

Session 1: Orientation & Map & Characters

What you run: Opening ritual + safety tools; rapid character creation (name, number 1–6, role, style, motivation, special item); quick “What is Covenantia?” world setup and a brief map tour to anchor place-names and tone.

Facilitator pull-ins: Use the check-in prompts and X-card explanation. Introduce Teapot/Misty/Rockenroll as guide-voices. You can also optionally have your participants choose from the pre-generated characters to save time.

(based on Orientation, Journey 1, and Journey 2)

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Highlights: Notable moments of inclusion, connection, listening, teambuilding, leadership, or growth. Were there any standout interactions or learning moments?

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Session 2: *Airship* & Covenant Lighthouse

What you run: Board and define the *Airship* (who does what, where things are). Visit the Covenant Lighthouse; meet the Candlefolk who suggest designing a covenant and personalizing the ship. (based on Journey 3 and Journey 4)

Facilitator pull-ins: Do *Airship* design while the Candlefolk prompt a covenant. Keep the covenant design streamlined and quick.

- **What is happening:** As our journeyers dock the *Airship* at the Covenant Lighthouse, they are greeted by the Lighthouse Keepers Guild in the midst of an argument.
- **Who:** Torch (he/him) is blamed for the disruption.
- **What does that person or group want to do?**
The Guild seems to have forced one individual to be doing most of the work.
- **Leading to/Setting into Motion:**
The others (Candela, Luminary, Wick, Lamp, and Beacon) insist that this is the way things have always been, and that Torch is creating unnecessary trouble.
- **Challenges they will face:**
Can our journeyers help the group to find an equitable way to work together?

Framework for the Journey

- **Start on the *Airship*:** Invite participants to describe what they're doing on the airship as the journey begins.
- **Investigate:** Let participants ask questions, observe, and roleplay. Introduce non-player characters (NPCs) and places with small details that invite imagination.
- **Develop an idea:** Encourage creative ideas and attempting to do things.
- **Act out potential ideas or solutions:** Participants attempt their chosen actions. The Lorekeeper names whether the action is Flow or Grounded and asks for a roll.
- **Resolution based on the actions:** The situation shifts based on the group's actions. Did they solve the problem, open a new one, or uncover a deeper mystery? If the situation is not solved, they can keep trying or it can develop further in later sessions.
- **Return to the *Beloved Community Collective Airship*:** This is your chance to shift to share takeaways, tie in learning goals, and make note of any threads to continue in the next session.

NPCs in this journey:

- | | |
|--------------------------------------|------------------------------------|
| ● Teapot (they/them), Teapot folk | ● Luminary (they/them), Candlefolk |
| ● Misty (she/her), Cloud being | ● Wick (he/him), Candlefolk |
| ● Rockenroll (he/him), Sentient rock | ● Lamp (she/her), Candlefolk |
| ● Torch (he/him), Candlefolk | ● Beacon (they/them), Candlefolk |
| ● Candela (she/her), Candlefolk | |

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Session 3: Landing on Opening Up Beach

What you run: The Ants are anxious about outsiders. Participants practice welcome: introductions, small kindnesses, or creative bridging. (based on Journey 5)

Facilitator pull-ins: One focused scene (no sidequests): “What concrete thing do you do so the Ants feel safe?”

- **What is happening:**

Having left Covenant Lighthouse, our journeyers are asked to land the airship at the Opening Up Beach where they are allowed to disembark. Teapot is excited to lead the group out to introduce them to a friend who lives near the beach... Tophat. However, they find that Tophat has abandoned his house, and the beach seems to be empty.

- **Who:**

It appears to be empty until they discover that upon the beach seems to be a large sandcastle. As they approach, they are welcomed by the ant inhabitants of the sandcastle. Teapot is particularly excited to get to know this group of ants as they have never met any ants before. However, the ants are cautious around so many larger creatures.

- **What does that person or group want to do?**

The ants, led by Antonio (he/him) the friendly Ant, would like to get to know the group, but they are too nervous.

- **Leading to/Setting into Motion:**

So how can our journeyers open up and get to know this unique group of ants that live upon the Opening Up Beach?

- **Challenges they will face:**

Navigating the ants' fear over their huge size, figuring out how to bridge this fear and nervousness over difference to make new friends.

NPCs in this journey:

- Teapot (they/them), Teapot folk / humanoid
- Misty (she/her), Cloud being
- Rockenroll (he/him), Sentient rock
- Antonio (he/him), Ant
- Maribel (she/her), Ant
- Jules (they/them), Ant
- Optional: Tophat (he/him), Hatfolk

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Session 4: Misunderstanding in Bonding Harbor

What you run: At the Harbor, sub-communities mistrust each other. Participants facilitate listening and shared problem-solving. (based on Journey 9 with characters from Journey 8)

Facilitator pull-ins: Use Journey 8 to seed who the Harborfolk are (personalities/mini-bios), then play the collaboration challenge from Journey 9.

