



The Infinite Canyon

A strange and mysterious rift in the earth, where tumbling over the edge meant falling for days into the mist below.

What dangerous ledge represented this place?

Who were the sentries that guarded the ledge?

Pass this card around: everyone adds a weird detail about the rocks or plants of the canyon, such as color, texture, weight, medicinal or poisonous traits.



The Magical River

A winding border on the map that appeared as a magical river.

What street or structure defined the river?

What danger did it prevent from crossing into your lands?

“Help me remember what the people of the river were like?”

“What made it magical, again?”



The Cloud City

A glittering and marvelous metropolis that always welcomed you to stay, and where it was always easy to find rest or entertainment.

Where on the map could you easily find a place to hang out?

What did that place look like in the kingdom?

“Who was it that first took us to the Cloud People?”

“Do you remember how cool we thought they looked?”



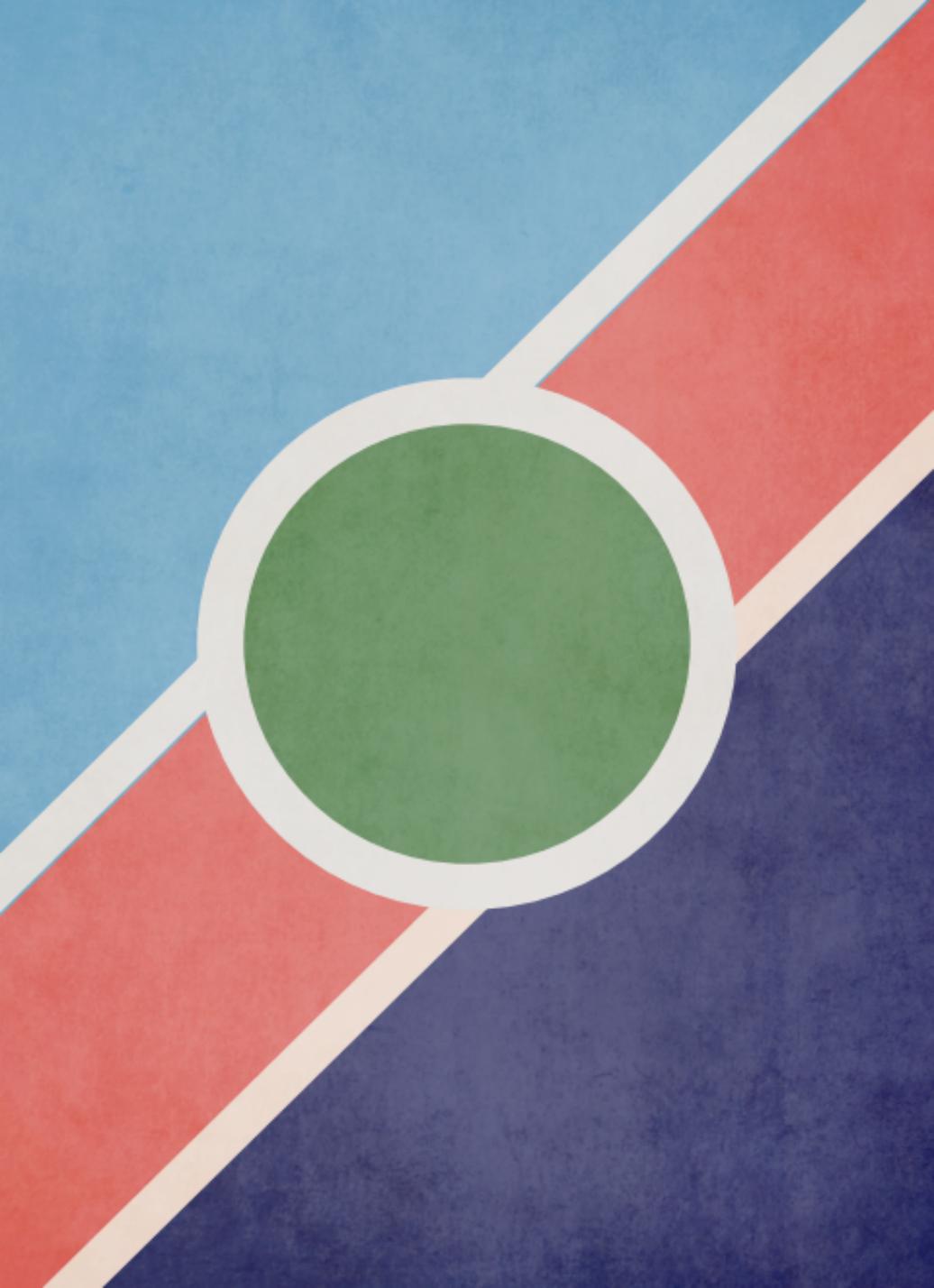
The Lonesome Tower

A solitary marker of something gloomy or eerie that haunted a part of the landscape.

What landmark looked down over you from the horizon?

“Remember when we all went there to check it out the first time?”

“Remember going there on Halloween?”



