



Journeys of Deeper Joy

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About This Curriculum

Welcome Lorekeepers, or as they say in your distant land, “teachers” or “facilitators.”

This PDF contains the prepared sessions to facilitate your group through the “Journeys of Deeper Joy” curriculum.

This is a curriculum designed around “Table-Top Roleplaying Games.” Roleplaying games offer us a special opportunity for learning. In being able to play as a different character, we can explore actions, ideas, group dynamics, and roles that we might not consider in regular life.

In combining roleplaying with the community building focus of [Deeper Joy](#), this curriculum seeks to offer to our young people and our whole congregational communities an opportunity to creatively develop a sense of community.

These “Journeys” are not meant to be set in stone but are containers in which you can creatively explore and learn together. We provide ideas and possibilities but encourage creativity and making this curriculum work for you and your congregation or setting.

-Ember Oak Kelley (any pronouns), Youth and Emerging Adult Ministry Staff



Quick Guide for Using Non-Player Characters

Use this guide for easy reference to our primary Non-Player Characters (NPCs) while playing. NPCs are characters that the facilitator runs during sessions. Typically they support the storyline during play and are often used to provide participants with information or guidance.

Teapot (they/them)

Description: A humanoid with a teapot for a head with a warm, whimsical presence. Gentle, quirky, and community-minded.

Sample Dialogue: “Welcome, friends! A cup of tea always tastes better when shared.”

Usage Notes: Teapot helps participants feel at home. Use them to open sessions warmly and to prompt reflection on belonging and welcome.

Misty (she/her)

Description: A drifting cloud of mist, dreamy and intuitive. She often wonders aloud, letting her thoughts flow like vapor.

Sample Dialogue: “What secrets do you think the clouds keep? Perhaps our airship does, too.”

Usage Notes: Misty introduces imagination and creativity. Use her to guide participants into roleplay or thinking about creative possibilities.

Rockenroll (he/him)

Description: A sentient rock with glasses on his surface for no particular reason, his gravelly voice carries wisdom and steadiness. He rolls when he moves, thudding along with presence.

Sample Dialogue: “Stones remember. What you choose today becomes part of your path.”

Usage Notes: Rockenroll grounds the group. Use him to honor reflection, learning moments, and to affirm group covenants or lessons.

Chalix (he/they)

(Chalix is introduced in Journey 7.)

Description: An engineer from the Chalice family, glowing faintly with inner flame. They keep the airship's magic alive through steady care.

Sample Dialogue: "Engines need tending, just like communities. What do you do when things start to burn out?"

Usage Notes: Chalix introduces themes of sustainability, energy, and care. Use them to reflect on balance, rest, and collective maintenance.

Welcome to Covenantia: Orientation for the Journey

In Journey Zero we orient ourselves for the journeys ahead by practicing storytelling together using improv techniques.

Prior to the Journey

- Read through at least the first few sections of the [explainer about the X-Card](#) to better understand the X-Card.
- Familiarize yourself with the overall explanation of this curriculum in the facilitators guide.
- [Read about Pre-Emptive Radical Inclusion](#).
- With your facilitator team, decide if you would like to include the “Step Away” option for your group. If so, plan to describe them in this session.
- **Supplies Needed:**
 - Notecard and permanent marker or [printed version of X-Card](#)
 - [Printed version of story prompts](#) if participants will be choosing from them

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives.

Since this is your first session together, have the participants share their names, pronouns, and for a random question, ask if they have a lucky or favorite number.

Share any other relevant beginning of your time together onboarding information, group or classroom expectations, familiarizing with your space, etc.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Introducing the X-Card

(Suggested time: 5 minutes)

- **Take out** notecard and marker.
- **Share:** I'd like your help to make sure this game is fun and inclusive for everyone, using a simple way to signal to say "ouch" or remove consent.

- **Ask:** Can anyone explain what you understand consent to mean?
- **Listen to responses and offer:** Consent is giving permission for something to happen. This could be something like someone asking to give you a hug, and your choosing to decline or agree to it.

Consent is also about agreement to do something: an activity, a lesson, or in this case an activity in a roleplaying game.

- **Share:**

If anything in the game—a theme, a specific thing happening, actions by a facilitator or other participant—makes anyone uncomfortable... **[draw an X on an index card or indicate your preprinted X-Card]**

...just lift this card up, tap it, or verbally say “X-Card.” While you have to signal what you’d like to avoid going forth, you don’t have to explain why. When someone uses the X-Card, we will edit out anything X-Carded. (*Online option: Type an X in the chat.*)

If necessary based on that behavior, we will have a discussion about inappropriate behavior and how to practice radical inclusion. This curriculum is designed to be non-violent,* so our hope is that that will proactively provide a more welcoming space as we begin. If there is ever an issue, anyone can call for a break and you can share privately with the facilitators.

This will help us better enjoy this roleplaying game journey together because the people playing here, and their comfort and full inclusion are important.

Does everyone understand the X-Card and how to use it?

**Use of the word “non-violence” here refers to principles of non-violence and non-violent communication exemplified by Gandhi and others.*

- **If including the “Step Away” tool:** I want you to know that during our game, anyone can step away from the table or screen at any time to take care of themselves. You don’t

need to give a reason—just take the break you need. If you do step away, I'll work your absence into the story so things stay smooth, and you're always welcome to rejoin when you're ready. Just let me know when you're back, and we'll bring your character right back in with us. For today, here's where you can go if you need a break: [point out appropriate space, or explain virtual step away process].

- **Share:**

Thank you for helping make this game fun for everyone! In a coming session we will also be designing our covenant to help us create a safe container for journeying together.

Improv Activity

(Suggested time: 20 minutes)

- **Share:** As we begin our roleplaying game journey together, we would like to offer the chance to practice being able to respond creatively, improvise, and tell stories together.
- **Ask:** Has anyone participated in improv before? Can anyone say what improv means?
- **Define:** Improv is short for improvisation and refers to a type of acting where one has no script and is “making things up as they go.”
- **Explain:** Today we are going to do a very simple practice of improv, telling a story together one sentence at a time. We will go around in a set order [decide an order together]. As we go around in that order, we each will simply add another sentence to the story we are telling together. Does everyone understand the activity?
- **Remind:** We have the X-Card available if anything doesn't feel comfortable.
- **Share:** We have a few prompts available for choosing. (Alternatively the facilitators can choose a few beforehand.)

Prompts: (first sentences to start a story)

- The squirrel was climbing the tree quickly, too quickly.
 - The delivery driver was faced with an impossible task, to deliver the food in the midst of a zombie apocalypse.
 - The boat was gliding across the water.
 - You are stranded alone on an island.
 - The robot delivered you an important message.
 - I can't tell, am I awake or dreaming?
 - What is this mysterious glowing portal?
 - I've been on this train for 3 months.
 - Well, I invented a time machine.
 - Is it just me, or is the last hour repeating over and over?
 - That is not a monster. That is my pet.
 - Today I discovered that I could fly.
- **Improv Activity Time!** Try to keep one story going or change to new prompts as needed.
 - **Share:** Having practiced group storytelling, let's learn a little about the world we will be visiting.

Welcome to Covenantia

(Suggested time: 10 minutes)

- **Read:** We've received a letter welcoming us for our journeys. It's from someone named Teapot. *(Online and if possible in person: Screen share the reading so others can follow along as you read. Optional: Show a picture of Teapot if you have one.)*

Greetings weary journeyers, you must be tired after journeying such a long way.

I am Teapot, I use they/them pronouns, and I work to greet newcomers to the land of Covenantia (which can be pronounced "kuh-vuh-NAN-chee-uh"). It's a pleasure to make your acquaintance.

The captain told me you've all come from a distant land, past even the 6 islands of the Love Archipelago ("ark-i-PEL-i-go") and the lands of Mosaica (which can be pronounced "moe-ZAY-i-kuh"). I hope you find Covenantia to be a welcoming place.

It says here that you've come to study at the Beloved Community Collective?

They sure have quite the reputation here.

I'd wager it is mostly a positive reputation, but still, folks talk about the group who lives aboard an airship and travels the lands in search of new learnings. And they sure seem capable of ending up in occasional trouble.

Well, it's time that I let you go. Before we get to know each other better, I must discuss a few things with the Lorekeeper your group arrived with. Soon we can fill out some forms about ourselves and get a lay of the land.

I look forward to journeying together with you,
Teapot (they/them)

- **Inform** participants that we will be creating characters in the next session and a group covenant in a later session.
- **Discuss:** Take time to discuss any expectations set for your specific group, congregation, or classroom.

Reflections from Participants

(Use the remaining time.)

Ask: How did you feel about the improv activity?

If you're available, tell participants that you will be around afterwards if anyone needs to talk about anything from the session.

Chalice Extinguishing

We played. We pondered.
We noticed. We named.
Stories spun,
We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.
We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.
A tale to relay
that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at “Theirs. Ours. Yours.”)

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today’s journey for reference later and so other Lorekeepers can be informed of key storytelling points. If you haven’t already set up access to one, either in [printed form](#) or [digital](#), it is a great time to do so and, if you have a team of Lorekeepers, establish plans for communicating between sessions about the sessions.

Journey 1: Who Are You? Character Creation

To begin our time together, we must create the characters that we will be using on our journeys in Covenantia.

Prior to the Journey

- Familiarize yourself with “About This Curriculum,” “Get to Know Us,” “Rolling the Dice,” and “Journeying” sections of the Facilitators Guide.
- Prepare needed supplies:
 - Print out character sheets (found in “Supplies You’ll Need” section of the Facilitator’s Guide). Print at least one copy of the “big” sheet to display and enough character sheets for more than the expected attendance. The [large \(page-size\) versions](#) of character sheets are great for accessibility and allow more room for writing. The [version with four pages on a sheet](#) is useful to limit paper usage. There is also a [half page version with a participant reference guide included](#). If you’d like to type details into the formatted sheets, you can use [this Canva template](#). It’s a good idea to offer the option of digital sheets or a shared online document so participants can type instead of writing if they wish. Allow oral character creation where the facilitator or a peer scribes answers. For using this curriculum online, we’d recommend making digital copies of this [Google Doc Character sheet](#). You may want to make a Google folder for your group’s character sheets and any other supporting materials, and you can share the files from there.
 - Optional but recommended: Print some or all of the [pregenerated character sheets](#). They are great to have available for inspiration as participants create various features of their characters.
 - Optional but recommended: Print a few copies of the [special item and accessibility item suggestion sheets](#) for participant reference.
 - Pencils, pens, colored pencils
 - Folder to keep participant character sheets as they will be needed for all subsequent sessions. It’s a good idea to keep a supply of blank character sheets available as well as some pre-generated characters.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Remember that check in can be flexible. Check-ins are important for grounding, but they don't need to be rigid. If someone overshares or shares for too long, gently redirect. If the group's energy is low, shorten check in. The goal is connection and community, not completion of a script. There is a list of example check in questions in the Facilitators Guide. Remember that sometimes check in may need to run longer, for instance if a participant is facing particular challenges at the moment or if there has been a challenging event locally or on a wider scale. Use your discretion, and do what your group needs.

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(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Character Creation Introduction

(Suggested time: 10-15 minutes)

- **Ask:** Have you ever played a roleplaying game?
- **Explain:** They are games where you take on the role of a character in another world. Things like Dungeons and Dragons as well as video games where you create your own character are all roleplaying games. Journeys of Deeper Joy is a Unitarian Universalist roleplaying game!
- **Share** the blank character profile printouts and, if you are including them, the pre-generated character profile printouts.
- **Explain:** This is where information about your character is kept. We are going to use character creation as a creative way to build connection and familiarize you with this new resource.
- **Group Ask:** Character creation can be done alone, in pairs, or as a group. You decide what feels right. Some people like to keep their character private at first while others love to build together. Some like to keep some aspects of their character private at the start but readily share about others. What would our group prefer? (A mix is also an option.)
- **Share:** Characters don't need to be perfect. The most important thing is that they feel fun and alive to you. Over time, they will grow, change, and surprise you just like real people. And an additional reminder: Characters can be like you or completely different.

But first we need to explain a dynamic that will guide our characters in their journeys.

- **Share:** In our Deeper Joy roleplaying game journeys, our actions, personalities, and decisions are evaluated on a spectrum. We use numbers from 1 to 6 to simplify this process.

At one end is **Grounded** (the number 6): thinking, rational planning, contemplation, science, calm actions, precise movement.

At the other end is **Flow** (the number 1): intuition, charisma, unexpected actions, impulsiveness, guessing, passion.

The number you choose for your character represents which way they tend to be as they are interacting and doing things. It's a spectrum, from 1 which might always trust their gut to 6 which might always plan before acting. Most of us are in-between those ends. The middle often feels the most balanced with space to flex either way and be a bit of both of those energies.

- **Ask one or two people to share:** Where would you place yourself (not your character) on the grounded and flow spectrum? Why?

Do you have an idea of how you might like your character to be?

- **Share:**

Flow and grounded will be used to determine how the dice rolling part of our roleplaying game will work.

For a grounded action, you will aim to roll at or below your number. For a flow action you want to roll at or above your number. If your number is in between 1 and 6, you will have a better chance of succeeding with both flow and grounded actions.

At the choice of the Lorekeeper, journeyers can roll two dice if the Lorekeeper thinks they are uniquely qualified. Other journeyers can help out with actions too, but you have to explain how you are helping! You are allowed up to 3 dice to roll for any given action.

What happens once the roll happens?

If there is no dice that successfully rolls, things actively become more challenging. For example: You meant to say something nice, but it comes across as really mean. However, we learn by failing so perhaps new opportunities will present themselves.

If there is one dice succeeding, the action works, but occasionally it barely happens correctly.

As an example: Misty (number 1, very flow) wants to interpret an abstract painting for the group. That is a Flow action. She rolls a 4 (above her number) so she succeeds! (Lorekeepers, you can decide on varying degrees of success depending on how close/far the number is to the goal as well.)

If two dice succeed, things go even better than you expected.

As an example, Rockenroll (number 6, very grounded) and another very grounded journeyer work to figure out a logic puzzle on a door with a treasure chest inside.

If three dice succeed, the Lorekeeper grants you a special bonus positive effect of your action!

As an example, in the previous Rockenroll scenario, perhaps all of the locked doors in the building are now open.

BONUS: If you roll your exact number, it is a success, and something extra special happens or you get to ask the Lorekeeper a question for special information about what is going on. Perhaps you ask about someone's feelings or who is behind a certain activity. Be creative with your question. It's a chance to discover more about what is going on in the story!

- **Check in:** Do participants understand the grounded/flow dynamic and dice rolling? If so, it's time to invite them into character creation.

Character Creation Activity

(Suggested time: 10-15 minutes)

Modify as needed for if the participants prefer to create in pairs or groups. The instructions that follow are designed for creating as individuals in a group setting. In pair/group settings, it may make more sense to offer them information about the various categories then let them create. The Facilitators Guide offers even more information about the character creation process and can be used as an alternative script for this process. If you have printed the pregenerated characters for participant reference and inspiration, you can invite participants to look at these for examples of what each of these might be. Encourage participant creativity, and remind them that Covenantia is a fantastical place and their only limit to their characters is their imagination.

Optional Dialogue for Discussing Cultural Appropriation

Not sure how to discuss cultural appropriation with your participants? Feel free to use this during the character creation process.

Before we dive into character creation, I want to share something important. In this game, we get to create characters who can be very different from ourselves. That's part of the fun. You might play someone who is brave when you usually feel shy, or someone with athletic abilities you've never had.

But what's not okay is borrowing from real-world cultures or identities in ways that might feel harmful, especially if those cultures are not your own. For example, if you are white, it wouldn't be respectful to make your character's story about being from a real life indigenous tribe or to dress them in sacred clothing from a culture you don't belong to. Those traditions are real, living, and not costumes.

Instead, this game gives us freedom to imagine *new* cultures, creatures, and traditions together. You can create a character who is wise, magical, or adventurous without needing to copy real-world identities. Think of it this way: We get to make up something brand new, while respecting real communities in the world around us.

You are welcome to consider different experiences of gender identity and sexual orientation, as this can be a safe space for identity exploration, and that's often something participants do in tabletop roleplaying games. We should also remember that characters are a creation for this experience and do our best to not make assumptions about other participants based on their characters.

Name

Share: Who exactly will your character be? While you are welcome to create a fantasy clone of yourself, I invite you today to let your creativity flow and ponder: Who do you want to be?

Ask one or two participants to share: What are the names you've chosen for your characters? Towards the end of the exercise we will have the opportunity for everyone to share their completed character profile.

The Grounded–Flow Dynamic

Share: Extremes (1 or 6) can be fun and dramatic, and we have characters we will journey alongside that demonstrate the extremes, but most characters land somewhere in between. A 1 might always trust their gut while a 6 might always plan before acting. Most of us are in-between. The middle often feels the most human with space to flex either way.

Write down a number for your character.

Group Role

Share: The group role is the role your character inhabits in the group that is going on a journey. It could be a job or simply the way you understand yourself.

Some examples: engineer, inventor, the new kid, collector, chaotic one, storyteller, healer, athlete, actor, nature lover, leader, shy one, supporter, caregiver, entertainer, extrovert, planner, philosopher, protector, optimist, pessimist, realist.

Take a moment to fill out your character's role.

Take a few minutes to consider your group roles together, and how they may interact.

Style

Share: Style is your character's first impression. These are things like personality, appearance, or fashion sense that people will likely notice first.

Some examples: Unique, fashionable, casual, friendly, energetic, talkative, quiet, intelligent, relaxed, active, charming, confident, nervous, stubborn, bossy, sensitive, chic, glam, minimalist, maximalist, sporty, artsy, warm, eclectic, bold.

Be realistic and have fun! Style can be both helpful and challenging! Take a moment to fill out your character's style.

Ask one or more participants to share their character's style.

Motivation

Share: Motivation is the thing that makes your character wake up in the morning or their main goal.

Some examples: Becoming the best, completing a quest, training, traveling, searching for a relic, teaching, finding destiny, making friends, fame, independence, fighting injustice, inventing, reputation, duty, exploring identity.

Write down your character's motivation.

Ask one or more participants to share their character's motivation.

Special Item

Share: Each character starts with a universal translator and one special non-weapon item. You are allowed to pick an additional special item. (Share the special item inspiration sheets.)

Some examples: An umbrella, a backpack, a watch, a waterbottle, a guitar or any instrument, a potted plant, a sports item, a candle, a block of sticky notes, a paintbrush, a magnifying glass, a rubber band ball, a yoga mat, magnets, marbles, a photo album. You could also use a set of items (e.g. first aid kit, a juggling set).

If your character has an item for accessibility (cane, wheelchair, glasses, support animal, etc...), those items do not count as your special item so you can have your accessibility item as well as a special item. Note that examples of these are also listed on the special item inspiration sheets.

Go ahead and choose your character's special item.

Ask one or more participants to share their character's special item.

Description

Share: Now that you've thought a lot about your character and what they do, it's time to think about a description for your character. What does your character look like? What are some of their physical features? Go ahead and write about that in the description section. You can include their preferred pronouns in this section, too.

Character Creation Shareout and Reflection

(Use the remaining time.)

Invite everyone to share either their completed characters with the group or the parts they wish to make public to the group at this time. They can also take time to draw their character on the back of the sheet or to find an image online for their character. Once completed, gather up the character sheets to keep someplace safe from week to week.

Reflection Questions: You can use remaining time for reflection on some optional questions:

- What part of your character still feels like a mystery?
- In what ways is this character like or unlike you in real life?
- What part of your character feels most exciting right now?
- What surprises came up in other participant's characters?
- Did you learn something about your group?

Debrief

- **Explain:** At the end of each session, there will be an opportunity for discussion of any particular issues or moments in the session that anyone needs some time and space to process. Also, whenever we can, Lorekeepers will be available after the session if anyone needs to talk further.
- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

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and, if you have a team of Lorekeepers, establish plans for communicating between sessions about the sessions.

Journey 2: What is Covenantia?

We come together to understand the map of Deeper Joy.

Prior to the Journey

- Familiarize yourself with the Deeper Joy map by looking around at [the Deeper Joy webpages](#) and the shared videos.
- [Watch this video for inspiration](#).
- **Supplies Needed:**
 - [Printed map](#) or [order a poster at the UUA Bookstore](#).
 - Cardboard sheet or other hard surface for building a model on top
 - Building materials for creating a three dimensional map. Ideas: Air dry clay, Play-Doh, Lego bricks, Wikki Stix, pipe cleaners, paper scraps or other crafting materials
 - Print the [facilitator resource handout for recording participant preferences](#), or if online, have a designated place for taking and storing these notes.

Modification Notes for Lorekeeper:

- **If online:** Watch Deeper Joy map videos instead of creating a map.
[Intro to Community Building Map](#)
[Introduction to the Deeper Joy Map](#)
- **Additional Discussion Question for Reflection:** What does community mean to you?

Check In

(Suggested time: 5-7 minutes)

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Introducing the Deeper Joy Map

(Suggested time: 5 minutes)

- **Share:** Deeper Joy map (digital, printed, or poster)
- **Ask:** What do you notice about this map?
- **Share:** Our journeys will take place in this land. To become better acquainted with it, today we are creating a three dimensional version of the map using crafting supplies. As we build the map together, I will share about each of the areas we will be exploring.

Map Creation Activity

(Suggested time: 30 minutes)

- **Prepare chosen crafting supplies.**
- **Share:** Today we get to build Covenantia together, not just in our imaginations, but with our hands! Each mountain, river, and location you create will help bring Covenantia to life. Think of this map like a living game board for our journeys.
- **Lay out a cardboard sheet, foam board, or poster board as the “land” of Covenantia.**
- **Share:** This is our world’s canvas. By the end, it will be filled with the places we will explore together.
- **Offer Supplies:** These might include air dry clay, Play-Doh, Lego bricks, Wikki Stix, pipe cleaners, paper scraps or other crafting materials. Encourage creativity. Things do not have to be made from the same material.

- **Create:** Start with building the core features of the map then moving into the locations.
- **Read through** the following text while the participants create the map, pointing out locations on the map.

This is the Map to Community Building. The land is green and brown, and the ocean runs along the bottom. Along the ocean waterfront is Opening Up Beach with some unlabeled islands off shore. Opening Up Beach is where we start to share stuff about ourselves and our lives. When we feel like what we share is received, considered and valued, our sense of trust in the group increases.

Located on a point up from Opening Up Beach is the Covenant Lighthouse. Like the red and white striped beacon in uncertain or rough waters, covenants are the agreements we make with one another to guide our way. Covenants are the UU theology of messing up and repair. They are what we can refer back to when we get lost. Like a lighthouse, our covenants create the conditions for being together without crashing on the rocks.

In the lower left corner where a river flows into the sea is Bonding Harbor. The first step in building community is to identify some cohesiveness and a sense of contributing to the collective. This is where you might ask yourself, “Is it safe to let down my guard a little?”

The river that feeds the Bonding Harbor is labeled Stretching River. This is where we get out of our comfort zone and into a growth zone. Trials, problem-solving, and challenges can all bring us closer to each other. We’re creating experiences that make our group stronger by doing together what we can’t do alone.

On the other side of the river is a bunch of trees labeled Forest of Affirmation. When we value each other's experiences, witness each other's growth, and support each other in our tender moments, we show compassion and our bonds and trust grow. These are the times we offer gratitude for each other and to the group and celebrate our differences and our gifts.

To the left of the river is a small body of water labeled Healing Springs. When there is hurt or harm, the way we show up for each other matters. Repair, amends, and recovery

are vital on the journey to deeper joy. This is where we bolster our immunity and resilience to the challenges of the world with preventative measures. This is the space to love all of ourselves. There is rest and time for integrating lessons here in the healing springs.

At the very left in the middle is a green bay labeled "Tepid Bay." Many groups find themselves stuck and swirling in these lukewarm waters. Perhaps folks don't feel like they matter to the group. Maybe a sense of safety has been broken or was never there to begin with, or there isn't a sense of purpose or direction in the group.

In the upper right corner of the map is a jagged edge labeled Cliffs of Exclusivity. This is where things can get real. Now, there are two sides to exclusivity. On the one hand we want to watch out for the jagged borders that either actively or inadvertently keep others out instead of drawing them in and making our circle wider. We must pay close attention to inclusion and accessibility. On the other hand, some aspects of exclusivity define our collective identity and collective values. We must have what Priya Parker calls "generous exclusion," where belonging is exclusive and based on the purpose, principles or values of the gathering or community. This is a positive side of exclusivity because it gives us a space with others who share our values and commitments.

In the middle of the top of the map are some canyons that the Stretching River cuts through. They are labeled Canyons of Deeper Sharing. With the right conditions and preparation, we can support each other in the depths and heights of vulnerability and "growth opportunities" in ways that we cannot do on our own. When we say sharing, we may mean sharing stories about ourselves or sharing about our feelings and situations. It can also mean sharing experiences together, making shared memories, and sharing moments of wonder and awe. Respect and practicing continuous, active consent is at the heart of this kind of sharing and vulnerability.

- **During the map creation, explain:** For any blind or low-vision participants or for folks who are especially kinesthetic or touch oriented, it is helpful that we make features tactile. This map is also helping us with accessibility.
- **During the creation, ask:** What communities are important in your life?

Discussion on Participant Preferences for Gameplay

Now that we've created our characters and explored our campaign map together, let's take a few moments to talk about how we can make this game as welcoming and comfortable for everyone as possible. We'll go over some important questions about everyone's preferences. This helps us build a supportive group and make sure our adventure is fun for all.

Absent Character Preferences: "Let's talk about what you'd like to happen with your character if you miss a session. Would you prefer your character rests on the Airship, or should I (or a friend) play your character for the session? Are there any limits, like actions you wouldn't want taken or decisions you'd prefer saved for your return?"

Character Relationships: "Do you have any preferences about your character's relationships in the group. Would you enjoy exploring friendships, rivalries, or other ties? Please say what you feel comfortable with, and remember, participation in relationships and storylines is always by consent."

Inter-Character Conflict & Pranks: "Let's check in about pranks, teasing, or any dramatic in-character conflict. How much of this feels fun for you? Is there anything off-limits or styles you want us to avoid? It's important that everyone feels comfortable and knows their boundaries are respected."

Topics to Avoid: "Are there any topics, creatures, storylines, or situations you'd prefer we leave out of the game for your comfort? Just let me know. These requests will always be honored, no explanations needed."

Out of Character Talk Preferences: "How much chatting and joking outside the story feels right for you during play? Would you like to keep most conversations in-character, or is side talk part of the fun? Let's find a balance that works for everyone."

Roleplay Immersion Preferences: "How immersive do you want our sessions to feel. Should we go deep into roleplaying and atmosphere, or keep things lighter and more casual? This helps set the mood so everyone feels included."

Reflection Time

(Use the remaining time.)

- **Ask:** What does it mean to “build community”? What are some ways that you’ve built community with others in the past, here or someplace else?

Debrief

- **Explain:** At the end of each session, there will be an opportunity for discussion of any particular issues or moments in the session that anyone needs some time and space to process. Also, whenever we can, Lorekeepers will be available after the session if anyone needs to talk further.
- **Ask:** Does anyone need to debrief anything in particular that happened in today’s session?
- If you’re available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,

not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 3: Aboard the Airship

In this Journey, we take some time to get to better know the *Airship*, our characters, and we create our covenant.

Prior to the Journey

- Learn more about covenant in Unitarian Universalism by reading these two blog posts:
 - [Boundaries and Covenant](#)
 - [Covenants, not Punishments](#)
- Consider what items you might suggest for the group covenant. There is a suggested process included here, and more options are available in the [Deeper Joy activity collection](#). Note that the [Deeper Joy variations](#) have notes on which are better for which types of groups. Some groups may also find [Kaleidoscope Institute's toolkit](#) helpful. Review the covenant creation section in this Journey and decide if you will use that process or another of the Deeper Joy activity versions.
- As a facilitators group, consider a covenant that you can make with participants for your behavior as facilitators.
- **Supplies Needed:**
 - At least 2 pieces of poster board or butcher paper (for group design)
 - Markers or writing utensils, paper, sticky notes
 - Tactile pieces (Lego bricks, blocks, pipe cleaners, Wikki Stix) for accessibility and extra creativity
 - Print out or have access to the [character sheets for Teapot, Rockenroll, and Misty in the Facilitators Guide](#)
 - If offering online, familiarize yourself with using a whiteboard in the relevant application for typing and drawing together as you discuss the *Airship*.

Modification Notes for Lorekeeper:

- If you are offering this journey online, a simple option for covenant building is to use a digital whiteboard to create your *Airship* and covenant together.

- If you run out of time to finish the covenant, you can use the opening activity in the following journey to finish it.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Remember that check in can be flexible. Check-ins are important for grounding, but they don't need to be rigid. If someone overshares or shares for too long, gently redirect. If the group's energy is low, shorten check in. The goal is connection and community, not completion of a script. There is a list of example check in questions in the Facilitators Guide. Remember that sometimes check in may need to run longer, for instance if a participant is facing particular challenges at the moment or if there has been a challenging event locally or on a wider scale. Use your discretion, and do what your group needs.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Introducing the Beloved Community Collective

(Suggested time: as long as possible)

- **Share:** The *Airship* that carries the Beloved Community Collective is where your sessions will usually begin and end. It's not just a ship, but it's also a home. It already has a few crew members who are excited to meet you: Teapot, Rockenroll, and Misty.

They'll help guide you, but they also want to know your ideas for making this ship yours. In the process we will get to know them better too!

- **Share:** Greeting us at the door to the *Airship* is Teapot (they/them). Teapot looks like a kindly neighbor in cozy, well-worn clothes including a cardigan and suspenders with skin that looks like porcelain from a ceramic teapot. Instead of a human head, a teapot sits on their shoulders, its spout gently puffing steam that smells faintly of tea. The lid clinks when they nod, and sometimes you can notice liquid swishing inside when they hurry. Teapot's presence feels safe and steady, like being offered a warm mug of tea on a rainy day.

Teapot moves towards us with steam puffing from their spout, balancing a tray of teacups in their ceramic hands. When excited, their lid rattles slightly.

- **Teapot Dialogue:**

“Welcome aboard! I steeped this just for you. It smells like cinnamon, but it might taste like stars. I am Teapot. I am so excited that you will be joining us at the Beloved Community Collective. There is nothing I love more than meeting new members of our community! Our Airship is a magical place, and my friend Misty will be coming soon to talk with you about the ship itself. My job today is to make sure that the ship is properly stocked with supplies.

So I'd like to ask you: What supplies would make you feel most at home here?”

Invite participants list key supplies their characters need aboard the ship. These could be things like food, medical supplies, bedding, art supplies, books, tea, and coffee. They could also be creative options like unique pets or items that may not exist in our reality. (This is not designing the ship itself but rather what important things we should have onboard. Maybe limit it to four or five supplies.)

- **Teapot Dialogue:**

“Oh and there is Misty now! She will be able to help you get to know the ship!”

- **Share:** Misty (she/her) is a drifting cloud of pearly-gray fog, her form shifting constantly between swirls, curls, and sudden wisps. Sometimes a faint trail gives the impression of a face or body, but never for long. She gives off a dreamy laugh as she approaches, her voice emanating from within her. Misty feels like a mystery.

