

The Girl

You are a 12-year-old girl. You are not of this world, and you are trying to find your way back home. Home isn't perfect—in fact, there's a lot that's hard and unfair about it—but it's still home. There are people there who love you, who miss you right now, and are wondering why you haven't yet come in for supper.

Collectively, decide the Girl's name.

If your family has love but no...

- ...curiosity, your name is **Kat**.
- ...money, your name is **Penny**.
- ...time, your name is **Patience**.
- ...magic, your name is **Faye**.
- ...quiet, your name is **Serena**.
- ..._____, your name is _____.

Then take turns answering these questions.

How do you wear your hair?

- Soft and texture like a sleepy cloud
- Long and wavy like a calm summer tide
- Straight and square like a ruler's edge
- Short and cropped like freshly cut grass
- Tangled and knotted like fraying rope
- Braided and flowing like a winding river
- _____

How do you sound when you speak?

- Bubbly like a flowing brook
- Warm like a summer breeze
- Quick like a bolt of lightning
- Dreamy like a cotton candy cloud
- Gravelly like a country road
- Quiet like a secret thought
- _____

What is your prized possession?

- Something domestic
- Something you made
- Something natural
- Something given
- Something living
- Something stolen

Describe it: _____

What is your biggest fear?

- Absence (e.g., darkness, silence, isolation)
- Rage (e.g., fire, monsters, earthquakes)
- Humiliation (e.g., bullies, imperfection, failure)
- Inability (e.g., paralysis, illness, poverty)
- Judgement (e.g., worth, decisions, perceptions)
- _____

What do you want to be when you grow up?

What is your home life like? *The Guide may ask additional questions here as well.*

Now look at the list of Manners and collectively decide the following:

Which Manner are you refusing to mind when you discover your door to another world?

Flip it over and write a new Belief that reflects what you already know to be true about yourself.

The Girl's Moves

You have all these moves, and can use them anytime you are portraying the Girl.

Refuse to Mind Your Manners

When you face a challenge by refusing to mind your manners, name the Manner you're rebelling against and roll two dice. Add them together to get your result.

7+ How do you overcome the challenge?
On a 7–9, also: How do you falter or go too far in the process?

6- What part of your rebellion is misunderstood by others?



Flip over the Manner and write a new Belief based on what you learned about yourself or the world in the process.



Stand Strong In Your Convictions

When you face a challenge by standing strong in your convictions, start with one die, then take an additional die for each relevant Belief and roll. Add the two highest dice to get your result.

7+ How do you overcome the challenge?
On a 7–9, also: What price does the challenge cost you?

6- What do you learn that will help you overcome the challenge next time?

Curiouser and Curiouser

When you try to get some answers about this world or its inhabitants, ask the Guide your question.

If you are willing to participate in a peculiar activity, your answer will be—surprisingly—clear and helpful.

If you are unwilling, your answer will take the form of a riddle.

Merry-go-round

When you wish to introduce your Companion to the scene, or you wish for someone else to have the spotlight, pass the Girl playbook to another player of your choosing. They are now the Girl.



When you portray the Girl, try to do the following:

DESIRE WHAT YOUR FAMILY AND HOME LACK
 ACT AGAINST YOUR MANNERS AND ACT IN LINE WITH YOUR BELIEFS
 BE BRAVE AND SEEK OPPORTUNITIES TO LEARN AND GROW
 ASK PROBING QUESTIONS OF EVERYONE YOU MEET
 REQUEST HELP FROM YOUR COMPANIONS WHEN NEEDED

The Beastie

You are an animal. And like all *refined* animals, you use words to express yourself. With the notable exception of your ability to speak, you appear and behave as would any other animal. Sometimes that gets you into trouble, but it's never *really* your fault.

Your quick tongue offers wise guidance to the Girl and disrespect to authority figures. Authority is your focus, whether it's asserting your presence and renown, or refusing to acknowledge the status of others. You trade in stories and gossip about nobles, royalty, and those in power. Your wits and experience see you through any trap or puzzle.

Answer these questions.

What kind of animal are you? This is also your name.

