

LURE:

Every time someone respects you and your autonomy, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm’s way.
- Perform a feat of mythical physical ability.
- Reveal your true feelings.
- Reinterpret the Lindworm’s play, channeling it through your weapon.

Ask: “Does your Character need help?”

Ask: “Who does your Character want dead?”

REGULAR MOVES:

- Take action, leaving yourself vulnerable.
- Lash out at someone and injure them.
- Intimidate someone with a sudden display of emotional intensity.
- Exert yourself past your limit.

Ask: “Why is your Character giving up?”

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Kill someone who isn’t the Lindworm.
- Misinterpret someone’s actions as an insult.
- Reject a moment where you could open up and instead bottle your feelings.

Ask: “Why doesn’t your Character just fuck off?”

NAME:

PRONOUNS:

LOOK:



THE ATHLETE

“Always choose win!” yells the Athlete, both on the field and in life. The Athlete is cold skill, emotion transformed into a furthering of the desire to do even better in the world. Never assume the Athlete doesn’t care, even if they never show it. Feelings come secondary to victory over the Lindworm, to keeping everyone else safe, to giving everyone else the space to process. Feelings are later. Win is now.

The Athlete is a storming individual. Their power is in restrained fury, tragic heroism, and their physical ability.

PLAY TO FIND OUT:

- What happens when you try to hold back your emotions?
- How can you win against the unbeatable?
- Are you really a hero?

—SLEEPAWAY—

CHOOSE YOUR NAME:

- A Sturdy Name
- A Dependable Name
- A Name That Hides Who You Are
- A Name That Can Be Used Like A Battering Ram

DESCRIBE YOUR LOOK:

- Furious Eyes
- Piercing Eyes
- Burning Eyes
- Explosive Eyes

- Coiled Body
- Massive Body
- Tank Of A Body
- Blade Of A Body

DESCRIBE YOUR GENDER:

- A Glaive
- Lightning
- Health Goth
- Sports Dyke
- Barbarian
- Lonely King

CHOOSE YOUR CHILDHOOD FEAR:

- Wolves torturing your family.
- All your bones breaking.
- A bully with a sharper weapon.
- Slowly transforming into a statue.
- A doll that can control you.
- Getting robbed and killed.

CHOOSE YOUR CONTRABAND WEAPON:

- Baseball Bat
- Broadsword
- X-ACTO Knife
- Explosives
- Axe with Barbed Wire
- Chainsaw
- Butterfly Knife
- Brass Knuckles
- Spiked Chain

DESCRIBE IT WITH 2:

- It (or something like it) was given by a mentor.
- Used to defend yourself from your fear.
- Proof of your heroism.
- Tied to self-destructive tendencies.
- Something everyone knows you by.
- Has your name carved into it.
- Has been used to protect others a thousand times.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- How did you perceive me when you saw me at my most vulnerable?
- Why do I feel okay opening up to you?
- Do I take care of you? and Do you want me to?

TIPS:

- You're not mindless, but that doesn't mean you need to think.
- Hold back your feelings until you can't.
- Make your Character fallible and relatable.

LURE:

Every time someone engages with a Camper as a fully realized Character, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm’s way.
- Help a Camper make a vital life choice.
- Take action and succeed on a Camper’s advice.
- Reinterpret the Lindworm’s play in a way that protects the Campers.

Ask: “What does your Character need most right now?”

REGULAR MOVES:

- Take action, leaving yourself vulnerable.
- Ask a Camper to do something you can’t, leaving them vulnerable.
- Look to the Campers for guidance.

Ask: “Which other Characters are involved in this?”

Ask: “How can my Character help yours right now?”

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Lead the camp astray.
- Lie to a Camper. They can tell it’s a lie.
- Act in a way that upsets and spoils the heart of the camp.
- Tell a Camper the harsh truth in a way that hurts them.

Ask: “What does your Character want from me?”

NAME:

PRONOUNS:

LOOK:



THE COUNSELOR

Most people who work here are here for the friendships. But not the Counselor. They’re just here to help the kids. Nothing more and nothing less, and they’ll die before they let a single kid get hurt. The world is harsh and cruel, and the Lindworm has traumatized too many. The Counselor will do anything to keep their kids safe.

The Counselor is a passionate individual. Their power is in their heartfelt speeches, charming air, and the people they surround themselves with.

PLAY TO FIND OUT:

- Who is the Counselor willing to let die for their kids?
- What is the price of preserving another’s innocence?
- How does the Counselor handle failure?

