



A Note to GMs

Dear Game Master,

If you're reading this, someone in your player party has been visited by a Spirit of Small Gifts, and was offered a small household item to use in their campaign. If the player asks "Is it possible that I would have _____ in my inventory?", that's the space that a Spirit of Small Gifts operates best. This item has neither magical nor technological benefits, and has negligible financial value. This gift was intended as a potential plot device to help the player creatively solve a single puzzle.

However, you are not required to play along. If you choose not to allow this item in your game, the Spirit has still succeeded in the game's original mission. This Spirit of Small Gifts is a game created as part of a Game Jam designed to encourage people to mail things to each other and talk about their RPGs together. It is not designed to override or overrule the GM of any campaign.

If you choose to play along: thank you for participating in this goofy little experiment.

Either way, I'd like to thank you for taking the time to read this note. If you would like more information about the Spirit of Small Gifts, visit <https://theinstagrahame.itch.io/>.

--Grahame, creator of The Spirit of Small Gifts