- | | | | | |
|---------------------------------|--------------------------------|------------------------------|--------------------------------|-------------------------------|
| <input type="radio"/> Armadillo | <input type="radio"/> Donkey | <input type="radio"/> Lizard | <input type="radio"/> Pig | <input type="radio"/> Tiger |
| <input type="radio"/> Bear | <input type="radio"/> Frog | <input type="radio"/> Moose | <input type="radio"/> Raccoon | <input type="radio"/> Wallaby |
| <input type="radio"/> Chicken | <input type="radio"/> Hedgehog | <input type="radio"/> Owl | <input type="radio"/> Squirrel | <input type="radio"/> _____ |

Which is most likely to get you into trouble?

- Your appetite Your curiosity Your greed Your mouth _____

What were you before you were a talking animal?

- A noble A witch's familiar A toy A regular non-talking animal _____

What do you need that this journey will give you?

- A title A silver tongue A new life A student _____

What state are you in when the Girl finds you?

- Caged Pursued Resentful pet _____

Notes

When you portray the Beastie, try to do the following:

- GIVE THE GIRL UNPROMPTED ADVICE
- ALWAYS HAVE AN ANSWER OR OPINION
- SPOUT STORIES ABOUT THIS WORLD
- BE RUDE TO AUTHORITY FIGURES
- GIVE IN TO YOUR ANIMAL NATURE

The Beastie's Moves

You have all these moves. When a move is triggered, roll two dice and add them to get your result: 7 or higher, or 6 or lower. Results of 7-9 complicate your success. When one of the Girl's Beliefs inspires you, say which Belief and roll three dice instead of two. Add the highest two dice to get your result.

Impart Wisdom

Roll when you offer guidance to the Girl and she follows your advice.

- | | |
|--|---|
| 7+ <i>The Girl may re-roll and add 1 to the total. On a 7-9, also: What truth did you neglect to share with the Girl?</i> | 6- <i>Ask the Guide: How does my advice lead directly to more trouble?</i> |
|--|---|

The Bark is Bigger

Roll when you doubt the surface appearance of a person, place, or object.

- | | |
|---|---|
| 7+ <i>Ask the Guide (or the character's player): What truth is hidden beneath the surface? On a 7-9, also: How is the truth worse than the veneer?</i> | 6- <i>Ask the table: How do you dismiss my doubts?</i> |
|---|---|

A Cat May Look at a King

Roll when you are first introduced to a member of royalty.

- | | |
|--|--|
| 7+ <i>What story have you already shared with your friends about this royal? On a 7-9, also: What faux pas do you make in front of the royal?</i> | 6- <i>Ask the Guide: What crime does this royal believe I am guilty of?</i> |
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The Horse's Mouth

Roll when you name and describe someone important you know who can give you aid or advice.

- | | |
|---|--|
| 7+ <i>How do you find them and why do they owe you? On a 7-9, also: How did you annoy them on your last encounter?</i> | 6- <i>What debt will they demand payment for? Also, ask the Guide: How do they find me?</i> |
|---|--|

Tongue-Tied

Roll when you try to talk your way out of a problem, trap or puzzle.

- | | |
|--|---|
| 7+ <i>How did you get out of a similar situation you once found yourself in? On a 7-9, also ask the table: Who gets hurt because of my chattering, and how?</i> | 6- <i>Ask the Guide: How does my talking escalate the situation?</i> |
|--|---|

The Construct

You were crafted by human hands and imbued with life through magical means. You might be a doll, toy soldier, scarecrow, robot, or something else, but whatever you are, you have been given a human form and (mostly) human behaviors.

Because of your strange creation, you have a special affinity for inanimate things. You can coax hidden knowledge from them, or hide yourself amongst them. You long to be real, and thus you pay careful attention to the longings of others and use that insight to help the Girl and your friends.

Answer these questions.

What material are you constructed from?

- Metal Wood Porcelain Burlap Candy
 Stone Crystal Cotton Pastry _____

What is the most human thing about you?

- Your voice Your eyes Your warmth Your tears _____

What is the most unnerving thing about you?

- Your stillness Your smile Your extra parts Your creation story _____

What do you need that this journey will give you?

- A life A family My other half My creator _____

What state are you in when the Girl finds you?

- Stuck in place On display Dismantled _____

What is your name?

- Arta Darling Fluff Lulu Treasure
 Costly Echo Jin Prism _____

Notes

When you portray the Construct, try to do the following:

FOLLOW THE GIRL'S LEAD

BE NAIVE

BLUR THE LINES BETWEEN ANIMATE AND INANIMATE

FIGURE OUT WHAT IT MEANS TO BE REAL

TREAT YOUR BODY AS AN OBJECT

The Construct's Moves

You have all these moves. When a move is triggered, roll two dice and add them to get your result: 7 or higher, or 6 or lower. Results of 7-9 complicate your success. When one of the Girl's Beliefs inspires you, say which Belief and roll three dice instead of two. Add the highest two dice to get your result.

