

THE LAND BEYOND



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



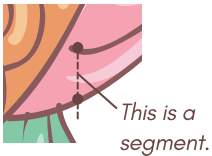
You are a raccoon. You lived your whole life on an island but now you have a hot air balloon. You want to be free and reach **The Land Beyond**.

Cut out the balloon and place it on the star symbol ★ on the map.

Cut out the raccoon and place it on the START on the upper-right of this page.

You start with **8 GAS** and **4 BURDEN**. Paint little dots on the circles on your tracks to represent that. Erase and add dots according to the results of your actions.

Spend 1 to move the balloon to an adjacent segment. A segment is any "slice" of the map separated by brown lines.



ELEMENTS



- 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

Roll **2d6**. Choose one to move your raccoon that many steps down the PROMPTS on the right and bottom of this page. The other d6 is your Adventure OUTCOME:

-1 It was exhausting.

? It was confusing.

+1 It was rewarding.

Roll **2d6** again. The first one defines one of the two ELEMENT columns below. The other defines one word. Pick it from the line next to the circle with the color of the segment you are in right now. That is the ELEMENT.

Your Adventure in this segment is called "The [ELEMENT] of [PROMPT]".

Narrate your Adventure considering the title and the OUTCOME you got.

If your PROMPT had a , roll another d6:

+1 Describe how the events made your burden heavier

-1 Describe how you let go of a burden in your heart

When you're done narrating, cross out the PROMPT your raccoon is over.

Repeat the process by spending another and moving to an adjacent segment of your choice.

If you get to the end of the prompts, start back at the top, skipping the GO TO START, the START and any crossed-out PROMPTS when counting steps.

If you ever need to spend but you have none left, you lack the energy to continue your journey. You go back home and may start over later.

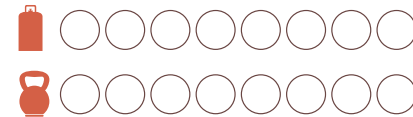
If you ever reach **8** , your load gets too heavy to bare. You need to recover and work some stuff out. You may start over when you feel ready.

If you reach one of the two on the left side of the map, and > on your tracks, you've made it to **The Land Beyond**.

Look back at your past adventures and all the things you were able to let go to be here. How are you better?

Draw a map of **The Land Beyond**. Narrate your arrival, describe the places, the people, the senses, the emotions. Explore it freely. You belong here. And you can always come back.

TRACKS



PROMPTS

