchants From Distant Lands
- Construction And Repairs
- A Festival Honoring The Local Herds And The Sustenance They Provide
- Long Walks In The Evening
- Something Else Of Your Own Invention

Every time Swarming rolls around, ask the table: *"Have you made a new friend recently?"* Mark two bug shells for each person who says yes. Once seventeen bug shells are marked, that means there's the *cicada season* phenomenon this year.

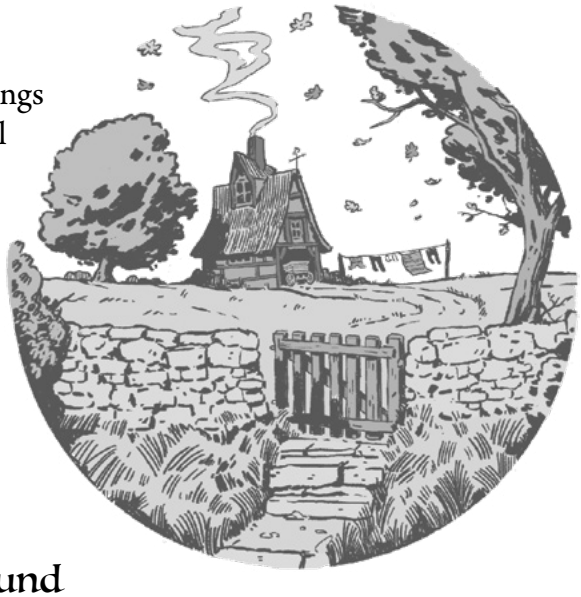
Cicada Season

Every few years, the cicadas burrow up from the dirt and take to the sky, each one the size of a person and very loud. They are harmless, of course—cicadas don't eat, and all they do is create children to bury beneath the ground again. But the slow-moving creatures are everywhere, and to many communities they are revered as good omens. Swarmings during Cicada Season are considered the most profound and meaningful you can have.

- Whatever place you are in or you arrive at is now a *glen*, in addition to whatever else it was.
- The cicadas stick around until the month of Grasping. Until it ends, everyone can do any of the following:
    - Get a token whenever you set aside time to hang out with a cicada.
    - Get a token whenever you go for a walk with a friend.
    - Spend a token to ask the cicadas any question you want. The cicadas will answer, in their own mysterious way.
    - Spend a token for a miraculous stroke of good luck.

Gateling

Gateling is the shortest month, and brings Breathe to a close with hot days and cool evenings.



Choose 1 that this place lacks. The others are all present.

- Clear Starry Skies
- A Constant Breeze
- Cold Cold Nights
- The Smell You Imagine Home Would Smell Like

Choose 3-4 signs of the month found in this place.

- Bonfires
- Rugged And Practical Clothes
- A Beautiful Golden Moon
- Buildings Swallowed In Vines
- The First Few Orange Leaves
- Sweet Treats
- Strange Subtle Magics
- A Thin Ambling Fog
- Kids Camping Out In Tents
- A Festival For A Secret And Mysterious God
- Not Enough Time For Everything You Want
- Something Else Of Your Own Invention

Every time Gateling rolls around, ask the table: *"Are you rooted?"* Mark a moon for each person who says no. Once five moons are marked, that means there's *a fleeting Gateling* phenomenon this year.

A Fleeting Gateling

The month of Gateling is short—sometimes, so short you feel like you miss it entirely. When this phenomenon occurs, Gateling came and went when you weren't looking, and the Moon Dance is starting.

The Moon Dance

The last night of Breathe is the Moon Dance, when communities gather to dance beneath the light of the moon and welcome Silt.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- Everyone Staying Up Until The Sun Rises
- A Bonfire Burning Blue
- Ethereal White Robes
- The Ceremonial Marriage Of The Moon
- Thin Metal Crowns
- A Somber And Esoteric Waltz
- A Quiet And Caring Ballet

During the Moon Dance, everyone can always:

- Get a token whenever you spot a constellation in the sky, describe its shape, and tell everyone what you call it.
- Spend a token to make a promise you never want to break.
- Feel the dance's rhythm in your bones.

