



# FULL OF MEMORY

*AND ANGER*

A GAME ABOUT THE FOREST  
FROM RIVERHOUSE GAMES

The forest stands old. When the fog rolls in at dusk, and the boots of mailed adventurers crush stems and ferns, these trees uproot. Not quenched by rain or river, the forest drinks the blood of its invaders. The forest is old, full of memory, and anger.

You stand, within the core of ancient aspen or old oak, feeling the flow of sap in spring and the frozen silence of icy winter. As the forest breathes, you burn the bones of those who sought to carve through. Cruel dryads all, you and your fellow spirits spire upwards toward the light of stars, and score the stone beneath your roots with deep cracking force.

And one day hatred walks in your domain. Fire and steel assails wood and stone as armored knights, gnarled wizards, and shrike sharp rogues bring death with them. Passing through wood like doors you emerge, recondite and wielding blades of razor thin fern. You defend the woods. And for now the intruders melt into the dirt and you sleep once again. If a hate-filled heart screams in the forest and no one is around to hear it, does it still make a sound?

Full of Memory And Anger is a meditation game of time and stillness, interrupted by brief scenes of ecological retribution. You play fae creatures living in the heartwood of old growth trees, dispensing asymmetrical retaliation to intruders in your realm. These intruders may bring with them evil and hate. They may be powerful fantasy adventurers, formidable masters of industry, or indiscriminate agents of chaos and pollution.

**You will always crush them  
in terrifying ways.**

# YOU WILL NEED

Between 1-5 friends, give or take however many you feel comfortable playing with

An old growth forest, preferably with trees large enough so that you cannot wrap your arms around the trunk.

If you do not have access to a space like this, any quiet area will do.

Printed copies of these rules and reference sheets

An open space of dirt, sticks to draw in the ground, and various items to represent features of your forest

If you do not have access to a forest for play, a blank paper and writing utensils work great.

Time enough to breathe deeply

This is a game about anger, and it is not real. Though you may be narrating scenes of violence and wrath, know in your heart that your friends and fellow players love you. The forest loves all who live within. Play safely, knowing that it is ok to take breaks, to ask play to slow down, to rewind, to check in, to stop. It is ok to say “that doesn’t happen” if you’re not enthusiastically on board with an idea, and it’s ok to revise your plan when someone asks you to. This is a game about keeping your world safe, and your world transcends the fiction.

**There are three phases to this game, along with a brief prologue and epilogue.**



Prologue

## **Find your forest.**

When you have arrived, find a tree that calls to you. If you can, try to find a different kind of tree for each person, but if you double up that is ok. Know your tree's leaves, feel the bark, and wrap your arms around it as far as they go.

If you brought your phones with you, look up some facts about your tree and tell others about it.

Sketch your forest in the ground somewhere, digging lightly in the dirt with a fallen stick, or arranging leaves and rocks to represent landmarks. Leave space here or there to add in details. When you draw on your map, it does not need to be detailed. Speak the names of places to your friends, and tell short histories, but do not expect hard facts, or permanence of your record.

The forest grows together, so talk with your friends a minute or so about what this looks like. As you play you may be asked to answer questions or make decisions. Is this going to be done by rotating this responsibility or by group discussion? Occasionally you may be asked to direct the fiction towards a single tree, decide now how you will do this, but also know that it is ok to change your decisions at any time during play.

When you are ready, sit, stand, or lay down touching your tree as much as you can. Breathe the air of the forest. Close your eyes. After a time, open your eyes as the guardian of this tree, and ask "who dares disturb my forest?"

# **Invaders are attacking!**



# The Scenes

When invaders disturb the forest, you retaliate fiercely. Your blood is the sap that flows through the roots of the trees and you shed it as wildly as you shed the blood of those who seek to destroy you. While you defend your forest you can speak the language of the trees to one another, you can move, you can feel. You are encouraged to bring the ferocity and cunning of the woods to bear on the invaders, always acting to remove the threat. Every scene has two encounters, with unique invaders, and time that passes, revealing more about the woods around you. As history passes you may reflect on what you see within the invaders and yourselves.

You will always win. You will always keep your forest safe, always doling out retribution until violence is no longer needed.

When your first invaders arrive, choose one option from The Forest's Edge and check it off. Follow the prompts to tell your story.



# The Forest's Edge

# The Forest's Edge - Invaders

When you encounter a new invader, choose one from below and mark it off from the list. After the second invader, proceed to The Tangled Growth.

**A Youthful Misstep** - Describe the young villagefolk and the tools they use to hack at the underbrush. Why don't they know better? Which one of them is left alive after the encounter? Choose one from the Haunting or Stillness lists.

**A Crime Averted** - Who are the invaders and what crime is committed? What solace do you offer the victim? Choose one from the Haunting or Stillness lists.

**A Wildcat Did Growl** - Two riders approach. Who are they? What do they need from the forest's edge and what are they prepared to sacrifice? Choose one from the Haunting or Stillness lists.

# The Forest's Edge - Time Passes

After each invader is disposed of, choose one option from below and mark it off. Touch your tree. Feel its bark, leaves, roots. Sit or stand for the listed amount of time as silent as you can be and feel yourself melt into your tree.

**The Blink of an Eye** - No time at all passes. Immediately begin a new encounter. Choose one from the Entropy or Overgrowth lists.

**A Day** - Melt into your tree for five seconds, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Week** - Melt into your tree for ten seconds, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Month** - Melt into your tree for twenty seconds, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Year** - Melt into your tree for forty seconds, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**Ten Years** - Melt into your tree for a minute, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.



The Tangled  
Growth

# The Tangled Growth - Invaders

When you encounter a new invader, choose one from below and mark it off from the list. After the second invader, proceed to The Heart Wood.

**A Survey** - What industry do they seek to expand? What technology do you crush in your vines? Choose one from the Haunting or Stillness lists.

**A Knight's Retinue** - What flag does the knight fly? What sins does their retinue boast of committing? Whoever slays the knight may answer two questions. Choose one from the Haunting or Stillness lists.

**A Neglected Flame** - Mindless and chaotic it rips through the forest. Whose negligence sparked the inferno? What do you send after them? Choose one from the Haunting or Stillness lists.

# The Tangled Growth - Time Passes

After each invader is disposed of, choose one option from below and mark it off. Touch your tree. Feel its bark, leaves, roots. Sit or stand for the listed amount of time as silent as you can be and feel yourself melt into your tree.

**A Month** - Melt into your tree for twenty seconds, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Year** - Melt into your tree for forty seconds, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**Ten Years** - Melt into your tree for a minute, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Century** - Melt into your tree for two minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**Centuries** - Melt into your tree for three minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Millenium** - Melt into your tree for four minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.



The Heart  
Wood

# The Heart Wood - Invaders

When you encounter a new invader, choose one from below and mark it off from the list. After the second invader, sit in silence for as long as you like, then end the game.

**An Army** - Whose blood do they drip as they cut into your heart? Describe their bickering leaders. What science or magic let them get this far? What sparkles in their eyes as they look upon your branches? Choose one from the Haunting or Stillness lists.

**A Misguided Heart** - A solitary explorer wanders the deer trails, an unfinished map in their hands and a growling stomach. What dangers might they bring if they are allowed to leave? What song do they sing to protect them? Does it work? Choose one from the Haunting or Stillness lists.

**A Stowaway** - A creature crept aboard a ship on the other side of the world and found itself deposited on your shores. What is the creature? What predators might have kept it in check where it lives? Who among you can control its spread? Choose one from the Haunting or Stillness lists.

# The Tangled Growth - Time Passes

After each invader is disposed of, choose one option from below and mark it off. Touch your tree. Feel its bark, leaves, roots. Sit or stand for the listed amount of time as silent as you can be and feel yourself melt into your tree.

**Ten Years** - Melt into your tree for a minute, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Century** - Melt into your tree for two minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**Centuries** - Melt into your tree for three minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**A Millenium** - Melt into your tree for four minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**An Age** - Melt into your tree for five minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.

