

# Do

PILGRIMS OF THE  
FLYING TEMPLE



Dō

1. (NOUN) A path of life. An undiscovered, but inescapable destiny.
2. (EXCLAMATION) The sound pilgrims make when they get into trouble.



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Read this if you're just taking a peek at the worlds of *Do: Pilgrims of the Flying Temple*.

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If this sort of game is new to you, you can start here and read all the way through. *Do* is played differently than many games, so even if you're an ancient master, you'll want to give the whole book a read-through starting with this chapter.

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### CHAPTER 2

## Letters to the temple

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The universe is a silly place. Here you find troubles aplenty around the worlds, from giant whales to colliding planets. Use these letters as the seed for your pilgrim's adventure.

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### CHAPTER 3

## How to Play

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This is actually how to play the game of *Do*. How to make your own pilgrim, write the story of the pilgrim's journey and how to discover each pilgrim's ultimate destiny.

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## Advice

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This is advice for playing the game after you learn the basics. It offers tips to help your long-term strategy and inspire your imagination.

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Here's a cheat sheet for playing *Do*, for the experienced regulars who just need some quick reference.



# Overview



# Overview

**D**o: *Pilgrims of the Flying Temple* is a collaborative storytelling game where each player helps create a story, makes trouble for their character and tries to get a happy ending.

You write the story of pilgrims flying from one world to the next, helping people they meet and getting in plenty of shenanigans along the way. Misunderstandings will happen. Good intentions will lead to unexpected consequences. Depending on your choices, each leg of the journey will end with your characters hailed as heroes or chased away by an angry mob. It's a silly universe out there and it only gets sillier the farther pilgrims travel.

To play, you need three to five players, about two hours, pencils, a journal, and a bag containing twenty black and twenty white stones. You need a letter for the pilgrims to answer, from Chapter 2. Each player should have a trouble token. (A trouble token can be any small trinket.)

If this is your first time playing, you will first make a pilgrim you'll control as the story unfolds. You create a fun name for that pilgrim like Pilgrim Green Tree, Pilgrim Sleeping Cat or Pilgrim Cloudy Window. These names aren't just for show, they actually describe how the pilgrim helps people and gets in trouble. Pilgrim Green

Tree gets in trouble by being naive about worldly affairs and helps people by nurturing their talents. Pilgrim Sleeping Cat gets in trouble by taking naps at inappropriate times and helps people by suddenly freaking out without warning. Pilgrim Cloudy Window gets in trouble by having his intentions misunderstood and helps people by opening opportunities.

Once you have your pilgrim, you can begin the story of her pilgrimage across the skies. To begin, the players pick a letter for their pilgrims to answer. That letter describes a new world, with a peculiar set of troubles described by a semi-reliable letter-writer. Things are not always what they seem, so the nature of the problem might be quite different once the pilgrims get involved.

The pilgrims do their best to help and will find a solution to any dilemma, but they're also going to cause many headaches



in the process. Pilgrims get the job done, regardless of how many worlds get eaten, kingdoms overthrown, or romances tangled. The people who write letters to the temple asking for help are... well... they're desperate. They figure, "Hey, it can't get much crazier than this." Then the pilgrims show up.

At the end of each game, the pilgrims will move on, either honored with parades worthy of saviors or booted out for causing mischief. The events that happen on this world will force each pilgrim to grow up and change a little bit, either changing how they help people or how they get into trouble. As the pilgrims grow, their names change to reflect their changing behavior.

At the end of the pilgrimage, your pilgrim discovers her true destiny, either to remain out in these crazy worlds or to return to the temple where things make some kind of sense. Her destiny is a mystery to her, but you know it quite well. You decide the details of what happens after she grows up. Your decisions guide her path all the way to the end of the pilgrimage.

#### FOR PARENTS AND TEACHERS...

This game encourages creative writing in a fun, structured environment for players ages 12 and up. *Do's* open-ended nature and some rule complexity make it an intermediate storytelling game. Players should know basic sentence structure and grammar. Players should be mature enough to know when to take turns and when to let someone else have a turn. It also helps if they have a good vocabulary for all the creative writing involved in actual play. For very young or very new players of storytelling games, *Happy Birthday, Robot!* (ISBN: 978-0-9771534-9-7) might be a better introduction to this type of game. Find out more at [happybirthdayrobot.com](http://happybirthdayrobot.com).







The background is a golden-toned illustration. In the upper right, a large, stylized butterfly with intricate patterns on its wings is depicted. Below it, a large, circular, textured object resembling a globe or a celestial body is visible. In the lower half, several figures are shown in various poses, some appearing to be flying or falling. One figure in the foreground is wearing a patterned, flowing garment and has their head tilted back. Another figure is seen from behind, also in a similar pose. The overall style is reminiscent of a classic illustration or a woodcut print, with fine lines and a rich, monochromatic color palette.

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# Introduction

# Introduction

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01



This chapter details the premise of the game. You will find a description of the universe, the people and the worlds they live on, and the pilgrims who travel to them. At the end, you'll see some basic themes of the stories you'll play.

## THE WORLDS AROUND THE FLYING TEMPLE

Most of the universe is filled with peaceful, tranquil skies. Anywhere you look, you will see clouds and a sprinkling of little planets so far away they all take on a vague bluish shade. The sky is blue during brightest light, then dimming to a deep violet. The stars in the night sky are actually the twinkling campfires and lamps of not-so-distant worlds.

There is no “outer space” as we know it, with its harsh vacuum and hazardous cosmic rays. Instead of nebulae glowing fiercely against the black, you'll find voluminous clouds, home to thriving ecosystems full of birds, air whales and lightning spirits.

This universe has planets. They are tiny worlds by our standards, but planets nonetheless. Each one is home to someone or some thing. Most worlds are miniature

versions of our own Earth. Instead of a forest, a world might have a few trees. Instead of a mountain range, they might have one mountain jutting rudely from the landscape. Many worlds are so small they can only support a few houses. This makes each world a little island, a self-contained culture with its own peculiar customs.

## *Animals Around the Worlds*

The universe holds many wonders for the errant zoologist. Some animals and plants aren't too different than what you'd find outside your own window. They may be a little smaller, given the small worlds they live on, but a dog looks like a dog.

Flying or floating animals find a comfortable life drifting between worlds. Lack of gravity does strange things to animals compared to their land-loving cousins. Free from weight, animals may grow to many times the size of an average world. Your pilgrims may visit a large city on the back of a turtle or a symbiotic tribe living inside a jellyfish. Animals can be big enough to swallow up a whole world and not even notice.



By far, birds are most at home in the open skies. If a flock of gulls becomes fatigued during a long flight, they can sleep and drift for a few hours until their strength is restored. A tiny sparrow can perch on a floating branch. With nothing but air at their disposal, bird species take two divergent paths. If they stay small, they will gather in great migrating swarms. If they don't flock with other birds, they grow to the size (and spherical shape) of a world.

Without gravity to pull their droppings away, migratory flocks leave great guano roads through the air. Whole industries are built around these roads. Peddlers collect the remains and sell them as watered-down ointments for nobles seeking youth. Gross.

Because of the lack of gravity, creatures you might normally find underwater find a very comfortable environment in the sky — That is, once they learn to breathe air. Travelers can spot whales idly floating along in loose pods, turtles laying eggs in clumps of sky moss, and deadly anglerfish living in dense clouds. A word of warning: If you've been flying a long time without sight of land and suddenly come across a gleaming blue world, watch out for tentacles.

Plants deserve a mention, since rootless life has dramatic changes on their physiology. Air-faring plants look more like jellyfish. Their roots trail for many languid miles behind a thick clump of sail-like leaves. Villagers live among these roots, tending to their plant's illnesses and making sure its roots don't get tangled.

As for trees, they become quasi-planets, divided into two hemispheres. One hemisphere faces templeward, absorbing the temple's great light, while the other hemisphere is made of sponge-like roots absorbing any ambient moisture. Many animals live on these worlds, too, some unique among the whole universe.

Some of these trees release enormous seeds. Those seeds collect a shell of debris, rocks, and other matter over time. Only after centuries of layered soil around it, does the seed germinate, destroying the loamy shell. This comes as a great surprise to anyone who doesn't know their world is about to sprout.

#### A NOTE ON GRAVITY

Gravity in this universe is partly a matter of physics, partly psychology. If a world is big enough for a person to call home, then it has gravity. All home worlds have the same strength of gravity, regardless of their size or mass.

To escape gravity, you just have to remain in the air for a certain amount of time. This is usually a few minutes, so simply jumping won't do the trick. You must not touch any solid ground or touch anything connected to solid ground. Birds and other flying creatures thrive in the vast expanse between worlds. Alas, regular people who want to travel between worlds must rely on balloons, rockets, flying animals, ornithopters, parachutes, sails, kites and other contrivances designed never to come in direct or indirect contact with solid ground.

Only monks of the Flying Temple, and the pilgrims they train, can fly unaided. They know the subtle emotional attachments that give gravity its comforting power over the human heart.



### A WINDPUNK UNIVERSE

With so little solid ground to share, each and every surface teems with life. worldly people make do with what surface they can find, if they want to make a living for themselves.

The limited amount of solid ground also affects the technological advancement of each world, making each a strange amalgam of Stone Age and sailing age innovations. Hunter-gatherer tribes co-exist with advanced air ships and clicking wooden automatons. A worldly war is just as likely to be fought with spears as with gears.

Any advanced man-made devices, like airships, are festooned with billowing sails, dervish-like propellers and bellows pumped by strong beasts. How does it all work? Eh, it's not important. Sails are just cool.

worldly people might have familiar technologies, like roads, automatons or even television. If it comes up, and unless otherwise noted, just assume these are all powered by wind at some level and are mostly made of natural materials other than metal.

Metal is very rare and valuable all over the universe. Even the most resplendent air ships have very few metal pieces, instead constructed from natural materials like wood, cloth, bones and leather. When metal is found on a world, mining operations will literally tear a planet apart until it is too small to have any kind of gravity.

Windpunk clothing reflects the technology. Pilgrims wear flowing silks and cottons, fastened by the occasional long strap. Scarves and hats are common, as are capes, cloaks and sashes.



### THE WORLDLY PEOPLE AND THEIR TROUBLES

The people of the worlds come in all shapes and sizes, from humans as normal as you and me, to humble vegetable-people, to grand monarchs, to fickle deities, and, well, to pilgrims themselves. Regardless, the troubles tend to follow similar patterns that any wizened old temple monk can point out with some experience.

pilgrims deal with old codgers upset at young upstarts breaking longstanding traditions. Pilgrims negotiate ancient feuding nations competing over a scrap of floating land. If those negotiations go badly, the pilgrims try to end the ensuing wars. Believe it or not, those are the easy troubles. The real dilemmas are subtle, dangerous and slippery, like an invisible electric eel. (Which exists, by the way.)

It's not uncommon for affairs of the heart to be blown out of proportion. You know the types: Young love blossoming between rival families and all that mushy romantic stuff. The opposite, intellectual extreme, is no less difficult. Troubles of the mind tend to be challenging, cerebral mysteries with few obvious clues to worldly eyes.

There are more cosmic forces at work around the worlds, too. At times, the forces of nature will threaten the livelihood of a worldly village. Sometimes the gods, personified human quirks, will take an all-too-active role in worldly lives, causing quite a bit of bother in daily life. It's even worse when the gods themselves are the ones asking for help.

But that is what all worldly people have in common. They need help and the pilgrims are the solution of last resort. When the situation is clearly not going to get better, that's when a worldly person writes a letter to the flying temple.



## THE FLYING TEMPLE AND THE PILGRIMAGE

Far from worldly troubles, the Flying Temple hovers harmoniously in the center of the universe. There, monks meditate and study, offer neutral sanctuary, and allow into the monastic order any adults who wish to join their ranks.

On occasion, children will arrive at the temple's gates. They are too young to be monks, but have nowhere else to go because of some unfortunate circumstance. The monks who specialize in such things raise these children to their teen years. The children are treated well, taught well and are certainly well cared for.

There's a problem with this situation when a child reaches her teen years. She certainly considers the temple her adopted home, but the monks do not believe she has enough proper life experience to make the lifelong decision to become a monk. Thus, the monks created a rite of passage long ago: The pilgrimage.

The pilgrimage is a crash course in worldly life and worldly trouble. The temple monks send pilgrims out as peacekeepers, believing that these kids are their best ambassadors. (The wisdom is questionable on this point.)

As part of the pilgrims' training, the monks teach them the unique ability to fly unaided. Unlike other worldly folk, pilgrims can fly without airships, wings, or other artificial means of travel.

Because the pilgrims represent the temple, they are peaceful emissaries. They are allowed to defend themselves, just as the monks may defend the temple, but only if necessary. But the elders know the worlds are harsh, and have shown their wards how to defend themselves with whatever tools and skills they have on-hand. They are taught to solve problems without the need for weapons or armor. That is the worldly way. Pilgrims can solve problems with ingenuity, compassion and a good heart.

There is one very important bit of equipment that comes along with the pilgrimage. Pilgrims carry a stack of letters from around the worlds. The monks bid farewell to the pilgrims by giving them a deceptively simple mission: Leave these worlds with less trouble than you found them.

## COLLECTIVE NOUNS FOR PILGRIMS

To understand the reputation pilgrims have among worldly people, you only need to survey the many words used to describe them as a group. To some, the arrival of pilgrims is a joyous relief. To others, it's a meddlesome nuisance.

An Apology of pilgrims  
A Bicker of pilgrims  
A Class of pilgrims  
A Cloud of pilgrims  
A Clutch of pilgrims  
A Compassion of pilgrims  
A Crash of pilgrims  
A Do of pilgrims  
An Epiphany of pilgrims  
A Fellowship of pilgrims  
A Fiddle of pilgrims  
A Flight of pilgrims  
A Flock of pilgrims

A Fool of pilgrims  
A Gasp of pilgrims  
A Mayflower of pilgrims  
A Meddle of pilgrims  
A Mission of pilgrims  
A Missive of pilgrims  
A Miyazaki of pilgrims  
A Momo of pilgrims  
A Nimbus of pilgrims  
A Paragraph of pilgrims  
A Party of pilgrims  
A Passel of pilgrims  
A Peck of pilgrims

A Pickle of pilgrims  
A Plight of pilgrims  
A Posse of pilgrims  
A Prayer of pilgrims  
A Procession of pilgrims  
A Progress of pilgrims  
A School of pilgrims  
A Stamp of pilgrims  
A Table of pilgrims  
A Trouble of pilgrims  
A Troupe of pilgrims  
A Wisp of pilgrims  
A Wreck of pilgrims



## WHAT PILGRIMS DO

As she travels from world to world, a pilgrim will do a few things with great regularity.

### *A Pilgrim Helps People*

One, she helps people, above all else. She doesn't just *try* to help. Whatever a pilgrim sets out to do, she does. Such is the excellent training and ability gifted by the temple. Each pilgrim has their own way of helping, through humble skills, odd personality traits or strange powers. A pilgrim helps. A pilgrim solves problems and gets people out of trouble. It's a messy business, being traveling diplomats and peacemakers at such a young age. Most recipients of the pilgrims' help eventually come away satisfied with the results. Well, eventually. There's just one problem...

### *A Pilgrim Gets into Trouble*

Okay, yes, a pilgrim does help people with an inexplicable rate of success, but this usually comes at the price of getting herself into trouble instead. Just as each pilgrim has a unique way of helping, she also has a unique style of getting into trouble. Some pilgrims attract physical dangers through their clumsiness, while others raise worldly ire with rude discourtesy. With this in mind, it's very common for pilgrims to find themselves rescuing each other more often than the worldly people who asked for their help in the first place.

### *A Pilgrim Grows Up and Changes Names*

A pilgrim is in the process of self-discovery during her journey. She comes away from each world either learning new ways to solve problems, or picking up new ways to get into trouble.

A pilgrim's name reflects these two aspects of her personality. A pilgrim's name consists of two words. The first word is a descriptor, acting as a metaphor for how a pilgrim gets in trouble. The second word is a thing or concept, acting as a metaphor for how she helps people.

So, for example, pilgrim Devout Bird gets in trouble by stubbornly holding to her traditions and helps people with her skillful flying prowess.

After leaving a world, her name changes because of the lessons of that experience. Pilgrim Devout Bird got in trouble when her traditional manner of eating (using her face, without hands) greatly offended this world's royal family. After that experience, she becomes pilgrim Revolutionary Bird, who gets in trouble by trying to incite revolt against any established dogma.

### *A Pilgrim Finds Her Do*

So it goes until the pilgrim finally becomes the person she is meant to be. Each world offers new experiences, new dangers, and new ways to help people and get into trouble. At the end of her journey, each pilgrim learns her *Do*, or path. Destiny, in other words. She knows in her heart whether she will stay out in the worlds and give up her power of flight or return to the temple's safe confines to live in monastic solitude. In other words, she will find her *Do*.

## SOURCES OF INSPIRATION

In the novel *The Little Prince*, the title character visits a number of different people, each living on a little world and each with their own unique problems.

The movie *Stand By Me* features a group of kids on a journey through the back woods of their hometown, dodging danger along the way. The animated series *Avatar: the Last Airbender* also features children on a journey, but they travel across a fantasy world of magic, spirits and out-of-touch grown-ups. *Kino's Journey* is another animated series, in which the title character visits a series of kingdoms, each more surreal and metaphorical than the last.

All these sources of inspiration share themes of travel, coming-of-age and getting into trouble.



### THIS IS A STORYTELLING GAME

You and the other players write a story about pilgrims helping people and getting into trouble around the worlds. Each pilgrim character is created and controlled by a single player. She decides what her pilgrim does, says and some of the things that happen to her.

There are other characters in the story, the people of the worlds. They are shared by all players, who may decide their actions as they see fit when it is their turn to do so.

Control over the story shifts, allowing each player the opportunity to write the story one or two sentences at a time. The game will refer to players by special roles named the Storyteller and the Troublemakers.

The Storyteller (that's you, when it's your turn) writes a sentence in the group's journal about her pilgrim helping someone. That person might be the one who wrote a letter to the temple in the first place. A pilgrim might rescue another pilgrim from her trouble. The Storyteller's description is influenced by her pilgrim's name and the unique circumstances of this situation.

The Troublemakers (that's all the other players, while it's your turn) write a sentence about the storyteller's pilgrim getting into trouble as a consequence of her action. A pilgrim's trouble is colored by her pilgrim's name, the world she is visiting, and the unique circumstances of the situation.

These duties shift with each turn, so the Storyteller becomes a Troublemaker and one of the Troublemakers becomes the new Storyteller. Thus, all players are involved in each turn in some capacity of creative writing.

### GOALS OF PLAY AND BRANCHING PATHS

In *Do: Pilgrims of the Flying Temple*, your goal is to create a story with your friends. This story has some clearly defined branching points. You decide to take the story in one direction or the other, but the details remain for you to decide in play.

Some choices are short term, like whether or not your pilgrim will get into trouble. The decision might seem obvious at first (“Stay out of trouble!”) but there are times where your pilgrim getting into trouble advances a more long-term branch in the story.

That long-term branch is whether your pilgrims will leave a world considered heroes or meddlesome nuisances. This is referred to as getting a “parades ending” or a “pitchforks ending.” You decide which ending you get by your use of “goal words.” Goal words are key terms and phrases from the letter that you will incorporate in the story. If you incorporate all of the goal words into the story before time runs out, then the story has the parades ending. If you don't, then the story has a pitchforks ending, despite any small victories your pilgrims achieved.

So, you want your pilgrim to stay out of trouble, but doing so may not allow the group to use as many goal words. Thus, your pilgrim takes one for the team and hopes another pilgrim will rescue her later. Thanks to that selflessness, you're all closer to a parades ending.

There are other personal branching paths for you to consider, too. Your choices in each game influence whether your pilgrim learns a new way to help people or a new way to get into trouble. Also, your decisions across the whole pilgrimage determine your pilgrim's ultimate destiny, her *Do*.

All these goals mix up and bump together, creating a unique story each time you play.



## A FEW ASSUMPTIONS

Now that you know a bit about the setting for your stories, here are a few assumptions to keep in mind.

- *Pilgrims Help*: Pilgrims don't simply try to help; they actually accomplish anything they set out to do. This is usually done through simple deeds that any normal person could do, though often with the strength of the temple's authority backing it up. Then again, pilgrims are not always a subtle bunch when given such power, thus leading us to our next conceit.

- *Pilgrims Get into Trouble*: The price of sure success is sure consequence, often of a troublesome nature for the meddling pilgrim. Those troubles are in proportion to the act that caused them. Thus, a pilgrim who wants to keep her troubles well away from the cosmic scope would do well to keep spectacular feats of supernatural power limited to special occasions.
- *Troubles Don't Last*: Regardless of what happens, there is no trouble from which a pilgrim won't eventually escape. Then, she and her companions can continue on the pilgrimage. That being the case, the stories told in this game are often very light in tone. Even the direst of events ends up being a minor inconvenience. Troubles are bothersome enough to be a nuisance, but never so serious that a pilgrim is in true mortal danger.
- *"Epic Meddle"*: Each story in *Do* is about meddling kids solving the problems in a world of grown-ups. That interference in worldly affairs can have effects that spread across whole worlds. Still, it's that intervention that drives the story forward – a constant urge to create a new status quo that is better than the current norm.
- *Trust Each Other*: This game says "yes" to each player's contribution to the story. It says "yes" to the Storyteller describing how her pilgrim helps people. It says "yes" to the Troublemakers describing how that pilgrim suddenly gets in trouble. This creative freedom is supported by the structure of the story. Acts have consequences (as the Troublemakers will attest), you have particular goals you're trying to achieve as a group and you have your pilgrim's name as inspiration at all times. But more fundamentally, the freedom is supported by each player's trust in each other. You're all pilgrims.





### NEW TERMS IN THIS CHAPTER

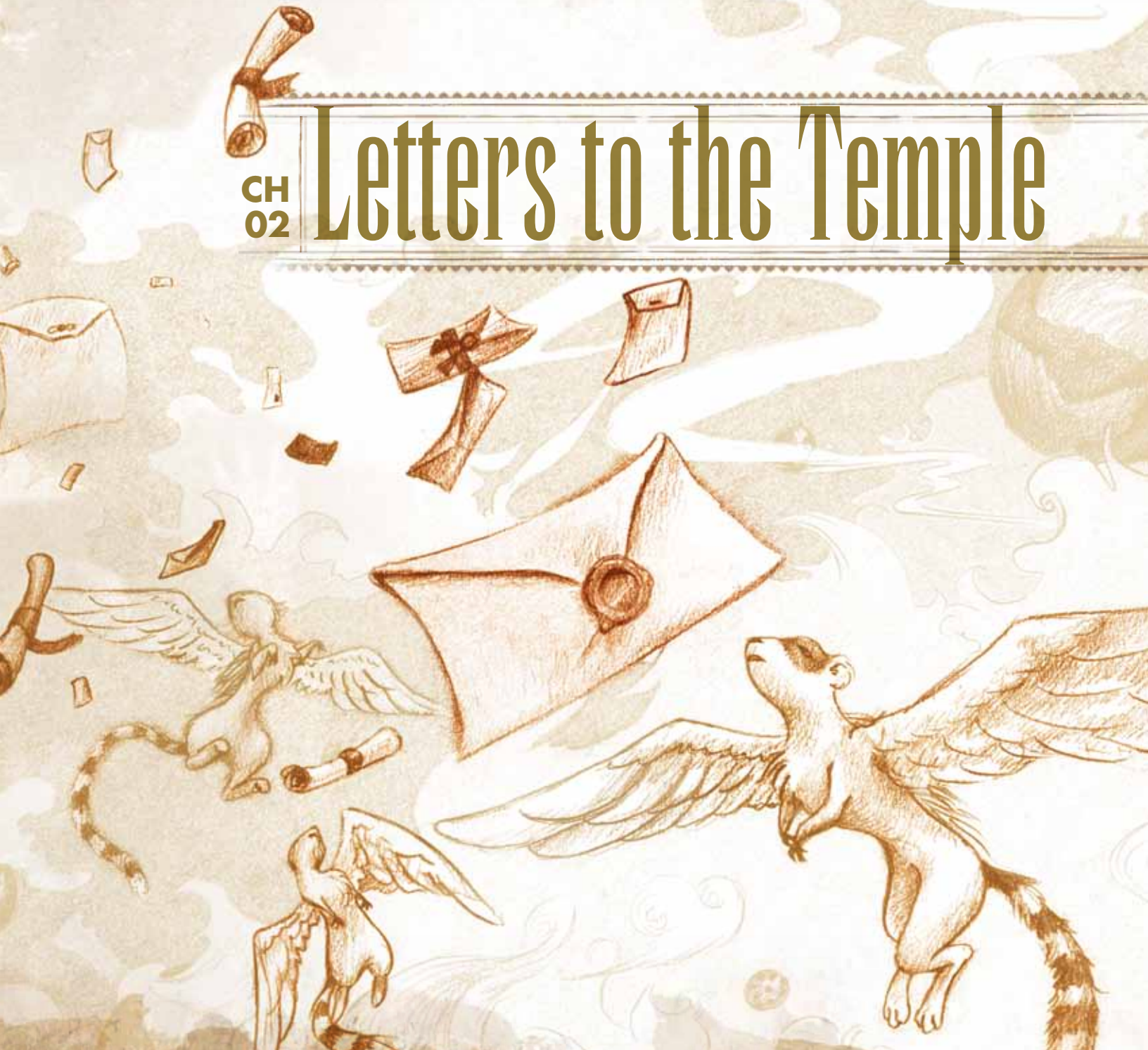
- **Players:** You and the other people playing this game and creating the story.
- **Group:** The collective term referring to all the players currently playing this game.
- **Characters:** The fictional persons featured in the story.
- **Pilgrims:** The main characters of the story. Each player creates her own pilgrim.
- **World:** One of many small, inhabited planets that pilgrims visit during their journey.
- **Worldly:** A description of any person or thing from the worlds.
- **Storyteller:** When it is your turn, you are called Storyteller. You follow a series of steps to describe your pilgrim helping worldly people.
- **Troublemakers:** All the other players who are not the Storyteller, who may be called upon to create challenging situations that result from the pilgrim's actions.
- **Goal Words:** Key words and phrases from the letter that should appear in your story.





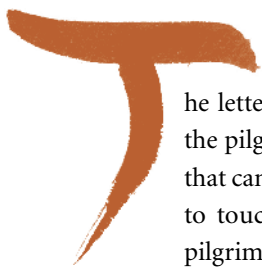
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# Letters to the Temple



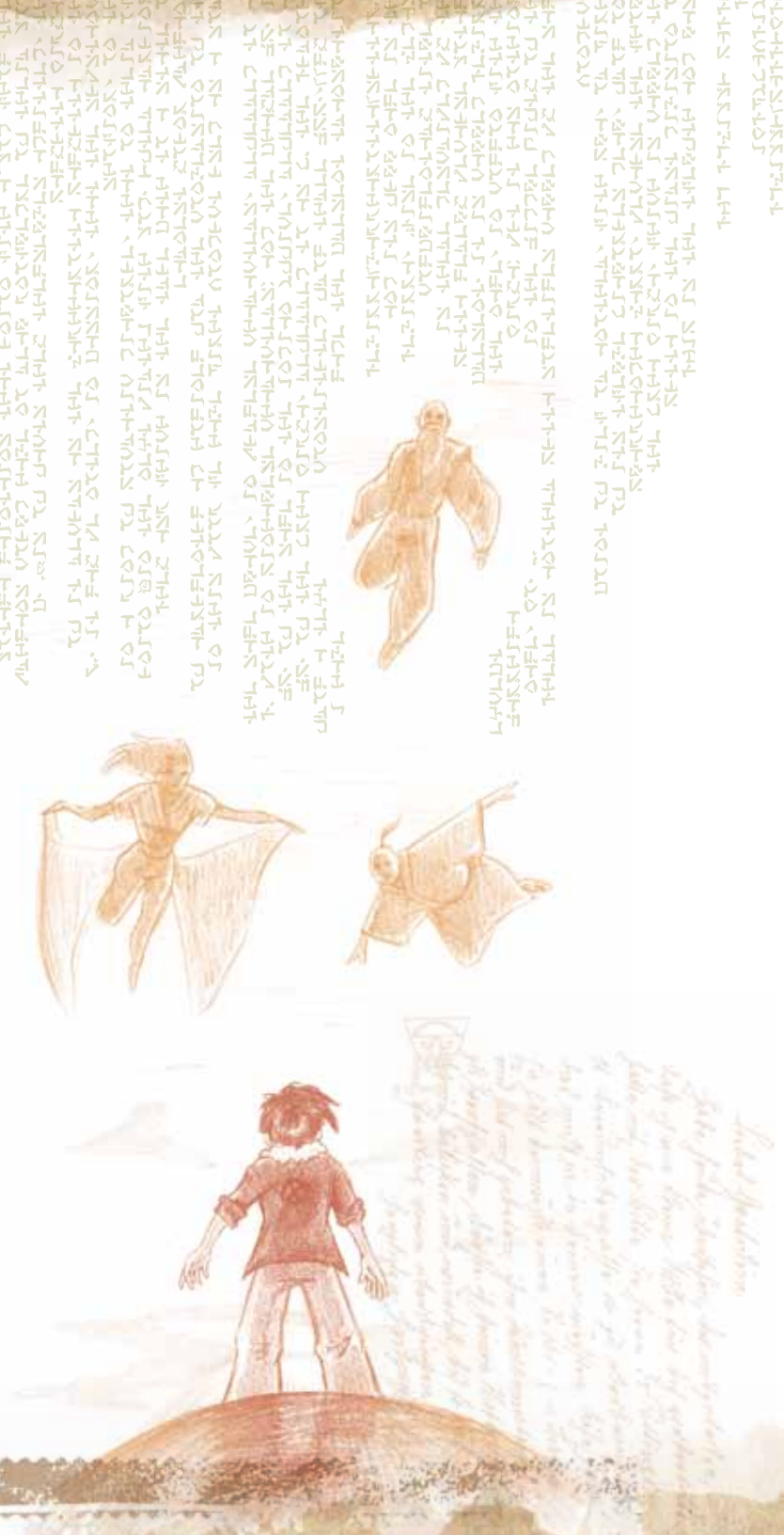
# Letters to the Temple

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he letters are the beginning of each story in the pilgrimage. Whenever there is a problem that can't be solved or a situation too tenuous to touch, a worldly person can call in the pilgrims. She must write a letter that explains the situation, like that her planet just got swallowed by an air whale or that she suspects she's been bitten by a werewolf. Then she must hide it somewhere special or dispose of the letter in some other ritual. A short while later, the letter disappears from its hiding spot and re-appears fluttering above the temple. (Early pilgrim flying lessons actually involve trying to catch the most letters from the sky and deliver them to the temple elders.)