A Heart Not Judged

Roll when you encourage the Girl with your humanity.

- 7+** *The Girl may re-roll and add 1 to the total. On a 7-9, also:* How does this make you question your humanity?
6- How do you remind everyone that you are a thing?

Mirror, Mirror

Roll when you stare at someone to figure them out.

- 7+** *Ask them:* What is your heart's desire? *On a 7-9, also:* What secret thing do they see in you when they stare back?
6- *Ask them:* What leverage do you have over me now?

Just Stuff

Roll when you suffer incredible damage.

- 7+** *Ask the table:* How do you repair me? *On a 7-9, also:* How have you been changed by your damage and repair?
6- *Ask the Guide:* What expensive, rare, or elusive thing is needed to repair me?

A Spirit in Every Thing

Roll when you try to converse with something normally inanimate.

- 7+** What story does it tell me? *On a 7-9, also:* Why does the story feel incomplete or confusing?
6- *It talks to the Girl instead.* What explanation do you give for why it won't talk to you?

Statuesque

Roll when you try to hide yourself or your friends by staying still and motionless.

- 7+** *Ask the Guide:* What advantage does my hiding get us? *On a 7-9, also ask the Guide:* Who is put at risk by my inaction?
6- What commotion do you cause?

The Faun

Your body lives between two worlds: human and... something else. Maybe your other half is a beast, making you something like a centaur or mermaid. Or maybe you are attuned to something more elemental, like a genie or shade.

You are a being of transformational change, from your ability to grant wishes to the sharing of your shapeshifting abilities. You also find a way to turn nearly any event into a revelry, and use that talent to useful ends.

Answer these questions.

What is your other half?

- Cloud Fire Horse Shadow Stone Wolf
 Fish Goat Plant Snake Water _____

What do you find it hard to resist?

- A lovely singing voice Luxurious clothes A chance to show off _____

What do you wish you could transform into?

- A grown-up A normal child A majestic beast A part of the earth _____

What do you need that this journey will give you?

- Control over your other half A chance to make amends Your own wish granted
 A complete transformation A real reason to celebrate _____

What state are you in when the Girl finds you?

- Exhausted from revelries Pelted with rotten fruit In a sideshow act _____

What is your name?

- Arielle Ember Ifan Nylisa Rhian Sepu
 Asteria Hans Jiah Nyx Saga _____

Notes

When you portray the Faun, try to do the following:

- LOOK AT THINGS FROM A DIFFERENT PERSPECTIVE
 MAKE THINGS—ESPECIALLY DANGEROUS THINGS—FUN
 GET CARRIED AWAY
 FEEL THINGS DEEPLY AND PASSIONATELY
 PUSH THE GIRL TO TRY NEW THINGS

The Faun's Moves

You have all these moves. When a move is triggered, roll two dice and add them to get your result: 7 or higher, or 6 or lower. Results of 7–9 complicate your success. When one of the Girl's Beliefs inspires you, say which Belief and roll three dice instead of two. Add the highest two dice to get your result.

As You Wish

Roll when you offer to grant a wish for the Girl and she accepts.

- 7+** *The Girl may re-roll and add 1 to the total. On a 7–9, ask the Girl: How does the wish leave you wanting more?* **6-** *Ask the Girl: How does your wish unexpectedly misfire?*

Forest Chorus

Roll when you recall a song or rhyme about the place you're currently in.

- 7+** *How does your song transform the environment? On a 7–9, also ask the Guide: what was the next verse which I had forgotten?* **6-** *Ask the Guide: How does my song twist the environment against us?*

Release the Beast

Roll when you let your other half take over.

- 7+** *What one strange thing can you now do? On a 7–9, also: How does it get out of your control?* **6-** *Ask the Guide: What does my other half want to do instead?*

Second Nature

Roll when you offer a bit of your shapeshifting magic to someone and they accept.

- 7+** *Ask them: What form do you take? On a 7–9, also ask them: What bit of yourself do you give me in trade?* **6-** *Ask them: What form are you stuck in?*

Wild Rumpus

Roll when you sing, dance, or otherwise engage in boisterous merrymaking.