If you've celebrated the Moon Dance before, choose how this place spends this time:

- They celebrate the Moon Dance in a familiar way.
- They celebrate the Moon Dance, but when they dance, their ancestors join them.
- They celebrate the Moon Dance, but it is full of cheerful and merry jigs.
- They celebrate the Moon Dance, but their traditions are unfamiliar to you.
- Instead of the Moon Dance, they celebrate Reflections Day; a day for making amends and forgiveness.
- Instead of the Moon Dance, they celebrate Pyre; a holiday of burning branches and dressing up as monsters.
- Instead of the Moon Dance, they celebrate a holiday you've never heard of before. Ask the locals for its name, and discover its traditions together.
- Only a few households here celebrate the Moon Dance.
- They don't celebrate any holidays at this time, so we'll need to mark the passage of the seasons in our own way.

Reflections Day

✳ Alternate Holiday

The last day of Breathe here is Reflections Day, a day for considering the past year, making amends, and forgiving others and yourself.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- ◌ Moments Of Silence
- ◌ Fasting
- ◌ A Huge Feast For Everyone
- ◌ Journaling
- ◌ A Special Greeting
- ◌ Throwing Our Worries Into The River
- ◌ Conversations With People You Haven't Seen In A While

During Reflections Day, everyone can always:

- ⸜ Get a token whenever you apologize without expecting anything in return.
- ⸜ Wish someone the best for the coming harvest, and give them one of your tokens.
- ⸜ Take a moment of quiet to yourself.

Pyre

✺ Alternate Holiday

Pyre concludes Gateling and welcomes Firetop with a week of countless bonfires, treats, and tricks.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- Tossing Worries Into The Fire
- Roasted Sweets On Sticks
- Spooky Masks And Costumes
- Ghost Stories
- Learning How To Light Fires
- Buckets Of Candy
- Commemorative Carved Figures

During Pyre, everyone can always:

- Take a token from someone else and give them a delightful treat in exchange.
- Play a cunning trick on someone, and give them one of your tokens.
- Sit by the fire and stay warm.

Silt

Firetop

Firetop is the center of Silt, when the trees are so bright and red that you'd be forgiven for assuming the forest itself was on fire.

Choose 1 that this place lacks. The others are all present.

- Brilliantly Colorful Leaves
- Crisp Evening Air
- Hearty Food
- Long Dark Shadows

Choose 3-4 signs of the month found in this place.

- Gourds Of Various Sizes
- Spooky Masks
- Mulled Cider
- Lonesome Winds
- Comfortable Clothes
- Musicians Practicing
- Plumes Of Smoke
- Larders Stocked Full Of Crops
- Teens Engaged In Secret Mischief
- A Festival Celebrating The Harvest
- A Jolly Good Time
- Something Else Of Your Own Invention

Every time Firetop rolls around, ask the table: *"Do you have plans for the future?"* Mark a leaf for each person who says anything *other* than no. Once seven leaves are marked, that means there's *a dry Silt* phenomenon this year.

A Dry Silt

Silt is a dangerous season. Sometimes the "fire" in Firetop is literal. Dry Silts are considered an important part of a community's relationship with the land—sometimes it's important for things to burn away and reveal what's underneath. Sometimes we all need a fresh start.

- Skip Snowblanket this year. It's too dry for any decent snow.
- A Dry Silt lasts until Candlefeast. During that time, everyone can do any of the following:
    - Ask: *"Would you start over, if you could?"*
    - Ask: *"Do you feel stifled?"*
    - Ask: *"What are you scared you'll do?"*
    - Ask: *"What do you need to let out?"*

Grasping

Grasping is a cold and difficult month, when the leaves have fallen from the trees and the Silt air becomes uncomfortably cold.

Choose 1 that this place lacks. The others are all present.