Instead of giving you pages and pages of setting details for you to digest before playing, you pick and choose which parts of the setting you find important. You do this by choosing the letters that your pilgrims will answer throughout their pilgrimage. The letters allow you to choose which parts of the universe you want to include



in your stories. You can ignore the letters you don't like, thereby ignoring that part of the universe. You can respond to the letters you do like, thereby making those aspects of the setting more important.

A letter is kind of like a level in a video game. It's a self-contained set of problems and puzzles for your character to deal with, but just one in a series.

### *Pilgrims Answer Letters and Help Worldly People*

When pilgrims are ready for their journey, the elders give them a stack of letters. worldly people are always writing letters to the temple asking for help. The letter-writers each have a problem that they just can't handle on their own. Pilgrims respond to these letters in-person as representatives of the temple.

Though the people and their worlds may be strange, someone out there needs help only the Pilgrims of the Flying Temple can provide. Just as worlds come in many shapes and sizes, the worldly people do as well. Your pilgrim will travel to high noble kingdoms and grungy pauper towns. She'll have divine audiences with deities and trade jokes with nature spirits. A pilgrim may visit a forest moon full of friendly sprites, and then visit a tiny asteroid where a grumpy troll lives. Later, she dines with a colony of ghosts haunting an abandoned home, then a clockwork city of fidgety automatons. All these and stranger peoples may be met in the open skies.

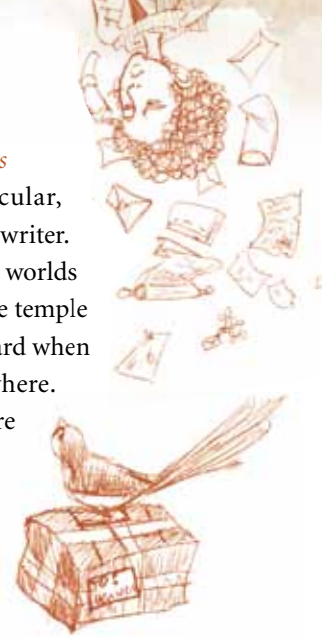
The temple elders do not hand these letters out randomly. They have known these pilgrims for a long time and know the issues the pilgrims need to outgrow. A pilgrim who gets into trouble by being too shy may face an antagonist who compels her to get out of her shell. A pilgrim who rushes to fight may face an antagonist unswayed by foolish bravado. Whatever their nature, they often reflect something about a pilgrim's hang-ups and areas where she needs to grow.

### *Letter-Writers are Unreliable Narrators*

Each letter reflects the particular, sometimes skewed worldview of the writer. Some letter-writers may come from worlds whose cultures don't even believe the temple exists. That certainly makes it awkward when pilgrims fly in from out of nowhere. Other letter-writers are all too aware of the temple, but overestimate how much a pilgrim can accomplish, thinking them to be angelic beings of divine omnipotence. Imagine the disappointment when pilgrims turn out to be just a bunch of teenagers with too much authority. Sometimes two letter-writers' descriptions of the universe may even contradict each other.

Either way, the pilgrims know what's really real... or at least they're sure enough. The elders teach pilgrims to abide by the local customs as far as they are comfortable. So, if the letter-writer believes the universe really is an inky black void and that the pilgrims are aliens from another planet, a pilgrim will act the part if it makes it easier for her to solve the letter-writer's problems. If she's on a world where no one even knows the temple exists or that the universe is full of intelligent life, a pilgrim won't mention it if it will cause more trouble than it will solve. That being said, there's a limit to every pilgrim's pragmatism.

When faced with prejudice, injustice or something that just gets on the nerves, a pilgrim or two has been known to, well, break out of cultural norms. This usually involves pilgrims introducing alien elements to the world, like magic in a science-driven culture, or kung fu dinosaurs on a world where dinosaurs only practice karate. Pilgrims can easily cause more trouble than they resolve. So, for the most part, do as the Romans do, even if it stinks.



### *Letters are Story Seeds*

This chapter presents many different letters written by all sorts of people from around the universe. (Actually, they're written by real people who were kind enough to contribute their creativity to this game.)

Each letter offers you a fruitful beginning for a fun adventure and plenty of opportunities for your pilgrims to get into trouble. By picking a letter, you decide how a story will begin, but neither you nor the other players know how the story will end. You will have a letter written by someone on a distant world asking for help, but that only sets the stage for your adventures there.

From that starting point, you and your friends will create your own story together. You could even play the same letter with different groups of players and it would result in a different story.

### THERE ARE EIGHT KINDS OF TROUBLE

For your convenience, and because the temple monks are huge nerds, there is a special system for seeing the kind of troubles your pilgrims might experience if they answer a letter. When you browse through the letters, you will see symbols stamped on each. There are eight symbols total and each stands for a particular kind of trouble. Use these symbols as a rating system, so you can tell whether this subject matter is appropriate or fun for the group.





**Book** represents affairs of tradition, law and custom. There may be times when your pilgrim acts against accepted norms, either by defying a cultural taboo or outright criminal

intent. Expect encounters with local authorities. Arrest is the most common and immediate trouble.

Example: Fed up with the local governors, Pilgrim Anointed Tree steals the fish-crown and declares himself new emperor of this world. Suddenly, royal guards whisk away pilgrim Anointed Tree for defiling the crown.



**Heart** represents troubles in which your pilgrim is in love or is involved in worldly love-lives. Love is a delicious problem. Sometimes the “trouble” with love is that it is forbidden by some cultural taboo.

More often, the trouble is the other emotions that may come with the romance, including jealousy, attachment, and vulnerability. Your pilgrim might find herself falling in love with a worldly person, or vice versa, which is definitely a distraction from her duties.

Example: Struck by Prince Shu’s thorough understanding of ancient horticulture, Pilgrim Flirting Rose falls in love with him. The feeling is mutual, but the problem is he’s already betrothed to the princess of another world.



**Flag** represents troubles involving relationships and politics between nations, towns or whole worlds and empires. worldly diplomacy impacts large groups of people, usually ruled

by some kind of noble. Pilgrims’ meddling irreverence makes them quite infamous among the ruling elite. Pilgrims are only tolerated if their unorthodox methods work in the nobles’ favor. Well-intentioned pilgrims may accidentally instigate border disputes, break treaties, and spread rumors.

Example: In the dark of night, Pilgrim Electric Glass flies to the demilitarized zone between Cobar Province and Five-Peak City to parley between the generals. Unfortunately, both sides mistake her flashing static charge as a signal-flare for surrender.



**Knot** represents troubles involving families and their peculiar manner of getting on each other's nerves. Family connects people across the universe, like invisible strings waiting to ensnare an errant

pilgrim. Tread lightly around family affairs. A cunning word can't erase years of bad blood between rival heirs. A swift kick can't sweep away tension between a stepparent and her new child. Pilgrims sometimes get personally involved in family troubles when they are mistaken for long-lost sons, daughters and uncles.

Example: Pilgrim Witty Pen cheers up a sick child by writing a funny poem about a girl raised by foxes. Rumor spreads that Pilgrim Witty Pen belongs to the long-lost fox-people who left this world long ago, promising to return with new medicines.





**Pen** represents academic and investigative troubles, which are fairly common along the pilgrimage. These troubles are a challenge to the mind, testing a pilgrim's ability to deduce the root of a worldly problem. Sometimes your pilgrim finds herself wrapped up in a labyrinthine mystery, uncovering dangerous secrets. A pilgrim might be forced to hide a secret from prying eyes. Pen troubles can also be distracting tests of mental agility, like puzzle rooms, riddles, or insidious traps.

Example: Pilgrim Diving Banister discovers a conspiracy is afoot when she notices a false bookcase along the wall. The bookcase falls forward and a rush of wind sucks her into a room full of mathematical puzzles.



**Lotus** represents troubles in which the pilgrims interact with gods or their followers. The gods embody aspects of the human condition, yet are endowed with superhuman abilities. This is a volatile mixture of insecurity and power. Gods break promises. They demand devotion, can cause wars, and strike famines. Their moods are fickle and they can be enraged at impropriety. Unfortunate pilgrims have been cursed, turned into toads and otherwise just *messed up*.

Example: Pilgrim Glorious Throne assumes the title, duties, and crown as figurehead of the local religion. Angry at the pilgrim's insolence, Thaderlius, local god of vengeance and sea, turns the pilgrim's crown into a brain-sucking fish.



**Sword** represents troubles of warfare, violence and weaponry. Perhaps the most straightforward type of trouble, it carries the worst consequences. When punches are thrown, a pilgrim failed to keep the peace. A pilgrim should solve problems without violence, but all are trained to use their flying talents to defend themselves and escape danger if necessary. Still, sky ships, nets, weights or other contraptions may overcome the best flyers. Even the threat of violence may be troublesome enough.

Example: Pilgrim Limber Brush deftly strides into battle, acrobatically dodging the hundreds of spears lobbed at her. That is, until she realizes those spears actually formed a cage, leaving her trapped and unable to fly away.



**Tree** represents troubles in which the environment is the challenge. A pilgrim could be caught in a dangerous storm, hunted by wild animals or disoriented after being puffed at by a strange mushroom. These troubles also manifest as spirits, embodying aspects of the natural world. Using nature spirits in your story lets you turn the environment into a worldly character with whom your pilgrim can interact.

Example: Pilgrim Bookish Scroll is fluent in a dozen different river spirit languages and confidently enters into negotiations with the local spirits. Unfortunately, these are technically spirits of tributaries and they are offended by the association with those degenerate river spirits.

Now that you know what each symbol means, take a tour through the letters! Start with an example, "Swallowed Whole" by Ben Lehman. This is a great letter to use in your first session because the premise is simple, introduces several aspects of *Do's* setting, and is easy to complete. It is by far the most popular letter to begin a pilgrimage.



# Dear Pilgrims of the Flying Temple

Hi how are you! My name is Melanie. I come from a very small planet.

There is me, my house, my cat, and two trees (see drawing).

I am not so good, because my planet has been eaten by a whale.

It is a very small planet. I woke up and I was inside a whale. I don't want to get (more) eaten.

Please help!

your friend

Melanie (age 8)

P.S. Drawing is on other side.

P.P.S. I will make you cookies.



I woke up and  
I was inside a whale  
I don't want to  
get more eaten  
Please help!  
Your friend  
Melanie

P.S. I will make  
you cookies.



## Goal Words:

Melanie  
Melanie  
eat  
house  
cat  
trees  
whale  
whale  
whale  
cookies

## SHORT N' SWEET

If you want to run a quick one-shot or demo of Do: Pilgrims of the Flying Temple, this is a great letter to use. It only has ten goal words, while the others have twenty.

## UNIVERSAL TRANSLATION

For your convenience — and because worldly citizens are not known for their penmanship — the monks of the flying temple have transcribed letters in this chapter from their original handwriting and context into something resembling your local dialect.

## Dear Pilgrims of the Flying Temple

I am charged by the people of Falling Mountain to write this letter. We suffer and are in chains of our own making. Please free us.

Falling Mountain is caught, bound by shackles of iron to a passing behemoth and dragged out into the deeps far from light and warmth. We cannot break free. Each day our world grows colder, the crops fail and our children grow hungry. Please free us.

I must explain. Our world was a pleasant sphere, dotted with farms, garlanded with blossoming trees, ringed by gurgling streams. We lived a simple life, traded what little surplus we made with neighboring worlds and counted ourselves content.

Misfortune cast its shadow on us the day the behemoth came. A great beast of heaven, larger than imagining, it swam through the clouds impervious to man and his concerns. Some of our folk heard tell of its coming from a traveling band of tellers and jugglers. The sweetest talking of the foreigners, one Song-Bao, confronted our elders, encouraging the young to abandon our old ways and take up the travelers' life, sharing the riches of the beast and leaving Falling Mountain forever. Our young men were swayed by tales of prowess and the glory of the hunt. Fools!

As it grew nearer, our youths set out in floats to snare it, carrying nets and harpoons, chains and billhooks. The foreigners egged them on. Poor Li Foon the Oldest tried in vain to stop them but was laughed down by the hot-blooded boys.

Like gnats they were, eager for blood from the giant, afraid to let it escape, taking its unimaginable wealth away from Falling Mountain. Unhappily, they succeeded. We are now chained to the beast. The first few harpoons provoked no reaction from it, but eventually it shrugged, doubtless irritated by the parasites who bit at its flesh. The chains held, and our world was dragged crazily out of its orbit. Those villagers who managed to stay conscious tell me that we spun three, possibly four times around the behemoth before slamming into it. Merciful gods, but we stuck to it, lodged in its skin and held fast.

Our world is trapped, the chains that bind us buried in the body of the beast. This letter holds the hope of our world. Each day that passes takes us further from the holy light of the temple, deeper into the dark. Please free us.

We have tried everything we know to break the chains, but it is hopeless. The skin of the beast overgrows the chains and our world is slowly being absorbed into the living flesh of the creature. Our village has fallen apart. The young men side with the foreigners, the foul Song-Bao promises great things when the behemoth reaches its destination. The elders call his words lies, and tell us that we're headed into the dark, a dark without hope.

I send this letter with the last of our boats. Please return it if at all possible, as Li Foon will never let me hear the end of it if it is lost. Please free us.

Zheng



### Goal Words:

"The young men"  
"Li Foon the Oldest"  
"Li Foon the Oldest"  
"Falling Mountain"  
"Falling Mountain"  
"Falling Mountain"  
Behemoth  
cold  
Song-Bao  
village  
"failing crops"  
"glory of the hunt"  
"great beast of heaven"  
"holy light of the temple"  
"hungry children"  
"Shackles of Iron"  
"the foreigners"  
"the old ways"



# HEY PILGRIMS! LISTEN UP!

You've just been CALLED OUT by Momentum Sixteen! We are the most elite free jump freestyle dance squad in all the worlds. When we hit the ground running, the whole city is our course. Stairs, skyscrapers, ladders, light poles, walls, trucks, scaffolds and even airships — we free jump it all and bounce back for more. There simply isn't any other dance squad that can compete with our unstoppable rhythm. I'm Shei Six, and I'm captain of this crew because I'm just the very best of all.

Watch out for my dad, crusty old Commissar Six. He only sees the spray-paint and broken windows. (It's called ART, dad.) He'd just love to close down the dance squads for good - not that he'd ever catch us! And then this new free jumper Zanzzy is starting to talk trash about our squad, just because we're selling so many t-shirts and magazines. (She's gotta just be jealous.)

So enough is enough: I'm declaring a free jump competition, with every dance squad on the planet... and one team of you pilgrims. The house rules are:

- (1) You don't stop dancing until all 10 tracks are done.
- (2) If you stay in the same place for too long, you're out.
- (3) Bonus points for creative property damage.
- (4) When you've been outclassed, do the right thing: take a bow and step out.
- (5) NO FLYING. (This goes double for you pilgrims!)
- (6) Last dance team standing wins it all!

You hear that? No flying! I don't think you'd last for 2 songs if you didn't have your precious flying abilities. How about it - are you ready to put it on the line? Are you ready to free jump with us?

YOU HAVE BEEN CHALLENGED.



## Goal Words:

Dad  
"dance team"  
"Property damage"  
tracks  
ladder  
"light pole"  
skyscraper  
wall  
Zanzzy  
Zanzzy  
Zanzzy  
"Commissar Six"  
"Commissar Six"  
"Commissar Six"  
"Free Jump"  
"Momentum Sixteen"  
"Shei Six"  
"Shei Six"  
"the whole city"  
"Unstoppable Rhythm"

# Dear Pilgrims of the Flying Temple

My name is Cam, and I am Listener of my village. We live upon the rocky outcroppings of the Forest, looking out over the Ocean towards the Spires over the horizon, clinging like limpets to the rock Face. We do not fare well here, for the Ocean and the Forest are at war.

For an Age we have slept in our beds and listened to the Ocean speak in our dreams. We have fished and taken clams shattered on the rocks at the base of the cliff. The Forest has always sheltered us from above, and kept us good company in the daylight times.

But now the Ocean crashes against the Face and tears against the trees above, and the Trees scream and send barbs hurtling back. We see legions of dead fish and shattered branches on either side of the battlefield.

And now the Spires are silent.

My friends and family are all turning against one another, searching to lay blame. Three boys have left. The first boy climbing up in hopes to reach the heart of the Forest. The second boy, my son, took his clam knife and dove into the Ocean. The third boy took his boat and left for the Spires. We have seen none of them for nearly a month, and the quarrels are growing fiercer.

My dreams are gray and indistinct, and they are filled with the sounds of the world screaming. I am afraid.

Please help us.

Cam the Listener

world of Sam

## Goal Words:

barbs

village

ocean

ocean

ocean

“the first boy”

“the first boy”

“the second boy”

“the second boy”

“the third boy”

“the third boy”

“Cam the Listener”

“Cam the Listener”

“rocky outcroppings of the forest”

“silent spires”

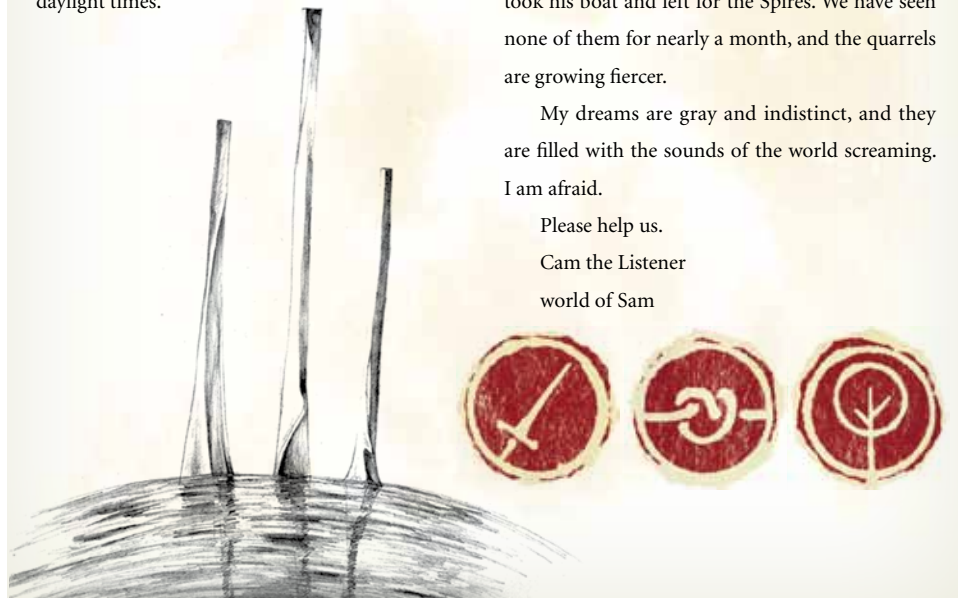
“the face”

“the face”

“the spires”

“the spires”

“war between ocean and forest”





## The Interworld Express - no. 1

### Dear Pilgrims of the Flying Temple

I've worked the Interworld rail system for forty years and would hate to see it die. We've had the rails in the Celebration Cluster for almost a hundred years, and I would reckon that not a man or woman born here doesn't take those golden rails through the sky somewhere sometime in their life. But the railways are dying, because the trains are dying and no one really knows how to fix them. Governments are taking down the rails for their gold plate and steel, saying that airships are the way of the future. Airships! As if any sensible person would trust anything so fragile when a solid train is available! What if there were a storm? A properly maintained locomotive laughs at storms — not like an airship that likely as not will be knocked to pieces!

But as I said, the trains are wearing out, and the Builders of Yam retreated to their golden world and tore up the rails that led there and wove a storm around it so no one can get there to bother them. No one knows why, either. They won't even respond to messages dropped on their world in bottles.

How can you talk with someone like that? But the Builders are the ones who made the trains and rails in the first place and they're the only ones who know how to fix them. Oh, other people tried, but the results weren't pretty.

I hope that you pilgrims, with your ability to fly, can make it through the storm to Yam. Talk the Builders into coming out again and fixing the trains and rails (and maybe teaching other folks how to fix them, too). I mean, you pilgrims must be sturdier than those airships that can't get past the storm.

I'm going to send you this letter by way of the Lost Mail Car, since all its letters make their way sooner or later to the Flying Temple.

Yours truly,  
Josephina Sherwood,  
Chief Conductor,  
The Interworld Express #1



#### Goal Words:

storm  
storm  
storm  
"Josephina Sherwood"  
"Josephina Sherwood"  
"Josephina Sherwood"  
"Celebration Cluster"  
railways  
railways  
"The Interworld Express #1"  
Yam  
Yam  
"a properly maintained locomotive"  
Conductor  
"golden rails"  
"gold plate and steel"  
"Interworld Rail system"  
"The Builders of Yam"  
"The Builders of Yam"  
"The Builders of Yam"

*I R HELP* by John Wick

me r goblin me r naym sil me r in  
dunjun me r help

grob he da ork he help rit leter  
is party is da hurt thay da kill thay  
da tayk

elf he withe bow he kill chief he  
da tayk coper peeses we no da coper  
peeces we no da food we r starv

dwarf he with hammer he kil  
shaman he take majik stik no da majik  
stik we no stop trol trol him hungree  
eat him plenty goblin eat him me mum

i mis me mum  
we is da help we see ganom he with  
shinee jem him say old temple on top  
of dunjun me put them leter on altur i  
am get da help from monk

pleez da monk help da goblin we  
am hungree and troll am hungree and  
shaman he be ded and cheef he be ded  
and mom she be ded and al left be grob  
he da ork



*Goal Words:*

Chief	“copper pieces”
Chief	“copper pieces”
Chief	“copper pieces”
dwarf	“Grob da Ork”
dwarf	“Grob da Ork”
elf	“Grob da Ork”
elf	“hungry troll”
hammer	“Sil da Goblin”
shaman	“Sil da Goblin”
“magic stick”	“Sil da Goblin”

*A MATTER OF ROSES* by Richard DiTullio

*Dear Pilgrims of the Flying Temple*

Sorry to disturb you, Your High and Mighty Monkness, but I just don't know who else to turn to.

You see, I and several of my mates tend the garden in the Queen's palace. Her Majesty is very particular about her garden and very proud about showing it off. She's having a tea and croquet party to show off the red rose border we planted last season. They just started blooming today and the flipping roses are white! We must've gotten the seeds mixed up! It's been raining so she hasn't seen the garden yet but the moment the sun comes out, we're all for the chop.

I hope this reaches you quickly. I had to bury it beneath a rose bush.

Yours in Desperation,

Three of Spades



*Goal Words:*

garden	rose
garden	rose
garden	rose
palace	red
palace	“Her Majesty”
seeds	“Her Majesty”
seeds	“Her Majesty”
bury	“red rose border”
plant	“Tea and Croquet Party”
white	“Your High and Mighty Monkness”



POPSICORE WORLDWIDE FAMILY THEME PARKS, INC.

I'm probably not who should be writing you about this problem, but my boss George has locked himself in the executive bathroom and won't come out. Not that I blame him, except, you know? I do. Still, I can understand.

Things were pretty simple here at Popsicore Park. We sold tickets and junk food, kept the rides running and the park clean (a big job that, what with the rides, kids and junk food). It was hard work, yeah, but not exactly mentally taxing.

When the Sky Cabbages first came to our world it didn't make much of an impact here. It was pretty weird that our world was being visited by talking Sky Cabbages, but it didn't have anything to do with the daily round of repairs, cleanup and crowds. Not even when a bunch of crazies called "The Coleslaw Front" started attacking the Sky Cabbages at random with bombs and machetes. But then the Cabbages discovered that they loved amusement parks. So of course they showed up here.

That gave us a number of problems. First, since they were six-foot high, the Cabbages are tall enough for our rides. But they're also six-feet wide, which is a bit of an issue. We could have turned them away, but the Sky Cabbages waved a lot of money at George, so he signed some contract with them and told me to figure something out.

Most of our rides are based on a standard cart design. I figured that if we replaced all the seats with a padded floor and sides and added extra safety straps, we could accommodate one Sky Cabbage per cart. I told George this, and he told me to change over a quarter of the carts on each ride to carry Cabbages.

Well, we closed three days in midweek for the

changeover, and planned to reopen on Friday with a big ad campaign about how we were now "Cabbage friendly." George figured since a lot of people were curious about the Sky Cabbages, we'd pull in a lot of regular people, too. He'd probably have been right, if the High Slicer of the Coleslaw Front hadn't gotten on the radio and broadcast a threat to send a thousand thugs with machetes to slice up the Cabbages if they dared show their, ah, leaves, at our park.

Well, just as George had decided to not open the park on Friday, a delegation of Cabbages showed up, waving the contract George had signed and told him in no uncertain terms that they weren't afraid of the Coleslaw Front, and if the park wasn't open Friday, they'd sue.

That's when George retreated, leaving me in charge. This leaves me with two big questions I was hoping you guys could help me with: first, do I open the park tomorrow; and second, even with the modified cart, is it safe to put a giant Cabbage on a roller coaster?

I'll stick this letter in a helium balloon and let it go— with any luck it'll float to your temple in time.

Best,

Hazel Harrington

Chief of Maintenance, Popsicore Park



Goal Words:

- George
- George
- ride
- ride
- ride
- maintenance
- "a thousand thugs"
- "executive bathroom"
- "Hazel Harrington"
- "Hazel Harrington"
- "Hazel Harrington"
- "modified cart"
- "Popsicore Park"
- "six-foot tall"
- "six-foot wide"
- "talking Sky Cabbages"
- "talking Sky Cabbages"
- "The Coleslaw Front"
- "The Coleslaw Front"
- "The Coleslaw Front"

# Dear Pilgrims of the Flying Temple

Once upon a time, there was a kingdom terrorized by a giant silver rat. The silver rat could travel faster even than bad news and gossip, and would flicker from one end of the kingdom to another; grabbing food from the people's hands and mouths and gulping it down before they could swallow even a crumb. Everyone was soon faint from hunger, even the childless old king and his nobles. So the king made an announcement: anyone who could slay the rat would be adopted as his son and heir, and rule the kingdom when he was gone.

Many heroes came to slay the rat, but they all failed, and the rat swallowed them all down ("Snap! Gulp!"). The kingdom was starving and all hope seemed gone when the most unlikely of heroes walked into the palace. It was a calico cat, and she wore tall boots and a three cornered hat all of red leather, and at her side was the Sword of Swiftness.

The battle between the cat and the rat was terrible! Back and forth across the kingdom they fought, until at last the silver rat was exhausted

and turned to flee. But the cat slew the rat, and cut off his head and took it before the king. And there, amidst great feasting, the king adopted the cat. And then, in the fullness of time, the old king died and the cat put aside her three-cornered hat of red leather for the crown of the kingdom. And the people, remembering the rat, cheered.

But the cat remained a cat, and soon found she had no desire to rule a kingdom. However, unknown to the cat, the crown of that kingdom was magic and could only be put down at death or by the will of the people. And the people loved her for saving them from the rat. Then one day the cat had a wonderful idea! She would write to the monks of The Flying Temple, and they would send pilgrims to free her from her burden. So she wrote them a message, and tied it with ribbons in three different colors, and threw it over her shoulder at sunset.

The End



## Goal Words:

cat  
cat  
cat  
crown  
crown  
crown  
nobles  
nobles  
"calico cat"  
"calico cat"  
"childless old king"  
kingdom  
kingdom  
"Sword of Swiftness"  
"Sword of Swiftness"  
"silver rat"  
"silver rat"  
"silver rat"  
"son and heir"  
"three-cornered hat of red leather"



# Dear Pilgrims

It was not three turns of the sun ago that I was like you will be — a pilgrim, flying from land to land, bringing harmony and aid to those who ask. Now the tables have turned, and I must ask for assistance.

When I came to this world, I answered a letter written by a young woman named Chunmei. She wrote to our glorious temple with great sorrow, asking why she was still on her little world when everyone else had already left it behind. As an orphan, my heart went out to her. I understand what it is like to be abandoned and alone, and I vowed to take her from her world to any place she desired. (My master snickered at my impetus, naturally.)

When we arrived, I of course found that the problem was not as simple or easy as I originally envisioned. Forgive me; I am now rambling and I apologize. I remember wishing, when I was on my own pilgrimage, that the letter writers would get to the point sooner in their letters. I'm impatient, and yet cursed with verbosity. Life is full of amusement.

Allow me to get back to the point. The woman, who is now my beloved, is a ghost. Her family and friends have been dead for many years now. They have been able to move on to their afterlives while she has been stuck here for several months before I arrived. It took some time, but I finally unlocked her problem, allowing her to freely leave this earthly realm.



You must understand that we spent a great deal of time together while I worked to free her of her bonds. In that time, we created another bond: we fell in love. There was a moment where she was free to move on, to be with her family and one with the spirits. She rejected it; the pull of our hearts was too strong for her to deny. I must say that the selfish feelings within me were glad she did, and I happily ended my pilgrimage to stay with her.

These last few months have been truly amazing, and though having a lover you cannot touch presents yearnings I do not wish upon anyone else, our love is deeper than any that I have ever seen or known because of it.

Alas, I fear I'm not getting to the point. Allow me to try to be blunt. This little world is dying, crumbling away. This started well before I came, but was slow before. We have perhaps three months before there is nothing left to stand on. This would not have been a serious problem for me in the past, but something truly frightening has revealed itself.

I can no longer fly.

It appears that I am as bound to this world as my beloved is.