- 7+** *Who joins your revelry and what help do they offer? On a 7–9, also ask the Guide: What do they ask in return?* **6-** *Ask the Guide: Who shows up to shut down the party?*

The Mythic

You are a rare being of legend and fantasy: a dragon, pegasus, phoenix, or some other great majestic flying beast. You are also the last of your kind, and it is your duty to carry on their traditions.

You have great power, and there is real wisdom in the legends of your people. You have a special talent for commanding and inspiring others, though sometimes that means making a genuine sacrifice.

Answer these questions.

What about your form impresses people the most?

- Your regal plumage Your glorious wings Your proud antlers
 Your mighty scales Your majestic colours _____

As the last of your kind, how do you remember your kin?

- With respect With sorrow With guilt With hope _____

What must you protect at all costs?

- Your kin's legacy The magic of this land Peace and harmony
 The lost and lonely Your honour _____

What do you need that this journey will give you?

- One like me The truth Repentance To do good _____

What state are you in when the Girl finds you?

- Crashing On fire Chained Injured _____

What is your name?

- Aura Eryniess Keiki Nathaksha Valkaire
 Druti Izalos Lamai Pyrion _____

Notes

When you portray the Mythic, try to do the following:

- HONOR YOUR KIN
 INSPIRE THE GIRL
 MAKE THE ULTIMATE SACRIFICE
 FEEL HEAVY WITH NOSTALGIA
 STAND—OR FLY—ABOVE IT ALL

The Mythic's Moves

You have all these moves. When a move is triggered, roll two dice and add them to get your result: 7 or higher, or 6 or lower. Results of 7–9 complicate your success. When one of the Girl's Beliefs inspires you, say which Belief and roll three dice instead of two. Add the highest two dice to get your result.

Courage, Dear Heart

Roll when you tell a story to inspire the Girl's courage.

- 7+** The Girl may re-roll and add 1 to the total.
 On a 7–9, also: What grim detail did you keep to yourself?
- 6-** Ask the table: What is this malaise that you feel?

Back to Yesterday

Roll when you share your kin's legends to make sense of the world.

- 7+** How does your story predict what happens next?
 On a 7–9, also: How do you remind everyone of your kin's demise?
- 6-** What part of the story did you not share because it portends a grim future?

Behold Majesty

Roll when you command an audience with your presence.

- 7+** How does the audience remain fixated on you?
 On a 7–9, also: What do you destroy to make your presence known?
- 6-** Ask the Guide: Whose ire do I draw?

Life is Sacrifice

Roll when you put all your might and magic into protecting what matters most to you.

- 7+** How do you overcome the threat or challenge to what you hold dear?
 On a 7–9, also: What unexpected effect do your efforts have on you?
- 6-** How does your success also lead to your end?

From The Ashes

Roll when you return at just the right time after sacrificing yourself.

- 7+** How does your inspiring return command the situation?
 On a 7–9, also: What about you is changed or different?
- 6-** Ask the Guide: How does my return escalate the situation?

The Ogre

Your people are giants in this land, towering over the Girl at three or four times her size. You may be covered with fur, or adorned with horns, but you are more human than beast, even if you don't speak much.

Your size and the space you take up pushes you to bounce between feeling powerful and feeling ashamed. You know how to use your unique position in the world to protect the Girl and stand up for her, but sometimes you go too far and inadvertently keep her from being able to advocate for herself.

Answer these questions.

Other than your size, what do others first notice about you?

- Your prominent horns Your craggy flesh Your beastly musk
 Your strangely-colored fur Your manner of dress _____

How do you try to make yourself seem smaller than you are?

- You're very quiet You step delicately You hide behind things _____

What were you teased about as a child?

- Your clumsiness Your family Your cowardice Your tenderness _____

What do you need that this journey will give you?

- A voice An adventure Understanding Respect _____

What state are you in when the Girl finds you?

- Judged Feared Tricked into labor _____

What is your name?

- Brizo Gungun Kruk Mondo Titan
 Eulia Hukso Lumba Orin _____

Notes

When you portray the Ogre, try to do the following:

LOOK UP TO THE GIRL
 MAKE YOURSELF SMALL
 BRING YOUR SIZE INTO IT
 BE BRAVE WHEN IT COUNTS
 DO SOMETHING EMBARRASSING

The Ogre's Moves

You have all these moves. When a move is triggered, roll two dice and add them to get your result: 7 or higher, or 6 or lower. Results of 7-9 complicate your success. When one of the Girl's Beliefs inspires you, say which Belief and roll three dice instead of two. Add the highest two dice to get your result.