- Leafless Trees
- Cold And Rocky Soil
- Fogbanks Rolling In
- An Alien And Unfamiliar Sky

Choose 3-4 signs of the month found in this place.

- Sweaters And Scarves
- Strange Yellow Sunsets
- Sharing Smokes
- Bowls Of Soup
- Half-Frozen Lakes
- Faraway Screech Of Distant Scorpion Packs
- Muddy Leaves Across The Ground
- Gifts Of Food For The Hungry
- Kids Anxiously Watching The Shadows
- A Somber Festival Paying Respects To The Dead
- A Creeping Sense Of Unease
- Something Else Of Your Own Invention

Every time Grasping rolls around, ask the table: *"Is there something you're hiding from everyone else?"* Mark a stone for each person who says anything *other* than no. Once nine stones are marked, that means there's *the biggest storm in a while* phenomenon this year.

The Biggest Storm in a While

A Grasping Storm, or Northgale (as they're so often called), is a mercifully rare and oft-miserable experience. The frightfully cold wind roars down from the north, bringing lightning, thunder, black skies, and gales so strong that trees fall and buildings break. The most unusual aspect of a Grasping Storm is the lack of rain. Even if sometimes there will be sleet or hail that shatters windows and dents rooftops, you'll never see a drop of rain during a Northgale.

- When this phenomenon occurs, you are stuck in whatever place you were in most recently. It's not safe to travel. Everyone says who they're taking shelter with, or where they're hiding out.
- Whatever place you are in or you arrive at is now a *maelstrom*, in addition to whatever else it was.
- The Biggest Storm in a While lasts for the duration of Grasping, and quiets down by Candlefeast. You must do one of the following whenever you go outside:
    - Ask: *"What that I care about will be taken away by these winds?"*
    - Ask: *"Where are these winds going to pull me to?"*
    - Mutter a curse, and tell the table what damage the storm has caused.

Candlefeast

As everyone says goodbye to Silt and welcomes in the icy Chill, Candlefeast is a time when people can honor their families (both blood and found) and give each other hope in a dark time.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- Candles In Every Window
- All The Locals At One Long Table
- Massive Plates Overflowing With Food
- Ceremonies Associated With Each Course
- Long Stories About The Ancient Times
- An Offering Of Food For The House God
- Copious Amounts Of Wine

During the Candlefeast, everyone can always:

- Get a token whenever you invite someone to sit with you.
- Spend a token to ask: *"Is there anything else you need?"*
- Help out in the kitchen.

If you've celebrated Candlefeast before, choose how this place spends this time:

- They celebrate Candlefeast in a familiar way.
- They celebrate Candlefeast, but a plate is always set aside for any daemons passing by.
- They celebrate Candlefeast, but it is the same candles every year, passed down through generations.
- They celebrate Candlefeast, but their traditions are unfamiliar to you.
- Instead of Candlefeast, they celebrate the Rime Gala; a time for your finest outfits and more beautiful fashions.
- Instead of Candlefeast, they celebrate the Nameless Day; a cruel holiday of ceremonially hiding from the Slobbering God.
- Instead of Candlefeast, they celebrate a holiday you've never heard of before. Ask the locals for its name, and discover its traditions together.
- Only a few households here celebrate Candlefeast.
- They don't celebrate any holidays at this time, so we'll need to mark the passage of the seasons in our own way.

Rime Gala

✳ Alternate Holiday

The Rime Gala is an enormous spectacle of a holiday, when the first snow of Chill gives all the chance to show off their finest outfits.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- ◌ Ice Skating
- ◌ Frozen Sculptures
- ◌ Shimmering Gowns
- ◌ Fancy Cocktails
- ◌ Masquerades
- ◌ Colorful Suits
- ◌ Merriment And Laughter

During the Rime Gala, everyone can always:

- ⬋ Get a token whenever you compliment someone on their outfit.
- ⬋ Ask: *"May I have this dance?"* and give them one of your tokens, regardless of their answer.
- ⬋ Appreciate how you look in a mirror.