**An epoch** - Melt into your tree for six minutes, then say “Who enters the forest?” and encounter a new invader. Choose one from the Entropy or Overgrowth lists.



# The Lists



Choose one and mark it off. For anything that affects a single tree, choose amongst yourselves however you find appropriate.

The connection between spirit and tree for one of you begins to fade. Why?

Some gem of the forest is lost or stolen. How?

One of the creatures that rely on the forest goes missing. Do you find them?

An area of the forest grows over with a wild bloom. What new species take root? Update your map if needed.

A blight strikes one of you and your appearance changes. How?

The bones of an invader grow into one of you. How do you feel about this?

A photograph of a forest floor with a mushroom and the word 'Entropy' overlaid. The mushroom is in the foreground, slightly to the right, with a light-colored cap and a dark stem. The background is a blurred forest scene with green foliage and dark shadows. The word 'Entropy' is written in a large, white, serif font, centered over a dark, semi-transparent rectangular area.

# Entropy

Choose one and mark it off. For anything that affects a single tree, choose amongst yourselves however you find appropriate.

The connection between spirit and tree for one of you begins to fade. Why?

Some gem of the forest is lost or stolen. How?

One of the creatures that rely on the forest goes missing. Do you find them?

An area of the forest grows over with a wild bloom. What new species take root? Update your map if needed.

A blight strikes one of you and your appearance changes. How?

The bones of an invader grow into one of you. How do you feel about this?



# Haunting

Choose one and mark it off. For anything that affects a single tree, choose amongst yourselves however you find appropriate.

A Disquieting legend takes root about your woods, what is it?

Another spirit moves in and at first you quarrel. What is it that eventually leads to your friendship?

Someone visits the woods as an elder who you knew as a child. Who are they and what do they ask of the woods?

A crystal breaks the surface of the forest floor. Where did it come from and why does it now glow?

The magic protecting your forest fades or changes radically. What happened? Reflect this in your map

A child wanders into the forest with tears in their eyes and fear in their heart. How does the forest offer them solace and why will the village outside not believe them?



Choose one and mark it off. For anything that affects a single tree, choose amongst yourselves however you find appropriate.

A leaf in the fall drops like a feather. Watch it settle on the forest floor. How long until it crumbles into dust?

Everything is still in the forest except for something small rustling in the leaf-litter. What is it, and how long until it becomes a meal?

Winter freezes everything solid and quiet. Sap freezes and, in doing so, expands. One day a tree explodes, pressurized by booming ice. Update your map.

The moon rises in the night sky, bright & eerie. Look.

The hot summer beats down on us all and it is too hot to move. Who feels the heat the harshest?

A deer pauses in a ray of sunlight and as it turns towards you, its eyes flash a deep black and its antlers rattle among the lowest of your branches. It paws the ground delicately and sniffs at your bark before gnawing on a new shoot extending from your trunk. You feel its teeth strip the leaves from this growth but you know you are feeding it for another day. Before long it is startled by nothing and sprints away.



# Thank You

Riverhouse Games Thanks You!

Thank you for reading this Riverhouse game. You can find more games at [RiverhouseGames.com](https://RiverhouseGames.com) as well as podcasts and resources about queer & LGBT+ tabletop gaming.

Thank you to the people backing the Riverhouse Games Patreon, such as: Rohit Sodhia & Gamersplane.com, Ben S, Nora Blake, Lucca, Landan Smith, Katy Morgan, Elizabeth Bellisario, Kirsten Engeseth, Nicole Trainor, Alice Tobin, Kyle Krueger, Paul Bennett, Megan Tolentino, & Rob Abrazado: THANK YOU!

If you want to see your name in upcoming Riverhouse games or podcasts, you can set a small monthly subscription at [Patreon.com/RiverhouseGames](https://Patreon.com/RiverhouseGames)

This game is inspired by The Skeletons by Bully Pulpit Games and is written with permission. I encourage you to purchase The Skeletons and enjoy!