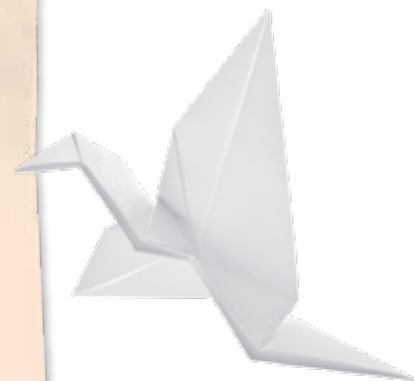
Please help me, my brothers and sisters. I am afraid. I do not have the power over the winds and sky I once had, nor do I have power over my own heart.

Respective, humbly, and graciously,

Liu, formerly pilgrim Passionate Flower

## Goal Words:

Liu  
Liu  
Liu  
Chunmei  
Chunmei  
love  
pilgrim  
pilgrim  
fly  
“bond of love”  
“Passionate Flower”  
“Passionate Flower”  
flower  
flower  
passionate  
passionate  
crumble  
ghost  
ghost  
ghost



THE PRISONER by Jared Sorensen

Dear Pilgrims of the Flying Temple

Normally I wouldn't be writing a letter to you as my folk can take care of our own problems. But something happened to me and I'm not sure what to do, if I can do anything at all.

My wife Claire is imprisoned in the Dulac Penitentiary. She stole some money from her employers and she's serving out her sentence while the kids and I await her return. Mercifully, the sentence is short but there is a worse problem.

The other inmates are dangerous and I fear for Claire's safety, both her physical well-being and her emotional health. It's worse when you consider the criminals that are locked inside with her.

They offered to place her in protective custody and she almost accepted, but I fear the isolation could do her even more harm. That and there's no guarantee that she is safe in her solitude. Someone might be hired to hurt her.

Please, oh monks of the air, save my wife. She isn't a bad person, just someone who made a mistake. But she shouldn't have to pay with her life. Should she?

Sincerely,  
Henry Clarkson



Goal Words:

- Claire
- Claire
- Claire
- "Claire's employers"
- "Claire's employers"
- "Dulac Penitentiary"
- "Dulac Penitentiary"
- "Dulac Penitentiary"
- Henry
- Henry
- Henry
- "Protective Custody"
- inmates
- inmates
- inmates
- isolation
- money
- money
- warden
- warden

THE WORLDS COLLIDE by Colin Fredericks

Dear Pilgrims of the Flying Temple

My deepest apologies for this letter, but our need is great. I am Yotta, assistant to the Great Sages of Juku, may the sun grace them always. Our desert world is home to many fierce tribes, who make their homes in the vast sandy wastes that cover our planet.

The Great Sages have long observed the sweep of the planets through the sky. We are always near the water planet of Ishita; indeed, this is whence comes our rare rain. Our worlds grow closer and farther apart as the gravities of other worlds exert their influence.

Recently Ishita's orbit is disturbed by the massive world Rova. The Great Sages, their words uplift us all, calculate Rova will pull Ishita into us on its next pass. Ishita's coming will be a deluge as we have never

known, to say nothing of the Phloerals who live on Ishita. However, the Great Sages, whose wisdom sparkles like the sands, say the orbits are the Will of Nature. They command us not to interfere. They seek to teach us the meaning and power of acceptance.

I write this letter against their wishes. We do not know where to turn. Even if it were allowed, we have no means to shift an entire planet from its course. Our way of life faces an utter upheaval that I cannot bring myself to accept. Please, we need your help.

Yotta, assistant to the Great Sages



Goal Words:

- orbit
- deluge
- flood
- gravity
- Rova
- Shift
- Ishta
- Ishta
- Phloerals
- Phloerals
- Yotta
- Yotta
- Yotta
- "Desert Planet"
- "Great Sages of Juku"
- "Great Sages of Juku"
- "Water Planet"
- "Water Planet"
- "Water Planet"
- "Will of Nature"

Dear pilgrim of the Flying Temple

Benevolent guardians of celestial harmony, I reluctantly put pen to paper to beseech you for assistance in saving my grandfather's lifework – perhaps even his life – from those who would use his precious automatons for evil ends.

My grandfather – Lord Graymist – is a renowned and gifted creator of clockworks. Since my parents died when I was a child, he has taken me into his house and, discovering that I inherited a small fraction of his genius, taught me some of his art and science. But he has recently become very ill, and I fear my cruel uncle, Sir Victor, will finally succeed in gaining control over Grandfather's creations.

My uncle is a forceful and vindictive man; he has been here several times, once managing to bully his way to Grandfather's bedside and the adjoining study where the most precious of the automatons are kept. The servants helped me convince him to leave, but he has threatened to obtain legal control over the estate. He does not believe me when I assure him that Grandfather sometimes wakes enough to speak, and is able to understand me.

At first when Grandfather took sick, I sent for reputed doctors, but I now fear my uncle has bribed them to keep Grandfather incapacitated. At the very least, Grandfather seemed to become more ill rather than better under their ministrations. Now I let no one tend to him without my supervision.

I suspect that Sir Victor cares little for his own father, and much for the secrets of the precious automatons. No one has ever been able to duplicate

the complexity and refinement of my grandfather's work. I know it is widely rumored that they are... dangerous. You must understand, Grandfather was – is – a good man; but nevertheless he has sometimes undertaken work of a delicate nature for the sake of the kingdom. Although I would not have thought it possible a few weeks ago, I discovered that some of them do in fact exhibit features that suggest sophisticated weaponry.

Alas, a decade as his assistant was not enough for me to pierce my grandfather's secrets. He wastes away, and his automatons remain silent except for the occasional twitch which my probing may provoke. Any day now, my uncle may succeed in having Grandfather declared incompetent, and walk in with the legal means of becoming the trustee of my grandfather's fate – and mine. He will take the automatons and wrest their secret from them, or at least cause great damage trying to do so. I fear he may even try to take further advantage of my grandfather's illness to try to force him to reveal his secrets. As for my own fate, I have no doubt it will be bleak once I am in Sir Victor's power.

I beg of you, good monks, please help me. If you cannot help my grandfather to return to health, then please take the automatons away to the temple in the Centre of the Sky, the only place I know where they would be safe from men like my uncle, who would use my grandfather's genius for evil ends.

Respectfully yours and awaiting your kind assistance,

Amber Carnelian

Goal Words:

“Amber Carnelian”  
“Amber Carnelian”  
“Amber Carnelian”  
“Grandfather Graymist”  
“Grandfather Graymist”  
“Grandfather Graymist”  
clockwork  
“Uncle Victor”  
“Uncle Victor”  
“Uncle Victor”  
bribe  
doctors  
doctors  
automatons  
automatons  
automatons  
secret weapon  
secret weapon  
twitch  
“Graymist Estate”



## Dear Pilgrims of the Flying Temple

Hope you guys can help us here at Houkala temple National Park. Old Houkala's acting off his nut of late, the tourists are staying away in droves, and it's getting kind of hard to make ends meet.

Now usually, Houkala ain't a bad guy — oh, he was kind of wild when he was a kid, but hey, who wasn't? Besides, that was five hundred years ago, and aside from some long-haired history profs, nobody much remembers that stuff. As I was saying, Houkala is normally a pretty stand up guy for an authentic Volcano God. He normally just hangs out in his big temple up in the caldera, with bunches of priests in these crazy robes and priestesses in these real skimpy silk things. And sometimes he even comes down from his throne and talks to the tourists. Normally this is great for business, 'cause who doesn't want to be able to say they shook the hand of a real volcano god?

But the thing you got to remember is, no matter how much he's like a regular guy, old Houk's still a volcano god, and he could just snap his fingers and bury three counties in ash and lava. He's done this before, too, just not for hundreds of years. So usually, the priests and priestesses keep a sharp eye on who they let into the divine presence, so Houkala doesn't get too annoyed. But those guys are only human, and when faced with a bunch of famous movie stars who wanted to talk to a real, live volcano god, they had a bit of trouble saying no, even though the movie guys were all drunker than skunks. (It didn't hurt the way they were waving large wads of cash around, either.)

One thing that isn't well known about Houk, is that while he loves to drink, he can't handle hard liquor worth a darn. These movie guys had Houk higher than a kite faster than you could say "cataclysmic eruption." Soon, Houkala was talking about "the good old days", which weren't very good for most people if you catch my drift. And those movie guys were just egging him on! It wasn't long before Houk was going on about how no one made human sacrifices to him anymore. Well, thinking it was all a big joke, those movie guys told him that he ought to go on strike until someone made a human sacrifice. Then they all piled into their cabs and left.

Well, next morning Houkala had a hangover that would kill a rhino. But he still remembered that he wanted a human sacrifice. And now he's just sitting in his temple threatening to blast anyone who sets foot inside unless they bring him his sacrifice. Business has gone completely down the tubes.

So, could you send us some pilgrims to talk Houk out of this dumb idea? He's really not a bad guy at heart, just not too swift in the brains department, if you get my drift. I'll leave this letter under a pile of rocks at Scenic Outlook #3 — that always works.

Benny McCollum,  
Owner, McCollum's Cab Service



### Goal Words:

business  
Houkala  
Houkala  
Houkala  
tourists  
tourists  
tourists  
"a human sacrifice"  
"ash and lava"  
"Benny McCollum"  
"Benny McCollum"  
"Benny McCollum"  
"famous movie stars"  
"Houkala temple National Park"  
"only human"  
"priestesses in red silky things"  
"priests in crazy robes"  
"scenic outlook #3"  
"temple in the caldera"  
"the good old days"

## Dear Pilgrims of the Flying Temple

Astute and judicious masters, I write from the glorious city of Visdaya. I thought our troubles were solved. Did we not cast out the baleful sorcerers? Were not our leaders inspired to pass just laws? Did not our people trust in the wisdom of our city's ways?

Alas, rather than amity, affluence, and accord, our lives are full of distrust, dearth and discord.

Here is the problem.

Visdaya is a city of laws, and we had five wise judges. Now, just one seems to do what is right. The others have flaws — one believes any lie told, another accepts bribes, the next decides only on the letter of the law, the last decides based only on feelings. If our judges cannot be trusted, then we are on the brink of chaos! It gets worse. As time passes, the judges seem to exchange their personalities, even in the middle of cases.

Before you can fix this, there is another problem. Because of the judges, people prayed for help from the gods. Jumoi prayed the hardest. Jumoi became infused with power and became the force people prayed for: justice. At least we thought so.

Now, Visdaya had a superhero. Jumoi took on the worst crime family. They were the best at telling lies, bribing, twisting the law and pulling on the heartstrings. Jumoi landed the leader in front of the good judge, and that gangster, Kaung Suun, is making big rocks into little rocks. However, the rest of his family all got off. The gang started to get away

with worse crimes than ever. Scared people prayed for vengeance. Kaung Suun's family and gang started to disappear. Now people are afraid of Jumoi.

Before you can fix this, there is another problem. Some of Kaung Suun's relatives got onto the Elder Council. The worst is Mwarg Rhu. Mwarg Rhu has told the people that everything is really the fault of our visitors. Visitors are very important to us in Visdaya. We invite visitors to come from all over. We keep them in our homes. Some we invite to visit and then to be citizens. Others we invite to stay and then go home. Visitors are not supposed to overstay. Some visitors forget or ignore this. We like to visit and so we usually don't use the law to throw people out. But Mwarg Rhu says that visitors who overstay are criminals and are dangerous. Some people are listening and saying something must happen. Some visitors are being taken to the judges, with some crazy results. Other people are praying that visitors start disappearing like criminals. The rest of us are afraid they will.

This letter is stamped with the chop of each of the Celestial Bureaucrats from the temple of All Heavens. I pray that when I burn it with a piece of my mother's chocolate pie it will reach you.



### Goal Words

Judge  
Judge  
Judge  
visitors  
visitors  
criminals  
vengeance  
lies  
lies  
feelings  
feelings  
dangerous  
bribes  
“city of laws”  
“city of laws”  
“the brink of chaos”  
“letter of the law”  
“temple of All Heavens”  
“Elder Council”  
“baleful sorcerers”  
Jumoi  
Jumoi  
“Mwarg Rhu”  
“Mwarg Rhu”  
“Kaung Suun”

### A TOUGH ONE

This is a particularly difficult letter because it has more goal words than the rest. The others have twenty; this one has twenty-five.

Dear pilgrims of the flying temple

Salutations, dear friends. That is, I hope that you might be my dear friends, and pray that I am not presuming too much in addressing you thusly. If you are able to assist me with my situation, then I am sure we will be very good friends indeed.

I am a xeno-anthropology professor at the University of Dravosburg. In that role, I study the cultures and lifestyles of non-human sentient beings. Dravosburg is something of a trading hub for a variety of species, which aids my research greatly and makes it quite rewarding. It is not at all uncommon to find a sentient unknown to our science, walking mere blocks from our university.

As part of my studies I had been looking into the behaviors of the Chrelm, who make up a significant minority of the city's population. Popular opinion of the Chrelm casts them in a very negative light; they are stereotyped as ugly, lazy, stupid, unfriendly and amazingly close-minded. Until recently, I had argued against these negative depictions, but recent events increasingly convince me that the Chrelm can be quite close-minded. Being somewhat insectile in appearance, the Chrelm are indeed hideous to look at or, worse, to observe while they are eating.

Nonetheless, I was recently traveling through the Chrelmish neighborhoods of our city, when I heard the most amazing music. One Chrelm – just on the cusp of adulthood – was singing, which I never before had a chance to hear. The Chrelm are strictly religious, and one of their religious tenets prohibits any song except one dirge sung on the holiest of their holidays. Thus, I was fascinated by the singing and sought out the musician, who went by the name of Haracca.

Haracca wants nothing more than to be a singer, and obligingly I organized a few concerts at which Haracca demonstrated his talents for the university faculty and related academics. This is when my troubles began, as the Chrelm society somehow learned of my Chrelmish friend's musical performances. Quickly, their high priest Acceba issued a birza – an order to kill on sight – against Haracca and myself. Haracca's bud mother disowned him. Haracca broke one of their holy laws, and it was apparently a more serious taboo than I predicted.

The Chrelm shut down the Dockworkers' Union, of which they compose a large percentage (including the Union's leader, Secha). They boycott any human trade as long as the University continues to harbor Haracca or myself. This has shut down the city, leaving many windship captains very angry with us. Dean Harpold is suggesting that I return Haracca to the Chrelm and stay out of their business, but I know that will mean innocent Haracca's death, and I don't have any guarantee it would save my own skin.

I do not know how to resolve this situation peaceably and still keep Haracca alive. One of my associates in the philosophy department suggested I contact your temple, though I am uncertain whether I even believe in its existence. We will see, I suppose. If you do exist and can clear up this problem I will be most grateful.

Your Humble Servant,  
Professor Culverton Soames



GOAL WORDS:

- Chrelm
- Chrelm
- Haracca
- Haracca
- Haracca
- singer
- song
- taboo
- “Dean Harpold”
- “Dean Harpold”
- “High Priest Acceba”
- “High Priest Acceba”
- “Holy Law”
- “Professor Culverton Soames”
- “Professor Culverton Soames”
- “Professor Culverton Soames”
- “Union Leader Secha”
- “Union Leader Secha”
- “University of Dravosburg”
- “windship captains”

# Summary

When a worldly person has a difficult problem, she will write to the Flying Temple for assistance. The temple elders hand these letters to the pilgrims as a to-do list for their pilgrimage. The letter-writers are unreliable narrators, only telling one side of the story. It's up to the pilgrims to figure out how to help people when they visit each world.

These letters reveal small parts of the strange universe that your pilgrims explore. By picking a letter, you are deciding to focus your story on this world, its inhabitants and their problems.

Each letter has a set of symbols that represent different types of trouble that your pilgrim might encounter:

-  Book represents affairs of tradition, law, and custom.
-  Flag represents affairs of property, nations, and borders.
-  Heart represents affairs of love, passion, and jealousy.
-  Knot represents affairs of family, marriage, and ancestry.
-  Lotus represents affairs of the gods, their followers, and faith.
-  Pen represents affairs of curiosity, secrets, and discovery.
-  Sword represents affairs of violence, war, and weaponry.
-  Tree represents affairs of nature, animals, and resources.

Use these symbols as a kind of rating system, so you can tell whether a story would introduce subject matter or content you feel is appropriate or fun for the group.

## WRITING YOUR OWN LETTERS

You're probably thinking to yourself, "Hey, why don't I just write my own letter for my group?" Guess what? You can!

Writing letters for Do is a fun exercise in creative writing, partly because all you have to do is come up with the *beginning* of the story. You set up all the pieces that the pilgrims will have to poke at in order to bring the story to its thrilling conclusion.

Here are a few quick tips on writing your own letter.

**Citizens Out of their Depth:** For whatever reason, the letter-writer is stuck in a situation so insurmountable that she feels compelled to get help from pilgrims. (Not to say it'll be any easier for the pilgrims to resolve it.)

**Antagonists:** Always make sure that your world's problems are represented by a real person (or creature) with whom the pilgrims can interact.

**Strings Attached:** The interesting letters are the ones that offer multiple possible solutions, but each has obvious and undesirable consequences.

**Mix n' Match:** Look at the back of this book for some characters and creatures, starting on page 88. Pull one of each at random and think about what kind of problems they might create for each other.

For more advice on writing your own letter, see *Do: The Book of Letters*, the first expansion for *Do: Pilgrims of the Flying Temple*.







CH  
03

# How to Play



# How to Play

## CH 03

This chapter will guide you and the other players through playing *Do: Pilgrims of the Flying Temple* for the first time.

### THE STORIES YOU'RE MAKING

*Do* is a storytelling game about good intentions and troublesome consequences. You and your friends tell a story about young travelers flying to strange worlds. These pilgrims help wherever they can and get into trouble along the way. For better or worse, pilgrims change the worlds and the worlds change pilgrims.

Each story is set on a different world, described in a letter. This is but one of many tiny worlds orbiting around the Flying Temple in the center of the universe. When a worldly person has a problem, they write a letter to the temple asking for help.

The temple elders send young would-be monks on a pilgrimage with a stack of letters and a simple mission: “Leave this world with fewer problems than you found.” Your stories are about the pilgrims helping people while causing new troubles in the process.

### READING THIS CHAPTER

In this chapter, you will find a step-by-step process for first creating your pilgrim, then how you and the group will make stories about your pilgrims, then how those stories

end. The basic steps are simple to follow and there are plenty of examples of how to play.

These examples show you how players just like you have played the game. With all this, you can play the game once and have fun making a story with your friends. When you play again, you discover even more, building up fluency with each game.

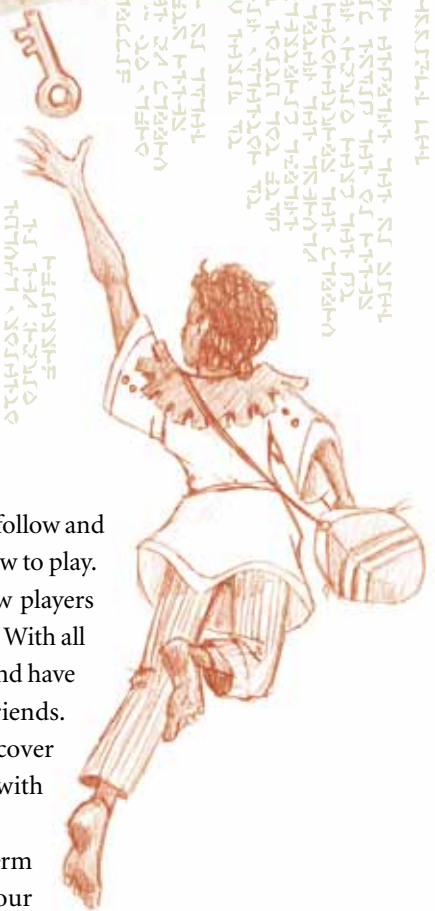
If you want advice on long-term strategy or some tips to spur your creativity, you can find them in the Chapter 4. You can also find a short overview of the steps of play in the back of this book on page 94.

And lastly, key game terms are always **highlighted in blue like this**. This lets you know that game term is listed in the glossary at the end of this chapter.

Now that you know all that, let's get started!

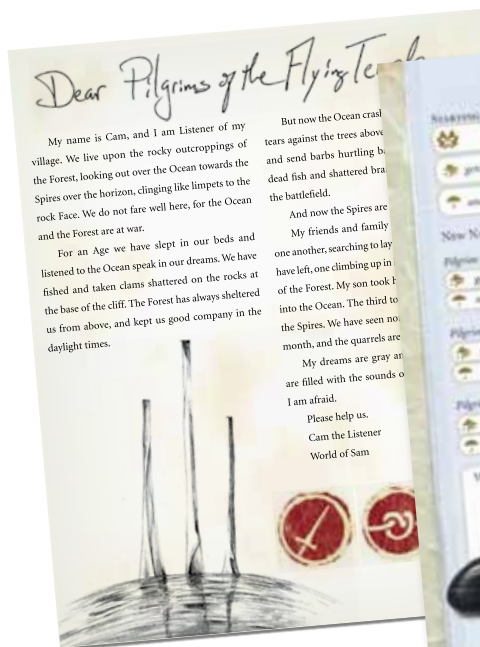
### “HEY, YOU!”

The rules make clear distinctions between you, the player, and your character. When you see a sentence that says “you,” this refers to you as a player. “You” never refers to your character. If the text describes something for your character to do, like flying, getting into trouble, or helping people, you will see the phrase, “your pilgrim flies” or, “your pilgrim gets into trouble.”



## STUFF YOU NEED TO PLAY

- **3-5 Players**, seated in a circle.
- **1-2 hours**.
- A **pencil** or pen for each player.
- One **journal** for the whole group to share. A composition notebook is great for this.
- A **bag** containing 20 black and 20 white stones. Make sure the bag is opaque and at least as big as your hand. The stones can be real stones, possibly from a go set, or you can use glass beads, checkers, or poker chips.
- A **letter**. You can find letters in Chapter 2, along with an explanation of what the various symbols on them mean. During the game, you will frequently reference the list of goal words from your chosen letter.
- A **pilgrim passport** for each player, which you can find on page 96 (or download from [danielsolis.com](http://danielsolis.com)). If you are playing in an ongoing pilgrimage, then you already have a pilgrim and her passport. If you don't have a pilgrim, you can create your own by following the steps in the next section or pick from the pre-made pilgrims in the examples.
- One **trouble token** for each player. A trouble token can be any small object, like a chess piece, a set of keys, or a poker chip. Place this token beside your pilgrim's passport. You'll only put it on the pilgrim's passport when she gets into trouble.



# Creating a Pilgrim

If this is your first time playing *Do: Pilgrims of the Flying Temple*, or if you are starting a new pilgrimage, then you need to create a pilgrim. That pilgrim will be your character when it's your turn to help someone on this world. If you already have a pilgrim, proceed to *Playing Do* on page 46 to learn how to play.

## SETUP

Get a blank **passport** from the back of this book on page 96 or online at [danielisolis.com](http://danielisolis.com). Get your pencil ready. There are some blank spaces on the **passport** that you'll fill in as you create your pilgrim character.

## THE IMPORTANT STUFF

Three things are most important about your pilgrim:

- Your character is a pilgrim, so she has certain duties and abilities as she goes on her journey.
- Your pilgrim helps people, using unique skills.
- Your pilgrim gets into **trouble**, often by using those unique skills and talents.

These three things are reflected in the name you give her by following these steps.

Begin with Step 1.

## STEP 1: WRITE "PILGRIM" ON YOUR PASSPORT

Write the word "pilgrim" on the **passport** in the designated space.

The first word in a pilgrim's name is always the title "pilgrim." This is what pilgrims do:

**Pilgrims Help People:** Each pilgrim has different methods, but their goal is always to help in whatever way they can.

**Pilgrims find a Middle Path:** With the authority and respect of the temple behind your pilgrim, she solves problems, even if it's not how the letter-writer expected.

**Pilgrims Get into Trouble:** Pilgrims get detained, entangled, misunderstood, and stumble into absurd situations. That's just an occupational hazard.

**Pilgrims Fly Away:** A pilgrim is involved in a world's affairs for only a short time. Even if she's in **trouble**, she will be able to fly away at the end of the story unscathed.

**Pilgrims Grow Up:** While your pilgrim will fly away unscathed, she won't leave a world unchanged. Your pilgrim will change how she helps people and how she gets into **trouble**. These changes are reflected in her name changing, too. One world at a time, she will grow to become the adult she is meant to be.

Continue to Step 2 on page 45.

## EXAMPLE:

Ryan writes "Pilgrim" on his pilgrim's passport. He reminds himself of what that title means and what his pilgrim will be doing during the story: Helping people, getting into trouble, flying away and growing up.



## STEP 2: WRITE YOUR PILGRIM'S BANNER AND HOW SHE GETS INTO TROUBLE

In the designated space, write a single word – an adjective or a descriptive word. This is your pilgrim's **banner**. Then describe how she gets into **trouble** in six words or less. Write this in the space after “gets into **trouble** by.”

This **banner** is a metaphor for how your pilgrim gets in trouble. This is what the other players will use whenever they create a new **trouble** for your pilgrim. Sometimes it's caused by what she does, sometimes a personality flaw, and sometimes just an unfortunate string of bad fortune.

Continue to Step 3.

### EXAMPLE:

Ryan looks around the room again for inspiration. He sees a clear window, so he writes “Clear” in the banner space of the sentence. Ryan then interprets “Clear” to mean that his pilgrim speaks plainly – too plainly than is polite in most situations. He writes that his pilgrim gets in trouble by “speaking only the truth.”



### NEED SOME INSPIRATION FOR AN AVATAR?

Check out page 69 for ideas like these:

- Cape helps people by wearing a cape
- Flame helps people by summoning ghosts through candles
- Scarf helps people by expressing avant garde fashion sense

### NEED SOME INSPIRATION FOR A BANNER?

Check out page 71 for ideas like these:

- Ascendant gets in trouble by appearing to be a great leader
- Jumping gets in trouble by causing earthquakes
- Tangled gets in trouble by being in a love triangle

## STEP 3: WRITE YOUR PILGRIM'S AVATAR AND HOW SHE HELPS PEOPLE

In the designated space, write a single word – a noun, an object, animal, or even a concept. This is your pilgrim's **avatar**. Then describe how she helps people in six words or less. Write this in the space after “helps people by.”

This **avatar** is a metaphor for how your pilgrim helps people. It is what you will use whenever your pilgrim is called to help someone during her journey, whether that is a worldly person, one of her fellow pilgrims, or even herself. Think about what skills, tools or other abilities flavor her particular style of helping people.

Your pilgrim is complete. You're ready to play *Do: Pilgrims of the Flying Temple!*

### EXAMPLE:

Ryan looks around the room and sees his pet kitten. He writes “Beast” in the avatar space. Ryan then interprets “Beast” to mean that his pilgrim gets in trouble because she is an incorrigible animal-lover. She can't stand to see a living creature caged. So Ryan writes that his pilgrim helps people by “releasing animals.”



Ryan's pilgrim is now complete! Throughout the examples in this chapter, you'll see a condensed version of the passport like the one below.

Pilgrim	Clear	Beast
gets into trouble by	speaking only the truth	
and helps people by	releasing animals.	

# Playing Do

First, a player reads the letter aloud to the group. Then the oldest player takes the bag and the first turn. Turns continue clockwise around the table, as the bag is handed to the person on the left at the end of each turn.

## GOALS OF PLAY

You, both as a group and as individual players, have a number of goals you're trying to achieve.

- You want your pilgrim to help people, without getting into too much **trouble**.
- You want to use all the goal words from the letter in your story before your time is up, to ensure a **parades** ending.
- You want to influence how your pilgrim grows up and what her **destiny** is after the pilgrimage.

These three goals are sometimes at odds. Figuring out how to get the “best” endings is all part of the game.

## WHAT “TROUBLE” MEANS

A **trouble** is something that keeps your pilgrim from helping other people. One **trouble** could be something that traps your pilgrim or puts her in danger. Whatever the details, **trouble** gets in your pilgrim's way.

Your storytelling options depend on whether your pilgrim is in **trouble**. You each have a **trouble token** for your pilgrim. When she's in **trouble**, that **token** goes on top of your **passport**.

Good thing pilgrims begin a story out of **trouble**! When out of **trouble**, your pilgrim is free to help anyone. You are also free to use any **goal word**, which is pretty important (see “goals of play” below).

When your pilgrim is *in trouble*, your pilgrim can only help herself. And that means you, as a **storyteller**, cannot use goal words.

## A NOTE ABOUT GOAL WORDS

Goal words are what drive the game. You want to use them all before the epilogue (page 60), so your pilgrims leave the world better off than when they arrived. Some goal words are nouns, some are verbs, some are feelings, and some are names of people or places.

The more often a **goal word** is in a letter, the more you'll need to make that a part of your story if you want to help the letter-writer. Pay special attention to those words when making your story.

You can get a little creative when using the goal words. If the **goal word** you want to use is “Storm,” you can play with it and use “stormy,” or “storms,” or even “storm's.” The important thing is that you have fun and enjoy the story you're telling!

When you use a **goal word**, cross it off of the list. That'll help you keep track of what your pilgrims still have to deal with in the story. There is a limit to how many you can cross out in a single turn.

Sometimes the rules will say you can't use a **goal word**. That doesn't mean you can't write it in your sentence; it means you can't cross it off if you do decide to use one. In fact, you can try to work one in anyway to help other people use it in future turns! There are a few examples of people doing that in the following pages.

### OVERVIEW OF THE GAME

P. 47: First, you start the game with one player taking the bag and doing her first turn. This starts the first round of play.

P. 59: You play a few rounds, until all goal words are used or until one person has eight or more stones at the end of a round.

P. 60: You play the epilogue, where we find what happens to the world and your pilgrims.

### OVERVIEW OF A TURN

P. 47: **Step 1: Draw three stones and separate them by color:** The storyteller will draw three stones from the bag, and divide the white and black stones.

P. 47 **Step 2: Choose the white stone(s) or the black stone(s):** The storyteller will choose which group of stones you'll keep, which will affect the part of the story everyone is about to make.

P. 48: **Step 3: Make the Next Part of the Story:** The storyteller and troublemakers will make and write the next sentence about how her pilgrim helps people and what happens to her pilgrim.