- **Misty Dialogue:**

“I'd nearly forgotten you were joining us today until Teapot reminded me. But I am excited to meet you. I love this part of new journeys for the Airship. You see, this ship is alive, waiting for you to imagine it into being. We have a special engine room that creates magic, though for now it is closed off until the ship has settled in on this new round of journeys. It may be a few weeks before it is open.

What we dream together will become real. And I love dreaming and imagining, and I bet you do too. I need you to help me envision what this ship will become.”

- **Ask** the group to agree on 3-4 key features like common spaces for the whole *Airship* as well as a description of its exterior (examples: teleporting kitchen, penguin pilots, glowing sails, a music room that hums with magic). Features can be magical or non-magical. During this time you can also create the *Airship* in art or in a tactile way.

Misty asks guiding, whimsical prompts to help participants shape the ship:

- *“What kind of place would feel most like home for you while we travel?”*
- *“Should this ship be sleek and fast, or sturdy and unshakable?”*
- *“If the ship had a magical surprise, what would it be?”*

Encourage participants to answer in character. Misty can affirm or riff off their answers and make them even more fantastical:

If someone says “a library,” Misty swirls and whispers, *“Ah yes, a library with books that rearrange themselves when you ask.”*

If someone suggests “a pool,” Misty replies, *“It could be filled with clouds one day, and water the next!”*

- **Share:** As Misty finishes helping the group shape the ship, Rockenroll (he/him) rolls forward with a deep rumbling sound.
- **Teapot Dialogue:** *“Ah, and here comes Rockenroll, one of our longest serving guides. He is always reminding us that ships sail best when everyone aboard agrees on how to sail together.”*
- **Share:** Rockenroll is a sentient boulder with no arms, no legs, and no face. Yet somehow, he moves by rolling and communicates in ways no one fully understands. Sometimes his words seem to rumble in your chest, sometimes they just appear in your thoughts, and sometimes they scrawl themselves faintly into the dust at your feet. Perched improbably on his rough surface is a pair of glasses, always slightly askew, though no one is quite sure why he wears them or how they stay on. Despite his absurdity, Rockenroll radiates a sense of groundedness, like an anchor for the group.

- **Rockenroll Dialogue:**

“You have given our airship its heart and shape. Now, before we fly, we must give it its strength. A ship is not only its structure, but it is also the people aboard. To travel together, we must agree on how to care for each other. These promises, like stones, will hold us steady when storms come. Alongside your Lorekeeper, I invite you to consider your covenant with one another. These are not rules but rather a guide to the boundaries of what we consider to be our community and our community's expectations.”

Covenant Creation Phase

- **Share:** We are going to create a list of ideas for the things that will guide our covenant, and then create a document on this poster board, for us to refer to weekly. Covenant is a way of naming our shared values, to make promises together, to offer us guidance on how to act, and to consider how we handle breaking of covenant.
- Use blank paper to gather suggestions from the group. Invite participants to suggest guidelines for how they will behave with each other during time together. Write all suggestions on the paper. You can rephrase them somewhat as you write them, but it's important to include all ideas at this stage. Offer items from the list you have prepared if participants do not suggest them.
- **Share** some potential ideas:
 - “One mic”: Only one participant sharing at a time.
 - Respect our space and keep things clean.
 - Passing one's turn is always allowed.
 - Practice inclusion.
 - Share from our own experiences and perspectives.
 - Be willing to learn even when we may bring some expertise.
 - Be responsible for our own participation and spiritual growth with integrity and enthusiasm.
 - Listen generously to the experiences and perspectives of others, creating a supportive space for each participant to learn.

- Be mindful of “taking space and making space,” meaning be aware of how much you are sharing or contributing, and pull back to make space for others if needed so they will also have time to share or contribute. This ensures that everyone has opportunities to share and to listen.
 - Respect the confidentiality of personal information and stories shared here.
 - Hold one another accountable for creating a community of faithful practice.
 - Honor diversity and differences.
 - Always be willing to learn.
- **Ask:** Do you have concerns about agreeing to any items we’ve shared?
Discuss those items and decide as a group which ones to keep, reword, or eliminate.
 - **Write** the final wording on posterboard, and offer to let participants decorate the poster and sign the covenant. As you write the ideas on the poster, Rockenroll can react: *“Ah, yes... respect. A stone as strong as granite.” “Listening... like smooth river rock, worn by time, but steady.”*
 - **Conclusion:**
Once it is completed Rockenroll rumbles:
“This covenant is our bedrock. We may add to it or reshape it as we go. But from this day forward, it will keep our ship steady, no matter how far we sail.”
 - If you have time, review the character sheets for Teapot, Rockenroll, and Misty. See if participants have any questions about how character sheets work.

Reflection Time

(Use the remaining time.)

- **Ask:** Any final thoughts or questions about our covenant or *Airship*?

Debrief

- **Explain:** At the end of each session, there will be an opportunity for discussion of any particular issues or moments in the session that anyone needs some time and space to process. Also, whenever we can, Lorekeepers will be available after the session if anyone needs to talk further.
- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

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(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 4: Covenant Lighthouse

In this Journey, we begin our roleplaying by encountering a group of Candles having an argument.

Prior to the Journey

- Review the session and introductory materials to be prepared for our first full roleplaying session.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use
 - Group covenant

Modification Notes for Lorekeeper:

- If you did not have time to finish the covenant in the last session, the Deeper Joy Activity time in today's journey can be used to continue that discussion.
- No major modifications are needed for facilitating this session online.
- We encourage you to review the "Rolling the Dice" dynamics as a group as this is our first roleplaying session.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Remember that check in can be flexible. Check-ins are important for grounding, but they don't need to be rigid. If someone overshares or shares for too long, gently redirect. If the group's energy is low, shorten check in. The goal is connection and community, not completion of a script. There is a list of example check in questions in the Facilitators Guide. Remember that sometimes check in may need to run longer, for instance if a participant is facing particular challenges at the moment or if there has been a challenging event locally or on a wider scale. Use your discretion, and do what your group needs.

Chalice Lighting

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With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.
We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 10 minutes)

If your group did not complete their covenant in the previous session, use this time to work on that instead of the following activity.

Our Temporary Autonomous Zone

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [the Temporary Autonomous Zone in the Deeper Joy Collection](#).

- **Share:** When a group forms a covenant, they create what anarchist writer and poet Hakim Bey (Peter Lamborn Wilson) calls a “Temporary Autonomous Zone,” a container where people can try on liberation practices and experiment with building new worlds together. It is an impermanent experience that can transform the ordinary into the extraordinary and inspire us to take what we experienced into our daily lives.
- **Ask your group:**
 - What does this group value?
 - How do those values guide how we treat ourselves and each other?
 - *If you have time:* What do our values tell us about when we mess up or make a mistake?
 - *If you have time:* How do our values guide our decision making processes?

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**

As our intrepid journeyers dock the *Airship* at the Covenant Lighthouse, they are greeted by a group in the midst of an argument. It is the Lighthouse Keepers Guild. This guild is made up of humanoid candle-people who are called to provide the light in the lighthouse.

- **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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The *Airship* glides through salty sea air as the Covenant Lighthouse rises from the cliffs. The tower is tall and cylindrical, painted in bold red and white stripes, its flame flickering uncertainly amidst the crashing waves. Beside it sits a small stone house, weather-worn and plain, where the Lighthouse Keepers Guild lives. Beyond the cliffs, nothing but the ocean stretches to the horizon.

At the base of the lighthouse you find six unusual figures arguing loudly. It's the Lighthouse Keepers Guild. Each figure is a candle with arms and legs, their wax bodies dripping slightly as they move. Their flames flicker in rhythm with their emotions, flaring when angry, sputtering when tired, or dimming when uncertain. The smell of melted wax and smoke hangs in the air as their quarrel grows louder.

What would you like to do?

Character Introductions and Dialogue Prompts

- **Torch (he/him, tired, overworked)**
 - *"I can't keep doing this alone! I've been keeping the flame night after night while you all... argue about traditions."*
 - *"I'm not trying to be difficult. I just need help. Don't you understand?"*
- **Candela (she/her, sharp, tradition-focused)**
 - *"This is how it's always been. One Keeper works the shift, the rest support. Torch, you're just complaining."*
 - (to participants) *"Don't you agree that tradition is important?"*

- **Luminary (they/them, hopeful, tries to mediate)**
 - *“I wonder... maybe there’s another way? Could we rotate the flame?”*
 - (to participants) *“Strangers, what do you think? Sometimes fresh eyes see more clearly.”*
- **Wick (he/him, cynical, avoids responsibility)**
 - *“I don’t see why I should have to burn myself out for this. If Torch is already doing the job, the problem is solved.”*
- **Lamp (she/her, practical, nervous about change)**
 - *“If we change the system, what if the light goes out and ships crash? Can we take that risk?”*
- **Beacon (they/them, booming voice, loves rules)**
 - *“The covenant of the Guild is tradition! Torch must obey it. End of discussion.”*

Possible Side Quests / Interactive Branches

1. **The Flame Flicker Test (Puzzle/Skill Challenge)**

The lighthouse’s great flame sputters and dims during the Keepers’ argument. Journeyers may work together to steady it. Some might attempt practical fixes like checking the structure or tending fuel (Grounded), while others might improvise with creative solutions, singing, storytelling, or inventing a ritual together (Flow). Success brings a brightened flame, and the Guild sees how shared effort makes the light stronger.

2. **Candle Memories (Lore Exploration)**

Exploring the small stone house or listening to Luminary, journeyers discover old logs and records showing the Guild once rotated duties fairly. Examining the stories together, they witness tradition evolving over time and spark dialogue, maybe even uncover a map, faded photograph, or handwritten rule that proves things have changed before.

3. **The Wax Drip Problem (Small Quest)**

A trail of wax leads from the lighthouse’s base to the house. Torch has been patching

cracks without help. Characters may track the drips and help reinforce the foundation, pooling ideas and encouraging team repairs. This hands-on fix (physical or imaginative) demonstrates how mutual support lightens burdens and restores trust.

4. Keeper's Kindness Quest (Encouraging Others)

A Keeper (perhaps Luminary) seems left out or unheard during the Guild's quarrel. Journeyers can invite them to share a story, craft a tiny gift, or offer affirmation, learning that small kindnesses strengthen community and let everyone's light shine.

5. Tradition Remix (Design a Ritual or Tradition)

The Guild continues to hold onto old routines, but encourages the group to design a "remix," a playful new tradition or ritual. Journeyers might compose a new song for lighthouse shifts, invent a team greeting, or decorate a wax token to represent shared effort. Success helps the Guild see tradition as living, not fixed, something all can shape together.

Since roleplaying may be new to some participants, you may need to help to structure the first few sessions and actions. With newer groups and even more experienced ones, it often helps to ask "What would you like to do" after describing a scene or setting.

If the group is hesitant or needs additional ideas, you might ask: "Would you like to talk with them? Would you like to look around first?" It may happen that some of the group would like to do one thing while another part of the group does another. In that case, you can either encourage the group to stay together or embrace the differences since different characters have different interests and abilities, after all. If splitting, be sure to go back and forth between the subgroups to help keep things balanced and so that no one feels like they are being left out for too long.

Early on, they may also need assistance thinking about possible solutions. When you describe the lighthouse's flame sputtering, you might then ask the group, "What would you like to do?" If they have difficulty coming up with ideas, ask if there are any grounded things they might do to help it or flow actions that might make a difference. Invite participants to describe what they're trying to do and help to translate that into game based descriptions. Encourage creativity, and find ways when possible to make creative solutions possible (for instance, examples below). Above all, be encouraging as they are getting the hang of roleplaying and problem solving.

Branching Resolutions

- **Success (equity achieved):** The Guild agrees to rotate shifts or divide tasks more fairly.
- **Failure (resistance remains):** If characters fail, Torch threatens to leave. The flame dims dramatically, forcing players to act fast or intervene creatively.
- **Creative Solutions:**
 - Participants invent a ritual or chant that makes group work joyful.
 - They share their own group covenant as a model for fairness.
 - They magically alter the lighthouse so its flame requires shared tending.

Learning Goals

- **Equity matters:** Community thrives when responsibility is shared rather than placed on one person.
- **Tradition can shift:** Just because “It’s always been done this way” doesn’t mean it’s right or fair or that it must stay that way.
- **Consent and boundaries:** Clear agreements (like covenants) help prevent burnout and resentment.
- **Connection to real life:** The Guild’s imbalance reflects how labor is often unfairly distributed in communities and how working together can restore balance.
- **Boundaries help us:** This encourages our participants to think about the way unnamed rules may cause harm, and clear boundaries can help.

Reflection Time

(Use the remaining time.)

- **Ask:** This is your first session doing the work of role playing together. How do you feel about what happened and how things went?

Debrief

- **Explain:** At the end of each session, there will be an opportunity for discussion of any particular issues or moments in the session that anyone needs some time and space to process. Also, whenever we can, Lorekeepers will be available after the session if anyone needs to talk further.
- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

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A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 5: Landing on Opening Up Beach

In this Journey, we land the *Airship* on Opening Up Beach looking for an old friend only to meet someone new.

Prior to the Journey

- Review the session and last journey's notes as you get used to finding ways to incorporate developments from the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use
 - Group covenant
 - [Size-o-Meter item description](#)

Modification Notes for Lorekeeper:

- **Online adaptations for Mighty Wind Blows:** If everyone is able to have cameras on, you could either agree upon a gesture or consider having people turn cameras on and off. Alternatively you could have participants using an agreed upon chat emoji, reaction, or digital hand raising.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.
We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Mighty Wind Blows

Our activities are based on the activities provided by Deeper Joy. You can find out more about [Mighty Wind Blows in the Deeper Joy Collection](#).

- **Share:** Facilitator models what the group will be doing by introducing themselves, being greeted by the group, and then decides on a noticeable gesture for the group to use to signal with (a vocal hoot, a waving hand, a funny motion; make sure it is something accessible to all members of the group).

The facilitator then picks something about themselves they might have in common with other members of the group. Interaction is structured as follows:

- *Example with name Alex:*
Lead: "Hi I'm Alex" (lead)
Group responds: "Hi Alex!"
Lead: The mighty wind blows for people who...have ever dyed their hair a color of the rainbow."
Anyone who shares that does the agreed upon motion or reaction.
- The lead then chooses someone to go next, who can accept or pass. The game ends when everyone who wants to has had a chance to be the lead.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **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 someone who lives near the beach... their friend 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 a large sandcastle on the beach. 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.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The *Beloved Community Collective Airship* glides down and settles onto the sandy shoreline of Opening Up Beach. Teapot leads the way, chattering about introducing you to a dear friend named Tophat who lives in a nearby cottage.

But when you reach the beach, you find the little house is abandoned. Its shutters are closed and nearby footprints are half-washed away by the tide. The only signs of life are the waves and seabirds.

Near the tideline, you notice an elaborate sandcastle village, knee-high with turrets and gates. Tiny voices echo from within: Ants, living and working in their sand-built community.

What would you like to do?

(Note for Lorekeepers: Misty and Rockenroll remain on the airship. Only Teapot joins this encounter as you get used to using NPC characters.)

Character Introductions and Dialogue Prompts

- **Antonio the Ant (he/him, friendly leader)**
 - Wears a seashell shard as a breastplate. Brave but cautious.

Sample dialogue:

- *"Ah, giants! Please, no sudden steps. Our walls are delicate."*
- *"We would like to know you... but your shadows are so very large."*

- **Supporting Ants**

- Maribel (she/her, nervous): *"One wrong move and... squish!"*
- Jules (they/them, curious): *"What do giants eat? Do you also build castles?"*

- **Teapot Dialogue**

- *"What an ingenious village! Tell me, dear ants, do you take cream or sugar. No, wait, perhaps neither..."*
- Offers their whimsical "Size-o-Meter," which might shrink or enlarge participants. Consider the time available when deciding how to use this. If you have a little more time or the group needs some silliness, then you can make it comically unreliable. You can decide what it does on the spot to keep it simple, make up mechanics for it, or use or modify the following suggested mechanic.

Size-o-Meter (magical item)

A brass contraption covered in dials, springs, and a spinning glass orb that hums with unpredictable energy. When pointed at a creature and activated, roll 1d6:

- 1: Target shrinks to one-quarter size for the scene.
- 2: Target grows to four times size for the scene.
- 3: No effect; device sputters and releases a puff of cinnamon-scented steam.
- 4: Target and user of the wand both shrink to half size for the scene.
- 5: Target stays the same size, but their voice changes pitch (comically high or low).
- 6: User's choice: Shrink or grow target by degree chosen for the scene.

The effect lasts until the end of the current scene or challenge, then wears off naturally. Teapot cautions that the device "has a mind of its own" and results are never guaranteed.

- **Optional Twist: Introduce NPC Tophat**

- Tophat is a humanoid figure whose entire "head" is a tall, oversized hat that speaks on its own. The body beneath the hat seems to follow the hat's lead, but

no one is quite sure if the body is alive or simply a mannequin carried by the hat's will.

- **Personality:** Eccentric, cryptic, and fond of riddles. Speaks in metaphors about the sea and the wind. Despite his strangeness, he can be a bridge between communities.
- **Gameplay use:** If trust with the ants falters, Tophat can vouch for the journeyers and ease tension. He may also complicate things with puzzling riddles the Ants take very seriously, forcing participants to “translate” his nonsense into useful ideas. Tophat might hint at larger mysteries (*“Storms are growing restless inland... perhaps even the airship will be tested”*).
- Sample dialogue:
 - *“Oh, pardon me! I was blown inland, but the tide whispered me back. One must follow where the breeze bends.”*
 - *“Do you see the ants, friends? Tiny builders, yes, but do you see their courage? Castles against the sea...”*
 - *“I wear many brims, and under each is a story. What story will you add?”*

Possible Side Quests / Interactive Branches

1. **Communication Challenge:** Participants work to earn the Ants' trust by adjusting their approach, speaking gently, slowing down their speech, using body language, or offering small, thoughtful gifts from their supplies. Some Ants may be wary or skeptical at first, so multiple attempts, creative gestures, and patient listening help bridge the gap. As understanding grows, Ants begin to respond with gratitude, curiosity, and maybe even friendship.
2. **Size-o-Meter:** Teapot's device might shrink characters to Ant-size or grow an ant larger, opening possibilities for fun roleplay or slapstick complications. Lorekeeper can use their discretion on how to use this possibility as needed in their storytelling. You could also choose to either directly decide what happens or have it be a dice roll depending on the

storytelling needs of the moment and the time available in the session.

3. **Tophat Returns:** Tophat sweeps onto the scene, delivering weather updates (*“Storms are more frequent these days, friends”*) and encouraging Ants to share their experiences. Alternatively, Tophat may pose tricky riddles at just the wrong moment, prompting participants to decide together whether to help the Ants or solve the puzzle first. Negotiating with Tophat can build group collaboration and highlight the needs of all involved.
4. **Protecting the Castle:** We can hint at storms, but the storm will come in the following journey so should not be the main point of this journey. This journey is more about the possible relationship building with the ants.
5. **Navigate Communication:** Participants encounter different Ants who model unique ways of communicating: some use patterns or movements, others prefer symbols or delayed answers. The group can experiment with new methods, drawing in the sand, mimicking Ant signals, or creating their own codes. The journey highlights the richness of diverse communication and how differences can become strengths when approached with patience and creativity.

Since roleplaying may be new to some participants, you may need to help to structure the first few sessions and actions. With newer groups and even more experienced ones, it often helps to ask “What would you like to do” after describing a scene or setting.

If the group is hesitant or needs additional ideas, you might ask: “Would you like to talk with them? Would you like to look around first?” It may happen that some of the group would like to do one thing while another part of the group does another. In that case, you can either encourage the group to stay together or embrace the differences since different characters have different interests and abilities, after all. If splitting, be sure to go back and forth between the subgroups to help keep things balanced and so that no one feels like they are being left out for too long.

Early on, they may also need assistance thinking about possible solutions. When you describe the Ant’s initial reactions to the group, you might then ask, “What would you like to do?” If they have difficulty coming up with ideas, ask if there are any grounded things they might do to help it

or flow actions that might make a difference. Invite participants to describe what they're trying to do and help to translate that into game based descriptions. Encourage creativity, and find ways when possible to make creative solutions possible (for instance, examples below). Above all, be encouraging as they are getting the hang of roleplaying and problem solving.

Branching Resolutions

- **Success (friendship with the Ants achieved):** The Ants welcome the characters as friends and invite them to a celebratory “grain of rice feast.”
- **Partial success (some trust established):** The Ants cautiously trust the group but with lingering nervousness.
- **Failure (Ants withdraw):** The Ants retreat inside their sandcastle, leaving Teapot and the group disappointed but reflective about how they can work through this to make the Ants feel safe.
- **With Tophat:** His presence may soften the Ants' fear (if he speaks kindly) or deepen the mystery and uneasiness (if he hints at storms' being why he left).

Learning Goals

- **Self Awareness:** Reflect on how differences in self and perspective affect trust and welcome.
- **Connection and Differences:** Practice building connections across differences through patience and creativity.
- **Time for Relationships:** Consider how relationships deepen when we take time to understand another community's fears.
- **Content Based:** We want to build a sense of connection with the ants for next week's session.

Reflection Time

(Use the remaining time.)

- **Ask:** Have you experienced having to communicate across differences?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,

not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 6: Danger at Opening Up Beach

In this Journey, we help a community of Ants confront what to do when danger is approaching.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. In particular, note how the relationship and trust level ended up between the group and the Ants. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use

Modification Notes for Lorekeeper:

- **Online Adaptations:** An online friendly alternate adaptation for the Teapot activity is included in the description.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Teapot

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [Teapot in the Deeper Joy Collection](#).

- **Share:** The participant (lead) who will start the activity leaves the room. The remaining group chooses a verb. When the lead returns to the room, the group must replace that verb with "teapot" when they speak. The lead tries to discover the meaning of "teapot" by asking members of the group questions like, "Do you teapot a lot?" or, "What does it feel like to teapot?" Members of the group cannot use any variation of the verb in their answer.

Variation: Play as two teams.

Variation: Allow any part of speech for the teapot word, not just a verb.

- **Things for your group to consider in running this activity:**

This activity could easily take 20-25 minutes or more, but we have designed the session for this to be a brief activity so that the majority of the time can be spent on roleplaying. Rather than having the guesser leave the room, you can have them turn around and invite folks to write down possible words on a sheet of paper and silently agree on a word. Then give the guesser 2 minutes to ask any questions they'd like about the "teapot," after which they have to make their guess. Watch the clock when running this, and you should have time for two rounds. If your group is online, you can move the guesser to the zoom waiting room or similar, then bring them back in after the teapot word is selected. Remind participants that the goal is figuring out the word and having fun, so to help the guesser with their answers but without giving away the teapot word.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**

Depending on how your previous journey went you have two options.

If Tophat didn't join in the lesson, Teapot has received a letter by mail from their friend Tophat.

If he has returned on the previous journey, Tophat informs everyone that he has abandoned his nearby home due to reports of a large storm incoming that will flood the beach.

- **Who:**

Antonio is with our journeyers when this is shared. This alarms Antonio to find out, and he desires to find a way to help protect the ant community.

- **What does that person or group want to do?**
Antonio asks for help from our group of journeyers.
- **Leading to/Setting into Motion:**
Our journeyers need to figure out how to help the Ants in facing this crisis.
- **Challenges they will face:**
Navigating disagreement among the Ants about what to do. Should they take items and flee? Should they find a way to protect themselves?
- **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. This will be initially affected by how things turned out in the previous session.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

Opening Up Beach stretches wide before you, its sand glistening under a darkening sky. A massive sandcastle rises proudly near the shore, dotted with tiny banners and turrets crafted by the ants. Seagulls circle overhead, sensing a change in the weather. The sea is restless with waves swelling higher with each crash. Far on the horizon gray storm clouds churn like mountains of water. There is a low sense of electricity in the air.

What would you like to do?

(Note for Lorekeepers: Misty and Rockenroll remain on the airship. Only Teapot joins this encounter as you get used to using NPC characters.

Continue using the NPCs from the previous journey. This session will essentially pick up where the relationship building left off, so take careful note of how things ended up with the Ants in the last session. The change now is that signs of the incoming storm are becoming clear.

Character Dialogue Prompts Once the Incoming Storm is Known

- **Antonio (nervous but brave):** *"My friends, this cannot be the end! But... how do we save everyone?"*

- **Teapot (gentle but worried):** *“A home can be rebuilt, but a life cannot. Yet... it is hard to leave behind something so loved.”*
- **Crumbs (Ant elder, stubborn):** *“We have lived in this sandcastle for generations! We will not abandon it now.”*
- **Antsy (another Ant, panicked):** *“The sea will swallow us! We must run while we can!”*
- **Marcher (Ant band leader, orderly):** *“Follow my marching tune, please. Nice and orderly, please.”*
- **Optional Tophat cameo (cryptic):** *“Storms come to test our roots. What will you carry into the dawn?”*

Possible Side Quests / Interactive Branches

1. **Protective Barrier:** Participants may brainstorm and construct defenses to protect the Ants' sand castle against dangers like tides or sandstorms. They could invent technological solutions, building a wall, digging channels, or using real-world physics. Magic or fantasy elements might include enchanting the sand to turn into glass at night, or deploying a shield that repels water and wind. Throughout, the group can test and refine ideas, combining practicality with imagination.
2. **Airship Evacuation:** Seeing the danger, the group might suggest inviting the Ants aboard their *Airship* for a temporary escape. This brings up questions of hospitality, space-sharing, and safety in an unfamiliar, giant-centric environment. Participants negotiate new seating, create Ant-friendly areas, and help reassure both crew and Ants, sparking conversations around welcome, belonging, and adaptation.
3. **Relocation:** The journeyers work with the Ants to move their entire community further inland. Together they select new locations, design alternative dwellings, perhaps sand domes, mound villages, or portable nest boxes, and navigate the emotional process of leaving behind a beloved home. The task highlights cooperation, honest dialogue, and

creative problem-solving.

4. **Resource Choices:** With time running short, Ants and journeyers must choose which treasured items or resources to save. Each participant votes or advocates for favorites, a crucial artifact, a piece of music, a beloved photo, or a tool with special meaning. Which items will help the group thrive, and which ones carry irreplaceable meaning? Let negotiation, storytelling, and respectful compromise guide the process. (Can incorporate ideas [from the Desert Island Activity](#))

5. **Preserving Traditions and Memories:** Even if the Ants must leave, the group seeks ways to honor the sand castle and its stories. They collaborate to create a record, sketching the castle, taking photos, making memory books, or leading a ritual that celebrates the Ants' history. Some may decide to leave a monument or time capsule, anchoring their community's spirit for future generations.

Since roleplaying may be new to some participants, you may need to help to structure the first few sessions and actions. With newer groups and even more experienced ones, it often helps to ask "What would you like to do" after describing a scene or setting.

If the group is hesitant or needs additional ideas, you might ask: "Would you like to talk with them? Would you like to look around first?" It may happen that some of the group would like to do one thing while another part of the group does another. In that case, you can either encourage the group to stay together or embrace the differences since different characters have different interests and abilities, after all. If splitting, be sure to go back and forth between the subgroups to help keep things balanced and so that no one feels like they are being left out for too long.

Early on, they may also need assistance thinking about possible solutions. When you describe the revelation that a storm is coming, you might then ask the group, "What would you like to do?" If they have difficulty coming up with ideas, ask if there are any grounded things they might do to help it or flow actions that might make a difference. Invite participants to describe what they're trying to do and help to translate that into game based descriptions. Encourage creativity, and find ways when possible to make creative solutions possible (for instance, examples below). Above all, be encouraging as they are getting the hang of roleplaying and

problem solving.

Branching Resolutions

- **Storm Hits:** Regardless of how the interactions with the Ants play out, the session should have the storm hitting and passing. Then return to the beach at the end to see how the choices made in the session played out during the storm.
- **Success (protection built):** The Ants and journeyers build protection, and the sandcastle partially survives.
- **Success (Ants flee the storm):** The Ants flee with only what they can carry, but survive safely to rebuild.
- **Success (Ants relocate):** The Ants relocate with help from the journeyers, possibly gaining a more permanent new home.
- **Failure (Ant groups split):** If the group cannot reach agreement, the Ants split into two groups, each choosing differently. This highlights the cost of unresolved conflict.
- **Optional Tophat Joins:** If Tophat joined in the previous journey, you can have Tophat accompany the Ants on their journey to their new home.

Learning Goals

- **Decision Making:** Practice decision-making in crisis and weighing values (safety vs. tradition, resources vs. lives).
- **Navigating Disagreement:** Explore disagreement and group conflict in a constructive way. We want to model making choices even when there are disagreements.

- **Balancing Tradeoffs:** Highlight that different solutions may work, but every choice has tradeoffs.
- **Model Resilience:** Homes and structures may be lost, but communities can survive.

Reflection Time

(Use the remaining time.)

- When have you had to navigate a difficult decision with differences in opinion present?
- How do you think we as a group can best make decisions when there are differences in opinion?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
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(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 7: The *Airship*

In this Journey, we check in on the progress of our sessions and meet an important member of the airship crew.

Prior to the Journey

- This week's session is part of 5 sessions spread throughout the curriculum which allow for time to reflect, "level up" characters, change features of characters, and allow for some additional storytelling that helps incorporate new participants and participants who miss multiple sessions. Please review the change in format for these sessions.
- Review your group's description of the *Beloved Community Collective Airship*.
- Review past weeks' notes from sessions. Also consider what your participants (individually or as a group) have done particularly well that could be awarded a "Waypoint Scroll" to spotlight behavior and choices that resonate with our learning goals.
- **Supplies Needed:**
 - Journal or a poster for writing a timeline of events of the curriculum or some other way for collecting the "lore" of your journeys
 - Your Lorekeeper Journal or whatever method you're using for keeping notes from your sessions
 - Potentially have additional character sheets if you'd like to give your participants the chance to edit their characters on a new sheet. If your group is online, you may want to have additional copies of the [digital character sheet](#).
 - Print the [Sequential Storytelling exercise table card](#)
 - Art materials for drawing individual participant rooms for the *Airship*
 - Physical version of a Waypoint Scroll, either [printing these](#) or creating one of your own
 - (optional) Group journal or poster for recording key events

Modification Notes for Lorekeeper:

- We encourage you to highlight happenings from previous sessions that reflect well on community building and session learning goals. These will be celebrated by Rockenroll giving the group a “Waypoint Scroll” which can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll. Think about group accomplishments over the past few sessions, and choose a theme for the Waypoint Scroll they will be receiving.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Lore Collection and Sequential Storytelling Exercise

(Suggested time: 10 minutes)

This section is a time to collect and tell the stories of your participants. You'll want to take notes during this section to gather what is important to participants from the recent journeys. You can then have this to share as the wider story develops.

- **Determining Sharing Order:**

- If gathered in a circle (in person), proceed around the circle in one direction.
- If meeting online, post a talking order into the chat so all can see and know when their turn is coming.
- For larger groups (or any group wanting more structure or more randomness), prepare index cards numbered sequentially ahead of time (make sure the number of cards matches the number of people before distributing them). Pass these out so each person receives a number; the story proceeds according to card order.