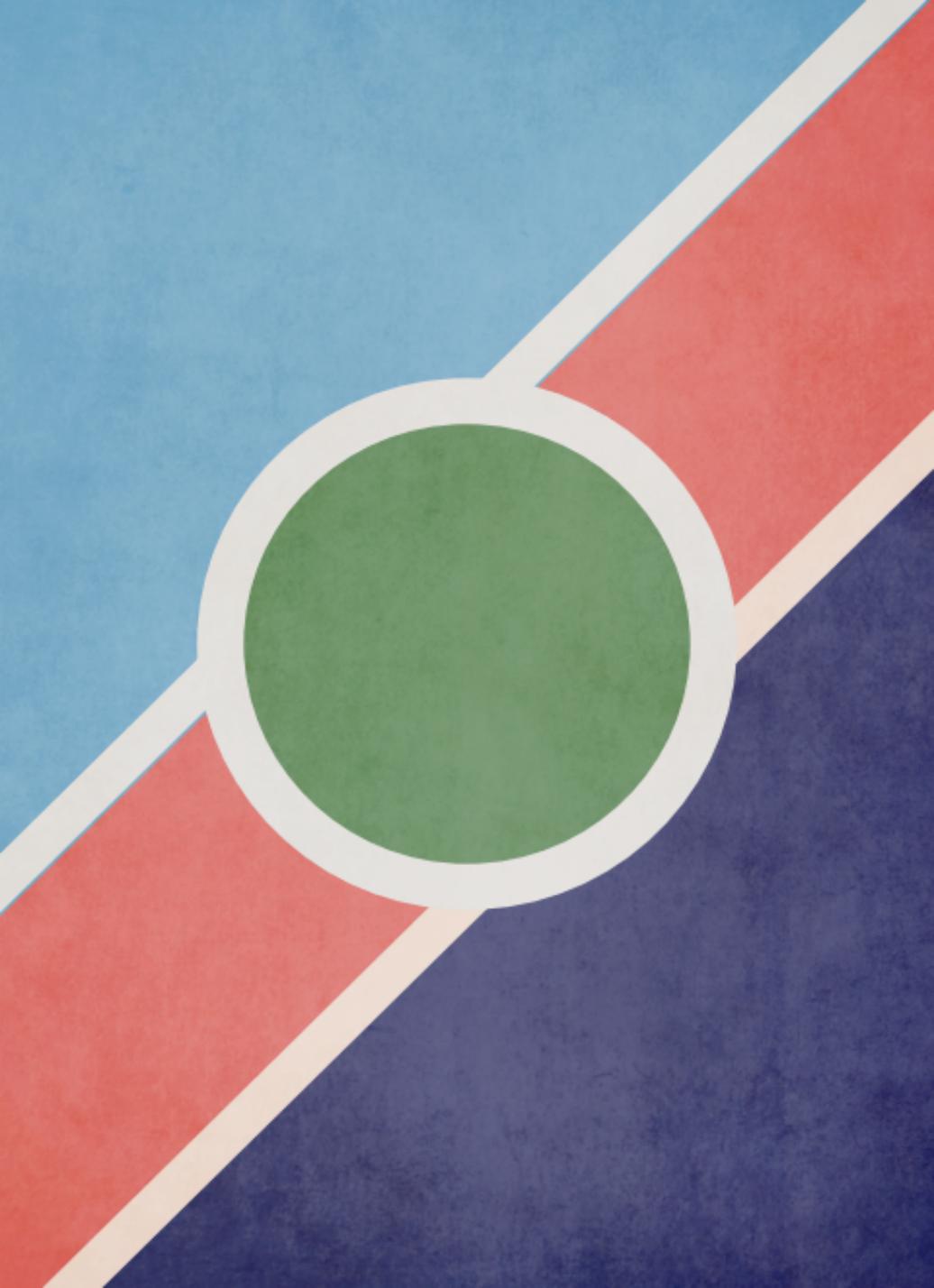
The Great War

Over one long weekend where you each spent all waking hours together, you saved the whole of your kingdom in one long battle with your greatest enemy.

What parts of the map were under seige?

Pass this card around twice: everyone adds a location to the Sketch representing something that was changed or created by the War.

Everyone adds a moment they recall of someone else doing something dangerously brave or impressively heroic.



The Party

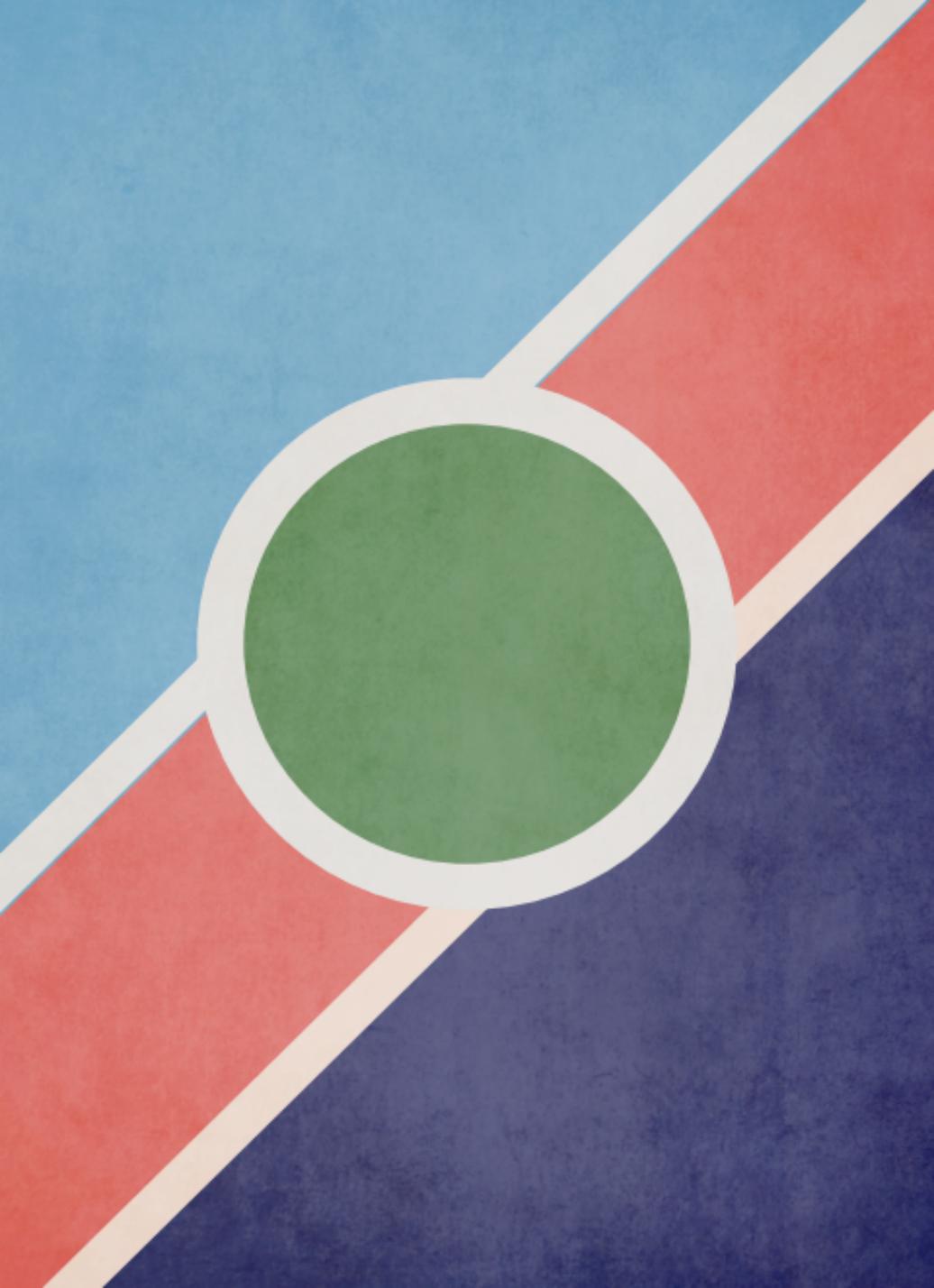
A great celebration that was so full of joy you'll never forget it.