Nameless Day

✳ Alternate Holiday

In rare and cursed places, no one speaks of the last day of Silt. The Slobbering God might be long dead, but she is not yet forgotten.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- ◌ Locked Doors
- ◌ Symbols Painted On Walls
- ◌ Straw Scapegoats
- ◌ Raw Bug Meat Left On Windowsills
- ◌ Ringing Bells
- ◌ Knives Under Pillows
- ◌ Whispered Prayers

During the Nameless Day, everyone can always:

- ⬋ Get a token whenever you describe the length of the shadows, a distant howling, or the feeling of something watching you.
- ⬋ Spend a token to remind everyone that the Slobbering God is dead, and that she cannot harm you.
- ⬋ Hide.

Chill

Snowblanket

Snowblanket is the calmer of the months of Chill, when the snows are heavy and the air becomes so quiet at night that you feel like you can hear the whispers of the world.

Choose 1 that this place lacks. The others are all present.

- Snow Up To Your Waist
- Light Of A White Sun
- Unbearably Bitter Cold
- The Silence Of A Sleeping World

Choose 3-4 signs of the month found in this place.

- Many Layers Of Clothing
- Frozen-Over Creeks
- Red Flowers Peeking Through Snow
- Smoke Rising From Chimneys
- Mugs Of Steaming Drink
- Countless Stars In The Crisp Sky
- Numb Fingers Hidden In Pockets
- Warm And Comfortable Hearths
- Kids Building Snow-Folk
- A Festival Where You Build A Big Bonfire
- A Sense Of Family
- Something Else Of Your Own Invention

Every time Snowblanket rolls around, ask the table: *"Do you dream of a home?"* Mark three snowflakes if someone says yes, and six snowflakes if everyone says yes. Once six snowflakes are marked, that means there's *a deep snow* phenomenon this year.

A Deep Snow

When the snow falls, it can truly fall. There have been records of past snows swallowing up entire houses under the white blanket, and no one in their right mind would ever travel. If it wasn't for the culture of hospitality in the Hæth, this might be a nightmare for you wanderers. Thankfully, a Deep Snow is a lovely time to hunker down with some friends and stay warm during a heavy Chill.

- When this phenomenon occurs, you are stuck in whatever place you were in most recently. You won't be able to travel until the Deep Snow is gone. Decide as a group where you're staying for the season.
- In order to travel from one location in this place to another during a Deep Snow, you must spend a token.
- A Deep Snow lasts until New Years. Skip Frostbite entirely, as that month is going to just be even more snow. During that time, everyone can do any of the following:
    - Get a token whenever you help out the people, spirits, or bugs hosting you.
    - Spend a token in order to ask: *"How should we pass the time?"* They get a token if they give a good answer.

Frostbite

Frostbite is a miserable month, when the beauty of snow has given way to the uncomfortable presence of ice and frost.

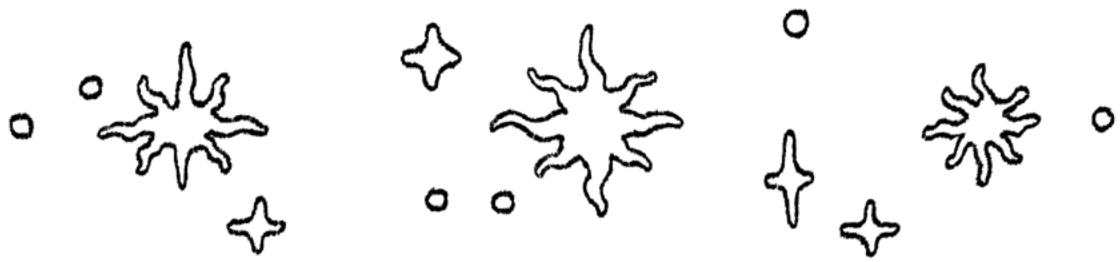
Choose 1 that this place lacks. The others are all present.