P. 59: **Step 4: End Your Turn:** The storyteller will pass the bag to the left, letting the next person start.

## PLAYING DO: STEP 1: DRAW THREE STONES AND SEPARATE THEM BY COLOR



### *Storyteller, do this:*

Take the bag of stones. Without looking inside, put your hand in the bag and draw three stones. Reveal them to the whole group. Separate the stones by color. Here are the four possible draws you can get:

- Zero black and three white stones. 
- One black and two white stones. 
- Two black and one white stone. 
- Three black and zero white stones. 

Continue to Step 2.

### **EXAMPLE:**

Ada takes the bag of stones because she is now the storyteller. She reaches inside the bag. She pulls out three stones and places them out in front of her for Everett, Lily and Jane to see, too.



Ada drew two black stones and one white stone.

## PLAYING DO: STEP 2: KEEP EITHER THE WHITE STONES OR THE BLACK STONES



### *Storyteller, do this:*

Keep either the white stones or the black stones. Keep the stones for the rest of the game. Put the unkept stones back in the bag.

Your choice is always between a larger or smaller number of stones – either one or two stones, or three or zero stones. How many stones you keep determines:

- Who will write the next sentences of the ongoing story
- How many goal words get used
- Whether your pilgrim will end the turn in **trouble**.

Continue to Step 3.

### **EXAMPLE:**

Ada considers her options.



Ada decides to keep the two black stones. She puts the one white stone back in the bag.

### **DOES THE COLOR OF THE STONES MATTER?**

Yep, but only in the long term!

If this is your first time playing through, keep whichever color has most stones. You'll learn more about that each color means as we play.

If you really want to know right now, you can jump ahead to page 62.



*Storyteller, do this:*

Look at the number of stones you kept in the previous step. Also note whether or not your pilgrim is in **trouble**. Based on these two variables, your story will take different paths. Continue to the page noted in the following the summary on the right.

**NEED ADVICE FOR STORYTELLING AND TROUBLEMAKING?**

See **BEING A GOOD STORYTELLER OR TROUBLEMAKER** on page 72.

**ALL CAPS**

As you use a goal word in the story, you might find it helpful to write it in all caps. This makes it obvious when and where you used a goal word. You can also underline, highlight or use a specially colored pen.



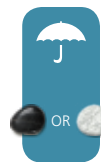
*Your pilgrim is **not** in trouble...  
...and you kept three stones:*

Go to page 49. You'll write a sentence in the **journal** about your pilgrim helping someone. You may use one **goal word**.



*...and you kept two stones:*

Go to page 50. You'll write a sentence in the **journal** about your pilgrim helping someone, using one **goal word**. Then the **troublemakers** will write a sentence in the **journal** about your pilgrim getting into **trouble**, using one **goal word**.



*...and you kept one stone:*

Go to page 52. The **troublemakers** will write a sentence in the **journal** about your pilgrim getting into **trouble**, using a **goal word**. Then you will write a sentence in the **journal** about your pilgrim getting herself out of **trouble**, but you may not use a **goal word**.



*...and you kept zero stones:*

Go to page 54. The **troublemakers** will write a sentence in the **journal** about your pilgrim getting into **trouble**, using a **goal word**.

*Your pilgrim is in trouble...  
...and you kept three stones:*

Go to page 55. You'll write a sentence in the **journal** about your pilgrim getting herself out of **trouble**, but you may not use a **goal word**.



*...and you kept two stones:*

Go to page 56. You'll write a sentence in the **journal** about your pilgrim getting herself out of **trouble**, but you may not use a **goal word**. Then the **troublemakers** will write a sentence in the **journal** about your pilgrim getting in a new **trouble**, using a **goal word**.



*...and you kept one stone:*

Go to page 55. You'll write a sentence in the **journal** about your pilgrim getting herself out of **trouble**, but you may not use a **goal word**. (Yes, this is the same result as keeping three stones.)



*...and you kept zero stones:*

Go to page 54. The **troublemakers** will write a sentence in the **journal** about your pilgrim's ongoing **trouble** getting worse, using a **goal word**.





## PLAYING DO: STEP 3, CONTINUED:

You kept three stones and your pilgrim is not in trouble



*Storyteller, do this:*

Write a sentence about your pilgrim helping someone. Your pilgrim may help a worldly citizen or another pilgrim who is in **trouble**.

If rescuing a pilgrim, remove their **trouble token** from their **passport** after you write the sentence.

That pilgrim is now out of **trouble**.

Whether helping a worldly person or a pilgrim, you may use a **goal word** in this sentence. When you use it, cross it off the list.

Continue to Step 4, on page 59.

**NEED ADVICE ON HOW TO WRITE THIS PART OF THE STORY?**

See **CRITICAL HIT** on page 78.

### EXAMPLE OF HELPING A WORLDLY PERSON:

This is Dorothy's pilgrim...

Pilgrim	Clumsy	Bell
gets into trouble by	tripping over random objects	
and helps people by	warning them of danger	

This is the story so far...

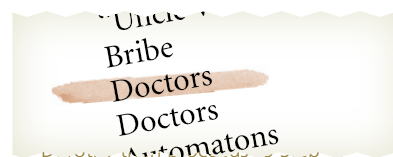
Lord Graymist is on his deathbed. His granddaughter asks the pilgrims for help. She needs to convince him that she is the rightful heir to the secrets of his amazing inventions. Unfortunately, one of the many obstacles to this effort is that her ambitious uncle won't allow any visitors to get past the doctors...doctors he hired to ensure no one interferes with the aged lord's demise.

And now...

Pilgrim Clumsy Bell is out of trouble. After keeping three stones, Dorothy is in a position to help whoever she wants. She looks at the goal words on the letter and finds DOCTORS. After thinking for a moment, she writes:

Pilgrim Clumsy Bell makes the DOCTORS flee the estate by suddenly appearing in the window shouting that lawyers are on their way.

Dorothy crosses DOCTORS from goal words.



### EXAMPLE OF RESCUING A PILGRIM:

This is David's pilgrim...

Pilgrim	Rolling	Star
gets into trouble by	turning into a sphere	
and helps people by	discovering their inner talent	

The story so far...

A water planet and desert planet will soon collide. Yotta, the letter-writer, tried to warn the desert locals to evacuate, but they won't listen. Yotta asks the pilgrims for help. Another player's pilgrim, pilgrim Yellow Moon, escorted Yotta to the Water Planet to recruit the water-folk's help. This got him into trouble: The water-folk put them both in jail and reveal their plan to steer their world into the Desert Planet, submerging it all under their water.

And now...

David kept three stones and decides to rescue Yellow Moon. He also wants to use the goal word "Yotta." He takes a moment to think, and writes:

Pilgrim Rolling Star teaches YOTTA his special Pilgrim Fu techniques and together they manage to rescue Yellow Moon.

David crosses YOTTA from the goal words...



...then removes the trouble token from pilgrim Yellow Moon's passport.



David then proceeds to Step 4.

## PLAYING DO: STEP 3, CONTINUED:

*You kept two stones and your pilgrim is not in trouble*



### *Storyteller, do this:*

Write a sentence about your pilgrim helping someone. Your pilgrim may help a worldly citizen or another pilgrim who is in **trouble**.

If rescuing a pilgrim, remove their **trouble token** from their **passport** after you write the sentence.

That pilgrim is now out of **trouble**.

Whether helping a worldly person or a pilgrim, you may use a **goal word** in this sentence. When you use it, cross it off the list.

Next, the troublemakers act.

### *Troublemakers, do this:*

Write a sentence about the **storyteller's** pilgrim getting into **trouble**.

You may use a **goal word**. When you use it, cross it off the list.

Then, put the **storyteller's trouble token** on her **passport**.

The **storyteller's pilgrim** is now in **trouble**.

Continue to Step 4, on page 59.

**NEED ADVICE ON HOW TO WRITE THIS PART OF THE STORY?**

See **BEST INTENTIONS** on page 78.

## EXAMPLE OF HELPING A WORLDLY PERSON:

This is Maria's pilgrim...

Pilgrim    Delicate    Brick

gets into trouble by  
being sensitive

and helps people by  
being very strong

The story so far...

A little girl named Melanie writes to the pilgrims to ask them for help. Her little world is presently in a giant whale's stomach. In her words, she needs the pilgrims' help so she and her world don't get further digested.

And now...

Maria kept two stones and her pilgrim is out of trouble. She wants to describe Delicate Brick going into the blowhole to rescue Melanie. She looks at the remaining goal words and sees **WHALE** listed three times. Maria could describe Delicate Brick using his super-strength to disable or neutralize the whale, but if she uses the **WHALE** goal word once, the whale will still have to show up at least two more times in the story. Maria decides to pace herself a bit. Delicate Brick will still confront the whale with super-strength, but only to allow entry for the other pilgrims. With that as inspiration, she writes:

Pilgrim Delicate Brick uses his great size to clear a path through the **WHALE's** blowhole straight into the whale's mouth.

Maria crosses **WHALE** off the goal word list.

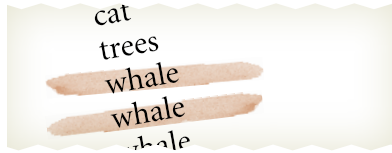
cat  
trees  
~~whale~~  
whale  
whale

Then the troublemakers...

Pilgrim Delicate Brick is going to get into trouble because of what he just did. The troublemakers (Jim, Alex, and Sara) step in. They look at Delicate Brick's banner. "Delicate" means her pilgrim gets into trouble by "being sensitive." Jim suggests that his banner could be taken literally, with an allergic reaction to the whale's mouth. Alex suggests that there be some digestive enzymes that cause some sort of rash. Sara puts these ideas together and goes one step further into grossness, saying the blowhole should have thick layers of mucus. Together, they decide to use the goal word WHALE again.

Pilgrim Delicate Brick emerges from the WHALE's blowhole coated in briny mucus that covers him in an itchy rash.

The troublemakers cross off another WHALE from the list of goal words...



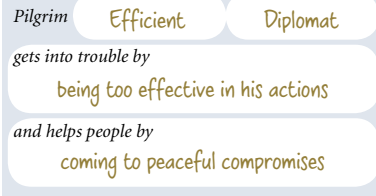
...and put Maria's trouble token on her passport.



Pilgrim Delicate Brick is now in trouble. Maria then proceeds to Step 4.

#### EXAMPLE OF RESCUING A PILGRIM:

This is Shane's pilgrim...



The story so far...

Another player's pilgrim, Fancy Voice, is in trouble. Poking around a lab filled with dormant robots, Pilgrim Fancy Voice helped their inventor figure out a solution to waking them up. That's good! Unfortunately, he snags his clothing in an angry robot's gears. That's bad.

And now...

Shane wants pilgrim Efficient Diplomat to rescue pilgrim Fancy Voice. He sees LOGIC listed in the goal words. So, he thinks that the obvious solution for a pilgrim with Efficient Diplomat's skills is to appeal to the robot's logic, convincing it to partner with humans instead of grinding them up — specifically, not grinding the human named pilgrim Fancy Voice.

Pilgrim Efficient Diplomat convinces the robot that it is more LOGICAL for Pilgrim Fancy Voice to ride in the cockpit as its pilot, not flailing about outside.

Shane crosses off the word LOGIC from the list of goal words...



...then removes the trouble token from Nathan's passport.



Then the Troublemakers...

Now, because Shane kept two stones, his pilgrim will get into trouble. The troublemakers (Ray and Charles) discuss what could possibly go wrong and check what goal words are still available. SECRET WEAPON is listed. Interesting! Ray points out that Shane established the cockpit, but no one's said how big the robot is or how much room is in that cockpit. Charles reminds Ray that pilgrim Efficient Diplomat gets into trouble by being **too** effective. They write this trouble:

Pilgrim Efficient Diplomat's logic triggers the robot's SECRET WEAPON: cramming people into a tiny cockpit, starting with Efficient Diplomat himself!

The troublemakers cross off SECRET WEAPON from the list of goal words...



...and put Shane's trouble token in his passport.



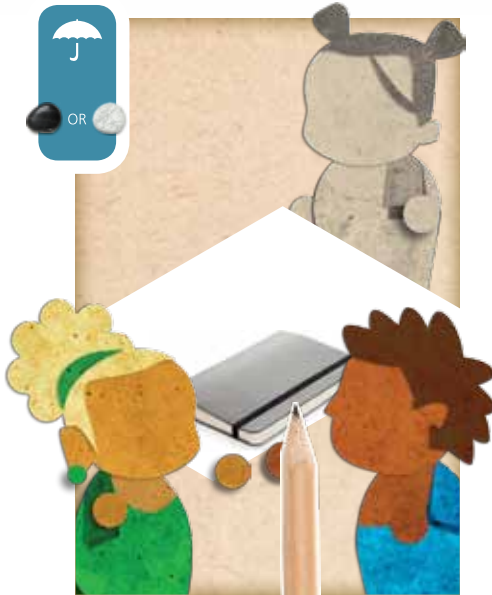
Pilgrim Efficient Diplomat is now in trouble.

Shane then proceeds to Step 4.

**ADVANCED TECHNIQUE:  
USING GOAL WORDS IN DIFFERENT FORMS**  
In this example, Shane used the goal word LOGIC in the story as the word LOGICAL. That's totally cool. Feel free to find your own creative ways to conjugate the goal words.

## PLAYING DO: STEP 3, CONTINUED:

*You kept one stone and your pilgrim is not in trouble*



### *Troublemakers, do this:*

Write a sentence about the **storyteller's** pilgrim getting into **trouble**.

You may use a **goal word**. When you use it, cross it off the list.

Then put the **storyteller's trouble token** on her **passport**.

The **storyteller's pilgrim** is now in **trouble**, but not for long.

Next, the storyteller acts.

### *Storyteller, do this:*

Write a sentence about your pilgrim getting herself out of **trouble**. You may not use this sentence to help anyone else.

Using goal words in this sentence does not count. Even if you use one, do not cross it off the list.

Then move your **trouble token** off your **passport**.

Your pilgrim is out of **trouble**, but not for long.

Continue to Step 4, on page 59.

### EXAMPLE:

This is Kel's pilgrim

*Pilgrim* Clumsy Con

*gets into trouble by*  
breaking valuable objects

*and helps people by*  
telling convincing lies

The story so far...

The pilgrims are in the throne room of the king of cats. Long ago, the king defeated an evil silver rat to become ruler of this world. The pilgrims now discover the rat still alive and attacking the king!

And now...

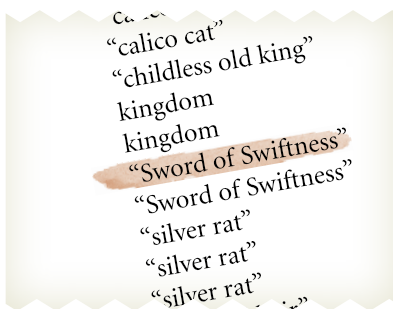
Kel kept one stone and her pilgrim is not in trouble, so pilgrim Clumsy Con immediately gets into trouble. The troublemakers (Matt, Lara, and Shannon) decide how Clumsy Con gets into trouble. Matt points out that her banner says she gets into trouble by breaking valuable objects. Lara and Shannon review the goal words to see if there is a valuable object she could break. Ah! SWORD OF SWIFTFNESS. The letter says that this is the very sword used to defeat the rat in the first place. Lara thinks Clumsy Con would be in some hot water if she were to break this treasured item.

Pilgrim Clumsy Con fetches the cat king's SWORD OF SWIFTFNESS, but trips and drops it out the window, shattering it against the stones below, making it seem as if she is in league with the rat.

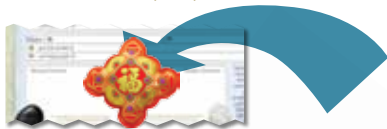
NEED ADVICE ON HOW TO WRITE  
THIS PART OF THE STORY?

See IN MEDIAS RES on page 78.

The troublemakers cross off SWORD OF SWIFTFNESS from the list of goal words.



The troublemakers move Kel's trouble token onto her passport.

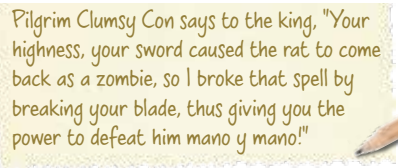


Pilgrim Clumsy Con is now in trouble.

Then the Storyteller...

Kel now describes her pilgrim getting herself out of trouble. Her avatar says she helps people by telling convincing lies. In this case, those lies are going to be used for her own benefit.

Since Kel's Pilgrim is in trouble, she cannot use a goal word. Still, she looks over the list of goal words to see if she can make it easier for other players to use them on their turn. She sees "spell" in the list. She decides her Pilgrim will make it appear that breaking the sword was a ploy in the king's favor.



Kel moves her trouble token off her passport.



Pilgrim Clumsy Con is now out of trouble.

Kel then proceeds to Step 4.

### ADVANCED TECHNIQUE: USING GOAL WORDS AS INSPIRATION

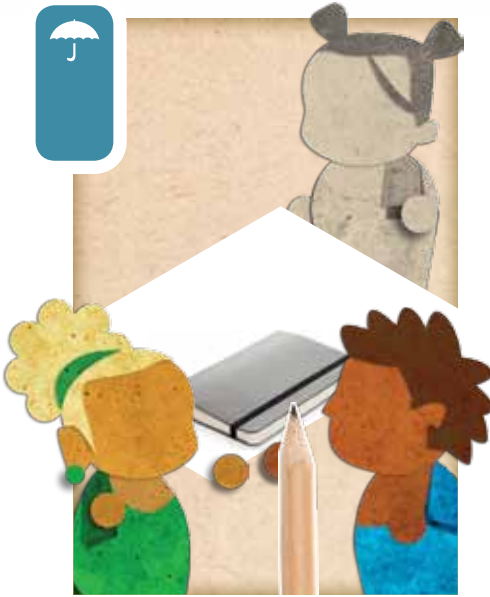
In the example, the troublemakers first looked at the goal words to see what was left to cross off. They found SWORD OF SWIFTFNESS, which sounded interesting. I mean, would you turn down a sword of swiftness? Yeah, didn't think so.

Starting from this point of inspiration, the troublemakers wore together a situation where that sword would be relevant. They reviewed the letter itself to remind themselves of the sword's context, why it was important to the letter-writer and what peripheral facts would be useful for making the next part of the story.

They found that the sword was historically important. A cherished artifact, actually. Just the sort of thing that is useful for troublemakers to create problems for the pilgrim.

## PLAYING DO: STEP 3, CONTINUED:

*You kept zero stones and your pilgrim is not in trouble*



### EXAMPLE:

This is Marc's pilgrim...

Pilgrim **Pugnacious** **Cookie**  
gets into trouble by  
appearing to be a willing fighter  
and helps people by  
baking treats

The story so far...

The pilgrims find themselves in the middle of an epic cooking challenge. The chairman of Planet Kitchen wrote to the temple for help in judging the skills of rival chefs. So far, there has only been one fire and one case of food poisoning. Good news so far, but now pilgrim Pugnacious Cookie is going to get into trouble.

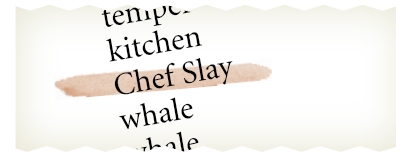
And now...

Marc kept no stones, so pilgrim Pugnacious Cookie will get in trouble. The troublemakers (Bebe, Chris, and Jara) huddle up. Because he didn't keep any stones, he will not be able to immediately respond to this situation. Only the troublemakers will be writing this turn, so they try to come up with a trouble that is particularly... well, troublesome.

The troublemakers can use a goal word. Chris reviews the list and finds CHEF SLAY. Bebe reads the letter to find out more about this Chef. It turns out he has a reputation for having a vicious temper. Jara suggests Pugnacious Cookie may anger Chef Slay by appearance alone. Chris likes the idea that the Pilgrim would be put in charge of inspecting kitchens. Bebe writes up the trouble.

When Pugnacious Cookie inspects the cleanliness of CHEF SLAY's kitchen, the chef brandishes a rolling pin, offended at the insinuation that his kitchen might not be clean!

The troublemakers crosses off CHEF SLAY from the list of goal words.



The troublemakers move Marc's trouble token onto his Pilgrim's passport.



Pilgrim Pugnacious Cookie is now in trouble.

Marc then proceeds to Step 4.

### *Troublemakers, do this:*

Write a sentence about the storyteller's pilgrim getting into trouble.

You may use a goal word. When you use it, cross it off the list.

Then put the storyteller's trouble token on her passport.

The storyteller's pilgrim is now in trouble.

Continue to Step 4, on page 59.

**NEED ADVICE ON HOW TO WRITE THIS PART OF THE STORY?**

See WATCH YOUR STEP on page 78.

## PLAYING DO: STEP 3, CONTINUED:

You kept one or three stones and your pilgrim is in trouble



*Storyteller, do this:*

Write a sentence about your pilgrim getting herself out of **trouble**. You may not use this sentence to help anyone else.

Using a **goal word** in this sentence does not count. Even if you use one, do not cross it off the list.

Then move your **trouble token** off your **passport**.

Your pilgrim is now out of **trouble**.

Continue to Step 4, on page 59.

**NEED ADVICE ON HOW TO WRITE THIS PART OF THE STORY?**

See BY BOOTSTRAPS on page 79.

### EXAMPLE:

This is Martin's pilgrim...

Pilgrim	Freckled	Plan
gets into trouble by	having freckles	
and helps people by	coming up with elaborate schemes	

The story so far...

The pilgrims snuck through a sewer entrance to get inside a city occupied by the Lightning Army. When they emerge, Lightning Guards spot Freckled Plan walking around past curfew. His freckles make him easy to notice in a crowd while the other pilgrims blend into the background. A gang of thugs eager to claim the bounty on his head throws a net around Pilgrim Freckled Plan to prevent his escape. Thus, pilgrim Freckled Plan is in trouble.

The other players fell into their own troubles during their turns, unfortunately. They all had stone draws or particular situations that prevented them from rescuing Martin's Pilgrim. It is now Martin's turn again and his Pilgrim is still in trouble.

And now...

Martin kept one stone, so he may get his own pilgrim out of trouble, but may not cross off a goal word. He considers the situation. This is a city occupied by the Lightning Army. They're all foreigners in this land and probably don't know much about the local diseases. He turns his pilgrim's conspicuous appearance into a tool for his defense.

As he is hauled off in a net, Pilgrim Freckled Plan moans as if he's dying of the plague, which makes the thugs abandon him out of fear of catching the disease.

Martin moves his trouble token off his passport.



Pilgrim Freckled Plan is now out of trouble.

Martin then proceeds to Step 4.

## PLAYING DO: STEP 3, CONTINUED:

You kept two stones and your pilgrim is in trouble



*Storyteller, do this:*

Write a sentence about your pilgrim getting herself out of **trouble**. You may not use this sentence to help anyone else.

Using a **goal word** in this sentence does not count. Even if you use one, do not cross it off the list.

Then move your **trouble** token off your **passport**.

Your pilgrim is out of **trouble**, but not for long.

Next, the troublemakers act.

*Troublemakers, do this:*

Write a sentence about the **storyteller's** pilgrim getting into **trouble**.

You may use a **goal word**. When you use it, cross it off the list.

Then put the **storyteller's trouble** token on her **passport**.

The **storyteller's** pilgrim is now in **trouble**.

Continue to Step 4, on page 59.

### EXAMPLE:

This is Donna's pilgrim...

Pilgrim Bouncing Boot

gets into trouble by

bouncing around various surfaces

and helps people by

using a pair of indestructible boots

The story so far...

Puritan nature spirits arrived on a small world to prohibit the brewing or drinking of potions. The pilgrims are asked to help the locals either get rid of the spirits or convince them to allow the locals their cherished pasttime of brewing and drinking potions.

Donna's Pilgrim, Pilgrim Bouncing Boot, took it upon herself to become a courier for the locals, smuggling bottles of potions past the elves in her boots. Unfortunately, while en route to her first destination, she collided with a flock of flying pigs and landed in the middle of a nature spirit prayer meeting, soaked in potions. Pilgrim Bouncing Boot is in **trouble**.

The other players were unable to rescue Donna's Pilgrim, so she's still in **trouble**.

NEED ADVICE ON HOW TO WRITE  
THIS PART OF THE STORY?  
See MAKING LEMONADE on page 79.



And now...

Donna kept two stones. She'll describe her pilgrim getting out of **trouble**. Alas, she will not be able to use a **goal word**, so she focuses on setting up a **goal word** for the future. POTIONS is on the list, and that gives her an idea.

The **troublemakers** are immediately going to get her Pilgrim back into **trouble**, no matter what she writes next. So she writes her sentence so that it prompts a fun reaction from the **troublemakers**.

Pilgrim Bouncing Boot pounds his shoe on the table, demanding an audience with the leader of the nature spirits to warn him about far more powerful potions polluting the world next door.

Donna used the **goal word** POTIONS, but because her Pilgrim was getting herself out of **trouble**, it doesn't count. She may not cross it off the list of goal words.

Donna moves her **trouble token** off her passport.



Pilgrim Bouncing Boot is now out of **trouble**.

Then the **troublemakers**...

Because Donna kept two stones, the **troublemakers** (Scott and Ruth) collaborate to create a new **trouble** for Bouncing Boot. Scott notices that she gets into **trouble** by bouncing around. Thanks to Donna, potions are relevant in the story right now. Ruth thinks of a way to use POTIONS in this sentence. Scott suggests that Bouncing Boot does indeed get her audience with the nature spirit leader, but it is a shocking surprise. Ruth likes this idea. She is reminded of scenes from cheesy movies where an evil conspirator's face is revealed at a crucial climax. She begins writing.

The leader turns out to be the letter-writer Mayor Shin, who demands Pilgrim Bouncing Boot say more about these powerful POTIONS... or else he'll propel the whole world into an asteroid field like a pinball game.

That's a roundabout way of using the Pilgrim's **banner** in the **trouble**, but it's enough to satisfy Scott and Ruth.

The **troublemakers** cross off POTIONS from the list of goal words...



...and put her **trouble token** onto her passport.



Pilgrim Bouncing Boot is in **trouble** again.

Donna then proceeds to Step 4.

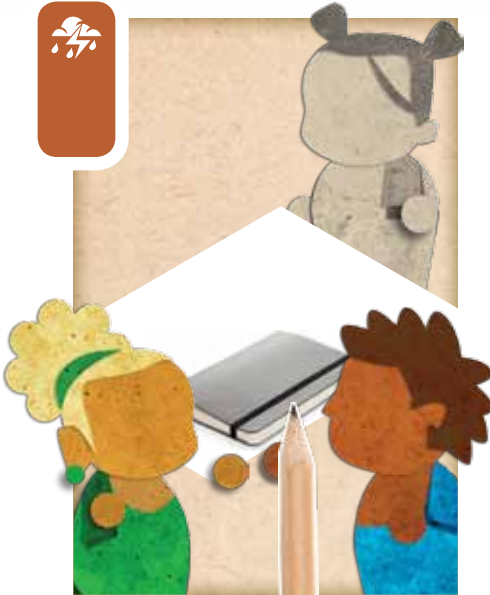
### ADVANCED TECHNIQUE: SETTING UP GOAL WORDS FOR LATER

In the example, Donna used a goal word (POTION) even though her pilgrim was getting herself out of trouble, thus couldn't cross off that goal word from the list. Why would she do this?

Even though she can't cross off the goal word, by introducing it into the story, she makes it easier for other players to use it later. She's already done the work of giving context for the goal word, so the other players can simply reincorporate it later.

## PLAYING DO: STEP 3, CONTINUED:

You kept zero stones and your pilgrim is in **trouble**



*Troublemakers, do this:*

Write a sentence about this pilgrim getting into even worse **trouble**.

You may use a **goal word**. When you use it, cross it off the list.

Keep the **storyteller's trouble token** on her **passport** to note that her pilgrim is still in **trouble**.

The **storyteller's pilgrim** remains in **trouble**.

Continue to Step 4, on page 59.

**NEED ADVICE ON HOW TO WRITE THIS PART OF THE STORY?**

See **OUT OF THE PAN** on page 79.

### EXAMPLE:

This is Megan's pilgrim...

Pilgrim	Chosen	Ancestor
gets into trouble by		being selected for things
and helps people by		coming from a famous historical family

The story so far...

The pilgrims are called to a world to help celebrate pilgrim Day. The people welcome pilgrim Chosen Ancestor in particular and put him on a pedestal in the town square. After a series of discoveries by the other pilgrims, they find the holiday is not what they imagined. The local air fleet suddenly surrounds the square and the king announces the highlight of pilgrim Day: The trial of pilgrim Chosen Ancestor for his famous general uncle's war crimes. Pilgrim Chosen Ancestor is in **trouble**!

The other players were not able to rescue Megan's Pilgrim, so she is still in **trouble** when her turn begins. Since she kept zero stones, the **troublemakers** (Adam and Marc) now describe Pilgrim Chosen Ancestor's **trouble** getting worse.

And now...

They will be able to use a **goal word** in this sentence, so they review the remaining list to see what is left. They see **WHEEL OF PUNISHMENT**. Perfect. Adam suggests that the natural progression of **trouble** from the trial would be a conviction. Marc reads the letter again to see more about **WHEEL OF PUNISHMENT**. It isn't described in much detail, simply listed as a special event at the conclusion of the holiday. So Marc suggests that it is a wheel of possible punishments that a convict will face. Adam writes the sentence.

"We find Pilgrim Chosen Ancestor... Guilty!" shouts the king, adding, "and now for our main event: Pilgrim Chosen Ancestor will face the **WHEEL OF PUNISHMENT** for his sentencing!"

Adam crosses off **WHEEL OF PUNISHMENT** from the list of goal words.

ancestor  
ancestor  
"Wheel of Punishment"  
"Wheel of Punishment"  
justice

Megan keeps the **trouble token** on her **passport**.



Her Pilgrim remains in **trouble**, and it's gotten that much worse!

## PLAYING DO: STEP 4: END YOUR TURN



### *Everyone, do this:*

If all the goal words are crossed out, go to the epilogue on page 60.

If everyone had a turn as **storyteller** this round, go to end of the round. (See below.)

Otherwise, pass the bag to the person on your left. She is the next **storyteller**. She begins her turn from Step 1 on page 47.

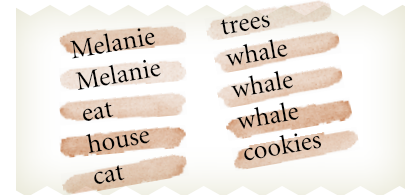
### **EXAMPLE OF CONTINUING THE ROUND:**

Lily finishes her turn. There are still more goal words to cross out and Everett hasn't gone yet this round. She passes the bag to Everett.

He'll now start his turn with Step 1.

### **EXAMPLE OF GOING TO THE EPILOGUE:**

Sheena finishes her turn. She just crossed out the last goal word on the list.



Now that her turn is over and there are no more goal words to cross out, the group begins the Epilogue.

## PLAYING DO: END THE ROUND



### *Everyone, do this:*

Check if any player has eight or more stones. If no one does, then the game continues with the next round of play. The next **storyteller** starts her turn from Step 1 on page 47.

If any of you have eight or more stones at this point, go to the epilogue on page 60.

### **EXAMPLE OF STONES BUILDING UP:**

After a few rounds of play, Bill has five stones. Donna has six stones. Erica has seven stones.

The next round begins with Bill, who takes his turn and keeps two stones, giving him a total of seven stones.

Donna takes her turn and keeps two stones, which puts her at eight stones. That means this will be the last round of normal play, but the round continues until its completion.

Erica takes her turn next. She keeps three, giving her a total of ten stones.

The round is now complete, and at least one player has eight stones.

Together, they begin the Epilogue.

# Epilogue

## EPILOGUE: STEP 1: EACH PLAYER ENDS THE STORY.



*Everyone, do this:*

Check if all the goal words are crossed out. This determines the kind of ending your story will have.

**If all the goal words are crossed out**, you get a “parades” ending. Write a sentence in the **journal** about your pilgrims being appreciated and praised for their efforts. Even if your pilgrim was in **trouble** at the end of the story, all is forgiven.

**If even a single goal word is not crossed out**, you get a “pitchforks” ending. Write a sentence in the **journal** about your pilgrims being chastised and driven away for their meddling. Even if your pilgrim never got into **trouble** during the story, she’s guilty by association.

Continue to Step 2.

### EXAMPLE OF A PARADES ENDING:

Danny, Paul, and Shannon are starting the epilogue. They crossed off all the goal words from the list, so they each get to describe their pilgrims getting a parades ending to the story.

The story centered on the Pilgrims escorting feuding nomads through The Living Storm, an eternally roiling thunderstorm that stretches for thousands of miles across the sky. A variety of troubles ensued for the Pilgrims and their wards, including run-ins with lightning spirits and several near-misses with hurricane force winds.

Danny’s Pilgrim, Skilled Quilt, ended the story out of trouble. He thinks back to some particular highlights of this trip. There was a moment where Skilled Quilt had the bright idea to turn one of his fantastic tapestries into a sail. The most sick and injured of the nomads attached it to their skiff and speedily made their way through the storm unharmed. Danny decides to make his sentence about how his Pilgrim changed the culture of these nomads.

*Pilgrim Skilled Quilt is remembered for ages as the Sail Father, he who taught the nomads the art of making the finest sails in all the universe.*

Paul’s Pilgrim, Imposing Burst, ended the story in trouble. His Pilgrim was knocked unconscious by a bolt of lightning after rescuing a kitten from falling into the void. He likes the idea of his Pilgrim recovering while also doing something epic. He also wants to mention the kitten in his sentence.

*Pilgrim Imposing Burst is woken when the concerned kitten licks his nose, causing him to sneeze and rocket away to the next world on the Pilgrimage.*

Shannon’s Pilgrim, Charming Card, ended the story not in trouble. Shannon would like to focus her sentence on a friendship her Pilgrim formed with one of the worldly people she met. Earlier in the story, she teamed up with the aged patriarch of the feuding nomads. He was upset that his numerous children, grandchildren, and great grandchildren were treating each other so poorly. Charming Card sat the old man down for a card reading and told him that once they’re clear of the great tempest the family would be whole again. This pleased the old man greatly, so Shannon describes the family’s relationship after their dangerous journey.

*Pilgrim Charming Card is happy to see her prophecy come true as she departs, as the old man and his large family all come together in a group hug.*

Vera’s Pilgrim, Cool Rooster, ended the story in trouble. Her Pilgrim became separated from the group after guiding a herd of flying buffalo back to their shepherd. Cool Rooster was stranded in a freezing cold patch of air in the middle of the storm, buffeted by sudden gusts of wind. Since she’ll somehow make it out okay, Vera thinks about how this might have happened. Cool Rooster helps people by acting cocky and self-reliant, so Vera decides to focus less on how she gets out of this trouble and more on how she acts when she does.

*Pilgrim Cool Rooster floats free from the storm clouds as if nothing has happened, saying, “Wait, that was the Living Storm? Ha!”*

And so ends their story. They close the journal for this session and move on to Step 2.

#### EXAMPLE OF A PITCHFORKS ENDING:

Lawrence, Robyn, George, and Ben are starting the epilogue. They did not cross out all of their goal words. Each player must now write a sentence about their pilgrim getting a pitchforks ending to the story.

The story began, as usual, with the letter-writer asking the Pilgrims for help. Amber Carnelian's grandfather is on his deathbed and he might take the secret blueprints for his robots with him. Her nefarious Uncle Victor wants those plans so he can use the robots as weapons of war, selling them to the highest bidder. She even suspects that the doctors he hired are keeping him sick. Amber asks the Pilgrims for help, either to get grandfather to sign over the inheritance to her or to take the robots away from this world.

Lawrence's Pilgrim, Reckless Syllogism, ended the story in trouble. Uncle Victor, pursued by the Graymist robots, defended himself with a clockwork ray gun, firing it all over the place. Reckless Syllogism pointed out to Victor that he might not want to shoot up the very robots he wants so desperately to control. Victor agreed, tossing Reckless Syllogism the gun, making it seem to the automatons that he is the sole threat to security in the lab. They concentrate fire on him, putting him in trouble at the end of the story. Lawrence sees how this would naturally flow into his Pilgrim's departure from this world.

*Pilgrim Reckless Syllogism fails to persuade the defense automatons chasing him that their pursuit is illogical, and finally flies away to the safety of the skies.*

George's Pilgrim, Favorite Shirt, ended the story not in trouble. His main heroic act was posing as the chief of medicine for the local hospital, convincing the doctors to obey his commands. The doctors were helpful minions for most of the story, until they refused to leave their patient even as the estate shook apart. That finally lead to him shouting, "This whole place is collapsing and you're concerned about a physical? I revoke your licenses! Good day!" George considers the doctors' reaction when they find out about the disguise. He thinks of a good way to end his Pilgrim's part of the story.

*Realizing they were duped, the real chief of medicine and all the local doctors quarantine the world to prevent any further temple meddling, especially by the master of disguise, Pilgrim Favorite Shirt.*

Robyn's Pilgrim, Marvelous Cat, ended the story in trouble. Earlier, Marvelous Cat walked across a control panel and accidentally flipped a switch, causing the entire estate to shake. Her trouble only got worse after that. The control room was actually a cockpit for the largest robot in the grandfather's army, preparing for lift off and taking everyone in the estate with it. Robyn decides that as long as the estate is evacuated (as has been established by George) then there's no problem letting the robot proceed with its programming.

*A giant robotic hand picks up Pilgrim Marvelous Cat by the scruff of her neck, tossing her hundreds of miles away.*

Ben's Pilgrim, Bright Artifact, ended the story out of trouble. His last act was to revive Grandfather Graymist from his coma long enough to sign over his inheritance to Amber. Ben wonders what it means for the epilogue that he technically achieved the letter-writer's mission, but the Pilgrims were still booted from this world. George suggests that perhaps Amber is simply ungrateful for the help the Pilgrims offered. Lawrence points out that their "help" effectively destroyed the estate, created a medical quarantine around the planet and left the world with an army of sentient robots. Ben thinks this is the right focus for his epilogue, highlighting the costs of their "victory."

*Pilgrim Bright Artifact bids farewell to Amber, but where once was warmth, she now regards him with a royal aloofness befitting the newly crowned Queen of Clockworks.*

And so ends their story. They close the **journal** for this session and move on to Step 2.

**NEED ADVICE ON HOW TO WRITE THIS PART OF THE STORY?**  
See **ADVICE FOR THE EPILOGUE** on page 80.

## EPILOGUE: STEP 2: UPDATE YOUR PILGRIM'S DESTINY POINTS.



*Everyone, do this:*

Count how many black and white stones you kept during this story. For each black stone you kept, add one point to your pilgrim's **World Destiny**. For each white stone you kept, add one point to your pilgrim's **Temple Destiny**.

Your choices influence the direction of your pilgrim's **destiny**, represented as **World Destiny** and **Temple Destiny**. These represent how much your pilgrim is compelled to leave or return to the temple after the pilgrimage.

Continue to Step 3.

### EXAMPLE:

At the beginning of the story, Jen's pilgrim Clumsy Glass had **World Destiny: 2** and **Temple Destiny: 2**. She was very careful throughout the game to maintain this balance. She kept two black stones and two white stones during the story. The black stones raise her **World Destiny** to 4 and **Temple Destiny** to 4.



Mark's Pilgrim had **World Destiny: 1** and **Temple Destiny: 3** at the beginning of the story. He didn't follow any particular strategy as he chose which stones to keep. In the end, he finds he kept four black stones and three white stones. That gives his Pilgrim a total of **World Destiny: 5** and **Temple Destiny: 6**.



Kal's Pilgrim began the story with **World Destiny: 2** and **Temple Destiny: 2**. Like Jen, he liked the idea of his Pilgrim closing the story with a balance between the two destinies. However, some short-term concerns took precedence and he had to make a critical decision at the end of the game. That decision tipped the balance. He has five black stones and four white stones. His Pilgrim now has **World Destiny: 7** and **Temple Destiny: 6**.



The group now proceeds to Step 3 of the Epilogue.

## EPILOGUE: STEP 3: YOUR PILGRIM GETS A NEW NAME OR ENDS HER PILGRIMAGE AND FINDS HER DO.



If you plan to play with this pilgrim again, give her a new name. Either her **banner** or her **avatar** will change depending on the stones you kept.

- If you kept more black stones, change your pilgrim's **banner**. Write a new way she gets into **trouble** in the space labeled "gets into **trouble** by."
- If you kept more white stones, change your pilgrim's **avatar**. Write a new way she helps people in the space labeled "helps people by."
- If you kept an equal number of black and white stones, you may choose to change either of the above.

Then put away your **passport** until the next time you play.

If this is the last world of the pilgrimage, write your pilgrim's **destiny**. Either she will have a World **Destiny**, Temple **Destiny** or Transcendent **Destiny**, depending whether you accumulated more World **Destiny** points or Temple **Destiny** points, or equal amounts as either.

- If you have more World **Destiny** points, your pilgrim gets a World **Destiny**. Write a sentence on your **passport** about what your pilgrim does after she loses the title of "pilgrim" and takes on a worldly life.
- If you have more Temple **Destiny** points, your pilgrim gets a Temple **Destiny**. Write a sentence on your **passport** about what your pilgrim does after she becomes a monk and leaves behind worldly concerns.
- If you have a tie between World **Destiny** points and Temple **Destiny** points, your pilgrim transcends. Write a sentence on your **passport** about your pilgrim choosing her own **destiny**.

Then put away your **passport**. You've just told the complete story of your pilgrim's coming-of-age.

*Everyone, do this:*

Put the stones back in the bag.

Then decide whether you plan to play with this pilgrim again, or if this is the last world for her pilgrimage.

### ADVANCED TECHNIQUE: PLAYING FOR THE LONG HAUL

As you play, there will be many occasions where you seem to have an obvious choice between choosing to be in trouble or out of trouble.

In the epilogue, you see how each of those small decisions changes how your pilgrim helps people, gets into trouble and, ultimately, what happens to her after the pilgrimage is complete.

If you really want your pilgrim to change her avatar or to get a Temple **Destiny**, that may require you to make choices that put your pilgrim in trouble. That's just a short-term cost of playing for the long haul.

### NEED ADVICE ON HOW TO WRITE THIS PART OF THE STORY?

See GROWING UP on page 82 or DESTINY on page 84.

#### EXAMPLE OF MAKING A NEW BANNER:

Mark's pilgrim, Loquacious Cookie, gets into trouble by talking too much and helps people using his wide variety of baked goods. Mark kept more black stones during the story, meaning his pilgrim's banner will now change. Mark takes a moment to think about how his pilgrim got into trouble during the story and what lessons he would take from that experience. Mark decides that from now on, his pilgrim will be less inclined to talk things out and more inclined to go straight into an accusatory argument.

*Pilgrim* Loquacious Cookie  
gets into trouble by  
talking too much  
and helps people by  
selecting tasty baked goods

*Pilgrim* Pugnacious Cookie  
gets into trouble by  
making people angry  
and helps people by  
selecting tasty baked goods

#### EXAMPLE OF MAKING A NEW AVATAR:

Lulu's pilgrim, Fluttering Hat, gets into trouble by flying in the wrong direction and helps people by wearing a giant hat. Lulu kept more white stones than black stones, so that means her avatar will change. Lulu is reluctant to lose her hat since it's been such a source of comedy for the story, but she thinks the joke has worn thin. She imagines why her pilgrim wore a hat in the first place, perhaps to hide a birthmark or a bald spot... Perhaps both!

Lulu decides that her pilgrim will no longer hide herself, no matter how people react. This, in turn, inspires others to believe in themselves.

*Pilgrim* Fluttering Hat  
gets into trouble by  
flying the wrong direction  
and helps people by  
wearing a giant hat

*Pilgrim* Fluttering Pride  
gets into trouble by  
flying the wrong direction  
and helps people by  
inspiring self-confidence

#### EXAMPLE OF WORLD DESTINY:

Lance's pilgrim, Twisting Voice, ended the pilgrimage with more World Destiny points than Temple Destiny points. That means his pilgrim will stay out in the worlds, leaving behind the temple and the title "pilgrim." Lance thinks back along the entire series of stories he helped create with the other players. His pilgrim began as awkward, young Confusing Odor. By the end, he grew to become Twisting Voice, with such oratory powers that he turned an entire legion of animal spirits away with but a single word. That happened in a story where a vegetable world was besieged by encroaching herbivorous animals. Lance now has an idea for what would compel Twisting Voice to leave the temple, so he writes his pilgrim's destiny.

Twisting Voice lives with the vegetable-people, keeping them safe from herds of herbivorous animal spirits.

#### EXAMPLE OF TEMPLE DESTINY:

Kenya's pilgrim, Clumsy Decoy, ended the pilgrimage with more Temple Destiny points than World Destiny. That means her pilgrim will return to the temple and leave behind worldly concerns. Given all the troubles her pilgrim has been in over the course of her journey, it's easy to understand why she would feel compelled to leave the worlds to their own problems. Still, she feels enough compassion that she knows the pilgrimage is still necessary for those extreme situations where pilgrims are the solution of last resort. So Kenya writes her pilgrim's destiny.

Monk Clumsy Decoy equips all Pilgrims with thick padding, warm coats, and plenty of chicken soup for their long journey.

#### EXAMPLE OF TRANSCENDENT DESTINY:

Melisa's pilgrim, Marble Dragon, ended the pilgrimage with an equal amount of Temple Destiny and World Destiny. That means Marble Dragon's destiny is in her hands, free from the choice between temple and worlds. This is a rare achievement and she's made many troublesome decisions to keep her destiny balanced. Melisa decides to get cosmic with her pilgrim's destiny.

Marble Dragon meditates in a cave until she becomes a white dragon to help the Flying Temple whenever it needs worldly help.



# Glossary

**Avatar:** The part of your pilgrim's name that describes how she helps people.

Keeping more white stones as you play means your pilgrim will change her avatar and thus change how she helps people.

**Banner:** The part of your pilgrim's name that describes how she gets into trouble. Keeping more black stones as you play means your pilgrim will change her banner and thus change how she gets into trouble.

**Destiny:** Whether your pilgrim returns to the temple after her pilgrimage (Temple Destiny), leaves the temple for worldly concerns (World Destiny), or finds her own middle ground between these two options (Transcendent Destiny). Also known as your pilgrim's Do, or path.

**Goal Words:** The list of important key phrases beside each letter. To get a parades ending, your group must incorporate each goal word into your story before any player has eight stones. Otherwise, you get the pitchforks ending.

**Journal:** The book where you and the other players write the story of your pilgrims' visit to a world.

**Parades and Pitchforks:** The two possible endings for each visit to a world. In a parades ending, the pilgrims are thanked and praised. This is what you might call a happy ending. In a pitchforks ending, the pilgrims are unceremoniously kicked off the world. This is *not* a happy ending.

**Passport:** The sheet where you record your pilgrim's current name, her destiny points and where you put your pilgrim's trouble token when she is in trouble.

**Storyteller:** When it's your turn, this means you. Your pilgrim is the star during your turn. You will describe her helping people: a worldly citizen, another pilgrim or herself. If she is rescuing another person, you may use a goal word. If she rescues herself, you may not use a goal word.

**Trouble:** An inconvenient problem or distraction that keeps your pilgrim from helping anyone but herself. Being in trouble also means you will not be able to use a goal word on your turn, though the troublemakers still may.

**Trouble Token:** Any object you can put on your passport to signal to the other players that your pilgrim is in trouble.

**Troublemaker:** The other players who are not the storyteller. You may be asked to come up with a trouble for the storyteller's pilgrim. When you do so, you will always be able to use a goal word.





CH  
04

# Advice



# Advice

CH  
04

This chapter gives you some advice and strategy for playing *Do*. It elaborates different aspects of the game and offers tools for playing with them. By reading the previous chapters, you already know how to play the game. What follows are supplementary ideas and toys that can spice up play once you're comfortable with the basic rules.

## Advice for Creating a pilgrim

### COMING UP WITH YOUR PILGRIM'S AVATAR

An easy way to make an avatar is to find a random object you have around the house, like Window, Watch, Vase, Berry, or Paper. If you prefer the wild outdoors, choose an animal-oriented avatar, like Tiger, Feather, Wing, Claw, Mane, Phoenix, or Monkey. If you want to get conceptual, choose an avatar like Pride, Light, Hope, Star, Destiny, or Storm, which are nicely suited for stories with epic scope.

Here's some advice on what makes a good avatar:

#### *Keep it Helpful*

Remember that pilgrims are peaceful emissaries of the temple and do not, as policy, solve problems through violence. So, even if your pilgrim's avatar is something like Tiger, that will represent something about her

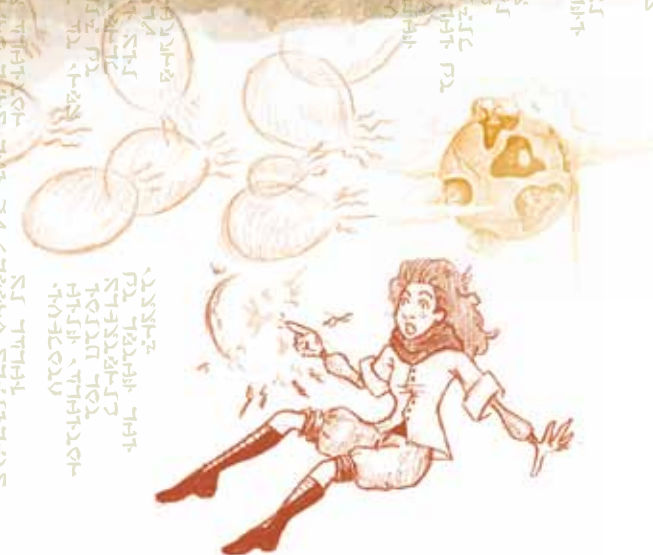
personality (like a strong will) or unique skills (like the ability to follow a target silently). It does not mean she helps people by slicing them to bits with retractable claws. Slicing doesn't help anyone.

#### *Look Below the Surface*

Even an avatar that seems limited at first glance can be very adaptable, if you spend a few moments looking at your pilgrim's motivation. Say you want "shout" as an avatar. Using that as a metaphor for helping people by "arguing" may be inconvenient. You'd have to contrive an argument whenever you want to help someone. It may be easier to expand the metaphor with some detail, like motive. You might say your pilgrim helps people by "arguing on behalf of the underdog." This gives you a new hook into the story, since you'll search for and defend underdog characters.

#### *You Can Make it Practical*

The way your pilgrim helps people should be different from how the others do. This ensures that your pilgrim contributes unique talents to the group and that you are contributing unique flavor to the story. Skills like a knack for languages, having a trustworthy demeanor or a commanding presence are always useful.



### *You Can Make It a Superpower*

If you want a more supernatural flavor, you may describe your pilgrim as having superhuman powers like the ability to control the flow of water or to magically heal wounds. But keep in mind that's no more important than a non-supernatural avatar. The range of abilities within a group of pilgrims can vary, but they're all equally useful.

### *You Can Tie It to a Particular Tool*

Sometimes it can be fun to take your avatar literally, especially if it is an object like pen, rope, scarf or shoe. In these cases, you'd simply write that your pilgrim helps people by "using a calligraphy pen." This can be an interesting challenge to your creativity, as you work to find practical uses for a calligraphic pen in different situations.

### *The Test of a Good Avatar*

The trick to having a fun and interesting avatar is if you can describe a number of different ways you help people with it. Can you answer the following?

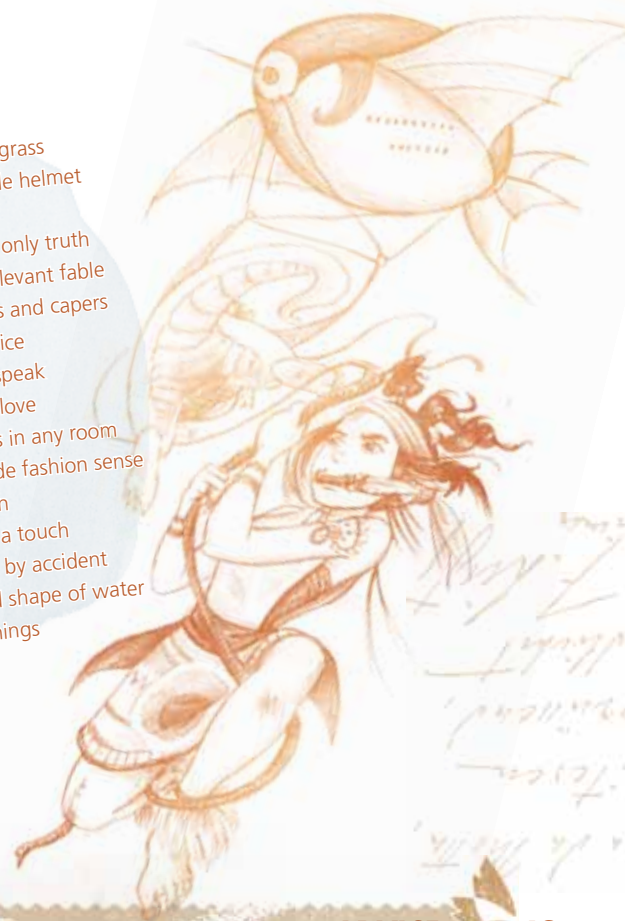
- There's a kitty trapped in a well. How does your Pilgrim's avatar help the kitty?
- Two people are arguing over who gets their father's inheritance. How does your Pilgrim's avatar help them?
- A flood is about to wipe out a friendly village! How does your Pilgrim's avatar help them?

If you get too stumped coming up with ideas, you can ask others at the table for help.

### **AVATAR INSPIRATION**

Here is a list of avatars and how a pilgrim with that avatar might help people:

Badge	appearing to be local law enforcement	Grass	spontaneously growing grass
Bamboo	being tall as a forest canopy	Helm	wearing an indestructible helmet
Bench	calming people by sitting by them	Hiss	having a pet snake
Bo	carrying an infinitely extendable staff	Horn	having horns that hear only truth
Bubble	brewing potions that inspire emotions	Legend	being reminded of a relevant fable
Cape	wearing a cape	Mask	instigating conspiracies and capers
Claw	behaving like a wolf	Path	knowing the right choice
Coal	seeing the future of any rock	Podium	allowing anything to speak
Code	speaking any language	Ring	helping people fall in love
Crater	having parents known for their temper	Room	creating magical seals in any room
Dance	blessing through ritual dance	Scarf	expressing avant garde fashion sense
Dust	burying people's intense feelings	Shield	disabling any weapon
Face	having a friendly face	Snow	freezing things with a touch
Flame	summoning ghosts through candles	Spark	inspiring great ideas by accident
Fresco	painting murals that inspire people	Stream	controlling flow and shape of water
Grain	hearing the secrets of wooden objects	Tooth	chewing through things



## COMING UP WITH YOUR PILGRIM'S BANNER

If you want to describe your pilgrim getting into trouble for doing something, you can use a verb like Flying, Dancing, Sliding, Turning, Shining, or Rolling. Your Banner can also be an adjective. The adjective should be positive (Cheerful, Diplomatic, Wise, Fast, Strong) or at least neutral (Cloudy, Round, Blue, Wooden, Scaly.)

### *Use Positive Problems*

It's easy to think of negative traits like Smelly, Dumb or Rude. Too easy, really. This is how your pilgrim will regularly get into trouble and it can be dull to contrive the same situation over and over again. When you choose a positive (or at least neutral) word, you open up more possible interpretations for your pilgrim's banner.

### *Get Input from the Group*

The other players will be using your banner when they create obstacles and problems for your pilgrim. Choose a banner that the rest of the group can connect with. Imagine if you were another player and you had to create a series of interesting problems in a variety of situations, all based on this word. Ask the group for what they think about the banner you chose.

When someone else is coming up with a banner, offer your ideas in a friendly, constructive manner. If you feel like the banner she's come up with is too restrictive, say so, but also offer your own alternatives. Open up discussion with the rest of the group, so everyone has a voice in the creative process.

### *Describe the cause...*

If you really want to drive your pilgrim headlong into interesting, varied problems, phrase how she gets into trouble because of something she does. That way, the particulars of the trouble itself are left open for the others to decide on the spot.

Eve wrote that her Pilgrim gets into trouble by "stating the obvious." She clarifies to the group that stating the obvious in itself is not a trouble, but if she gets put in situations where she has to keep a secret, or if she blurts out an offensive observation in polite company, that can certainly lead to trouble.

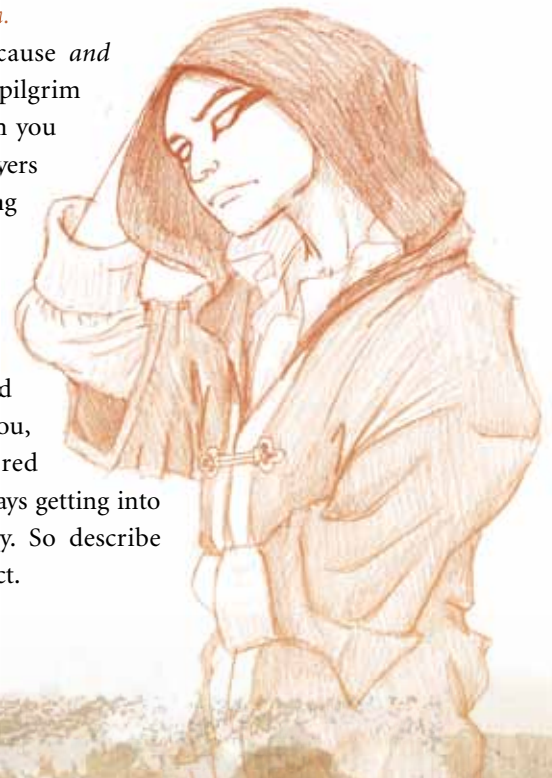
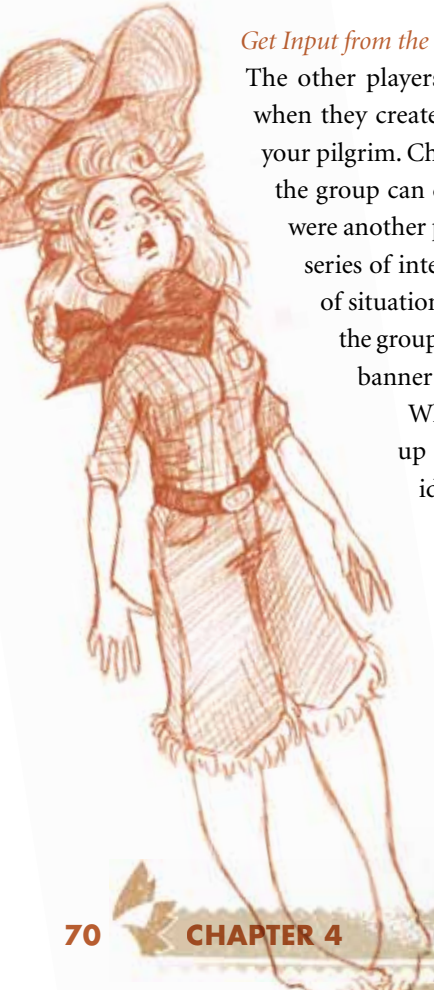
### *...or describe the effect*

You can describe the type of trouble your pilgrim gets into, but leave open what she does to get into those situations.

Your Pilgrim gets into trouble by "being detained by local authorities." That is a very specific type of trouble, but you left it up to the players to come up with ways your Pilgrim gets detained by local authorities. Your Pilgrim may be a pickpocket. She might be the victim of mistaken identity with a wanted fugitive. Whatever the cause, the effect is the same.

### *...but don't describe both.*

If you describe the cause *and* effect for how your pilgrim gets into trouble, then you leave little for the players to contribute. During the game, there will be long pauses while they think of something that could just barely fit the situation. And everyone, including you, will grow quite bored with your pilgrim always getting into trouble the same way. So describe *either* the cause or effect.