- **Storytelling:**

- **Share:** We will tell the story of our journeying group of characters. Each of you is invited to contribute a piece of this story, building on what others have shared.
- **Explain:** The first participant in order continues with "and then..." sharing the next event, experience, or memory. Subsequent speakers may:

- Use “and then...” for what happened next.
 - Use “and before that...” for something earlier that shaped the story.
 - Use “and some of us felt that...” to voice emotional or reflective responses.
- Anyone may “pass” their turn if they do not wish to share or “pass for now” if they wish to come back later. After the initial round, any who “passed for now” should be invited to share.
- **Share:** “Once upon a time, our group began their journey with the Beloved Community Collective, meeting Teapot for the first time...” then turn the story over to the first participant to continue.
- **Closing:**
 - The facilitator ends the process when all who wish have shared.
 - Can ask: What did you notice? What did you feel?
 - Consider closing with a moment of silence, gratitude, or communal acknowledgment.
- **Facilitator Notes:**
 - Affirm all contributions. Every memory, feeling, or reflection is welcome.
 - Guide the group gently to stay with storytelling rather than discussion or debate.
- **Additional Guiding Discussion Questions:**
 - If someone were just joining our group and story, what would be important for them to know?
 - How has our group changed in recent sessions?
 - Take time to reflect on key moments in recent sessions together. (You can use your Lorekeeper Journal to assist in remembering.)

Character Growth

(Suggested time: 10 minutes)

- **Share:**

We don't have a formal mechanism for "leveling up" in Deeper Joy RPG. However in this segment we want to allow you a chance to ponder changes to their character through the recent sessions. (Note: For regular participants who miss this session, you can be in touch with them about whether they would like to make changes to their character before the next session. This helps to keep things flowing so that it's not being brought up in other sessions, unless scheduled.)

- **Facilitators Prompts:**

- Do you think anything has changed about your characters after the recent sessions?
- Have your motivations changed?
- Have you gained another special item in your journey?
- What about your character's description?
- Should those changes be reflected on an updated character sheet?

- **On Character Changes:** Often roleplaying participants wish to make changes to their characters. In addition to those noted above, this is also an opportunity to allow your participants to change their character's number. In subsequent review sessions, we recommend allowing only a shift of 1, but in this first review, you are welcome to allow greater shifts. We encourage this because participants have been getting to know the dice mechanic and may have gotten to better know how they would like to play during the past few sessions. Additionally, you can even give your participants the option to switch out their character entirely with a new one, saying something along the lines of: "If you feel like your current character needs to go home and another character join the collective in their place."

- **Share:**

Rockenroll has taken time to reflect on our recent journeys and has decided to confer on our group the "_____ Waypoint Scroll." (Sample ideas: Inclusion, Connection,

Listening, Teambuilding, Growth)

This scroll can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll.

- **Optional Rockenroll Dialogue:**

A deep rumbling sound rises from Rockenroll, like stones grinding together. The glasses perched on his rocky form slide down slightly, and then, in his gravelly, resonant voice, he speaks:

“I have watched you carefully, journeyers. Stones remember, and I remember what you’ve done. You showed (insert example from last sessions), and that is no small thing. Such choices shape the path ahead.”

Rockenroll rolls forward a bit, causing the ground to tremble softly. With a surprising pop of dust and light, a scroll emerges, balanced neatly atop his rocky form:

“Because of this, I give you the [Inclusion/Connection/Listening/etc.] Waypoint Scroll. Keep it safe. Use it only when the path is unclear or when the dice do not honor your courage. This scroll can turn doubt into knowledge or give you one more chance to act.”

He pauses, his voice softer, like pebbles tumbling down a hillside:

“You are not just passengers of the Airship any more. You are builders of community, and your journey is marked with this waypoint.”

Storytelling

- **Share:** In a previous journey we designed the *Beloved Community Collective Airship*. (Share out the specifics that have been decided in the past.)

Up until this point, your character has spent most of their time on the *Airship* in common areas, but they also have their own spaces, a small magical room that shapes itself to the spirit of your character. It might have a hammock for some, a study desk for others, a cozy nook with glowing lanterns or fuzzy blankets, or even a tinkering workspace. No

two rooms are alike, yet they all belong together on the *Airship*.

- **Optional Activity:** Distribute art and drawing materials and invite participants to draw or describe their character's room. "How does your space reflect who you are? What special details make it feel like home?" Tell participants that they are welcome to use details from their characters' rooms or from common areas when they describe what their character is doing on the *Airship* at the start of future sessions.
- **Share:** Moving on from your rooms, let's use storytelling to explore more of the interior of our *Airship*.
- **Invite:** Participants can each take turns sharing a few sentences as if they were their characters wandering around the *Airship*.
- **Share:** We are finally invited inside the engine room, where our group stumbles upon someone we haven't met yet.

Chalix (he/they) is the airship's engineer and a proud member of the Chalice family, a line of flame-keepers whose purpose is to tend the magical fires that power Covenantia's skyfaring vessels. Unlike the Lighthouse candle-people, who shine outward to guide travelers, the Chalices guard inner flames, embers of continuity and transformation. Without their steady tending, the airship would lose its enchantment and drift helplessly.

Chalix's body resembles a tall candlestick, polished bronze with ornate engravings of waves and stars. At their crown burns a warm, steady flame, flickering brighter when they're excited and dimming to embers when they're deep in thought. Unlike the Lighthouse Guild, Chalix wears thick soot-streaked goggles and a belt laden with curious tools: a lighter gifted by his family, wrenches that hum faintly, oilcans carved from crystal, and a collection of mysterious gears that no one but Chalix seems to understand.

Chalix's personality is equal parts inventive and pragmatic. They are endlessly curious about how things work, often tinkering with the airship's inner workings or trying to "improve" something that wasn't broken in the first place. Yet they're also deeply protective of the crew, reminding others that flame is precious, fragile, and communal.

Chalix often speaks in metaphors of fire: *“A small flame can light the way, but together, we are a bonfire.”*

Though Chalix can get lost in technical jargon, they care most about connection: between crew members, between communities, between past traditions and new possibilities. Sometimes they get a little too serious, but their flame flickers with joy when others treat the airship as more than a machine and see it as a living, magical home.

Chalix shares, *“Journeyers, it is an honor to meet you and be a part of your travels. I travel many places, however I mostly stay inside of this airship’s engine room. This is where I feel a deep sense of belonging and connection. The Airship is a home for me, and I treat her with great care. Deep in the ship, I am often alone with my thoughts, which is why I’d like to ask you a question today. What makes a place feel like you belong there?”*

- **Invite discussion about the question from Chalix.**

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today’s session?
- If you’re available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Closing

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,

not perfect, but real.

Now we depart, no longer the same as when we arrived.
We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay
that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 8: Lonely in Bonding Harbor

In this Journey we help a lonely sailor find a crew.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use
 - Optional: print the [Bonding Teashop Menu](#)

Modification Notes for Lorekeeper:

- **Online Adaptations:** For the Rainstorm activity, if the group is interested in noise making, you can try making silly noises together. It will be chaotic, but that's part of the fun of this activity. A simpler variation would be to challenge participants to follow along in making similar emojis/reactions using video calling reactions.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.
We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Rainstorm

Our activities are based on the activities provided by Deeper Joy. You can find out more about [Rainstorm in the Deeper Joy Collection](#).

- **Say** to the group that they are going to create the sound of a rainstorm with their bodies. Instruct them to follow your lead and change their motion when you change yours.

The order of the motions is:

1. rubbing hands together
 2. rubbing hands on thighs
 3. tapping hands on thighs
 4. snapping fingers
 5. clapping hands
 6. stomping feet and clapping hands
- The larger the group the louder the rainstorm. If group members are sensitive to loud noise, consider stopping at #3 or #4. Once you reach #6, repeat the motions in descending order. The last motion to be followed is stillness and silence.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**

Our intrepid journeyers land in the port at Bonding Harbor. Misty is excited to go to Bonding Harbor as she has been told that the climate there is particularly rejuvenating to mist people, and she hopes to meet some distant cousins. Teapot and Rockenroll stay on the ship for this session.

Upon landing, the group finds the area fairly calm, with most of the ships out at sea. Only one ship is in the harbor, a small boat called Silent Mist.

- **Who:** Aboard the Silent Mist is Dew Drop, Misty's cousin. He is having trouble finding crew members to help operate the ship. He purchased the ship with all of his savings this year, but he doesn't know how to recruit a crew to help with his planned travels to other realms across the seas.

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

Dew Drop requests the group's help in locating at least a second crewmember.

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

Our group must head to the local teashop to help recruit.

- **Challenges they will face:**

Dewdrop believes that Mist Beings have a better relationship with the oceans as they are made of water. He has lived a solitary life, having only lived for a few years aboard his family boat while maturing. He doesn't know how to meet new people and needs the group's help in making connections and friends.

- **Potential Characters for Dewdrop to recruit:**

Peter the Porpoise Pilot: Throughout Covenantia, Porpoises are known as excellent navigators. Peter is young and new to shipwork so hasn't found a ship to work on yet. He is motivated to prove that he is good enough despite being young.

Hammy the Hammerhead Shark: Most think Hammy is very intimidating but in fact they are a super nice shark. Hammy is struggling to find work as there are very few Hammerhead Sharks that seek to work on a boat. Motivated by wanting to find friends.

October the Octopus: She has the extra benefit of many limbs for ship work. However few Octopus have come onto the land, so people are quite confused at this new type of creature. October is very shy. Motivated by wanting to try new things.

Splash the Shrimp: They have lots of energy but are very small. They have been passed over many times for being too small. Motivated by a sense of adventure.

It would be great to recruit a whole team and see how the team gels as a whole, but the group can choose to recruit only one crew member if they wish.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The *Airship* descends toward Bonding Harbor, a lively seaside town surrounded by rolling green hills and salty sea air. The harbor itself is quieter than usual. Most large ships are out at sea, so

the docks feel oddly spacious. The town itself is empty as well. The creak of wooden planks, the gentle lap of waves against the pilings, and the smell of salt, tea, and tar drift through the air.

The nearby Bonding Teashop sits near the dock, painted in cheerful seafoam green with a bell on the door. This is the community hub where sailors and townsfolk gather to share stories, recruit crew, and make connections.

Only one vessel remains at dock: a small, weather-worn ship with silver-painted trim called the *Silent Mist*. Its sails are furled, and faint mist clings to the deck like it doesn't want to leave.

The *Silent Mist* shimmers in the harbor light as though wrapped in its own fog. Fine droplets cling to the wood like morning dew, catching little rainbows in the sun. A thin haze drifts around its deck and rigging, but at the center of that haze someone is waiting: Dew Drop.

Unlike Misty, whose shape shifts into a cloudlike form, Dew Drop is more condensed, a floating sphere and rivulets of shimmering dew. He looks like the glistening surface of a leaf in the morning, or beads of water strung together in the air. Sometimes he holds himself in a vaguely round outline. Other times, he ripples apart taking on a wider, flatter form. You perceive his voice not from a mouth but from the soft ringing patter of droplets hitting wood, as though the sound of water itself is speaking.

He bobs with nervous energy, rising a little higher when he notices your group, then sagging closer to the deck when he sighs. The closer you approach, the more clear it is that he is alone, droplets clinging tightly together as though afraid of breaking apart.

Around him, the harbor feels empty but watchful. The faint chatter from the teashop carries across the still water, but here it's just your group and Dew Drop, with the *Silent Mist* rocking beneath him like a companion too large for one sailor to guide alone.

What would you like to do?

Additional Location Description: Bonding Teashop

A small, cozy shop tucked against the harbor wall, always smelling faintly of salt, seaweed, and herbal tea.

- **Inside:** Smooth driftwood furniture, low tables, and shelves filled with jars of dried seaweed, herbs, and seashells. A kettle is always steaming. The windows are foggy with condensation, giving the teashop a soft glow.
- **Atmosphere:** Calm, restorative. The only sound is the bubbling kettle and distant gulls. Warm light from lanterns casts a golden glow, making the teashop feel like a safe harbor within the harbor.
- **Interactive Opportunities:** Participants may pause here to strategize or speak with Briney the owner. They may also want to order tea and/or a treat in the teashop. A menu is included as a printable for this session.

Character Introductions and Dialogue Prompts

- **Dew Drop** (he/him, Misty's cousin, hopeful but anxious)
Appearance: A Mist Being like Misty but more compact. His "body" seems denser, like heavy morning fog. His "eyes" shimmer like dew on grass. He occasionally puts on an oversized sailor's cap that keeps slipping through his form.
 - Sample dialogue:
 - *"Misty! I knew you'd come! I, well, I've bought a ship, the Silent Mist. Isn't she beautiful? But... I have no crew."*
 - (to participants) *"Do you know how to meet new people? I've never been good at it."*
- **Peter the Porpoise Pilot** (he/him, eager, optimistic)
Appearance: A young porpoise who wears a sailor's vest and navigational compass strapped proudly around his neck.
 - Sample dialogue:
 - *"The stars are my map, and the sea my home! But, um, no one has hired me yet."*
 - (to participants) *"Do you think I'm too young for this kind of work?"*
- **Hammy the Hammerhead** (they/them, kind-hearted, misunderstood)
Appearance: A towering hammerhead shark in patched trousers with a nervous smile.

Their big eyes on the sides of their head make them look intimidating, but their voice is soft.

- Sample dialogue:

- *Hey, uh, don't be scared. I promise I don't bite."*
- (to participants) *"Would you give me a chance if you were running a ship?"*

- **October the Octopus** (she/they, shy, curious)

Appearance: A small octopus in a sailor's cloak, eight limbs fidgeting constantly. She carries a book of sea tales.

- Sample dialogue:

- *"I've never lived above the water before... but I think I could help, if someone believes in me."*
- (to participants) *"Have you ever tried something new and scary?"*

- **Splash the Shrimp** (they/them, energetic, adventurous)

Appearance: Tiny compared to the others, wearing a belt with pouches stuffed full of seashells and shiny stones.

- Sample dialogue:

- *"Pick me, pick me! I may be small but I've got spirit!"*
- (to participants) *"Would you let me on your ship, even if I can't lift the big ropes?"*

- **Briney** (he/him, patient and caring)

Appearance: He is an elderly sea turtle, Moves slowly but with dignity. His shell is carved with intricate swirling patterns that look like waves. Runs The Bonding Teashop, a small, cozy spot smelling of salt air, dried seaweed, and herbal brews. It's the social heart of Bonding Harbor.

- Sample dialogue:

- (to participants) *"Sit, sip, and breathe. The sea will still be here."*

Interactive Branches

1. **Visit the Bonding Teashop:** Participants can visit the Bonding Teashop, meet Briney who runs the teashop, and order tea and treats. A menu is included as a printable resource with this session. If the matter of the characters paying for their treats comes up, you can say that Briney serves members of the Beloved Community Collective free of charge.
2. **Skill Showcases:** Invite each recruit to demonstrate a unique talent or skill through a playful challenge, whether it's making the best tea, telling a funny story, or inventing a new handshake. Let the group encourage and celebrate each person's contribution, showing how every skill has value in Dew Drop's crew.
3. **Words of Encouragement:** Facilitate supportive conversations, where journeyers and possible recruits offer genuine compliments and kind words to each other. Everyone takes turns sharing what they appreciate about someone else in the room, helping build confidence and trust.
4. **Spotlighting Strengths:** Participants work together to name jobs, roles, or tasks each recruit would excel at. These can be written down and shared aloud with Dew Drop, helping him, and the whole group, recognize the strengths in every teammate.
5. **Crew Charter Creation:** The group works with Dew Drop to create a "Crew Charter" for the ship. Each participant adds a hope, value, or agreement for what the team should embody. The final charter can be used to aid in recruiting crew members.
6. **Teashop Team Games:** Invite journeyers and recruits to join in quick team-building games around the teashop or airship: relay races, group puzzles, or synchronized working together. Debrief after playtime to highlight how different personalities and teamwork come together in the crew.
7. **Stories from the Captain:** Encourage Dew Drop to share stories of his adventures and times when he doubted himself before becoming captain. Other group members can ask questions or offer affirmations, helping Dew Drop appreciate his journey and leadership,

thus growing his confidence as a captain.

8. **Sharing New Beginnings:** Create a reflective moment for participants and NPCs to share personal experiences of joining a new group, including initial anxieties and ways they found belonging. Use gentle prompts to guide conversation, making space for fears and victories alike, helping everyone feel more connected in the harbor crew. This helps the potential recruits feel more confident in their bid to join the crew.

Branching Resolutions

- **Success (Dew Drop has a crew):** The journeyers help Dew Drop find one or more crewmates. The *Silent Mist* ship now feels alive, and Dew Drop is deeply grateful.
- **Partial success (some crew recruited):** They recruit one or more crew members, but tensions remain (ex. Peter and Hammy argue over leadership or October is hesitant to leave home).
- **Failure (no crew members recruited):** If they fail to connect with anyone at first, Dew Drop becomes discouraged. However, this can lead to a side quest where the participants figure out other ways to support him.
- **Creative possibilities:** Participants might invent magical or unexpected ways to recruit, like asking Chalix to enchant the ship to make it more welcoming or inviting an NPC not originally listed to join.
- **Potential connection back to the larger story:** The *Silent Mist* can make recurring appearances when near water. Who they recruit now can affect future encounters, for instance, how the crew works together, whether they're effective, and how Dew Drop grows as a character and captain.

Learning Goals

- **Finding Common Ground:** Practice meeting new people and finding common ground across differences.
- **Supporting Others:** Explore how to support others in moments of insecurity.
- **Building a Team:** Reflect on what makes a healthy community or team: diversity of strengths, trust, and intentional inclusion.
- **Tie-in to Covenant:** Sometimes building community means intentionally welcoming those who have been left out or overlooked.
- **Building Relationships:** Our next session will dive even further into the pluralism of two different ways of appreciating the water as a large group of Porpoise Pilots and Mist Beings end up arguing, so focus this session on connecting.

Reflection Time

(Use the remaining time.)

- **Ask:** How do you think we can best make decisions when there are differences in opinion?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 9: Misunderstanding in Bonding Harbor

In this Journey, we find ourselves in the middle of a major community argument. Is there anything we can do to help?

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use
 - In person: collage making supplies, including markers, glue sticks, scissors, magazines or other art supplies, and posterboard or some other medium for participants to make their collages on
 - Online: access to a word cloud maker (mentimeter.com, wordclouds.com, or similar)

Modification Notes for Lorekeeper:

- **Online Activity:** See alternate online activity notes below the collage making activity description.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Create a Collage

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- Supplies: Paper/posterboard/coloring supplies/optional magazines/newspapers on the table. Scissors, glue sticks, and (optional) rubber cement.
- Share: Invite participants to consider the prompt we received from Chalix in the recent journey: “What makes a place feel like you belong there?” Invite them to create art to represent their response.
- Collaging often takes a long time, and you want to be able to spend the majority of your session time roleplaying. We encourage you to use the 5-10 minute activity time to introduce the collaging activity and the prompt from Chalix, and to allow participants to choose collaging materials to bring to the place they are sitting for the session. Then allow them to work on the collage as the session proceeds.
- At the end of the session, allow a couple of minutes for participants to show their collage to the group, optionally explaining how it represents what makes a place feel like they belong there.
- You can put all of the collages together as one large creation of art to decorate your space, or participants can take their work with them.

Online: Create a Word Cloud

Instead of collaging, online groups can use the activity time for creating a collaborative word cloud.

- Choose an online word cloud maker ahead of time, for instance, [mentimeter.com](https://www.mentimeter.com), [wordclouds.com](https://www.wordclouds.com), or similar.
- Practice with your website of choice and set up the word cloud input ahead of time, with the framing question we received from Chalix in the recent journey: “What makes a place feel like you belong there?” Set the word cloud to allow unlimited responses, if possible.
- In the session, explain how participants will access the word cloud and make sure they are able to access it.
- Screen share with the computer that is hosting the word cloud so that participants will be able to see it being populated with their responses.
- Ask: “What makes a place feel like you belong there?”
- Invite participants to enter words or short phrases in response to the question.

- Encourage them to continue entering words, for instance, if they see a word they agree with appear on the screen, they can enter the word also so that will make it appear larger.
- Be sure to screenshot the word cloud before you close it. Share the screenshot image file with the group.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**

Having arrived at a solution for Dew Drop, our journeyers are enjoying a stay in the calm surroundings of Bonding Harbor. However, one morning they awake to loud noises coming from the direction of the port. 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. They claim that the other animals seem to lack respect for the 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, claiming that sailing doesn't need any connection to the water and that he just wants to work.

- **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.
- **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?

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

Bonding Harbor is usually peaceful, a place where sea breezes mingle with the smell of brine and sweet tea drifting from the teashop. The gentle lap of waves against the docks sets a calming rhythm. Fishing nets hang to dry, and gulls squabble lazily over scraps.

But this morning is different. As you emerge from rest aboard the *Beloved Community Collective Airship*, the sounds of waves are drowned out by angry shouts echoing across the harbor.

Recently returned from their sailing trips, two groups have gathered near the main dock: a cluster of Mist Beings, shifting and glimmering like condensed fog, and a group of sea animal sailors, led by a pod of porpoises.

The Mist Beings puff up like stormclouds as they shout, claiming their deep connection to the water makes them the only rightful masters of sailing. The sailors, a variety of sea animals, snarl back, led by Percy the Porpoise, who slaps his tail angrily against the dock. The air smells sharp, electric, like a storm about to break though not from the weather but from tempers flaring.

The rest of the harbor folk watch uneasily from shop doorways. If this continues, Bonding Harbor may end up shut down completely. This seems like more than just an argument. It's a confrontation. The Mist Beings gather tall and vaporous, their forms shifting in the light, while the sailors' motley mix of fins, claws, shells, and feathers bristle with agitation.

What would you like to do?

Character Introductions and Dialogue Prompts

- **Briney the Teashop Owner (he/him)**

An elderly sea turtle. Moves slowly but with dignity. His shell is carved with intricate swirling patterns that look like waves.

Runs Bonding Teashop, a small, cozy spot smelling of salt air, dried seaweed, and herbal brews. It's the social heart of Bonding Harbor. Briney is known to provide space for conversations and mediation.

- Sample dialogue:

- To the group: *"Sit, sip, and breathe. The sea will still be here."*
- To sailors/Mist Beings: *"A harbor is for meeting, not dividing. Even salt and mist can share the same breeze."*

Mist Beings (Group and Individual Characters)

- General appearance of the group: Mist clouds made of swirling, translucent vapor. In sunlight, their edges shimmer with rainbows. Proud, ethereal, sometimes aloof. They see themselves as deeply bonded to the sea because they are water.

- **Sample crowd dialogue:**

- *"We do not just sail the sea. We are the mist of the sea. How could you claim to know her better?"*
- *"These others do not understand respect. They trample, they take, they never listen."*

- **Drizzle (light, soft-spoken, trailing mist like fine rain)**

Personality: Nervous, hesitant, wants harmony but easily overwhelmed.

Style of speaking: Quiet, often apologizes, trails off mid-thought.

- Sample dialogue:

- *"I... I just think maybe we could... slow down and listen a little?"*
- *"Oh, please, don't be angry... we all love the sea, don't we?"*

- (to participants) *"You seem calmer than us... maybe you could help us see more clearly?"*

- **Cascade (forceful, their vapor moves in flowing waves)**

Personality: Passionate, hot-headed, prone to rushing into arguments.

Style of speaking: Speaks in bursts, almost like crashing waves, can interrupt others.

- Sample dialogue:

- *"No one respects the ocean like we do! Without water, what are you? Nothing!"*
- *"You call that sailing? It's stumbling through the sea!"*
- (to participants) *"Tell them! Tell them the sea deserves reverence!"*

- **Vaporis (elegant, drifting, with a lofty presence)**

Personality: Calm, aloof, sees themselves as above petty squabbles.

Style of speaking: Flowery, drawn-out words, often philosophical.

- Sample dialogue:

- *"The ocean is not merely water. It is spirit, memory, eternity..."*
- *"These creatures see the waves only as obstacles, not as teachers."*
- (to participants) *"Perhaps you, outsiders, can reveal what we have failed to recognize."*

- **Fogwyn (heavy, grounded mist with a muffled voice)**

Personality: Stubborn, rooted in tradition. Doesn't like change.

Style of speaking: Deep, rumbling, words come with long pauses.

- Sample dialogue:

- *"This... has always been... our way. To change... would be folly."*
- *"Water... is in our bones. You... cannot claim... the same."*
- (to participants) *"If you are wise... you will remind them... not all things can mix."*

Sea Animals (Group and Individual Characters)

- The group contains a variety of sea animals. Many are angry, while some are more neutral, and some seem uncomfortable with Percy's sharpness but loyal to their group.

- **Sample crowd dialogue:**

- *"I just want to work and sail without all this arguing..."*
- *"Isn't there room for all of us?"*

- **Percy the Porpoise (jaded, sharp, dismissive)**

Personality: Cynical, practical, thinks feelings get in the way of good sailing.

Style of speaking: Snappy, blunt, rolls eyes often.

- Sample dialogue:

- *"Sailing's not about 'respect' or 'spirit.' It's about getting from here to there... alive."*
- *"The sea's not a parent. It doesn't love you. It'll drown you if you slip."*
- (to participants) *"If you want to help, tell them to stop being so dramatic."*

- **Coraline the Crab (defensive, proud, easily irritated)**

Personality: Snappy (literally and figuratively), feels underestimated, quick to argue.

Style of speaking: Short, clipped sentences. Pinches air for emphasis.

- Sample dialogue:

- *"We've worked these docks for years! You think we don't know the sea?"*
- *"Respect doesn't put food on the table. Work does."*
- (to participants) *"Don't let them stomp all over us with their misty airs."*

- **Marlin the Swordfish (bold, daring, a bit reckless)**

Personality: Thrill-seeker, loves the danger of the sea, mocks caution.

Style of speaking: Loud, confident, brash.

- Sample dialogue:

- *"The sea's a challenge, something to fight, not bow down to!"*
- *"Storms, currents, predators, I've faced 'em all and I'm still here."*

- (to participants) *“If they think they own the sea, let’s race across it and see who survives.”*
- **Shelley the Hermit Crab (small, energetic, eager to prove themselves)**
 Personality: Quick-talking, anxious but enthusiastic, desperate to be taken seriously.
 Style of speaking: High-pitched, fast-paced, sometimes hides in their shell when nervous, then pops back out with energy.
 - Sample dialogue:
 - *“I may be small, but I’ve worked on five ships! I know my knots, I know my rigging!”*
 - (tucks halfway into shell) *“Sometimes people just see me as... fragile. But I’m tougher than I look.”*
 - *“The sea doesn’t care what you’re made of. It cares if you can swim, tie a rope, and keep the sails steady!”*
 - (to participants) *“You’ll vouch for us, right? You’ve seen we’re capable?”*

Note for Lorekeepers: This session has a lot of possible NPCs suggested. You are not required to use all of them or even most of them. They are here for inspiration as you run this session and decide which voices to bring into the dialogue. It might happen that your participants ask what kinds of creatures are there, and then you can consult with the list and name a few. We believe it’s always good to have options available since sessions often take unexpected twists and turns, so more preparation and resources are always better than less. For more suggestions on running dialogues, see the “General Advice for Running Sessions” section in the Facilitators Guide.

Possible Side Quests / Interactive Branches

1. **Curious Inquiry:** Participants choose to ask both the Mist Beings and the Porpoise Sailors why they value the sea, listening closely to what it means to each group personally. Through thoughtful questions and patient conversation, the group uncovers stories, emotions, and unique perspectives, often revealing hidden common ground between the two sides.

2. **Creating Connections:** Noticing that some sailors or Mist Beings seem jaded or disconnected from the sea, participants decide to help rekindle their connection. They might share memories, create small rituals, or invite each character to reflect on what first drew them to the water, sparking renewed energy and enthusiasm for their shared world.
3. **Ritual Creation:** If Mist Beings invite the group to join a symbolic ritual or the participants suggest one, such as casting stones into the water, sharing sea stories, or singing together, participants encourage the sailors to join as well. By participating together, both crews build a sense of shared tradition and deepen their mutual respect, helping dissolve old barriers.
4. **Skill Challenge:** When practical skills come into question, participants propose a friendly contest: a small boat race, knot-tying challenge, or navigation puzzle. Sailors and Mist Beings take turns showcasing their strengths, with journeyers cheering and sometimes joining the challenge. The shared fun helps each side appreciate the other's abilities and fosters healthy competition.
5. **Bystander:** If negotiations stall or tensions rise, a bystander, like Briney the teashop owner, quietly asks the participants for help defusing the situation. The group feels a sense of responsibility and urgency to restore calm before trade halts or relationships sour. Their timely intervention can shift the energy and lead to creative solutions for peace.

Branching Resolutions

- **Challenge:** Can we help the groups to both recognize each other's connection to the water?
- **Success (reconciliation between the groups):** The two groups agree to share the harbor, respecting both spiritual connection and practical skill. Bonding Harbor stays open and becomes a symbol of cooperation.

- **Failure (harbor shuts down):** The harbor shuts down temporarily, and tension lingers. The journeyers have to leave and find an outside mediator. Perhaps they ask Rockenroll to come off the ship as wise old rock.
- **Creative possibility:** Perhaps forming a Harbor Covenant is suggested, combining the strengths of both groups. This becomes a living agreement the harbor community can return to when conflict arises.
- **Optional possibility:** The *Silent Mist* could return from a short trial trip to show how well they are working together, if our journeyers helped assemble a good team in the previous session.

Learning Goals

- **Pluralism:** Show how different perspectives on the same value (the sea) can both hold truth. From our UUA values: “Pluralism: We celebrate that we are all sacred beings, diverse in culture, experience, and theology. We covenant to learn from one another in our free and responsible search for truth and meaning. We embrace our differences and commonalities with Love, curiosity, and respect.”
- **Conflict Resolution and Conflict Transformation:** Practice finding common ground between groups with rigid, opposing views.
- **Respect for Diversity:** Understand that lived experience (sailors’ labor) and identity (Mist Beings’ water-kinship) both have value.
- **Community Resilience:** Explore how covenants or agreements can help communities navigate disagreements without collapse.

Reflection Time

(Use the remaining time.)

- Provide a few minutes for participants to share their collages and about some of the images and meanings they included.
- How does it represent what makes a place feel like you belong there?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 10: Troubled Team in Tepid Bay

In this Journey, we meet a ship that has lost its purpose and its porpoise.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use
 - Everyday random object for the Deeper Joy Activity

Modification Notes for Lorekeeper:

- **Online Adaptations:** The Outright Lie activity has multiple variations included in the description, including an online option.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant if you don't already read it each week as a communal practice.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Outright Lie

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- **Offer Directions:** Have everyone sit in a circle on the floor or in chairs (whatever is accessible for all participants) or gather in a meeting space online.
- **Present** a small everyday object, and explain what the object is, what it looks and feels like. If in person, pass it around the circle so everyone can see it up-close or feel it.
- Invite participants to make up a fantastical description for what the object is and does. It can be magical, advanced technology, or something else entirely. Encourage them to be as creative as they would like with it!
- If you are feeling inspired and it would work storywise, feel free to incorporate one or more of the stories for the object into your campaign.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**
As our journeyers approach Tepid Bay, they notice out the window that there is a group of three small boats circling a larger sailboat in the bay. They make out the ship's name, the *Manta Ray*. No one seems to be on board. On the shore we also notice a campfire. The airship lets us down to approach the boats.
- **Who:**
Each boat appears to contain one character.
Sonny The Seahorse (he/him): Creative, generous, and a little dramatic.
Carla Clam (she/her): Very organized, reliable, gentle spirit.
Indigo the Purple Starfish (they/them): Intuitive, relaxed, emotionally mature.
At the campfire is Sky the Porpoise (any pronouns): Team player, charismatic, storyteller.
- **What does that person or group want to do?**
The three ships all seem to be disagreeing with each other, and no one wants to be near the other. They can't come to any agreement, but they do all identify one problem.

