

## **your body, an altar**

*The world hungers for your compassion.*

(Players: 1+ | Materials: Writing implement, notecards.)

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**SUMMARY:** You are **The Supplicant**, the only member of your village that communes with monsters, fallen divinities, and eldritch beings. While the other villagers fear these manifestations of power, you have welcomed many of them into your home, providing comfort to those who have been denied for so long. Every month they visit to request your aid, seeking relief from the loss and pain that shapes them. In return, they reward you generously.

Intimacy is a complex currency. What they need and what you can offer will not always reconcile cleanly. Thus it's important to prioritize safety, consent, and shared, intentional kindness. Despite the sublime power of these beings, they will never violate any stated boundaries.

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**CONTENT WARNINGS:** Descriptions of physical and emotional trauma, consensual imbalance of power dynamics (divinity/human, monster/human).

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### **THE NIGHT BEGINS**

As the sun falls, you hear them outside your door. Each being sounds their call--the chorus of a scattered sisterhood, a hoarse and ragged howl, the hiss of every candle around you being snuffed out--and begs your answer.

These threads of longing are yours to weave together. To begin, examine the **Depictions** below and choose one among them. If you are not willing to offer supplication to any of them, then declare as such, and your evening will pass without further interruption (and the game ends).

Approach the being you have chosen by reading their **Depiction** aloud or in your head. Then you must ask them two questions:

*What do you Fear? | What do you Desire?*

Divine the answers from the columns below. With that information in mind, consider the next pair of questions:

*How will you alleviate this Fear? | How will you fulfill this Desire?*

Write the answers to these questions on as many notecards as you find necessary. You may sacrifice as much of your time, power, effort, and self as you wish, but know that none of these beings wish you to suffer a permanent harm or cost.

Once you have answered the questions to your satisfaction, consider what your chosen being can offer in return. **How does a compassionate, equal exchange manifest to you?** Place their offering on another notecard. This may be written out, illustrated as a symbol or drawing, by folding the notecard into a new shape, etc.

### THE NIGHT ENDS

As your shared evening ends, place all of your notecards together. This is your altar, built on intersections of choice and longing. Offer it a moment of silence or contemplation, then transform the altar as you wish. This may be leaving it in place, respectfully disposing of the cards, or anything else that feels appropriate.

### THE GASPING RELIQUARY

DEPICTION	FEAR	DESIRE
The last sacred sliver of an ancient religion, the Reliquary is an awakening of marble and flesh. She speaks only in the old scholar's tongue, held aloft by loyal attendants who share in her saintly ecstasy.	The Reliquary's fear is <b>Being Forgotten</b> .	The Reliquary's emotional desire is <b>Worship</b> . Her physical desire is <b>Breath</b> .

### CARRIGAN, HOUND OF BROKEN TEETH

DEPICTION	FEAR	DESIRE
Once the scion of a noble werewolf family, Carrigan was trapped forever in bestial form by a hunter's cruel trap. Shards of silver jut out through his throat and jaw, the latter shattered to splinters long ago.	Carrigan's fear is <b>Being Misunderstood</b> .	Carrigan's emotional desire is <b>Comfort</b> . His physical desire is <b>Touch</b> .

### LABYRINTH'S SHADOW

DEPICTION	FEAR	DESIRE
<p>Deep in a faraway labyrinth, the spirits of villagers sacrificed for a greedy king's entertainment fused and took new form. The Shadow is a fluid, all-consuming darkness, seeking to extinguish the light that causes it pain.</p>	<p>The Shadow's fear is <b>Being Lost</b>.</p>	<p>The Shadow's emotional desire is <b>Connection</b>. Their physical desire is <b>Heat</b>.</p>