

My Welcomed Guest

By Yoshi Creelman



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My Welcomed Guest is a solo game about being trapped in Faerie and trying to bargain your way home. Throughout the game you will be answering questions and potentially accruing **Taboo**, which is an indicator of faerie taboos you may have breached. Sometimes without you knowing what action it was that directly broke the taboo. The game will be played over five acts.

What you will need

Something to write on.

You can print out the game and write directly on the paper, use a journal, an electronic source, or something else that suits your fancy.

Something to write with.

If you have a favorite pen or pencil, get that. If not, anything will do, a pen, pencil or crayon.

A six sided die.

There are many electronic versions available if you don't have a d6 easily accessible.

A place to accrue **Taboo** marks

This can be the corner or back side of a page, an index card, a sticky note, or a bowl to hold glass beads. The important thing is to know how many **Taboo** marks you have accrued.

During the game there are occasional prompt tables on the right hand side besides questions that will be in *italics*. These tables are optional and serve to offer suggestions that you may pick from or roll to get randomly.

The answers you give will greatly determine how long this game takes you. A lot of brief, concise answers will result in shorter game. Longer, more descriptive answers, focusing on the various sensory inputs, a sense of awe and wonder, and a hesitation of the unknown, will result in a longer game. For a longer answers, you may need more space than provided on these pages.

Act I

You've heard stories and rumors of Faerie. A magical, mystical, and ethereal place, full of contradictions. A place where all seasons exist simultaneously. A place where 100 years may only take a day, or you could be gone for a day only to return and find everyone you knew had passed on a century ago.

What story have you heard that made you curious to visit Faerie.
What was so enticing?

- 1: *Food and Drink*
- 2: *Unimaginable Beauty*
- 3: *Seductive Fae*
- 4: *Promise of Power*
- 5: *Eternal Life*
- 6: *An Escape*

What tale of warning rung so true that it kept you from exploring too deeply?

- 1: *Trapped Forever*
- 2: *Torture*
- 3: *Servitude*
- 4: *Memory Loss*
- 5: *Leaving Loved Ones*
- 6: *Death*

...until now... You've done it, you've landed in Faerie. You've never been here before, but you've heard tales of those who have been before and found their way back, so you know it's possible. What they all had in common was a guide, a local fae, who helped guide them back. A guide who offered a warning, "One more broken taboo, and you would have been trapped in Faerie."

What inciting incident tipped the scales and finally brought you to Faerie?

- 1: *Fortune*
- 2: *Loved one in need of Aid*
- 3: *Loss*
- 4: *A Miss Step*
- 5: *Tricked*
- 6: *Violence*

What did you have with you that might serve useful now that you are here? Why did you bring it? What do you hope it will accomplish?

- 1: *Memories*
- 2: *An Iron Nail*
- 3: *A Family Heirloom*
- 4: *A Picture of Loved Ones*
- 5: *Food and Drink*
- 6: *A Journal*

The weather has turned foul. You spot a shelter, a fire, and a figure sipping a warm beverage.

What does the Host look, smell, and sound like?

- 1: *A Loved One*
- 2: *A Travelling Merchant*
- 3: *Ethereal and Translucent*
- 4: *Insectoid*
- 5: *Phytoid*
- 6: *Completely Alien*

What about the Host puts you at ease? What does it remind you of?

- 1: *Their Smell*
- 2: *The way they look at you*
- 3: *The sound of their breath*
- 4: *Their posture*
- 5: *Their presence*
- 6: *Magical Calm*

What about the Host concerns you? Why is it so unsettling? Do you try and dismiss or rationalize your concern?

- 1: *Their Smell*
- 2: *The way they look at you*
- 3: *The sound of their breath*
- 4: *Their posture*
- 5: *Their presence*
- 6: *Magical Calm*

As you approach, the Host offers you spot by the fire and a cup of silvery liquid with tendrils of shimmering purple snaking through it, but that never completely incorporate. You know of the Fae, and legend tells you three things:

1. Nothing is ever freely given.
2. They never lie.
3. They never tell the whole truth.

When you take your seat by the fire, do you drink the liquid?
If no, add 1 to **Taboo** and go to Act II

If yes, as you sip you remember vividly a cherished childhood memory. What is it?

