

FOR THE HONOR



Quinn Vega

FOR THE HONOR

A game by
Quinn Vega (@Mx_Quinn)
Front cover illustration by Finn J. Carey
Back cover frog illustration by Sasha Reneau
Layout and graphics were done by Quinn Vega

Based on the Firebrands Framework developed by
D. Vincent Baker & Meguey Baker.
Inspired by Dreamwork's *She-ra and the Princesses of Power*.

SPECIAL THANKS TO
Corrin Elizabeth for proofreading.
The Tabletop Treehouse, Flying Fox Collective, and Ogygia for being the
raddest people alive.

THANKS TO MY PLAYTESTERS
Abby, Tim, Kris, Mike, Tayla, Benjamin, Max, Rose, Riley, Takuma, Ben, Kai

Beta version 0.5
Please send any stories and feedback to
forthehonorrpg@gmail.com

Introduction

Athera (Ah-They-Rah) is a land full of magical people, fantastical creatures, and mystical kingdoms. It is studded with ancient ruins left behind by a long lost advanced civilization. Athera's story is long, its history is told in the murals and oral histories that dance in its halls.

It had always been a peaceful realm.

That was until about twelve years ago when the Legion came down from the stars and began to colonize the planet. At first their expansion was staggering. Losses were immense, and many communities, that weren't wiped out, threw in with the Legion. Caught on the back foot, the kingdoms of Athera gathered all of their most powerful magic users—called Princesses—and forged the first Princess Accord. Unified, they were successful in beating the Legion back to their stronghold.

It all came down to one final skirmish. The Queen of the Rebellion drafted a strategy that she was sure would finish off the Legion's occupation of Athera. They readied their forces and charged into battle, fighting long and hard. They scored some early victories, and were advancing far into enemy lines. But the battle began to take its toll. Legion tanks leveled a battalion of ice mages. The snaring vines unleashed by the princesses of the plant kingdom were put to torch and went up in flames. The Queen's partner, an accomplished warrior, fell in battle while mounting a frantic assault uphill. Desperate and battered, the Rebellion gathered all their remaining muster and threw everything they had into one last push.

Sadly, It wasn't enough.

The Rebellion shouldered their dead and fell back. The Princess Accord shattered. The Kingdoms turned to isolation—favoring their odds at defending their homes on their own, instead of trusting their lives to the foolish accord and its inexperienced leaders.

Fueled by grief, The Widow Queen continued to work against the Legion in whatever ways she could, but there was only so much she could do alone.

It has been twelve years, and a new generation of princesses are beginning to see the need for another Accord. The Legion has been attacking towns again. The Kingdoms are sending out dance invitations. And the Tangled Woods have been getting stranger and stranger.

You, the princesses and warriors of factions at odds, will fight, quarrel, and flirt in your efforts to sway Athera in your favor.



Setting Up

To play *For The Honor* you will need yourself, 2-5 friends, some index cards, some pencils, some tokens to keep scores, some coins to flip, and a copy of this document for each player. You will also need some time—a session usually takes about an hour per player to play.

How To Play

For The Honor is made up of **twelve mini-games** which you will lace together to create your story. Play them in any order you like and as many times as you like. Each mini-game has its own rules and a list of prompts or questions that you will ask other players.

To play the game you will take turns around the table. On your turn you will freely choose any mini-game and one or more players to play it with. Go around the table at least once, or as many times as you want!

Each session of *For The Honor* should feel like a three episode arc of a science-fantasy cartoon. You might find a satisfying conclusion at the end of one play session, or you might link together multiple play sessions to create an entire season.

Guiding Principles

- ▶ **Be Curious:** Ask questions about the things that interest you. Follow the things that excite you.
- ▶ **Be a fan of the other characters:** Cheer them on. Support their choices.
- ▶ **Play Loose:** Keep the fiction fluid. Invent things on the fly and leave space for ideas to come.
- ▶ **Get Messy:** Fling yourself headlong into foolish actions, scandalous liaisons, and hasty allegiances.

Getting Started

Begin by **creating your characters** and introducing them to each other. Once you have done that, whoever has watched a cartoon most recently will begin with a game of **Discover Something New**.

Safety

This game is about friendship, collaboration, and vulnerability. As such, there are times when difficult themes will rear their heads and it is important to have tools at the ready to face them, together. Before you start create a list of **boundaries** together. These can be things that you feel might come up in play, or preferences you have. Some examples are “I don’t want to have any romance in this session.” Or “I don’t want to go into detail about bugs”. It’s okay if you don’t have any. During the game anyone can call to **Check-in** if they feel they want to add a boundary or to re-frame or remove an element of the story you are telling. Remember, you and your friend’s safety and happiness are worth more than any story you are creating.

Introducing Your Character

Complete these steps in whichever order you like.

- ▶ Choose your **faction** and give yourself **three traits**. Your faction will supply your character with a motivation and some goals to pursue. Each faction also has some **questions** to think about and answer as you build your character.
It’s a good idea to have each faction represented in a game. However, you should feel free to experiment with different combinations. Additionally, your character’s allegiances may change during play, and that can be awesome. Changing factions does not change your traits though.
- ▶ Give yourself up to **two abilities** from the list below. Abilities are everything from teleportation to archery to baking. They describe the flavor of actions your character makes. Do they fight with fire blasts or with acrobatics? Do they use a portal to comfort their friend from miles away? Do they play a song that makes clear the feelings that they are hiding?
“Princess” is not a gendered term in this game. It is Athera’s word for magician or spell caster. Anyone can be a princess, and these princesses usually don’t need saving.
- ▶ Choose a **name, pronouns, and describe yourself**. You may also wish to name your home.
All sorts of people live and exist on Athera. You could have pointy ears, a fluffy tail, scales, or even be mechanical. The options are vast and wide open for you to play with. Go buck wild.
Your name should be something that is easy to remember. If you’re stuck, try naming yourself off of your abilities and adding a suffix, such as: -a, -ia, -ra, -ella, -ette.

example character card:

Celestra (she/her)

Princess of the Kingdom of Stars

Angsty • Careless • Creepy

Abilities—space portal magic.

Look: floating deep blue hair with little glowing stars nestled in, dark olive skin, gold star pupils, wears a dark blue velveteen dress detailed with incandescent constellations and moons.

Her portals look like the clouds parting to reveal a moon in the night sky. They are no larger than a watermelon.

Factions

Choose your **faction** and give yourself **three traits**.