Was this a party in the real world, as well, or an event entirely in the kingdom?

Where did you gather for this great feast?

“Who started the party? I just remember being pulled into it.”

“Who was the last to leave?”



The Quest

A great deed that must be done, and together you all managed to travel a great distance to see it through.

What distant point on the map did you manage to reach?

“Remember when it got dark and we debated going back?”

“Who actually finished the quest? Were we all there?”



The Dark Overlord

Ruler of the darkest part of the kingdom, keeper of the crown of evil. A visage of pure imagination, with no echo in the real world. This was your greatest foe.

Pass this card around: each take a turn recalling elements of the dark overlord, such as Voice, Colors, Heraldry, Minions, Powers and Realm. Draw something on the map to symbolize this. Once everyone has helped to envision the Dark Overlord, answer:

What place in the city marked the dark stronghold? Draw this dark place on the Sketch.



The Wise Old Tree

There was a great, shady, quiet place where the Tallest Tree in the World grew. There you would talk to it (or someone living there) for sage advice.

What tree in the neighborhood marked this location?

Pass this card around: each take a turn describing an element of the Tree or its Keeper that details their gentle way, such as - Voice, Leaves, Landscape, Birdfriends, Magic and Music.

You can also confess something you went to talk to the Tree about alone.



The Beast

A creature that was at first terrifying and formidable, but, in time, became your friend and ally.

What animal in the neighborhood first frightened you all, but then became your friend?

“Didn’t you always tell us it was good in nature?”

“Tell us again how you tamed it?”



The Little Folk

Throughout all of the kingdom you could find these charming little ones. They were humble and kind, and often in need of saving.

What name did you call the Little Folk? What did they call themselves?

“What was the name of our favorite one?”

“Remember when you fed them candy?”



The Ruins

A place where you took your sadness, anger, or worry. A quiet but empty space, where things were okay to fall apart.

Where on the map was this place? Where on the Sketch?

What strange atmosphere filled the ruins?

Talk about: your saddest memory that sent you there, your first time discovering this place, the reason you stopped going back, why you felt you should keep it secret.



The Hillock

A strange encounter while traveling alone. You came to a single hill high above all the other hills that surrounded it. There you rested, and accidentally fell asleep. When you woke, something strange happened...

Where on the map was this place?

Where on the sketch?

What strange creature or event woke you?

Why do you think you could never find the Hillock again?

Tell about: what happened there, what you think it means, why you kept looking for it again.



The Cave

A haunting and spooky place, where you found yourself seeking frightful or twisted creatures and sites.

Where on the map was this place? Where on the sketch?

Why did you return to the Cave? Ask if anyone else had found it.

Talk about: the most frightening thing you saw there, the thing you were most unsettled by, your most courageous act there.