- 1: *A Celebration*
- 2: *A Ritual*
- 3: *A Meal*
- 4: *An Intimate Moment*

- 5: *A Triumph*
- 6: *A Unexpected Kindness*

As you open your eyes, you find the Host staring at you intently. They nod gently.

Act II

There is a moment of silence, which stretches, until you ask for help to get back home. The Host does not answer immediately.

What do they do that seems like they are stalling for time?

- 1: *Waver back and forth*
- 2: *Mutter inaudibly*
- 3: *Looking to the distance*
- 4: *Looking away from you*
- 5: *Pacing*
- 6: *Remain stock still*

After what seems like forever, they ask for what you offer in exchange for their help. What is it?

- 1: *A cherished memory*
- 2: *A Year of Service*
- 3: *Your First Born*
- 4: *Yearly Offerings*
- 5: *An Welcome Hearth to Visit*
- 6: *Promise to bring another*

If you offer the cherished memory, the Host accepts, and you immediately lose the memory, but you can almost feel the gap where the memory was. You know you had it, but only that, that you once had it.

Otherwise, Roll 1d6 + **Taboo**

1-2: the Host accepts your offer as is.

3-5: the Host accepts, but also add 1 to **Taboo**.

6+: the Host demands something more, what else do you offer?

Act III

Once the bargain of help is accepted, an exchange of questions begins.

Roll 1d6 and answer the question. You know the answer will give the Host power to entice you and keep you here. What are the answers? Do you tell the host honestly and completely?

Cross that option off and roll again. When you roll a crossed off option continue to Act IV.

1: What about Faerie is enticing to you? If you lie or do not tell the whole truth, add 1 to **Taboo**.

2: Why do you think it was my door that you found? If you lie or do not tell the whole truth, add 1 to **Taboo**.

3: Why do you need to get back to your home? If you lie or do not tell the whole truth, add 1 to **Taboo**.

4: The Host tells you a story of when they visited your home. You recognize it from a story your grandmother told you from when she was a child, yet the host talks about it as if it was yesterday. What was the bargain your grandmother made with the Host? How does the Host's version differ from your grandmother's? Do you tell the host your grandmother's version? If you do not tell it or to tell it completely, add 1 to **Taboo**.

5: The Host, tells you a story of someone who wandered here and is still here as part of a bargain. You recognize it as another villager who went missing last year. Do ask what the Bargain was? If you ask, they will tell you, but add 1 to **Taboo**. If you don't ask, how do you change the subject so as not to give offense or let on you know something about the situation?

6: You've done something that has offended the Host. Add 1 to **Taboo**. What do you *think* it was? How did the Host react, that you noticed their discomfort?

Act IV

You know when you get back, no one will believe you were in Faerie.

What do you see that you want to take back as proof?

- 1: *A Piece of Clothing*
- 2: *A Lock of Hair*
- 3: *An Unknown Flower*
- 4: *An Ethereal Trinket*
- 5: *A Missing Ancient Relic*
- 6: *Food and Drink*

What do you offer in exchange (different from your offer for a guided return)?

- 1: *A cherished memory*
- 2: *A Year of Service*
- 3: *Your First Born*
- 4: *Yearly Offerings*
- 5: *An Welcome Hearth to Visit*
- 6: *Promise to bring another*

Roll 1d6 + **Taboo**

1-2: the Host accepts your offer as is.

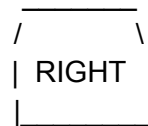
3-5: the Host accepts, but also add 1 to **Taboo**.

6+: the Host demands something more, what else do you offer?

Act V

The host snaps their fingers and the weather clears. They guide you down a windy path to a crop of trees. Their voice changes as they sing a song that raises all your hair. The air is full of energy. They turn and stare into your eyes, feeling like they are gazing into your soul, as their singing softens and ends. You know there were words in the song, but all you can make remember is, "Before you lies two doors, one back to your realm, the other to a place of penance. I think you should take the door on the left, but the choice is yours."

If you trust the host and believe you haven't made too many faux pas, choose the door on the left, otherwise choose the door on the right. Make a choice about which door.



Roll 1d6 + **Taboo**,

1-4: the door on the left leads you home.

5-6: the door on the right leads you home.

7+: there must have been a third door which was the one that lead you home.

Acknowledgements

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My Welcomed Guest was created for the Short and Easy Jam, a game jam aimed at creating games that can be played in under 2 hours. Other submissions can be found at:

<https://itch.io/jam/short-and-easy-jam>.