The Rebellion

You are a Princess or Ranger of the Rebellion.

Lead by a caring Matriarch, the Rebellion is the last flame of the resistance against the Evil Legion. It has been years since a Princess Accord has been formed and, since then, the Legion has become ever more forceful in their conquest. The only way to save Athera is to forge as many alliances as you can to take the fight to the invaders as a unified front.

As a Member of the of the Rebellion you will be working to convince members of the Kingdoms to aid in your efforts to thwart the Legion's plans.

What was your childhood like? How well do you know the Widow Queen?

Choose **three traits** that describe you: fiery, charming, generous, idealistic, funny, sweet, cool-headed, weary, thoughtful, fashionable, gorgeous, vain, naive, cautious, unpredictable, scrappy, loyal, disillusioned.

The Legion

You are a Captain or Princess of the Legion.

Lead by a mysterious dark lord, the Legion is an impressive galactic military force that has invaded the world of Athera. With the Rebellion still fractured many opportunities have arisen for the Legion to expand and conquer land. If you can stay focused and move quickly you could wipe the rebellion and its silly princesses off the face of Athera, once and for all.

As a member of the Legion you will be working to take things from the Rebellion and gain fealty from the Kingdoms.

Who raised you and taught you to fight? What Legion principles do you hold sacred?

Chose **three traits** that describe you: clever, determined, considerate, conflicted, brave, striking, resourceful, flexible, strong, perceptive, friendly, nervous, stubborn, short-fused, mysterious, detached.

The Kingdoms

You are a Princess or Knight of a sovereign kingdom.

Once, quite some time ago, your kingdom was a member of the last great Princess Accord. But, after too many tactical missteps made by the Rebellion's leader, you broke from the Accord to focus your power on defending your people. You have held fast for years, resisting any attempts the legion has made to incorporate or take your kingdom. These efforts have left you tired and the gemstone that gives you power has started to weaken. Rumors from around Athera say that the rebellion is forming another Princess Accord. You could probably use the help, but could you ever trust them again?

As a Member of the Kingdoms, Rebellion and Legion members will be vying for your loyalty and attention. It's up to you to decide who's offer is more enticing.

What is your Kingdom like? What practice binds its people together?

Chose **three traits** that describe you: peaceful, strict, enthusiastic, beautiful, angry, steadfast, adventurous, musical, cultured, radiant, bold, focused, creepy, blunt, careless, apathetic, empathetic.

The Wilds

You are a Warrior or Princess of the Wilds

Most people believe that the Wilds are treacherous and uninhabited. The truth is that they have never bothered to look. If they had, they would have seen your settlements, taverns, and markets—However dispersed as they might be—vibrant and vital. They would have seen the land itself shift and breathe—alive and full of magic.

No, most people come to take things, not to look. But you don't let them. You make sure they get good and lost, and leave them at the mercy of the wilds. So what if it makes it seem like the rumors about this place are true? Better that, than having the Legion and the Rebellion walk around like they own the place.

As a member of the Wilds, it's up to you to decide if you will help the other factions, or just take them for what they are worth.

What is the land you live in like? What symbol do you wear to mark yourself?

Choose **three traits** that describe you: brash, tough, kind, yielding, cool, arrogant, skilled, creative, solitary, gentle, outgoing, intimidating, stunning, peaceful, violent, vigilant, oblivious, ancient.



Abilities

Give yourself up to **two abilities** from the list below.

Magic and skills are the same thing. Being a master archer and having teleportation magic are equivalent. Both are awesome and powerful and fallible.

If your abilities are magical then you are probably a princess. If they aren't magic then you are probably a knight, captain, or ranger.

If you have a special weapon that you draw or transformation that you go through, think about what that might look like. Do you have a cool catch phrase that you say when you use your ability?

This list is not exhaustive and it's not meant to limit you. Feel free to make up your own abilities as you see fit.

| | |
|----------------|----------------|
| Glitter | Claws |
| Teleportation | Hair magic |
| Telepathy | Climbing |
| Telekinesis | Sailing |
| Super strength | Sword fighting |
| Healing | Clairvoyance |
| Ice | Tactics |
| Water | Stretching |
| Fire | Web slinging |
| Wind | Agility |
| Stone | Acrobatics |
| Flying | Investigation |
| Plants | Baking |
| Transformation | Dancing |
| Archery | Lightning |
| Tech-romancy | Music |
| Illusions | Animals |
| Portals | Magnets |
| Invisibility | Candy |
| Hacking | Sapping |
| Science | Friendship |

The Games

There are twelve games in For The Honor. They are:

- ▶ Discover Something New 8
a surprising event, a mysterious person, a valuable object.
- ▶ Venture Forth 10
a journey together, a challenge faced, a truth uncovered
- ▶ Crossing Paths 12
a time past, a reunion, a new context.
- ▶ Mincing Words 14
a tense argument, a tender confession, a duel of wits.
- ▶ Talking It Over 16
a meal shared, a favor asked, an understanding reached.
- ▶ Taking the Dance Floor 18
a warm embrace, a moment in concert, a rhythm of steps.
- ▶ Meeting Hand to Heart 20
a closeness shared, a gentle touch, a beating of hearts.
- ▶ Giving Chase 22
a quickened pace, a chance taken, a close pursuit.
- ▶ Meeting Blade to Stave 24
a stand off, an ambush, an exchange of blows.
- ▶ Search and Rescue 26
a captive, a captor, a rescuer.
- ▶ All-Out Battle 30
a line crossed, a castle besieged, a hard-fought conflict.
- ▶ Stand United 32
a shared cause, a friend supported, a sacrifice made.

Discover Something New

BACK
TO TOP

Setup

Play this at the start of the session. Play by yourself.

Conducting Discover Something New

Choose an option from **any** section and read it aloud to the other players. then **answer its question**. Other players should also feel free to offer answers.

These will introduce items, events, and actions that will give your story a starting direction and a driving conflict. By choosing an option you are saying that it should be the beacon that each of your characters are working towards.

Everyone should feel free to claim that the person, kingdom or object is, or is connected to, their character. You could be the soldier leaving their old life behind, or maybe the keeper of an ancient sword, or The Princess behind the magic gate. It's all up to you.

Finishing Your Discovery

Take a few moments to think about how your character and your faction might react to this discovery.

The Rebellion

- ▶ Somewhere deep in the tangled woods there lies an ancient sword that holds the soul of a long lost warrior. **What legend have you heard about them?**
- ▶ A recent skirmish has left the Rebellion's citadel wide open for attack. Only an inexperienced few are left to protect it. **What advantage do they still have in their favor?**
- ▶ The last seed of an ancient and mystical tree has been picked up on our scanners. Legends say it holds great power. We can't be sure that our enemies haven't picked up on it as well. **Where has it come to rest?**
- ▶ Legion Tanks have been seen advancing on a rebellion village. But, There is still time to ready defenses. **How prepared are the villagers?**
- ▶ A Legion captain has defected and is now in Rebellion hands. They are requesting an audience with the Queen. They could have invaluable information on the Legion's plans. **How do they show they are trustworthy?**
- ▶ A hero of the Rebellion has gone missing. They were last sighted entering the Tangled Woods on horseback. They could be in danger. **What did they leave to search for?**

The Legion

- ▶ A Legion transport carrying valuable artifacts has crashed in the desert. It must be recovered. **Where was it coming from?**
- ▶ The Legion has come into possession of a powerful dark gemstone. **What forbidden magics does it hold?**
- ▶ A prominent Rebellion Princess has been taken hostage deep in the Legion's territory. **What are the terms of their ransom?**
- ▶ Rumor has it that a Princess and their family have been rejected from the princess accord. They are perfectly positioned for the Legion to recruit them. **Why were they rejected?**
- ▶ A skiff has gone missing over night and two captains with it. We can't be sure where they have gone—but there were odd lights in the desert last night. **What was overheard of their plans?**
- ▶ A dark sorceress has discovered a way to tap into Athera's power source. Draining it would weaken every Princess in the land. **What will it cost her?**

The Kingdoms

- ▶ Reports have surfaced that a nearby Kingdom's gemstone is losing power rapidly. **What could be causing it?**
- ▶ Scanners have discovered an ancient data disk deep under an isolated Kingdom. **What powers does it hold?**
- ▶ The magic wall that keeps a Kingdom safe from seige has been sabotaged, leaving the Kingdom defenseless. **What could repair it?**
- ▶ An isolated settlement is being tormented by monsters of their own creation. **What are the monsters like?**
- ▶ A local Pirate claims to know the leader of a distant Kingdom. They can get you an audience... for a fee. **What strange payment do they ask for?**
- ▶ A Kingdom has sent word that there will be a grand ball and every princess is expected to attend. **What is the theme of the dance?**

The Wilds

- ▶ In a cave under a waterfall rests an ancient holographic ruin. Its door can only be opened by a passcode spoken in a dead language. **How do you plan to learn it?**
- ▶ An ancient crashed ship deep in the wilds has begun to whisper again. **What is it saying?**
- ▶ A merchant dropped something very important and is convinced that the Wilds took it and hid it somewhere. They are offering a sizeable reward to whoever can find it. **What did they lose?**
- ▶ A new bandit leader has come to power and has started to grab land and demand protection fees. **Are they clever, tough, or lucky?**
- ▶ A traveler from the Rebellion is looking for help to track a traveler from the Legion who is in the area. **Is it for the war, or does it seem personal?**
- ▶ The legion has been stealing resources from the edges of the wilds. They cannot be allowed to continue. **What have they been taking?**



Venture Forth

BACK
TO TOP

Set up

Decide with your chosen partner(s) where you are traveling and how you came to be traveling together.

Then ask each other, **“what do I notice about you?”**

During the Journey, anyone may ask for details about the locations, landscape, and circumstances.

Conducting the Journey

To start the Journey, The one who is **least familiar** with the land through which you travel asks a question of another player.

Take turns asking questions.

If a question fits the general action you want to take but doesn't fit the context of your journey, please re-frame it to fit your story.

While you play, think about the ways your abilities might color the actions you take during the journey.

Ending the Journey

Go around the group at least once, but you can go around up to three times, if you wish.

At any point after the first round, anyone may choose to ask a closing question. Doing so ends the journey.

Questions

- ▶ I've spotted something and my curiosity overpowers me. I rush to it. **When you catch up, what do you find me marveling over?**
- ▶ I see a reflection of my former self—an illusion or a memory—and it stops me in my tracks. **What am I remembering?**
- ▶ I scout ahead. Coming around a bend I see something unexpected and I freeze up. **What have I found?**
- ▶ At this point in our travels I uncover a truth that I was not ready to learn. **What is it?**
- ▶ The path is torn and treacherous here. **What made it this way?**
- ▶ We encounter a formidable threat that moves to block our path. **What is it and what does it want?**
- ▶ Sensing trouble I move to protect you. **What blow do I take in your place?**
- ▶ Finding an opening I rush in with all my force to attack. **Do I strike where it is weakest or do I just scare it off?**
- ▶ We suffer a hardship together: supplies are ruined; a storm crashes down upon us; the ground gives way beneath our feet; or other. **How do we weather it together? What has it changed between us?**
- ▶ A situation befalls us that requires great focus and skill to overcome. **What is the challenge and how do you help me?**
- ▶ I get a look in my eye that can only mean one thing: it is time for a race. **Do you accept my challenge? If so, what trouble have we run headlong into?**
- ▶ We enter an area along our path that is confusing and staggering to navigate. **What is making it so difficult?**
- ▶ We pass a landmark that I insist we have passed twice before. We are hopelessly lost. **What helps us find our way again?**
- ▶ Something here gives me the creeps and I start at the smallest noise. **What ghost story do you tell me in response?**
- ▶ We find a safe clearing and stop to take a rest. **What comforts do we share here?**

Closing Questions

- ▶ We finally find what we are looking for. **Is it what we expected?**
- ▶ We make it to our destination. **What is happening when we arrive?**
- ▶ We are set upon by ambushers. **Who are they and what do they want?**
- ▶ We arrive somewhere unexpected. **Where are we?**

Crossing Paths

BACK
TO TOP

Setup

Choose one of the other players. You're meeting each other now, after having not seen each other for some time.

Decide together where you're meeting. **Choose one** by agreement:

- ▶ We're in your or my kingdom or stronghold, meeting as host and guest.
- ▶ We're in another's kingdom or stronghold, meeting both as guests.
- ▶ We're on the road, in a town, or in The Wilds, meeting by chance.
- ▶ We're meeting as rivals during a cease fire.
- ▶ We're meeting through some ranged communication like a video screen or a magical mirror.
- ▶ I came to you in secret, against my friend's warnings, or you came to me in secret against yours.

Then, ask your counterpart, **"When did we last see each other?"**

During the reunion, anyone may ask for details about the location and circumstances.

