The Infinite Canyon

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

Ask the other players these Questions:

What dangerous ledge represented this place?

Who were the sentries that guarded the ledge?

What weird plants grew there?

What color were the rocks?

Who was always lurking at the bottom of the canyon?

The Prismatic Sea

A beautiful stretch of water farther than they eye can see, seemingly uncrossable, marking one edge of your kingdom.

Ask the other players these Questions:

What vast landmark was the touchstone for this sea?

Who went out the farthest into the prismatic sea?

Did anyone ever cross the sea?

The Magical River

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

Ask the other players these Questions:

What street or structure in the real world defined the river?

What danger did it prevent from crossing into your lands?

What were the people who lived along the river like?

What made it magical?

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.

Ask the other players these Questions:

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

How did that place influence the look of the Cloud City?

Which of us first discovered the Cloud City?

What wondrous look did the Cloud People have about them?

The Lonesome Tower

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

Ask the other players these Questions:

What landmark looked down over you from the horizon?

What happened the first time we attempted to travel there together?

What happened when we went there on a special Holiday?

The Meteor

An event that captured everyone's fascination, and left a mark that changed the landscape. Inside it's wreckage was found something wondrous.

Ask the other players these Questions:

What important, but temporary, object was placed in our neighborhood that inspired the Meteorite Crater?

Who first found the crater site?

What did we each make with resources from the meteor?

The Great War

Over one long weekend, when everyone in the group was able to spend all waking hours together, you saved the whole kingdom in one long battle with your greatest enemy.

Pass this card around until every player has had a chance to answer:

What part did you play in this war, and during which battle were you most heroic?

The Wild Fire

There was a great change in the city that was perhaps tragic or unsettling, which became a great fire or catastrophe in the kingdom.

Pass this card around until every player has had a chance to answer:

What sacred place did you lead the charge in rescuing, and what denizen of the kingdom was in peril?

When the last person has answered, draw the epicenter of the Wild Fire, showing where it all started...

The Celebration

You all came to a great celebration that was so full of joy you'll never forget it.

Ask the other players these questions:

Was this a party in the real world, or an event entirely in the kingdom, or a little of both?

Where did you gather for this great feast?

Who started the party?

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.

Ask the other players these questions:

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

What happened when it got dark and we had to debate 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: so each player can 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.

Pass this card around until every player has had a chance to answer:

What tree in the neighborhood marked this location?

What did the voice of the Tree or its Keeper sound like?

What birds or creatures lived in harmony at the tree?

What was the greatest secret you revealed to the Wise one?

What was the greatest lesson you learned in talking with the Wise one?

The Mysterious Beast

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

Ask the other players these Questions:

What animal in the neighborhood first frightened us all, but then became our friend?

Who among us always believed it was good in nature?

Who 'tamed' the beast, and made it our friend?

The Myst Shepherds

Strange, mysterious creatures that spoke in riddles, unlike anything in the pop culture or commercial inspirations that detailed your kingdom.

Ask the other players these Questions:

What unique place did they call their own?

"Who remembers one of their riddles?"

Who among us tried to fight one at some point?

Did anyone visit them alone? What happened?

The Little Folk

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

Ask the other players these Questions:

What name did you we give the Little Folk?

What did they call themselves?

Name your personal favorite among them.

What happened when one of you fed them candy?

The Haven

There was a place that you retreated to on your own. Someplace that reflected your own unique imagination.

What set it apart from the rest of the kingdom?

How did you find it?

What creatures were there?

What kept it hidden from the rest of the Kingdom, and the other players as well?

On your turn, play this card to tell the other players about this secret place.

The Ruins

A place where you took your sadness, anger, or fear. A quiet ruins, where it was okay for things to fall apart.

How did you find the Ruins?

What made it strange and unique to you?

What is your strongest memory while being there?

On your turn, play this card to tell the other players about this secret place.

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...

Can you recall where the Hillock even was?

What strange creature or event woke you?

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

On your turn, play this card to tell the other players about this secret place - What happened there, what you think it means, why you kept looking for it.

The Cave

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

How did you stumble onto it?

Why did you return to the Cave?

On your turn, play this card to tell the other players about this secret place.

Talk about the most frightening thing you saw there, the thing that still haunts you today, or your most courageous act there.

Ask if any of the other players ever found the cave. If they say yes, give them this card to answer the same Qs.

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.

How did you find this place?

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

On your turn, play this card to tell the other players about this secret place.

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

The Secret Monster

A creature that you hunted, fought, and ultimately became friends with. A magical thing that left the kingdom after your truce, and only ever returned when you were alone.

Where on the map was your hunt and where was the last battle?

What caused the creature to seem evil at first?

On your turn, play this card to tell the other players about this secret story - your battle and friendship, what wisdom it shared with you whenever it returned, how it once secretly helped the group in an invisible way.

The Pirates

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

On what distant sea did you meet?

Where did they go after you left their crew?

How long was your adventure?

What was the most ornery thing you did while onboard their crew?

On your turn, play this card to tell the other players about this secret adventure - why you left their ship, and what you think happened to them after you parted ways.