—SLEEPAWAY—

CHOOSE YOUR NAME:

- A Cheerful Name
- A Round Name
- A Name Made Up of a Single Letter
- A Name Good For a Small Bird

DESCRIBE YOUR LOOK:

- Honest Eyes
- Listening Eyes
- Watchful Eyes
- Flaming Eyes

- Large Body
- Thick Body
- Curvy Body
- The Body Of Someone Who Wants To Love Being Alive

DESCRIBE YOUR GENDER:

- Old Woman Atop a Mountain
- Robin
- A Vast and Caring Body of Water
- A Campfire
- An Indie Song about Friendship
- Social Justice Cleric

CHOOSE WHY THE CAMPERS LISTEN:

- You're funny.
- You're thoughtful.
- You talk to them about their feelings.
- You give good life advice.
- You pay attention to the quiet ones.
- You command the room.

CHOOSE YOUR FAVORITE ACTIVITY:

- Sitting around the campfire.
- Fishing for bass.
- Camp theatrical performances.
- Hiking up the old mountain.
- Digging up worms in the mud.
- Sand castles by the lake.
- Building fairy houses.

CHOOSE WHY YOU ALMOST LEFT:

- You're not getting paid enough.
- You fell in love with someone who offered to take you to the city.
- You need to take time to support your family.
- You need to start your life.
- It just doesn't feel meaningful anymore.
- The camp has changed too much.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- Why do we keep fighting?
- How do we get each other in a way that other people don't?
- What can't we resolve within our friendship?

TIPS:

- Force yourself and your Character to make impossible choices.
- Be openly authentic with your Character's feelings.
- Make your Character fallible and relatable.

LURE:

Every time someone questions your eccentric worldview, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm's way.
- Have a conversation defined by pure honesty.
- Remember or find something dreadfully important.
- Perform the Spellcrafting Ritual.

Ask: "Does your Character know I care?"

Ask: "Are our Characters going the right way?"

REGULAR MOVES:

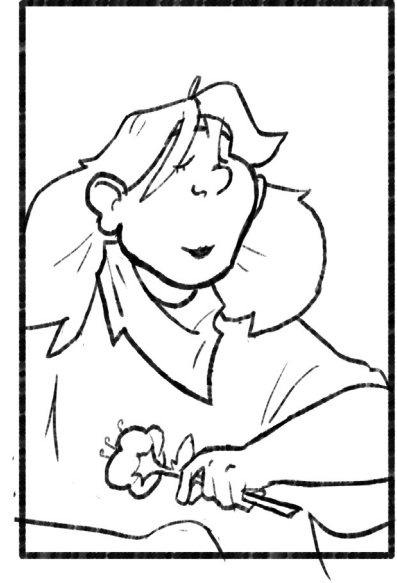
- Take action, leaving yourself vulnerable.
- Listen to the Magic and follow what it says.
- Give a friend an honest compliment.
- Teach someone a small charm for good luck.

Ask: "Does your Character want to talk about it?"

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Confess your love for someone in a way that's just awkward.
- Break one of the Magic's rules.
- Be temporarily abandoned by the Magic.

Ask: "Why doesn't your Character believe in me?"

—SLEEPAWAY—**NAME:****PRONOUNS:****LOOK:****THE CRAFTER**

There is Magic in the world, the Magic of the secret places that want to grow and thrive. All things are connected by this Magic. Even the Lindworm, as horrific as it is, must be connected to this order somehow. The Crafter is responsible for teaching arts and crafts to campers, but is more importantly responsible for cultivating their sense of Magic and connection to the arcane. Crafters listen to the call of the universe, and respond with their own creative expression.

The Crafter is a quirky individual. Their power is in the subtle Magic of the world, information from the greater world, and skill at creating new art.

PLAY TO FIND OUT:

- Does the Magic care about you?
- How do you stay connected to the real?
- What do you have to cope with? and How do you cope?

CHOOSE YOUR NAME:

- A Unique Name
- A Tongue-Twister Name
- A Word That Is Normally Not a Name
- A Name Chosen to Confuse

DESCRIBE YOUR LOOK:

- Gleaming Eyes
 - Mismatched Eyes
 - Bright Eyes
 - Honest Eyes
 - Exhausted Eyes
-
- Round Body
 - Body Built for Listening
 - Lanky Body
 - Uncertain Body

DESCRIBE YOUR GENDER:

- Priestess Femme
- Grasslad
- A Turtle
- A Cloud Over the Sun
- A Particular Color
- Treekisser

CHOOSE YOUR CHILDHOOD FEAR:

- Flayed by wolves.
- Drowning in a lake and no one hearing.
- Getting caught kissing someone you shouldn't.
- Teeth falling out and you can't explain why.
- The plot of *Home Alone*.