“We’ve lost our porpoise.” They ask for your help in bringing them back.

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

There is conflict amongst the group. That is why Sky (the porpoise) has left for the shore, and the others cannot get along. They were supposed to be having a fun party before setting off on a sea journey together.

Sonny had prepared snacks for the party and didn't feel appreciated. Carla made a great plan for how the party was supposed to go, but no one is following it. Indigo is trying to stay out of the fight by staying aloof. Instead Sonny and Carla feel offended by how Indigo is treating them.

Sky is trying to avoid all of the trouble, because it was supposed to be a fun party together and a chance to finally relax for a little while. Sky wants to help but is tired of being the one to stop fights. (Sky stubbornly refuses to leave the campfire, but in the next session we will discover they are also physically injured.)

- **Challenges they will face:**

Today's journey is all about how we can restore porpoise to the team. However, Sky refuses to return until the other three can learn to work together in a healthier way.

How can we help this team appreciate each other's strengths?

- **Important note:** The journey should end with heading to the campfire with Sky, whether you've talked with Sky or not, and whether any reconciliation has successfully happened for the crew. The next session will provide additional time for reconciliation work.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.

- **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 the situation can develop further in later sessions.
- **End around the fire with Sky:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

As the airship drifts lower toward Tepid Bay, the waters spread out below like a polished mirror, shimmering under the sunlight. The bay is unusually calm, without the lively chop of Bonding Harbor nor the crashing surf of Opening Up Beach. Here the water feels almost still, shallow enough that the pale sand beneath can be seen glinting in the sun. The air is warm and carries the briny smell of salt mixed with faint woodsmoke.

Seabirds circle lazily overhead, occasionally dipping down to the water but never diving. The silence of the bay feels uncanny, too calm, almost like the water is holding its breath. It's beautiful, but a little lonely.

At the center of the bay is an anchored larger vessel. Painted across the side in flowing letters is her name *Manta Ray*. The ship rocks gently but appears uncrewed.

Circling it are three small rowboats, each keeping their distance from the others as they paddle in tense loops. Their oars dip and splash, the sound sharp stark against the otherwise still waters. You faintly notice raised voices carrying across the water, heated words and exasperated tones.

On shore, a different scene unfolds: A small campfire flickers near a cluster of driftwood. A single figure sits beside it, framed by the soft glow of flame and the long shadows it casts. The fire crackles and pops, carrying the scent of charred seaweed and salt-sprayed logs. What would you like to do?

Notes to Lorekeeper:

As the *Airship* descends and the group explores the area, the contrast becomes clear:

- The circling boats feel like they're caught in an endless, unresolvable loop.
- The empty *Manta Ray* seems to wait, silently, for harmony to return.
- And on the shore, Sky sits apart from the conflict. Sky's campfire radiates both warmth and distance, a refusal to rejoin the discord until something changes.
- There are a couple of unused row boats on the shore that the party can use to approach the circling boats, if they would like.

Character Introductions and Dialogue Prompts

- **Sonny the Seahorse (he/him): Creative, generous, a little dramatic.**

Appearance: Small golden-orange seahorse with a delicate, curling tail. He waves his fins with flourish whenever he speaks.

- Sample dialogue:

- *"I prepared the snacks! Seaweed chips, kelp tea, even barnacle buns! And did anyone thank me? Of course not!"*
- *"Do you know how hard it is to slice seaweed this thin with fins like these?"*

- (to participants) *“What do you think? Shouldn’t a good party start with good food?”*

- **Carla the Clam (she/her): Organized, reliable, gentle spirit.**

Appearance: A clam with a pearly white shell, often snapping shut when flustered. She carries a waterproof scroll with her plan written down.

- Sample dialogue:

- *“I made a schedule. It’s a very good schedule. But no one followed it!”*
- (closes shell briefly) *“Without order, there’s only chaos.”*
- (to participants) *“Do you ever feel like people just... don’t listen, even when you’re trying to help?”*

- **Indigo the Starfish (they/them): Intuitive, relaxed, emotionally mature.**

Appearance: A deep purple starfish, slow-moving, calm expression. They drift in their boat almost lazily, arms trailing in the water.

- Sample dialogue:

- *“I don’t see why everyone’s so worked up. If the snacks are here and the boat floats, what’s the problem?”*
- *“Conflict creates waves. I prefer the stillness.”*
- (to participants) *“What’s your way of keeping calm when people fight?”*

- **Sky the Porpoise (any pronouns): Team player, charismatic, storyteller.**

Appearance: Sleek, silver-grey porpoise sitting near a campfire, tossing bits of driftwood into the flames. There’s a weariness to their smile.

- Sample dialogue:

- *“I just wanted us to relax, tell some stories, maybe sing. But now... I can’t keep being the one who fixes everything.”*
- *“They’ll figure it out. Or they won’t. Either way, I’m not swimming back until something changes.”*
- (to participants) *“What would you do, if you were always the one holding the group together?”*

Possible Side Quests / Interactive Branches

1. **Investigating the *Manta Ray*:** If participants climb aboard the Manta Ray, they discover remnants of an unfinished party, colorful snacks, half-hung decorations, messy games, and scraps of notes hinting at crew celebrations cut short. Exploring these clues, they piece together the crew's story and imagine how to reconnect through fun: reviving party activities, finishing the game, or even inviting crew members to join in. Engaging in playful restoration can help bridge gaps and make the crew feel welcome.
2. **Snack Diplomacy:** Participants try to approach Sonny for conversation, but he remains withdrawn, refusing to respond. Those observing the scene may notice a small basket of food bobbing in the water beside his boat, his meal accidentally left adrift. If the group retrieves the floating food and gently returns it, Sonny begins to open up, appreciating the thoughtful gesture. Only after this act of kindness does Sonny become willing to engage and talk.
3. **Plan Hunt:** When participants approach Carla, she is visibly upset, muttering and fussing about her missing plans. Compassionate conversation—listening with patience and empathy—can reveal that it's a page from her scroll she's lost. Alternatively, if the group chooses to search their surroundings, someone may spot the missing page floating in the water or tucked amongst cargo. Recovering the page immediately softens Carla, making her receptive to teamwork and more trusting toward the participants.
4. **Careful Listening:** Indigo, initially reserved, offers to talk if someone can show patience and listen quietly and without judging. One or more journeyers practice active listening, reflecting, and asking gentle questions. Indigo reveals new details about the situation or the crew's mood, and those who truly engage learn the power of empathy and supportive silence.
5. **Campfire Stories:** At dusk, Sky lights a small campfire or lantern and invites participants to share brief stories about times they felt unseen or weary from always fixing things. This activity creates space for vulnerability, mutual support, and insight into both the journeyers' and crew members' experiences. Warm, honest storytelling deepens the group's connection and may shift the energy in meaningful ways.

Branching Resolutions

- **Success (reconciliation achieved):** The participants help the three boat-sailors appreciate each other's strengths (Sonny's creativity, Carla's planning, Indigo's calmness). Sky is touched and agrees to consider rejoining them though is still cautious. (Sky is injured and hiding that injury which can't be revealed until the next session.)
- **Partial Success (some reconciliation happens):** The conflict cools but isn't fully resolved. Sky remains at the fire but agrees to talk with the group in the next session.
- **Failure (conflict continues):** The bickering intensifies, and Sky insists on staying away. The boats continue circling, showing how unresolved conflict keeps people stuck and circling in shallow waters. We have another week in Tepid Bay with this group to work on further resolution if this happens.

Learning Goals

- **Strength of Diversity:** Recognize that different strengths (creativity, organization, calmness, leadership) can all be valuable in a community.
- **Causes of Conflict:** Explore how unappreciated or underappreciated contributions can lead to conflict.
- **Understand Burnout:** What happens when one person feels responsible for "holding the group together."
- **Tie to Pluralism and Covenant:** Differences are natural, but thriving communities need gratitude, listening, and shared responsibility.
- **From the Video about Tepid Bay:**
 "It might be tempting to endlessly paddle around in the Tepid Bay. The waters are calm and you're a safe distance away from everything. But the waters are also shallow. And after the sun sets, it's kind of lonely out there."

It's not bad or wrong to be in the Tepid Bay, however. Some people who you try to bring into your community may choose to stay here, and that's ok. They can still see the beacon of the Covenant Lighthouse, and they're not very far from the Bonding Harbor if things change for them. Please still consider these folks as part of and in your community, even if they choose to stay in a wider concentric circle.

And these folks may have vital information for you to consider. Are there reasons or barriers they are experiencing that are keeping them from joining?"

Reflection Time

(Use the remaining time.)

- **Ask:** What helps you feel appreciated?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,

not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 11: Finding Porpoise in Tepid Bay

In this Journey, we help a group find their purpose (and their porpoise) together again.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use. For this session, this might include physical representations of items for the healing ritual: a small bottle of oil, a coin, a conch shell, and a rough brick or stone.

Modification Notes for Lorekeeper:

- The Deeper Joy Activity will work for online groups. It may seem a little awkward, but that's what makes it fun.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Mind Meld

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- Participants pair up and try to say the same word at the same time, eventually. Begin by taking turns: one says “one,” the other says “two,” then together count “three!” After “three,” both people say any word: person, place, object, idea, or phrase. Then they think about what connects those two words; what do they have in common? Then count again: “one, two, three!” Each person now says a new word inspired by that connection. Continue repeating this process, round by round, using the new link each time, until both people finally say the same word at the same time. Celebrate when you sync up. No competition, just fun and creativity!
- **Online:** If doing this activity online and using breakout rooms, use groups of three rather than two, for online safety practices.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**
Having achieved some level of function between Indigo, Sonny, and Carla, our journeyers head back to talk further with Sky to see if Sky will consider rejoining the rest of the team. If the group did not entirely succeed in mending feelings in the last session, they can pick up that work here.
- **Who:**
Sky (all pronouns) stubbornly refused to even consider rejoining the others last session. This is not only because Sky was hurt emotionally by the fact that the rest of the team refused to work through their issues, instead relying on Sky to solve the problems for them, but also when Sky stormed off the ship to head to shore, Sky also obtained a physical injury to their tail.
- **What does that person or group want to do?**
Sky would like to patch things up with the team and invites them all to join him at the beach around the campfire. However, at the campfire amidst finding out about the work the rest of the ship’s crew did last session, Sky reveals that when they left the boat, she

sustained an injury to her tail.

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

Sky cannot rejoin the crew on the ship or properly enjoy this campfire together if they don't heal the injury.

- **Challenges they will face:**

The crew requests the journeyers help in locating the supplies they need for the healing ritual from around the bay: Oil of Honest Conversation, The Shell of Listening, The Coin of Accountability, The Brick of Trustbuilding. (These can be hard or easy to find depending on how you'd like to focus things. Reveal as much or as little of this information as the Lorekeeper likes.)

Then invite the journeyers to help create a ritual with the crew.

Framework for the Journey

- **Previous Session Recap:** Start by saying, "When we last met," and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **Start at the fire with Sky:** Invite journeyers to describe what they're doing 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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The sun is sinking lower as the journeyers find themselves on the shoreline of Tepid Bay. The shallow water reflects the sky like molten gold, rippling with each small breeze. The smell of salt and charred driftwood hangs in the air. The campfire still burns where Sky sits, its orange glow casting long shadows across the sand.

Nearby, washed-up seaweed crackles quietly in the heat of the fire, and shells litter the beach like scattered jewels. In the distance, the *Manta Ray* sways gently at anchor, the rowboats bobbing idly now that the arguments have calmed. The atmosphere is quieter than before. The loud conflict has eased, but a lingering tension remains in the air as if something important is yet unresolved.

What would you like to do?

Lorekeeper notes:

Who is present when they arrive:

- Sky at the fire, their tail awkwardly resting in the sand.
- The rest of the crew (Sonny, Carla, Indigo) gathered nearby, uncertain whether to approach. Or the crew may still be in their row boats, needing a bit more reconciliation work.
- The campfire itself glowing like a possible gathering place.

What is happening right now:

Sky wants to talk, but also reveals a deeper wound, not only emotional frustration with always being the peacemaker, but also a physical injury to their tail which keeps them from rejoining the ship unless it is healed.

Character Introductions and Dialogue Prompts

- **Sky (all pronouns, porpoise, team player, charismatic, storyteller)**

Appearance: A sleek porpoise form, though at this moment Sky sits uncomfortably on the beach, tail bent slightly and wrapped in makeshift seaweed bandaging. Their eyes flicker between warmth and hurt. The firelight glints off their wet skin. Personality is charismatic but exhausted, usually the group's glue, but tired of carrying that role alone.

- Sample dialogue:

- *"I've always been the one to smooth things over... but it wears on me. When I stormed off, I slipped on the rocks, and my tail hasn't been the same since. I want to sit with you all, around this fire, as equals and not as the fixer."*
- (to participants) *"Do you think people can share the work of holding a group together? How would you help your own team balance things?"*

- **Sonny the Seahorse (he/him, creative, generous, dramatic)**

Appearance: Small golden-orange seahorse with a delicate, curling tail. He waves his fins with flourish whenever he speaks.

- Sample dialogue:

- *"I brought snacks for everyone! I thought they'd make us smile, but no one even noticed."*
- (to participants) *"What would make you feel appreciated if you were in my place?"*

- **Carla the Clam (she/her, organized, reliable, gentle)**

Appearance: A clam with a pearly white shell, often snapping shut when flustered. She carries a waterproof scroll with her plan written down.

- Sample dialogue:

- *“I tried to give us a structure, but no one followed it. Maybe I was too rigid. Maybe I just wanted to feel useful.”*
- (to participants) *“When is a plan helpful, and when can it get in the way?”*

- **Indigo the Starfish (they/them, intuitive, relaxed, emotionally mature)**

Appearance: A deep purple starfish, slow-moving, calm expression. They drift in their boat almost lazily, arms trailing in the water.

- Sample dialogue:

- *“I didn’t want to get dragged into the fight, but I see now that ignoring it only made things worse.”*
- (to participants) *“Have you ever avoided conflict only to realize it made the problem bigger?”*

Possible Side Quests / Interactive Branches

1. **Searching for Ritual Ingredients:** Here are possible search areas in Tepid Bay:

- The old docks (weathered planks, fishing gear, lanterns)
- The sandy beach (shell piles, driftwood, kelp)
- The collapsed seawall (stone piles, tidal pools)
- The campfire circle (logs, sand, embers)
- The rocky tidepools (crabs, small creatures, colorful rocks)
- A small grove of coastal shrubs

Oil of Honest Conversation: This is hidden inside a rusted, weathered lantern hung on a post at the old docks. The lantern will only open after a participant shares a genuine thought or experience aloud. Once the group demonstrates true, open conversation, the oil is revealed in a small, stoppered vial.

Shell of Listening: On the beach lies a scattered array of shells. Teapot encourages the group, explaining the right shell will sound different than the rest. Participants must listen through several shells, each producing various ordinary sounds. Only careful listening, using teamwork or thoughtful strategies, reveals the shell that echoes with gentle whispers. Dice rolls can be used for particularly clever or systematic searches.

Coin of Accountability: Near the campfire circle, the coin is hidden beneath a pile of driftwood, guarded by a feisty crab. The crab is quick to defend its find. Participants may negotiate by luring the crab away with a snack or shiny treasure, or work together to gently distract it. Once relocated, teamwork is needed to dig up the coin buried just under the sand.

Brick of Trustbuilding: Amid the collapsed seawall are countless old bricks, but only one is special, the brick that, if missing, would cause nearby bricks to wobble or give way. Participants must carefully examine and test different bricks to find the right one. Then they must carefully plan and work together to remove the brick without toppling the wall. Success depends on the group's coordination and careful problem-solving.

Other possible areas and mini-discoveries (optional): Participants may also choose to search nearby rocky tidepools or the small coastal shrub grove. While the core ritual items will not be found there, these explorations can lead to other small discoveries, character moments, or tokens to contribute to the ritual atmosphere.

2. **Design the healing ritual together:** What words, gestures, or symbols make it meaningful? Participants can roleplay their characters contributing an item or action (ex. lighting the fire brighter, singing, or drawing symbols in the sand).

Branching Resolutions

- **Success (Sky is healed and the crew is reunited):** The ritual heals Sky's tail, but more importantly restores balance to the crew. The group shares a moment of unity around the campfire before preparing to reboard the *Manta Ray*. Sample script for a ritual is included with this session.

- **Failure (either or both of the crew remains conflicted or Sky needs more healing):**
The crew remains fractured. Sky may need more time, and the journeyers leave Tepid Bay with the sense that not every conflict resolves neatly or quickly.
- **Creative alternative:** Instead of physical ingredients, participants might use their own covenant values (written words, affirmations, or symbolic actions) to replace the ritual.
- **Unexpected outcomes:** Perhaps Sky reveals that healing isn't only physical. Unless the group names their strengths and appreciation for each other aloud, Sky will not return.

Learning Goals

- **Community Needs:** Highlight that community care is more than fixing problems. It's also about balance, accountability, and shared responsibility.
- **Healing:** Model how rituals and shared values can restore trust after harm.
- **UU Connections:** Links directly to covenant (naming shared promises), equity (no one person should carry all the weight), and justice (healing is a collective responsibility).

Format Inspiration for Healing Ritual

Lorekeeper Prompt (to set the stage):

"As the campfire crackles, the crew gathers in a circle. Sky sits in the center, tail stretched awkwardly in the sand. The gathered items — the Oil of Honest Conversation, the Shell of Listening, the Coin of Accountability, and the Brick of Trustbuilding — rest nearby. The air feels charged, as though the bay itself is holding its breath, waiting to see if this group can find wholeness again."

- **Step 1: Naming What Was Hurt**
 - Lorekeeper:
"Before we heal, we must name what caused harm. Each crewmember, and each journeyer, may speak what they felt or what they saw Sky carrying alone."

- Sonny might say: *“I saw how often you had to make peace for us, Sky, and I never said thank you.”*
- Carla might say: *“I put too much pressure on the plan, instead of listening to your needs.”*
- Indigo might say: *“I stepped back too far. My silence left you holding everything.”*
Participants may share what they think Sky carried, or even name moments from their own lives where someone had to take on too much.

- **Step 2: The Offering of the Four Symbols**

- Each item is offered into the circle, physically if props are available or narratively described. The Lorekeeper invites different participants to hold or describe each offering.
 - Oil of Honest Conversation: *“May our words flow clearly, easing the tight knots between us.”*
 - Shell of Listening: *“May we listen with open hearts, not just open ears.”*
 - Coin of Accountability: *“May we share the weight of responsibility, instead of leaving it on one alone.”*
 - Brick of Trustbuilding: *“May we lay this stone as the foundation of something stronger together.”*
- (Lorekeeper note: Participants can reword these lines or invent their own to make it their ritual. If you have enough time in the session, you could invite the group to design elements and blessings for the ritual.)

- **Step 3: The Healing Gesture**

- Invite everyone to join in a symbolic action, whatever feels right for the group.
Some options:
 - Place hands (or character’s hands, fins, claws, etc.) toward the campfire, *“sending warmth.”*
 - Share words of encouragement together, such as: *“We heal together, we sail together, we grow together.”*
 - Draw shapes in the sand (spirals, waves, stars) to represent new beginnings.

- **Step 4: Sky's Response**

- Lorekeeper (as Sky):
"I feel your words, your promises, your care. The burden I carried is lighter now. The fire warms me, and the bay soothes me. With your help, I will heal."
- If participants chose to succeed in gathering the items or inventing their own ritual, Sky's tail visibly mends, the pain easing. Sky thanks them warmly and reaffirms their commitment to the crew.
- If they struggled, Sky may still accept the effort, but note: *"Healing takes time. What matters is you did not let me sit alone."*

Reflection Time

(Use the remaining time.)

- **Ask:** What helps me feel part of a healthy group?
- (For the ones who do most of the things that need doing) How could I share responsibility without taking the work all on myself?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,

not perfect, but real.

Now we depart, no longer the same as when we arrived.
We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay
that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 12: Shadows

In this Journey, we explore what happens when we aren't honest in the ways we show up in community.

Prior to the Journey

- This week's session is part of 5 sessions spread throughout the curriculum which allow for time to reflect, "level up" characters, change features of characters, and allow for some additional storytelling that helps incorporate new participants and participants who miss multiple sessions. Please review the change in format for these sessions.
- Review your group's description of the *Beloved Community Collective Airship*.
- Review past weeks' notes from sessions. Also consider what your participants (individually or as a group) have done particularly well that could be awarded a "Waypoint Scroll" to spotlight behavior and choices that resonate with our learning goals.
- **Supplies Needed:**
 - Potentially have additional character sheets if you'd like to give your participants the chance to edit their characters on a new sheet
 - Print the [Sequential Storytelling exercise table card](#)
 - Physical version of a Waypoint Scroll, either [printing these](#) or creating one of your own
 - (optional) Group journal or poster for recording key events

Modification Notes for Lorekeeper:

- We encourage you to highlight happenings from previous sessions that reflect well on community building and session learning goals. These will be celebrated by Rockenroll giving the group a "Waypoint Scroll" which can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll. Think about group accomplishments over the past few sessions, and choose a theme for the Waypoint Scroll they will

be receiving.

- In this segment we engage in some guided improvisational storytelling to discover something more about our ship and our companions. If you desire extra interactivity, you could act out the story as a script with the participants.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.

Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at “Welcome journeyers.”)

Lore Collection and Sequential Storytelling Exercise

(Suggested time: 10 minutes)

This section is a time to collect and tell the stories of your participants. You’ll want to take notes during this section to gather what is important to participants from the recent journeys. You can then have this to share as the wider story develops.

- **Determining Sharing Order:**

- If gathered in a circle (in person), proceed around the circle in one direction.
- If meeting online, post a talking order into the chat so all can see and know when their turn is coming.
- For larger groups (or any group wanting more structure or more randomness), prepare index cards numbered sequentially ahead of time (make sure the number of cards matches the number of people before distributing them). Pass these out so each person receives a number; the story proceeds according to card order.

- **Storytelling:**

- **Share:** We will tell the story of our journeying group of characters. Each of you is invited to contribute a piece of this story, building on what others have shared.
- **Explain:** The first participant in order continues with “and then...” sharing the next event, experience, or memory. Subsequent speakers may:
 - Use “and then...” for what happened next.
 - Use “and before that...” for something earlier that shaped the story.
 - Use “and some of us felt that...” to voice emotional or reflective responses.

- Anyone may “pass” their turn if they do not wish to share or “pass for now” if they wish to come back later. After the initial round, any who “passed for now” should be invited to share.
- **Share:** “Once upon a time, our group met Dew Drop at Bonding Harbor where he needed to recruit crew members for his ship...” then turn the story over to the first participant to continue.
- **Closing:**
 - The facilitator ends the process when all who wish have shared.
 - Can ask: What did you notice? What did you feel?
 - Consider closing with a moment of silence, gratitude, or communal acknowledgment.
- **Facilitator Notes:**
 - Affirm all contributions. Every memory, feeling, or reflection is welcome.
 - Guide the group gently to stay with storytelling rather than discussion or debate.
- **Additional Guiding Discussion Questions:**
 - If someone were just joining our group and story, what would be important for them to know?
 - How has our group changed in recent sessions?
 - Take time to reflect on key moments in recent sessions together. (You can use your Lorekeeper Journal to assist in remembering.)

Character Growth

(Suggested time: 10 minutes)

- **Share:**

We don’t have a formal mechanism for “leveling up” in Deeper Joy RPG. However in this segment we want to allow you a chance to ponder changes to their character through the recent sessions. (Note: For regular participants who miss this session, you can be in touch with them about whether they would like to make changes to their character before

the next session. This helps to keep things flowing so that it's not being brought up in other sessions, unless scheduled.)

- **Facilitators Prompts:**

- Do you think anything has changed about your characters after the recent sessions?
- Have your motivations changed?
- Have you gained another special item in your journey?
- What about your character's description?
- Should those changes be reflected on an updated character sheet?

- **On Character Changes:** Often roleplaying participants wish to make changes to their characters. In addition to those noted above, this is also an opportunity to allow your participants to change their character's number. We recommend allowing a shift of not more than 1, which represents the fact that we are all shifting somewhat in how we go about doing things. You can choose to allow a greater number if there is a significant story-based reason for the change.

- **Share:**

Rockenroll has taken time to reflect on our recent journeys and has decided to confer on our group the "_____ Waypoint Scroll." (Sample ideas: Inclusion, Connection, Listening, Teambuilding, Growth)

This scroll can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll.

- **Optional Rockenroll Dialogue:**

A deep rumbling sound rises from Rockenroll, like stones grinding together. The glasses perched on his rocky form slide down slightly, and then, in his gravelly, resonant voice, he speaks:

"I have watched you carefully, journeyers. Stones remember, and I remember what you've done. You showed (insert example from last sessions), and that is no small thing. Such choices shape the path ahead."

Rockenroll rolls forward a bit, causing the ground to tremble softly. With a surprising pop of dust and light, a scroll emerges, balanced neatly atop his rocky form:

“Because of this, I give you the [Inclusion/Connection/Listening/etc.] Waypoint Scroll. Keep it safe. When the roll fails you, or the path bends too sharply, it will remind you that the ground beneath you remembers who you are.”

Storytelling

(Suggested time: 10-20 minutes)

- **Prompt:**

Thinking about your roles, descriptions, and style, we often think about these in positive ways. But as we think of them, let’s consider another perspective. What are the “shadows” of your characters? What are the things that your characters try to hide about themselves? What are the flip sides of your character’s “good” traits? How might these affect our team’s sense of community?

Allow time to reflect on these questions together then offer: “Understanding our shadows helps us be able to show up more honestly in community. Today’s story from aboard the *Airship* offers a lesson about Misty’s shadow.”

- **Following sharing, the facilitator shares:**

As our group of journeyers gets back to the ship following our recent journeys in Tepid Bay, we run into Misty who wants to show us a recent artwork she created. As Misty goes to show us, Chalix comes storming up the stairs. “Chalix, why aren’t you in the engine room?” asks Misty.

“You don’t even remember, do you?” Chalix responds with a sense of anger.

“Remember what?” asks Misty, seemingly truly confused.

“You signed up for five shifts to help me in the engine room this week, and you haven’t

shown up for any of them! I've had no rest for a whole week!" Chalix's anger seems ready to explode.

Misty seems to ponder what to say, finally offering, "I'm sorry. I get so creative that I can forget to do things."

Chalix's frustration reaches a boiling point, and suddenly everything begins to shake on the ship. Teapot comes running into the room, just in time for Chalix to land on the floor, having fainted.

Teapot looks around then with shock proclaims, "With Chalix down, the *Airship* is going to crash! Brace for impact!"

- **Invite discussion about what just happened.**
- **Based on what you just experienced, what do you think might happen in our next session?**

Closing

(Use the remaining time.)

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

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A tale to relay
that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 13: Crashing in the Stretching River

In this Journey, we figure out what to do once the *Beloved Community Collective Airship* crashes.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use; craft sticks could be nice to have available if participants would like to physically build a raft at the same time as their characters

Modification Notes for Lorekeeper:

- There is no Deeper Joy Activity today as we have incorporated a similar activity into the roleplaying.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Roleplaying Framework

(Suggested time for roleplaying: at least 30 minutes)

- **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!

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

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **Start on the crashed *Airship*:** Invite journeyers to describe what they’re doing 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 the situation can develop further in later sessions.
- **End in relative safety on the Stretching River with the Forest of Affirmation in sight:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The sun is sinking lower as the journeyers return to the shoreline of Tepid Bay. The *Airship* groans and shudders as it crashes into the muddy banks of the Stretching River. The river is wide, glittering silver under the light, but its waters surge unpredictably, sometimes calm, sometimes rushing in sudden rapids. The smell of damp earth and moss fills the air. Animals shriek in alarm before retreating away, and the distant sound of water tumbling over rocks reminds the group that this river is no easy path.

The wrecked *Airship* leans to one side, smoke curling faintly from its engine. Chalix is slumped near the engine room door, barely conscious with their inner flame flickering weakly. Rockenroll rolls up beside him, staying steady as a caretaker, while Teapot huffs and shakes off dust, muttering about the mess. Misty swirls eagerly, pointing toward the riverbank where reeds sway gently.

What would you like to do?

Notes for Lorekeeper:

What is happening right now?

- The group must recover from the crash.
- Chalix is incapacitated, and Rockenroll is staying behind to care for him.
- Teapot suggests traveling downstream to meet Robin Willow for help.
- The only way forward is to build and sail a makeshift river vessel.

Character Introductions and Dialogue Prompts

- **Chalix (he/they, ship's engineer)**

Short description: A living chalice with a gentle, flickering flame inside, dimmed by exhaustion.

- Sample dialogue:

- *"I... I can't keep the flame steady right now. Please, go on without me."*
 - *"The river, it will test you. But you'll grow stronger together."*

- **Rockenroll (he/him, caretaker and steady presence)**

Short description: A massive sentient boulder wearing glasses, staying behind with Chalix.

- Sample dialogue:

- *"I'll hold things here. Don't you worry about us. Go, and keep each other safe."*
 - *"Remember a river doesn't care who steers, but it always moves forward. Be the ones who choose the path."*

- **Teapot (they/them, enthusiastic greeter)**

Short description: A humanoid with a teapot for a head, always steaming gently.

- Sample dialogue:

- *"Well, this is exciting! A crash, a river, a quest for supplies, just like in my favorite adventure tales!"*

- *“Now, who’s good at steering? Who prefers snacks? Oh, we’ll need a snack person!”*
- **Misty (she/her, whimsical dreamer)**
 Short description: A drifting cloud of mist, light and flowing, always ready with imaginative suggestions.
 - Sample dialogue:
 - *“The river wants to play with us or maybe test us. Either way, let’s float like the fog and see where it takes us.”*
 - *“What will your role be on this little raft? Watcher? Mender? Navigator? It feels important to choose.”*

Possible Side Quests / Interactive Branches

1. **Scavenging for supplies:** Characters can explore the wrecked airship or nearby forest to decide what limited items to bring.
2. **Boat-building puzzle:** Using the small raft and found items, the group collaborates on how to expand or reinforce it. (Optional: Ask them to draw or sketch their design.)
3. **Role delegation game:** Have each participant choose (or roll for) a shipboard role, ex. navigator, lookout, steerer, bailer, snack-keeper, etc.
4. **Environmental mysteries:** Characters may notice odd things by the river. There are many options in the Stretching River Challenges Inspiration list later in the session.