- **What is happening:**

Having arrived at a solution for Dew Drop, our journeyers are enjoying a stay in the calm surroundings of Bonding Harbor. Once they arrive there, they find two groups angrily yelling at each other.

- **Who:** One is a group of Mist Beings who have long been professional ship captains, and the other is a group of sailors and boat workers from various sea animal types led by a group of Porpoise sailors.

The Mist Beings are feeling slighted, claiming that the other sailors could never understand the sea as well as them since they are literally made of water. While the sea animal sailors seem to represent a wide variety of approaches to the water, the lead porpoise voice Percy does seem to be very jaded and mean spirited in his approach.

- **What does that person or group want to do?** Both sides request our team of journeyers to mediate the situation.
- **Leading to/Setting into Motion:** Bonding Harbor may have to shut down if the argument cannot be settled, thus limiting the ability for connection to Covenantia for those arriving by boat. In the middle of the session, the *Silent Mist* arrives at the harbor.
- **Challenges they will face:** Everyone wants to be in the right. How can we defuse this situation? Is there common ground to be found? How can we help these groups bond?

NPCs in this journey:

- Teapot (they/them), Teapot folk
- Misty (she/her), Cloud being
- Rockenroll (he/him), Sentient rock
- Briney (he/him), Sea turtle
- Drizzle, Mist being
- Cascade, Mist being
- Vaporis, Mist being
- Fogwyn, Mist being
- Percy, porpoise
- Coraline, crab
- Marlin, swordfish

- Shelley, hermit crab

Crew from the *Silent Mist*:

- Dew Drop (he/him), Mist being
- Peter the Porpoise (he/him), Porpoise pilot
- Hammy (they/them), Hammerhead shark
- October (she/they), Octopus
- Splash (they/them), Shrimp

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Session 5: Team Repair in Tepid Bay

What you run: Focus the two sessions into one arc about repairing the team: naming frictions, practicing balanced roles, and agreeing on how to move together. (based on Journey 10 and Journey 11)

Facilitator pull-ins: One environmental obstacle + one structured repair moment (each character says what they need and what they'll offer).

What is Happening:

As the journeyers approach Tepid Bay, they spot three small boats circling a larger, empty sailboat while a campfire burns on shore. Each small boat has a single occupant; at the campfire sits Sky the Porpoise. The group lands and intervenes as the boats' occupants are clearly in conflict. After mediating among the boat group (Sonny, Carla, Indigo) and learning why Sky left, the journeyers try to mend relations and convince Sky to rejoin them. Sky, it is revealed, also sustained a physical injury after leaving the boat.

Who: Sonny the Seahorse (he/him), Carla Clam (she/her), Indigo the Purple Starfish (they/them), and Sky the Porpoise (any pronouns) who is both emotionally and physically hurt.

What Do They Want: The boat group wants help finding unity and bringing Sky back: all agree, "We've lost our porpoise," and seek assistance. Individually, Sonny craves appreciation, Carla wants her plans followed, Indigo tries to stay conflict-free, and Sky wishes for a return to harmony without taking on the burden of mediation. In the second phase, Sky expresses a wish to reconcile but cannot do so until there's true healing, both emotional and, now, physical.

Leading to / Setting Into Motion: Conflict among the friends led to Sky's departure. Old tensions included Sonny's unrecognized effort, Carla's unheeded plans, Indigo's withdrawal, and Sky's fatigue from always playing peacemaker. Healing within the group is needed to bring Sky back. In the second half, advancing group repair is key, but Sky's injury must be addressed, for true healing, both emotional and physical wounds need attention, which requires group effort.

Challenges They Will Face: The main journey is about restoring Sky to the team, which requires mending the group dynamic. Sky will not return unless the others learn to collaborate healthily and appreciate each other. The next challenge is gathering items required for a healing ritual: Oil of Honest Conversation, Shell of Listening, Coin of Accountability, and Brick of Trustbuilding. The journeyers must help locate these and facilitate a ritual to support the group's healing and union.