The Wreckage

A time where you went to the kingdom alone, and in the midst of exploring, brought calamity to both worlds.

Where on the map were you?

What was this part of the kingdom like when you arrived?

What huge act of destruction did you cause (or witness)?

On your turn, play this card to tell the other players about this secret adventure - what act of destruction happened in the real world as well, what did you do to avoid responsibility, and how do you feel about it now.

The Relic

A signature item of your own from the real world, that was also a magical relic your friends remember you having in the kingdom.

Was it used for fighting, helping, or discovering?

Who gave it to you in the real world, and who in the kingdom?

How did you come to find it there?

On your turn, play this card to remind the other players about this magic item, and what happened to it.

The Teacher

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

Pass this card around until every player has had a chance to answer one:

What do you remember about them in real life?

What do you remember about them in the paracosm?

What do you miss the most about them? The happiest memory?

What is the greatest lesson they taught you?

The Outsider

Occasionally you had a visitor from elsewhere forced into the kingdom. This outsider never really got along with the whole group, and often brought weird, unlikable ideas to the paracosm.

Ask the other players these questions:

Who was forced to bring the outsider to the group?

Who had the hardest time dealing with the outsider?

Who did the outsider seem to latch onto the most?

What happened to the outsider?

The Outpost

One of you was a regular at a weird outpost far away. You once took a friend to meet the other characters there.

Choose another player - pass this card back and forth between you to answer these questions:

What name did I go by there?

What character there was the most odd or hilarious?

What weird traditions did we follow at the outpost?

What faux pas did you end up doing on that adventure?

The Bridge

There was a bridge to another part of the kingdom, one that only two of you knew about. You never crossed it, but often speculated about what was on the other side.

Choose another player - pass this card back and forth between you to answer these questions:

What was the place beyond?

What was the bridge like?

What kept you from crossing?

Is the bridge still there?

Are you now willing to cross it?

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.

Choose another player - pass this card back and forth between you to answer these questions:

Who was the pilot, and who was the copilot?

Who maintained the ride?

What was the most dangerous stunt you pulled while in the ride?

The Treasure

Once, when no one else was around, you and one other friend traded away all of the group's saved money, claiming it had been robbed from you.

Choose another player - pass this card back and forth between you to answer these questions:

What did we spend it all on?

Why did we think it would be ok?

Who tricked us into thinking it would be okay to do this?

Who took the brunt of the blame?

What did we do to make up for 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.

Choose another player - pass this card back and forth between you to answer these questions:

What was lost?

When did you know this was not going to be a happy ending?

Why was a funeral the right move?

What have you learned about grieving since then?

The Rescue

You were bullied, and once that lead to a very frightening encounter. You thought you were alone, but the other players showed up, and immediately rescued you as if it were all part of the paracosm.

Ask the other players these questions:

Who was the bully? or bullies?

Who lead the charge?

Was anyone hurt in real life?

What did the bully think of everything as it was happening?

Did this end the bullying?

The Gift

You were sick once. When you were finally feeling better, the others had made you a gift, built from things found around the map. It was also something wonderful within the paracosm.

Ask the other players what the gift was first, then...

Pass this card around until every player has had a chance to answer one:

What did you contribute to the gift, and where did you go in the kingdom to find it?

The Hunt

You went missing once. And the others came to find you.

Pass this card around until every player has had a chance to answer one:

Where did you expect to find them? Is that where you started?

What did you think happened to them? How worried were you?

What did you bring with you in search of your friend?

How did you feel, as you went along for the search?

Once everyone has answered, pass this back to the original player, and they will reveal where they were found.

The Duel

Your rivalry once 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 duel.

Choose another player - pass this card back and forth between you to answer these questions:

What brought you to blows the first time?

What brought you to the duel?

Who witnessed the duel?

How did it end?

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.

Choose another player - pass this card back and forth between you to answer these questions:

What do you remember of the Wizard character?

What do you think inspired the role of the Wizard?

Why do you think this duo worked as well as it did?

What was your most noteworthy adventure together?

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.

Ask the other players these questions:

Who was the Gambler in real life?

What creature did they pretend to be when playing along with you?

What's the greatest prize they took from you?

What's the greatest trick they played on you?

The Crown

Two of you served a powerful King or Queen in the paracosm. You swore your service to them seriously, and only visited their castle as a pair.

Choose another player - pass this card back and forth between you to answer these questions:

Where was their castle?

Who first encountered their kingdom? or was it together?

Why did you take the Crown so seriously?

Why didn't you share this part of the paracosm with the others?

The Dragon

There was an elderly adult friend you could visit freely. They kept a massive yard or building full of knickknacks or junk. This hoard, however, was kept by a very grouchy or grumbling dragon...

Ask the other players these Questions:

Why were none of you truly afraid of the Dragon?

What was the Dragon like when not being grumpy or grouchy?

What was the best thing to loot from their hoard?

What rules did you have to follow in taking from the hoard?

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 - pass this card back and forth between you to answer these questions:

Who was the herbalist in real life?

What was your favorite thing about their brew?

What did the others hate about their brew?

What magic did the brew have?