- Your Breath Clinging In The Air
- Light Diffusing Across A Leaden Sky
- An Inescapable Chill
- A Barren And Inhospitable World

Choose 3-4 signs of the month found in this place.

- Icicles On Every Surface
- Huge Mounds Of Muddy Snow
- Strangers At The Door
- A Howling Gale
- Perpetually-Bubbling Stew
- Barns Full Of Sleeping Bugs
- Chattering Teeth
- Chapped And Cracked Lips
- Teens Huddled Together For Comfort
- A Festival Warding Off An Evil God
- A Profound Melancholy
- Something Else Of Your Own Invention

Every time Frostbite rolls around, ask the table: *"Are you content?"* Mark a star for each person who says anything *other* than yes. Once thirteen stars are marked, that means there's *the eclipse* phenomenon this year.



The Eclipse

News from the astronomers of the Floating Mountain has arrived even here, to the furthest reaches of the Hæth. As the frigid sun rises high into the Chill sky, the moon will dance in front of it and cast the world in darkness. While it lasts for only a moment, a solar eclipse can capture everyone's imagination for years to come. Everyone emerges from their bundled-up chilly blankets to see something unlike anything they could imagine.

- Whatever place you are in or you arrive at is a *mirror* for the duration of the eclipse, in addition to whatever else it was.
- When the Eclipse begins, cross off two of the seasonal advancements you haven't yet chosen from your list, then invent a new seasonal advancement and add it to your list. I cannot tell you what to write—this journey is now your own.

New Years

New Years is the end of the year, a solid week of celebration that is a time for radical change and transformation.

- At the end of New Years, go around and ask 1 question to your left and 1 question to your right, using those questions in your playbook from the start of your journey. It's okay and expected for the answers to have changed.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- A Week Of Hopeful Revelry
- Raucous Fireworks
- Festival Stalls With Lots Of Snacks
- Gift-Giving
- Elaborate And Ornate Costumes
- Special Performances
- Letters Written For All Your Friends

During New Years, everyone can always:

- Get a token whenever you give someone something they really wanted.
- Spend a token to make a promise to yourself that you're determined to keep.
- Try out a new name, look, or gender.

If you've celebrated New Years before, choose how this place spends this time:

- They celebrate New Years in a familiar way.
- They celebrate New Years, but it is a decadent and sensuous holiday here.
- They celebrate New Years, but it is a private and personal holiday here.
- They celebrate New Years, but their traditions are unfamiliar to you.
- Instead of New Years, they celebrate the Bloody Night; the honoring of the tragedy of war and times otherwise forgotten.
- Instead of New Years, they celebrate the Sunrise; when the last beams of light from the old year brush against the skin of the new.
- Instead of New Years, they celebrate a holiday you've never heard of before. Ask the locals for its name, and discover its traditions together.
- Only a few households here celebrate New Years.
- They don't celebrate any holidays at this time, so we'll need to mark the passage of the seasons in our own way.

Bloody Night

✳ Alternate Holiday

The Bloody Night is not a celebration, but instead a time of mourning. You cannot lionize those who died for a useless cause—all you can do is thank all the gods that things are better now.

- At the end of the Bloody Night, go around and ask 1 question to your left and 1 question to your right, using those questions in your playbook from the start of your journey. It's okay and expected for the answers to have changed.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- Destroying Statues
- Symbolic War Paint
- Leaving Orchids On Graves
- Recounting The Dead
- Lonely Walks At Night
- Old Rebel War Songs
- Sobbing

During the Bloody Night, everyone can always:

- Get a token whenever you tell a story about something you try not to think about.
- Spend a token to speak directly the name of someone you lost to violence.
- Curse the King of the Floating Mountain's name.

Sunrise

✺ Alternate Holiday

The last flickering stars of the old year brush against the hopeful youth of the new. Most people are asleep as the morning dawn welcomes something new to us, but for the lucky few that stay up…it can mean everything.

