



Wanderhome

The Journey

This is the free playkit of Wanderhome,
written by Jay Dragon for the Wanderhome Kickstarter.

It contains all of the following:

- Abbreviated and condensed rules for getting started with Wanderhome
- Six playbooks: The Dancer, the Moth-Tender, the Poet, the Ragamuffin, the Shepherd, and the Vagabond
- 36 basic traits
- 18 natures
- Blank kith and place sheets

It does not contain:

- The full ruleset for Wanderhome
- An additional nine playbooks: The Caretaker, the Exile, the Firelight, the Fool, the Guardian, the Merchant, the Pilgrim, the Teacher, and the Veteran
- Advanced traits
- Advanced natures
- Season sheets and phenomena
- Any of the incredible art produced for Wanderhome

Introduction ←

The road has a song all to its own. Sometimes, when I stay in the same place for more than a few nights and I take some time to lie in the grass and stare at the clouds, I can forget that the song is even there. But eventually it always calls to me, and I'll put on my cloak again, grab my walking stick and set foot once more. I am as much a part of the road as the cairns in the gutter where the small and forgotten gods live. If you press your ear up against my chest, you can hear it. The road is tangled in my hair and heavy in my shoes. I don't know where I'm going next. I trust in my heart and my boots and the song in the dirt. Someday I will arrive at a town and breathe in the air and know—this is where I was always meant to be. The road's a river that will carry me home.

Inside the book you hold in your hands is the start to a 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. I cannot tell you where the journey will bring us. We'll have to find that out together. Will you join me?



The Land of Hæth ←

I will not tell you the history of the land of Hæth, and all that has happened within. I could, of course. There is a legend hanging onto the lips of every old shrew and buried in every crevice of every stone. I could tell you the tale of the first King of the Floating Mountain and the daemon deal he struck. I could tell you the tale of the Slobbering God and the Heavenblade used to kill her. I could tell you of the Lightning Dancers and their twirling bodies, or of the North Wind God and the one brave mouse who stood against him, or of the death that all dragons feared and faced.

But I won't, for it is not my place. After all, it wouldn't make for a good journey if I told you all that right at the start.

Instead, let me tell you some things you'll need to know about the Hæthland that are true no matter what.

The Hæth is a **beautiful and boundless land, full of life and soul**. It is composed of small communities, kept separate by vast stretches of wilderness and connected by dirt paths, waterways, and the rare hot air balloon passage. Beauty comes in endless shapes and forms, but everything in this land holds the capacity to be appreciated and admired. Gods and spirits can be found everywhere, from the small and forgotten gods that hide behind rocks and in waves, to the piscine deal-making crossroads daemons, to the great sky gods themselves.

The Hæth is a **land of animal-folk**. I've seen mousey soldiers, pigeon merchants, squirrel musicians, gecko fishermen, and at least one very distinctive bartending toad. You can't assume much about someone based on their look. Meat-eaters are just as likely to be kind as herbivores, and even the smallest mouse can have a lion's heart. While a family might be all the same animal-folk, they might also have wildly different appearances. It's frankly none of your business to inquire.

The Hæth is **full of buggy livestock, pets, and wild creatures**. From herds of chubby bumbles to stag beetles the size of houses, striders that dance across water to carrier moths bringing letters from tower to tower by moonlight, bugs and animal-folk live together in harmony and care. 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 whatever bugs feel right for your journey.

The Hæth boasts a **widespread culture of hospitality**. A traveler arriving to a new town is always going to 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 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 you mean well, you'll be welcomed in with open arms.

In the Hæth, we will be meeting people who are **fundamentally good**. Not everywhere you go in life will this be true, but on the journey contained within this book, most everyone can be trusted to be kind. The exceptions are the mighty—generals, lords, heroes, soldiers, and all those whose soul has become weighed down with power. While they might still be good, their goodness has been poisoned by struggle. Thankfully folks of that 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.



Journeying Tools ←

We're going to be talking a lot to figure out this journey. Sometimes the conversation will be about which path to go down, or what we should do. Often it will be about describing what our characters are doing and the world moving along. It's good and healthy to treat this conversation just as you would any journey when you're not sure where you're going. Here's a few base principles for how to take care of each other along this long path, and the philosophy behind them. 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 use gracefully and with compassion.

