

# THE LAND BEYOND

A game by Cezar Capacle  
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HOW FAR CAN YOU GO  
WHEN YOU LET GO?



You are a raccoon. You lived your whole life on an island but now you have a hot air balloon. You want to be free and reach **The Land Beyond**.

Cut out the balloon and place it on the star.

Cut out the raccoon and place it on Start.

You start with 8 GAS and 4 BURDEN.

Spend 1 to move the balloon to an adjacent segment.

Roll 2d6. Choose one to move your raccoon down the PROMPTS. The other is your Adventure OUTCOME:



Roll 2d6 on the line next to the circle with the color of the current segment you are in to get an ELEMENT.

Your Adventure here is called "The [ELEMENT] of [PROMPT]".

Narrate your Adventure. Cross out that PROMPT. Keep going.



This is a segment.



- 1. Bridge 2. Carnival 3. Castle 4. City 5. Galleon 6. Labyrinth
- 1. Alchemist 2. Beast 3. Colossus 4. Emperor 5. Hermit 6. Knight
- 1. Amulet 2. Book 3. Chest 4. Clock 5. Egg 6. Fountain
- 1. Curse 2. Dance 3. Dawn 4. Duel 5. Fall 6. Journey
- 1. Abyss 2. Cavern 3. Desert 4. Forest 5. Garden 6. Island



- 1. Lair 2. Library 3. Pyramid 4. Ruins 5. Temple 6. Tower
- 1. Oracle 2. Pirate 3. Seer 4. Serpent 5. Spirit 6. Wizard
- 1. Flower 2. Key 3. Mask 4. Mirror 5. Orb 6. Sword
- 1. Memory 2. Passage 3. Prophecy 4. Return 5. Storm 6. War
- 1. Mountain 2. Nest 3. River 4. Valley 5. Walls 6. Waterfall

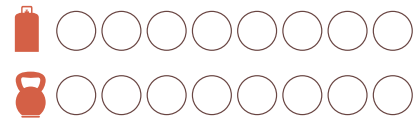
If your PROMPT had a , roll another d6:



If you go beyond 0 or 8, start over.

If you reach a on the left and >, you've made it to **The Land Beyond**.

### TRACKS



START
FIRE
TIME
PERFECTION
SOUND
DARKNESS
SILENCE
GRUDGES
DESTINY
BLAME
CHAOS
LIGHT
PEACE
CONTROL
FEAR
DREAMS
EXPECTATIONS
PAIN
REVENGE
FREEDOM
POSSESSIONS
GLORY
SORROW
POWER
MAGIC

COMPLAINTS	WEAKNESS	COMPARISON	TRUTH	BALANCE	DEATH	RUMORS	MEMORY	PRIDE	LIFE
GO TO START	BLOOD	HONOR	GUILT	HOPE	DOUBTS	SECRETS	LOSS	FURY	ICE