NPCs in this journey:

- Sonny the Seahorse, (he/him), Seahorse
- Carla the Clam, (she/her), Clam
- Indigo the Starfish, (they/them), Purple Starfish

- Sky the Porpoise, (any pronouns), Porpoise

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Session 6: Shadows & Stretching River Crash

What you run: Begin with brief “Shadows” sharing (a fear, doubt, or misconception voiced in-character). Then: Misty misses her duty, and the *Airship* crashes into the Stretching River. Coordination, rescue, and patch-work under pressure. (based on Journey 12 for the *Airship* crash and Journey 13)

Facilitator pull-ins: Keep “Shadows” tight (2–3 minutes per participant max) so the crash and recovery get stage time.

- **What is happening:**

We join our journeyers as the *Beloved Community Collective Airship* crashes into the bank of the Stretching River. (You can make this event as dramatic as you wish.)

Chalix is not able to function after dealing with burnout, so the *Airship* is not able to function. Rockenroll plans to stay with the ship, working on a solution and taking care of Chalix. Misty and Teapot venture along with our journeyers.

- **What do we have to do?**

Teapot recommends heading down the Stretching River to see their friend Robin Willow (she/they) who lives further away in the Forest of Affirmation. Our group is tasked with building a temporary way to travel on the river.

- **Which means:**

We need to build a ship to travel on the river. Ask participants to consider how to build the ship, what items they want to bring along, and to pick a limited amount of items to keep them safe. The *Airship* does come with a small raft onboard (a bit too small for the group) that can be expanded to work.

Following assembling the ship we need to delegate roles on the ship, for instance: Is someone steering? Keep looking out? Navigating? Then we head into the river!

- **Challenges:**

Potential challenges they face in the Stretching River are in the “Stretching River Challenges” section below.

NPCs in this journey:

- Teapot (they/them), Teapot folk / humanoid
- Misty (she/her), Cloud being
- Rockenroll (he/him), Sentient rock
- Chalix (he/they), Chalice family
- River Spirit, Spirit
- Ghost Pirates, Ghosts

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Session 7: The Forest of False Affirmation

What you run: The Forest confronts participants with false affirmations and internalized messages. They must discern what's truly affirming. (based on Journey 16)

Facilitator pull-ins: Alternate whispers/notes/NPC voices with re-framing. End with each character claiming one true affirmation.

- **What is happening:**

As we depart from Robin and the other Birds, we traverse on trails through the Forest of Affirmation. Misty claims to have received information about a special healing tea ingredient on the other side of the forest. As we navigate through the forest we stumble upon a path with a sign that tells us "This way to the solution," which Misty and Teapot promptly lead us down.

- **Who:**

There is in fact no one we are seeing in the forest. As we continue moving forward, we seem to be lost in a maze.

- **Leading to/Setting into Motion:**

We are lost in the forest of False Affirmation!

- **Challenges they will face:**

Seeing strange signs all throughout the maze, including:

"You are doing great"

"Everything is fine!"

"Good vibes only!"

"There are no problems here."

"Everyone feels welcome here"

"We hear you."

"You're not like the others."

"We'd be lost without you."

"Thanks for never causing drama."

At the heart of the Forest of False Affirmation is a spirit that seems distraught and lonely. What secrets might this spirit hold?

NPCs in this journey:

- Teapot (they/them), Teapot folk / humanoid
- Misty (she/her), Cloud being
- Chalix (he/they), Chalice family
- Spirit of False Affirmation (they/them), Spirit

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Session 8: Harmony Hollow and *Airship* Pickup

What you run: A cooperative “harmony” problem (puzzle, pattern, or social alignment) reveals the *Treasure of Harmony Hollow*. When resolved, the *Airship* returns to collect the group and set course for healing.

Facilitator pull-ins: Make the “treasure” something communal (a song, tool, or practice) that logically leads into the next stop.(based on Journey 18)

- **What is happening:** Chalix lets us know that repairs should be done soon and that we should await pickup. We head towards Harmony Hollow, near the Cliffs of Exclusivity, so close that we notice loud waves knocking into the cliffs. The village is populated by various members of the Kitchen species (we currently know of Spatulas, Pans, Forks, Spoons, and Whisk. Feel free to create new Kitchen themed characters in this species). They are led by their Mayor Spinny Spatula (she/they).
- **Who:** The town is dealing with a few of their buildings needing repairs. Spinny approaches the group because they have received a note about a treasure buried at the bottom of the Cliffs of Exclusivity and would like our group to help retrieve the treasure to help fund the village’s needed repairs.
- **Leading to/Setting into Motion:** Our group will first need to navigate down the Cliffs of Exclusivity.
- **Challenges they will face:** Once there, we discover that the cliffs have been made worse due to digging by Simon Shovel (he/him) who tells us that he was asked to leave by the citizens of Harmony Hollow a year ago. He claims that he was always kind to them and is prepared to help us find the treasure so that he can show them that they were wrong to exclude him. However as he helps us he begins to demonstrate very worrying behavior. Have fun running him as he’s quite a character! What will our participants do when they realize he is then leading them astray? (Perhaps it all comes to a head when he challenges them to a mean game of “Simon Says.”) The group ultimately discovers the treasure doesn’t exist and may further investigate the origin of the note.