“Let's do this instead.”

Sometimes on a journey you'll reach an impasse, where continuing on our journey will put you in danger or discomfort. You are always empowered to speak up and say “Let's do this instead!” providing an alternate way through the situation. If someone else doesn't want to do that, we can figure out together where to go next.

“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.

“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.

“What do you think?”

When I walk with friends, I tend to move a bit slower and need a bit more time than them. 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?"

“Hold on.”

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

“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.

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.



First Steps

After we've gone through the introduction and familiarized ourselves with the Hæth, we'll want to take a moment and talk about what kind of journey we want to embark on. While the same principles of Wanderhome are generally the same, we might find ourselves wanting different things within that. Here's a few questions to start the conversation and make sure everyone's on the same page. Even after you move on from these questions, you can come back to this topic and revisit the conversation they sparked.

- ✦ 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 heavier 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 can pick a playbook and create their character. As that's going on, you'll also be making kith, and creating your place. Follow the instructions in each of those sections for more information.

And Now We Embark ↵

Once we have our place, some kith and each other, we're going to want to start playing. Every time we gather to play Wanderhome, we will answer these questions together:

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

Every time we gather to play Wanderhome, we will each answer this question silently, in our heads:

- ✦ Will I someday find a home?

And with that, our journey begins.



Playing Janderhome

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 one of the current place's natures or a kith and start acting on their behalf. You can 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 kith or place.

Voicing Kith

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. Always fall back on a kith's relationships and traits. You can always think of their traits as how they approach and react to the world around them. Take notes on your kith's desires and dreams as the journey goes on.

Voicing Places

Giving a place a voice is not very different than 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 questions of your other players. The butting heads between natures often feeds into the problems this place struggles with.

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. You are never going to solve a place's problems. You're 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 getting to address any of that place's problems.



The Great Arc of the Year

The great arc of the year is the most important tool we have to travel through Wanderhome. You generally begin in the month of Tillsoil, in the Year of the Waterlily. Each season has two months, and a holiday to announce its conclusion. During that holiday's festival, you must choose a new advancement to push 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 track of them. Whenever you complete a full rotation of the seasons, a new year begins. Give the new year a name that feels fitting.

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 is 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 with 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 custom to light many bonfires. After Firetop comes *Grasping*, when the leaves fall from the trees and the plants look like claws pointing at the heavens. The final season, Chill, is welcomed by the Candle Feast.

Chill is welcomed first by 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.



Guides ←

Sometimes, when we're on a journey together, we want to travel together with no clue about what's next. Sometimes 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 overarching powers over the rules or text of Wanderhome. It just means that they can do all the things places and kith can do, and manage all the voices and reflections of those pieces of the game.

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.



Playbooks

For this journey, you're all going to be playing travelers, journeying across the Hæthland. Your characters might be from wildly different places and they might have wildly different destinations, but they are all united by the journey they're taking together, in this moment. This traveler is your character, your representation in the world and the main tool you have to move through the Hæthland.

The first step to making your character is to choose a playbook. Each playbook represents a kind of person you might find across the Hæth.

Your playbook will tell you to make some choices about your character. As you make them, 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, and follow your most self-indulgent heart. Many of these choices will involve inversions (such as "Choose 2 you are and 2 you're not"). This is a space to project contemplation and interpret words to suit your needs. Occasionally, you might 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 like they're on the same page with their characters, you all want to go around the circle and ask your choice of questions to the person to your left and your right. You can also ask more questions if you want, to flesh out how everyone feels and figure out how your characters connect.

Also, take a moment to look over the things your character can always do. As you travel, you will be reaching out to this toolbox a lot, to hit beats and communicate how your character exists in relation to the world around them. These are not ways to necessarily solve problems or decisively take action, nor are they a decisive list at everything your character can do. Instead, they're gestures at the kind of person your character is.



Incidental Companionship ←

Stories tend to involve groups of people who have gathered for a reason, who set forth on a quest with a purpose and a goal. Wanderhome is not like that. In life, you often find people who are coincidentally going the same way as you. Perhaps you travel for a bit before parting, but the focus is always on the journey, and Wanderhome isn't deeply concerned with where you're going. Don't get too hung up on why you're all traveling together—if it matters, the answer will reveal itself in time.