CHOOSE YOUR CRAFT:

- Augury
- Runemagic
- Hexes and Blessings
- Staring at Fire
- Embodied Spellcraft
- Dream Journeys
- Promises
- Protective Wards

CHOOSE 2 TRAITS OF THE CRAFT:

- It cannot be used to lie.
- It cannot be used to spill blood.
- It cannot cause death in any form.
- It cannot be used with modern technology.
- It cannot be taught easily.
- It cannot be repeated.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- Why do I keep falling in love with you?
- How did you rescue me?
- Why did you abandon the Craft?

TIPS:

- Act like you know more about what's going on than you do.
- Remember that the Magic is subtle, not loud, and most believe it doesn't exist.
- Make your Character fallible and relatable.

LURE:

Every time someone acknowledges what they can learn from you, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm's way.
- Make something completely new from the old.
- Do something you didn't think you were capable of doing.

Ask: "Why doesn't your Character just talk to them about it?"

Ask: "What can my Character do that will help?"

Ask: "What changed for your Character?"

REGULAR MOVES:

- Take action, leaving yourself vulnerable.
- Get up to some mischief.
- Find something old and forgotten by the other players.
- Spot something everyone else overlooked.

Ask: "Does your Character want to go somewhere else?"

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Bungle something you were confident you could handle.
- Try to explain to a camper and get it all wrong.
- Take action, leaving everyone else vulnerable.

Ask: "Does your Character actually view me as an equal?"

—SLEEPAWAY—**NAME:****PRONOUNS:****LOOK:****THE FRESH BLOOD**

The Fresh Blood isn't really fresh. They've gone to this camp for longer than some of the administrators have worked here. They're fresh, however, in the sense that they only stopped being a counselor-in-training (CIT) this year. For the first time, they have to navigate their world anew. It is now full of Strangeness, and they are surrounded by idols from their youth who have turned out to be not gods, but instead just regular people with regular lives and regular desires. The Lindworm has always been a campfire story, but watching their once-mentors and newfound friends prepare for it feels impossible.

The Fresh Blood is a naive individual. Their power is in youthful energy, genuine love untouched by age, and a heartfelt peer relationship with many of the campers.

PLAY TO FIND OUT:

- Are you really respected by the other staff?
- Do you *really* belong here?
- Are you strong enough?

—SLEEPAWAY—

CHOOSE YOUR NAME:

- A Common Name
- A Quiet Name
- A Name That Blends In Easily
- A Name Chosen to Not Raise Eyebrows

DESCRIBE YOUR LOOK:

- Chipper Eyes
 - Feisty Eyes
 - Playful Eyes
 - Earnest Eyes
-
- Spry Body
 - Lanky Body
 - Chubby Body
 - Body That's Still Figuring Itself Out

DESCRIBE YOUR GENDER:

- Full
- Empty
- Open
- Closed
- Ajar
- Adjacent
- Crossing Past
- Above
- Below
- Inbetween
- Overflowing
- Vacant

CHOOSE YOUR CHILDHOOD FEAR:

- Transforming into a wolf.
- Going to school without any pants.
- Suddenly being President of the United States.
- Being told to carry something and not being strong enough.
- Being lied to.

CHOOSE YOUR NATURAL TALENT:

- Superb fairy houses.
- Winning at Four Square.
- Sick flips on the rope swing.
- Well-timed puns.
- Expert set design.
- Creative T-shirts.

CHOOSE WHAT YOU'LL NEVER LIVE DOWN:

- Got into a fight around the fire circle.
- Tried to kiss someone who wasn't into you.
- Had a longstanding in-joke that wasn't very funny.
- A bit of a teenage heartthrob among the other campers.
- Had no friends (except at camp).
- Had no friends (even at camp).

ASK 2 (TOTAL) TO OTHER PLAYERS:

- What made me stop having a one-sided crush on you?
- How did you teach me the most important lesson I could learn?
- Why do I still resent you, after all these years?

TIPS:

- Gleefully get in over your head.
- Ensure the campers have a role in the story besides objects to be protected.
- Make your Character fallible and relatable.

LURE:

Every time someone asks for your help to stay afloat, they gain a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm’s way.
- Keep pushing forward even as everything tries to stop you.
- Get someone breathing again even if they shouldn’t be able to.
- Reinterpret the Lindworm’s play in a way that directs the Move at you.

Ask: “How can my Character help yours heal?”
Ask: “Why is your Character holding themself back?”