Conducting The Reunion

You go first. Ask your counterpart a question.

They will answer it freely.

Then, they will then choose a question to ask you.

You answer it freely and, based on your answer, your counterpart will choose one of the closing offers.

Ending The Reunion

If you and your counterpart agree to continue with another game, play it now. The reunion ends, but your turn continues with the new game.

Questions

- ▶ We were so close then and I'm happy and eager to see you now. **Do you greet me warmly or coldly?**
- ▶ We parted on bad terms and I'm nervous to see you now. **Do you smile?**
- ▶ I was so in love with you then and I wonder if I'll still feel it. **Are you still as [choose any trait] now as you were then?**
- ▶ In those days we fought and quarreled, but I always trusted you, and I'm looking for a sign that I can trust you still. **Do you remember our secret handshake?**
- ▶ I used to worship you and dog your heels, and I'm concerned you'll still see me that way. **Do you greet me as an equal now, or subtly dismiss me?**
- ▶ It's been so long that I'm sure you'll hardly remember me. **Are you surprised by what you see?**
- ▶ I remember you fondly but a lot has come between us since then, and I greet you coldly. **Do you try to reach out to me, or do you respond in kind?**
- ▶ Since those days I've been helplessly busy my responsibilities, and I'm eager to see a friendly face. **Does your face offer me friendship?**
- ▶ When we parted there was an unsettled matter between us. I'm prepared to let it go, unless you bring it up again. **Do you, even by accident?**

Closing Offers

- ▶ Let's continue with **Mincing Words**. Shall we?
- ▶ Let's continue with **Talking It Over**. Shall we?
- ▶ Let's continue with **Meeting Blade to Stave**. Shall we?
- ▶ Let's continue with **Meeting Hand to Heart**. Shall we?
- ▶ Let's continue with **Giving Chase**. Shall we?
- ▶ Let's continue with another game. **Which do you suggest?**
- ▶ We talk comfortably together for many hours.
- ▶ We talk politely but soon our affairs call us apart again.
- ▶ We interact with unfriendly chill and part quickly.

Mincing Words

BACK
TO TOP

Set Up

Only you and your chosen partner(s) play. Decide together how you came to be sharing a tense conversation.

Next, decide yourself what, if any, feelings or ideas your character might be holding in secret.

Then, ask each other, **“What do I notice about you?”**

During the conversation, anyone may ask for details about the location and circumstances.

Conducting The Conversation

The character with the **most to hide** begins. If you don't know which of you that is, throw a coin.

To open the conversation, speak in character then ask a leading question.

Use Improvised conversation to bridge the gaps between leading questions. Most of the questions have blanks for you to fill in with your character's words.

Take turns asking leading questions, back and forth.

At any time, either of you can choose to ask one of the closing questions instead.

While you play, think about the ways your abilities might color the actions you take during the conversation.

Ending The Conversation

Keep asking questions back and forth until an answer ends the conversation.

Note that some of the leading questions might end the conversation, and some of the closing questions might allow the conversation to continue, depending on the answer.

Leading Questions

- ▶ Something you say touches the feelings I'm hiding. **Do you notice my surprise or do you breeze past it?**
- ▶ You catch me in a lie and I pedal to cover it gracefully, saying, “_____.” **Do you draw attention to it or do you let it slide, for now?**
- ▶ I let slip a truth that you didn't want to hear and my words cut like razors, saying, “_____.” **Does it provoke you or does it give you pause?**
- ▶ I appeal to you with earnest compassion, saying, “_____.” **Does it get through to you or does it steel you?**
- ▶ Your words bring me to tears. **Do you stop to comfort me or do you keep talking?**
- ▶ Your words send me flying into a rage. **Do you attempt to calm me or do you let me take a swing at you?**
- ▶ I make an absolute fool of myself, saying, “_____.” **Do you help me recover or do you let me blunder on?**
- ▶ I ask you, bluntly, to explain yourself to me, saying, “_____.” **Do you spin a careful lie or do you respond directly?**
- ▶ I jab a quick insult at you, hoping to break skin, saying, “_____.” **Is it miles off or does it sting?**
- ▶ I argue my point with intense conviction, leaving no room for rebuttal, saying, “_____.” **Do you let me stifle you or do you lash out to stop me?**
- ▶ I overreach slightly and you have an opportunity to slip in a quick insult, saying, “_____.” **Do you take it?**
- ▶ I'm so lost in conversation that I stumble on a bit of terrain, losing my balance. **Do you catch me or do you let me fall?**
- ▶ You bring up something that I really hoped you wouldn't, and you can see it on my face. **Do you take pleasure in my discomfort?**
- ▶ I reveal my true feelings to you, saying, “_____.” **Do you meet them with compassion or confusion?**

Closing Questions

- ▶ I've backed you into a corner in your logic and I ask you to come clean to me. **Do you speak plainly or do you stand in silence?**
- ▶ Something you say knocks the words right out of my mouth. **Do you allow me to recover?**
- ▶ I utter something that could never be forgiven, saying “_____”, and you have an opportunity to deliver a blow just as painful. **Do you take it?**
- ▶ I take a chance at guessing your true feelings. **Do you respond with relief, fear, or fury?**
- ▶ You try to guess what I am hiding, and I come clean about _____. **Do you forgive me or do you hold it against me?**
- ▶ We are interrupted before we can reach a satisfying conclusion. **Do you try to get one last word in or do you leave it for now?**
- ▶ I meet you with understanding and reach to take your hand. **May I?**

Talking It Over

BACK
TO TOP

Setup

Ask your chosen partner how you two came to be speaking together.

Then, ask each other, **“What do I notice about you?”**

Other players can join freely, if it makes sense for their characters to also be present.

During the conversation, anyone may ask for details about the setting, occasion, and circumstances.

Conducting The Conversation

Take turns. The character with the **firmest position** begins, or have another player choose who takes the first turn on a whim.

On your turn, choose one or more of your conversational partners and choose an action:

- ▶ Ask a topical question.
- ▶ Engage in improvised conversation.
- ▶ Pass, instead commenting on something around you.
- ▶ Leave the conversation.

Ending The Conversation

End the conversation either when everyone has passed in a row, when it feels like a good place to cut away, or when everyone has left the conversation but one.