Branching Resolutions

- **Success (teamwork & creativity):** The group constructs a sturdy vessel, distributes roles, and navigates the river with minimal mishaps. They gain confidence and a sense of shared accomplishment.
- **Partial success (struggles but learning):** The boat leaks or spins in circles, but through cooperation, they patch things up and make it downstream finding themselves a

little soggy, but stronger for it.

- **Failure (no collaboration):** The raft collapses, forcing them to improvise (ex. carrying it through shallow water or clinging to floating debris). This may set them back but becomes a powerful lesson in planning and persistence.
- **Other Outcomes:** See the river challenges section for additional possibilities.

Learning Goals

- **Problem-solving Together:** Highlight the importance of shared responsibility in moments of crisis.
- **Planning vs. Improvising:** Show that preparation matters, but adaptability is equally vital.
- **Burnout Awareness:** Reflect on Chalix's situation. Even the strongest need rest and care, and communities must support each other.
- **Trust and Delegation:** Encourage participants to consider their roles in a team and how to honor everyone's strengths.
- From the Stretching River explanation video: "The stretching river is the place a group goes when they experience trials, problem-solving opportunities and challenges. These may arise naturally (maybe the minister leaves and a search committee is formed), or they may be manufactured (think: ropes course, planning a worship service, etc.). By moving through difficulties together, the group builds capacity to do that which they could not have done alone."

Stretching River Challenges

- **Rapids Ahead**

- Success: The raft rides the waves safely. Everyone feels a surge of adrenaline and teamwork.
- Failure: Someone (not the whole group) gets splashed or tossed overboard briefly. They might lose an item or need rescuing.
- Creative: They steer into a calmer side channel, finding a hidden grove or shortcut.

- **Whirlpool**

- Success: They paddle together and skirt the edge. The raft wobbles but holds.
- Failure: The raft spins and loses direction. They must take extra time to recover.
- Creative: Someone thinks of using an item (rope, sail, magic) to harness the whirlpool, launching them forward faster.

- **Fog Bank**

- Success: A lookout's sharp eyes (or intuition) keep them straight. They emerge safely.
- Failure: They drift off course and run aground briefly.
- Creative: They call out together, and a river spirit answers, guiding them through.

- **Low Branches**

- Success: Quick teamwork keeps the raft safe. No one is hurt.
- Failure: Something is knocked overboard or broken. (Pick an item the group cares about or needed for this journey).
- Creative: They grab useful fruit, herbs, or materials from the branches as they pass.

- **Shallows**

- Success: They lighten the raft, carry it through, and keep moving.
- Failure: The raft scrapes badly and needs patching before going further.
- Creative: Someone befriends a strong river creature (like a turtle or otter) to help push.

- **Leak in the Hull**

- Success: A quick fix (cloth, wood, magic) stops the leak.
- Failure: The raft grows heavier and harder to steer, and they'll need to bail constantly.
- Creative: They turn the leak into an advantage, creating a "fountain" that distracts or delights someone later.

- **Steering Failure**

- Success: They improvise a paddle or pole, keeping the raft on course.
- Failure: They drift wherever the current takes them, arriving somewhere unintended.
- Creative: They let the river choose, framing it as trust in "where we're meant to go."

- **Loose Cargo**

- Success: Someone dives or stretches to recover the item.
- Failure: The item is lost, forcing adaptation later.
- Creative: The item is lost but washes back to them in a surprising way (like on a friendly animal's back).

- **Ghost Ship appears, asking for aid in finding peace**

- Success: The crew is honored with words or ritual, and the ship drifts peacefully away.
- Failure: The ghosts grow restless, shaking the river until the raft is jostled.
- Creative: The group invites the spirits to join them, briefly gaining ghostly allies or wisdom.

- **River Spirits**

- Success: The spirits are charmed and offer safe passage or a small gift.
- Failure: The spirits play tricks, confusing directions or hiding supplies.
- Creative: The journeyers join the spirits in play, turning the trick into a joyful game.

- **Talking Fish who poses riddles to the group**

- Riddle 1: "I have cities, but no houses. I have mountains, but no trees. I have water, but no fish. What am I?" (Answer: A map)
 - Riddle 2: "What can be cracked, made, told, and played?" (Answer: A joke)
 - Success: They solve its riddle or honor its request, earning help.
 - Failure: The fish splashes them, startling the raft into a spin.
 - Creative: They befriend the fish, who follows them for part of the journey.
- **Sudden Storm**
 - Success: They lash things down, hunker together, and weather it.
 - Failure: They lose time and arrive shaken, maybe without something important.
 - Creative: They sing or chant together, magically calming the storm faster.
- **Hidden Waterfall**
 - Success: They spot it early and reroute.
 - Failure: The raft goes over! (Not fatal, but disorienting, and they lose something.)
 - Creative: They find a side pool with a cave or treasure behind the falls.
- **Magical Current**
 - Success: They resist and stay on course.
 - Failure: They're swept somewhere unintended.
 - Creative: They embrace it, finding something wonderful (ex. clue, ally, resource).
- **Stranded Creature**
 - Success: They pull the creature aboard, gaining a friend.
 - Failure: They fail, and the creature drifts away (sad moment).
 - Creative: They don't rescue the creature directly but offer supplies, earning gratitude later.

Reflection Time

(Use the remaining time.)

- **Ask:** What is one item that is extremely important to you, either now or when you were younger? For instance, did or do you have a favorite stuffed animal or a favorite book?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 14: The Stretching River Erodes

In this Journey, we deal with things going awry along the river.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use
 - Deeper Joy Activity: Prepared Jenga blocks or similar with values listed on them (for the Deep Talk Blocks activity), bag for the blocks
 - Alternate Deeper Joy Activity: requires no materials
 - Print the [Bob's Tower tour resource](#)

Modification Notes for Lorekeeper:

- An alternate Deeper Joy Activity is suggested for online groups or for in person groups if Jenga type blocks are not available.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 10 minutes)

Deep Talk Blocks

Our Activities are based on the activities provided by Deeper Joy. This activity is not drawn from a specific activity. You can find out more about [other Stretching River activities in the Deeper Joy Collection](#). This activity is based on the [Deep Talk Blocks](#), created by Joy Berry.

- **Preparation:** Take a set of Jenga blocks or similar and colorful permanent markers. Write one value or belief word on each of the blocks. Suggestions for words are on the [Deep Talk Blocks page](#). Put the blocks into a small bag or similar.
- **Invite** participants to draw one of the blocks, then share their answer to, “When have you experienced that value lately, or what have you wondered about that value lately?” based on the word on the block they drew. After answering, the blocks are used one by one to progressively build a tower.
- **Continue** as time permits for this activity. You can also allow participants to continue building and rearranging with the blocks as roleplaying progresses.

Alternate Activity: Change 3 Things

- **In person:** Change 3 things about your shared space. Suggestions include picking a new seat, adjusting lighting (while keeping visibility accessible), turning music on or off, opening or closing a window, adding decorations, or lighting a candle.
- **Online:** Everyone turns off their video and changes three things in their own space, with at least one that is clearly visible to others. Then they turn their video back on, and the group tries to guess what the changes are.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**
As we’ve made our way down the river, we come across a bridge and an area of the river which is suffering from severe erosion. The bridge seems near collapse, and the erosion is causing dirty water to move downstream potentially causing issues for other

ecosystems.

- **Who:**

Near the bridge lives Bob the Cyborg Beaver (any pronouns) in a 10 floor building nearby, seemingly made from a clear-cut area of the forest.

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

Bob used to live in the river and built dams to keep things from eroding but had read of distant lands with skyscrapers and decided to begin building a tall building from the local forest's trees. Bob, being a cyborg beaver, found that he was particularly skilled in cutting down trees, and began selling the lumber as well.

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

Since Bob is no longer building dams, the river is eroding, and this is only made worse by the clear-cutting of local trees. The whole local ecosystem is in disarray, and the bridge is likely to collapse soon.

- **Challenges they will face:**

Can our journeyers convince Bob of the dangers of the current path? Will Bob consider building a dam again? Can we help Bob recapture a love of the river? Is there a more sustainable way that Bob can express a love of skyscrapers?

Framework for the Journey

- **Previous Session Recap:** Start by saying, "When we last met," and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **Start on our raft in the river:** Invite journeyers to describe what they're doing 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 the situation can develop further in later sessions.
- **End moving towards the Forest of Affirmation:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The Stretching River narrows as you approach a rickety wooden bridge spanning the water. The air smells damp and earthy, but tinged with sawdust. Piles of logs line the bank, stripped bare of their leaves. The water near the bridge runs brown with silt, churning in swirls where the bank has collapsed. Each splash against the muddy shore visibly pulls more earth into the current.

On the far side of the river, a strange, towering building rises with 10 uneven floors stacked like giant blocks. The walls are mismatched planks, metal scraps, and glowing panels. The structure groans in the wind, a patchwork skyscraper in the middle of the forest.

Birds are scarce, and the usual chorus of frogs and insects is oddly quiet, a silence heavy with imbalance. A beaver with glints of metal is inspecting the tower while the bridge groans ominously nearby.

What would you like to do?

Notes to Lorekeepers:

Bob the Cyborg Beaver is inspecting his tower with pride, but the bridge groans ominously nearby. The bridge itself is close to collapse. Erosion threatens to destabilize the whole area, but Bob seems unaware.

Character Introductions and Dialogue Prompts

- **Bob the Cyborg Beaver (any pronouns)**
 - About: Inventor and builder, former dam-maker turned lumber baron. Bob is proud, eccentric, well-meaning but short-sighted. Obsessed with skyscrapers after reading about them in books.
 - Physical description: A large beaver with patches of polished metal across their body. One eye glows red with a cybernetic lens, and their teeth glint with steel. They wear a tool belt with gadgets that whirl and spark.
 - Sample dialogue:
 - *“Welcome to Beaver Tower, the tallest building this side of Covenantia.”*
 - *“Dams? Oh, those are old news. Why live in the mud when you can touch the sky?”*
 - (if challenged) *“The river’s always been messy! I’m just... improving things. Don’t you like progress?”*
 - (softening) *“I did love the sound of the river once... steady, flowing, alive. But skyscrapers feel important.”*

Possible Side Quests / Interactive Branches

1. **Tower Tour:** Characters take a guided tour of Bob Beaver’s towering structure, with each floor uniquely themed (see the [tower tour resource](#)). Encourage observations and group discussion on which features might work for a river community and which might cause problems.

2. **Investigate the Bridge:** Journeymen carefully inspect the river bridge, noting creaking boards, shifting supports, and signs of wear. Give them space to experiment with ways to temporarily patch or stabilize it, using found materials, teamwork, or creative problem-solving. Their actions should offer clues about both short-term fixes and the need for lasting solutions.
3. **Investigate the Area and Plant Life:** Exploration of the surrounding banks and woods reveals struggling or disappearing plant life. Erosion has exposed roots, and sections lack new growth. Guide participants to notice cause-and-effect connections, such as how a weakened ecosystem makes the river and its structures less stable.
4. **Explore and Find an Earlier Dam:** Further upstream, a search uncovers the remains of one of Bob's earlier dams, now broken and partly overgrown. These ruins provide a natural story point for learning from the past, with hints about what worked and what failed, and offer inspiration or caution for the current crisis.
5. **Talk to Animals in the Area:** Speaking with fish, frogs, birds, and insects, participants learn about the growing problems: water temperature changes, fewer safe places to rest, and mounting worries over the bridge's fate. Use animal characters to share honest perspectives and prompt the group to connect river life health to community choices.
6. **Work Further with Bob:** With new information, participants engage directly with Bob, proposing changes, helping think of new designs, or even inviting him to listen to the concerns of the river animals. This process may include teamwork, compromise, and imaginative building or sketching of improved solutions, prompting Bob to see the bigger picture beyond just construction.

Branching Resolutions

- **Success (persuasion/connection):** Bob realizes the harm and agrees to rebuild dams or design a hybrid project (a "sky-dam" combining height with water stewardship). The river begins to heal.

- **Failure (no resolution):** The bridge collapses during their time there, cutting off safe passage for future travelers. Bob remains stubborn though perhaps shaken.
- **Creative alternative:** The group helps Bob think of ideas for sustainable skyscrapers (ex. living towers grown from trees, floating structures powered by water flow). Bob gets to follow his dream without destroying the river.
- **Unexpected twist:** Bob's tower malfunctions (a floor collapses, gears jam), forcing him to ask for immediate help, giving participants a chance to demonstrate teamwork and show him alternatives in action.

Learning Goals

- **Burnout Awareness:** This challenge mirrors Chalix's burnout. Both are about imbalance. What happens when someone takes too much, or forgets to sustain the systems that sustain them? It sets up themes of balance and affirmation for the Forest of Affirmation ahead. You can help the group overly make this connection or leave it for now, as future sessions are also about imbalance and burnout.
- **Sustainability:** Balancing innovation with ecological care and responsibility.
- **Persuasion and Empathy:** Helping someone rediscover their roots and values.
- **Creative Problem-Solving:** Finding solutions that honor both dreams and responsibilities.
- **Interdependence:** The erosion shows how everything in the web of life is connected.
- **Pluralism:** Skyscrapers and dams can both be valued. Can we find a way to honor diverse visions while keeping the community healthy?
- **Justice:** Who is harmed when resources are taken without care? How do we include other voices?

Dialogue Pathways with Bob the Cyborg Beaver

Bob's Opening Lines (no matter what):

"Ah, visitors! Welcome to Beaver Tower, my ten-story marvel of modern design! Who needs muddy old dams when you can scrape the sky? What do you think? Impressive, right?"

- If characters praise the tower or encourage Bob's dream:
 - Bob beams: *"At last! Someone who understands vision! These floors will put our little forest on the map. Everyone will see that progress is possible, even for a beaver!"* At this point, he may enthusiastically offer the group a tour of his skyscraper.
 - But then he sighs: *"Though... the river has been acting strange. I suppose some neighbors have been complaining. But skyscrapers are worth it, aren't they?"* (Facilitator note: This is your chance to invite participants to show him another way, balancing his dream with care for the river.)
- If characters challenge Bob about the erosion or missing dams:
 - Bob bristles: *"Now hold on. I've worked hard on this! I'm not the villain here. The river's always been muddy sometimes."*
 - If pressed: *"I mean, I used to love dam-building. The sound of the current against the logs, the way the fish darted back and forth... But skyscrapers, well, they make me feel important. Isn't that worth something too?"* (Facilitator note: This opens a chance for empathy. Affirm his longing to matter while pointing out the harm.)
- If characters offer evidence of harm (animals, collapsing bridge, dirty water):
 - Bob pauses, adjusting his cybernetic eye: *"You really think all this is because of me? ...I didn't realize it had gotten so bad. I thought the forest could handle it."*
 - If they bring up the bridge: *"The bridge is collapsing?! Oh... that was never my intention."* (Facilitator note: This is a good time to push toward co-creation: "What could we do differently together?")
- If characters offer creative alternatives (living skyscrapers, hybrid projects, sustainable forestry):

- Bob perks up: *“A tower... grown from the forest itself? Or a dam that reaches toward the sky? Ha! That’s... brilliant. I could build and preserve at the same time.”*
- If they sketch/draw/describe: *“You’ve given me something new to dream about. Perhaps the river and I can still be friends.”*
- If characters ignore Bob and focus on fixing things themselves:
 - Bob protests: *“Hey, wait! That’s my bridge, my riverbank, my forest! You can’t just... do it without me!”*
 - But if they succeed in stabilizing the erosion anyway, he grudgingly admits: *“Well, I suppose it’s better than nothing. But you could’ve asked me.”* (Facilitator note: This can spark a reflection later about inclusion and agency. How do we invite people to change rather than exclude them? What are ways that we need to build relationships instead of just coming in with our ideas on what should be done?)
- If characters befriend Bob and share stories:
 - Bob softens quickly if they take time: *“You know... when I was a kit, I used to nap by the dam and listen to the rush of water. It felt like the river itself was humming me to sleep. I miss that.”*
 - If they connect his memory to the present: *“Maybe... maybe I’ve been chasing height because I forgot the depth I once had.”*
- Possible Resolution Lines
 - **Success (Bob convinced to make some changes):** *“Alright, you’ve convinced me. The skyscraper dream isn’t dead, but it doesn’t have to kill the river either. Let’s try something new together.”*
 - **Failure (Bob stays focused on his skyscraper):** *“If you can’t see the brilliance of Beaver Tower, then perhaps we don’t have much to say to each other. I’ll keep building, no matter what.”* (But the consequences of erosion, collapse are visible.)
 - **Creative compromise:** *“A Sky-Dam... yes! A dam to hold the river, tall enough to touch the clouds. With your help, I think we can manage it.”*

Note to Lorekeepers: There are a lot of options for Bob’s dialogue included here, identified by when they might be used. Of course there is no requirement for using any of them. They are

here to help with your inspiration as you follow the direction your participants go in this session. Feel free to make Bob as stubborn as you would like, as long as it doesn't get too frustrating for your participants. Some challenge is good for character and participant growth.

Reflection Time

(Use the remaining time.)

- **Ask:** “What does it look like to care for both ourselves and the world around us at the same time?”

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 15: Regrowing the Forest of Affirmation

In this Journey, we help a community recover.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Papers and writing utensils
 - Any tactile storytelling tools you wish to use
 - For the activity: paper and writing utensils

Modification Notes for Lorekeeper:

- **Online Variation of Deeper Joy Activity:**
If you wish to keep things anonymous, you could have everyone submit to the host/facilitator via chat or email, then they can be shared out before or after the session.

If participants are okay with sharing openly, highlight one participant at a time to say nice things about.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Car Wash

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy collection.](#)

- Have everyone sit in a circle on the floor or with a writing surface in front of them if in chairs (whatever is accessible for all participants). Pass out the paper and markers or writing utensils until everyone has one of each. Have everyone write their name on the top of the paper then pass it to the right. As instrumental music plays, each person writes a message of affirmation, recognition or blessing to the person whose name is at the top of the page. Keep circulating the papers until they make it back to their original owners.
- **Variation:** Have each person write their name on the top of both sides of their paper and fold it in half. On the surfaces showing, they can write positive adjectives or statements describing themselves. Tell them to refold the paper so that their adjectives are hidden, and pass their papers around so that everyone can write positive adjectives on the other side. Continue passing until all papers arrive back at their owners.
- **If you have new participants:** If a participant is new to the group, invite the group to share a wish, hope, or kind words for that new participant.
- **Online version:** If you wish to keep things anonymous, you could have everyone submit to the host/facilitator via chat or email, then they can be shared out before or after the session. If participants are okay with sharing openly, highlight one participant at a time to say nice things about.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**
Having left Bob's area of the river, Teapot points out that they are near their friend Robin Willow's (she/they) home forest where a group of Birds reside in tree homes. As our group approaches the forest, Teapot is surprised to see Robin emerge from a regular house, seemingly made from the wood sold by Bob.
- **Who:**
Robin (a human sized robin bird) explains that Bob's recent actions are part of a long

series of actions cutting back the Forest of Affirmation which once spanned much further across Covenantia. Most of the Birds that Robin knows ended up in houses recently after having been forced off of their trees which were then cut down and resold to them as lumber.

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

Robin and the other Birds have organized to reclaim their forest land and would now like to begin working to replant the forest, but they have no idea how to begin. They have tools, but are feeling unsure about what to do with them.

- **Challenges they will face:**

Our journeyers have to help provide the Birds ideas on how they should approach the situation. They could help inspire them to dream or empower the ideas the Birds provide.

Some ideas on potential steps/ideas the Birds might provide (note that they do not need to do all of these things): (These will be discussed further in the Interactive Branches section.)

- Retrieve the Shovel of Encouragement
- Retrieve seeds of the Joy Trees from the forest that remains
- Retrieve water from the Well of Affirmation
- Help cultivate Compost of Respect
- Find a magical solution that helps speed up the trees growth, “The Elixir of Empowerment”

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **Start by approaching the Forest of Affirmation:** Invite journeyers to describe what they’re doing 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 the situation can develop further in later sessions.
- **End going deeper into the Forest:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

You leave the eroded riverbanks behind. The smell of damp earth and fallen leaves fills the air as the trees of the Forest of Affirmation rise in the distance. But it is not the dense green canopy Teapot has spoken of. It is patchy, with wide open gaps where it seems like clear-cutting has stripped the land bare. Piles of stumps dot the edges of the forest, and scattered wooden houses sit awkwardly where tree homes once perched proudly.

Birdsong is quieter than you would expect, replaced by the creak of lumber houses in the wind. The air feels heavy with longing and with loss, yet there is still resilience here. A gentle breeze carries whispers of hope. Misty swirls closer, her mist drifting in soft spirals through the remaining branches, as if listening to what the forest still remembers.

As we move to the forest's edge, Robin Willow emerges, feathered wings fluttering slightly, stepping from a wooden home built from lumber that might have come from Bob.

What would you like to do?

Note to Lorekeeper:

Robin and the other birds want to reclaim and replant their forest, but they don't know where to begin. Teapot is excited to get to know the Bird community, while Misty encourages the journeyers to help dream up possibilities, reminding everyone that the airship itself changes based on imagination.

Character Introductions and Dialogue Prompts

- **Robin Willow (she/they): Gentle, thoughtful, weary but determined.**

Appearance: A human-sized robin with warm red-brown feathers, wearing a scarf woven from grasses.

- Sample dialogue:

- *"This forest was once alive with song and shelter... now we live in houses made from our own homes."*
- *"We want to replant, to dream again, but where do we even start?"*
- (to participants) Offers prompts based on ideas in the sidequests.

- **Supporting Birds (group): Some doubtful, some hopeful, some frustrated.**

Appearance: Bluebirds, sparrows, and wrens, each marked with small tokens like ribbons or satchels.

- Sample dialogue:

- *"What if the trees never grow back?"*
- *"Maybe it's not too late. Maybe together..."*
- (to participants) *"Would you help us find what we need?"*

- **Misty (she/her): Dreamy, thoughtful, whimsical.**

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:

- *"Forests don't just grow from soil. They grow from dreams. What dreams could we plant here?"*

- *“Sometimes the first step isn’t planting a seed, but imagining the shade it will one day give.”*
- (to participants) *“What could this forest become, if we all cared for it together?”*

- **Teapot (they/them): Community focused.**

Appearance: A humanoid with a teapot for a head, always steaming gently.

- Sample dialogue:

- *“I’ve been longing to get to know the Birds better, Robin has always been so dear to me.”*
- *“Many apologies that I do not have enough snacks for everyone.”*
- (to participants) *“Well, how do we listen well to the Birds we are helping, and not just tell them what to do?”*

Possible Side Quests / Interactive Branches

1. **Retrieve the Shovel of Encouragement:** A sturdy, well-loved shovel lies buried beneath a patch of brambles just off the trail. To find it, the group must work together to clear thorny branches and untangle vines, modeling encouragement and teamwork. Whoever retrieves the shovel may feel a surge of confidence, able to “lift up” another player’s spirits or efforts in future challenges.
2. **Find seeds of the Joy Trees:** Hidden in the last untouched grove, the Joy Tree seeds are tucked beneath fallen leaves and nestled beside ancient roots. Discovering them requires quiet observation, gentle searching, and perhaps answering a riddle posed by a friendly creature. Bringing seeds back strengthens the group’s hope and resilience for the adventures ahead.
3. **Draw water from the Well of Affirmation:** The Well of Affirmation is tucked away behind a wall of ivy and moss. To access its sparkling water, the group must share affirming words, about themselves or each other, as the well “awakens” to encourage sincerity. Drinking or sharing this water restores courage and trust, offering a moment of connection in the journey.

4. **Cultivate the Compost of Respect:** At the edge of the forest, a lively compost heap waits for additions. The group gathers fallen leaves, twigs, and scraps from around the area, learning that respect for what dies or is discarded can nurture new beginnings. Turning the pile and watching it transform becomes an active lesson in patience, renewal, and care.
5. **The Elixir of Empowerment:** A rumor circulates about a magical potion somewhere in the woods. Its recipe is unknown, so participants invent what ingredients might go into a true Elixir of Empowerment, perhaps choosing symbols or objects already gathered. Brewing the elixir reminds everyone that empowerment involves creativity and shared purpose.
6. **Reimagining the Forest:** Invite the group to draw, sketch, or use tactile materials (sticks, leaves, clay, paper) to build models of a renewed forest. Imagine new ecosystems, safe havens, or playful homes for all beings. This creative activity shows that rebuilding is a collaborative process, leaving space for imagination, hope, and fresh beginnings.
7. **Encouraging the Birds:** Participants may notice that some Birds feel discouraged or uncertain about continuing their regrowth efforts in the forest. The group can organize a cheer, compose a song, or create a “hope banner” using found leaves and feathers. Sharing stories of small successes, or helping plant a symbolic tree together, boosts the Birds’ confidence and inspires renewed commitment to restoring the forest.

Branching Resolutions

- **Success (replanting begins):** The Birds gain concrete steps to begin replanting, and hope returns to the Forest of Affirmation. Robin offers gratitude and promises the group a safe haven in the future.
- **Failure (Birds discouraged and/or disorganized):** The Birds remain discouraged, unsure how to proceed. Teapot may gently remind them that growth takes time, and the journeyers might still return later to help.

- **Unexpected outcomes:** The participants invent a brand new magical or communal solution, perhaps combining items into something never seen before, or uniting the birds and Bob together to rebuild.

Learning Goals

- **Repair and Regeneration:** This scene deepens the theme of repair and regeneration after harm. When the group eventually returns to the *Airship*, Rockenroll and Chalix might comment on how communities recover when they nurture what has been broken.
- **Flourishing Together:** What does it mean for a community to thrive, not just survive?
- **Affirmation as Growth:** How do we affirm others in ways that help them grow stronger?
- **Listening over Telling:** True justice and equity means listening to the needs of those directly affected, not imposing outside solutions.

Reflection Time

(Use the remaining time.)

- **Ask:** What does it mean for a community to thrive, not just survive?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 16: Stumbling in the Forest of False Affirmation

In this Journey, we help out a spirit who has been destroyed by false affirmation.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Papers and writing utensils
 - Any tactile storytelling tools you wish to use
 - If you're feeling creative, you can make signs with the affirmations the group finds in the maze and post them around the space where the group meets ahead of the session.
 - Print the [Forest Maze Challenges facilitator resource](#) and the [item card for the Charm of Honesty](#)
 - An alternate in person Deeper Joy Activity is suggested where participants navigate a maze. It requires preparation of the maze ahead of time. Materials needed: paper (regular size or larger), four colors of markers, four tokens per four participants in your group. See activity description for preparation instructions.

Modification Notes for Lorekeeper:

- No major online variations needed.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.
We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Reverse Prank

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- **Directions:** Conspire with each other to plan a kind surprise for someone that will brighten their day. If working in teams, one group can pull a “reverse prank” on another, focusing on affirmation and joy rather than embarrassment. Decide together what will feel welcoming for the recipient, confirm consent and accessibility needs, and set simple roles and a timeline. Examples include appreciative notes, a short thank-you video, a decorated doorway or virtual background, a favorite song cue, or a small pre-approved delivery. Carry out the surprise, then briefly reflect as a group on what it was like to plan and offer the surprise.

Alternate In Person Activity: We’re Amazing Together

- **Preparation:** On paper, draw a small circle in each corner and a fifth goal circle elsewhere. Label edges of the paper North/South/East/West. From each corner, draw a maze-like path of only vertical and horizontal lines leading to the goal; more turns increases difficulty. Do this for each four participants that you have in your group.
- **To Play:** Place a token on each corner circle. One participant sits at each direction. Goal: Move all tokens along their original paths to the goal circle. Every player can move any token at any time, but only in their assigned direction. To change things for a new round, participants rotate.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **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.”

There is a facilitator resource with a number of challenges that can be used for the forest maze. At the heart of the Forest of False Affirmation is a spirit that seems distraught and lonely.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **On trails in the Forest of Affirmation:** Invite journeyers to describe what they’re doing 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 the situation can develop further in later sessions.
- **Emergence from the Forest close to the Cliffs of Exclusivity:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

You find yourselves moving deeper into the Forest of Affirmation, where sunlight filters through tall branches, dappling the path with shifting patches of light. The air smells faintly of damp

moss and wildflowers. The path seems welcoming at first with warm breezes and birdsong, but soon the trees start to close in, and the trail twists confusingly.

Strange wooden signs appear, nailed to trees, painted with cheerful phrases: “Everything is fine!” “Good vibes only,” “You’re not like the others.” The more they read them, the less sense things start to make. Suddenly you realize that you are lost.

What would you like to do?

Notes to Lorekeeper:

Teapot (they/them), Misty (she/her), and the journeyers push forward. No other creatures appear at first, though there’s a faint sound of whispering in the air. It seems the group has stumbled into the Forest of False Affirmation, where kindness has been twisted into flattery and empty reassurance. As it is becoming more clear where they are, Teapot remembers a legend about this place and shares it with the group.

Character Introductions and Dialogue Prompts

- **The Spirit of False Affirmation (they/them, lonely, brittle)**

Appearance: A faint, shimmering figure who flickers between shapes, sometimes appearing as a bird, sometimes a human, sometimes a shifting shadow. Their voice is soft but hollow, as if echoing inside a cave. They look at the group with desperation, clinging to the signs around them.

- Sample dialogue:

- *“See? Everyone says I’m wonderful. Don’t they?”*
- *“If you keep saying everything is fine, maybe it will be.”*
- *“I just wanted to belong... so I tried to be exactly what they wanted.”*
- (to participants) *“What would you say if you didn’t have to make me feel better, if you could be honest with me instead?”* (Although it will take relationship building before the spirit will say this.)

- **Misty (she/her): Dreamy, thoughtful, whimsical.**

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:
 - *“These signs feel... funny, don’t they? Like fog that looks solid but slips away when you reach for it.”*
 - *“I want to believe them—‘Everything is fine!’—but if everything were fine, why does it feel so heavy here?”*
 - (to participants) *“Do you ever get tired of people only telling you the good parts, and never the truth?”*
 - *“Maybe the forest itself is lost in pretending... maybe it needs us to remind it what honesty feels like.”*
- **Teapot (they/them): Community focused.**

Appearance: A humanoid with a teapot for a head, always steaming gently.

 - Sample dialogue:
 - *“Misty, I think you’re right. These words sound sweet, but they don’t really help us find our way.”*
 - *“A good cup of tea is honest. You can taste whether it’s bitter, sweet, or strong. Maybe affirmations should be the same.”*
 - (to participants) *“Friends, what words would you need to receive if you were feeling lost like this Spirit?”*
 - *“We must be careful not to confuse kindness with flattery. One nourishes while the other leaves us empty.”*

Possible Side Quests / Interactive Branches

You can use suggestions in this section, or you can choose from some of the [Forest Maze Challenges facilitator resource](#).

1. **The Sign Maze:** Participants can try to navigate by interpreting or challenging the signs they read. Some may mislead (“This way to the solution” loops them in circles), while others may hide truths if investigated closely (one may be cracked with real words underneath).