REGULAR MOVES:

- Take action, leaving yourself vulnerable.
- Shoulder a burden.
- Share genuine emotions with another.
- Provide useful advice.
- Tend to someone’s wounds.

Ask: “How is your Character hurting?”

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Lose your temper at someone and ruin that friendship.
- Give up at the worst possible moment.
- Botch a rescue in a potentially lethal way.

Ask: “Where are the waves pushing our Characters?”

NAME:

PRONOUNS:

LOOK:



THE LIFEGUARD

Some people might become lifeguards to avoid having to do the hard work at camp. This Lifeguard is not one of those people. It takes a special kind of strength to be willing to drop everything and jump into the waves to save a kid you’ve never met before. The Lifeguard is here to protect their friends and the camp, weathering everything the universe could throw at them with the same dogged smile.

The Lifeguard is an unbreaking individual. Their power is in mutual aid, physical defense, and self-sacrifice.

PLAY TO FIND OUT:

- What aren’t you willing to sacrifice?
- Are you actually selfless or does your selfishness just look different?
- Will you leave the camp behind?

—SLEEPAWAY—

CHOOSE YOUR NAME:

- A Short Name
- A Name That's Easy to Yell
- A Sharp Name
- An Honest Name

DESCRIBE YOUR LOOK:

- Watchful Eyes
- Warm Eyes
- Hardened Eyes
- Watery Eyes

- Coiled Body
- Lithe Body
- Proud Body
- Stocky Body
- Built Like a Wall

DESCRIBE YOUR GENDER:

- Nice Boy
- Wonder Woman
- A Savior and A Saint
- Eagle
- Castle
- Lighthouse in the Darkness
- Relatable

CHOOSE YOUR CHILDHOOD FEAR:

- Wolves that kidnap your friends.
- Diseases undetected until it's too late.
- Being excluded.
- Small insects that live in your ears.
- A current too fast to outswim.

CHOOSE AN OUTSIDE RELATIONSHIP:

- A little brother who misses you.
- A best friend who used to work here.
- A support game.
- An old house you think of as home.
- A family.

CHOOSE WHAT KEEPS YOU WORKING HERE:

- The kids.
- Your friends in the staff.
- The land.
- The chance to save people.
- You've forgotten why (but want to remember).



ASK 2 (TOTAL) TO OTHER PLAYERS:

- How did I save you from metaphorically drowning?
- Are you still in love with me?
- When's the last time we fought?

TIPS:

- Make strong choices to not help people when you should, or vice versa.
- Keep coming back around, even if you should leave.
- Make your Character fallible and relatable.

LURE:

Every time someone runs to your Woods to escape a problem, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm's way.
- Use the Woods' impact on someone else.
- Teach someone else how to defend themselves.
- Reinterpret the Lindworm's play by redirecting it through the Woods.

Ask: "Where does your Character feel safe?"

Ask: "What happens if my Character opens up to yours?"

REGULAR MOVES:

- Take action, leaving yourself vulnerable.
- Lash out at someone by using the Woods as a weapon.
- Ask the Woods for advice.
- Communicate with silence better than words can.

Ask: "What is your Character hiding from mine?"

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Completely shut down.
- Shatter your friends' trust in you by fleeing.
- Allow the Woods to feel unsafe for you.

Ask: "How is your Character jealous of mine?"

—SLEEPAWAY—**NAME:****PRONOUNS:****LOOK:****THE ROPESKEEPER**

The Ropeskeeper tends to the ropes course, the structure at the heart of the Woods. They are an enigmatic staff member, one who prefers the company of the wooden beams and tall trees to the presence of other staff or, heavens forbid, actual campers. Still, the Ropeskeeper is a vital part of the camp ecosystem and helps hold the entire community together with their stoic hermeticism.

The Ropeskeeper is a distant individual. Their power is in quick movement, sudden shows of cold kindness, and the forest itself.

PLAY TO FIND OUT:

- Why do you care about other people?
- What drove you into the Woods?
- Why do your friends keep you around?

CHOOSE YOUR NAME:

- An Old Name
- A Name Said Thoughtfully
- A Carefully-Chosen Name
- A Name With Power Behind It

DESCRIBE YOUR LOOK:

- Dull Eyes
- Hardened Eyes
- Pointed Eyes
- Animal Eyes

- Wideset Body
- Tense Body
- Wiry Body
- Nimble Body
- Scarred Body

DESCRIBE YOUR GENDER:

- Hermit
- Sailor
- Druid
- Swamp Thing
- Rusted Sword
- A Fox
- An Ancient Oak
- None of Your Business

CHOOSE HOW THE WOODS FIRST HELPED:

- You were running from a bully.
- The Lindworm was trying to kill you.
- A wise mentor showed you its wisdom.
- A dream guided you between the branches.
- You were in love here, once.