NPCs in this journey:

- | | |
|--|---|
| ● Teapot (they/them), Teapot folk / humanoid | ● Simon (he/him), Foxfolk |
| ● Misty (she/her), Cloud being | ● Tabor (he/him), Rabbitfolk carpenter |
| ● Rockenroll (he/him), Sentient rock | ● Fern (she/her), Hedgehog herbalist |
| ● Chalix (he/they), Chalice family | ● Cobalt (they/them), Crow messenger |
| ● Harmony (she/her), Foxfolk | ● Pastry Pete (he/him), Baker |
| ● Spinny Spatula (she/her), Kitchen utensil person | ● Melody (she/her), Songbird minstrel |
| | ● Mayor Maple (she/her), Treefolk elder |

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Session 9: Healing Springs

What you run: Rest and integration at a quirky spring-hotel setting. Characters prepare closing intentions while also solving the issues happening at the hotel.

Facilitator pull-ins: One reflective circle: “What do you want to bring to the Canyon?” (based on Journey 21)

- **What is happening:**
The group has been booked for a stay at “The Healing Inn” which operates amongst the Healing Springs.
- **Who:**
The Healing Inn claims to have a special spring that will heal all ailments, much needed after all of our long journeys.
- **What does that person or group want to do?**
The Healing Inn seems to be making a lot of money off of this “discovery,” which has brought the attention of Quill (they/them), a famous Covenantian journalist (and a literal Quill of the Writing Species).
- **Leading to/Setting into Motion:**
The Inn is quite upset that Quill is causing a ruckus and disrupting their business.
- **Challenges they will face:**
Should we help the inn or help Quill? Here are some potential things to discover:
 - The Inn is actually draining water from four different springs.
 - The Inn is charging huge fees.
 - The Inn has fenced off Springs that had once been free for all to use.
 - Perhaps one of the pipes draining from the springs breaks or explodes.
- **Development:**
During the journey one of the springs runs out of water, and the community near the Springs asks our participants to create a ritual to let go and honor loss as part of honoring the ending of this healing spring.

NPCs in this journey:

- | | |
|--|--|
| ● Teapot (they/them), Teapot folk / humanoid | ● Lady Coral (she/her), coral person |
| ● Misty (she/her), Cloud being | ● Mr. Puff (he/him), pufferfish |
| ● Rockenroll (he/him), Sentient rock | ● Sage Willow (they/them), humanoid with willow-branch hair and bark-textured skin |
| ● Innkeeper Pillow (any pronouns), humanoid pillow | ● Crispin Cup (he/him), teacup of the Kitchen specie |
| ● Quill (they/them), giant quill | |

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Session 10: Communal Caves in the Canyon

What you run: In the Canyon's communal caves/monastery, the group enacts sharing deeply, then holds the Graduation: NPC blessings, the Archway of Belonging, each character's "next chapter." (based on Journey 23 and Journey 25)

Facilitator pull-ins: Invite callbacks to earlier sessions (Ants, Harbor, River crash, Forest truths) as part of speeches and ritual.

- **What is happening:** We have received notice of a mysterious cave along the side of the Canyon of Deeper Sharing, and the Airship drops us directly at the entrance with Teapot joining alongside.
- **What:** There are rumors of a secret community inside of the cave.
- **Challenges they will face/Discoveries they will make:**
 1. Challenging cave spaces to navigate
 2. It turns out the cave is home to a monastic community.
 3. The monastic community is seemingly a group of Teapot Monastics- at least according to artwork along the walls.
 4. Poisonous Plants
 5. Getting Lost
 6. A door where everyone has to share a secret about their character to pass through
- **At the bottom of the Cave:**

There is a monastic community of Teapot people. Teapot has never met any other Teapots! They all have names relating to teas (Chai, Matcha, Rooibos, etc....) They all also love community like Teapot does, but also love peace and quiet so went to make their own special monastic community in the cave. Teapot is excited to share some fun brews with them.

NPCs in this journey:

- Teapot (they/them), Teapot folk / humanoid
- Misty (she/her), Cloud being
- Rockenroll (he/him), Sentient rock
- Chalice (he/they), Chalice family
- Chai (she/her), Teapot monastic
- Matcha (they/them), Teapot monastic
- Rooibos (he/him), Teapot monastic
- Spirit of the Door (any pronouns), shimmering archway of stone

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