2. **The Whispering Trees:** If characters pause and listen, they notice quieter voices beneath the loud affirmations with real feelings like “I’m scared,” or “I feel left out.”
3. **Teapot and Misty’s Contrasts:** Teapot urges slowing down and noticing the details of the signs, while Misty drifts excitedly after new paths, encouraging exploration. Journeyers may need to balance both approaches.
4. **Optional Activity:** Have participants write or draw one “false affirmation” they’ve received in real life and transform it into a meaningful, truthful affirmation.
5. **Upon reaching the center of the maze,** the group finds the Spirit of False Affirmation. Relationship and trust building are necessary in order to appease the spirit and be released from the maze.

Branching Resolutions

- **If participants succeed in connecting with the Spirit:** They offer honest kindness, naming both strengths and struggles. The Spirit thanks them, releases the group from the maze, and vanishes peacefully, leaving behind a small glowing Charm of Honesty (magical item that allows the use of an additional dice when rolling to determine if someone is telling the truth).

Lorekeeper note: If they receive this item, be sure to make a note of it in your Lorekeeper journal. It’s also a good idea to give them a physical card with the name and details of the charm, which can be as simple as the details written onto an index card and kept with their gaming materials. It will be useful in coming sessions, although you are under no obligation to remind them that they have it then.

- **If they fail:** The group becomes further entangled in the maze until they realize that avoiding honesty will never work. They must backtrack and try again with a new approach.
- **If they choose a creative alternative:** They may, for example, tear down the false signs and replace them with new ones of their own. The Spirit may learn by watching them

model affirmations rooted in truth.

- **Unexpected twist:** Misty, being mist herself, momentarily disappears into the fog of the maze, forcing the group to reflect on how to call her back with genuine words.

Learning Goals

- **Distinguishing Authenticity:** Distinguishing between false comfort and genuine affirmation.
- **Honesty:** Building community through honesty rather than empty praise.
- **Kindness:** Practicing kindness that acknowledges differences and truths.
- **Authentic Affirmations:** Honest affirmations strengthen bonds of trust and shared values.
- From the video description of the Forest of Affirmation:
 “There’s not a lot of room for flattery in a deeply joyful community. That’s because it’s all been taken up by genuine and meaningful affirmations... The Forest of Affirmation is also a place to celebrate our differences. Some of these games and activities point to how diversity in perspective, generation, race, ethnicity, neurotype, culture, ability, lifestage, gender, sexuality, class, and/or preferences makes the community richer.”

Reflection Time

(Use the remaining time.)

- **Ask:** “What makes affirmations real and meaningful in a community?”

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.
 We noticed. We named.
 Stories spun,
 We held a sacred, shifting space,
 not perfect, but real.

Now we depart, no longer the same as when we arrived.
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 A tale to relay
 that joy is deeper
 When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 17: Empty Teapot

In this Journey, we explore what happens when we give too much of ourselves.

Prior to the Journey

- This week's session is part of 5 sessions spread throughout the curriculum which allow for time to reflect, "level up" characters, change features of characters, and allow for some additional storytelling that helps incorporate new participants and participants who miss multiple sessions. Please review the change in format for these sessions.
- Review your group's description of the *Beloved Community Collective Airship*.
- Review past weeks' notes from sessions. Also consider what your participants (individually or as a group) have done particularly well that could be awarded a "Waypoint Scroll" to spotlight behavior and choices that resonate with our learning goals.
- **Supplies Needed:**
 - Potentially have additional character sheets if you'd like to give your participants the chance to edit their characters on a new sheet
 - Print the [Sequential Storytelling exercise table card](#)
 - Paper and [handout](#) for Cup and Saucer activity, writing utensils
 - Physical version of Waypoint Scroll, either [printing these](#) or creating one of your own
 - (optional) Group journal or poster for recording key events

Modification Notes for Lorekeeper:

- We encourage you to highlight happenings from previous sessions that reflect well on community building and session learning goals. These will be celebrated by Rockenroll giving the group a "Waypoint Scroll" which can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll. Think about group accomplishments over the past few sessions, and choose a theme for the Waypoint Scroll they will be receiving.

- In this segment we engage in some guided improvisational storytelling to discover something more about our ship and our companions. If you desire extra interactivity, you could act out the story as a script with the participants.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.

We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at “Welcome journeyers.”)

Lore Collection and Sequential Storytelling Exercise

(Suggested time: 10 minutes)

This section is a time to collect and tell the stories of your participants. You’ll want to take notes during this section to gather what is important to participants from the recent journeys. You can then have this to share as the wider story develops.

- **Determining Sharing Order:**

- If gathered in a circle (in person), proceed around the circle in one direction.
- If meeting online, post a talking order into the chat so all can see and know when their turn is coming.
- For larger groups (or any group wanting more structure or more randomness), prepare index cards numbered sequentially ahead of time (make sure the number of cards matches the number of people before distributing them). Pass these out so each person receives a number; the story proceeds according to card order.

- **Storytelling:**

- **Share:** We will tell the story of our journeying group of characters. Each of you is invited to contribute a piece of this story, building on what others have shared.
- **Explain:** The first participant in order continues with “and then...” sharing the next event, experience, or memory. Subsequent speakers may:
 - Use “and then...” for what happened next.
 - Use “and before that...” for something earlier that shaped the story.
 - Use “and some of us felt that...” to voice emotional or reflective responses.

- Anyone may “pass” their turn if they do not wish to share or “pass for now” if they wish to come back later. After the initial round, any who “passed for now” should be invited to share.
- **Share:** “Once upon a time, Chalix collapsed and our *Airship* crashed in Stretching River...” then turn the story over to the first participant to continue.
- **Closing:**
 - The facilitator ends the process when all who wish have shared.
 - Can ask: What did you notice? What did you feel?
 - Consider closing with a moment of silence, gratitude, or communal acknowledgment.
- **Facilitator Notes:**
 - Affirm all contributions. Every memory, feeling, or reflection is welcome.
 - Guide the group gently to stay with storytelling rather than discussion or debate.
- **Additional Guiding Discussion Questions:**
 - If someone were just joining our group and story, what would be important for them to know?
 - How has our group changed in recent sessions?
 - Take time to reflect on key moments in recent sessions together. (You can use your Lorekeeper Journal to assist in remembering.)

Character Growth

(Suggested time: 10 minutes)

- **Share:**

We don’t have a formal mechanism for “leveling up” in Deeper Joy RPG. However in this segment we want to allow you a chance to ponder changes to their character through the recent sessions. (Note: For regular participants who miss this session, you can be in touch with them about whether they would like to make changes to their character before

the next session. This helps to keep things flowing so that it's not being brought up in other sessions, unless scheduled.)

- **Facilitators Prompts:**

- Do you think anything has changed about your characters after the recent sessions?
- Have your motivations changed?
- Have you gained another special item in your journey?
- What about your character's description?
- Should those changes be reflected on an updated character sheet?

- **On Character Changes:** Often roleplaying participants wish to make changes to their characters. In addition to those noted above, this is also an opportunity to allow your participants to change their character's number. We recommend allowing a shift of not more than 1, which represents the fact that we are all shifting somewhat in how we go about doing things. You can choose to allow a greater number if there is a significant story-based reason for the change.

- **Share:**

Rockenroll has taken time to reflect on our recent journeys and has decided to confer on our group the "_____ Waypoint Scroll." (Sample ideas: Inclusion, Connection, Listening, Teambuilding, Growth)

This scroll can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll.

- **Optional Rockenroll Dialogue**

Rockenroll rumbles low, like a boulder shifting in a canyon. His glasses tilt forward, catching the light.

"Journeys, stones do not forget. I have seen your choices. When you [insert example], you carved a mark upon the world, and upon me."

With a quake beneath your feet, Rockenroll rolls forward. A scroll rises from the dust at his base, glowing faintly.

“This is the [Connection/Listening/Inclusion] Waypoint Scroll. It carries the memory of what you’ve built. When you face shadow or uncertainty, unroll it, and the way may open again.”

Deeper Joy Activity

My Teacup and Saucer

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- **Share:** Now that you’ve leveled up your characters, we’re going to talk about leveling up yourself.
- **Invite** participants to draw a teacup and saucer on a piece of paper and/or provide an outline or handout.
- **Facilitator shares:** This is a self care metaphor. The teacup is our body or capacity. The tea represents our energy or input. What’s on the saucer is our output, what we have to give others. This metaphor suggests we need a full cup of energy and can best give from the overflow! (Note: Saucers used to be used for more than just a base to hold the tea cup. Instead, the hot tea was actually poured into the saucer where it could cool more easily, and then it was drunk from there.)
- **Instruct** participants to draw arrows pointing to the saucer, the fill line, the $\frac{3}{4}$ full line, the $\frac{1}{2}$ full line and the $\frac{1}{4}$ full line.
- At the full line, write about the activities that “fill my cup.” These could be self maintenance things like hygiene, sleep, nutrition, etc. They can also be solo or group self care things like going to church, journaling, etc.
- At the $\frac{3}{4}$ line, write about the bodily sensations and thoughts that alert me I’m dipping under “full.” Maybe it’s wanting to cut corners, getting more easily irritated or distracted,

etc. Note that these sensations are much more subtle than they are when you feel depleted.

- At the $\frac{1}{2}$ line write about the stop gap measures I can take to not dip below $\frac{1}{2}$. These are things you can start or stop doing so you refill your cup.
- At the $\frac{1}{4}$ line, write about the interventions and beings I can rely on to help me if I find myself here. When we're depleted it can be hard to remember how to refill!
- These are meant for personal use and not meant for group sharing, so you have time to let them "journal" through this.

Storytelling

(Suggested time: 10-20 minutes)

- **Facilitator shares:**

Our intrepid group of journeyers has emerged from the Forest of Affirmation, spirits slightly lifted by our journey of learning to affirm one another. Before exiting the forest, Teapot delightfully found the special tea ingredient to help Chalix's recovery. And to a greater shock, once we emerge from the forest, we also spot Chalix, who looks weary but slightly better than right after the *Airship* crashed.

"Chalix, I've brewed up a special tea for you," Teapot relates while pointing at their head.

Without much planning, Teapot eagerly pulls out a cup and begins pouring out of their teapot head.

"Thanks, Teapot," replies Chalix, who slowly begins to look worried as he notices Teapot's head draining far too much, liquid spilling out not just into the cup but onto the ground. He quickly shouts "Teapot, stop, that's too much!"

But a groggy Teapot replies, "I'm just trying to help my friends," but then slowly crouches

down and moves to a seat on the floor.

Chalix joins them on the ground. “Buddy, I think you’ve made the same mistake I did and emptied too much of yourself.”

Teapot struggles to hand the cup of tea over to Chalix, “It’s alright, I’ll eventually replenish.”

Chalix looks worryingly at Teapot, “But Teapot, now you’ll be exhausted for hours. I don’t need you to drain yourself to help me.”

Teapot sighs, and admits, “Yeah, I got so excited to help that I didn’t realize how much I was draining myself.”

Chalix turns to our journeyers. “I’m curious. Now that we are stuck here while Teapot recovers, do you all have any wisdom about how to help one another without draining yourself?”

- Take time to answer Chalix’s question.

Closing

(Use the remaining time.)

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today’s session?
- If you’re available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

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Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 18: The Treasure of Harmony Hollow

In this Journey, we encounter a town looking for a treasure to help them make repairs.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- It is important to note that there are a lot of things happening in this session that can each take a decent amount of time with roleplaying. If your calendar allows, you may want to consider using two sessions to cover the content in this session. The first session can include entering the town of Gatekeep Ridge, interacting with the townsfolk, potentially a town meeting, then going on to the Cliffs of Exclusivity, if time allows, which have a number of possible challenges included. The second session would include navigating the cliffs, interacting with Simon Shovel, and returning to town.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Papers and writing utensils
 - Any tactile storytelling tools you wish to use
 - Deeper Joy Activity: paper and coloring utensils
 - Print the [Cliffs of Exclusivity challenges resource](#) and the [note about the treasure](#)

Modification Notes for Lorekeeper:

- Online version of Deeper Joy activity is included in the activity description.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.
We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Back to Back

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- **Directions:** Invite the group to choose an interesting issue or subject for a conversation. Break the group into pairs. Tell them to sit back-to-back with their partner or sit facing different directions, depending on their comfort level. Then they take turns talking for two minutes each, saying whatever comes to their mind on the subject.
- **Variation:** While one person describes their favorite place in the world or in their imagination, the other person draws what they are hearing on the paper.
- **Variation:** Give both partners paper and crayons. Concentrate on drawing the same picture without looking. Compare drawings after a time.
- **Online:** Invite participants to get paper and a writing or drawing utensil. Break them into groups of three (for safety practices) in breakout rooms to complete this activity. If using the main version or the first variation, then one participant speaks and the other two draw. If the second variation, they agree on a subject and all draw.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:** As our group leaves the woods, Chalix returns towards the airship. He lets us know that repairs should be done soon and that we should await pickup in the village of Gatekeep Ridge. We now head towards Harmony Hollow, which lies just before Gatekeep Ridge. Harmony Hollow is 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. He is gossiping about Spinny Spatula ("who would even put a Spatula in charge") and saying mean things about all of Harmony Hollow ("Those kitchen folks aren't too bright"). He talks about how he avoids work by making others do his work. As you play him, have him be manipulative and dishonest. 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.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **Separate from Chalix at the edge of the Forest and approach the village:** Invite journeyers to describe what they’re doing 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 the situation can develop further in later sessions.
- **Stay in Harmony Hollow for the night:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

You leave the forest paths behind, the smell of pine and damp earth fading as the ground opens into rolling meadows. In the distance, there is a relentless crash of waves against stone. This is

where the Cliffs of Exclusivity are. The cliffs loom tall, their sheer rock faces marked by jagged edges and crevices. Spray from the ocean below drifts upward, leaving a salty tang in the air.

Nestled nearby is the cheerful but slightly weather-worn village of Harmony Hollow. Its buildings resemble a whimsical kitchen come to life: Rooftops curved like ladles, door handles shaped like forks, and chimneys puffing steam like pots on a stove. The Kitchen species townsfolk bustle about repairing cracked walls and leaning fences.

You see a tall humanoid spatula with a flat polished head moving toward the group.

What would you like to do?

Note to Lorekeeper:

As the journeyers approach the village, Mayor Spinny Spatula waves them down to tell them of Harmony Hollow and their struggles.

Character Introductions and Dialogue Prompts

- **Spinny Spatula (she/they):** Mayor of Harmony Hollow, practical, kind-hearted.
 Appearance: A tall humanoid spatula with a wide, flat head polished from years of use. Spinny wears a sash to mark her mayoral role, though it flutters in the breeze like an apron string. She seems a bit overwhelmed with the burden of leadership.
 - Sample dialogue:
 - *“Welcome to Harmony Hollow! We’re so glad you’ve come. You may notice some of our roofs sagging, walls leaning. We’ve been patching things together, but our little village is wearing thin.”*
 - *“Every storm that blows in from the cliffs rattles our homes to their hinges. We can’t keep up with the repairs alone.”*
 - *“There are whispers. A note that came to us, speaking of treasure hidden at the bottom of the Cliffs of Exclusivity. Some say it’s old; some say it’s a trick. But we can’t afford to ignore hope.”*
 - *“If such a treasure exists, it could fund repairs for every building in Harmony Hollow. No more families crowding together under one roof. No more patchwork fixes that fall apart the following week.”*

- *“We don’t have the strength to climb down the cliffs ourselves. The waves and winds are too harsh, and the path is dangerous. That’s why we ask you, journeyers, for help. Will you help us retrieve this treasure? For the sake of our homes, and the future of our community I know it’s asking much of you. But Harmony Hollow has always given what we could to travelers: meals, shelter, laughter. Now we need someone to give back to us.”*

- **Misty (she/her):** Dreamy, thoughtful, whimsical.

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:

- *“These houses... They lean like tired clouds at sunset. I wonder if they dream of repairs. Do you think we can help them dream?”*
- *“The cliffs whisper loudly with their waves. Sometimes when the world shouts at us, it’s hard to remember the quiet voices inside. What voices do you notice now?”*
- *“It has been said that treasure glitters. But treasure can also be invisible: kindness, courage, or even a promise kept. Which kind of treasure should Harmony Hollow seek?”*

- **Teapot (they/them):** Community focused.

Appearance: A humanoid with a teapot for a head, always steaming gently.

- Sample dialogue:

- *“Ah, Harmony Hollow. A town with much character and chipped corners. Buildings, like people, need care. And sometimes, they need help from friends.”*
- *“Journeyers, would you lend your talents to this cause? The cliffs may be steep, but courage and a little creativity can carry us down.”*
- *“And if all else fails, I always say: a bit of tea can fix anything. Well, almost anything.”*

- **Simon Shovel (he/him): Outcast Digger**, charismatic but manipulative.

Appearance: A humanoid shovel, edges nicked and worn, with dirt still clinging to his metallic face. His handle creaks with every move. He uses humor and flattery at first but reveals cynicism and bitterness as he talks more.

- Sample dialogue:

- *"Trust me, I've got just the shortcut. Why waste time poking around when I can show you exactly where to go?"*
- *"You know, I was never really treated fairly in that so-called village."*
- *"Spinny Spatula, mayor of Harmony Hollow? Ha! Who puts a spatula in charge? You need strength, not flipping and flopping."*
- *"Why not let me lead? You lot seem nice enough, but I've got the brains for treasure hunting. You can just carry the load when we find it."*
- *"Look, I could tell you the truth about this treasure, but wouldn't it be more fun if you proved you were worthy first? Simon says... jump on one foot!"*
- *"Careful, careful. You wouldn't want to anger me. I'm the only one who knows the real path. Or do you think you can do better?"*
- (Later, sneering) *"Simon says jump! What, you won't play my game?"*
- *"You think covenant makes a community? Please. Rules are just chains. I live free, and if that means a few bridges collapse, so be it."*

Optional Harmony Hollow Villagers

- **Ladle Lenny (he/him): Soup Enthusiast**

- Appearance: A tall ladle with a rounded head that sloshes a little broth when he moves.
- Personality: Warm and generous, but prone to "stirring the pot" in conversations.
- Role in village: Runs a communal soup kitchen.
- Sample line: *"Soup solves everything! Well, almost everything."*

- **Patty Pan (she/her): Baker of Harmony Hollow**

- Appearance: Small, round, with a muffin-shaped hat and flour dust perpetually clinging to her.
- Personality: Sweet, nurturing, but a bit scattered.

- Role in village: Provides baked goods for town gatherings.
- Sample line: *"Oh dear, did I leave the oven on? Again?"*
- **Forklin (they/them): Practical Builder**
 - Appearance: A sturdy fork-person, prongs slightly bent from years of hard work. Wears a tool belt around their middle.
 - Personality: Pragmatic, resourceful, with a dry sense of humor.
 - Role in village: Helps repair homes and structures.
 - Sample line: *"If you want it fixed, give me some wood and an hour. If you want it fancy, give me a week."*
- **Colandra the Colander (she/they): Gossip Collector**
 - Appearance: A round colander with holes that sometimes whistle when the wind blows.
 - Personality: Chatty, curious, sometimes nosy but with good intentions.
 - Role in village: Knows everything about everyone.
 - Sample line: *"Oh, I don't mean to pry, but did you catch what Simon was saying?"*
- **Morty Mortar & Penny Pestle (he/she): Herbalist Duo**
 - Appearance: Morty is a heavy, stone mortar with stubby legs. Penny is a smaller pestle who often rides along.
 - Personality: Morty is calm and deliberate while Penny is quick and sharp. Together they balance each other.
 - Role in village: Create remedies, teas, and salves.
 - Sample line (Morty): *"Healing takes time, and time is what we have."*
 - Sample line (Penny): *"Yes, yes, but let's get on with it already!"*
- **Grater Gus (he/him): The Cynical Elder**
 - Appearance: A tall, box-shaped grater, edges worn down from years of use.
 - Personality: Gruff, skeptical, but with surprising wisdom hidden beneath his sharp exterior.
 - Role in village: Respected elder, though a bit intimidating.
 - Sample line: *"Life'll scrape you down eventually. Might as well make cheese while you can."*

Optional Town Meeting Scene Setting

This scene would follow when Spinny Spatula asks the group for help.

The townsfolk of Harmony Hollow gather in the central square, a wide cobbled space framed by leaning buildings patched with mismatched wood and tin. You notice the roar of the waves crashing against the Cliffs of Exclusivity not far away, underscoring the urgency in the air. Kitchen-folk of every sort—Ladle Lenny, Forklin, Patty Pan, Whisker—gather shoulder to shoulder, their polished surfaces dulled from wear, their handles and edges marked by years of hard use.

Spinny Spatula steps forward, her broad head catching the fading sunlight. With a tired but determined voice, she addresses the group:

“Friends, we cannot keep patching roofs and propping walls forever. The storms grow harsher, the cliffs grow weaker, and our homes are falling apart. We’ve received word of a treasure hidden beneath the cliffs, enough to mend every home in Harmony Hollow. But the way is perilous, and we cannot risk more of our own. That is why we ask our visitors, these brave journeyers, to help us. Will you descend the cliffs and recover what we need to rebuild our future?”

A murmur of hope and worry ripples through the crowd, some nodding eagerly while others glance nervously toward the crashing waves. The choice and the responsibility now rests with the journeyers.

Note to Lorekeepers: There are a lot of NPCs listed in this session. In a town scene like this, there are a lot of possibilities for folks that might be around. Use them as inspiration for running the dialogue. You may end up not using very many at all, and that’s totally fine. The town meeting is good to run to help transition the session, especially if the group is feeling apprehensive about running off on this challenge. You will want to move the town scene efficiently so that you can spend the majority of the roleplaying time with Simon.

Possible Side Quests / Interactive Branches

1. **Exploring the Cliffs:** Participants may spot nesting seabirds or plants clinging to the rocks as potential clues or aids.
2. **Investigating Simon's story:** If characters question Simon, they may uncover inconsistencies in his tale.
3. **Community Repair:** Journeyers may help villagers mend homes before or after the treasure hunt.
4. **The Note's Origin:** Who actually sent the note about the treasure? Was it forged by Simon?

Branching Resolutions

- **Success (rejecting Simon's manipulation):** The group discovers that the treasure was either a fabrication or cursed to create disharmony. They return to Harmony Hollow with honesty, helping the community rebuild in other ways.
- **Failure (following Simon too long):** The group wastes time or risks danger on the cliffs. They learn the cost of misplaced trust.
- **Creative Alternatives:** Participants may find symbolic "treasure," like seashells, gems of wisdom, or inspiration for new building practices, rather than gold.
- **Unexpected Twist:** The cliffs themselves may "speak," echoing the importance of boundaries and rejecting Simon's dishonesty.

Learning Goals

- **Boundary-Setting:** Sometimes communities must exclude harmful behaviors to thrive.
- **Generous Exclusivity:** Excluding actions (not people's identities) that harm others makes space for deeper inclusion. (The concept of generous exclusivity was briefly discussed in the map making session, Journey #2. You can read more about it [here](#).)
- **Discernment:** Flattery and manipulation can distract from covenantal living; honesty and care build trust.

Reflection Time

(Use the remaining time.)

- **Ask:** "What makes affirmations real and meaningful in a community?"

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,

not perfect, but real.

Now we depart, no longer the same as when we arrived.
We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay
that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 19: Gatekeep Ridge

In this Journey, we encounter a very exclusive community.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - In person: printed minibooks of the [individual version](#) or one copy of the [group version](#) of the Get To Know manual for the activity (you will want to print them double sided and then staple them to make them into booklets, ideally with a reaching stapler if you have one available)
 - Any tactile storytelling tools you wish to use

Modification Notes for Lorekeeper:

- The facilitator can decide if the activity will be an individual or group activity.
- **Online variation:** For our Deeper Joy activity, it can work as either an individual or group activity. For the individual version, be sure to have copies of [the individual manual Google doc](#) available that you can share with the group in the chat. For the group version, have a copy of [the group manual Google doc](#) and invite participants to add to the responses as they wish. It might mean some chaos, but it will still create a collective end result. You will need to make a copy from the links above to your own Google Drive then share your copy with your group.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.
We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Get to Know Me Manual

Our Activities are based on the activities provided by Deeper Joy. This activity is not drawn from a specific activity in that collection. You can find out more about [other Cliffs of Exclusivity activities in the Deeper Joy Collection](#).

- **Choose** ahead of time if you would like your group to complete individual get to know me manuals or a collective group get to know us manual. (It would likely be too much for both to be done in a single session.)
- **Individual Manuals:** Facilitator asks, if someone was just getting to know you, what would be important things for you to convey? Today we invite you to write a short “manual” for how to get to know you. Then distribute the manual minibook and invite participants to start filling it out now and that they can continue during the roleplaying and/or finish it later. Share that you will be inviting those who wish to share to do so at the end of the session today.
- **Group Manual:** Facilitator asks, if someone was just getting to know our group, what would be important things for us to convey? Today we invite all of you to write a short “manual” for how to get to know this group. Share that you have one copy of the manual that everyone will be working on together. Read through the prompts in the manual. Tell participants that they will be passing it around during the roleplaying part of the session. The first time that it goes around, they should add their name, pronouns, and character name to the first page. Then they should choose a prompt that hasn’t been answered yet and write what they think should be included for that prompt. On the next time around, they can take a look at what others in the group have written and add to the responses, if they would like.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**

As we leave Harmony Hollow and approach the village of Gatekeep Ridge, it is shocking how nice the houses look but how overgrown the village seems to be.

- **Who:**

At first our journeyers should encounter no villagers.

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

This place clearly doesn't know how to be welcome.

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

Eventually Phoenix the Spoon (they/them) emerges from their house to welcome our group. Phoenix explains apologetically that the village is not very good at welcoming people. They need our help in figuring out why that is and helping them to be better at welcoming.

- **Challenges they will face:**

There are a few things they can discover:

- The whole village is Spoonfolk, and they have been known to be very exclusive.
- However, they welcomed Simon the Shovel "because shovels are just like spoons."
- Simon gave them a cursed treasure, which led them to become even more exclusive. They used the money from the treasure to make their houses nicer and the rest of the common areas fell into disrepair.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **Leave Harmony Hollow:** Invite journeyers to describe what they’re doing 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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

As you depart Harmony Hollow, we see the *Airship* slowly moving towards us in the distance, back in the air again. You continue on the trail ahead of us which winds along the edge of the

Cliffs of Exclusivity where the ocean crashes against jagged stone far below. Soon, you see a town (Gatekeep Ridge) perched on a rise overlooking the cliffs. At first, the village seems impressive. Each house is tall, clean, and freshly painted, with their windows gleaming in the sun. But as you get closer, you see that between the houses, the streets are choked with weeds, the common square is littered with broken benches, and vines crawl unchecked across what must once have been gathering spaces.

The silence is unsettling. Doors are closed and curtains drawn. The air smells faintly of salt and dust, and there's an eerie stillness except for the echo of waves crashing below. No one is out, and no one approaches you. As you wait, finally you see a single villager slowly emerging from one of the houses and moving towards you.

What would you like to do?

Character Introductions and Dialogue Prompts

- **Phoenix the Spoon (they/them)**

Appearance: A humanoid spoon with a polished, silver shine that reflects the light. Their bowl-shaped head dips slightly forward, as though weighed down by worry. They are anxious but hopeful, and genuinely wants things to change. They are unsure how to guide their neighbors.

- Sample dialogue:

- *"Oh! Visitors... we don't get many of those. Forgive the weeds... we've, ah, been busy with our homes."*
- *"The truth is... we're not good at welcoming. We need your help. It's like we've forgotten how to live together as a community."*
- *"Simon gave us something once. A treasure, he called it. Since then, well, things have only gotten worse."*

- **Misty (she/her):** Dreamy, thoughtful, whimsical.

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:

- *“Strange... the houses gleam like sunlight on still water, but the paths between them feel overgrown. A place can look cared for, yet still be lonely.”*
 - *“I can feel it in the air, like fog that looks soft but hides what’s beneath. Maybe this village hides its heart, too?”*
 - *“The Cliffs of Exclusivity whisper nearby. Perhaps their waves have taught this village to push others away, instead of drawing them close.”*
 - *“It’s not just about who they let in, but what grows when they only let in their own reflections.”*
- **Teapot (they/them):** Community focused.
Appearance: A humanoid with a teapot for a head, always steaming gently.
 - Sample dialogue:
 - *“Oh my, such tidy homes! But where are the kitchens bustling, the laughter spilling into the streets? A village without welcome feels like tea without warmth.”*
 - *“Look at those fine rooftops! They’ve clearly built beauty here, but beauty is more than walls and windows. Who do they build it for?”*
 - *“Hospitality is like sharing a pot of tea. It tastes best when everyone has a cup. Perhaps this place has forgotten that the kettle is meant to be poured, not just polished.”*
 - *“Even a community with strong walls needs open doors. How can we offer them to remind them?”*

Optional Gatekeep Ridge Villagers

- **Scoop (he/him)**

- Role: Younger villager, curious about new ideas.
- Appearance: A small spoon with a bright copper sheen, often carrying a pouch of pebbles he collects.
- Personality: Energetic, eager to learn, secretly frustrated with the village's exclusion.
- Sample dialogue: *"You're really from the Beloved Community Collective? Wow! I've never met anyone from outside Gatekeep Ridge before. Is it true you travel everywhere?"*

- **Stirra (she/they)**

- Role: Mediator, tries to keep peace among the spoons.
- Appearance: A spoon whose surface is dented and worn, but polished lovingly.
- Personality: Gentle, weary, often smoothing over conflict but rarely confronting the root.
- Sample dialogue: *"Please, don't take their words to heart. We've... been through some things. Change is hard for us."*

- **Tarnish (he/him)**

- Role: Longtime resident who clings to the past.
- Appearance: A spoon whose once-polished surface has dulled and spotted with wear. His handle is slightly bent, and he wears it like a badge of endurance.
- Personality: Cynical, nostalgic, resistant to change. Believes the village is safest when it keeps outsiders away.
- Sample dialogue:
 - *"We've managed just fine without strangers telling us how to live. Why stir up old troubles?"*
 - *"Back in my day, Gatekeep Ridge was strong because we kept to ourselves. Look at us now. Welcoming new ideas only made us weaker."*
 - *"That Simon fellow... he understood us. Not like these outsiders."*

- **Slippy Spoon (they/them)**

- Role/Personality: Overly agreeable and eager to please, but avoids conflict so much that they often make things worse. They represent how “false harmony” can be just as damaging as open exclusion.
- Description: A bent wooden spoon, edges darkened from years of stirring soups and stews. Always carries the scent of broth.
- Sample dialogue:
 - *“Oh, I’m sure everything’s fine. No need to stir up trouble... right?”*
 - *“If we just keep smiling, maybe the problems will go away.”*
 - *“Phoenix worries too much. We don’t need to change. We just need to stay comfortable.”*

- **Silver Ladle (he/him)**

- Role/Personality: Regal and proud, sees himself as the “measurer” of worth in the community. Has strict ideas of who belongs and who doesn’t.
- Description: A gleaming silver ladle with an oversized bowl and ornate handle, polished to perfection. Moves with a purposeful, deliberate air, as if serving soup at a royal banquet.
- Sample dialogue:
 - *“Not every spoon can serve at the table. Some are too small... or too clumsy.”*
 - *“Excellence is our standard here at Gatekeep Ridge. If you can’t meet it, you don’t belong.”*
 - *“Why should we let just anyone dip into our pot? Order must be maintained.”*

Possible Side Quests / Interactive Branches

1. **Investigate the Treasure:** Participants explore homes and hidden corners of the village, searching for evidence of Simon’s “gift.” If someone discovers the locked chest radiating faint negative magic, they can try different ways to open it or neutralize its powers, such as using items of joy, collaborating on rituals, or asking Spoonfolk for insights. Examining the chest closely may reveal what Simon truly intended.