Tokens ←

As we're making our characters, you'll also notice we all have things that get us tokens whenever we do them. These all push the journey forward, but at a cost to ourselves. They might ask you to make a personal sacrifice, give up something that matters, or stick your neck outside your comfort zone and describe the world around you. For some of us, it might be easier or more natural to do these things than it is for others. That's no matter, as we'll all get tokens regardless.

You can then turn around and spend these tokens to do certain things. These always push on or solve something important, that might not be easy to resolve on its own. You'll sometimes catch yourself inadvertently doing these sorts of things anyway, but there's an important and fundamental difference between "following a course of action that hopefully will help someone out" vs. spending the token and declaring "I am solving this problem." There is strength in that sort of fundamental truth.

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

Get A Token Whenever You:

- ✦ Inconvenience yourself to help someone else.
- ✦ Give someone something you hold dear.
- ✦ Do something kind without getting anything in return.
- ✦ 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.
- ✦ Allow someone to connect with you on a personal level.
- ✦ Give something that has the potential to change someone fundamentally.
- ✦ Reveal something hidden about the person in front of you, and ask them what it is.
- ✦ Tell the table something important about the place you're in
- ✦ Listen to the shared wisdom of the 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. You don't often fail in life. Sometimes, you struggle to do something, or get passed over, or do something you wish you hadn't, or give up. 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.



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 lighthearted.

Choose a name and pronouns.

Choose an animal.

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

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

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

Choose 3-4 to describe your look.

- Sunset Robes
- Loose-fitting Clothes
- Elaborate Silks
- Necklace of Huge Beads
- Handpan Drum
- Outrageously Long Scarf
- Soft Reed Flute
- Cloak of Glowing Fungi
- Golden Jewelry
- Wicker Basket of Costumes
- Stylized Mask
- A Gleam In Your Eye

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 sunrise?

Some things you can always do:

- ✂ Dance idly.
- ✂ Tell everyone about what the sky is doing right now.
- ✂ Laugh and smile.
- ✂ Pull a well-meaning prank.
- ✂ Ask: "Do you want to be my friend?" They get a token if they say yes.
- ✂ Ask: "Will you dance a dance with me?"

Journeying Tools:

- ✂ "Let's do this instead." ✂ "Hold on."
- ✂ "Do we want to?" ✂ "No."
- ✂ "Where to next?" ✂ Stepping away.
- ✂ "What do you think?"

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 many small and forgotten gods, to earn luck and wisdom.
- A dance you dance with an unfamiliar place, to listen and to befriend.
- A dance you dance with all the winds in the sky, to invite the weather to change.
- A dance you dance with the celestial bodies, 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-down, to remind it what it was and still 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 it gives us.

Choose 2 things you carry with you, and tell the table about them.

- Some snacks, for the friendly bug who sits on your shoulder.
- A song you always whistle, taught by a quiet mentor who no longer dances.
- A nice pair of dancing shoes, gifted by a cheerful friend who laughs at your jokes.
- A dagger, bestowed by a funny and raucous gang of hyenas who consider you family.
- A small toy, from an inquisitive kid you've promised to teach how to dance.
- A ring, from someone you once fell in love with, that you cannot bear to throw away.
- A jade necklace, from a faraway village you once called home.

Get a token whenever you...

- ✂ Inconvenience yourself to help someone else.
- ✂ Give someone something you hold dear.
- ✂ Do something kind without getting anything in return.
- ✂ 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.
- ✂ Allow someone to connect with you on a personal level.
- ✂ Give something that has the potential to change someone fundamentally.
- ✂ Reveal something hidden about the person in front of you, and ask them what it is.
- ✂ Tell the table something important about the place you're in.
- ✂ Listen to the shared wisdom of the small and forgotten gods, and ask the table what they tell you.

During each holiday between the seasons, 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 other reason than for your own love of dancing.
- Spend a token to offer to dance a dance with someone else, that 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 different path than everyone else, and you must travel your own way. Pick up a new playbook and make a new character.