- When the sun rises, go around and ask 1 question to your left and 1 question to your right, using those questions in your playbook from the start of your journey. It's okay and expected for the answers to have changed.

Choose 2 traditions that this place doesn't engage in. The rest all happen.

- Blankets On The Ground
- Rambling Jokes
- Makeup Parties
- Mock Fights
- Whispered Confessions
- Lying In Piles
- Sneaking Away

As the sun rises, everyone can always:

- Get a token whenever you have fun with the people you care about, even if you only just met them.
- Spend a token to spot something fantastical and impossible, that no one should ever get to see.
- Smile.

The road is a river that carries me home. I hold tight to it as it sings within me, louder than any storm yet calmer than any lullaby. Press your hands against mine, and you can feel this. My home, heavy in my heart and soft against my lips. Sometimes, when I feel the harsh gales pushing against me, I can stare out at the thin and tangled road ahead and forget what waits beyond.

But I trust the road. I trust the song. I trust that someday, I'll cuddle up in my bedding beneath a canopy of trees, deep in the forest where the small and forgotten gods dance, and know that above all else: we are alive. Our care has a warmth all of its own.

Dedications

Acknowledgments

Wanderhome was written on the ancestral land of the Esopus Munsee people, which has been illegally and forcibly occupied by white settlers, and as of this publication has not been returned.

Wanderhome is inspired by the **No Dice, No Masters** engine (sometimes called **Belonging Outside Belonging**) designed by Avery Alder and Benjamin Rosenbaum. It also draws inspiration from *Under Hollow Hills* by Meguey & Vincent Baker, *Balikbayan* by Jamila Nedjadi, *Venture* by Riley Rethal, and *The Grand Guignol* by Luke Jordan. *Wanderhome's* Journeying Tools were inspired by the Script Change safety mechanic. Finally, *Wanderhome* is also rooted by the author's appreciation for the works of Tove Jansson, Brian Jacques, and Hayao Miyazaki.

Endless gratitude and appreciation for Grubby, Dox, Jammi, Adira, M, Luke, Meguey, and everyone else who listened to and focused my madness. Thanks also to Wes—you have always been my home.

A Note on Type

This book is set in Arno Pro, with headers in Luminari and initials in Ruritania.

Arno *(Robert Slimbach, 2007, Adobe)* is an old-style serif based on 15th and 16th century Humanist calligraphy, named for the Arno river that runs through Florence, and designed to have a "tangible style" while maintaining legibility. A combination of the Aldine and Venetian styles, it includes a multitude of fleurons, glyphs, and alternates as a nod to early printing, used heavily throughout this text. Italics are based on the print work of Ludovico degli Arrighi.

Luminari *(Philip Bouwsma, 2010, Canada Type)* also references the calligraphy of the Italian Renaissance, with lowercase letters specifically based on the work of fifteenth century Humanist Poggio Bracciolini. Capitals take influence from varied Medieval sources including the Momouth psalters and twelfth century work from Ramsey Abbey.

Ruritania *(Paul Lloyd, 1997, Greater Albion Typefounders)*, used here for decorative initials, is a Medieval-inspired typeface named for Anthony Hope's novels and the following Ruritanian tradition of quaint and nonspecific fantasy kingdoms. It was designed, like much of Lloyd's work, to be beautiful, impractical, and free to use.

About the Author

Jay Dragon is a queer disabled game designer born and raised in the Hudson Valley, who grew up digging for newts in the riverbed, attempting (and mostly failing) to summon ghosts with friends, and taking long rooftop naps. Jay has been designing for more than a decade, writing games about the liminality of queerness, the power of community, and the magic hidden in the world around us. These days, when not writing games or managing Possum Creek, Jay can often be found sitting on a dock by the creek, listening to music and watching the sun set.

Ruby Lavin is the other half of Possum Creek Games, a furious raccoon who does all the art direction and graphic design. She hates games but loves charcuterie, weird plants, and various color palettes.

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