2. **Community Audit:** As participants wander to common spaces, the park, benches, gardens, or gathering squares, they discover signs of neglect and exclusion. Together, participants propose and carry out simple fixes: pulling weeds, picking up trash, painting, or repairing worn-out areas. As spaces improve, villagers begin to emerge, reflecting growing belonging and hope.
3. **Conversations with Villagers:** Participants strike up conversations with Spoonfolk in the village, learning that some, like Scoop, quietly yearn for change, while others, like Ladle, resist it. Thoughtful dialogue uncovers hidden fears, old wounds, or small-hearted hopes, and helps the group support Spoonfolk in naming what they want for their future.
4. **Mystery of Simon's Influence:** Looking for clues, participants spot odd notes, overheard words, and subtle traces of Simon's meddling throughout the town. By piecing these clues together and sharing discoveries, group members may expose the ways Simon sowed division, enabling the village to begin honest repair and healing.
5. **Welcome Walk:** Participants suggest hosting a "Welcome Walk" through the village, inviting both Spoonfolk and participants to join in knocking on doors, waving at neighbors, and sharing kind words. As the walk winds its way around Gatekeep Ridge, small acts of welcome help shift the mood, make connections, and inspire others to reflect on true community.
6. **Community Soup Share:** Participants propose making a community "soup" by inviting Spoonfolk and journeyers to contribute whatever small ingredient, idea, or token they have, for instance a carrot from one neighbor, a story from another, a song, a spice, or a favorite memory. As each person adds something to the pot (real or imagined), the soup becomes richer and more nourishing, showing that shared effort and generosity transform an ordinary moment into a celebration of togetherness. By the end, even hesitant villagers may join, and the finished soup becomes a symbol of trust, unity, and the renewal of Gatekeep Ridge.

Branching Resolutions

- **Success (village opens up):** The Spoons begin to see the value of shared spaces and welcoming others. They may even decide to destroy or bury Simon's cursed treasure together. Phoenix thanks the group and asks for ongoing guidance.
- **Failure (exclusion remains):** The village remains closed-off, but Scoop (or another sympathetic villager) may choose to leave with the *Airship*, seeking a better model of community.
- **Unexpected outcomes:** The group could decide to physically remove the cursed treasure themselves or even invite Phoenix and others to join them on the airship.
- **Connection back to the *Airship*:** When the group departs, Chalix arrives with the repaired *Airship*, symbolizing that communities can rebuild after damage. The experience at Gatekeep Ridge becomes a story to reflect on when they are back aboard.

Learning Goals

- **Pluralism:** True community honors diversity, not sameness.
- **Equity:** Communities must ensure shared spaces and shared power, not private comfort for a few.
- **Justice:** Recognizing how exclusion harms and working toward repair together.
- **Welcoming:** What can we do to bring a community that has only known exclusion towards learning how to welcome?
- From the Cliffs of Exclusivity description:
 "Let's consider the dead-end exclusivity, first. When people in a community are tightly bonded, they may actively or inadvertently exclude others or become exclusive. It's tempting to do. It feels good to be in the "in crowd." It can be uncomfortable to let new

people in. New energy will inevitably change the group dynamic. And change, even good change, can be hard. The light from the Covenant Lighthouse should shine directly on these jagged edges to ensure your group is prioritizing inclusion, belonging and accessibility over comfort. As a facilitator, you can task the leaders in your group with paying attention to when someone is being left out and encouraging their peers to make room for them.”

Reflection Time

(Use the remaining time.)

- **Return to the Manual for You/Our Group Activity:** For individual manuals, invite participants to share one of their answers with the group, if they would like. For a group manual, pass the manual around and invite participants to take turns reading one of the responses. After sharing, ask, “What did you hear that surprised you?” or “What did you connect with in someone else’s manual?”
- **Additional discussion question, if time allows:** How can we, in our own communities, make sure we are building spaces of belonging rather than just keeping things nice for ourselves?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today’s session?
- If you’re available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,
We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.
We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.
A tale to relay
that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 20: The Mycelium at The Healing Springs

In this Journey, we encounter a group with a member who is feeling excluded.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Papers and writing utensils
 - Any tactile storytelling tools you wish to use
 - For the in person Deeper Joy Activity: hoop or long pole

Modification Notes for Lorekeeper:

- **Online or no materials variation:** There is an alternate activity suggested for use online or if you don't have the materials for Helium Hoop.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Helium Hoop

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- Everyone gathers along the hoop or pole. Explain that once released, the "helium" hoop or pole will want to float up. Everyone places one finger underneath so the object rests on their fingernail. The goal is to lower it to the ground without anyone losing contact. When the facilitator lets go, parts often rise. If any finger loses contact, restart. Watch participants closely so there's no cheating! Expect a leader to emerge and name strategies as they try again. Debrief briefly on leadership, honesty, frustration,

expectations, and communication choices.

- **Variation:** Complete the challenge without speaking, then discuss how the silence changed coordination and leadership.

Alternate Activity: Feelings and Weather

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- As a group, come up with a list of environmental factors that affect people's feelings and moods in everyday spaces; examples can include weather, colors, temperature, smells, time, lighting, noise, and events.
- Ask how the group could change the environments they live, learn, or work in to ensure more positive feelings; you can start with the youth group room. Then think of things that affect mood that are not in our control, such as other people's behavior or the news. Finally, name ways to care for ourselves and choices we can make when we are not in charge of our surroundings.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**
The *Airship* has taken us back onboard and has brought the whole crew and all the journeyers to the healing springs for a time of relaxation, but a situation quickly appears at the Healing Springs.
- **Who:**
A group of Mushrooms on a spiritual pilgrimage to meet "The Great Spore" together have arrived at the Healing Springs as well. (Named after types of mushrooms: Button, Enoki, Truffle, Portobello, Morel. Note they have no concept of gender so prefer to just

be referred to by name.)

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

Enoki feels that the rest of the group has been quite rude to them in recent days and is considering leaving the group.

Portobello, an instigator of the bullying of Enoki “for being so small,” is threatening that Enoki just needs a dip in a healing pool to “get over it.”

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

Enoki asks our group to stop them from getting pushed into the healing pools of the Healing Springs.

- **Challenges they will face:**

Portobello is very adamant that none of them did anything wrong and that it was just “some playful joking.”

The others do not seem too bothered by the idea of abusing the Healing Springs to solve their problem. They are eager to continue on the quest, which is taking longer than they expected. Because they are lost and need help navigating through the springs, they see this shortcut as justified.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **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 the situation can develop further in later sessions.
- **Return to the *Beloved Community Collective Airship* but stay near Healing Springs for the next session:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The *Beloved Community Collective Airship* settles gently beside the Healing Springs. The Healing Springs lie in a sheltered valley where smooth stone terraces cradle pools of shimmering, mineral-rich water. You disembark and find the springs bubbling and steaming gently, filling the air with the scent of damp earth, herbs, and something faintly sweet like chamomile and honey. The warm mist clings to skin and fur, softening edges and making the world feel dreamlike. Small glowing insects drift lazily in the haze, their light catching on droplets of water.

It should be peaceful here, an oasis of rest after the trials of the river and forest. Yet you find that the serenity is broken by sharp, echoing voices.

On the mossy rocks at the edge of a larger pool are a group of Mushrooms. Their caps are brown, white, speckled, and honeycombed. They look like a strange, colorful garden that has

come to life. But their stances are tense and their gestures sharp. One small and fragile-looking one trembles at the water's edge while the others stand nearby. A broad and commanding mushroom points toward the steaming pool with movements, his voice booming across the water. Another fidgets nervously, their eyes darting between the others. Another scowls while the fifth sways with uncertainty. The tension between them hangs in the air, charging the otherwise rejuvenating atmosphere.

What would you like to do?

Note to Lorekeeper:

The bubbling water reflects their forms in warped ripples: five pilgrims meant to be united in purpose, but clearly splintering. The springs' usual gentle ambiance is disrupted by the discord with raised voices bouncing off the stone. Enoki's soft protests are nearly drowned out by Portobello's domineering laughter.

The journeyers, accompanied by Rockenroll, Misty, and Teapot, arrive in this moment of tension, watching what should be a sacred pilgrimage fracture under the weight of bullying, impatience, and hurt.

Optional Mushroom Argument Dialogue

- **Portobello (booming, mocking):**

"Come on, Enoki! Just a little dip in the pool, and all your whining will wash away. You're too small to be carrying all this... drama."

- **Enoki (nervous, voice trembling):**

"I don't need the waters to 'fix' me. I just want you to stop teasing me... to listen."

- **Truffle (gruff, impatient):**

"We don't have time for this. The Great Spore awaits us, and every delay makes us look foolish."

- **Button (softly, trying to smooth things over):**

"Maybe if Enoki just tried... maybe things would feel better. Isn't that what the springs

are for?”

- **Morel (wavering, uncertain):**

“The springs heal, yes, but they aren’t meant for this. They’re sacred. If we use them like... punishment, won’t it poison our pilgrimage?”

- **Portobello (snapping back):**

“Sacred, shmaced. We came here to be renewed, and I say we move on. Unless Enoki wants to hold us all back again!”

- At this point, **Enoki** turns pleadingly toward the journeyers as they arrive, calling out, *“Please, don’t let them push me in. I need someone to notice me.”*

Character Introductions and Dialogue Prompts

- **Enoki (gentle, uncertain)**

Appearance: Small, slender mushroom with a delicate cap. Voice trembles like wind in tall grass.

- Sample dialogue:

- *“I... I don’t think this is funny anymore. I just want to be paid attention to.”*
- *“Can you... can you please help me? They won’t listen.”*
- *“I don’t need fixing. I need to be noticed.”*
- *“Why is it so hard for you to see that I belong with you?”*
- *“If being part of this pilgrimage means being pushed around... maybe I shouldn’t be here at all.”*
- *“You say we’re one family of spores, but you treat me like I’m disposable.”*

- **Portobello (loud, overbearing)**

Appearance: Large, wide-capped mushroom towering over Enoki. Deep, booming voice, dismissive tone.

- Sample dialogue:

- *“Oh, come on. It’s all in good fun! You’re too sensitive.”*

- *“One little splash in the healing pool, and you’ll be fine.”*
- *“Oh, come off it, Enoki! You’re just too sensitive. We were joking.”*
- *“The Great Spore won’t wait for your feelings, little sprout.”*
- *“If you can’t get over this, how will you handle the rest of the journey?”*
- *“Look at you! Holding us all back with your drama. I say enough.”*

- **Button (neutral, hesitant)**

Appearance: Round, small mushroom with a plain cap. Speaks softly, tends to side with whoever is louder.

- Sample dialogue:

- *“Maybe Portobello’s right... or maybe Enoki is. I don’t know.”*
- *“Maybe if Enoki just tried what we suggested, things wouldn’t feel so bad?”*
- *“I don’t like fighting. Can’t we just smooth this over and keep going?”*
- *“I don’t think anyone meant to be cruel, but it... it does feel heavy in the air.”*
- *“I wonder if there’s a way we can help everyone feel better without forcing it?”*

- **Truffle (practical, impatient)**

Appearance: Stout mushroom with earthy, textured surface. Voice is low and gruff.

- Sample dialogue:

- *“We’ve wasted enough time. If Enoki would just join us, we’d be done already.”*
- *“We’re wasting time. The path is long, and every delay makes our pilgrimage weaker.”*
- *“Enoki, you always make things bigger than they need to be. Just let it go.”*
- *“The Great Spore doesn’t care for petty arguments.”*
- *“If you can’t keep up, maybe you don’t belong on this pilgrimage.”*

- **Morel (thoughtful, potential ally)**

Appearance: Tall, honeycombed cap, curious but indecisive.

- Sample dialogue:

- *“I can see both sides, but we really need to keep moving.”*
 - *“Something about this doesn’t sit right. Forcing someone into the water isn’t healing.*
 - *“Portobello, I’ve laughed along with your jokes before, but... now I see how sharp they cut.”*
 - *“If the Springs are sacred, shouldn’t they be a place of choice, not punishment?”*
 - *“Enoki, I believe you. Maybe what we all need is honesty, not another dip in healing waters.”*

- **Misty (she/her): Dreamy, thoughtful, whimsical.**

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:

- *“I drift where the air takes me, and I feel the tension here... it feels so thick. This isn’t just play, Portobello. It’s harm.”*
 - *“The springs can cleanse, but only honesty can cleanse what lies between you all.”*

- **Teapot (they/them): Community focused.**

Appearance: A humanoid with a teapot for a head, always steaming gently.

- Sample dialogue:

- *“These waters... they soothe with healing magic but healing isn’t something you can force on someone.”*
 - *“What do you think would really help, Enoki? We want your voice to be amplified.”*

- **Rockenroll (he/him): Dependable, absurdly literal at times, but deeply wise.**

Appearance: A sentient rock that wears a pair of glasses for some reason.

- Sample dialogue:
 - A low rumble like boulders grinding.
 - *“Stones crack when too much pressure builds. Forcing someone into the pool is no cure. It’s a fracture waiting to happen.”*
 - *“Community is built on choice, not coercion. You must listen before you push forward.”*

Possible Side Quests / Interactive Branches

1. **Meeting the Mushroom Pilgrims:** As participants encounter the group of mushroom pilgrims, they notice the travelers are wary but hopeful. Participants choose how to approach, offering greetings, sharing stories, or asking questions. The pilgrims may ask for help or share their reasons for undertaking the pilgrimage. This initial interaction sets the stage for trust, curiosity, and group dynamics.
2. **Deciding on Involvement:** Before jumping into the dispute, participants gather information and decide if or how they want to get involved. They listen to different sides, weigh possible outcomes, and may vote or discuss approaches as a group. This reflective moment empowers participants to feel agency over their role, whether they mediate, advocate, or simply support from the sidelines.
3. **Investigating the Pools:** Participants explore the mysterious pools, noticing strange runes carved into the rocks. Close inspection, creative interpretation, or gentle questions reveal that the springs are designed for healing, but only when chosen willingly. Uncovering these clues helps the group understand deeper needs and possible solutions.
4. **Navigating the Springs:** The mushrooms themselves are lost, uncertain which path leads out of the springs. Participants step in as guides, mapping the springs with drawings, props, or hands-on materials like Lego bricks or stones. Working together,

they help the pilgrims find safe routes, reinforcing teamwork and connection.

5. **Honest Conversation Ritual:** When tensions rise or confusion persists, participants may offer to facilitate a ritual for listening and truth-telling with the mushrooms. Each person is invited to share feelings, needs, or hopes around the healing process without interruption. This ritual fosters authentic dialogue, opening the way for conflict resolution and deeper healing for all involved.
6. **Visit the Great Spore:** If time permits, the group can visit the Great Spore with the mushroom pilgrims. Content for the visit is provided below. How you run this can depend on resolution of the conflict between the mushroom pilgrims.

Branching Resolutions

- **Success (characters intervene effectively):** Portobello is confronted and either apologizes or storms off. Enoki feels validated and may rejoin the pilgrimage.
- **Failure (characters can't resolve the conflict):** Enoki leaves the group entirely, reshaping their pilgrimage. Perhaps Enoki reflects that the group was not healthy and asks to come aboard the *Airship*.
- **Creative alternatives:** The journeyers create their own “healing ritual” outside the pools that models respect and listening, teaching the mushrooms a new way.
- **Possible complication:** Enoki is pushed into the pool. What happens? When used coercively, healing water might amplify their emotions instead of making them “go away.”

Visiting the Great Spore

You step into the heart of the grove, where the towering Great Spore rises up from a bed of moss and fallen leaves. Its cap glows softly with shifting colors of amber, violet, and blue, casting gentle light over the ring of ancient mushroom stalks clustered around it. The air smells earthy and sweet, and the ground is soft, springy underfoot. Every breath feels fresh, as if

shared with the grove itself. The Great Spore seems both very old and always growing, and you sense that quiet wisdom and deep memory reside here.

Possible ways the group can interact with the Great Spore:

- Ask the Great Spore questions about the history or secrets of the grove.
- Place a hand respectfully on the Great Spore's base to receive a gentle vision or dream.
- Invite the Great Spore to share advice for healing, growth, or belonging.
- Contribute a token or small gift as thanks, watching how the grove reacts (color shift, spore release, gentle breeze).
- Practice sitting in silence, noticing subtle changes in sound, light, or feeling that come from presence together.

Learning Goals

- **Exploring Healing:** Explore the difference between genuine healing and false shortcuts.
- **Boundaries:** Practice naming harmful behavior and setting boundaries.
- **Covenant:** Covenant is not about comfort. It's about care and accountability. Community requires honest love, not dismissive forced healing.

Reflection Time

(Use the remaining time.)

- **Ask:** Have you ever had to take a break from or leave an unhealthy situation or group?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?

- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 21: A Spring Runs... to a Hotel?

In this Journey, we encounter a hotel that is commodifying healing.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use (you can have small stones or leaves for dried spring ritual)
 - If you're feeling creative, an ornate looking "Rest, Rejuvenate, Renew" sign and a practical looking "Patrons Only" sign, posted in your space ahead of the session. Here are some [printable versions](#) of them.

Modification Notes for Lorekeeper:

- There is no Deeper Joy Activity since time for ritual creation is part of the session.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Roleplaying Framework

(Suggested time for roleplaying: at least 30 minutes; note this is more than usual for sessions)

- **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.

Framework for the Journey

- **Previous Session Recap:** Start by saying, “When we last met,” and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

As you explore the Healing Springs, you find a building nestled among the steaming pools of the Healing Springs, the Healing Inn. The air is heavy with mineral-rich mist, carrying the faint scent of lavender and wildflowers. Warm vapors curl around carved pathways that once led freely to the springs, now fenced off with ornate gates and signs reading *"Patrons Only."* The inn itself gleams with polished wood and soft banners embroidered with the words *"Rest, Rejuvenate, Renew."*

Inside, plush seating lines the lobby, and guests sink into armchairs with sighs of contentment as attendants bustle with trays of tea and fruit. Yet beneath the serene atmosphere, you can feel tension. At the front desk is the Innkeeper, a humanoid Pillow, soft and lavender-scented, exuding comfort. Across from them, a giant animated quill, ink-stained and sharp, takes furious

notes. An argument is underway between the two of them. Their voices carry, the tension unsettling an otherwise calming space.

What would you like to do?

Character Introductions and Dialogue Prompts

- **Innkeeper Pillow (any pronouns): Soothing but defensive.**

Description: A humanoid pillow, plump and inviting, with embroidered edges and faint lavender fragrance. Their voice is soft, almost lullaby-like, but their words defend profit over fairness.

- Sample dialogue:

- *“Welcome, weary travelers... Your burdens can melt away here, for those who can pay.”*
- *“Don’t trouble yourselves with questions. Rest is worth the price, isn’t it?”*
- *“Comfort should never be disrupted by conflict.”*

- **Quill (they/them): Investigative journalist, persistent, sharp.**

Description: A giant quill, ink-smudged, always scribbling notes. They exude restless energy.

- Sample dialogue:

- *“Four springs have run dry while this Inn thrives. Where does all the water go?”*
- (to participants) *“Will you help me uncover the truth behind this comfort?”*

- **Hotel Guests: Group, oblivious patrons.**

Description: Wealthy travelers lounging in soft robes, sipping drinks, oblivious to harm done.

- Sample dialogue:

- *“I don’t care where the water comes from, as long as my skin stays this soft!”*

- *“If you want the best, you must pay for it. That’s only fair.”*

- **Misty (she/her): Dreamy, thoughtful, whimsical.**

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:

- *“Comfort can cloud the truth, like fog over water. But even fog lifts when the sun of justice rises.”*

- **Teapot (they/them): Community focused.**

Appearance: A humanoid with a teapot for a head, always steaming gently.

- Sample dialogue:

- *“A true cup of tea is always shared freely. Healing that only some can reach is no healing at all.”*

- **Rockenroll (he/him): Dependable, absurdly literal at times, but deeply wise.**

Appearance: A sentient rock that wears a pair of glasses for some reason.

- Sample dialogue:

- *“Soft pillows may cradle you, but only strong foundations sustain you. Springs run dry when comfort is hoarded.”*

Optional Hotel Patrons

- **Patron 1: Lady Coral (she/her): Glamorous, entitled, and dismissive of concerns.**

Appearance: Coral-person, adorned with polished jewelry that looks like shells and pearls

- Sample dialogue:

- *“Darling, I didn’t travel all this way for politics. I came for smooth skin and serenity.”*
- *“If the Inn is exclusive, that only makes it more valuable.”*

- **Patron 2: Mr. Puff (he/him): Nervous but desperate to appear wealthy and confident.**

Appearance: Pufferfish, round body, plush robe, sipping fruit-infused water.

- Sample dialogue:

- *"I've spent nearly all my savings to be here, so please, tell me it's worth it!"*
- *"I don't care where the water comes from. If it heals, it heals."*

- **Patron 3: Sage Willow (they/them): Gentle, reflective, quietly troubled by the Inn.**

Appearance: Humanoid with willow-branch hair and bark-textured skin.

- Sample dialogue:

- *"The springs were once free. I remember bathing here as a child."*
- *"Rest should not come at the cost of others losing their own."*

- **Patron 4: Crispin Cup (he/him): Fussy, overly proud of his "refined taste."**

Appearance: Kitchen species (teacup), elegant porcelain with gold trim.

- Sample dialogue:

- *"Only the finest mineral waters touch my rim."*
- *"This journalist is ruining the ambiance. Can't someone escort them out?"*

Possible Side Quests / Interactive Branches

1. **Follow the Pipes:** Participants decide to follow the sounds of rushing water, exploring behind walls, under floors, or out into nearby hills. They may discover a tangled network of pipes, some leaking, others dry, and a few actively siphoning water from natural springs. Exploring further, the group finds the springs themselves: once lively, now depleted or polluted. Along the way, strange puddles, mineral deposits, and tools left by maintenance workers hint at ongoing issues. Participants may choose to document what they find, seek out someone knowledgeable, or attempt a small repair.

2. **Talk to Guests:** When participants approach patrons in the inn, initial conversations offer only vague complaints about damp floors or noisy plumbing. If journeyers engage for longer, showing patience and respect, several guests begin to share rumors, stories of broken pipes, whispers of local protests, and concerns over whether the spa's water is truly as restorative as claimed. Some may offer hints about secret community meetings or point toward suspicious activity around the pipes.
3. **Talk to Staff:** Participants build relationships with inn staff through acts of kindness, attentive listening, or shared work, helping clear tables, offering a break, or simply asking about their day. Over time, a staff member opens up and admits the Inn has taken more from the springs than it gives back, and confides their fear of losing their job if the truth comes out. This conversation opens the way for deeper questions, confessions, and strategies for change.
4. **Flooding Mineral Spa:** During the session, one of the mineral baths overflows. Water bursts through cracks in the floor or walls, sending guests scrambling as part of the inn begins to flood. Investigating the source, participants trace the flood to a burst pipe behind the building. As the group helps manage the crisis, they are naturally led outside, where they notice members of the local community gathering around a dried-up spring, offering a visible transition, clues for further investigation, and an invitation to engage with those affected by the water crisis.

Branching Resolutions

- **Support the Inn:** Defending the Pillow Innkeeper prioritizes comfort, but alienates the local community.
- **Support Quill:** Exposing the truth may close or reform the Inn. Comfort is disrupted, but justice is restored.
- **Creative Compromise:** Propose a model where the Inn pays into spring restoration and reopens access to all.

- **Unexpected Twist:** Perhaps the “healing spring” is ordinary water enchanted with illusions of comfort.
- **Springs Dries Up:** Towards the latter part of the session, either the group should find that one of the springs has dried up, or they should notice that members of the local community are gathering. This leads to the ritual of mourning the spring.

Inspiration for Ritual of Mourning the Spring

- When one spring finally runs dry, the local community gathers with the journeyers to honor its loss. Invite participants to join in a ritual of letting go.
- Each person holds a small stone or leaf, whispering into it something they wish to release, perhaps exhaustion, fear, or false promises.
- Together, they place their stones or leaves into the dry spring bed.
- A moment of silence follows. Misty may swirl a gentle breeze through; Rockenroll may thud softly in respect; and Teapot may pour a symbolic drop of tea as a blessing.
- The group affirms: “We honor what has ended, and we choose care that includes all.”

Learning Goals

- **Self-Care Exploration:** Reflect on how self-care can be commodified and distorted.
- **Justice:** Explore the tension between comfort and justice.
- **Practice Discernment:** What is genuine healing versus false promise?

- **Connect to UU values:** Who has access? Who is excluded? How do we build care that belongs to all?

Reflection Time

(Use the remaining time.)

- **Ask:** When have you experienced rest or healing that felt truly nourishing? What made it different from just surface-level comfort?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at “Theirs. Ours. Yours.”)

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today’s journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 22: Lessons from Rockenroll

In this Journey, we consider the importance of boundaries for a healthy community.

Prior to the Journey

- This week's session is part of 5 sessions spread throughout the curriculum which allow for time to reflect, "level up" characters, change features of characters, and allow for some additional storytelling that helps incorporate new participants and participants who miss multiple sessions. Please review the change in format for these sessions.
- Review your group's description of the *Beloved Community Collective Airship*.
- Review past weeks' notes from sessions. Also consider what your participants (individually or as a group) have done particularly well that could be awarded a "Waypoint Scroll" to spotlight behavior and choices that resonate with our learning goals.
- [Learn about Boundary Markers](#) which relates to Rockenroll's storytelling.
- **Supplies Needed:**
 - Potentially have additional character sheets if you'd like to give your participants the chance to edit their characters on a new sheet
 - Print the [Sequential Storytelling exercise table card](#)
 - Physical version of a Waypoint Scroll, either [printing these](#) or creating one of your own
 - (optional) Picture of a boundary marker (some are available [here](#))
 - (optional) Group journal or poster for recording key events

Modification Notes for Lorekeeper:

- We encourage you to highlight happenings from previous sessions that reflect well on community building and session learning goals. These will be celebrated by Rockenroll giving the group a "Waypoint Scroll" which can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll. Think about group accomplishments over the past few sessions, and choose a theme for the Waypoint Scroll they will be receiving.

- In this segment we engage in some guided improvisational storytelling to discover something more about our ship and our companions. If you desire extra interactivity, you could act out the story as a script with the participants.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.

We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at “Welcome journeyers.”)

Lore Collection and Sequential Storytelling Exercise

(Suggested time: 10 minutes)

This section is a time to collect and tell the stories of your participants. You’ll want to take notes during this section to gather what is important to participants from the recent journeys. You can then have this to share as the wider story develops.

- **Determining Sharing Order:**

- If gathered in a circle (in person), proceed around the circle in one direction.
- If meeting online, post a talking order into the chat so all can see and know when their turn is coming.
- For larger groups (or any group wanting more structure or more randomness), prepare index cards numbered sequentially ahead of time (make sure the number of cards matches the number of people before distributing them). Pass these out so each person receives a number; the story proceeds according to card order.

- **Storytelling:**

- **Share:** We will tell the story of our journeying group of characters. Each of you is invited to contribute a piece of this story, building on what others have shared.
- **Explain:** The first participant in order continues with “and then...” sharing the next event, experience, or memory. Subsequent speakers may:
 - Use “and then...” for what happened next.
 - Use “and before that...” for something earlier that shaped the story.
 - Use “and some of us felt that...” to voice emotional or reflective responses.

- Anyone may “pass” their turn if they do not wish to share or “pass for now” if they wish to come back later. After the initial round, any who “passed for now” should be invited to share.
- **Share:** “Once upon a time, our group met Dew Drop at Bonding Harbor where he needed to recruit crew members for his ship...” then turn the story over to the first participant to continue.
- **Closing:**
 - The facilitator ends the process when all who wish have shared.
 - Can ask: What did you notice? What did you feel?
 - Consider closing with a moment of silence, gratitude, or communal acknowledgment.
- **Facilitator Notes:**
 - Affirm all contributions. Every memory, feeling, or reflection is welcome.
 - Guide the group gently to stay with storytelling rather than discussion or debate.
- **Additional Guiding Discussion Questions:**
 - If someone were just joining our group and story, what would be important for them to know?
 - How has our group changed in recent sessions?
 - Take time to reflect on key moments in recent sessions together. (You can use your Lorekeeper Journal to assist in remembering.)

Character Growth

(Suggested time: 10 minutes)

- **Share:**

We don’t have a formal mechanism for “leveling up” in Deeper Joy RPG. However in this segment we want to allow you a chance to ponder changes to their character through the recent sessions. (Note: For regular participants who miss this session, you can be in touch with them about whether they would like to make changes to their character before

the next session. This helps to keep things flowing so that it's not being brought up in other sessions, unless scheduled.)

- **Facilitators Prompts:**

- Do you think anything has changed about your characters after the recent sessions?
- Have your motivations changed?
- Have you gained another special item in your journey?
- What about your character's description?
- Should those changes be reflected on an updated character sheet?

- **On Character Changes:** Often roleplaying participants wish to make changes to their characters. In addition to those noted above, this is also an opportunity to allow your participants to change their character's number. We recommend allowing a shift of not more than 1, which represents the fact that we are all shifting somewhat in how we go about doing things. You can choose to allow a greater number if there is a significant story-based reason for the change.

- **Share:**

Rockenroll has taken time to reflect on our recent journeys and has decided to confer on our group the "_____ Waypoint Scroll." (Sample ideas: Inclusion, Connection, Listening, Teambuilding, Growth)

This scroll can be used by the group in the future for one chance to either find out more information about a situation or enable a reroll on a dice roll.

- **Optional Rockenroll Dialogue**

Rockenroll rolls in a lazy circle before stopping, glasses askew. Dust puffs up, and then his booming voice rumbles out:

"Well now, you didn't think an old rock like me was paying attention, did you? But rocks watch. And rocks remember. You showed [insert example], and that deserves more than just a pat on the back... though I don't really have hands for that."

With a deep chuckle, he shakes until a scroll pops out, landing with a thump.

“Here’s your [Inclusion/Connection/Listening] Waypoint Scroll. Use it wisely, when the dice are unfavorable, or when the path disappears under your feet. But remember, even a stumble can shape the ground.”

Storytelling

(Suggested time: 10-20 minutes)

- **Facilitator shares:**

Having spent time resting and recovering at the Healing Springs, and with a fully functional *Airship*, we find ourselves in the classroom of Rockenroll who has decided it is time to impart some important wisdom as we near the end of our time together.

“I have not shared all of my history, because when you are a rock, history is much longer. But, I come from a long line of Boundary Marking Stones. And something that I learned from my family was the importance of good boundaries. Our recent experiences on the *Airship* have convinced me that it is important to talk more about boundaries.”

Teapot quickly raises a hand and asks “What are boundaries exactly?”

Rockenroll is quick to turn this into an educational moment and asks all of us, “Can you tell me what boundaries are?”

- **Invite group discussion.**

- **Continue:**

Rockenroll thanks all of us for sharing and offers some additional thoughts.