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### BANNER INSPIRATION

Here is a list of banners and how a pilgrim with that banner might get into trouble:

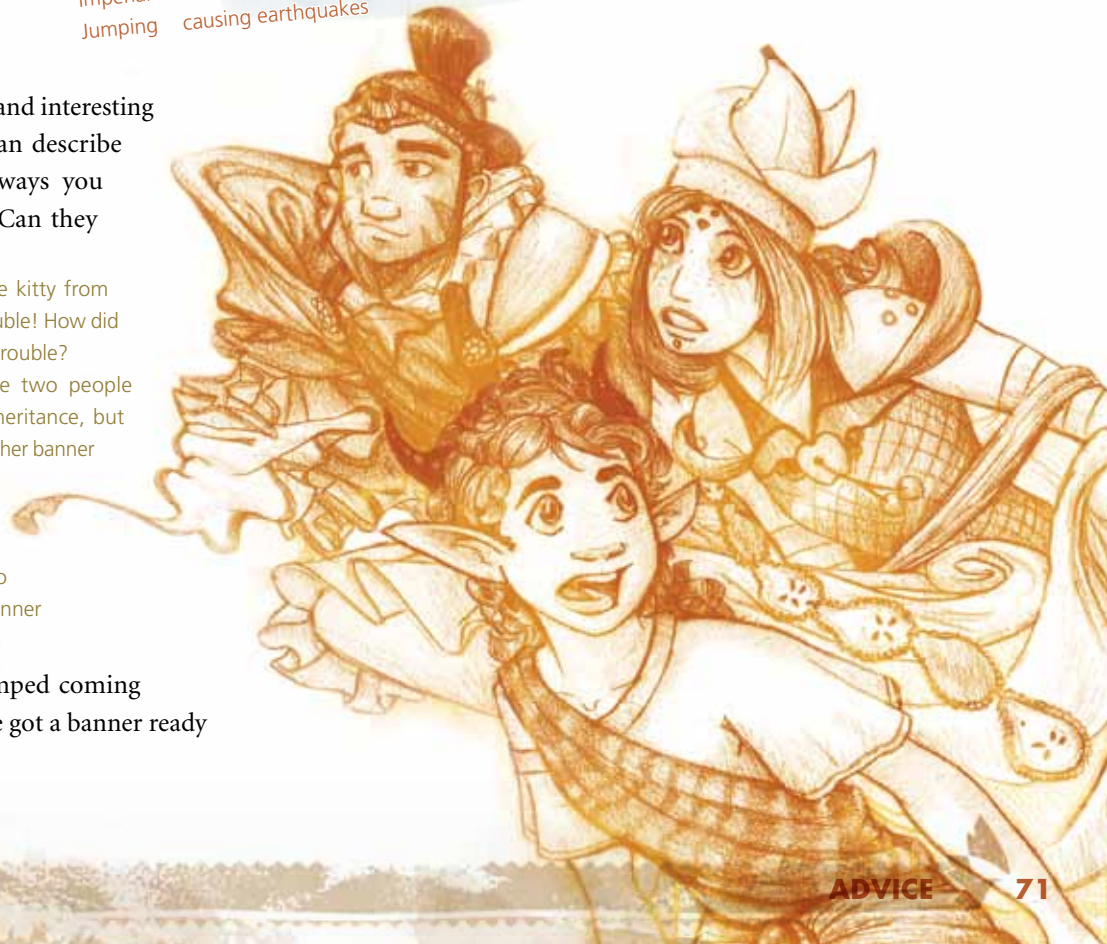
- |            |                                    |         |                                |
|------------|------------------------------------|---------|--------------------------------|
| Ascendant  | appearing to be a great leader     | Lucky   | being improbably fortunate     |
| Blessed    | being blessed by the gods          | Magenta | spilling the color magenta     |
| Cheeky     | being too jokey with authorities   | Marked  | being chosen                   |
| Chivalrous | following a code of proper conduct | Moral   | following an ascetic lifestyle |
| Cold       | breaking hearts                    | Nimble  | being lithe and agile          |
| Delicate   | being easily offended              | Ornate  | wearing beautiful jewelry      |
| Dignified  | maintaining calm composure         | Precise | being a perfectionist          |
| Exalted    | being namesake of an emperor       | Red     | creating rashes                |
| Faithful   | pledging loyalty                   | Sage    | seeking out new teachers       |
| Feathered  | tending a flock of birds           | Sealed  | looking suspicious             |
| Fierce     | defending the downtrodden          | Sedate  | appreciating nature            |
| Flattering | heaping praise on people           | Stormy  | causing rainy weather          |
| Flippant   | carrying a haughty attitude        | Tangled | being in a love triangle       |
| Generous   | giving gifts                       | Titanic | being burly                    |
| Imperial   | being heir to a royal throne       | Trim    | exercising                     |
| Jumping    | causing earthquakes                | Warm    | believing in true love         |

### *The Test of a Good Banner*

The trick to having a fun and interesting banner is if the others can describe a number of different ways you get into trouble with it. Can they answer the following?

- Your pilgrim rescued the kitty from the well, but got into trouble! How did her banner get her into trouble?
- Your pilgrim helped the two people decide who gets the inheritance, but got into trouble! How did her banner get her into trouble?
- Your pilgrim saved the friendly village from the flood, but got into trouble! How did her banner get her into trouble?

If they aren't too stumped coming up with ideas, then you've got a banner ready for play!



# Advice for Playing Do

If you are an experienced player, there are some other effects you will notice come up as you play in the long term.

## *Pace the Story*

The epilogue (page 60) is triggered when one player collects eight or more stones. So keep that in mind while you choose how many stones to keep. If you push the story too fast to this endpoint, you may not give the group a chance to use all the goal words.

## *Changing Chances*

Each turn, you gradually change the chances of drawing black or white stones for the rest of the game. If you keep black stones, that means it's more likely that the next players will draw white. If you keep white stones, it's more likely they will draw black. This comes into play with the next part.

## *How Your Pilgrim Grows Up*

At the end of the game (page 62), if you have more white stones, your pilgrim will change her avatar and how she helps people. If you have more black stones, your pilgrim will change her banner and how she gets into trouble. Weigh this in your decision if you have a preference for how she grows up. You'll find more details about this in the Epilogue on page 60.

## *Influencing Your Pilgrim's Destiny*

When the pilgrimage is complete (page 63), all your choices determine your pilgrim's destiny. If you kept more white stones, your pilgrim will return to the temple. If you kept more black stones, your pilgrim will remain out in the worlds. This is more relevant if this is your last game to be played with your pilgrim, otherwise it's less important than more immediate concerns.

## BEING A GOOD STORYTELLER OR TROUBLEMAKER

**Invite Each Other:** Be courteous and respectful to the other players. If someone is quiet, allow them a moment to speak up. If you have thoughts to share, don't be shy. Tips in this book help you all discuss your ideas for the story together.

**Use a Goal Word When You Can:** The goal words do more than just help lead you to a happy ending for your story. They also offer a seed of inspiration for when you're stuck in a creative block. They offer you locations, antagonists and concepts that keep your story from drifting from the mission at hand.

Even if you are unable to use a goal word because your pilgrim is in trouble, you can still use your turn to help a goal word make sense for the next person. Use that as an opportunity to set someone else up.

**Focus on Results:** What you say happens, happens. There is no "try" or "maybe." The question isn't *whether* an event comes to pass.

Know your intent and then describe your pilgrim making that happen. Let's say a citizen named Melanie spilled a vial of magic dust that transformed her into a cat. Your pilgrim is Pilgrim Trembling Quake and you're here to rescue her. At first, you write, "Pilgrim Trembling Quake tries to shake the dust loose from Melanie's fur to change her back into a human." Instead of "trying" to shake off the dust, your pilgrim should immediately succeed. You could instead write that sentence "Pilgrim Trembling Quake shakes the dust from Melanie's fur, turning her back into a human."

**Keep it Moving:** Be sure to not spend so much time on writing your brilliant sentence that you slow down the game, Writey McWriterpants. Get into a flow where you say what it is you're going to write, then write it while the next player takes their turn. By the time *she* states her pilgrim's action, you'll be done writing and you can pass the journal to her.





## GUIDELINES FOR STORYTELLERS

When you write your sentence, write it in the third-person, as if you're the author of the story.

Example: Pilgrim Red Blur spins around the whale so fast that it becomes nauseous, burping the little girl from its blowhole.

**Speak Your Mind:** Though you are the authority on your sentence, there's no need to feel like your turn is a solitary affair. Discuss your ideas with the rest of the group. You have a lot of creative license to extend the scope and mood of your story into different directions. Discuss your ideas with the group if you worry that you're steering the story in an unwelcome direction. Voice your concerns with other players when they do the same. You're all together to have fun, so trust each other and respect each other's creativity.

**You can play with Dialogue and Punctuation:** If your character is speaking to help someone, then that may be an opportunity to use the first-person tense.

Example: Pilgrim Stirring Speech approaches the podium and declares, "You are free to choose your own flavor of tea! You don't have to listen to the king's demands!"

In that example, you can also see how you can embed a sentence within another sentence. It's a neat trick, but use it sparingly. It can be harder to describe how your pilgrim helps people when she's just talking. It also takes longer to write that kind of sentence, which can disrupt the pace of play.

**Build On a Trouble When Resolving It:** When you rescue a pilgrim, it's tempting to negate that trouble. Let's say "Pilgrim Red Lantern is possessed by the power of a magic ring, obeying its will to conquer the universe." A negative sentence would be something like "Pilgrim Blind Owl bops Red Lantern upside the head, revealing that it was all a dream." That would violate the principle of "What you say happens, happens." The troublemakers created this situation. Disregarding it moves the story backwards. Instead, your pilgrim should help in a way that accepts the trouble, then moves on from there.

Example: Pilgrim Blind Owl convinces the ring that he would be a superior host, then traps the ring in a jar just as it flies off of Red Lantern's finger.

**Use Your pilgrim's Avatar:** The avatar is how your pilgrim solves problems and helps people. If you chose an avatar wisely, you can stretch that to suit the task at hand.

Example: Pilgrim Great Leader is in trouble. Lord Vangar chooses him to coach the Airball team comprised of asthmatic nerds, just as they begin the final game of the playoff season. Now it's up to your Pilgrim to rescue Pilgrim Great Leader. If your Pilgrim's avatar is "Mane," then you might ask yourself how a lion would solve this problem. So you write, "Pilgrim Ruffled Mane dresses up as a lion mascot, rousing the audience to cheer for the underdog Airball team and giving them enough confidence to win the game."

**Maintain the Light Mood:** Typically, *Do* stories have a big scope and light mood. Maintain that carefree sense of adventure and shenanigans. Strange worlds, weird beings and magical events are all taken for granted. Pilgrims work together in a friendly, mutually supportive manner. Avatars can be interpreted very loosely, possibly including superhuman abilities to solve problems. Pop culture references are acceptable, even in the story itself. Antagonists are cartoonishly villainous, with loosely defined motivations beyond simply villainy for villainy's sake. Sometimes people get a little hurt, but it never goes far, even if people threaten worse.



**Create an Epic Scope:** A quick way to make an event suitably epic is by making it affect a large area, a long time or a lot of people, but not all three—ideally, only one. So if your pilgrim controls clouds and you wanted to make her action epic, she could cover a whole world with thick fog, but it wouldn't inconvenience many people and it wouldn't last a long time. If it were epic in time, then she could create a fog that lasts for many days, but only in a small area. If it were epic in population, she could create rainy clouds that follow a large number of people who pass through a small area for only a short time. Following this will create epic events that are still somewhat grounded.

**Tone it Down Sometimes:** When every moment is epic, nothing stands out as special. So, sometimes a simple solution is best. Instead of being a mythic hero, let your pilgrim be a regular kid whose only

superhuman ability is flight. It's all about simple ingenuity and relatively modest resolutions to people's problems. Pilgrims still work together in a friendly fashion, but are allowed to quibble and argue if it makes a funny story. Any antagonists are still only thinly veiled plot devices, but with more modest goals. They're less likely to want to take over the universe than they are to just want to make your character's life a pain in the butt.

**Your Pilgrim can Succeed Despite Herself:** Nobody's perfect, especially pilgrims. A perfectly executed rescue might not lead to a lot of interesting outcomes either. So, you can describe how deus ex machina conspired to have your pilgrim resolve the trouble, regardless of her actions. This is appropriate if your pilgrim is a bumbling buffoon.

Example: Let's say your Pilgrim is a nervous, twitchy kid named Pilgrim Hiding Squirrel. You look around the table for a Pilgrim to rescue and find: "Pilgrim Shattered Boat is lost in a berry maze, where the red and blue berries can tell him the way out, but hate each other and will poison anyone that the other tries to help."

Oof. Wow, that's a tough one, but you come up with a solution.

"The bright lights of the garden are too much for Pilgrim Hiding Squirrel, so she douses the lanterns, which in turn plunges the maze into darkness allowing Shattered Boat to listen to the berries without them knowing who he is listening to." In this resolution, you didn't even have the Pilgrims interacting, but you still managed to have your introverted Pilgrim come to the rescue.

**Use your Senses:** You may want to add more flourishes to your story beyond describing a simple event. Try describing how your character resolves this trouble in terms of one of the five senses. Simmer on the scintillating sensation of lightning slithering through Summer skies. Create the cacophonous clapping of a clutch of clams. Meditate on the aroma of Monk Mossy Musk's mashed mango marmalade. Witness the wonders of a world wider than the weirdest, wildest warrior's worries. Tango with the tingling tastes of ten thousand types of trees.

**Don't Solve the Problems Too Quickly:** As you write your sentence, it can be tempting to simply write away the central problem of the letter right away. In fact, you can do just that. You actually *can* resolve a problem very quickly. However, keep in mind that among other goals, you're trying to use all the Goal Words.

That being the case, you could write, "Pilgrim Scary Boar chases off the BANDITS from the village and they never return." That's a fine way to solve a problem, unless BANDITS is listed two more times as a Goal Word. Now that you've single-handedly defeated the bandits in one sentence, it is a little harder for the rest of the group to figure out how to work in the last two BANDITS into the story. But there are ways you could incorporate them into the story indirectly.

Goal Words may be used in a sentence even if the characters, places or things themselves do not appear in the sentence. A later Troublemaker might write, "Mayor Fizzle reveals that he was funding the BANDITS' misdeeds all along and blasts Pilgrim Secret Scroll with a magic missile."

Then a later Storyteller might rescue pilgrim Secret Scroll by writing, "Pilgrim Damp Sponge absorbs the damage from the magic missile and utters the anti-magic password he learned from the BANDITS."

## GUIDELINES FOR TROUBLEMAKERS

By following these guidelines, you will make it easier for the Storyteller to build on your trouble and easier for troublemakers to plan out the direction of the story.

**Collaborate, but Decide Quickly:** As troublemakers, you all create the trouble together. It is natural to have a short period of open brainstorming as you figure out what is the best trouble for the pilgrim. Sometimes you have a lot of options available. When that happens, just follow the rest of these guidelines to craft an interesting trouble.

If a consensus can't be reached, then the player to the storyteller's right gets the final say. (If you prefer to give the final say to the youngest player, the oldest player, or the player with the biggest feet, those are all fine, too. Just be sure everyone knows who among you will make the final decision.)

**Use the Banner:** Take inspiration from the pilgrim's banner. It tells you how the player thinks her pilgrim should get into trouble. If the banner says she is very curious, create a situation where her curiosity leads to danger. If she's headstrong and proud, put her face to face with someone who would challenge her honor. If she's nervous around boys, maybe she has to ask a boy out on a date. Don't contradict the banner, but feel free to stretch its meaning from time to time.

**You Can Always Use Goal Words:** You can incorporate the goal words into a trouble, just like a storyteller. Even if you're causing problems for a pilgrim, you can still help bring the whole story closer to a happy ending if you can think of a way to include even one goal word in that sentence.





**Make a Circle-Shaped Trouble:** Be careful about making a trouble so concrete that there is absolutely no solution. It's one thing to create a dilemma. It's another to create a dead-end. Such a trouble would be something like "A gang of thugs beats up Pilgrim Calm Muscle." That trouble is a square—inert and immovable.

In the other extreme, avoid a problem that is too yes-or-no. "Pilgrim Calm Muscle is ambushed by a gang threatening to beat him up if he doesn't join their ranks, knowing his peaceful nature will keep him from fighting back." This trouble is a difficult situation, but doesn't suggest risks or possible consequences for joining the gang. That trouble is like a triangle, balanced on one point. It may be wobbly now, but once the storyteller makes a choice, the triangle lands and becomes just as immobile as the square.

The best kind of trouble is circle-shaped. It is inherently dynamic and unstable. It rolls into the next trouble, which rolls into the next trouble, and so on. A way to do that with the troubles above would be, "Pilgrim Calm Muscle is confronted by rival gangs and each will beat him up if he doesn't pick a side so their feud can continue."

A good circle-shaped trouble is so unstable that it will roll along with a slight poke. When you create an unstable situation, you create an interesting story regardless of the outcome.

**Set the Scene (if it's Relevant):** Say when and where the trouble is happening. Your letter's goal words call out any places and times that are most relevant. Think of a personality quirk the pilgrim has, then put her in a place and a time when those quirks would get her into trouble. You may also consider a location for this trouble

that would be useful for the story later on, if you want to create a Jackie Chan-style scene in a cluttered warehouse, for example. Referencing the time of day or year can help create a sense of epic scope as seasons change or months pass by.

**Endanger Worldly People along with the Pilgrim:** The pilgrim should always be the focus of the trouble, but any worldly people can accompany her as well. The goal words in your letter list the key characters your pilgrims will interact with to resolve the troubles on this world. These include people who will come to their aid or antagonists who get in the way.

As you introduce new characters, ask if it would be better to just add new details to an existing character. Recurring characters might be a persistent villain, a well-remembered mentor, or a hapless cabbage vendor regularly caught in pilgrims' antics.

**Push It Until a Critical Moment:** Sometimes you'll initially make a trouble that doesn't have any clear momentum. There's no anticipation to see what happens next. Let's say you made a trouble that went something like this: "Marc gets frustrated with Pilgrim Rising Diploma being the teacher's pet and blames her for his bad grades."

That certainly establishes a conflict, but it doesn't really introduce a trouble. There's a motivation for trouble, but no actual trouble yet. If you push this a little farther, "Frustrated with his own bad grades and Pilgrim Rising Diploma being the teacher's pet, Marc frames Diploma by breaking into the principal's office to steal the answers from the big test next week."

That's better! Still, the pilgrim isn't in trouble just yet. He is close, though. We just



need to add one little twist that puts him in a moment where the pilgrim could face disciplinary action. “Pilgrim Rising Diploma is called into the principal’s office to face charges of breaking and entering.”

You may notice that in this trouble, Marc’s frame job is not even mentioned. That’s okay! You can leave it to the storyteller for that explanation. All you needed to do was push the trouble to the point where any decision moves the story along.

**Create a Problem That’s Too Much of a Good Thing:**

It’s possible to have too much of a good thing. Think of a problem that wouldn’t sound like much of a problem otherwise, like, “I have too many cookies!” or “I am way too rich!” or “Too many people love me!” The key word in all of these is “too.” Too much, too soon, too fast, too awesome.

Think of good news, then add an unfortunate twist to make it bad news. Some good news might be “Elder Sweet Cane baked a cake just for Pilgrim Running Nose!” Then, with a slight twist: “Pilgrim Running Nose has an embarrassing allergic reaction from Elder Sweet Cane’s cake.”

**Consider What Success Costs:**

If you’re writing a trouble as a follow-up to a pilgrim’s action, then remember what that pilgrim did is always successful. The question in this game is never “Did this happen?” It’s “What happens next?” Think of what may not have gone perfectly. Describe any new snags that the pilgrim left open despite resolving the trouble. What did the pilgrim overlook in order to achieve her desired ends?

Example: Pilgrim Wilted Kale is in trouble: “At the Seven-Hundredth Annual Dance of Dancing, Pilgrim Wilted Kale stammers as he asks Princess Huranishi to join him for a waltz, insulting her dress (and the whole royal family) instead.”

Then the storyteller resolves this trouble by writing: “Pilgrim Bubbly Soap explains to the Princess what Wilted Kale is trying to say, thus clearing up any confusion.” So now you have to think of a trouble that comes out of that action.

You write: “Her highness is now more offended at Bubbly Soap, for implying that her highness could not distinguish adolescent awkwardness from a true insult and orders the guards to arrest her.”

Either way, this simple moment could have a lot of consequences down the road.



## TAILORING THE STORY TO THE STONES



*Critical Hit: You kept three stones and your pilgrim is not in trouble*

It's rather rare to get three stones of a kind. So when you choose to keep all three, it represents a great success. You'll describe your pilgrim doing something helpful with no problems as a result. Make your sentence lean towards the epic. Describe something world-changing that doesn't have any unfortunate repercussions.

- How can I make this world better?
- Who can I make happy?
- Whose mind can I change?

Since you get to use one goal word, make sure to work that into your sentence.



*Best Intentions: You kept two stones and your pilgrim is not in trouble*

This is a fairly common occurrence in the game and drives the story forward. Keep your pilgrim's best intentions at heart. Though your pilgrim may not realize it, you know she'll get in trouble for whatever it is she's about to do. So, if you decide to make this action epic, know that the trouble will be epic, too. Tip: Keep your pilgrim's actions at a moderate scale, just enough to move the story forward a step.

- Is there a Pilgrim I can rescue?
- What obstacles can I get out of the way?
- How can I make myself useful?

Then the troublemakers take those good intentions and subvert them in unexpected ways. Take cues from the pilgrim's banner and the ongoing story for what happens next. Also take note of the scope of the pilgrim's action so the trouble is commensurate with that scope. Lastly, trouble may sound like a bad thing, but it's really an easy entry point for another pilgrim to step into the story by coming to a companion's rescue.

- After the rescue, does the Pilgrim get in the same trouble?
- What was the obstacle's very good reason to be there?
- How does the Pilgrim become a nuisance?

The group will get to cross out two goal words in one turn. That can be handy, especially if you're near the epilogue and still have goal words left.

*In Medias Res: You kept one stone and your pilgrim is not in trouble*

Troublemakers kick things off here. When you choose this option, your pilgrim starts the turn in the middle of things, in media res. The troublemakers present a straightforward problem and let your pilgrim react.

- How has a letter's antagonist entrapped this Pilgrim?
- How did this Pilgrim make a bad first impression?
- What did this Pilgrim break and who is mad about it?

The nice thing about this scenario is that you can respond immediately. This is your chance to show off how your pilgrim can get herself out of a jam.

- How does your Pilgrim escape from the trap?
- How does your Pilgrim recover from a bad first impression?
- How does your Pilgrim get forgiven?

Only the troublemakers get to use one goal word, so make sure to work that into their sentence.

*Watch Your Step: You kept zero stones and your pilgrim is not in trouble*

By not keeping any stones, you turned down the opportunity for the "Critical Hit." So instead of a competent moment, this an oblivious and ridiculous turn of events. Through no action of her own — at least none obvious at the time — your pilgrim steps into a trouble thick enough that she can't escape immediately. It's a problem bad enough that she needs another pilgrim to rescue her later in the story.





The troublemakers should consider the following:

- Who doesn't want a meddling Pilgrim on this world?
- What would lure her away from the mission at hand?
- What troubles are the other Pilgrims good at resolving?

Troublemakers, make sure to work your goal word into the sentence.



*By Bootstraps: You kept one or three stones and your pilgrim is in trouble*

When this situation comes up, it's usually because other players didn't rescue your pilgrim — possibly because their pilgrims were also in trouble, or they couldn't think of a way to rescue her. No worries, though! Your pilgrim is self-reliant and perfectly able to take care of herself. This is an opportunity to write your pilgrim being competent...or at least lucky enough to get out of trouble without help from her friends.

- What new discovery reveals the solution to this trouble?
- How has time helped resolve this trouble?
- What gifts allow only your Pilgrim to resolve the trouble?

Unfortunately, no one will get to use a goal word. If you're worried about the epilogue coming up, you might want to keep two or zero stones instead, so at least the troublemakers get a goal world.



*Making Lemonade: You kept two stones and your pilgrim is in trouble*

With your pilgrim in trouble, you're in a tight spot. If you pick this option, she'll get back into trouble, but the group will be closer to a parades ending. So, this is like a change of scenery — your pilgrim will still be in trouble at the end, but it's a different trouble. Keep that in mind as you describe her action.

- How does your Pilgrim resolve only part of her trouble?
- What changes about the location or time of the trouble?
- If escaping from this trouble, how far does your Pilgrim get?

The pilgrim is struggling, thrashing, and fumbling against trouble's strong winds. She does get out of immediate danger, but lands in a new trouble in the end.

- How does the antagonist better distract the Pilgrim?
- How did escaping indirectly cause another trouble?
- What compels a Pilgrim to return to a dangerous situation?

Since troublemakers get to use one goal word, work that into the sentence. You could have her get and stay out of trouble by picking "By Bootstraps," but then you don't get to cross out goal words.

*Out of the Pan: You kept zero stones and your pilgrim is in trouble*

Instead taking this opportunity to pull your pilgrim out of the quagmire, you're letting her sink deeper. The troublemakers get to escalate the stakes and you don't get a chance to respond. Some may be reluctant to get your pilgrim in even worse trouble, for fear of truly creating an inescapable problem. Just remember that no matter how bad things get, the other pilgrims can come to the rescue (or you can free yourself on a later turn).

- What worldly citizen can join this Pilgrim in her trouble?
- How does the location become more troublesome?
- What new, more powerful antagonists arrive?

The troublemakers get to use one goal word. Make sure to work that into the sentence. You might choose this over "By Bootstraps" to bring your group closer to a parades ending.



# Advice for the Epilogue

## ENDING THE STORY

### *What the Letter-Writer Wants*

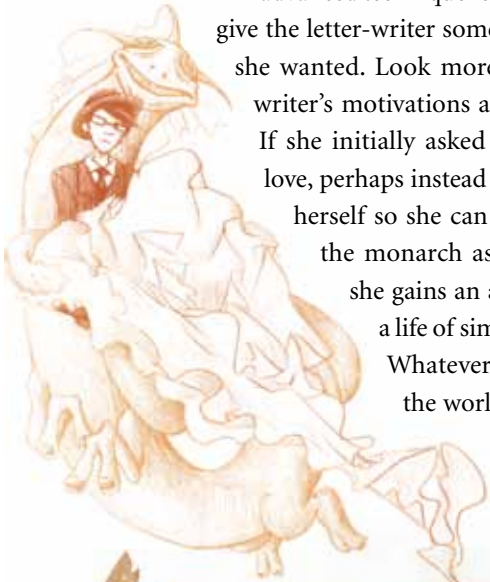
Regardless of whether you got a parades ending or a pitchforks ending, your pilgrim has a lasting effect on the worlds she visits. This effect is especially evident for the letter-writer, since she was the person who called in the pilgrims in the first place.

As your pilgrim departs, note some new development in the letter-writer's life. Consider what the world was like at the beginning of the story. Look back at the letter and see who was in power, who needed help and who was troubled. Any of those things can be turned around or exaggerated now, thanks to your pilgrim's intervention.

### *Parades*

In the case of a parades ending, the world is changed for the better. There are a lot of ways you can depict this. The most obvious is to give the letter-writer something she wants. If she wanted true love, now she has it. If she is a monarch with a thirst for power, that desire is satisfied. This is an easy way to create a happy ending.

An advanced technique for a parades ending is to give the letter-writer something she *didn't know* she wanted. Look more deeply at the letter-writer's motivations and her circumstances. If she initially asked the pilgrims for true love, perhaps instead she gains true love for herself so she can live independently. If the monarch asks for power, instead she gains an appreciation for living a life of simplicity and hard work. Whatever the change, it leaves the worldly person with a new sense of satisfaction.



### *Pitchforks*

In the case of a pitchforks ending, the world is changed for the worse. The simple way to depict this ending is to give the letter-writer something she doesn't want. If the letter-writer asked the pilgrims for help freeing their world from a monster's grip, then the monster takes control of many more worlds instead. If the letter-writer wanted the pilgrims to get rid of a rat infestation in a building, the rat problem gets much worse. And that's just a simple Pitchfork ending.

A cleverer Pitchforks ending is one that gives the letter-writer something worse that she didn't anticipate. Think of something that if she knew was even a possibility, she might not have called the pilgrims in the first place. The letter-writer asking for freedom from the monster instead takes the monster's side, helping it in its conquest. Instead of simply making the rat problem worse, the rats gain sentience and completely evict all worldly tenants.

### *Parades in Trouble*

Even if your pilgrims earned a parades ending, your pilgrim may still end the story in trouble. When that happens, use your last sentence to describe your pilgrim rescuing herself or being forgiven. Regardless of what trouble she got into, it was all in the service of helping the world as best she could. Whatever happened was ultimately justified because she succeeded in making the world better.





### *Pitchforks Out of Trouble*

Even if your pilgrim is not in trouble, your story may still get a pitchforks ending. When that happens, you can use this sentence to describe your pilgrim's good deeds going unappreciated. Your pilgrim may have done something cool trying to be helpful, but it backfired. She may have defeated the monster, but that just released a bigger one. She solved the last riddle in the dungeon, but that triggered its self-destruct sequence. Whatever happened was ultimately a disaster and made the world worse.

### ENDINGS THAT CAN AFFECT LATER STORIES

To tie your stories together, show worldly people who are left with a deep impression about your pilgrim – either as a friend or as an enemy.

### *Making Friends*

With any luck, your pilgrim helped some worldly people during the story. As such, your pilgrim might have earned the group a new friend. This makes a lot of sense in a parades ending, especially. Remember these friends in future stories, you might think of ways to incorporate them into how you help people on other worlds.

***Friends from Parades:*** Say your pilgrims managed to rescue a little girl's world from the belly of a giant whale and, in doing so, brought both the girl and the whale to a mutual understanding. That's a happy ending in which you may describe your pilgrim saying farewell to either character, mentioning "and they would be friends ever after." In a different story, your pilgrims resolved a conflict between an amusement park owner and the rambunctious attendees his establishment attracted. That is another

happy ending in which your pilgrim could befriend the park owner or a particularly noteworthy attendee.