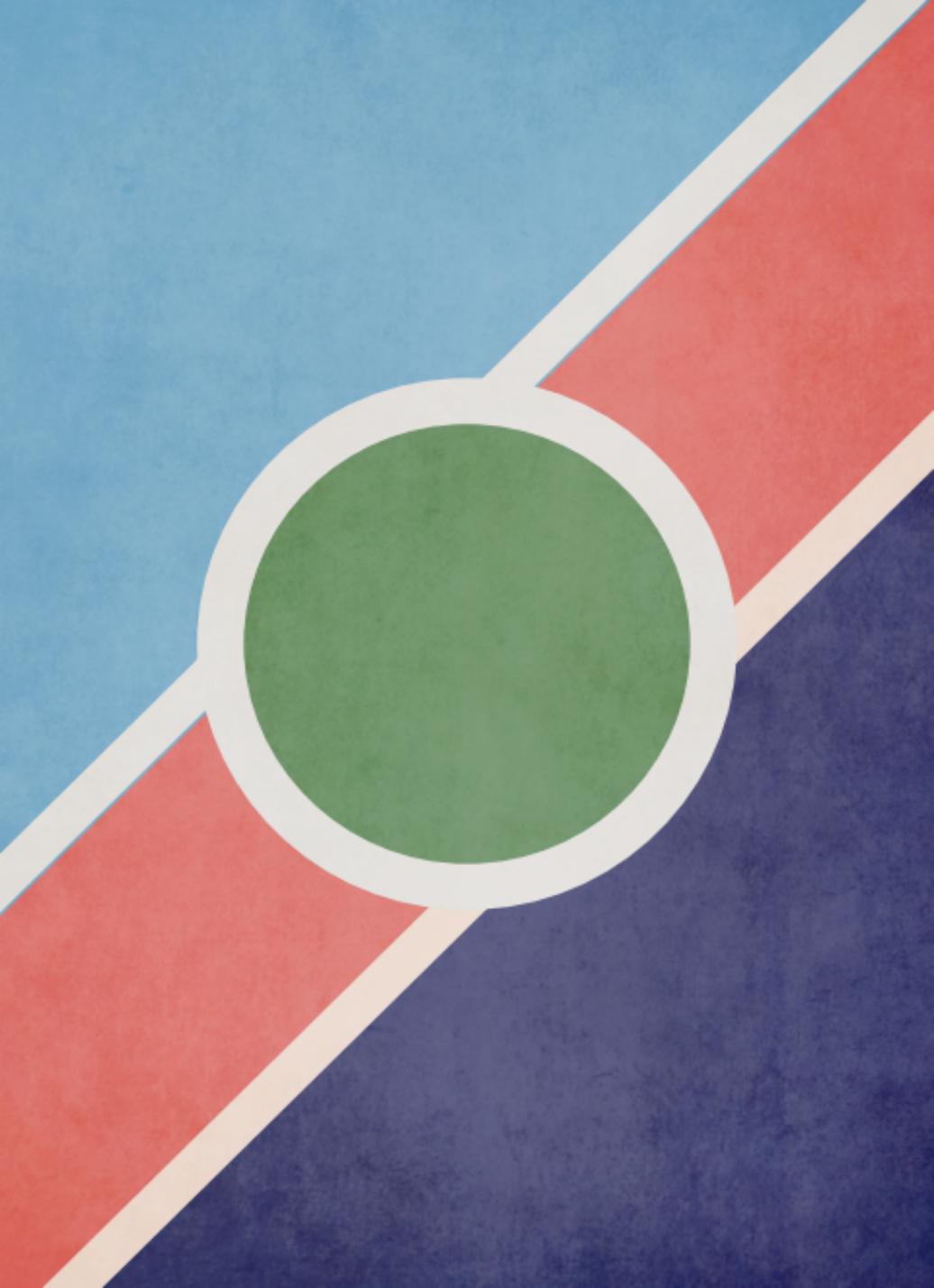
The Garden

A wild overgrowth of beautiful plants and pleasant creatures. Nothing here could speak, and it was the perfect place to hide your feelings for a crush.

Where on the map was this place? Where on the sketch?

What kind of art or writing or treasures did you keep here?

You might talk about: who your crush was, that you even *had* a crush, or what happened to your crush after you left.



The Pirates

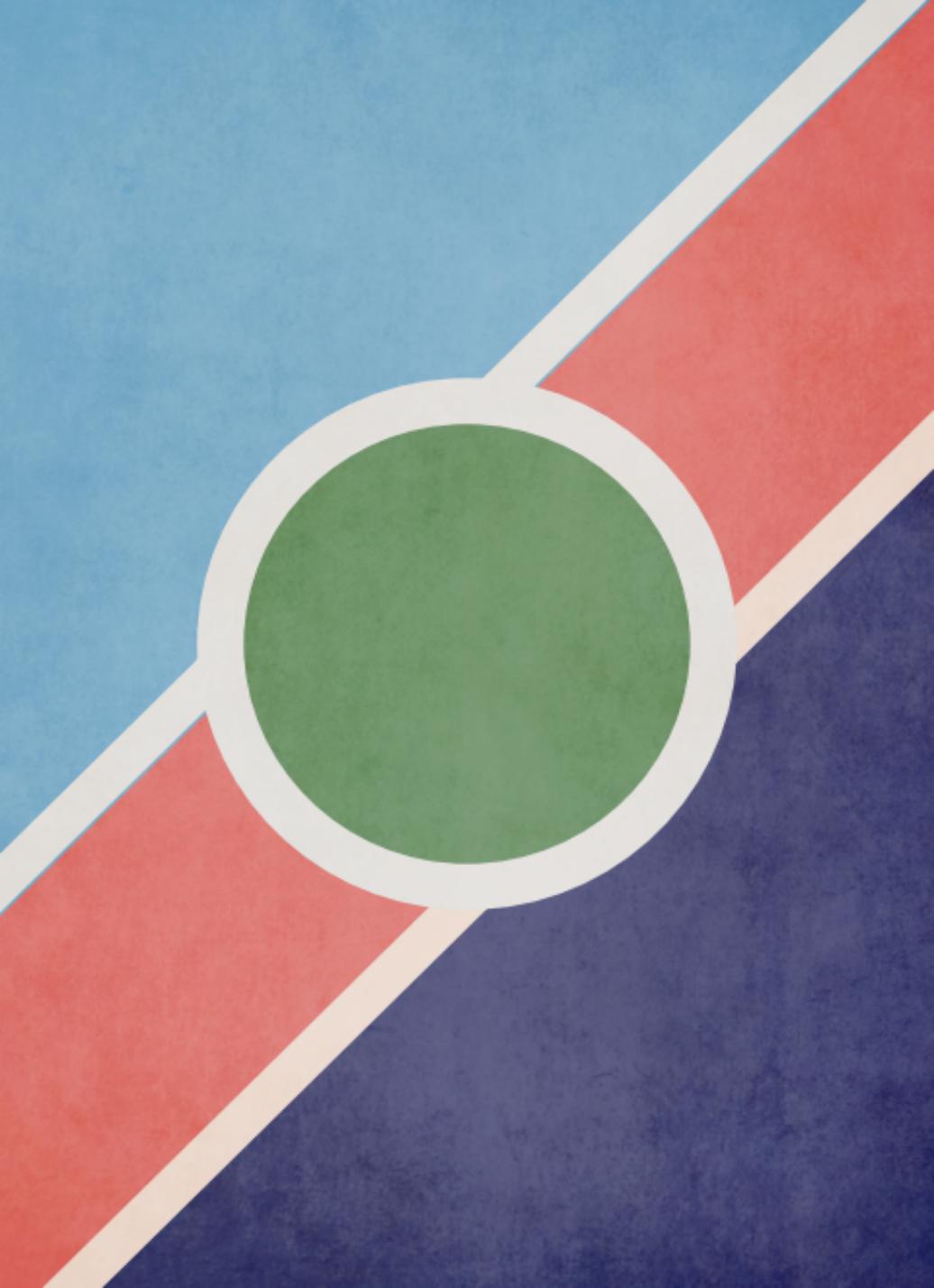
A group of rowdy, unsavory sorts that you befriended for an adventure once, when the others were unavailable to play.

Where on the map was their hideout? Where on the sketch?