“In thinking about our experiences together, I see that Misty did not respect the boundaries of her commitment by forgetting to help Chalix. Teapot did not respect their own boundaries of needed nourishment and drained themselves of energy. And even Chalix waited until being burnt out before telling the rest of the Beloved Community

Collective of their need for help. Good boundaries involve care for each other, for community, and clear communication. We learned that bad boundaries can lead to disaster, but good boundaries lead to healthy communities. This is what the Covenant Lighthouse reminds us of.

Now... class dismissed, and I'll see you at the Beloved Community Collective Graduation Ceremony soon."

Closing

Given that the group just discussed boundaries with the group, it's a good time to review your group covenant. This can be a simple review where you read the covenant aloud as a group and then discuss how they feel it has been followed, whether there are some parts of it they do really well, and whether there are some parts where they could do better.

Alternatively, you can invite recollection on the creation of the group covenant. Invite participants to read the covenant aloud and briefly recall when and why it was created. If some were not present, ask long-time members to share the origin story. Offer time for silent reflection, then discuss: 1) Choose one phrase from the covenant and name a concrete sign of it in the room, building, or meeting style (for example, if it says "we welcome all," point to a welcome mat). 2) Identify one phrase the group is currently upholding well. 3) Identify one phrase where the group could do better and name one next step.

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 23: Communal Caves in the Canyon

In this Journey, we help our companion Teapot in a search for more Teapots.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- Preselect a few Would You Rather questions (options listed in the activity) and print them or have them readily available in the session.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Preselected Would You Rather questions which can be written on index cards or printed and cut apart
 - Any tactile storytelling tools you wish to use

Modification Notes for Lorekeeper:

- No online variation is needed for the Deeper Joy Activity.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Would You Rather

Our Activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- **Preselect some questions** from the following list, or other similar questions:
 - **Easier questions:**
 - Would you rather have the ability to speak every language fluently or play every musical instrument perfectly?
 - Would you rather explore a new city or relax in nature for a weekend?
 - Would you rather have a rewind button for conversations or a pause button for stressful moments?
 - Would you rather always know what song is stuck in someone's head or always know what someone had for breakfast?
 - Would you rather give up sweet foods or salty foods for a year?
 - Would you rather have free books for life or free music for life?
 - **Moderate questions:**
 - Would you rather be known for your kindness or your intelligence?
 - Would you rather have a few very close friends or many casual friends?
 - Would you rather speak your truth and risk conflict or stay quiet to keep the peace?
 - Would you rather change one decision from your past or see one moment from your future?
 - Would you rather be remembered for what you created or for how you made people feel?
 - Would you rather know your purpose early in life or discover it through years of exploration?
 - Would you rather stand up for someone alone or join a group already advocating for them?
- Read a card aloud and invite the group to answer in turn, briefly saying why; passing or “pass for now” is always allowed. Remind participants there is no “right” answer and neither option is inherently better; refer back to the covenant as needed.
- **Facilitation Tips:**
 - Normalize "both feel hard" or "neither quite fits."

- Remind the group that sharing the "why" is optional but often where connection deepens.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **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 they 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 and hear about theirs, too!

Option to consider: Perhaps one of the monastic Teapots invites Teapot to stay as today's journey ends.

Framework for the Journey

- **Previous Session Recap:** Start by saying, "When we last met," and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **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 the situation can develop further in later sessions.
- **End in the cave:** 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.

Storytelling Inspiration and Learning Goals

Scene Setting

The *Airship* drifts down into the shadow of the Canyon of Deeper Sharing, its wide stone walls rising on either side like ancient guardians. Bands of red and brown cut across the rock face streaked with the memory of ages long past. You disembark and step onto the canyon floor, the air grows cooler and still, broken only by the distant drip of water echoing through unseen cracks. Overhead, bats stir restlessly, their wings whispering like secret voices in the dark.

At the base of the canyon wall yawns a cave. Its entrance is rough and jagged, yet marked with curious carvings: tiny teapots, steaming cups, swirling lines of vapor, faded by wind and time but still just visible. Teapot pauses there, tracing the images with wonder. Misty hovers at the threshold, her form glowing faintly in the dim light, tendrils of mist curling like smoke around the stone. For a moment, Rockenroll lingers outside, steady as the canyon itself, before rolling forward to join when the path inside turns treacherous.

As you proceed into the cave, you feel the damp and earthy air. Moss clings to the walls, and glowing fungi cast a pale green light over winding passages that twist deeper and deeper into shadow. The path ahead feels alive, possibly full of hidden dangers, shifting stones, but also with the sense that something waits to be discovered. What lies in these depths: poisonous growths, strange murals, or perhaps even the whispered rumors of a hidden monastic community?

Teapot pauses at the entrance, their porcelain face gleaming faintly in the cave's glow. They tilt their head, steam curling gently from their spout as they study the ancient carvings.

"Oh, do you see them? Teapots... just like me. I've never known another of my kind. To think, others might have travelled this path, brewed tea here, even carved these walls. What secrets did they carry inside these shadows? What warmth did they pour out into this stone?"

Teapot turns back to the journeyers, their wide ceramic eyes glimmering with both wonder and nervousness.

“I don’t know what we’ll find. Maybe nothing. Maybe... everything. Will you accompany me? I think... I might need the company.”

Character Introductions and Dialogue Prompts

- **Chai (she/her, welcoming elder)**

Appearance: A sturdy, clay-bodied Teapot Monastic with intricate painted patterns.

- Sample dialogue:

- *“Welcome, wanderers. Few find their way here unless they are ready to share more deeply.”*
- *“Every secret poured is like tea brewed: bittersweet, but warming.”*

- **Matcha (they/them, quiet and contemplative)**

Appearance: A green ceramic Teapot with a gentle crackle glaze, voice slow and meditative.

- Sample dialogue:

- *“Stillness is not silence. Listen... the canyon itself is speaking.”*
- (to participants) *“What truth weighs in your chest that you have not shared?”*

- **Rooibos (he/him, playful novice)**

Appearance: A small, bright red metal teapot with a high-pitched whistle-like laugh.

- Sample dialogue:

- *“I was the last to arrive. They say I talk too much for a monk, but maybe that’s why they let me stay.”*
- *“Tell me your secret, and I’ll trade you one of mine!”*

- **Spirit of the Door (any pronouns, ethereal guardian)**

Appearance: A shimmering archway of stone, glowing faintly with runes of steam.

- Sample dialogue:

- *“To pass, you must share... not what is easy, but what is true. Whisper your secret into the stone, and the door will open.”*

- **Misty (she/her): Dreamy, thoughtful, whimsical.**

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:

- *“This cave feels heavy, like fog that doesn’t lift. Still, I can drift us through if we listen to the currents.”*
- *“Sometimes we lose ourselves when we keep too much inside. Sharing is a way of finding the way again.”*

- **Teapot (they/them): Community focused.**

Appearance: A humanoid with a teapot for a head, always steaming gently.

- Sample dialogue:

- *“I’ve always wondered if there were others like me. Could it be... I’m not alone?”*
- *“Secrets are like tea. If you hold them too long, they grow cold.”*

- **Rockenroll (he/him): Dependable, absurdly literal at times, but deeply wise.**

Appearance: A sentient rock that wears a pair of glasses for some reason.

- Sample dialogue:

- *“Paths like these can crumble if you step wrong. Same with trust. Move carefully.”*
- *“Stones remember. If you choose to share here, the canyon will hold it safe but remember it always.”*

Navigating the Journey Through the Caves

1. **Poisonous Plants:**

Strange vines block a passage. If touched carelessly, they release irritating spores. Let

participants discuss and roleplay careful ways to move past the plants, using observation, teamwork, or items to shield themselves.

Success: The group safely navigates the vines and may discover healthy mushrooms or a secret alcove.

Failure: Spores trigger sneezing and discomfort; the group must rest and recover before proceeding.

2. **Cave Art Runes:**

Ancient murals show teapot figures in circles. Careful observation might reveal hidden runes. Invite participants to study the art and share interpretations, using drawing or symbol marking if desired.

Success: Hidden runes are revealed, pointing toward the secret door or a shortcut.

Failure: The group misreads the clues, wandering a side tunnel or encountering a dead end.

3. **Lost Passages:**

The winding cave splits in confusing ways, easily getting the group turned around.

Encourage participants to choose guides, build maps, or use environmental clues to stay on track.

Success: The group works together and finds the right path, arriving at an interesting chamber.

Failure: They get lost and must retrace steps, losing time and growing weary.

4. **Cave Wall Climb:**

A broad, slippery wall blocks a route, with only faint handholds available. Let participants share climbing strategies, offer teamwork ideas, and creatively solve the climb.

Success: The group reaches the top, strengthening bonds and gaining a view of the way forward.

Failure: Some slip and need help back up, or the climb takes extra time and effort.

5. **Echo Chamber:**

A vast cave opens up, its acoustics magnifying every sound and echo. Let participants explore ways to communicate, map the chamber by sound, or use silence and creative noise-making to reveal the exits.

Success: Clever use of echoes or group signals reveals a hidden passage or shortcut.

Failure: Miscommunication or echo confusion leads the group in circles, delaying their progress.

6. **Crevice Crossing:**

A narrow crevice blocks the way, only passable through inventive cooperation. Invite participants to devise crossing methods, building makeshift bridges, helping each other across, or using objects found in the cave.

Success: The whole group crosses safely and efficiently, finding solidarity in the challenge.

Failure: Some struggle or become separated; they must regroup and try again or seek another route.

Encountering the Secret Door

The group discovers a tall stone door deep in the cave, its surface etched with swirling patterns reminiscent of rising steam. Embedded in the door are several small lantern-shaped lights, one for each character in the group, including the NPCs Teapot, Misty, and Rockenroll (if you like, you can simply tell them the number of lights and let participants figure out what that number represents). As the group approaches, a soft voice asks for each character to share an honest memory or feeling aloud. Each time a character shares a genuine memory or feeling aloud to the group, one of the lantern-shaped lights on the stone door pulses warmly and then glows steadily. The voice acknowledges each offering, and only when every light is illuminated does the door unlock and shift open, allowing passage deeper into the cave.

Branching Resolutions

- **If they share honestly:** The door opens, revealing the monastic community of Teapots, who welcome them warmly.
- **If they refuse to share:** The door remains sealed, and the group may have to turn back, learning the cost of withheld trust.

- **Unexpected twist:** A character's secret may spark new roleplay, for example, a secret ambition, fear, or hidden connection to the monastics.

Optional Monastic Community Setting Description

As you move deeper into the cave, the winding passages begin to widen, the glowing fungi casting brighter pools of green-gold light. The faint sound of dripping water grows louder, until it echoes like rain on rooftops. The air smells faintly of chamomile and mint, earthy and soothing. Soon the walls are no longer bare stone but painted with murals of steaming cups, great kettles, and circles of teapot figures sitting together in meditation. The artwork feels alive, as if the steam rising from the painted cups drifts into the air around you.

Finally, the cave opens into a vast cavern, its ceiling vanishing into shadow. In the center lies a gathering of Teapots, an entire community! Their bodies are shaped of clay, porcelain, iron, even stone, each one unique, painted with delicate patterns of leaves, vines, or swirling steam. Some sit in silence, eyes closed as though listening to the cave itself. Others gently stir steaming brews over small stone braziers, the fragrant aroma curling into the cavern air. It seems that you've found the fabled monastic community in these caves, a monastic community of Teapots!

The sound of your footsteps echoes. One of the Teapot Monastics looks up, their lid tilting ever so slightly in greeting. Around them, the others rise with quiet grace, steam trailing upward like incense smoke. Teapot—your Teapot—stares in wide-eyed wonder. They've never seen others of their kind before and certainly not like this.

If time allows, here are some options for things the group can do in the monastic community's cavern:

- Join the Teapots in silent meditation, listening to the cave's sounds and sharing in peaceful presence.
- Watch and learn as monastics brew herbal teas, then taste or help blend a new brew, discussing its meaning or history.
- Ask the Teapots about their murals and invite them to share stories, traditions, or lessons shown in the artwork.

- Offer a story, song, or creative gesture as a greeting, reflecting what the journey has meant for their group.
- Explore the cavern's quieter corners, finding hidden alcoves, special plants, or unique monastic rituals to observe or participate in.

Learning Goals

- **Trust:** Trust and vulnerability deepen community bonds.
- **Safer Spaces:** Secrecy can isolate us. Sharing (when boundaried in covenant) creates connection.
- **Identity:** Explore what it means to find people “like you” and to honor both solitude and community.
- **Vulnerability:** We need both the courage to share ourselves and respect for others' truths.

Reflection Time

(Use the remaining time.)

- **Ask:** What helps you feel safe? How do you decide what feels safe to share in a particular space, with a particular group, or at a particular time?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?
- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.
We noticed. We named.
Stories spun,
We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.
We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.
A tale to relay
that joy is deeper
When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 24: Cave-In in the Canyon

In this Journey, we look for a way to return to our *Airship*.

Prior to the Journey

- Review the session and last journey's notes as you adjust to finding ways to continue the last narrative. Review the Deeper Joy Activity in this Journey.
- **Supplies Needed:**
 - Dice
 - X-Card
 - Any tactile storytelling tools you wish to use
 - In person: papers (regular sized or butcher paper), any necessary other art supplies, and writing utensils

Modification Notes for Lorekeeper:

- **Online variation:** For a virtual, videochat version of our Deeper Joy Activity, invite participants to create a word cloud with the words about themselves. At the time of this writing, [WordClouds.com](https://wordclouds.com) allows users to draw a shape for their word cloud, so they can draw a body outline or whatever shape they wish.
- **Accessibility:** For participants who can't draw due to low vision or for any other reason, have them type a paragraph describing what their self-portrait would look like.
- **Optional Sharing:** If participants don't feel comfortable sharing their drawings, you could remove the presentation section, as well as allow passing.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card. It may also be a great time to do a reminder about the covenant.

Chalice Lighting

We set out not knowing what journeys may come,
 With dice in hand and wonder near.
 We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
 We share ourselves, offering and receiving vulnerability.
 We may drift when purpose fades,
 but we grow through the journeys we face.

We are witnessed with gratitude,
 and we widen our circle with care.
 We practice loving ourselves whole,
 as our truths are revealed.

Welcome, journeyers,
 to the Beloved Community we're building,
 room for laughter, change, and connection.
 Whatever you carry, bring it here.
 Whatever you fear, name it here.
 We go forward,
 toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Deeper Joy Activity

(Suggested time: 5 to 10 minutes)

Self Portraits

Our activities are based on the activities provided by Deeper Joy. You can find out more about [this activity in the Deeper Joy Collection](#).

- **Invite:** Participants are invited to create an outline of their interpretation of their body. (This could be on a piece of paper, on giant sheets of paper, out of clay, digital, or lots of options, but a plain sheet of paper works fine for this activity.)
- **Invite** them to fill up the outline with things that represent what makes them who they are. Direct them not to put their actual physical features but provide some examples like:

If they love to read, they might draw books (or create other representations of books in different formats) inside a heart somewhere in their chest.
If they have ADHD, they might draw a colorful brain on the head with big “ADHD” letters/
They might put various pride flags on there, write notes, draw special places or items, etc.
- **Present** the portraits by going around the group and giving participants the option to say as much or as little about their portrait as they are comfortable. The rule is everyone must just listen to whoever is sharing, no questions or comments. This really helps the presenter just flow through their thoughts and words. Make sure participants get to take their portraits home at the end of the gathering.
- For participants who can’t draw due to blindness or another disability, have them write or type a paragraph describing what their self-portrait would look like, or share it aloud while another participant or facilitators writes it for them.
- If participants don’t feel comfortable sharing their drawings, you could remove the presentation section, as well as allow passing. If participants would like to work on their drawings for longer than time allows early in the session, you can allow participants to continue working during the roleplaying and share their portraits at the end of the session.
- **Online variation:** For an online of our Deeper Joy Activity, invite participants to create a word cloud with the words about themselves. At the time of this writing, [WordClouds.com](https://wordclouds.com) allows users to draw a shape for their word cloud, so they can draw a body outline or whatever shape they wish. Then participants can screenshare their word clouds with the group, as desired.

Roleplaying Framework

(Suggested time for roleplaying: at least 20 minutes)

- **What is happening:**
As we prepare to leave the Monastic community, an earthquake hits, leaving us caved in and trapped!
- **Leading to/Setting into Motion:**
We have no way to get back to the *Airship* for the Beloved Community Collective's graduation ceremony!
- **Challenges they could face:**
Getting out of the cave will require teamwork. Options are included in the session.

Framework for the Journey

- **Previous Session Recap:** Start by saying, "When we last met," and invite participants to briefly share highlights or key events from the last session. The Lorekeeper can contribute as needed, but it is good to encourage the participants to do so.
- **Start in the cave:** 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 the situation 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.

Storytelling Inspiration and Learning Goals

Scene Setting

You find yourselves still with the monastic community of Teapots. The cavern hums with a quiet peace with steam from teapots rising like incense, faint fungi-glow casting warm light across painted walls of cups and kettles. Just as you prepare to depart, the ground trembles violently. Rocks crack overhead, dust falls in clouds, and with a crash, the entrance collapses. The chamber shakes until silence returns, broken only by the nervous drip of water and Misty's worried sighs.

You realize that your path back to the *Airship* is blocked with the graduation ceremony of the Beloved Community Collective drawing near!

What would you like to do?

Character Introductions and Dialogue Prompts

- **Chai (she/her, welcoming elder)**
Appearance: A sturdy, clay-bodied Teapot Monastic with intricate painted patterns.
 - Sample dialogue:

- *“Still your hearts. The cave has always tested those who traverse its depths. What will you learn about yourselves this time?”*
- (to participants) *“Sometimes the way out is not through force but through listening.”*

- **Matcha (they/them, quiet and contemplative)**

Appearance: A green ceramic Teapot with a gentle crackle glaze, voice slow and meditative.

- Sample dialogue:

- *“Oh! We could build a pulley, or a lever, or maybe... no, wait, that’d collapse the whole wall. Hmm...”*
- (to participants) *“You’ve got sharp minds. I bet you can think of something brilliant!”*

- **Rooibos (he/him, playful novice)**

Appearance: A small, bright red metal teapot with a high-pitched whistle-like laugh.

- Sample dialogue:

- *“Oh! Did you see that rock tumble? Hahaha. Oops, maybe that was important. Should we... put it back?”*
- *“I bet if we all whistle together, the cave will show us the way! Pheeeeww!” [he lets out a shrill whistle-laugh]*
- *“Don’t worry, Teapot, you’re not the only one of your kind anymore. You’ve got a whole kettle-crew now!”*

- **Misty (she/her): Dreamy, thoughtful, whimsical.**

Appearance: A drifting cloud of mist, glowing faintly in the forest light.

- Sample dialogue:

- *“What if we’re stuck forever? I can already feel myself thinning... I’ll be nothing but dew on the wall!”*

- (Later if successfully encouraged) *“Maybe... maybe if we work together, the fog of worry won’t feel so heavy. Maybe we can find our way.”*

- **Teapot (they/them): Community focused.**

Appearance: A humanoid with a teapot for a head, always steaming gently.

- Sample dialogue:

- *“This is... unsettling. But perhaps there is something here we are meant to share: our secrets, our strengths, our trust.”*
- *“Look at the murals... maybe they hold clues, maybe even guidance left by those before us.”*

- **Rockenroll (he/him): Dependable, absurdly literal at times, but deeply wise.**

Appearance: A sentient rock that wears a pair of glasses for some reason.

- Sample dialogue:

- *“Hrrm. Stones speak, if you know how to listen. I’ll try to see if any here will shift for us.”*
- *“We’ve lifted heavier burdens before. Together, we can move mountains... or at least these boulders.”*

Possible Side Quests / Interactive Branches

1. Coordinating to Lift Rocks

The passage is blocked by heavy stones. Participants must form small teams, each sharing ideas for moving or lifting rocks, choosing roles like leader, lifter, encourager, or spotter.

Success: The group clears a safe path and everyone feels the strength teamwork brings.

Failure: The rocks don’t budge or shift dangerously, requiring a new approach or more cooperation.

2. Secret Cave Path

Journeyers find clues about a hidden route beside the main cave, but entry requires

answering questions about each other's strengths and quirks. Participants take turns naming teammates' hidden talents or recalling shared memories.

Success: Answers open the path forward, rewarding trust and attention.

Failure: Missteps close the route, and the group has to stick to the harder journey.

3. **Cheering up Misty**

Misty is despondent, convinced she'll turn into dew and vanish. The group tries humor, comforting words, or sharing stories of resilience to lift Misty's spirits.

Success: Misty regains hope and the group moves onward.

Failure: Misty's mood sinks further, progress slows until she feels supported.

4. **Invent a Machine**

A stubborn obstacle blocks the way out. Participants collaborate to invent, sketch, or roleplay a device that could clear debris, offering parts, power sources, or wild ideas.

Success: The contraption "works," sparking both laughter and success.

Failure: Not enough coordination, and the debris remains, requiring another plan.

5. **Monks' Relaxation Invitation**

Monks invite the group to sit and wait, breathing deeply and letting time do its work.

Participants have the option to do this as a group, practicing calm or meditative silence.

Success: The cave-in shifts naturally, revealing a way forward through the rubble.

Failure: Restless members interrupt, prolonging the wait or missing the quiet solution.

6. **Teamwork Wall-Climb**

A tall wall must be scaled for escape. Participants strategize how to ascend, forming human ladders, sharing supports, or coaching each other.

Success: United effort gets everyone up.

Failure: Multiple falls or miscommunications slow progress.

7. **Lights Out**

The cave's monastic lanterns flicker out. Participants devise ways to navigate, using touch, sound, creative lighting, or group formations.

Success: The group adapts and navigates safely.

Failure: They stumble and must regroup in the darkness.

8. **Build a Support Contraption**

Cave debris keeps shifting. Journeyers use available items to build supports, braces, or creative scaffolds, sharing skills and resources.

Success: The way forward remains sturdy and safe.

Failure: Contraption collapses, requiring new solutions or additional support.

9. **Talking to Sentient Rocks**

The group tries speaking to stones in hopes that one will be a sentient “Rockenroll” type. Participants offer words, riddles, or share parts of their journey.

Success: A friendly rock responds, helping form a new passage.

Failure: Only silence echoes back, requiring other actions.

10. **Sharing Courage**

The cave seems endless, and group members grow anxious. Participants pause and share moments from their past when they overcame fear, giving courage to each other before moving on.

Success: Renewed confidence propels the group forward.

Failure: Anxiety persists, but the group may try again or seek other sources of courage.

Branching Resolutions

- **Success through Teamwork:** The group lifts rocks, navigates passages, or convinces rock spirits, reaching the surface in time for the graduation ceremony.
- **Failure and Delay:** The group becomes lost in the caves but learns deeper trust in each other before eventually finding the exit. Make sure they eventually find the exit as the next session is the graduation on the *Airship*.
- **Unexpected Twist:** The monks reveal a hidden passage known only to those who have “shared enough of themselves.” If the group has opened up (with secrets, trust, or

affirmations), the monks lead them out.

- **Getting back to *Airship*:** Returning to the *Airship* is not just escape. It marks a moment of transformation, showing how far the journeyers have come as a team.

Learning Goals

- **Practice Collaboration Under Pressure:** Success depends on teamwork, creativity, and trust.
- **Explore Vulnerability:** Sharing secrets deepens bonds.
- **Consider Resilience:** How do we respond when plans collapse, literally or figuratively?
- **Tie to UU values:** Community, covenant, and equity mean we share burdens together, and no one is left behind.

Reflection Time

(Use the remaining time.)

- **Self Portrait sharing:** Invite participants to share their self portraits and any of the details depicted in them.
- **If time allows, you can also invite discussion on the following:** When the path was blocked and things seemed impossible, how did your group find a way forward together? How is that like challenges we face in real life, when we can only move ahead by trusting and supporting each other?

Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session?

- If you're available, tell participants that you will be around afterwards if anyone needs to talk further about anything from the session.

Chalice Extinguishing

We played. We pondered.

We noticed. We named.

Stories spun,

We held a sacred, shifting space,
not perfect, but real.

Now we depart, no longer the same as when we arrived.

We carry stories and names, hopes and dreams.

Theirs. Ours. Yours.

A tale to relay

that joy is deeper

When we create it together.

(For a shorter chalice extinguishing, begin at "Theirs. Ours. Yours.")

Lorekeeper Journal

Use your Lorekeeper Journal to note important happenings and reflections from today's journey for reference later and so other Lorekeepers can be informed of key storytelling points.

Journey 25: Graduation

In this Journey, we honor all of our journeys together.

Prior to the Journey

- This is our final session. It is a great moment to find ways that you'd like to recognize your participants. Could you commission drawings of their characters? Make awards to hand out? Create a fun craft to hand out? There are so many options, but it is important to honor the time you have had together.
- Review your group's description of the *Beloved Community Collective Airship* to incorporate.
- Plan for your graduation. You can be as elaborate as you'd like with the graduation ceremony!
- **Supplies Needed:**
 - Print the [Sequential Storytelling exercise table card](#)
 - (optional) Group journal or poster for recording key events
 - Certificates of graduation (you can use [this pdf](#) or [this Canva template](#))
 - Optional: Supplies for making an Archway of Belonging. Read through the session and decide what you might like to use. If making a human sized archway, you can have participants decorate a doorway or other space they can walk under with ribbons, streamers, cut out flowers, or other decorations. If your group has minis for their characters, you might make a miniature version instead.
 - Optional graduation cap activity: A popular activity for graduates is to decorate mortarboard graduation caps. You can get cardboard craft ones for your group and provide various crafting and decorating materials, which might include paint pens, shapes to glue on, glitter, and even crafting gems.
 - Any other celebration supplies that you would like to use for your group.
 - Have a copy of the chalice extinguishing reading available, either printed or on screen, so that the group can read it in unison at the close of the session.

Check In

(Suggested time: 5-7 minutes)

A brief time for Joys and Concerns or any other regular practices of your community for sharing from the participants about their lives. Make sure to remind the participants about the X-Card.

Chalice Lighting

We set out not knowing what journeys may come,
With dice in hand and wonder near.
We craft our way ourselves and explore who we are.

We name our promises and choose how to return.
We share ourselves, offering and receiving vulnerability.
We may drift when purpose fades,
but we grow through the journeys we face.

We are witnessed with gratitude,
and we widen our circle with care.
We practice loving ourselves whole,
as our truths are revealed.

Welcome, journeyers,
to the Beloved Community we're building,
room for laughter, change, and connection.
Whatever you carry, bring it here.
Whatever you fear, name it here.
We go forward,
toward the deeper joy we create together.

(For a shorter chalice lighting, you can start at "Welcome journeyers.")

Lore Collection and Sequential Storytelling Exercise

(Suggested time: 10 minutes)

This section is a time to collect and tell the stories of your participants. You'll want to take notes during this section to gather what is important to participants from the recent journeys. You can then have this to share as the wider story develops.

- **Determining Sharing Order:**

- If gathered in a circle (in person), proceed around the circle in one direction.
- If meeting online, post a talking order into the chat so all can see and know when their turn is coming.
- For larger groups (or any group wanting more structure or more randomness), prepare index cards numbered sequentially ahead of time (make sure the number of cards matches the number of people before distributing them). Pass these out so each person receives a number; the story proceeds according to card order.

- **Storytelling:**

- **Share:** We will tell the story of our journeying group of characters. Each of you is invited to contribute a piece of this story, building on what others have shared.
- **Explain:** The first participant in order continues with “and then...” sharing the next event, experience, or memory. Subsequent speakers may:
 - Use “and then...” for what happened next.
 - Use “and before that...” for something earlier that shaped the story.
 - Use “and some of us felt that...” to voice emotional or reflective responses.
- Anyone may “pass” their turn if they do not wish to share or “pass for now” if they wish to come back later. After the initial round, any who “passed for now” should be invited to share.
- **Share:** “Once upon a time, our group accompanied Teacup on a journey into a cave...” then turn the story over to the first participant to continue.

- **Closing:**
 - The facilitator ends the process when all who wish have shared.
 - Can ask: What did you notice? What did you feel?
 - Consider closing with a moment of silence, gratitude, or communal acknowledgment.
- **Facilitator Notes:**
 - Affirm all contributions. Every memory, feeling, or reflection is welcome.
 - Guide the group gently to stay with storytelling rather than discussion or debate.
- **(Optional) Additional Discussion Questions:**
 - What has been the most memorable part of this experience?
 - What are key things you believe we accomplished?
 - What are some takeaways you have from this experience?

Graduation

(Suggested time: As long as needed)

Scene Setting

The *Airship* glides gently back in its mooring, banners of bright fabric streaming from its sides. The deck has been decorated by the crew: lanterns glowing with soft golden light, garlands of herbs and flowers from Covenantia tied along the railings, and a great archway of intertwined branches and ribbons as “The Archway of Belonging.” The air smells faintly of tea, fresh rain, and warm stone. This is not just another stop. It feels like a threshold.

The crew and journeyers gather in a circle at the center of the deck with the four NPC companions waiting to speak.

Opening (Facilitator)

Facilitator lights chalice (if used in your setting).

“Welcome, journeyers of the Beloved Community Collective. We have traveled far across Covenantia, through forests, rivers, harbors, cliffs, and caves. Along the way, you have shown care, courage, and creativity. Today, we gather not to face another challenge but to honor the journey we’ve taken together.”

NPC Speeches

Teapot

Steps forward, steam gently curling from their spout.

“Every kettle whistles differently, and yet together, you’ve brewed something extraordinary. As you pass through the Archway of Belonging tonight, imagine what warmth you’ll carry forward, into new stories, into new communities, and into the world.”

Misty

Her mist form swirls, glowing softly in the lamplight.

“Oh, how many shapes we’ve drifted through together! Even when I feared we’d dissolve in that cave forever, you reminded me that mist always finds a way. As you step through the Archway, let the fog part and glimpse the future waiting for you.”

Rockenroll

A deep rumble shakes the deck as he rolls forward, glasses sliding slightly askew.

“I have watched, and I have remembered. You lifted each other, built covenant, brought laughter where there might have been fear. Such choices shape more than your path. They shape who you are.”

Chalix

The engineer adjusts their glowing inner flame, voice calm and steady.

“Engines run not because of one great gear, but because many small sparks work together. That is what you’ve been, parts of a living whole. Carry your sparks forward and light the way for others.”

Archway of Belonging (Facilitator leads)

Invites participants to have their characters step through the decorated archway on deck.

“Each of you will now move through the Archway of Belonging. As you go forward, share aloud the vision you see of your character’s future. What do they grow into? What dream guides them forward?”

Invite each participant in turn. Allow pauses for group affirmations after each vision.

Awards (Optional Activity)

Facilitator passes out paper and pens.

“Now we honor each other. Create an award for another character in our group, something that celebrates who they were on this journey. You can make it funny, heartfelt, or imaginative. Then we’ll share them together.”

Closing Words (Facilitator)

“You are no longer just passengers of the Beloved Community Collective. You are now part of the collective. You are builders of community. Wherever you go next, may the joy we’ve shared guide you. And remember, the light of the Covenant Lighthouse and the friendships you’ve made here will always shine for you.”

Chalice Extinguishing (All)

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Stories spun,

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