***Friends from Pitchforks:*** It can be interesting to describe a pilgrim's new friend even if you got a pitchforks ending. Let's say your pilgrims visited a world where the water was being polluted by a local factory. At the end of the story, your pilgrims managed to shut down the factory and clean up the water, only to have the factory's thugs accuse the local townspeople of hiring foreign goons (the pilgrims, in other words). The pilgrims are chased out of town by the overwhelming force of the factory's thugs, but you may still write a sentence mentioning the downtrodden townspeople your pilgrim befriended.



### *Making Enemies*

Making friends is great when you can, but more than likely, your pilgrim caused a lot of problems for a lot of people on this world. There is no shortage of reasons why worldly people would be annoyed with pilgrims meddling in their affairs. Let's talk about the real enemies: The people so inconvenienced, bothered, and angered by the pilgrims that they become a nemesis down the line. These enemies usually come from pitchforks endings. In any case, these characters may pop up again in a later world next time your pilgrim gets into trouble.

***Enemies from Pitchforks:*** In a story where your pilgrims cleaned up a town's water by shutting down the local factory, the new enemy could be the factory owner. But if you want a real twist, choose a less obvious option. A new enemy might come from among the townspeople, too, especially if the factory owner sent henchmen to harrass the town as retribution for the pilgrims' meddling. After all, they called your pilgrims in to help clean up the place, but they only caused more harsh treatment by the factory. With all the trouble the pilgrims caused, it's understandable why some of the townspeople would be just a wee bit peeved.

***Enemies from Parades:*** In the story where your pilgrims rescued the little girl's world from the whale, your pilgrim also encountered the girl's cat, which was subjected to a number of indignities during the story. (Let's just say it's hard to comb whale snot out of cat fur.) So, in your last sentence, you could write about your pilgrim being chased away by an angry housecat. In the story about the amusement park with rambunctious attendees, your pilgrims drew the ire of the park's janitor because of the calamitous wreck your pilgrims left behind. Thus, you could write a sentence in which the janitor is chasing away your pilgrim.



### GROWING UP

#### *Changing the Banner*

Throughout play, the troublemakers used your pilgrim's banner to come up with problems. When it comes time to change your banner, think about what your pilgrim went through in the story. Something happened that taught her whatever caused these problems is too much of a hassle. However, she has a different source of problems.

There are two main ways you can evolve a banner: by reversing it or by changing its scope.

***Reversing the Banner:*** Whatever problem your pilgrim had, it is now reversed. So if her problem was speaking too loudly, she now speaks too quietly. If she was curious, now she is oblivious. If she was clumsy, now she is too graceful. More than likely, she is simply overcompensating for the problems she had in the previous story.

***Changing the Banner's Scope:*** A more subtle way to change a banner is by expanding or narrowing its scope. The problem is the same, but the magnitude of the problem is now expanded to be greater or narrowed to affect a more specific part of the story. Let's say your pilgrim's problem was "speaking too loudly." A wider scope would mean your pilgrim now "shatters objects with her voice." A narrower scope would mean your pilgrim "loudly speaks the truth," or "causes other people to speak loudly," or simply "creates a bunch of noise."

If "being curious" was her problem before, then she might now get into



trouble by “being easily distracted by noise” or perhaps her curiosity is now focused so she’s “obsessed with the color red.” If her problem was “being clumsy,” then that might spread to supernatural proportions, so now she “breaks things by looking at them,” or she is more focused in her clumsiness, only “stepping on people’s feet.”

Whatever the specifics of how your banner changes, refer again to the advice on making a good banner.

### *Changing the Avatar*

You used your avatar when coming up with things your pilgrim does to help people. Because of the events of the story, your pilgrim’s avatar is changing. There are two general ways your pilgrim’s avatar might change: by its scope changing or by its abilities growing more powerful.

***Changing the Scope of the Avatar:*** Let’s say your pilgrim had a practical skill as her avatar. You might expand the scope of the skill to include a periphery of related abilities. So “being a persuasive speaker” grows to an ability to “speak any language” which later grows to “reading minds.” A talent for “baking sweet treats” expands to include a whole host of worldly cuisine. Where your pilgrim was once merely smart, your pilgrim may now have a wealth of knowledge about worldly sciences.

Alternately, you could focus the practical avatar into heightened specialties with a smaller scope, but a more profound effect in that limited field. “Being a persuasive speaker” becomes a more specialized “persuading rocks to help.” A pilgrim who “bakes sweet treats” can now specifically “bake muffins that grant people powers.” A pilgrim who was once helped people simply by “being smart” now helps people by “specializing in medicine and healing.” What was once “shifting earth and rocks” is now “bending solid metal.”

***Upgrading the Avatar:*** If your pilgrim helps people by using a particular tool or prop, she might be ready for an upgrade. It’s especially understandable in a parades ending if a worldly person offers to upgrade your pilgrim’s gear.



Let's say your pilgrim's avatar says she helps by "carrying around a giant key." Your pilgrim might now help people by "unlocking any doors." Whether or not she literally carries that key is beside the point, but she could still keep it around if that's how you envision her.

In the case of your pilgrim's avatar being tied to a physical attribute, you can use the change in avatar to show how she visibly grows up – in a sense, upgrading herself. In a pitchforks ending where she got into a lot of trouble, it's understandable that she might come away with a scar or other physical remnant of those misadventures, like a tattoo or drastic change of hair styles. Some pilgrims leave a world with bizarre changes, like being turned into a giant fish or getting extra limbs. How exactly does being a fish or having an extra limb help anyone? That's up to you, Storyteller.

The point is, no matter what tools or talents she has at her disposal, your pilgrim finds some way to make herself helpful to the worlds. Whatever the specifics of how your avatar changes, refer again to the advice for making a good avatar on Page 68.

## DESTINY

One day, your pilgrim will end her pilgrimage. The many little decisions along the way will culminate in her fully realized destiny. You'll write in a sentence what she does for the rest of her life.

Think of it like graduation day. It's the closing of a very interesting chapter in her life, and the beginning of her adulthood. Yeah, she might become queen of the universe or transcend into the spirit realm, but that's just the beginning of a different story.

This is at the end of a coming-of-age film, when the characters get a little epilogue during the closing credits. Sometimes that epilogue is a natural, unsurprising outcome for that character. The tidy, straight-laced kid grows up to be a kind-hearted schoolteacher. The bully who tormented her winds up in jail. Sometimes the epilogue is a humorously incongruous. The lowly sidekick becomes a celebrated political leader in her old age. The bickering rivals grow up, fall in love and get married.

Here's some specific advice for a World Destiny, Temple Destiny, or transcendent destiny.



### *World Destiny*

A World Destiny means you kept more black stones over the course of the pilgrimage, which also means your pilgrim's banner probably changed quite a bit. Whatever she did that got her into trouble at the beginning of her journey is more than likely quite different at the end. Look to that as a source of inspiration for your pilgrim's destiny.

The simplest reason for a worldly destiny is unfinished business. This makes a lot of sense if there was a story that ended in pitchforks. That's a blemish on a pilgrim's record, and might compel her to make up for her misadventures.

*Example: Pilgrim Green Onion feels terrible about destroying Lord Cardamom's royal kitchen, so she returns to become his new royal chef.*

Instead of focusing on what keeps her among the worlds, your pilgrim may be more compelled to just stay away from the temple. Your pilgrim likely caused problems, yet the temple keeps up pilgrimage despite its costs. Your pilgrim may find herself disagreeing with that tradition, let alone the idea of sitting high at the temple, cut off from worldly events.

*Example: Pilgrim Soft Heart couldn't live with herself knowing that there were so many problems on the worlds while the temple floats so distantly, so she leaves the temple behind.*

Your pilgrim could be compelled to stay on one world in particular, with long-term responsibilities that last the rest of her life. She might become the patron protector of her favorite world. She might fall in love with a worldly person. She could become enmeshed in local politics, eventually rising to a high stature. It's not uncommon for pilgrims with a worldly destiny to become well-respected figures of note in whatever field they choose.

*Example: Pilgrim Resplendent Robe fell in love with the queen of the Five-Planet Federation, so he leaves the temple to become her king.*

### *Temple Destiny*

If your pilgrim got a Temple Destiny, you kept mostly white stones. That means the way she solves problems changed a lot, settling into a style that suits her into adulthood. Review how her avatar grew and what motivated each stage of its growth. Was your pilgrim driven by a sense of justice? Did she try to find a middle path in conflicts? Did she follow gut instinct or a contemplative intellect? Either way, she learned something she might want to share.

Your pilgrim may return to the temple to share worldly knowledge with the monks and future pilgrims. If your pilgrim encountered a spectacular new technology, style of magic, or some other unique skill, she'd want to bring that back to the temple to preserve the knowledge.

There are many other roles your pilgrim could fill at the temple, but the fun ones are a humorous reflection to how she acted during her journey. A pilgrim who expressed curiosity finds her calling as the head librarian. A pilgrim who got into trouble by eating may become the temple's gardener. Trainers, groundskeepers, doctors, scholars, mailroom attendants, saints, chefs, coaches, teachers, magicians and diplomats all have a role to play in the temple's day-to-day life. Your pilgrim's Temple Destiny may put her in one of these coveted positions.



Many positions focus on training and preparation for each new class of pilgrims. Your pilgrim's destiny could be to offer specific precautions for the new class, based mostly on the troubles and successes she experienced.

Example: *Monk Rising Gear* encountered many mechanical marvels and monsters in her time, so she makes sure all Pilgrims carry an all-purpose toolbox in case of emergencies.

Example: After a brief brush with medicine and counterfeiting, *Monk Favorite Shirt* brands a new line of healing outerwear ("Favorite Shirt's Favorite Shirts") designed to protect the Pilgrims from worldly dangers.

And, of course, it is possible that your pilgrim returns to the temple simply because the worlds are too troublesome. The worlds are silly places.

### *Transcendent Destiny*

This is a highly unusual destiny, only possible if you're lucky with your draws and very specifically try to keep your black stones and white stones balanced. The vast majority of pilgrims find themselves at the temple and apart from the worlds, or among the worlds and apart from the temple. Your pilgrim maintains connections to both the temple and the worlds, unbound by any sense of separation between the two.

In a transcendent destiny, feel free to write a sentence that has a sense of scope commensurate with the rarity of this outcome. Think about this destiny as the origin story for some cosmic entity with an enormous impact on the worlds and temple alike.

A transcendent pilgrim can change major aspects of the universe, like uniting all the worlds under one flag or, more literally, merging them into one large planet. Your pilgrim could be responsible for revolutions and other sweeping social changes, perhaps bringing the temple monks out of isolation or inviting the worlds to visit the temple's grounds. Oh, and who says there can only be *one* temple? Your pilgrim might found a new one.

Lastly, instead of changing the world, a transcendent destiny might physically transform the pilgrim herself. Your pilgrim could literally become her pilgrim name.

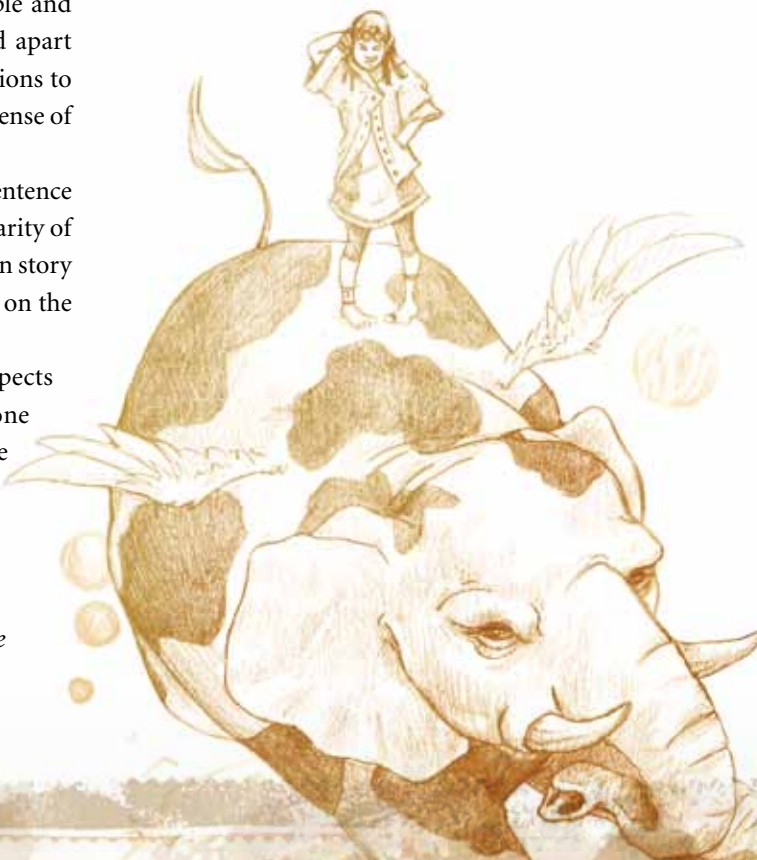
Example: *Pilgrim Hungry Pen* spent most of his Pilgrimage eager to find more new knowledge. When he transcends, he makes all books anywhere able to access any information from any other book.

Example: Upon ending her Pilgrimage, *Pilgrim Fiery Bird* bursts into glowing light and soars around the universe, ensuring night never falls on any world.

Example: *Pilgrim Reaching Root* sat under a banyan tree until he merged with it, spreading his consciousness to any world where plants grow.

These are all ways your pilgrim might transform in a transcendent destiny.

In the end, your pilgrim changes the universe as easily as she changed the worlds. And we all know how well that turned out.



# Inviting New Players

And lastly, here's a note on inviting new players. When you're having fun playing *Do*, you're probably going to talk about it with a friend. If your friend is interested in playing, she can sit in as a troublemaker, without taking a turn as storyteller. This is a nice way to get to know the mood of the group. If the newcomer's suggestions don't fit the scope and mood of story you're telling, you and the other players can redirect those ideas into something that fits a little better.

Example: John has heard a lot about the game his friend Amanda is playing each week. Amanda invites John to sit in on a game as a Troublemaker. When it's time for players to create complications to a storyteller's resolutions, or for a Storyteller's character to get into trouble, John joins the rest of the players to create those situations.

If the new player has fun, invite her to the next pilgrimage you play or let her borrow your book so she can play with her friends. She may be particularly interested in joining your current, ongoing pilgrimage. This is as easy as handing over a new character sheet and guiding the new player through the three steps of character creation on page 44.

Example: John wants to start playing right away though, since he's already heard about the style of game Amanda's group is playing as well as some of their past adventures. He comes prepared with a photocopied passport and pencil. It's time to play!



# This game is made possible by...

## THESE CITIZENS...

Angus Abranson's 7-sided cube drives his friends insane when they look inside.

Dupe Account looks suspicious. Hm... I wonder... Oh well!

★ The Rachenbach always cries throaty at midnight, when it grooms its long, streaming, silky pelt.

★ Master of ninjitsu and podcasting, Ariele Agostini uses his name as a verb. OED won't return his calls.

Joe Aguayo is the ancestral enchanter for his tribe.

Tresi Arvizo tends a cork ranch, raising young corks until they're ready to close wine bottles.

Scott Askew is the new Air Ranger. His jokes were better.

David Bowers hawks clockwork flowers, bottled hours, pocket showers, walking towers, and, of course, super powers.

Candice Bailey can understand what the trees say. Mostly gossip about the birds and endless discussions about rain.

The fantastic Julie Baker knows every cookie recipe you've never heard of.

Jayan Patel Baluci is the brave Pink Princess who dreams of bubbles and rainbows.

★ Deep sea diver David Barrena buries lost treasure to create the world's hardest geocaching event.

Nathan Black's paintings are so good they replace reality.

Adam Boisvert is cursed by the mountain prophets to live long and bear many children.

Logan Bonner hawks hundreds of hand-bound bawdy books, and shows no sense of shame.

Jonathan Bristow is a professional dog walker in a city with steep hills and many parks.

Matthew Broome can't control his army of robotic pigeons. Bring an umbrella!

Shaun Bruner carries a golden axe and a tiny dog named Frisco.

Devi Brunsch. Code Name: Triphibian. Powers: Maneuver on land, water and air. Available for dangerous missions.

Samantha Bryant teaches the Frog Poet martial arts in a field of wildflowers.

Miranda Burlison is a terrific talent at twirling two french horns.

Alphonso Butt towers over his fellow citizens — no surprise when your dad's a skywhale.

Susie Carter is building her cocoon of silk. Soon she'll show them who can fly!

Dave Chalker is a stalwart game warden patrolling the sky whale's migratory routes.

Don't give up on Rod Chanas just yet, he hasn't finished building the thing!

Stuart Chaplin walks the the Path of the Lone Sun. He's in a hurry, but can't remember why.

Joanna Charambura wonders if Todd figured out she's a costumed vigilante. He might be her nemesis.

Mei-lin Tan is a charming and adorable young girl who loves to dance and collects picture books.

David Clifford needs a working watch, and he'll pay any price for one that meets his exacting standards.

Ewen Cluney rocked the world last night with his ukulele concert. That's right, the whole world.

John Cocking is an eternal student who whispers advice that, when ignored, would've been perfect.

John Colagioia collects lucky pennies from wishing wells and company from the mall police.

Matthew Creech is Aerocommander of the Queen's fifth airship phalanx.

The Imperial Heavenly Scouts found Josh Crowe perched on a god's horn, sipping jasmine tea.

Kevin Crowl is an aspiring chef who wishes to learn from the eight noodle masters.

Raven Daegmorgan, of the Daegmorgan Clan, is the leading tactical astroinformer in the tri-world region.

★ Mikael Dahl once collected ants and magnifying glasses, but that ended badly.

Mark Daymude knows he came into this room for some reason, now what was it?

★ Paulo de Tiège comes from a long line of interplanetary explorers.

★ Angel Love Deles performed as a trapezist while putting herself through law school.

Steve Dempsey is a sherpa guide who knows all the best spots for ice fishing.

★ Kai Dierks' best friend is a giant robotic dragon disguised as a dad named Scott.

Mario Dongu delivers messages for the Dominion of Stars.

Rob Donoghue is prince of scrolls, serpents and souffles.

Jeremy Douglass just got promoted to Airborne Sanctum Machinist.

When Sean M Dunstan winks, that's your signal to dance, dance, dance, dance!

★ Devious Dowser Dennis D Duquette dashes daringly despite dangerous details!

★ Herman Duyker founded a new temple. It's small for now, but he's printing lots of flyers.

Jeff Eaton is an over-caffeinated inventor who woos local investors with his novel automata.

John Fiala kindly reigns over a very small world.

Kristin Firth is a time traveling gourmand, specializing in historically significant meals.

Adam Flynn is a forester that loves state parks but is allergic to pine. His is a rough life.

★ Daniel Forinton asked a cloud the meaning of life. It said, "Do what you do." He now races stock cars.

As the last psychic aviator, Colin Fredericks flies at the speed of your dreams.

Leslie Furlong teaches The Illuminated Way of the Star. He guards the ultimate technique, the Seven Sun Strike.

James Gabrielsen owns a permanent seat at the cafe. A seat that was there before the cafe existed.

Miss Hammerlily is the best flower-flattener in all the skies.

★ Clay Gardner is friend to all turtles.

Ma'ogorla is a young yet grumpy mountain hermit that dreams of strange talking prophetic plants.

Chris Gunning is a diplomat whose cutting wit can slice bamboo thickets from 100 yards.

★ Aerobics instructor Victor Haag speeds up workout music so fast, the voices sound like chipmunks.

Get dents out of your continuum with blacksmith Jessica Hammer's space-time mallets.

Michael Harnish is the Electro Ranger. He's the smart one.

Michael Harrison lays cement from his private cement pouring truck. He dreams of level sidewalks.

Seth Hartley is a retired sailor who settled down to raise narwhals for his grand-children to ride.

Ed Healy is the good one. Ed Harmy is the one with a goatie.

Johan Herrnsdorf is a high-ranking member of the Chronautonomous Empire of the Moment.

Will Hindmarch's hearing is so acute he can hear the whispered secrets of the heart.

★ Jonathan Holmberg thinks dragons are cool. Dragons think Jonathan is cool, too.

John Hopper is the Reverent Keeper of the Exalted Tome.

Huntley is a plump little boy who says whatever is on his mind and is fascinated by visitors.

★ Dan Hust is a hermit that lives on a mud mountain, raising chickens and crafting jewelry.

Brian Iskoff traded his allergies to a Scroll Gambler.

Justin D. Jacobson trained his whole life to become the world's best gyroscopic musketeer.

Seth Johnson is a monk from Scrollshome Valley who collects tales of far-off worlds.



★ Garrett Jones is a piano man. No, literally. He's a human piano. (Just don't try to tickle his ivories.)

Patty Kirsch says hello to people on the street and asks how they are doing with genuine interest.

Andy Kittowski won exclusive naming rights for raindrops.

A broad-smiling, three-year-old girl introduces herself as Julia Pia Klein. Your life is forever changed.

Silent, wandering teacher Matthew Klein is under oath to never again speak forbidden truths.

Kindergarten teacher Cassie Krause keeps her velociraptor "Mr. Fluffy" in the jungle gym until it's time for recess.

Fiona found a five leaf clover. She's not sure what it means, but buys lotto tickets just in case.

★ Eric Leslie makes pies out of fruit, vegetables, meats, clouds, sunlight, moonbeams...

Dave M is on the run from a secret cabal of mellifluous mentalists.

Skye & Roy Meinel are siblings in search of the legendary Fing-Fa-Room Ring.

Griff Maloney has a room full of other people's library books. They're all very much past due.

Josh Mannon keeps the clouds burning and the suns raining. Wait, he may have gotten that mixed up.

João Mariano is an artist whose mysterious benefactor Tim commissions a magnum opus: Little Larks.

Russ Matthews surfs the magnetic fields on the edge of the universe.

Matt McElroy is the guardian of the Book Of Ashes in the highest tower of the temple of a Thousand Fists.

John Morrow is a coastal traveler who ends his days on the nearest beach with a large fire.

Ilan Muskat is a naive tourist, lost in a mountain range.

★ Clinton R. Nixon casts the shadow of yesterday.

Oliver Nolbert is very hard on his toys; they're starting a revolt!

★ Chris Nord can't find the way home after his house ran away with a skyscraper.

Herb Nowell has a teacup made of silver. In its bowl he can read the future of a man he has yet to meet.

Stephanie Pakrul knows the secret password to The Fountain of Youth Nightclub. Now she needs to find the door.

JF Paradis bakes great electrokaiser rolls. Secret ingredient: one storm, small.

Simon Parker is restless boy who just wants to play music with the sky pirates.

Brian Paul makes bamboo flutes for the children.

Daniel M. Perez sails the clouds in his mercenary ship the Turbomistress.

Craig Perko observes the clouds from his porch. He knows their secret language.

Gabe Perry may well be our last, best hope for chocolate.

Adam David Pinilla is the word of the day.

Liz Radtke sells water softeners as part of a pyramid scheme. She's currently ranked "Plush Sphinx."

Poet Renato Ramonda patiently consoles bearded men who have lost their hats.

Erin Ramos hides behind the moon, planning a really big surprise birthday party.

Colleen Rauch is the most discerning connoisseur of cheese in all the worlds.

Nick Reed is the Ice Ranger. He's the pretty one.

Carl Rigney doesn't need any of your tuckerization.

★ Cecil Juan Robinson II is a singing tea merchant with a curious sense of direction & curiouser clientele.

John Rogers is a loyal aeropothecary, bellowing winds to heal and harm.

The Autumn Mages know Sean Rose, but he doesn't know them.

Phelantar wanders the land searching for the hidden celestial martial arts techniques.

Grizzled, aging sky pirate Tim Ryan is the respected mentor of the Dread Skypirate Robot McGee.

Always a seeker of some kind, Peej Saad gets into and out of trouble by helping his fellow travelers.

★ Rennie Saunders fell off his planet when he sneezed too hard.

The stripe-garbed Pamela Shaw fights crime with a sword of light.

★ Mark Shocklee is a peasant farmer who wants to become the worlds' greatest paper mage.

Scott Slomiany is herald of Volt, the living lightning.

Monica Specia glides across shifting sands like a ship across water. If she ever stopped, the sand around her would turn to glass.

Popov Square is a living algorithm.

★ John Swann is the Fire Ranger. He's the tough one.

Hadley Taylor knows which way is up even when you don't.

Doyce Testerman is a genial hermit who spends his time training bears.

★ Jesse Thacker heals mountains.

Little Anthony Thatcher looks for his lost sheep... he continues to search, but he can almost never find it.

Knitter Mary Kronenberger Thatcher has a heart of gold and a cat named Stella managing quality control.

Little Samuel Thatcher makes funny sounds with his mouth. Usually, he drools, but that's just cute.

Joseph Tong trains heliosmiths to grow new stars from their brains.

★ Cheryl Trooskin-Zoller is the temple's official turbine pharmacist, concocting medicines for distressed engines.

Bruce Turner makes furniture, like his father and grandfather before him. Phooey! He's going to see the jungles!

★ Alan Twigg is a well-meaning cowboy trapped in the wrong era.

★ Tymen VanDyk is the Soul Ranger. He's the scary one.

The Vibrant Abyss fills every empty space with crazy colors. Also gazes back if gazed at.

David Walker doesn't actually walk that much. More of a stroll, really.

Euan Walker says riding dragons isn't very difficult. Landings are a bit delicate. His limp is barely noticeable now.

Dah Dub is a sarcastic schoolboy who wants everyone to get along.

Jonathan Walton just wants to be free, but can't shake these chains of love.

★ Craig Wayling owns the original skeleton key, but someone has stolen it.

Ilan Whitney shepherds herds of butterflies from world to world.

On a planet with very narrow doors, Matt Widmann must live outside.

Every day, Matthew C. H. Winder sings loudly in the shower. Every day, his neighbors stop to listen.

★ Aaron Wong is a dreamer with big plans whose dreams are currently just out of his reach.

★ Slawomir Wrzesien oversees cloudmaster operations across the Northern Heavens.

Victor Wyatt is a curmudgeonly citizen always befuddled by the whippersnappers from the temple.

Barista by day, at night Loo Yuxian plays the nose-flute for the Symphony to great acclaim.

Roy Zemlicka's kingdom is roughly the size of a very fat housecat.

Reed Zesiger is the former Air Ranger. His humor was ahead of its time.

★ Todd Zircher plays the harpsicord poorly and knows it, but his Queen loves hearing him play.

The archangel Michael is shorter than he looks in the comics.

Michele Ronchini raises trunks: delicious mammals with a soft coat and a pleasant disposition.

Andy's just this guy, you know?

Elsar moonlights as a three-armed singing concierge.

★ Ezra is a stage name Willamina Scott uses when she enters destruction derby contests.

Hendrake is just happy you're here. Or there. Or anywhere, really. Hendrake is a happy guy.

Tanjams noms all the pixie sticks. If you have a problem with that, talk to the battlestaff.

The vigilante known only as "A Terrible Idea" roams the streets of the City of Crystal Spoons.

### ...THESE CREATURES

Scott Acker is the Yang Twin Dragon of the Cosmos. He thirsts for Amber.

The brenkin masquerades as a coy fish, but has two small vestigial legs and wishes it could dance.

Ah, the reneeaubuchon — such plumage! What a fine beak! What beady little eyes!

Every question a lu-keba-iley answers gives birth to three more. Keep it away from cats!

★ The guillina is a lovely bird, known for its beautiful singing and bloodthirst. Watch out for her claws.

★ Deep within the palm jungles, intrepid explorers hunt for the elusive Harrison Barber. They really need a haircut.

The fruit-loving, computer-savvy jo-bear maintains a website for other like-minded frugivores.

Don't leave a davidbednar alone with a vase of flowers — it'll eat the vase, but leave the flowers.

Each brianbergdall lives in solitude, but makes fast friends with the first traveler it finds.

The camgideon hides to hunt: under the bed, in the closet, in the hamper... It likes to pounce!

★ Seth is an over-worked artist with a hyper active wife, named Rachael, who tends to get him into a lot of trouble.

The tdracrobnaï is a nasty-looking little rodent with a pom-pom on the end of its tail.

Scholars believe that ericjboyds are completely imaginary animals; ericjboyds return the favor.

The lazy brightbill has a luminous bill; a stocky, coarse-haired body; and stows away on airships.

★ The path of the nickbrooke — a living river — is winding and rapid, but it's the safest route to take.

★ The minients are walking giant 3-foot bonsai trees. They gather news from all over the worlds.

The Coburn is a large, green, parrot-like bird that enjoys singing but sings off key.

The vaklam is one of the only things a vampire recoils in fear from.

A rosscowman is a gentler type of minotaur, more given to wordplay than mazes and mayhem.

The tiny reptile colinreizt looks like a crabapple; it hangs on a branch and waits for the bugs to fly by.

★ Bred for its fur, the jamesyasha (Cunningham variety) takes seven years to regrow its coat in between shavings.

The last time a guillaumedaudin was seen aboveground, it snowed for a year.

Princess alan-de-smet is a cat, thank you very much, but don't tell her that.

The MarkDelsing is an innocuous dog-like mammal prized for its patience with small children.

★ Olivia & Dexter are a pair of silly chipmunks who enjoy playing tricks on unsuspecting adults.

James Dillane can finish your sentences for you wholesale, but will happily do it for free, given a chance.

When the markdipasquale belches, storms follow.

The AmRich is a two headed sphinx. One head speaks with wisdom. One head listens with compassion.

Rich Durham is a giant anglo who lives in a mountain-top temple, doing his "Science."

Cedwards are commonly found clustering in chimneys, barbecue pits and engine mufflers.

Despite appearing to be creepy, little creatures, davidelliotts are the hot pet this holiday season.

A zakelro releases its eggs all at once, at regular intervals, forming concentric asteroid belts.

A marceläofaria takes exactly the same amount of time to walk anywhere, no matter the distance.

Don't feed scottfavre after midnight. Oh wait, it's technically always after midnight. Okay, no more tofu for you.