Where did they go after you left their crew?

How long was your adventure?

Tell about: the reason you left their ship, the most ornery thing you did while with them, what you think happened to them after you parted ways.



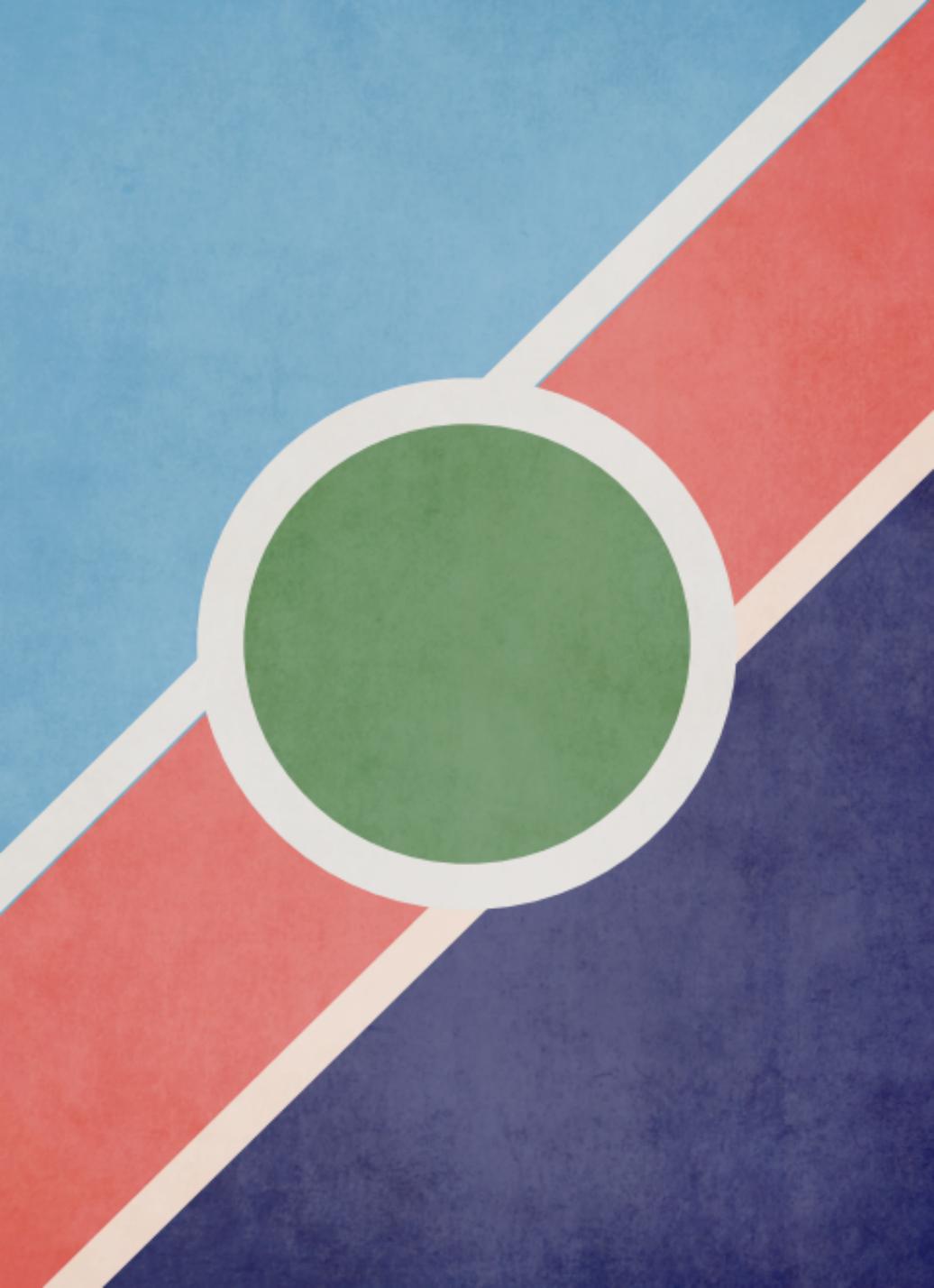
The Relic

A signature item of your own that was also a magical relic in the kingdom, but which you never shared with anyone else.

Where on the map did you find it? Draw that on the Sketch.

Was it used for fighting, helping, or discovering?

Tell about: who gave it to you, why you never told anyone about it, what happened to it.



The Teacher

Someone from your real life that often blurred in memory between their actual person and an imagined echo of them in the kingdom.

Where on the map would you visit them?

What were they like in the paracosm?

Open up about: what you miss most about them, the greatest lesson they taught you, how you practice living their life lessons.



The Hideaway

There was a place only you and one or two others in the group knew about. A place where you spent time doing something unique to your friendship.

Where would you go on the map?

Ask one or two other players, “Do you remember our hideaway?”

Each of you can add a detail about the Hideaway, noting: why you had it, what you did there, and what made it secret.



The Outpost

One of you was a regular at a weird outpost far away, where you spent your time mostly apart from the others. You once took a friend to meet the other characters there.

Where on the map was this place? Draw it on the Sketch.

*Ask another player, “Do you remember when I took you to...?”
And name the tavern.*

Ask them questions about what they remember, noting: odd characters, strange traditions, hilarious faux pas.

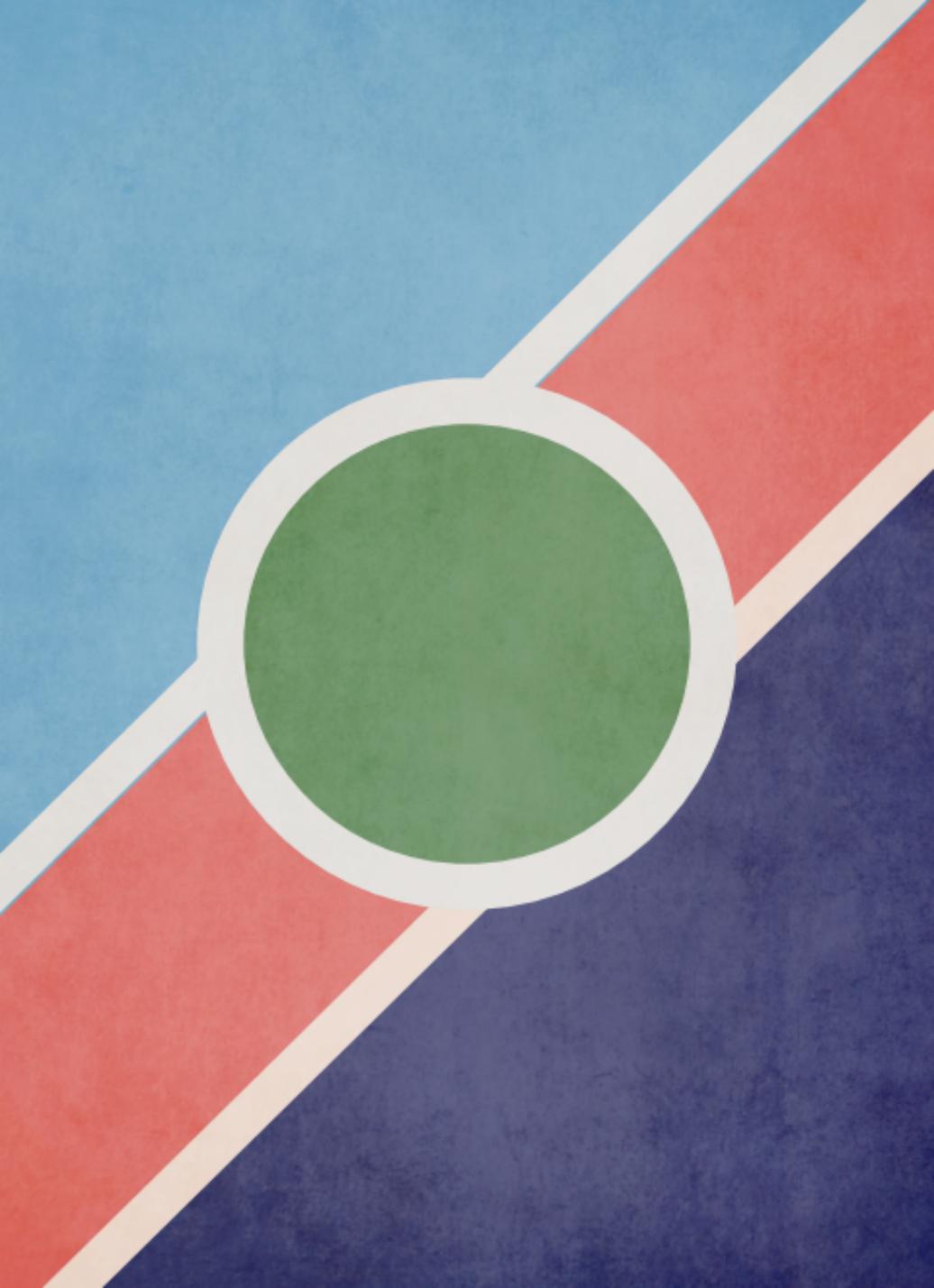


The Ride

You shared a special ride with one other, a bike with a sidecar, or a 2-seat soapbox, or wagon. It was always the craft you would each jump into for journeys by wheel.

Who was your co-pilot?

Pass this card back and forth twice, noting: if the ride could talk or act on its own, how dangerous it actually was, if you ever quarreled about using it.