CHOOSE THE WOODS' IMPACT:

- Overwhelms with natural beauty.
- Reveals spoken lies with birdsong.
- Honors pain with shared simile.
- Tells the truth with venerable silence.
- Keeps promises with sunlight.

CHOOSE WHY YOU STILL HAVE FRIENDS:

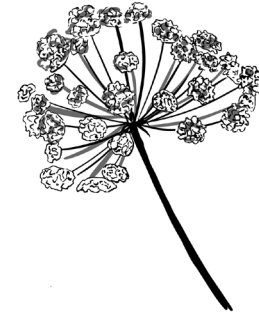
- You're funny.
- You give good advice.
- You listen.
- You're there for people when it matters.
- You know people better than they know themselves.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- What happened that made you seek refuge in my Woods?
- Why were you banned from entering my Woods?
- Why did I stop loving you?

TIPS:

- Interact with your Woods like you would with your own internal thoughts.
- Don't leave your Woods behind. But don't get trapped in your Woods, either.
- Make your Character fallible and relatable.



LURE:

Every time someone answers your voice with their own, echoing your words, sentiment, or tone exactly, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm’s way.
- Help someone find their voice.
- Sing someone tired peacefully to sleep.
- Ease tensions with a song everyone knows by heart.
- Reinterpret the Lindworm’s play, redirecting it with raw emotion.

Ask: “What does your Character most want to hear from mine right now?”

REGULAR MOVES:

- Take action, leaving yourself vulnerable.
- Illustrate the power of a song.
- Call out and wait for a response.
- Step out of the light and pass the melody to someone else.
- Hang your head over; hear the wind blow.

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Get involved in a conflict that’s none of your business and try to mediate.
- Be overcome by someone else’s fear, anger, or grief.
- Lead a song half-heartedly and lose its power forever.

Ask: “How has camp lost its Magic for your Character?”

NAME:

PRONOUNS:

LOOK:



THE SONGLEADER
BY ABE MENDES

Camp music lifts us up and binds us together. In uproarious singalongs, we find community. In heartfelt refrains by campfire light, we find home. The Songleader sings from the soul with carefully chosen words and a gentle touch, and their voice hits you square in the heart and makes you want to join in. If camp has a voice, it isn’t that of any one person; it’s the combined voices of each and every camper and staff member. But it’s the Songleader who spurs them all to sing.

The Songleader is a tender individual. Their power is in their voice, the voices of others, and the togetherness of countless arms wrapped around countless shoulders.

PLAY TO FIND OUT:

- Is this place still home for you?
- Does singing together hold any real power in the face of violence and cruelty?
- Will your softness last the coming storm, or will it be worn away to reveal roughness and sharp edges?

—SLEEPAWAY—

CHOOSE YOUR NAME:

- A Name With a Pleasing Sound
- A Name Used Only Here
- A Name That's Fun to Chant
- A Full Name Never to be Abbreviated

DESCRIBE YOUR LOOK:

- Curious Eyes
- Thoughtful Eyes
- Happy Eyes
- Gentle Eyes

- Delicate Body
- Fluid Body
- Stable Body
- Slow-Moving Body
- Body Built for Strong Hugs

DESCRIBE YOUR GENDER:

- Blackberry Blossom
- June Apple
- Freight Train
- Crawdad
- Wagon Wheel
- Quite Early Morning
- Blowing in the Wind

CHOOSE YOUR CHILDHOOD FEAR:

- Distant howling only you can hear.
- Nobody being able to see or hear you.
- Going to sleep and never waking up.
- Your own face in the mirror.
- All of these.

CHOOSE YOUR SINGING VOICE:

- Strong and grounded—like an anchor.
- Warm and welcoming—like an embrace.
- Playful and meandering—like a chase through tall grass.
- Intimate and honest—like a promise to a friend.
- Haunting and full—like the moon reflected in the Lake.

CHOOSE 2 SONGS:

- Group song no outside force could ever interrupt.
- Story song campers always listen to in quiet, rapt focus.
- Hiking song that always gives the tired and weak a boost of energy.
- Traditional song that provides insight into the camp's history.
- Cyclical song that always brings the camp dog running.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- Why did we grow apart all those years ago?
- What song best represents our relationship?
- What have you said to me but never to anyone else?

TIPS:

- Describe your songs in terms of the imagery they evoke.
- Let your voice carry. But find places to lift up other voices, too. Especially those of less developed Characters.
- Make your Character fallible and relatable.