

Journeys of Deeper Joy Appendix:

Alternate Models

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[Purpose](#)

[Abbreviated 10 Session Track](#)

[Offer the Curriculum in Shorter Class Sessions](#)

[Flexible Models for Structure](#)

[Alternate Dice Mechanic: The 3d6 System](#)

[30 Pregenerated Characters](#)

[One Session Journey: The Convergent Congregation](#)

[The Love Archipelago Journey 1: Embarking on the River of Living Tradition](#)

[The Love Archipelago Journey 2: Island of Interdependence & Pluralism](#)

[The Love Archipelago Journey 3: Island of Justice & Transformation](#)

[The Love Archipelago Journey 4: Islands of Generosity & Equity](#)

[The Love Archipelago Journey 5: The Garden of Love](#)

Purpose

We understand that not every community can offer 26 sessions of a curriculum. With this curriculum designed to be modular, we wanted to provide this appendix to model alternative offerings for how to use this curriculum.

To this extent we share with you:

- Guidance on offering the curriculum in a 10 session track (with optional 8 session guidance).
- Guidance on how to offer the curriculum in a shorter time.
- Guidance on how to more flexibly choose your path through the journeys.
- 30 pre-generated characters to save time on character creation and to have available for guests who may not have time to build a character before the session starts.
- A special one time session, [inspired by Whole Church Religious Education](#), useful for testing out the curriculum or offering as a one time only event.
- A 5 session mini campaign, “The Love Archipelago,” [inspired by our UU Shared Values](#) (Article II Values), useful for small groups and short term offerings.

For using these resources, we encourage you to be familiar with the full Facilitators Guide.

Abbreviated 10 Session Track

Facilitating

In the 10-session abbreviated version, your role as Lorekeeper is to guide lightly and keep the focus on participation. These sessions are shorter, so don't worry about covering every detail. Center the themes of covenant, inclusion, resilience, and joy. If you are also needing to keep each session shorter than 45 minutes, then it is advised to keep check-ins and reflections brief but meaningful, and use group storytelling more than dice rolls to keep energy moving. Make sure every participant has a voice, adding small complications if challenges are solved too quickly. Track simple continuity notes (*Airship* changes, NPC relationships, plot elements, key affirmations) so the finale feels connected. Above all, remember the abbreviated track is about shared story, community building, and fun but not rushing to the finish.

When preparing each session, start with the original Journey in the full curriculum. Skim the "What is happening," "Challenges," and "Learning Goals" sections; these are your anchors. From there:

- **Condense:** Focus on the central conflict or value from the Journey. Leave out extra sidequests, puzzles, or extended activities.
- **Borrow NPCs and Dialogue:** Use the character introductions, sample lines, and world details provided. These give texture and save you from having to invent everything.
- **Simplify Activities:** If a Journey suggests a multi-step Deeper Joy activity, choose one element or adapt it into a 5-minute improv or a reflection prompt.
- **Use the Facilitators Guide as Compass:** The Facilitators Guide offers a lot of wisdom that is especially important for a shortened track. Use information about storytelling to help you keep sessions flexible, safe, and engaging even when you're compressing.
- **Track Continuity:** The Facilitators Guide suggests keeping simple notes between sessions. This becomes essential in the abbreviated arc, where every session connects more directly to the next.
- **X-Card:** Be sure to include the X-Card in your sessions and your orientation as this is a fundamental part of inclusion and consent and is important to include in your sessions.

Think of the abbreviated curriculum as the guideline of the story, and the full curriculum plus Facilitator's Guide as your toolbox from which to draw. Stay on track, and dip into the toolbox whenever you need dialogue, setting flavor, or extra inspiration.

Session 1: Orientation & Map & Characters

Based on: *Welcome to Covenantia: Orientation for the Journey; Journey 1: (Character Creation); Journey 2*

- **What you run:** Opening ritual + safety tools; rapid character creation (name, number 1–6, role, style, motivation, special item); quick “What is Covenantia?” world setup and a brief map tour to anchor place-names and tone.
- **Facilitator pull-ins:** Use the check-in prompts and X-card explanation. Introduce Teapot/Misty/Rockenroll as guide-voices. You can also optionally have your participants choose from the pre-generated characters to save time.

Session 2: Airship & Covenant Lighthouse

Based on: *Journey 3; Journey 4*

- **What you run:** Board and define the *Airship* (who does what, where things are). Visit the Covenant Lighthouse; meet the Candlefolk who suggest designing a covenant and personalizing the ship.
- **Facilitator pull-ins:** Do *Airship* design while the Candlefolk prompt a covenant. Keep the covenant design streamlined and quick.
- **Additional Resource:** A good way to streamline covenant creation is to have a starter covenant written and use the group time to discuss elements and allow the group to add, take away, and adapt any of its elements. The [Deeper Joy Activities have additional covenant building activities](#).

Session 3: Opening Up Beach

Based on: *Journey 5*

- **What you run:** The Ants are anxious about outsiders. Participants practice welcome: introductions, small kindnesses, or creative bridging.
- **Facilitator pull-ins:** One focused scene (no sidequests): “What concrete thing do you do so the Ants feel safe?”

Session 4: Bonding Harbor

Based on: *Journey 9 (primary) + Journey 8 (character info)*

- **What you run:** At the Harbor, sub-communities mistrust each other. Participants facilitate listening and shared problem-solving.
- **Facilitator pull-ins:** Use Journey 8 to seed who the Harborfolk are (personalities/mini-bios), then play the collaboration challenge from Journey 9.

Session 5: Tepid Bay (Team Repair)

Based on: *Journey 10 + Journey 11 (condensed)*

- **What you run:** Focus the two sessions into one arc about repairing the team: naming frictions, practicing balanced roles, and agreeing on how to move together.
- **Facilitator pull-ins:** One environmental obstacle + one structured repair moment (each character says what they need and what they’ll offer).

Session 6: Shadows and the Stretching River Crash

Based on: *Journey 12 (short storytelling) + Journey 13*

- **What you run:** Begin with brief “Shadows” sharing (a fear, doubt, or misconception voiced in-character). Then: Misty misses her duty, and the *Airship* crashes into the Stretching River. Coordination, rescue, and patch-work under pressure.
- **Facilitator pull-ins:** Keep “Shadows” tight (2–3 minutes per participant max) so the crash and recovery get stage time.

Session 7: Forest of False Affirmation

Based on: *Journey 16*

- **What you run:** The Forest confronts participants with false affirmations and internalized messages. They must discern what's truly affirming.
- **Facilitator pull-ins:** Alternate whispers/notes/NPC voices with re-framing. End with each character claiming one true affirmation.

Session 8: Harmony Hollow and *Airship* Pickup

Based on: *Journey 18*

- **What you run:** A cooperative “harmony” problem (puzzle, pattern, or social alignment) reveals the *Treasure of Harmony Hollow*. When resolved, the *Airship* returns to collect the group and set course for healing.
- **Facilitator pull-ins:** Make the “treasure” something communal (a song, tool, or practice) that logically leads into the next stop.

Session 9: Healing Springs

Based on: *Journey 21*

- **What you run:** Rest and integration at a quirky spring-hotel setting. Characters prepare closing intentions while also solving the issues happening at the hotel.
- **Facilitator pull-ins:** One reflective circle: “What do you want to bring to the Canyon?”

Session 10: Communal Caves & Graduation

Based on: *Journey 23 + Journey 25*

- **What you run:** In the Canyon’s communal caves/monastery, the group enacts sharing deeply, then holds the Graduation: NPC blessings, the Archway of Belonging, each character’s “next chapter.”
- **Facilitator pull-ins:** Invite callbacks to earlier sessions (Ants, Harbor, River crash, Forest truths) as part of speeches and ritual.

Optional 8-Session Modifications

If you need to only run 8 sessions, to still capture most of the key concepts we would recommend removing:

- **Tepid Bay** (*Journey 5*), and
- **Cliffs of Exclusivity** (*Journey 8*)

Offer the Curriculum in Shorter Class Sessions

Option to Remove Dice Entirely

With a shorter class session, one option is to consider removing the dice mechanic entirely. This lets the participants spend all their time imagining, improvising, and co-creating the story. It shifts the focus from “Will my action succeed?” to “What will we imagine together?”

This decision will likely depend on your context: how comfortable your Lorekeeper(s) feel about running sessions one way or the other as well as the participants in your group. Above all, the need when running the roleplaying in a shorter timeframe will come down to the facilitation and balancing progressing the story with the participants’ experiences and enjoyment.

Structure per Session (20–30 min)

1. Opening Ritual (1–2 min)

Short chalice lighting and welcome line:

“Welcome, journeyers! Today we step into Covenantia to tell a story together.”

2. Mini Check-In or Shortened Deeper Joy Activity (2–3 min)

Invite one quick response around the circle to a simplified question (e.g., “What color is your mood today?” or “What does your mood taste like today?”).

3. Story Prompt (5 min)

The Lorekeeper sets a scene drawn from the full Journey:

“At Opening Up Beach, the Ants are afraid of strangers. They back away nervously as you arrive. What do you do?”

4. Group Storytelling (10–15 min)

Instead of rolling dice:

- Invite *everyone* to suggest what their character does.
- Use “Yes, And...” improv style to build off each other’s ideas.

- Add light complications if the group is cruising (weather changes, NPC doubts, a puzzle appears).
- Encourage shared decisions: *“Which idea do you want to try first?”* or *“What happens next?”*

5. Closing Reflection (2–3 min)

Tie the story back to real life with a single prompt:

“How can we help others feel safe and welcome, like you did with the Ants today?”

Extinguish chalice with short blessing.

Facilitator Tips

- **Focus on co-creation:** The fun is in listening and weaving together ideas.
- **Invite multiple voices:** Instead of one person’s action resolving the story, every character contributes.
- **Complications = energy:** Throw in a twist (a new NPC, sudden storm, hidden clue) if the group needs energy.
- **Keep it light:** No right answers, just “what happens next.”
- **Short turns, shared spotlight:** If time is tight, invite one-sentence actions.
- **Failure becomes fun:** If a plan flops, imagine a silly or surprising consequence while every choice moves the story forward.

Flexible Models for Structure

While the curriculum is written as a guided arc, Covenantia can also be explored in non-linear ways. Using an [Open World](#) or [Choose Your Own Adventure](#) (CYOA) style gives participants more agency and replayability while still grounding each session in Deeper Joy values.

Running Journeys of Deeper Joy as Open World

The written journeys give you a clear arc through Covenantia, but you can also let participants chart their own path. In open-world playthrough, participants can freely explore the world in any direction they wish and can tell creative stories about places of their own invention and characters not necessarily included in the curriculum. In this mode, the *Airship* becomes a hub, and the map is a branching set of possibilities. This style encourages exploration, improvisation, and replay. It does take a little more creativity and flexibility on the part of the facilitator along with a willingness to hold any of your own plans loosely and be prepared for chaos. But overall it's worth it in the freedom and empowerment that it gives participants.

Core Structure to Anchor Any Open World Journey

When creating or improvising a flexible session, use these prompts to stay grounded:

1. **What is happening?**
Something unusual is stirring in Covenantia. A request for the Collective? A problem in a town? A mystery on the horizon?
2. **Who is involved?**
Which NPCs or groups are here? What are their personalities, strengths, and needs?
3. **What do they want?**
What is motivating them? Is there a goal, fear, or hidden agenda?
4. **Leading to/Setting into Motion...?**
What ripple effects are happening if nothing changes? Positive? Negative? Neutral?
5. **Challenges they face**
Environmental obstacles, puzzles, interpersonal tensions, or moral dilemmas.

Deeper Joy RPG Journey Inspiration (Flexible Version)

Use the “inspiration template” from the Facilitator’s Guide to design or adapt a scene:

- **Scene Setting:** Where are the participants? Use sensory detail (sounds of waves, smell of herbs, glow of fungi). Props and tactile tools help.
- **Characters (NPCs):** Name, pronouns, role, personality. Add 1–2 sample lines of dialogue to spark roleplay.
- **Side Quests/Branches:** Small puzzles, optional mysteries, or creative tasks. These give groups freedom to poke around.
- **Branching Resolutions:** What if they succeed? Fail? Try something unexpected? Leave multiple doors open. Be prepared for participants to engage with the challenge in entirely unexpected ways, which they will often find ways to do.
- **Learning Goals:** Work to end the session with one reflective takeaway that connects to UU values.

Tips for Lorekeepers in Open Play

- **The Map Is the Menu:** Show Covenantia’s locations. Let participants decide where to go next, then run the relevant journey (or improvise one using the structure above).
- **Curriculum as Building Blocks:** The original curriculum journeys can provide you inspiration for characters, setting, and story. They can be used in new ways!
- **Connect Choices Back to the Airship:** Returning to the *Airship* is your chance to summarize, reflect, and reset before the next branch.
- **Complications Keep It Moving:** If things feel too easy, introduce weather shifts, rival opinions, or resource shortages.
- **Failure Moves the Story Forward:** Never end with “nothing happens.” A stumble opens new opportunities, humor, or deeper bonds.
- **Track Continuity:** Keep a log of where the group has gone, who they’ve met, and what promises or treasures they’ve claimed. This makes later choices feel meaningful and gives you the opportunity to bring previous elements back in new ways.
- **Invite Creativity:** Encourage participants to invent new places, NPCs, or rituals. The curriculum is a [sandbox](#). You have our permission to change and modify parts of the curriculum, to create your own parts of the curriculum and Covenantia, and to go where Deeper Joy takes you and your group.

In short, use the curriculum's journeys as ready-made story islands that can be rearranged, remixed, chosen in any order, or simply used as inspiration for your own journeys and adventures. Anchor each open world session with the "What is happening / Who / What do they want / Challenges" framework, and end with a reflection that ties play back to community and UU values.

Running Journeys of Deeper Joy as Choose Your Own Adventure

Instead of moving through Covenantia in a fixed order, participants can decide where to go and what journey to use next. Each choice leads to a different journey, meaning every group's path may look different. This style emphasizes agency to decide where to go next.

How It Works

- **Set the Frame:** Present the *Airship* as a hub. At the end of each session, participants decide: *Where will the Airship fly next?*
- **Offer 2–3 Choices at a Time:** Keep it manageable. Example:
 - "You can visit the Harbor to help with community disputes..."
 - "...sail to Tepid Bay to test your resilience..."
 - "...or fly to the Forest, where strange affirmations are echoing."
 - Present options as story teasers (e.g., "The Ants need help at the Beach... OR a storm brews in Tepid Bay... OR the Harbor disputes flare up again").
- **Run the Chosen Journey:** Use the corresponding session or improvise with the open-journey template.
- **Branch the Story:** Each choice may change relationships, NPCs, or *Airship* lore. Keep careful notes so consequences carry forward.

Tools for Branching Play

- **Use Journey Templates:** Every session is already structured around "What is happening / Who / Challenges / Resolutions".

- **Cross Connect NPCs:** Let NPCs reappear in different contexts depending on choices (ex. an Ant from Opening Up Beach shows up later at Bonding Harbor to vouch for the group).
- **Consequences Travel:** A failure at Tepid Bay might mean the Airship has damage that matters at the Stretching River. Success at the Harbor might mean extra allies later.
- **Hidden Locks & Keys:** Some journeys only unlock if the group has gained a specific treasure, NPC, or covenant insight.

Facilitator Tips

- **Limit the Branches You Prep:** Present only a few options at a time. Don't try to prep the whole map. If your group goes into a direction you haven't prepared in the middle of the session, just have fun going with it and make up the pieces as you go along!
- **Encourage Curiosity:** Frame each option with a short teaser so participants feel invested in the decision.
- **Use Recaps:** Begin each session with "Here's where you went and what you chose last time." This reinforces the sense of an unfolding story.
- **Graduation:** No matter which path they take, bring everyone back to the *Airship* for the Archway of Belonging ceremony at the end of the program year. The graduation ties the many branches into one shared ending.

In short, in this mode, the curriculum becomes a branching map of possibilities. You're still using the same materials but letting the participants decide the order and direction. The Lorekeeper's job is to track continuity, highlight consequences, and celebrate the unique path each group forges.

Alternate Dice Mechanic: The 3d6 System

For groups who enjoy a little more complexity, or simply like the satisfying feel of rolling a handful of dice, we offer this optional 3d6 system. Everything else in the Journeys of Deeper Joy curriculum remains exactly the same. The only difference is how rolling works and that the Lorekeeper now chooses from three attributes (rather than two) when calling for a roll.

This version adds a bit more range and texture to results, making each action feel dynamic while keeping the storytelling and reflection at the heart of play. For the gamers out there, this is inspired by the Powered By the Apocalypse system.

How It Works

When a player attempts something risky or uncertain, the Lorekeeper determines which of the three attributes best fits the action:

- **Flow:** Acting on intuition, creativity, or impulse.
- **Grounded:** Thinking carefully, planning, or responding with logic and precision.
- **Heart:** Connecting through empathy, relationship, communication, or care for others.

The player rolls three six-sided dice (3d6), adds them up, and adds the chosen attribute's bonus. You can allow another participant to help (with explanation of course) and include a 4th die, increasing the overall total.

Reading the Roll

Use the following chart to determine outcomes from participant dice rolls:

- 10 or below: Miss, the action fails or a new complication appears
- 11-13: Partial success, the action works but with a twist, cost, or challenge
- 14-15: Success, the action goes as intended
- 16+: Strong success, the action success with an added benefit or story bonus, matching the "bonus effect" from the original system

Attribute Bonuses

Each player begins with six points to distribute among their three attributes of Flow, Grounded, and Heart. They can divide the points however they wish, adding personality and focus to their character's style. No attribute can be more than +5.

Example distributions:

- Teapot: Flow +2, Grounded +1, Heart +3
- Rockenroll: Flow +0, Grounded +5, Heart +1
- Misty: Flow +5, Grounded +0, Heart +1
- Chalice: Flow +0, Grounded +3, Heart +3

This flexibility lets each player shape how their character approaches challenges, whether through logic, instinct, or compassion.

In Play

All other aspects of the *Journeys of Deeper Joy* curriculum stay the same. Check-ins, X-Card use, storytelling structure, session content, and reflection prompts work just as written.

This new system simply adds a different rhythm to the dice and gives the Lorekeeper a greater palette of attributes to interpret the story through Flow, Grounded, and Heart.

Character Sheets

- Printable version of character sheets
 - [Full page version](#)
 - [Half page version with quick reference notes](#)
 - [Four per page version](#)
- [Pregenerated characters](#)
- [Character sheets for Core NPCs \(Teapot, Misty, Rockenroll, and Chalix\)](#)
- [Canva template of character sheets](#)
- [Google doc of character sheets](#) (note that you will need to make copies of this into your own Google drive)

30 Pregenerated Characters

When offering the curriculum in a shorter time period, it is time saving to have participants choose from pregenerated characters, here are 30 potential characters to use in these alternate formats. A printable pdf [can be found here](#).

1. Luma the Firefly Archivist

- Number: 5
- Description: A humanoid firefly with a glowing abdomen that brightens and dims depending on their mood. Carries scrolls strapped to their wings.
- Group Role: The Archivist (collector of stories and forgotten songs)
- Style: Thoughtful but a little scatterbrained, always mumbling quotes from old tales.
- Motivation: To record every story before it fades, hoping to pass on wisdom to future journeyers.
- Special Item: A lantern that, when lit, reveals words that were once spoken in that place.

2. Ripple the River Otter Explorer

- Number: 2
- Description: An otter with a patched explorer's vest, always damp from swimming, with a mischievous grin.
- Group Role: The Scout (always finding hidden paths or secret doors)
- Style: Bubbly, playful, constantly juggling pebbles.
- Motivation: To discover something no one has seen before, especially places that feel like home.
- Special Item: A compass that points not north, but toward the place where the group feels most connected.

3. Solenne the Sunflower Bard

- Number: 3
- Description: A tall sunflower-person whose petals shift color with the seasons. Plays a lute carved from a gourd.

- Group Role: The Encourager (uplifts the group when morale is low)
- Style: Warm, dramatic, loves making up songs on the spot.
- Motivation: To remind people of their worth through music and stories.
- Special Item: A songbook where blank pages fill themselves with new verses after each journey.

4. Spork the Tinkerer

- Number: 6
- Description: Spork straddles worlds: part spoon, part fork, never fully one or the other. They sometimes feel out of place, but in the right moment their unique mix saves the day.
- Group Role: The Inventor (always fiddling with gadgets)
- Style: Practical, cautious, occasionally sarcastic.
- Motivation: To build something lasting that makes life easier for others.
- Special Item: A bag of clinking spare parts that can become almost anything in a pinch.

5. Drift the Dreaming Cat

- Number: 1
- Description: A soft blue cat who often seems half-asleep, but their dreams sometimes spill into reality.
- Group Role: The Dreamer (sees possibilities no one else imagines)
- Style: Gentle, absent-minded, but strangely wise at times.
- Motivation: To explore the line between dreams and waking life, believing both have truths to share.
- Special Item: A patchwork blanket that lets others glimpse a dream when wrapped around them.

6. Bramble the Hedgehog Healer

- Number: 4
- Description: A hedgehog in a patchwork cloak, carrying herbal pouches. Their quills are tipped with tiny blossoms.
- Group Role: The Caregiver (tends to others' hurts, physical and emotional)

- Style: Gentle, steady, sometimes shy.
- Motivation: To help others grow stronger after hardship.
- Special Item: A mortar and pestle that hums when the right ingredients are mixed.

7. Nimbus the Cloud Rider

- Number: 2
- Description: A small figure with hair made of drifting cloud, always hovering a few inches above the ground.
- Group Role: The Adventurer (always ready to leap into the unknown)
- Style: Energetic, daring, a little forgetful.
- Motivation: To chase horizons and see what's beyond the next mountain.
- Special Item: A tiny storm in a jar that can be released to clear the air or water thirsty plants.

8. Quarry the Living Statue

- Number: 5
- Description: A stone statue brought to life, with ivy curling around their arms and shoulders.
- Group Role: The Protector (quiet strength, willing to take the hit)
- Style: Slow to act, but when they do it matters.
- Motivation: To find beauty in unexpected places, and help others feel safe.
- Special Item: A shard of marble that glows faintly when someone nearby feels afraid.

9. Lyric the Moth Scholar

- Number: 6 (Grounded, curious, precise, analytical)
- Description: A moth-person with patterned wings like old maps, wearing oversized glasses.
- Group Role: The Researcher (asks endless questions, digs for truth)
- Style: Polite, excitable, loves facts and details.
- Motivation: To gather knowledge and connect it into new ideas.
- Special Item: A magnifying glass that shows hidden details others miss.

10. Zephyr the Trickster Fox

- Number: 3
- Description: A fox with silver fur and a mischievous sparkle in their eyes, cloak stitched from mismatched fabrics.
- Group Role: The Entertainer (keeps spirits up with jokes and tricks)
- Style: Witty, playful, sometimes overconfident.
- Motivation: To make others laugh, and to reveal truth through humor.
- Special Item: A deck of cards that always produces a surprise, sometimes useful, sometimes not.

11. Echo the Glass Phoenix

- Number: 4
- Description: A shimmering bird of blown glass that refracts sunlight into rainbows.
- Group Role: The Optimist (rallies hope and brightens spirits, even in tough times)
- Style: Radiant, fragile-looking but surprisingly resilient.
- Motivation: To prove even delicate things can withstand great trials.
- Special Item: A shard of prism-glass that reveals hidden colors in the world.

12. Mossy the Journeying Forest

- Number: 6
- Description: A small humanoid covered in moss, mushrooms, and tiny blooming flowers.
- Group Role: The Protector (cultivates safety and growth for places and people)
- Style: Slow, steady, grounding presence.
- Motivation: To nurture and defend places of growth.
- Special Item: A seed-pouch that sprouts instantly when planted.

13. Zyra the Sparkling Jellyfish

- Number: 1
- Description: A floating, bioluminescent jelly being, pulsing with inner light.
- Group Role: The Dreamer (floats through life embracing wonder and possibilities)
- Style: Drifts through life with wonder.

- Motivation: To follow currents wherever they lead.
- Special Item: A glowing orb of seawater that never spills.

14. Cogswell the Pocket Watch Gnome

- Number: 5
- Description: A tiny gnome who lives inside a ticking brass pocket watch.
- Group Role: The Timekeeper (keeps things on schedule)
- Style: Meticulous, fussy, always early.
- Motivation: To keep the story moving on schedule.
- Special Item: A key that can “rewind” one small mistake for the group.

15. Petra the Crystal Fox

- Number: 3
- Description: A fox with translucent gemstone fur that glitters under the sun.
- Group Role: The Scout (scans for danger, uncovers secrets, and leads the way forward)
- Style: Quick, sly, twinkling eyes.
- Motivation: To find beauty in hidden and forgotten places.
- Special Item: A shard that hums when danger is near.

16. Helium the Balloon Person

- Number: 2
- Description: A figure made of colorful balloons tied together, squeaky when moving.
- Group Role: The Entertainer (lifts spirits with humor and playfulness)
- Style: Silly, lighthearted, always floating above the gloom.
- Motivation: To keep spirits high no matter the challenge.
- Special Item: A balloon dog that barks at suspicious things.

17. Lyric the Echoing Cave Bat

- Number: 1
- Description: A tiny bat with sound waves rippling around them.
- Group Role: The Messenger (carries important news and helps voices be heard)
- Style: Hyperactive, chatty, can't stop humming.

- Motivation: To carry voices and stories across great distances.
- Special Item: A tuning fork that harmonizes group voices.

18. Clarity the Living Mirror

- Number: 5
- Description: A tall humanoid with skin of reflective silver glass.
- Group Role: The Reflector (helps others see and understand themselves)
- Style: Quiet, observant, reveals others' truths.
- Motivation: To help others see themselves clearly.
- Special Item: A handheld mirror that shows someone's "best self."

19. Tumble the Acrobat Armadillo

- Number: 2
- Description: An armadillo with circus paint and a spring in their step.
- Group Role: The Risk-Taker (faces danger boldly and inspires others to try new things)
- Style: Energetic, show-off, fearless.
- Motivation: To turn every challenge into a performance.
- Special Item: A striped ribbon that becomes a tightrope on command.

20. Quill the Ink Sprite

- Number: 4
- Description: A spirit dripping ink wherever they go, leaving trails of symbols.
- Group Role: The Chronicler (records journeys and ensures stories aren't forgotten)
- Style: Messy, distracted, stains everything they touch.
- Motivation: To write the "truest" story of the journey.
- Special Item: A quill that writes whatever is spoken nearby.

21. Glowbug the Beetle Chef

- Number: 3
- Description: A beetle in a chef's hat with sparks flickering from their wings.
- Group Role: The Caregiver (nourishes, comforts, and helps others feel at home)
- Style: Warm, bustling, always offering snacks.

- Motivation: To cook something that makes everyone feel at home.
- Special Item: A skillet that heats itself when near an act of kindness.

22. Fernanda the Stone Statue Come Alive

- Number: 6
- Description: An ancient marble statue of a child with cracks full of glowing moss.
- Group Role: The Guardian (preserves traditions and protects the vulnerable)
- Style: Slow-moving, careful, reverent.
- Motivation: To honor the artistry of the past while shaping a better future.
- Special Item: A sculptor's chisel that can mend or reshape stone.

23. Lore the Living Book

- Number: 5
- Description: A giant floating tome with fluttering pages for wings.
- Group Role: The Scholar (remembers and shares knowledge, keeping history alive)
- Style: Bookish, easily distracted by trivia.
- Motivation: To collect all the world's unfinished stories.
- Special Item: A bookmark that displays a memory.

24. