

## A Fairy's Day Adventure into the Human World \_\_\_\_\_ a game by DarkJaguar

You are a young Fae who has come of age and have finally been granted permission to explore the Human World on your own! You have been there a few times, but always with a guardian. This will be your first magical adventure on your own and you are excited to go adventuring!

### What you will need:

- This sheet and 30 minutes more or less
- 1d4 and 1d6, or a rolling app (if you want a longer game, substitute d6 for a d8 or d10)
- A deck of playing cards (Jokers removed) OR the minor arcana of a tarot deck, Pages removed
- A way to record your adventure (ether a journal, a piece of paper, or electronic app)

### Set-up

You and your family visit the town oracle to see what kind of adventure awaits you and how much time you will be able to adventure into the human world. Everyone's experience is different and each visit is unique as well.

When you enter the Oracle's room, it's magical simplicity almost surprises you. There are flowers and candles along the side of one wall, and a bookshelf on another. In the middle of the room, there is a round wooden table fashioned with a silky table cloth. The Oracle invites you to take a seat by the table across from them. They instruct you on what to do to foretell the day's events.

In front of you, there is a **deck of cards**. The oracle instructs you to **divide the deck by suit**, shuffle each suit pile and place them on separate piles, facedown on the table. Each suit represents the \*place\* you will visit.

Next, the Oracle instructs you to **roll the 1d4** on the table to see which adventure your heart needs and is looking for at this time. Each number represents a suit, which correlates to a location in the human world.

You roll a	You are going to
1 = $\diamond$ / pentacles	A market
2 = $\heartsuit$ / cups	Someone's home
3 = $\clubsuit$ / wands	The forest near a town
4 = $\spadesuit$ / swords	The Circus

Finally, the Oracle tells you to **roll the 1d6**. The number you roll is the number of cards you are to draw from the previously established deck of cards. This represents the amount of **time and experiences** you are allotted for this adventure. Keep them facedown, separate from the rest.

Your adventure has been destined and foretold! You turn to say good-bye to your family and when you turn back around, the Oracle has opened a small portal for you to pass through. The Oracle tells you that it will reappear near you when your day is done and warns you that you are not to reveal your fae identity to the humans. You step through and begin your journey!

## The Adventure

When you step through the portal, you enter the location that you were foretold about while at the Oracle. You know that this is the beginning of the adventure. *When you arrive, what do you see? What do you hear? What do you smell?*

As you journey through the location, pull a card from your time and experience deck (the ones you pulled when you rolled the 1d6). When you pull from the deck, look at the chart below for the meaning and experience. Journal about your experiences and what happens. Elaborate as much or as little as you want. If you are using a Tarot deck, feel free to use the card's images and meaning to add to the experience. Once that experience ends, draw the next card until you are done.

Card	Experience
1	You engage in something new. What is it? Activity, learn something
2	You meet someone new! What are they like?
3	You buy, trade, or are gifted an item to take back home. What is it? Why is it special?
4	You get hurt. What happened and how do you fix your scrape?
5	Oops! You almost get caught using magic! What happened and how do you get out of the situation?
6	Oh no! Someone needs your help! What happened to them and how do you help?
7	What a relief. You come across another Fae who helps you. How do they help?
8	You find a treasure! What is it? What do you do with it?
9	You try some human food! What was it? What did it taste like? Did you like it?
10	You find a book. Can you read it? Are there images? What does it teach you?
J	Wow! You listen to human music! What does it sound like? What is your reaction to it?
Q	You get practical advice. Who gives it to you? What is it?
K	A human helps you with something. In what ways do they help you?

When you have played your last card, it is the end of the day. It is time to go home. A portal appears near you, away from the humans. You look at the place one last time and take in the day before you step into the portal. It is time to go home.

Optional Epilogue: Why do you think you were guided to this place? What did you learn?

Game inspired by "Kiki's Delivery Service", ttrpg games such as: A Day at the Crystal Market, Alone with Your Ghost, The Healer

Thank you for supporting this project. It is my hope that we can heal each other by healing ourselves first. I hope to continue to provide a bit of positivity in this world.

I hope that you enjoyed your reading and playing experience. If you feel so inclined, please let me know about your experience! Leave me a comment on the project page.

Comments and reviews are greatly appreciated.

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A big thank you to friends and family who supported me and encouraged me along the way.

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This game was written on unceded ancestral lands.

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**This game adheres to the Olivia Hill Rule:**

**If you're a fascist, you're not welcome to play this game. It's against the rules. If you're reading this and thinking, "You just call everyone you disagree with a fascist," then you're probably a fascist, or incapable of drawing inferences from context and acknowledging a dangerous political climate that causes the oppressed to be hyperbolic. Don't play this game. Heal yourself. Grow. Learn. Watch some Mr. Rogers' Neighborhood or something.**

**No fascists, sexists, homophobes, transphobes, or other forms of bigot are allowed to play or use this game in any way.**