Topical Questions

- ▶ I make an ignorant social or diplomatic blunder. **Do you let me recover gracefully or do you hold it against me?**
- ▶ I'm feeling expansive. **What do you want to know about me?**
- ▶ I'm feeling generous. **What favor do you ask me for?**
- ▶ I hope you don't bring _____ up. **Do you?**
- ▶ I need you to come clean about _____. **Do you?**
- ▶ I accidentally spill the secret that _____. **I cover it gracefully, but do you pick up on it anyway?**
- ▶ Something gives you away to me. **What?**
- ▶ I'm trying to keep you occupied while _____. **Do you go for it?**
- ▶ I hope to find common ground with you about _____. **Is there any?**
- ▶ I need you to reassure me about _____. **Can you?**
- ▶ I hope to convince you that _____. **Can I?**
- ▶ I hope to get you to commit to _____. **Can I?**
- ▶ I remind you of the promise you made. **Can you confirm?**

Taking the Dance Floor

BACK
TO TOP

Setup

Ask your chosen partner how you two came to be dancing together.

Then, ask each other, **“What do I notice about you?”**

Other players can join freely, if it makes sense for their characters to also be present at the dance.

During the dance, anyone may ask for details about the setting, occasion, and circumstances.

Conducting the Dance

The **worst dancer** begins. If you don't know who that is have another player choose who asks the first question on a whim.

Take turns. Each of you gets two questions, total, to ask of your dance partner(s).

While you play, think about the ways your abilities might color the movements you make during the dance.

Ending the Dance

Once every dancer has asked two questions, the dance ends.

Questions

- ▶ My hair has fallen in front of my ear. **Do you touch my face?**
- ▶ Your mouth is close to my ear. **What do you say?**
- ▶ I use my abilities to dazzle you. **Are you swept off your feet?**
- ▶ The dance's figures separate us. **When they bring us back together again, do you blush?**
- ▶ I lose my place in the dance. **Do you let me stumble, or do you draw me back into place?**
- ▶ Something about me catches your eye and your look lingers. **What is it?**
- ▶ You have the opportunity to draw me close and hold me for a moment. **Do you take it?**
- ▶ My face is close to yours. **Do you turn subtly toward me, or subtly away?**
- ▶ You may, at this moment in the dance, place your hand upon my elbow, my shoulder, my waist, or my hip. **Which do you choose?**
- ▶ When the dance ends, **will you stand with me or rush away?**
- ▶ At this moment in the dance, you laugh. **At what?**
- ▶ Something distracts me for a moment. **Do you bring me back?**
- ▶ The dance's figures bring you to dance with someone else. **Whom?** When the dance brings you back to me again, **are you pleased or disappointed?**
- ▶ This moment in the dance allows me to step close to you and linger very near. **Am I welcome?**

Meeting Hand to Heart

BACK
TO TOP

Deciding The Context

While it might look like it, this game is not specifically romantic. If you wanted you could use it to comfort a troubled friend with a kind embrace, or apply first-aid to someone who's been injured, or maybe even offer a helping hand to someone in need.

Before you start, talk to your chosen partner about the tone and setting you would like from your scene.

Setup

Only you and your chosen partner play. Ask them how you two came to be sharing this moment of closeness.

Then, ask each other, **“What do I notice about you?”**

During the encounter, anyone can ask anyone for details about the location and circumstances.

Conducting The Encounter

Converse as you like, naturally. At any point during the conversation you can choose to begin an exchange by making an **advance**.

Your partner will choose an **answer** to conclude the exchange. Return to conversation or start another exchange as you like.

While you play, think about the ways your abilities might color the advances you make during the encounter.

Ending The Encounter

At any time after the third exchange, any player may interrupt you by having someone else enter the scene.

Otherwise, continue your conversation and exchanges until you part ways or wish to draw a curtain over what comes next.

After you've finished take a moment to breathe and Check-in with each other.

Advances

- ▶ I would like to move a little closer to you. **May I?**
- ▶ I would like to sit beside you. **May I?**
- ▶ I reach for your hand. **May I take it?**
- ▶ I would like to touch your face. **May I?**
- ▶ I would like to touch your hair. **May I?**
- ▶ I reach to touch your leg. **May I?**
- ▶ I would like to touch your _____. **May I?**
- ▶ I reach to put my hand on your shoulder. **May I?**
- ▶ I would like to put my arm around your back. **May I?**
- ▶ I would like to lean against you. **May I?**
- ▶ I move to loosen a piece of my clothing. **May I?**
- ▶ I reach to loosen a piece of your clothing. **May I?**
- ▶ I would like to soothe the thing that is causing you pain. **May I?**
- ▶ I hold my arms out to offer you a hug. **May I?**
- ▶ I reach to place my hand over your heart. **May I?**
- ▶ I lean towards you. I would like to kiss you. **May I?**

Answers

- ▶ **You may.**
- ▶ **You may,** but first I want you to _____. **Will you?**
- ▶ **You may,** but first I want to _____. **Do you mind?**
- ▶ **You may,** but only for a moment.
- ▶ **You may,** but only for a moment, and then I withdraw to a less charged distance.
- ▶ **You may,** but only for a moment, and then I break off and depart.
- ▶ **You may,** but at this moment we're interrupted.
- ▶ **You may,** and let's draw a curtain over what comes next.
- ▶ **You may not,** but instead I [**make an advance**]. **May I?**
- ▶ **You may not,** and I withdraw to a more comfortable distance.
- ▶ **You may not,** and I break off and depart.

Giving Chase

BACK
TO TOP

Setup

Only you and your chosen partner play. Choose which of you is the hunter and which is the quarry. Ask your partner how the chase came about.

Then, ask each other, **“What do I notice about you?”**

During the chase, anyone may ask for details about the landscape, what’s ahead, what’s behind, and what course the hunt might take.

Conducting The Chase

The quarry conducts the chase. First, say where you’re going.

Lead the hunter through a series of four challenges and admissions. Choose freely, But your third choice must be an admission.

During the chase, you and the hunter will gain tokens, representing the distance you’re each able to gain on the other.

While you play, think about the ways your abilities might color the actions you take during the chase.

Ending The Chase

After a total of four challenges and admissions, compare tokens.

If you have more tokens than the hunter, you break away and escape.

If the hunter has an equal or greater number of tokens to you, choose one:

- ▶ I’ve somehow turned myself around. I blunder into you.
- ▶ I’ve come to some a place I can hide in temporarily: a hollow, a tree I can climb, a door I can lock behind me. I will hide here until I can escape or be rescued.
- ▶ You’ve driven me into a dead end and have cornered me.
- ▶ Your allies have cut me off, and I’m captured.
- ▶ I’m exhausted and you overtake me.
- ▶ You’ve proven yourself and I let you catch me.

Challenges

- ▶ I race along a high and perilous ledge. If you dare to follow me, throw. On tails, you have to slow down to pick your way carefully along, and I gain a token.
- ▶ I press through a thorny briar. If you dare to follow me, throw. On tails, you’re tangled and torn and must extract yourself, and I gain a token.
- ▶ I plunge through stinking, muddy water. Follow me if you dare, but you’ll need to ignore the stench and filth and your clothing will be ruined.
- ▶ I scramble up a steep incline. If you think you can keep up, throw. On tails, the climb exhausts you, and I gain a token.
- ▶ I reach open ground and speed away. If you can rally yourself, throw. On tails, you slow down to catch your breath, and I gain a token.
- ▶ I know this area very well. If you dare to follow me, throw. On tails, you’re plunging foolishly into danger, and I won’t have to choose any admissions during the chase after all.
- ▶ I lead a dizzying course through switchback and blind. If you dare to follow me, throw. On tails, you’re lost, and won’t be able to find your own way back.
- ▶ I leap out over nothing and make a hard, precarious landing. If you dare to follow me, throw. On heads, you gain 1 token. On tails, you barely catch yourself—you’re clinging on with all your strength, and the chase ends now with you at my mercy.

Admissions

- ▶ I don’t know this area well, and at a fork in my path I hesitate. Throw. On heads, you rush to overtake me, and so gain 2 tokens.
- ▶ I slip on treacherous ground and scramble to keep my footing. Throw. On heads, you slide to overtake me, and so gain 2 tokens.
- ▶ I steal a glance back at you, and you’re nearer than I thought. Throw. On heads, you put on a burst of speed, and so gain 2 tokens.
- ▶ I risk leaving the trail and hide quietly while you race past. Throw. On heads, you spot me and don’t overshoot, and so gain 2 tokens.
- ▶ I’ve led myself into a dead end, and have to dash past you to break free. Throw. On heads, you head me off, and so gain 2 tokens.
- ▶ I come to a dangerous climb or leap and I hesitate, steeling myself. Throw. On heads, you race up behind me, and so gain 2 tokens.
- ▶ There are other enemies ahead of me, and I must suddenly change my course. Throw. On heads, you can gain on me, and so gain 2 tokens.

Meeting Blade to Stave

BACK
TO TOP

Setup

Only you and your chosen partner play. Decide together how the two of you came to be standing alone on the edge of violence.

Then, ask each other, **“What do I notice about you?”**

During the duel, anyone may ask for details about the location and circumstances.

Conducting The Duel

The **more experienced** combatant begins. If you don't know which of you that is, throw a coin.

To open the duel, ask a leading question.

Then, take turns asking leading questions back and forth. At any time after the third leading question, either of you can choose to ask one of the closing questions instead.

While you play, think about the ways your abilities might color the actions you take during the fight.

If a question fits the general action you want to take but doesn't fit the context of your duel, please re-frame it to fit your story.

Ending The Duel

Keep asking questions back and forth until an answer ends the duel.

Note that some of the leading questions might end the duel, and some of the closing questions might allow the duel to continue, depending on the answer.

Leading Questions

- ▶ I throw all of my power against you, everything I've got—and I wear myself out. **Do you take advantage of my daze or do you let me catch my breath?**
- ▶ We circle, powers crackling, arms at the ready. **What do you say to me?**
- ▶ You hit me, cutting me along the rib or across the arm. **Do you continue your attack or do you give me a moment to recover?**
- ▶ I pretend to falter by fumbling an attack. **Do I draw you out, or do you recognize my ploy and hold steady?**
- ▶ You lash out at me with all the power you've got, blasting me until I'm tattered. **Do you let up or lay in—knocking me on my back?**
- ▶ I hit you, cutting you along the rib or across the arm. **Do you withdraw and run, or do you rejoin the fight?**
- ▶ I launch a sustained attack with my power behind it. **Do you give ground readily or grudgingly?**
- ▶ I strike you, not with violence, but with words, saying _____. **Do I give you pause or do I provoke you?**
- ▶ I overreach slightly and you have an opportunity to slip in a cheap hit. **Do you take it?**
- ▶ We lock up and your mouth is near my ear. **What do you say?**
- ▶ Your blow passes perilously close to my face. **Do you cut me? Where?**
- ▶ I catch your wrist in my hand and draw you close to me. **Do you let your guard drop, or do you shove me away and fight on?**
- ▶ I press an attack and you barely evade it; a fraction slower and you'd been struck through. **Does it exhilarate you or chill you?**

Closing Questions

- ▶ You take a chance and it gains you the upper hand. If you continue your attacks you will knock me out. **Do you continue, or do you allow me to step back and recover myself?**
- ▶ I bring you to your knees and you are at my mercy. **Do you submit or do you flee?**
- ▶ You knock my weapon out of my hand, and it rattles out of reach. **Do you allow me to recover it, or must I submit?**
- ▶ I ready a powerful magical blast and unleash it towards you, only to find that it fizzles out. **Do you give me time to regain my energy, or must I give in?**
- ▶ I lose my footing on a ledge and begin to fall, but you catch my hand. **Do you pull me back to my feet or do you let me go?**
- ▶ I turn tail and run away. **Do you chase me or let me leave?**
- ▶ I hurt you very badly and then realize that you need urgent medical attention. **Do you accept my help or do you fight me off?**

Search and Rescue

BACK
TO TOP

Set Up

You and two others play. Decide together who is the **Captive**, who is the **Captor**, and who is the **Rescuer**.

The Rescuer needs to find the Captive *and* help them escape.

The Captor places obstacles and challenges between the Rescuer and the Captive. The Captor does not need to be represented by a player character.

The Captive can give advantages to the Rescuer or the Captive. They can also choose not to give anything.

You will also need coins and tokens for this game.

Conducting the Rescue

The Rescuer goes first, the Captor second, and the Captive third.

On your turn choose a challenge from your role's section and pose it to a player in any other role. Read it aloud and flip a coin, then follow the outcome.

As you play the Rescuer and the Captor will gain tokens. These tokens represent the how close they are to completing their goal.

If a challenge fits the general action you want to take but doesn't fit the context of your rescue, please re-frame it to fit your story.

While you play, think about the ways your abilities might color the actions you take during the rescue.

Ending the Rescue

After each role has posed two challenges, compare tokens.

If the Rescuer has more tokens than the Captor, the Rescuer has succeeded at freeing the Captive and escaping.

If the Captor has more tokens than the Rescuer, then the captor has succeeded in repelling the rescue attempt and maintains their grasp on the Captive.

If the Rescuer and the Captor are tied the Captive gets to determine the outcome of the rescue attempt.

You can always decide to end the rescue early or let it go another round if that fits your story better.

Rescuer Challenges

- ▶ I run down a passage past you, following an errant lead. I throw: heads—you get my attention. Tails—I continue on my path, none the wiser. The Captor gets a token.
- ▶ I am spotted and an alarm starts blaring. I throw: heads, I deactivate it fast enough to pass it off as a test. Tails, guards flood the passages and the Captor gets a token.
- ▶ I once had intimate knowledge of this area and I can anticipate its defenses. However, my intel could be out of date and I throw: Heads—my information is still good and I have a fighting chance. Tails—things have changed in my absence. The Captor gets a token.
- ▶ I disguise myself as an inspector and talk my way past a gate. On the other side I find that my disguise might not pass scrutiny and I throw: Heads—it holds up and I'm able to move freely through the compound, for now. Tails—I am found out and I'm on the run. The Captor gets a token.
- ▶ Your guards have captured me and are escorting me to a holding cell of my own. I throw: Heads—I palm the key to the Captive's cell and break free. Tails—I am pushed into a room and the door is locked behind me. The Captor gets 2 tokens.
- ▶ I turn myself in for a chance at being led to the Captive, I throw: Heads—everything goes according to plan and I am right where I want to be. Tails, I have made a huge mistake. The Captor gets a token.
- ▶ As we flee we stumble upon some parked vehicles and I throw: Heads—we find a ready and willing getaway vehicle and escape. Tails—they are not maintained and won't budge for us. The Captor gets a token.
- ▶ I cleave through a heavy door hoping to find a way out. I throw: Heads—fresh air greets me as we find freedom. Tails—a dark room blinks to life with the glowing eyes of sentries. The captor gets 2 tokens.

Captor Challenges

- ▶ You come to an intersection and find a patrol walking the passage between you and the captive. I throw: heads—they notice you and move to surround you. Tails—you slip past them. The Rescuer gets a token.
- ▶ You dip into the sewers to bypass a blocked path. A flood of water fills the tunnel and I throw: Heads—the water washes you out. Tails—you find an exit and climb out just in time. The Rescuer gets a token.
- ▶ I let you free the Captive as a ploy to drag you deeper into my clutches. I throw: heads—you are hopelessly lost and I have you at my mercy. Tails—I am a fool to have let you loose. The Rescuer takes 2 tokens.
- ▶ I call in elite guard and set them on the hunt for you. They round a corner and I throw: Heads—they spot you immediately and engage you in fierce battle. Tails—you are able to hide as they pass. The Rescuer gets a token.
- ▶ The ground beneath your feet shifts suddenly and you could lose your footing. I throw: Heads—you are knocked off balance and become dizzy. Tails—you are more sure footed than I could have anticipated. The Rescuer gets a token.
- ▶ You hear the Captive's voice echoing through the hall and do your best to follow the source. You've walked directly into a trap and I throw. Heads—you've wasted precious time and are helplessly lost. Tails—you recognize the illusion and resist the ploy. The Rescuer takes a token.
- ▶ I threaten the Captive with violence with the hope that it makes you reckless. I throw: Heads—you run at me unprepared and are easily bested. Tails—it sharpens your resolve and you keep a cool head. The Rescuer gets a token.
- ▶ I appear before you in person, ready to put my life on the line to foil your rescue. I throw, or we decide together: Heads—this game ends here and we continue with **Meeting Blade to Stave**. Tails: You turn on your heel and head back into the maze to seek another way out. The Rescuer gets a token.

Captive Challenges

- ▶ I do nothing, subdued or indignant, and neither rescuer or captor gets a token.
- ▶ I pull my cell's guard into a lengthy, involved conversation about _____. I throw: Heads—They grow wise and stay alert. Tails—I captivate them entirely and the Rescuer gets a token.
- ▶ I focus all of my power in an attempt to escape the ties that bind me. I throw: Heads—it drains me entirely and I pass out. Tails—I escape and go to find my Rescuer. The Rescuer gets a token.
- ▶ I feign injury and anguish to appeal to my Captor's sympathy. I throw: Heads—all of my years of acting classes finally paid off. The Rescuer gains a token. Tails—the ploy is paper thin and I am given even greater surveillance. The Captor gets a token.
- ▶ I am invited to a pleasant meal by my captor and I choose: I refuse and stay put, hoping that I am broken out soon. Or, I accept the invitation—to find that the food is surprisingly delicious and the company is appreciated. The Captor gets a token.
- ▶ I harness my abilities to alter the surrounding area from inside my cell. With a quick flourish I could interfere with either my Captor or my Rescuer. I choose: I meddle with the Captor and the Rescuer gets a token, or, I block the path of the Rescuer and the Captor gets a token.
- ▶ While I've been kept here I overheard a rumor of a secret exit from this place. I throw: Heads—I gleaned enough to lead us directly to it and we can escape. The Rescuer gets a token. Tails—my directions are incomplete and I've lead us deeper into this maze. The Captor gets a token.
- ▶ I need to make a detour to retrieve my things before I leave. I stake 1-3 of the Rescuer's tokens and I throw, Heads—I grab my confiscated items and the Rescuer keeps their tokens. Tails—We are rounded up and bound. The captor gets the staked tokens.
- ▶ Your rescue attempt was valiant and flattering, but I do not wish to leave. The guards are well on their way, or, I pull you into the cell with me. Either way the game ends now.

All-Out Battle

BACK
TO TOP

Setup

Everyone plays. Decide together who's stronghold is under siege, and by whom. Everyone's characters meet at the stronghold.

Then, ask each other, **"What do I notice about you?"**

During the Battle, anyone may ask for details about the location, landscape, and circumstances.

Conducting the Battle

Go around the Table. Each of you gets three turns. The defenders go first.

On your turn, choose an enemy player's Character and give them a challenge. They answer it freely.

If a challenge fits the general action you want to take but doesn't fit the context of your battle, please re-frame it to fit your story.

While you play, think about the ways your abilities might color the actions you take during the battle.

Ending the Battle

Go around the group at least once, but you can go around up to three times, if you wish.

At any point after the first round, anyone may announce that it is time to choose an ending. Discuss and decide together. Choose the ending that best fits the action up to this point.

This game is usually a good way to finish a session, though it could happen in the middle of your session, or at the end of your season. You might have unfinished business, new flames, or urgent objectives. Bring those ideas forward into the next arc of your story.

Challenges

- ▶ I release a blast of energy that decimates your front line. **Can you pull yourself out of the wreckage? How?**
- ▶ I land a good hit and knock you to your knees. **Do you muster the strength to stand? How?**
- ▶ I taunt you, with flirtation or insult, from across the fray. **Can you ignore my words and maintain focus? How?**
- ▶ My reinforcements arrive and bring an aggressive push to your flank. **Have you anticipated my maneuver? How?**
- ▶ I launch a sustained attack against your stronghold's power source. **Do you repel it? How?**
- ▶ You take the fight to my artillery, slashing them to pieces, only to discover that I've rigged them to explode. **Can you escape in time? How?**
- ▶ I start monologuing, describing all the ways your plans were foolish and how they played directly into my hands. **Do you keep your resolve and cut me off? How?**
- ▶ I capture you with slings and tethers. **Can you break free and rejoin the fight? How?**
- ▶ I throw something completely bizarre and flaming at you. **Can you avoid the impact? How?**
- ▶ I press you up onto a ledge and get the higher ground. **Can you break my advantage? How?**
- ▶ I put up my guard and soak everything you throw at me. **Can you hold me off? How?**
- ▶ I dash at you, moving with unbelievable speed. **Can you react quick enough to get away? How?**
- ▶ You begin to feel drained and weak as my disruptor begins peeling away your abilities. **Can you overcome it and continue the fight? How?**

Endings

- ▶ The siege is strong and fast. **[name one or more allied characters]** breaks through the stronghold's defenses and claims the throne. The others flee into the surrounding lands to rest and reflect.
- ▶ The fight is explosive. We do an enormous amount of damage to the landscape and to the defending stronghold. When the fight ends, **[name one or more allied characters]** are still standing, and everyone else is lucky to have survived at all.
- ▶ We fight to a bitter stalemate. At the end of the day no one has prevailed, and we all have to retreat to lick our wounds.
- ▶ Pretty soon we all realize that we're showing off more than we're fighting. By the end, we're cheering each other on, and **[name a character]** wins the battle on pure acclaim.
- ▶ It's serious fighting, but rules of engagement hold. By the end, **[name one or more allied characters]** hold the field, but everyone's given and taken their share of fair hits and no one's crossed any lines.

Stand United

BACK
TO TOP

Set up

If you have reached a point in your story when all the players are allied against a common foe, then it is time to play this game. Together, you will take the fight to the enemy or stand in defense against them. Everyone plays.

Decide together where you are and what you are attacking or defending.

Then ask each other, “**what do I notice about you?**”

During the Battle, anyone may ask for details about the location, landscape, and circumstances.

Conducting the Fight

Go around the Table. You start.

On your turn, choose another player’s Character and give them a challenge. They answer it freely.

If a challenge fits the general action you want to take but doesn’t fit the context of your fight, please re-frame it to fit your story.

While you play, think about the ways your abilities might color the actions you take during the fight.

Ending the Fight

Go around the group at least once, but you can go around up to three times, if you wish.

At any point after the first round, anyone may announce that it is time to choose an ending. Discuss and decide together. Choose the ending that best fits the action up to this point.

This game is usually a good way to finish a session, though it could happen in the middle of your session, or at the end of your season. You might have unfinished business, new flames, urgent objectives. Bring those ideas forward into the next arc of your story.

Challenges

- ▶ I pull off an incredibly impressive maneuver, weaving destruction with a dancer’s grace, and end it with a perfect back-flip through a wall of flames. **Can you top that? How?**
- ▶ There is a watch tower to the east and I move to take it out. However, I am spotted and showered with suppressing fire. **Can you shield me from harm? How?**
- ▶ I am gravely wounded by a chain of explosions. **Can you make it across the battle to patch my wounds and get me on my feet? How?**
- ▶ A sniper taking aim high above could be right in my reach, if I had a *little* boost. **Can you give me the extra push? How?**
- ▶ It’s time for you to enact that ridiculous plan you’ve been plotting for weeks. **What is it? How do I help you? Do I withstand its danger?**
- ▶ I strike ___ with sundering force, the likes of which hasn’t been glimpsed on Athera since the times of legend. **Am I out done by you? How?**
- ▶ I let my passions get the best of me and begin violently leveling a walls and barricades with little regard for collateral damage. **Do you calm my fury? How?**
- ▶ A tower collapses and you are the only one who can push me out of the way. **Can you save me and remain unscathed? How?**
- ▶ I am captured by nets and slings and brought to my knees. **Do you cut the ties that bind me? How?**
- ▶ I am overwhelmed by blows and begin to lose my resolve. **What memory between us can I call upon for strength?**
- ▶ I am feeling conflicted about this fight. **Can you inspire me to face it with confidence? How?**
- ▶ I take one blow too many and I fall in battle. **How do you save me from death’s embrace?**

Endings

- ▶ Despite all of our efforts we are driven off. **What was our downfall? How do we muster the strength to stand again and return home?**
- ▶ All of us lock hands and call upon all the power of Athera to unleash a full spectrum wave of pure energy which crashes down upon the target—it stands no chance. **Is the wave damaging or calming? Do we keep holding hands after the wave has passed?**
- ▶ The opposing forces raise a white flag and commences peace talks immediately. **What demands do we make? How do we celebrate our victory?**
- ▶ We spend everything we have on the fight, and it shows. **Do we scrape out a victory despite it? Was it worth the cost?**
- ▶ We win the fight and come away reveling in the challenges we overcame. **What lesson does each of us carry with us into the future?**



It has been twelve years since the legion came down from the stars to colonize Athera. Twelve years since the kingdoms last united and took the fight to the legion. Twelve years since they lost that fight and the legion stamped out the flames of resistance.

Now, a new generation of princesses are beginning to see the need to unite again. The Legion has started attacking towns again, The Kingdoms are sending out dance invitations, And the Tangled Woods have been growing stranger and stranger.

You, the princesses and warriors of factions at odds, will fight, quarrel, and flirt in your efforts to sway Athera in your favor.

*A GM-less narrative RPG
about magical princesses making
messy alliances and powerful friendships.*

3-6 players

2-5 hours