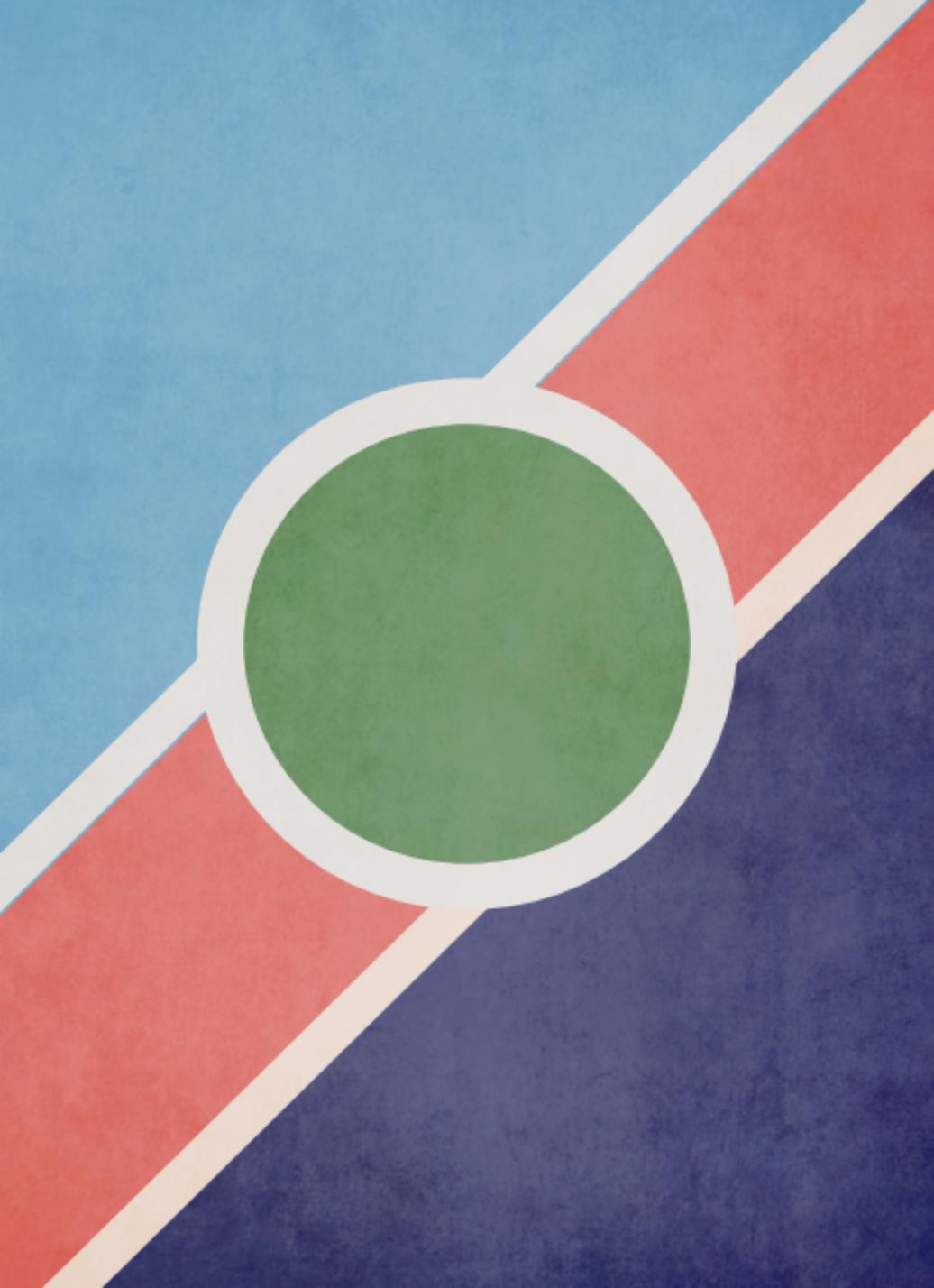
The Funeral

You lost something once, a pet, or a special toy that was a friend within the kingdom. After a long and hopeless search, you gave up. And one other friend came to you, and together you had a funeral.

What special creature or comfort did you lose?

What made it special?

Hand this card to the friend, they will recount their memory of the funeral, noting: what the departed meant to them, what they knew it meant to you, and what you burned or buried together in sign of the loss.

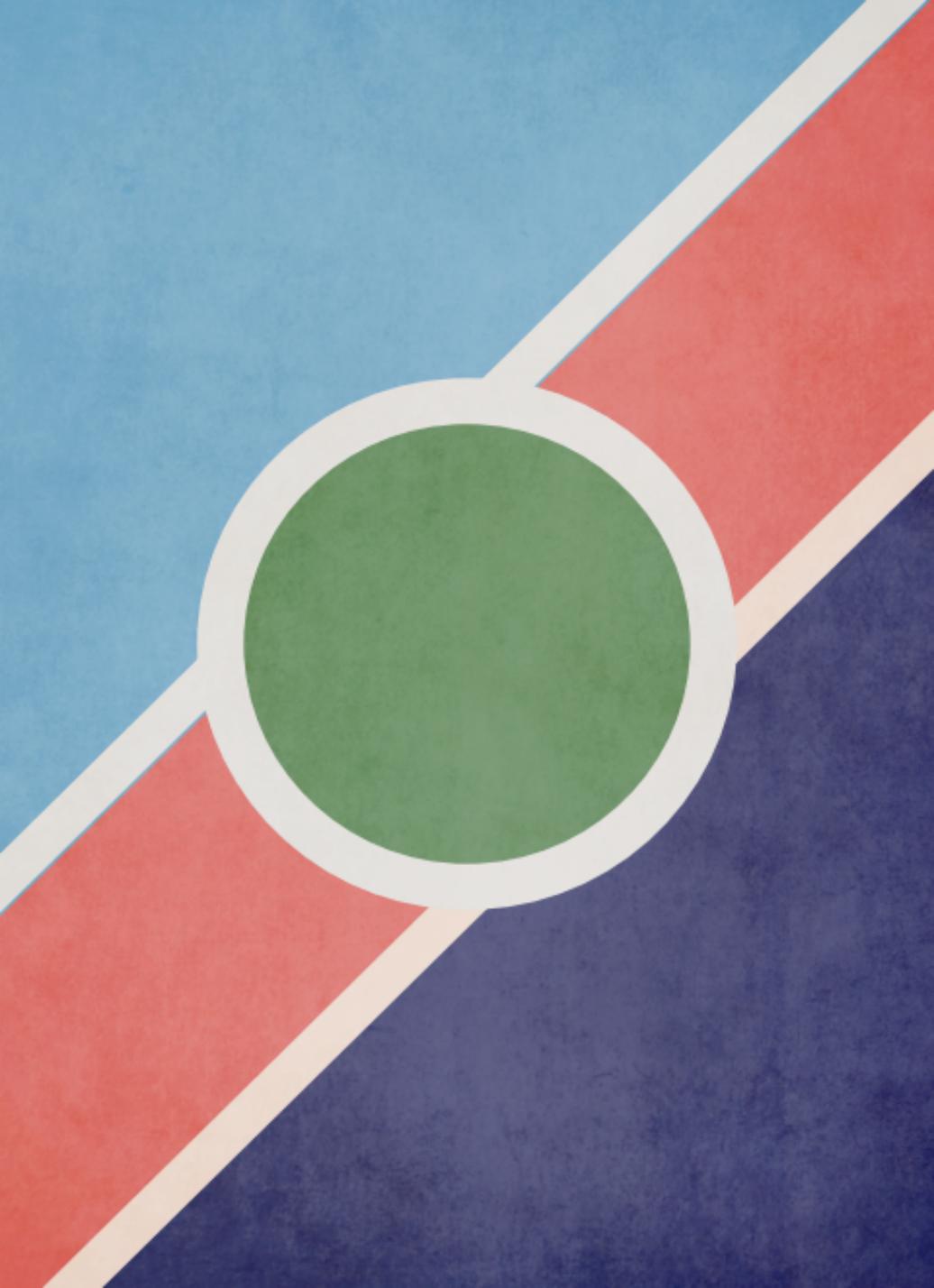


The Rescue

You were bullied, and at least once that came to a very frightening encounter, when you thought you were alone. But one or two of the other players showed up, and immediately rescued you as if it were all part of the paracosm.

Who came to your rescue?

Ask your friends to recount their heroism, noting: what they called the bully or bullies so that they seemed like creatures of the kingdom, how they fought them off, and how that kept your enemies at bay for a long while after.

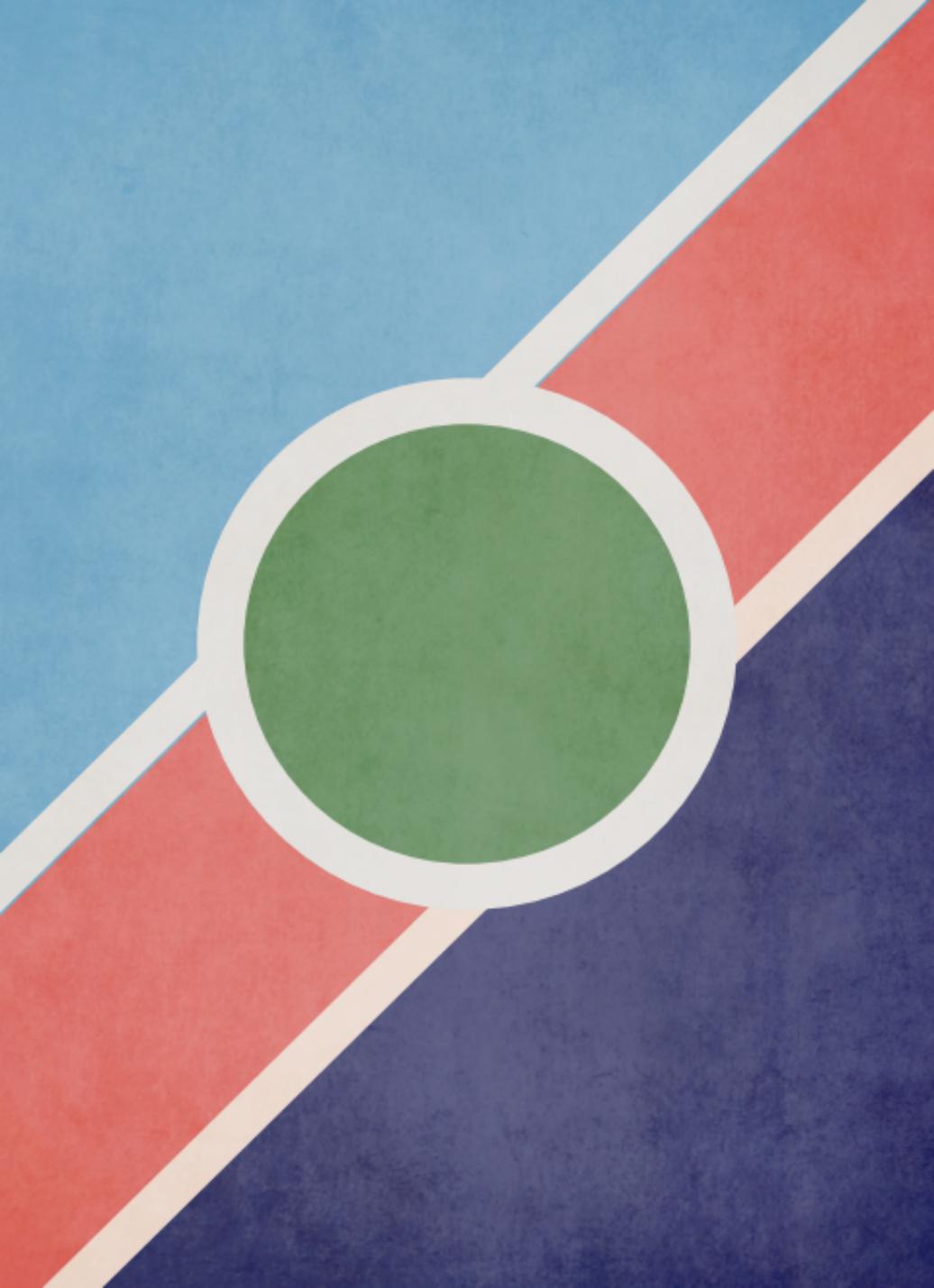


The Gift

You were sick once. When you were finally able to come back to play, the others had brought you a gift, made from things found around the map, but also clearly something wonderful within the paracosm.

What was your sickness, and how scared were you?

Hand this card to the other players. Each of them will tell about what they found for their part of the gift they created for you, noting: who was most afraid, who missed you most, who never even got to visit you, and how they presented it.



The Duel

Once, your rivalry went too far. It's hard to tell if the fight happened in the kingdom, or just in person, by the time you were finished. But it started formally when you agreed to meet and duel.

Who was your rival? Check with that player first, and if they agree, hand them this card.

Pass this card back and forth, noting: what brought you to blows the first time, what brought you to the duel, who witnessed the duel, and how it ended.

Draw on the Sketch where the duel took place.



The Wizard

One friend had a sort of alternate persona at times, taking on the role of a wizard, but only when it was just the two of you.

Which friend was this wizard? Hand them this card, asking: “Do you remember...?” and name this Wizard.

Detail the Wizard’s behavior and abilities, noting: did you do this to annoy or teach your friend? What was your most noteworthy adventure as a duo?



The Gambler

One of you had an older sibling, neighborhood friend, or babysitter, that often went along with your paracosm. They would mostly do this to trick you out of prizes or into good behavior, with wagers and bets.

Who else had to stay with this older figure? What circumstances put you under their care?

Pass this card back and forth, detailing: the Gambler's name in the kingdom, what creature they were there, and how they dressed, and what the greatest prize they took from you was.



The Dragon

There was an elderly adult important to your family, and you could travel freely to where they kept a massive yard or building full of knickknacks or junk. This hoard, however, was kept by a very grouchy or grumbling dragon.

Choose another player that was also connected to the Dragon, they will draw on the sketch where the hoard was.

Pass this card back and forth, detailing: why you were not afraid of the Dragon's demeanor, what the nature of the hoard was, and what rules you followed about looting it.



The Herbalist

One of you had a family friend or older sibling that worked at a coffee shop or health food store, and offered you free drinks.

Only one other person ever enjoyed that kind of beverage.

Choose another player that had the same connection to the herbalist with you.

Pass this card back and forth, noting: who was the person that gave out the free drinks? what kind of drinks were they, and why didn't anyone else like them?