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 pronouns.

Choose an animal.

- ☉ Raccoon ☉ Deer ☉ A Nocturnal Animal
- ☉ Olm ☉ Sphinx Cat ☉ A Steady Animal

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

- ☉ Patient ☉ Discerning ☉ Manly
- ☉ Correct ☉ Positive ☉ Effeminate
- ☉ Present ☉ Resolute ☉ Enough

Choose 3-4 to describe your look.

- ☉ Mud-Soaked Cloak ☉ Well-Loved Fiddle
- ☉ Wooden Staff ☉ Badly Ripped Dress
- ☉ Eye-Covering Hat ☉ Box Of Medical Supplies
- ☉ Comfortable Gloves ☉ Small And Practical Knife
- ☉ Patchwork Pants ☉ Book Of Small Rituals
- ☉ Deck Of Cards ☉ Darkness-Piercing Bright Eyes

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?

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 always **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 prickly bush when they were small. They are *wise* and/or *nervous*.
- ☉ Fireflies have helped your family for as long as you can remember. They are *proper* and/or *chill*.
- ☉ They led you out of danger at your darkest moment, and stuck by you ever since. They are *confident* and/or *pensive*.
- ☉ Your uncle left them in your hands the last time you saw him. 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've watched over you in one form or another since you were very young. They are **miraculous**, and you're not sure they're really a firefly.
- ☉ They came to you in a dream, and when you woke up they were there. They are **oracular**, and you're not sure they're really a firefly.

Choose 1 you always keep lit with you and 1 that you won't let go of even though the light's died out, and 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.

During each holiday between the seasons, choose 1 you haven't chosen before:

- ☉ Learn from your firefly an important life lesson, and get a new thing you can always do from any playbook.
- ☉ Teach your firefly how to do something new, and give them a new trait.
- ☉ Teach your firefly how to do something new, and give them a new trait.
- ☉ 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 it might be.
- ☉ You can always ask: "Can you lead the way?"
- ☉ Take an unused playbook and add as much as you want from that playbook to your's.
- ☉ You met someone new who needs your guidance more than your friends do, and you must travel a different path. Pick up a new playbook and make a new character.

Some things you can always do:

- ✂ Pet your firefly.
- ✂ Notice the time of day.
- ✂ Illuminate something in darkness.
- ✂ Keep walking.
- ✂ Say: "Watch your step."
- ✂ Ask: "Do you need a hand?" They get a token if they accept your help.

Journeying Tools:

- ✂ "Let's do this instead." ✂ "Hold on."
- ✂ "Do we want to?" ✂ "No."
- ✂ "Where to next?" ✂ Stepping away.
- ✂ "What do you think?"

Get a token whenever you...

- ✂ Inconvenience yourself to help someone else.
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- ✂ 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.
- ✂ Allow someone to connect with you on a personal level.
- ✂ Give something that has the potential to change someone fundamentally.
- ✂ Reveal something hidden about the person in front of you, and ask them what it is.
- ✂ Tell the table something important about the place you're in.
- ✂ Listen to the shared wisdom of the small and forgotten gods, and ask the table what they tell you.

Moth-Tender

Choose a name and pronouns.

Choose an animal.

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

Choose 2 you are and 2 you aren't.

- Calm
- Proper
- Blunt
- Trusting
- Studious
- Masculine
- Curious
- Cheerful
- Feminine

Choose 3-4 to describe your look.

- Tweed Vest
- Small Reading Glasses
- Shining Lantern
- Satches Full of Papers
- Brass Spyglass
- Map of Local Moth Towers
- Lunar Calendar
- Ink-Stained Gloves
- Out-of-Place Dress
- Worn Moth-Tending Uniform
- Gray-Brown Cloak
- Sense You're In Over Your Head

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:

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

Journeying Tools:

- ✂ "Let's do this instead." ✂ "Hold on."
- ✂ "Do we want to?" ✂ "No."
- ✂ "Where to next?" ✂ Stepping away.
- ✂ "What do you think?"

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 in small packages.

Choose 3 letters or packages you carry...

- A summons from the King of the Floating Mountain...
- A wax-sealed love letter...
- A basket of homemade candies...
- A bottle of rare and vitally important medicine...
- A terrified kid escaping from a bad situation...
- A package or letter of your own description...

...and where they're going.

- ...for a shrewish and *witchy* crone deep in the Miremuck Swamp.
- ...for a *cheerful* young rabbit who just moved to a big city.
- ...for the *proper* mayor of a hidden village.
- ...for the leader of the last outpost of the rebellion.
- ...for a *cheerful* old farmer with a big family.
- ...for someone of your own description.

Choose 2 things you carry with you at all times, and tell the table about them.

- A walking song, taught to you by an *adventurous* buddy you used to travel with.
- The wisdom of your *caring* adoptive mother, who reminded you to always be yourself.
- A decoder for the secret Moth-Tending cipher, gifted by your *imaginative* mentor.
- The ring on your finger, matched by your *confident* fiance back home.
- A promise you made to your best friend, that weighs heavy on your heart.
- Your oath to the Moth-Tending organization, that you are in danger of breaking.
- Feed and supplies for your *sturdy* hopper mount.

Get a token whenever you...

- ✂ Inconvenience yourself to help someone else.
- ✂ Give someone something you hold dear.
- ✂ Do something kind without getting anything in return.
- ✂ 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.
- ✂ Allow someone to connect with you on a personal level.
- ✂ Give something that has the potential to change someone fundamentally.
- ✂ Reveal something hidden about the person in front of you, and ask them what it is.
- ✂ Tell the table something important about the place you're in.
- ✂ Listen to the shared wisdom of the small and forgotten gods, and ask the table what they tell you.

During each holiday between the seasons, 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.
- Become something you previously said you were not.
- 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 your's.
- You find a tower you want to help operate, retiring from wandering. Pick up a new playbook and make a new character.



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 pronouns.

Choose an animal.

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

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

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

Choose 3-4 to describe your look.

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

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?

You're working on a writing project about 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, driven by a desire to understand and empathize.
- A place 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, and tell the table about them.

- A fantastical novel, waterlogged and stained from years of rereading.
- A cheap paperback you found on the side of the road, that no one else has heard of.
- A tiny guidebook full of practical life advice.
- The last text written by your mentor before their death, that reflects on their life.
- An unfinished manifesto by your *passionate* best friend, which will change everything.
- A translation of poems written your ancestors language that you hope to learn.
- Your mother's journal, written in her spidery handwriting and full of pressed flowers.

During each holiday between the seasons, 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 your's.
- Finish your project and go back home. Tell everyone what the dedications page says, pick up a new playbook, and make a new character.

Some things you can always do:

- ☞ Self-deprecate.
- ☞ Provide a new perspective others might not have.
- ☞ Cite a resource that can help.
- ☞ Write down a moment that feels relevant to your project.
- ☞ Ask: "What used to be here?"
- ☞ Ask: "Can you explain?"

Journeying Tools:

- ☞ "Let's do this instead." ☞ "Hold on."
- ☞ "Do we want to?" ☞ "No."
- ☞ "Where to next?" ☞ Stepping away.
- ☞ "What do you think?"

Get a token whenever you...

- ☞ Inconvenience yourself to help someone else.
- ☞ Give someone something you hold dear.
- ☞ Do something kind without getting anything in return.
- ☞ 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.
- ☞ Allow someone to connect with you on a personal level.
- ☞ Give something that has the potential to change someone fundamentally.
- ☞ Reveal something hidden about the person in front of you, and ask them what it is.
- ☞ Tell the table something important about the place you're in.
- ☞ Listen to the shared wisdom of the small and forgotten gods, and ask the table what they tell you.

Ragamuffin

Choose a name and pronouns.

Choose an animal.

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

Choose 2 you are and 2 you refuse to be.

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

Choose 3-4 to describe your look.

- Wooden Sword
- Always-Backwards Cap
- Flowers In Hand
- Awkwardly-Sized Cloak
- Stuffed Animal
- Grass-Stained Jeans
- Pokin' Stick
- Gap-Toothed Smile
- Suspenders
- Sundress That Spins Good
- Ocarina
- Overwhelming Love For Life

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.
- ✂ Blur 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.

Journeying Tools:

- ✂ "Let's do this instead."
- ✂ "Do we want to?"
- ✂ "Where to next?"
- ✂ "What do you think?"
- ✂ "Hold on."
- ✂ "No."
- ✂ Stepping away.

Run! Scream! Play! Steal! And above all, live!
You are alive. Your care is exuberant, honest, and naive.

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 thing you carry with you openly and 1 you carry with you secretly, and tell the table about them.

- The Ring of 99 Vengeful Daemons, the greatest treasure of the King of the Floating Mountain.
- The Heavenblade, which was thought lost after being used to kill the Slobbering God.
- A young paradise mantis, the last of its kind.
- A necklace with a painting of your birth family in it.
- A mask with a terrifying visage.
- The capacity to see brief snippets of the future.
- A dragon's egg.

Get a token whenever you...

- ✂ Inconvenience yourself to help someone else.
- ✂ Give someone something you hold dear.
- ✂ Do something kind without getting anything in return.
- ✂ 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.
- ✂ Allow someone to connect with you on a personal level.
- ✂ Give something that has the potential to change someone fundamentally.
- ✂ Reveal something hidden about the person in front of you, and ask them what it is.
- ✂ Tell the table something important about the place you're in.
- ✂ Listen to the shared wisdom of the small and forgotten gods, and ask the table what they tell you.

During each holiday between the seasons, 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 still be something you considered yourself.
- 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.

Shepherd

Herd 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 pronouns.

Choose an animal.

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

Choose 2 you are and 2 you aren't.

- ☉ Hurried
- ☉ Reliable
- ☉ Levelheaded
- ☉ Gentle
- ☉ Focused
- ☉ Fatherly
- ☉ Funny
- ☉ Quiet
- ☉ Maternal

Choose 3-4 to describe your look.

- ☉ Plaid Shirt
- ☉ Old-Fashioned Pipe
- ☉ Shepherd's Crook
- ☉ Bug-Calling Whistle
- ☉ Woolen Cloak
- ☉ Practical Bunched-Up Dress
- ☉ Puffy Jacket
- ☉ This Year's Almanac
- ☉ Many Layers
- ☉ Old-Fashioned Hat
- ☉ Hiking Boots
- ☉ A Superstitious Turn of Phrase

Ask 1 to the left and 1 to the right.

- ☞ What 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:

- ☞ Stare off into the distance.
- ☞ Make an offhand observation that turns out to be true.
- ☞ Pat a bumble on its head.
- ☞ Rest 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.

Journeying Tools:

- ☞ "Let's do this instead." ☞ "Hold on."
- ☞ "Do we want to?" ☞ "No."
- ☞ "Where to next?" ☞ Stepping away.
- ☞ "What do you think?"

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

- ☉ The youngest bumble in the herd, who is constantly underfoot. They are *cheerful* and/or *raucous*.
- ☉ The oldest bumble in the herd, gray and slow. They are *wise* and/or *venerable*.
- ☉ The cutest bumble in the herd, who loves headpats. They are *friendly* and/or *cunning*.
- ☉ The most beautiful bumble in the herd, who craves attention. They are *dramatic* and/or *glamorous*.
- ☉ The luckiest bumble in the herd. They are *adventurous* and/or *miraculous*.
- ☉ The bumble born with two heads under the full moon. They are *imaginative* and/or *witchy*.
- ☉ The biggest bumble in the herd, who you like to ride. They are *sturdy* and/or *mighty*.
- ☉ The mother of the herd, who would die for a 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 still your favorite. They are *chill* and/or *quiet*.

Choose 1 thing you carry with you and 1 you've misplaced, and tell the table about them.

- ☉ A bandana denoting your high status within the shepherd's guild.
- ☉ A lucky necklace given by your husband when you left home.
- ☉ A knife given by your *resolute* wife in the event of trouble.
- ☉ A really big wheel of cheese, that you must personally deliver to a *chill* old friend.
- ☉ A flower given by your first kiss, when you were children long ago.
- ☉ The tune to an old shepherd's song your mother taught you as a child.
- ☉ Your newborn's pacifier, so they don't keep you up at night.

Get a token whenever you...

- ☞ Inconvenience yourself to help someone else.
- ☞ Give someone something you hold dear.
- ☞ Do something kind without getting anything in return.
- ☞ 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.
- ☞ Allow someone to connect with you on a personal level.
- ☞ Give something that has the potential to change someone fundamentally.
- ☞ Reveal something hidden about the person in front of you, and ask them what it is.
- ☞ Tell the table something important about the place you're in.
- ☞ Listen to the shared wisdom of the small and forgotten gods, and ask the table what they tell you.

During each holiday between the seasons, 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.
- ☉ Become something you previously said you were not.
- ☉ Get a token whenever you walk away from everyone else to spend some time alone with your herd
- ☉ Spend a token to protect your herd from harm, even in situations where harm seems certain or inevitable.
- ☉ 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 your's.
- ☉ 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.

Magabond

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 pronouns.

Choose an animal.

- Opossum Rattlesnake An Unpopular Animal
- Rat Crow A Sneaky Animal

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

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

Choose 3-4 to describe your look.

- Black Cloak Gauze-Wrapped Splint
- Terrifying Mask Ostentatious Belt
- Deck of Cards Scarf Big Enough to Hide In
- Stolen Purse Stylish Wide-Brimmed Hat
- Pack of Smokes Your Own Wanted Posters
- Loose Clothing A Quick Word & Sharp Jab

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.
- ☞ Know something you're not supposed to know.
- ☞ Lie.
- ☞ Say: "I have a bad feeling about this."
- ☞ Ask: "Do you trust me?" You get a token if they say yes.

Journeying Goals:

- ☞ "Let's do this instead." "Hold on."
- ☞ "Do we want to?" "No."
- ☞ "Where to next?" Stepping away.
- ☞ "What do you think?"

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

- Betraying your community's way of life Falling in love with the wrong person
- Betraying your kingdom Killing your commanding officer
- Betraying the cause Killing a prison warden
- Betraying your family Killing your king
- Betraying your partner in crime Killing a god
- Burning crops Poaching
- Carousing Slaying a dragon
- Cheating at cards Stealing money
- Deserting Stealing supplies
- Destruction of ancient artifacts Stealing livestock
- Destruction of governing structures Stealing hearts
- Destruction of property Wrecking marriages
- Destruction of shrines

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

- A pink orchid, the symbol of your time with the rebellion.
- 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, that 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 secret you're not supposed to have about the King of the Floating Mountain.

Get a token whenever you...

- ☞ Inconvenience yourself to help someone else.
- ☞ Give someone something you hold dear.
- ☞ Do something kind without getting anything in return.
- ☞ 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.
- ☞ Allow someone to connect with you on a personal level.
- ☞ Give something that has the potential to change someone fundamentally.
- ☞ Reveal something hidden about the person in front of you, and ask them what it is.
- ☞ Tell the table something important about the place you're in.
- ☞ Listen to the shared wisdom of the small and forgotten gods, and ask the table what they tell you.

During each holiday between the seasons, 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.
- Spend a token to ask: "Do you trust me?" They get a token if they say yes.
- Take an unused playbook and add as much as you want from that playbook to your's.
- 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.



Traits

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 inkeeps 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 up someone, write down some information about them on a card. 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.

For each kith you have on a card, include the following information about them written down:

- ✦ 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

You can always write down more or less than this, but those five bullet points should get you pretty far. If anyone wants to pick up a kith to give them a voice or have them do things, they can.

Traits ←

All the kith and kin you encounter, from the mightiest gods to the smallest mice, 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 you make choices about your character, it'll often suggest traits for the kith in your life to have, written in italics. If you ever need to pick traits in a hurry, here's a d66 table of them:

- | | | |
|--------------------|------------------------|--------------------|
| 1. Artistic Traits | 3. Intellectual Traits | 5. Physical Traits |
| 1. Crafty | 1. Ambitious | 1. Adventurous |
| 2. Dramatic | 2. Cunning | 2. Passionate |
| 3. Imaginative | 3. Inquisitive | 3. Resolute |
| 4. Poetic | 4. Learned | 4. Sturdy |
| 5. ✦ Glamorous | 5. ✦ Oracular | 5. ✦ Feral |
| 6. ✦ Miraculous | 6. ✦ Witchy | 6. ✦ Mighty |
| 2. Grounded Traits | 4. Internal Traits | 6. Social Traits |
| 1. Honest | 1. Cheerful | 1. Caring |
| 2. Quiet | 2. Chill | 2. Friendly |
| 3. Watchful | 3. Confident | 3. Proper |
| 4. Wise | 4. Pensive | 4. Raucous |
| 5. ✦ Intertwined | 5. ✦ Luminescent | 5. ✦ Empathetic |
| 6. ✦ Invisible | 6. ✦ Venerable | 6. ✦ Many-faced |

Artistic Traits

Crafty

Choose 1-2 they can always do:

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

Dramatic

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

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

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

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

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 it to. If they want to firmly resist your offer, they're going to need to spend a token.

Grounded Traits

Honest

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

Choose 1-2 they can always do:

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

Watchful

Choose 1-2 they can always do:

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

Wise

Choose 1-2 they can always do:

- ☉ Reflect on what someone else has said.
- ☉ Propose another path than what everyone's thinking.
- ☉ Ask: "What are your feelings on the matter?"

✳ Intertwined

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

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

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

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

Choose 1-2 they can always do:

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

Learned

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

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

Choose 1-2 they can always do:

- ☉ Cackle.
- ☉ Mix some things together to make something new.
- ☉ Point out a flaw in someone's personality that they haven'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 take time and address their flaw.

Internal Traits

Cheerful

Choose 1-2 they can always do:

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

Chill

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

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

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

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 not answer you, they're going to need to spend a token.

* Venerable

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

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

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

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

Choose 1-2 they can always do:

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

☼ Feral

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

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

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

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

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

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

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

Choose 1-2 they can always do:

- ☉ Change dramatically, and become something new.
- ☉ Reveal another kith has 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.



Natures

Our First Place ←

We will always begin our journey arriving somewhere new. To create our first new place, pick out three natures, or choose randomly. Each of these natures serves as one of the building blocks.

1. Comfortable

1. Farm
2. Garden
3. Market
4. Monastery
5. Tavern
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. Tower

As a group, go through each of the natures you've selected and choose two aesthetic elements and one folklore from each. Make a conversation out of it, tossing around ideas and mixing things together. You are welcome to interpret these natures as literally or as metaphorically as you'd like. While the Chalklands might be literally a hillock, they might be metaphorically a swamp.

Once you've got a pretty good idea of what this place is like, go around and each say one common type 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 take in this place.

Last but not least, give the place a name.

Comfortable Vatures

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:

- ☉ Rascallions 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 hero, who has lost their luster
- ☉ 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 this place 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 kind 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 bought and sold, and where people from across the Hæth gather with supplies to trade.

This place can always:

- ✦ Describe what you can find here.
- ✦ Show someone taking something.
- ✦ 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 friendly merchant
- ☉ Something else of your own invention

Choose 1 folklore about this place:

- ☉ The 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 anywhere 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 everything packed in
- ☉ A lonely 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:

- ☉ Whirring looms
- ☉ A chugging factory
- ☉ Work songs
- ☉ An important supply line
- ☉ A dirty kid too young to be working
- ☉ A master craftsperson who once made something you own
- ☉ 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 Vatures

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 familiar 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 wild 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 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 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 your 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 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:

- ☉ A hidden grotto
- ☉ A glorious waterfall
- ☉ Mossy stones
- ☉ A rare and mysterious flower
- ☉ A well-worn path
- ☉ A skittish 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 capricious 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

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:

- ☉ Churning waters far below
- ☉ Ancient engineering
- ☉ Rickety planks
- ☉ A sudden drop
- ☉ A tollbooth
- ☉ A strange creature hiding underneath
- ☉ Something else of your own invention

Choose 1 folklore about this place:

- ☉ The bargain of the crossroads 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 Hæth. *When you arrive at this place, decide what makes this place 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 watchful god
- ☉ A curious kid who has never seen the outside world
- ☉ A world-weary 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
- ☉ A traveling-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 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 opossum 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
- ☉ Jolly inkeep 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



Sanderhome

The Journey begins August 4th 2020 on

KICKSTARTER