

Pyriscence

A solo rpg in which you play as a forest fire.

The Forest

To start the game, roll 2 d6 +20. This is the starting area of your forest.

Name something that is valuable about this forest. Is it located in an isolated valley? Is it a specifically good camping spot? Is there a lake at the center that no human has ever touched?

Name an aspect of this forest that is yours, such as a trait you share. Is it, like you, resilient or beautiful? Is it exceptionally good at hiding things? Is it ancient and wise?

Give the forest a secret of yours. When you give this secret to the forest, it will keep it safe.

Understand that the forest is, of course, you.

The Fire

You are the fire which is rampaging through this forest, to clear the old growth and make room for the new.

On each turn, roll 1d6, and remove this much area from the forest. Describe what is burned away. A stand of birch trees? A nasty memory? The name of a childhood friend? A squirrel's nest?

On a 1, give another secret to the forest. Understand that it will be burned away. Do not carry it any longer. Write it down, as small or incomprehensible as you would like.

On a 6, choose one thing that you will save from the flames. Write it down on a separate piece of paper.

When the forest is completely burned away, you are standing at the center, and you see something beautiful in the ashes that was hidden before the fire passed through. What is it? Do you pick it up and keep it?

Next to that object is a single seed. Fold up the paper with the things you saved as small as possible, and carry it with you. This is the seed. From this, you will regrow.

Burn the paper which held your secrets.