A svenfolkesson can fly faster than the fastest pilgrims!

Jack Fractal is a cheerful robot designed for science who only wants to make pies.

A daryl gubler won the past seven annual gubler competitions.

The reptilian richk basks in the glow of a supernova, storing photons in its dermal cavities.

The gameraspinning is an amiable flying, fire-breathing turtle, loved by children everywhere.

The blue-crested fredhicks peers at you maniacally and may perch on your head.

A cedricjeanneret, you say? I don't believe it exists, no matter how vigorously you point at what's on my head!

The slightly unfortunate timjensen has probuscular eyes, comprehensible feet and a prestidigital tail.

ericBjohnsons have huge phosphorescent phytoplankton filtering proboscises that glow in the night sky.

The ignatiusjopy is a tiny tree-dwelling kangaroo that feeds on ripe pomegranates.

The fire-breathing joshjordan lives in deserts that used to be forests.

The jeremykeller is a small, furry frog. Its primary defense mechanism is that it doesn't taste very good.

The Kerkdyk is a bird often found near theatres using his beak to applaud after performances.

The synthetic brain is a storytelling robot sent out into the world in search of new tales to tell.

The bilious kostiew is a shaggy thing, highly critical of other creatures' interests.

The wild eloylasanta hunts the grass meadows for butterflies, to suck the color from their wings.

Ah, the noralast, the most patient variety of dragon known. We're standing on one now.

★ Mattl'ogan is a bright turquoise and silver dragon who often masquerades as a kindly wandering monk.

The dain is a mysterious subterranean beast, visible only to cats, and often stalked by them.

The May'Chell is a small, curious infovore, eating books and spouting back factoids at inappropriate moments.

If you say "amichaimargolis" three times, an amichaimargolis will appear. Consider this a warning.

The tiagomarinho swims in large glowing groups, skimming the ocean surface for plankton.

★ The mariobolzoni is a herd of brightly spotted migrating hippo, stampeding hurricanes for fun.

The Manumarron sleeps forever, but its dreams migrate across the sky every hundred years.

The rickmason builds sturdy nests out of people named Rick. Your name's not Rick, is it? It is? Oh... pity.

This specimen of lukemccampbell is unafraid of anything bigger (or smaller) than a breadbox. It has the scars to prove it.

★ Mcdowells are good luck charms made from the body of a scattered god. One day they will recombine.

★ The erichmnaughton eats all fire in the universe, but only once every thousand years.

You can tell a scottmesser by its distinctive plaid pattern and proud mane.

The marshallmiller is a root vegetable that tastes like strawberry bubblegum.

The monty is an elusive creature that secretes a dark liquid prized for its energising properties.

The GrumpyFlavio is a verbose, bear-like creature with a talent for brewing strange tonics.

The washipuppy is a mix of eagle and terrier with a tendency to excitedly crash into things.

John Neff, the shadow dragon, never shows himself, never steals and never misses.

Never turn your back on a mikeolson: these flying rabbits will bite you on the butt. They think it's funny.

Do NOT look at mauriziopaoluzi in the eyes. You WILL turn purple.

The Jasopitre is a burrowing creature with a fondness for raiding farms for livestock.

The yanprado is considered a delicacy on many planets, but is always poisonous... eventually.

★ Wesprice is a type of fish that wears a hat made of seaweed. The bigger the hat, the tastier the fish.

It may look scary, but a rossramsay is a loyal pet for any family.

Pay attention to the lucaricci, its sticky forehead will catch you unprepared!

Denisryans congregate around manhole covers, where they sit and stare at it. Waiting.

★ Zubilees are a colony of tiny square insects that live, camouflaged, on beaches and in deserts.

The aurorafinnian is a fairy-like creature with an enchanting voice who loves to drive fast cars.

The Arvor is a flying lizard highly prized for its aromatic scales.

An ericsmailys trembles at the heart of each world, causing planet-wide quakes.

The Savage Hominid is a small ape-like creature who is known for its short temper.

The roselize roosts on the distant planet Tacoma, creating nests made of fine art prized by collectors.

The alfredo tarancón is the most fearsome of all tarancón — and the most fashionable.

The owenthompson is a cold weather creature known to lead the lost home, eventually.

A kippytidwell is one plucky buck, pluckier than a plucked plucky duck!

The edwyntiong is an armadillo in a penguin suit holding up a sign that says "moo." Don't ask.

The todoroff is a slightly insane creature sought out for its sparkly purple pelt.

The michaeltree grows the finest apples — the Red Michael — in the world.

Beware the sunderwood, destroyer of forests, whose appetite for cellulose is unmatched.

★ The journey to the hunting grounds of the bess'l'walker is long, treacherous, and entirely worth it.

The book of the Swat kin has no answers — only more questions.

Strangest of all is the Christopher weeks, a corporeated time-of-year, a missing month made manifest. All too fleeting.

The donaldwheeler rolls over the roughest terrain, leaving behind flat highways.

The timwhite is actually black in color, the better to help it hunt at night.

The Heath White is a long white snake-like creature that lives in cold snowy regions.

A bradwilke makes a good pet, because it's not afraid of the monsters under the bed.

The alexandervilliams is a mammal that subsists entirely on pie.

The jennwong is a duck-like creature highly prized for its aromatic feathers.

The kamwyler can clear a hundred-foot jump, easy, but only if you don't embarrass it.

The danielzenonklein is made of electricity, but can be trapped in a properly-corked glass jug.

The domesticated heuhh feeds exclusively on reeds.

The common reed feeds exclusively on ringmasters.

The wild ringmaster feeds exclusively on heuhhs.

Arseny, a broadcast imp, is sending obscene messages to radios.

FeITK is the ultimate cog gorgon.

Hiddenjesters live underneath beds.

A herd of temoore approach from the west.

Kitt the beagle helps wrangle snooks on the farm.

Rocha is a many fingered beast with breath of flame. His toasted marshmallows are the best.

The wordman is a shadowy creature rumored to haunt collections of unread books.

Legend says that whoever lays eyes upon the ShamZam can fly like the pilgrims.

The Emelyn is a slinky, many-limbed furry creature rather like a multi-limbed ferret.

An albert is a type of mountain goat that has a duck's bill and a monkey's tail.

A jasper is a small — but fast and dangerous! — dinosaur that eats other animals' shins. Only shins.

Kynnin can climb rainbows using the opalessed sucker-pads on their paws.

The Rassen is a sand-colored feline who shows affection by biting toes, and he likes everyone.

The sebastian is a porcine, velvet furred biped, feared for its lolling, leprous tongue.

Xavids swarm at noon, make beautiful patterns in the air for 23 minutes, then they all fly off separately.

The aufrank is a tiny hedgehog with the horns of a ram — a fierce defender of loyal friends.

The reclusive jazzfish has rainbow scales and a deep, melodious voice.

Zencore is a type of fruit: tiny, blue, and tastes like how summer rain on hot pavement smells.

Winged foxes of Allistuar soar the clouds enshrouding the Isle of Chri. Their lambent eyes can see for miles.

The Lars is the lovechild of an angry ogre and a boulder.

★ The ama is a lynx like critter known for stealing things and for a howl that sounds like "quiero."

El ronBunxious bounces on silver-lined clouds trying to trick you into 1 of its 13 back pockets.

The mendel is a skittish badger-like creature. It leaves mandala mosaics to distract from its burrow.

### ...AND THESE TROUBLEMAKERS.

Omar Ahmed is the finest martial artist for worlds around. He once punched out a cloud!

★ Jens Alfke secretly controls trade routes of cargo airships. To what end, only his pet skull knows.

Connie Allison lost her shadow, but now has a man's instead. Whose? She's looking for him now.

Ivy Chan constantly travels, but always finds herself in the wrong place at the wrong time.

Peter Aronson intercepts letters to the temple, adding moral ambiguity to simple situations.

George Austin argues for a clean, sweet, and dry place — physically, mentally, socially. People follow.

The Blaxelrods are a pair of adventurers armed with sharp tongues and even sharper outfits.

Cathy-Reene brings chaos to lines and colors, in search of The Ultimate combination that will start a new world.

Nick Bate is the Yin Twin Dragon of the Cosmos. He hungers for electrons.

Daniel Bayn employs unregistered martial artists in his illegal magazine publishing house.

Cunning sorcerer Eric Behrens haunts others with his memories.

David Bennett is a giant among giants. His arms sweep across the skies. His breath ruptures space.

Grégory Bernal is a notorious burglar, able to steal whole planets without anyone noticing.

Jingo Bey looks for peace, but gets into trouble often.

★ Matthew Bishop is the Second Giant Flying Turtle of the Universe

★ Edomaur prints books about romantic thieves, magical flowers and talking dogs.

Scott Boehmer built a freeze ray to stop time and find true love.

Samuel Briggson is an amiable sorcerer living on borrowed time.

Vasco A. Brown is actually twenty crowns in a man-suit. They take turns each day being the brain. One wants blood.

Sam Brown's magic belt lets him fly. He pretends to be a pilgrim to make troubles worse.

Emperor Harry William Bullen IV is known as "the sticky emperor" for his insatiable desire for honey.

Laura Burns is the world's strongest astronaut. She has a trail of defeated astronauts in her wake.

Tom C is the only fire elemental on the ice planet Brrr.

Robert W. Calfee is the crowned king of crispy kumquats.

Nelson Cambata didn't mean to break that mirror. Who knew it was magic? Who knew it would release a monster?

★ Shoppers at Jonathan Campbells' Maps know they'll be lead astray by his maps, but they keep coming anyway.

Geoff Carr is a bard who steals pilgrims' dreams when they sing along with him and his lute.

Ancient booksmith Daniel Cetorelli supplies spellbooks for wizards, secretly binding all their magic together.

Bay Chang smuggles ocarinas past the western sphinx.

Brendan Conway is a calligraphist whose characters leap off the page...literally.

★ The druid Robert Cooper fears the future he is about to create.

Sleeves of the worlds, beware! Don Corcoran is lord of the vests.

Chris Costello sings perfect pitch, but only when no one can hear it. He wants enough deaf people to fill a concert hall.

Mike Curry's hair launched a thousand airships. It is fantastic.

Vagabond adventurer, captain of the skyship Felicitous Fortune, Matt Cushman fears boredom.

★ Neal Dalton is deeply suspicious of Doug Daulton's motives.

Doug Dalton thinks Neal Dalton is on to his plans. Time to go to plan B.

You take the high road, I'll take the low road, and Jonathan Davis will take the Middle Path.

★ Leonard Deles is a lawyer exclusively representing litigious trapeze performance artists.

Mercenary librarian Niwanda Jones roams the wastelands, dispensing Dewey Decimal Damage.

★ Jason Dettman keeps a flock of parrots in his wig collection. The wigs demand more parrots.

★ Adam Drew only eats purple things. He once ate a whole dinosaur.

Josh Drobina has a psychic connection with all fried foods. He swears vengeance against fast food restaurants.

Bea Ellingboe, vampire hunter, patrols the forest night, seeking her crossbow's next target.

Mix sunshine and cherry pie. Bake 400° for 30 minutes. Ingrid Ellingboe arrives at the door. Serve hot.

Steve Ellis was platoon leader for the King's Goat Infantry. He recently defected, taking his flock with him.

Keith Fannin roams the open skies in search of the Planet of Infinite Tacos. Beware Keith's arch-rival Nicky Moore.

Metal Fatigue is a dreadful battle automaton with a passion for gefilte fish.

Wilhelm Fitzpatrick always tells the truth about lying.

Evan Franke is Lunar Cavalier in His Majesty's Mooner Guard. They're not very mature.

★ Gamethyme despises cheaters. Yesterday, he dropped a cheater down a well... that wasn't a well.

★ Maxine Emily-Joy Gareth is a wandering woodland spirit adept at getting children in trouble.

Iacopo Frigerio is lead singer for the rowdy band RavenDeath. Now on tour on a planet near you.

Regardless of the trouble, it's probably Matthew Gandy's fault.

David Garfield meanders in the humdrum skies increasing the level of universal silliness.

Bryan Gerding is a pegasus chariot racer known for underhanded tactics, like polymorphed dragons.

No, your honor. "Kobal" Girardey does not know the whereabouts of that planet.

★ Stephen Granade invented the perfect pineapple. Whole empires would rip each other apart for one slice.

Jonathan Grimm tames wild condors. No one asks him to do it.

Lady Jaye rules the mighty mitochondrial masses of mastodons.

★ Jack Gulick once offered tours of the wild condor's nesting grounds. That is, until someone tamed them all.

S. Hefley can name all the worlds in order of scent. Well, he will once he smells them all.

Guardsman and cardsharp Chris Heinzmann is suspected of cheating the duke out of a ruby ring.

Jim Henley stole his kung fu from the Polite Widows' Wuxia Benefit Society.

In a world gone mad, Michael Hill forgot to have breakfast.

Tina and Katy know where the candy is, and worse, know how to get it.

Amy Houser's calligraphy foretells the future of anyone whose name she writes.

Rusty Hoyle's many children turned into tiny motorcycles. He seeks a cure for their plight.

Quentin Hudspeth is the Astroprince, ambitious heir to the starlight throne.

★ James Husum always lies about telling the truth.

★ Ethan Ingsley is so helpful and kind, he put the other Avatars out of business.

Rasmus Durban Jahr has the first piece of the gonzometer. He got it in a bargain with a talking fish.

Jason Johnston travels the world looking for the Ultimate Cheese.

Aaron Jones' appetite for spicy food was a harmless quirk until he ate the sun.

Jonathan Jordan is a journeyman in the Aquatic Reanimators Guild. He brings dead seas to life.

★ Elvis "DM" Kandler is on his quest for the key of immortality. He's all-time ready for an adventure.

Sean Kelly saw what you did there. Knock it off. There are kids around, geez.

Wandering bard, inveterate liar and rumormonger, Rodrigo Istalindir travels town-to-town, leaving chaos in his wake.

Lizzy Harvey, precocious oceanographer, shepherds tiny and beloved creatures of the sea.

Syan YonerKnysh possesses the mystical duck and she's not giving it back.

Laura Kolar is the head of a head-hunting club.

Justin Koopmans wins every staring contest. He is a statue.

Jeanne Kramer-Smyth does the dance of a thousand keys, despite numerous noise complaints.

Clint and Cassie Krause wander the red moon peddling bottled ghosts and stolen dreams.

There's a 5% chance that Mischa Krilov knows you already.

Wade Lahoda has no control over his skeleton.

Leo Lalande is a disenfranchised time commander seeking the scattered pieces of his flux accelerator

Rusty Lerner can see through skin. Not that he wants to.

★ Loretta Lee has the third piece of the gonzometer. She got it for her birthday wish.

John Loughlin had the lead role in the school play until he turned into a giant jellyfish.

★ Marc Majcher is available for voiceover work. Don't like yours? He'll rent you his, for a price.

George Martinez cooks a very fine stew. Well, he thinks so. You'd better, too. Or else.

Michael Mattei is the Lord of Pizza, and NOTHING will prevent him from making his deliveries.

★ Gregory Matyola is the secret king of chocolate croissants.

Famed playwright Awie McG hums a strange tune whenever he sees triangles. He heard it from a pilgrim once.

John Mehrholz is a former pilgrim who now seeks to put an end to their worldly meddling.

Duncan Merkert has the second piece of the gonzometer. He got it from hamsters who used it as a running wheel.

Lucias Meyer stole someone's heart. Now, he's offering it up to the highest bidder.

★ David Miessler-Kubaneck sails the Sea of Creativity, serenading storms and stars.

Diego Minuti can read the minds of goldfish.

Nicky Moore roams the open skies in search of the Planet of Infinite Tacos. Beware Nicky's arch-rival Keith Fannin.

★ Feared across the worlds, Julian Mordoch brings down powerful institutions with mere words.

CE Murphy uses reality-altering sorceries, but only on Tuesday.

Lukas Myhan steals other people's memories to hang up in his living room.

Rick Neal can't find his reflection in a mirror anymore. So, he'll steal someone else's!

The Magus is a dirty hippy storygamer hunting jaded ex-D&D players for the London Indie RPG Meet.

★ Nathan Ogden's dad owes him a great debt. He knows why.

Ryan Olson is the lord of lanterns, able to see through their embers from anywhere in the universe.

★ James and Sarah Orr fly hand in hand, righting wrongs and sticking together no matter what.

Jim Pacek scares trees. They shrink away from him. He is The Lumberjack of Destiny.

Dominique Paradis is charged with protecting the gates to the sky, which he does, sometimes.

★ Aaron Paul is just one rabbit in a very large sky, for this we are grateful.

M.Tip Phaovibul bargains with the ghosts of buildings to achieve nefarious goals.

★ King Michael Phillips is never surprised by anything, despite the court's best efforts.

Jesse Pudewell travels the skies looking for strange and interesting mushrooms, accompanied by the Green Fuzzle.

Laura Simpson gets the last word.

★ Adam Rajski built a fort out of couch cushions and blankets. That fort has never been taken.

Josh Rensch is a world-champion competitive baby-lifter, always ready to challenge a new contender.

House Risenki is a merchant guild of some distinction, but they keep getting involved in "incidents."

★ Tim Rodriguez offers dice, food, and lodging to lost pilgrims. In that order.

Fraser Ronald is an accidental survivor in search of the die of ultimate awesome.

★ Kristine Roper is the best stenographer in the universe. She can reduce you to atoms with the right squiggle.

★ Nicky Rowe controls the weather on his planet. Bring an umbrella.

Nathan Rustler, notorious bushwacker, launches ambushes from topiary and makes his captives eat berries.

Andrés Santamaría has the fifth piece of the gonzometer. His chicken laid a strange egg and there it was.

The majestic flying otter goes wherever it wants. Ernie Sawyer is just along for the ride.

Crystal Scott killed a penguin, just to watch it die. And then studied the blood patterns to determine the future.

★ The world's best barber, Guy Shalev can cut hair by sight. Some inexplicable hairs just came into his possession.

Mark Sherry's infernal mathematics will someday drive him mad. For now, they drive his warp engine.

Robert Slaughter will stop at nothing until he has put the gonzometer back together.

★ Michal Smaga brought kittens to the yarn planet.

★ Anders Smith wasn't responsible for what happened to that amusement park, honest!

Ellie Smith teaches the ancient art of shaolin soccer at the local dojo.

★ Charles Starrett ate all the popcorn. All of it.

Michael, AKA The Thief of Hearts, wanders the stars with a passion of games and charming ladies.

Irene Strauss is a spy who has begun to doubt. She has hidden gadgets.

The Baron and Baroness Von Strock spend their time in Drakensberg, working on their sinister automatons.

★ Rivka Suey is a talented and wily kickboxing rogue, much to the chagrin of her oft-bruised mother.

Jonathan Sue cavorts within the Hallowed Cabinet of Blinky Lights.

Jim Sweeney is a persuasive salesman who wants to unite you with what you truly want.

Paul Tevis is our only hope for keeping the gonzometer from falling into evil hands.

James Thatcher looks for a crazy man in a blue box fixing time but never getting it quite right.

Maq Needleman, supernatural tailor, makes clothes for guys and ghouls.

★ Joe and Louis Tysoe are troublesome brothers who want to become Sky Pirates.

Mary Rosenthad hides aboard airships bound for the outer edges of the universe.

Tamias Something, swordsmith of indiscriminate history, quests to create a sword to bring victory without bloodshed.

Dashing sky pirate Alan Venable searches for the Key to Immortality to save the love of his life.

Scott Wachter sings the song of sky whales.

Zack Walters is the ringmaster of a floating circus that serves as a cover for a gang of thieves.

Jesse David Wan has the fourth piece of the gonzometer. He made it with his own two fins.

★ Nick Wedig eats magnetism. Paul Weimer has a laser. And he's willing to use it.

Greg Weir plumbs the forbidden depths of knowledge in the library outside the sky.

Doc Blue hatches a dastardly plot against those meddling pilgrims.

Michael Wenman claims descent from fox spirits. Few believe him except when he forgets to hide his tail.

Daniel Westheide stole that dragon's egg and is trying to sell it to Chef Jeff.

Chris & Megan Wiegand are rambunctious initiates of the Shaolin Visigoths from the world without Ham.

★ Mitch Williams battles the great scarab, no matter how many worlds get pulverized in the process.

Legendary pyrosmith Paul Worthen disappeared in a puff of smoke, leaving a very strange last will and testament.

Frosty thinks elbows are the windows to the soul. He's starting a collection.

Tim Moore contrives his existence on the toes of those around him.

On a small, flat desert planet, Colin dreams about fish. He'll do anything to get one! ANYTHING!

Saladdin wanders from Shore to Shore through the Ice Paths to find the missing parts of his rapier.

★ Yragael is always at the end of the line, where no one can see what he's planning.

# Do

## PILGRIMS OF THE FLYING TEMPLE

### QUICK PLAY AND REFERENCE

**Do: Pilgrims of the Flying Temple** is a cooperative storytelling game about helping people and getting into trouble. You and your friends will make a story about young travelers, the pilgrims, visiting a strange world and helping people there as best they can. Keep each other out of trouble while saving the world.

#### STUFF YOU NEED

3-5 Players

1-2 Hours

Pencils and paper

A trouble token for each player.

A pilgrim for each player

A bag with...

20 black stones

20 white stones

A letter for the whole group. For quick play, we suggest the letter "Swallowed Whole"

#### CREATING YOUR PILGRIM

Get a blank passport. (See the last page of this book.) To create your pilgrim, fill in the spaces at the top of your passport.

**First**, write "pilgrim" in the designated space. That title means your character is a young monk-in-training. She responds to letters written by people living on the small worlds orbiting the Flying Temple. She has the power to fly unaided, which is unique to pilgrims alone. She flies from world to world, helps people, and gets into trouble despite her best intentions. (For more, see P. 44)

**Second**, you write an adjective or verb in the space labeled "Banner." Then, in the space after "gets in trouble by," describe in six words or less how that word is a metaphor for how your pilgrim gets in trouble. (P. 45)

**Third**, write a noun in the space labeled "Avatar." Then, in the space after "helps people by," describe in six words or less how that word is a metaphor for how your pilgrim helps people. (P. 45)

#### HOW TO PLAY (P.46)

On your turn, you are the **storyteller**. The other players are called the **troublemakers**.

##### Step 1: Draw three stones and separate them by color. (P. 47)

**Storyteller:** Take the bag of stones. Without looking inside, put your hand in the bag and draw three stones. Reveal them to the whole group. Separate the stones by color.

##### Step 2: Choose the white stones or the black stones. (P. 47)

**Storyteller:** Keep either the white stones or the black stones. You'll keep the stones you chose for the rest of the game. Put the unkept stones back in the bag.

##### Step 3: Make the next part of the story. (P. 48)

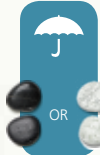
**Storyteller:** Note the *number* of stones kept and if your pilgrim is or is not in trouble.



##### If not in trouble and...

...you kept three stones. (P. 49)

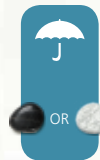
**Storyteller:** Write a sentence about your pilgrim helping someone. You may use one goal word.



...you kept two stones. (P. 50)

**Storyteller:** Write a sentence about your pilgrim helping someone. You may use one goal word.

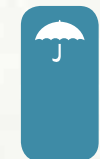
**Troublemakers:** Write a sentence about this pilgrim getting into trouble. You may use one goal word. Put the storyteller's trouble token on her passport.



...you kept one stone. (P. 52)

**Troublemakers:** Write a sentence about this pilgrim getting into trouble. You may use one goal word. Put the storyteller's trouble token on her passport.

**Storyteller:** Write a sentence about your pilgrim getting herself out of trouble. Using a goal word does not count. Remove your trouble token.



...you kept zero stones (P. 54)

**Troublemakers:** Write a sentence about this pilgrim getting into trouble. You may use one goal word. Put the storyteller's trouble token on her passport.

##### If in trouble and...

...you kept three stones. (P. 55)

**Storyteller:** Write a sentence about your pilgrim getting herself out of trouble. Using a goal word does not count. Remove your trouble token.



...you kept two stones. (P. 56)

**Storyteller:** Write a sentence about your pilgrim getting herself out of trouble. Remove your trouble token. Using a goal word does not count.

**Troublemakers:** Write a sentence about this pilgrim getting into trouble. You may use one goal word. Put the storyteller's trouble token back on her passport.



...you kept one stone. (P. 55)

**Storyteller:** Write a sentence about your pilgrim getting herself out of trouble. Using a goal word does not count. Remove your trouble token.



...you kept zero stones. (P. 58)

**Troublemakers:** Write a sentence about the trouble getting worse. You may use one goal word. Keep the storyteller's trouble token on her passport.



##### Step 4: End your turn. (P. 59)

**Everyone:** If all the goal words are crossed out, go to "Epilogue." If everyone had a turn as storyteller this round, go to "End the Round." Otherwise, pass the bag to your left. That player is the next storyteller. She begins her turn from Step 1.

##### End the round.

**Everyone:** If any of you have eight or more stones, go to the epilogue. Otherwise, continue to a new round of play. The next storyteller starts her turn at Step 1.

## EPILOGUE

*Step 1: Each player ends the story. (P. 60)*

**Everyone:** If all the goal words are crossed out, you get a “parades” ending. Write a sentence in the journal about your pilgrims being appreciated and praised for their efforts. Even if your pilgrim was in trouble at the end of the story, all is forgiven.

If even a single goal word is not crossed out, you get a “pitchforks” ending. Write a sentence in the journal about your pilgrim being chastised and driven away for their meddling. Even if your pilgrim never got into trouble during the story, she’s guilty by association.

*Step 2: Update your pilgrim’s destiny points. (P. 62)*

**Everyone:** Count how many black and white stones you kept during this story. For each black stone you kept, add one point to your pilgrim’s World Destiny. For each white stone you kept, add one point to your pilgrim’s Temple Destiny.

Your choices influence the direction of your pilgrim’s destiny, represented as World Destiny and Temple Destiny. These represent how much your pilgrim is compelled to leave or return to the temple after the pilgrimage.

*Step 3: Your pilgrim gets a new name or ends her pilgrimage and finds her Do. (P. 63)*

**Everyone:** Put all the stones back in the bag. Then decide whether you plan to play with this pilgrim again or if this is the last world of her pilgrimage.

*If you plan to play again...*

**Everyone:** If you kept more black stones, change your pilgrim’s banner. Describe how she now gets into trouble.

If you kept more white stones, change your pilgrim’s avatar. Describe how she now helps people.

If you kept an equal number of black and white stones, you may choose to change either the pilgrim’s avatar, banner, or both. Describe how she now gets in trouble and/or helps people.

Then put away your passport until the next time you play.

*If this is the last world of the pilgrimage...*

**Everyone:** If you have more World Destiny points than Temple Destiny points, your pilgrim achieves a World Destiny. Write a sentence on your passport about what your pilgrim does after she loses the title of “pilgrim” and takes on a worldly life.

If you have more Temple Destiny points than World Destiny points, your pilgrim achieves a Temple Destiny. Write a sentence on your passport about what your pilgrim does after she becomes a monk and leaves behind worldly concerns.

If you have a tie between World Destiny points and Temple Destiny points, your pilgrim transcends. Write a sentence on your passport about your pilgrim choosing her own destiny.

### SAMPLE LETTER: SWALLOWED WHOLE by Ben Lehman

Dear Pilgrims on the  
Flying Temple

Hi how are you! My name is Melanie.

I come from a very small planet.

There is me, my house, my cat, and two trees (see drawing).

I am not so good, because my planet has been eaten by a whale.

It is a very small planet. I woke up and I was inside a whale.

I don’t want to get (more) eaten.

Please help!

your friend

Melanie (age 8)

P.S. Drawing is on other side.

P.P.S. I will make you cookies.



*Goal Words:*

Melanie

Melanie

eat

house

cat

trees

whale

whale

whale

cookies



**Do: Pilgrims of the Flying Temple:  
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for your one-shots, convention games  
and demos.

# Official Passport of the Flying Temple

## STARTING NAME



Write "Pilgrim" here (P. 44)



Write your pilgrim's **banner** here (P.44, Advice: P.71)



Write your pilgrim's **avatar** here (P.44, Advice: P.69)



*gets into trouble by*

Describe in up to six words how your pilgrim's **banner** gets him or her into trouble (P.44, Advice: P.70)



*and helps people by*

Describe in up to six words how your pilgrim's **avatar** allows him or her to help people (P.44, Advice: P.68)

## NEW NAMES

Pilgrim



*gets into trouble by*



*and helps people by*

Pilgrim



*gets into trouble by*



*and helps people by*

Pilgrim



*gets into trouble by*



*and helps people by*

## WORLD DESTINY

For each black stone at the end of a game, add one point to World Destiny. (P.62)

If you have more black stones than white stones at the end of a game, change the banner. (P.63, 82)

If you have more World Destiny points than Temple Destiny points at the end of the pilgrimage, your pilgrim leaves the temple for the worlds. (P.63, 85)

## TROUBLE

Place trouble token here if your pilgrim is in trouble.

## TEMPLE DESTINY

For each white stone at the end of a game, add one point to Temple Destiny. (P.62)



If you have more white stones than black stones at the end of a game, change the avatar. (P.63, 83)



If you have more Temple Destiny points than World Destiny points at the end of the pilgrimage, your pilgrim returns to the temple. (P.63, 85)



If world and Temple Destiny are tied at the end of the pilgrimage, your pilgrim transcends. (P.63,86)

THIS PASSPORT CONFERS UPON THE PILGRIM ALL RIGHTS, PRIVILEGES, DIPLOMATIC IMMUNITY, FREE PASSAGE, ACCEPTANCE OF APOLOGY, HEALTH INSURANCE, LIABILITY COVERAGE, AND WAIVERS AGAINST TOLL CHARGES, PROPERTY DAMAGE, ECOLOGICAL IMPACT, ROMANTIC TENSION, POLITICAL UNREST, AND COSMIC CALAMITY COMMENSURATE WITH A REPRESENTATIVE OF THE FLYING TEMPLE IN THE CENTER OF THE SKY.

At the end of the pilgrimage, write your pilgrim's destiny here.