Gentle Giant

Roll when you help the Girl create space for her voice and actions.

- 7+** *The Girl may re-roll and add 1 to the total. On a 7-9, also: Who do you scare in the process?* **6-** *Ask the Girl: How did I embarrass you?*

Center of Attention

Roll when you attempt to draw attention away from the Girl.

- 7+** *How do you keep the attention focused squarely on you? On a 7-9, also: How does their attention make you uneasy?* **6-** *How do you accidentally draw attention toward the Girl?*

Make Room

Roll when you are in cramped quarters, stuck or otherwise imprisoned.

- 7+** *How do you break free or create an opening? On a 7-9, also: How do you embarrass yourself in the process?* **6-** *Ask the table: Who or what is left behind or broken during the escape?*

Move Mountains

Roll when you need the elements to come to your aid.

- 7+** *How do the elements help you? On a 7-9, also ask the Guide: What do the elements demand of me?* **6-** *Ask the Guide: How do the elements get out of my control?*

Stand Tall

Roll when you step in the way to defend the Girl.

- 7+** *What insult or injury do you shrug off? On a 7-9, also ask the Girl: How do I know you wanted to stand up for yourself?* **6-** *Ask the Guide: What bigger threat have I missed?*

The Runaway

You ran away from home and found a door to another world. But you decided to stay, and now this your home. It's scary and lonely at times, but at least you're free to explore and be yourself.

You are used to being in scary situations, and you use that experience to help the Girl be brave when she can or escape when she must. Your time exploring the world has given you great stories to tell and has honed your senses so you can find people or treasure no matter how well hidden they are.

Answer these questions.

What were you running away from?

- Boredom Bullies Nightmares Parents Yourself _____

What part of you has been changed by your time here?

- Your eyes Your shadow Your reflection Your diet _____

What part of the world are you dying to explore?

- The thickest forest The darkest cave The highest mountain _____

What do you need that this journey will give you?

- Bragging rights Great treasure Fame A place to call home _____

What state are you in when the Girl finds you?

- Not lost, just misplaced Alone in a crowd Trapped by your fears
 Craving adventure Wild and hungry _____

What is your name?

- Amelia Bima Gunju Malaya Wild Thing
 Badger Captain Lotta Skipper _____

Notes

When you portray the Runaway, try to do the following:

- LET DANGER EXCITE YOU
- PROVIDE EXPERTISE IN A CRISIS
- FEAR WHAT YOU RUN FROM
- TREAT EVEN MUNDANE THINGS AS TREASURE
- REVEL IN YOUR PAST ADVENTURES

The Runaway's Moves

You have all these moves. When a move is triggered, roll two dice and add them to get your result: 7 or higher, or 6 or lower. Results of 7-9 complicate your success. When one of the Girl's Beliefs inspires you, say which Belief and roll three dice instead of two. Add the highest two dice to get your result.

Free From What You Fear

Roll when you find yourself in a dark or scary situation, and tell the Girl how it's going to be okay.

7+ *The Girl may re-roll and add 1 to the total.*
On a 7-9, also: What do you fear will happen?

6- *Ask the Guide: Why is the situation even scarier than it seems?*

It Was Thiiiiii Big

Roll when you meet someone important and tell them of your magnificent adventures.

7+ *Ask the Guide: What story do they divulge of this location?*
On a 7-9, also ask another companion: What part of their story is untrue?

6- *Ask the Guide: How have they already heard of me, and why do they think I'm a scallywag?*

Run Wild

Roll when you name someone you're looking for and use your senses to track them.

7+ *How do your senses lead you straight to them?*
On a 7-9, also: Why are you wary or afraid of them?

6- *Ask the Guide: How do my senses lead me astray?*

There's No Time For Tea

Roll when you try to escape a dangerous situation with your friends.

7+ *How do you lead everyone to sanctuary or freedom?*
On a 7-9, also ask the Guide: How do the people here remember me?

6- *Ask the Guide: What deeper trouble do I lead everyone into?*

Wearied Traveller

Roll when you seek a location's secrets and hidden treasures.

7+ *What do you find and how do you discover it?*
On a 7-9, also ask the Guide: What is keeping me from recovering it?

6- *Ask the Guide: What do I find instead of the treasure?*