



SPRING COMES AGAIN

A Journaling Adventure

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THE GAME

"Spring Comes Again" is a solo journaling RPG, where you take on the form of an Elfling who tries to keep winter from approaching before its time. The creatures that awaken are bold and create havoc. Bring creatures under control and push their energy into healthy activities.

For playing the game, you will require:

Something to write in
Pen or pencil or computer
One Six-sided dice (1d6)

Not required but nice to have:

Cup of tea and sweet treats
Cosy Blankets
Rainy days

WHERE AM I?

You live in a scenic valley filled with lush forests, wonderous lakes and Idelic cottages.

WHO AM I?

You are an Elfling. Which are fae creatures that bring the spring and help with the various tasks to ensure the winter doesn't creep in when it shouldn't. You will write a journal or diary as if you were the Elfling as they protect the Valley from the misguided and troubled beasts.

WHEN AM I?

You will write the starting date in your journal, Spring the First and work through to Autumn the Third. Each section will have you interact with one problematic beast that the valley faces per season.

Season	Beast table
Spring the First	One
Spring the Second	Two
Spring the Third	Three
Summer the First	One
Summer the Second	Two
Summer the Third	Three
Autumn the First	One
Autumn the Second	Two
Autumn the Third	Three

HOW CAN I HELP?

You will interact with the beast by using actions. Actions give you prompts to figure out how you handled the situation. You may roll the dice or choose an action.

Actions

Be bold - be blunt and steadfast in your help as some need clear instructions.

Be brave - show vulnerability to the beast and empathise with their feelings.

Be careful - show a softer side and distract with other activities and topics.

Be prepared - come to the beast with pre-planned activities

Be honest - tell the truth and help them understand the situation.

Be Company - Sometimes you realise that they need a friend to be with

WHAT INTERRUPTED YOU?

Now that your day has activities, what creatures need your aid, and what action is necessary to get them back on the right path - Roll 1d6 to determine the beast. If you roll a six, you can choose

Beast Table One

A tameless boar - a giant boar that wants to run free but is clumsy in size breaking woods and feels no remorse for doing so, for it is free.

Sleepless bear - a bear that can't sleep has become emotionally vulnerable, wailing throughout the night and snappy during the day.

Over-Excited Carp - a carp that has become overstimulated began accidentally smashes into canal boats.

Prideful dragon - accepts no help from others, although it struggles with its tasks.

Adventure frog - too scared of the outside but oh so wishes to adventure and see the world before winter comes again.

Beast Table Two

Timid Stag - A Stag new to the area and worried about fitting in with all his new herd.

Lost Lamb - This lamb finds itself upset and wondering, looking for its family.

Reclusive Rabbit - Many of the rabbits worry about this recluse as they haven't always been this way are concerned for them.

Petalless flower - the wails of sorrow crest the valley as a flower without petals

Shy moth - A moth worried about partaking in a nightly moonlight dance lurks in the darkness and accidentally frightens others.

Beast Table Three

Insatiable Turtle - Large patches of vegetation have been consumed, and an enormous turtle seems to be at its heart.

Closeted Otter - An Otter has found herself acting out because she is not being true to herself, as she wished to confess her admiration for another girl Otter.

Frustrated Owl - Hooting bellows out but not with their usual musical tune. Frustration and anger fill this owl's mind.

Lonely Troll - The Troll that lurks under the bridge has been making less frequent appearances in greeting people that come to and from the valley.

Art blocked Goblin - Known for their beautiful paintings of the people and the land, a mentally stuck goblin claiming they will never paint again.

LONG EXAMPLE

Spring the first, I spent the cold but sunny day by the canal. Fishing without any real intention to catch any, but it gave me time to think of the coming year. When I heard it, the upset growls of a bear; just then, I knew I must help. I packed up my fishing gear and headed towards the cries in the nearby pine wood. While heading there, I decided to take a brave approach.

The Bear began to explain that they have had worries and stresses that have kept them up all through winter. I began to explain that I have those worries too and empathise. However, they didn't engage with me how I expected. They snapped at me, saying, "you can't understand my plight". I decided to be honest, explaining that I don't know what it is like. I wanted you to not feel alone in your struggles, but I can sit here, listen and try to understand your woes.

So I sat with the Bear all through the afternoon into the evening. Giving them a chance to air their worries seemed to settle them. I told them to come and see me whenever they needed to talk it out and try to take it moment by moment. Then Bear invited me to stay for dinner, and that fish was on the menu, and I said I would be delighted.



THINGS TO THINK ABOUT

While writing, keep in mind the time of year and what weather would be occurring.

Do the beasts have homes, names and hobbies? If or if not, both add to your world.

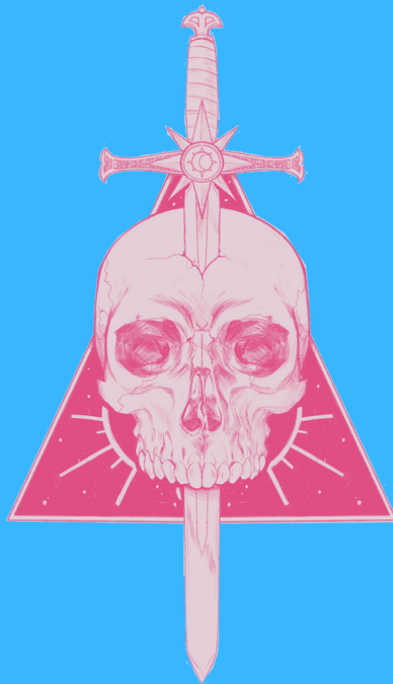
Think of reasons for your activities. Are you making Jam for fun or to sell at a market?

Try and put yourself into the shoes of the beast and how you would like someone to handle it if you were in that situation.

Take your time, enjoy the moment, allow yourself to be wrapped up in your creation, and have fun with the narrative.

Explore the valley, take strolls
along the canals, spend time
pondering life's mysteries in
the meadows, and spend time
with the old and new residents
of the land.

While doing so, stop winter
from creeping in too early and
wait for Spring to come again.



Bell Moon Games

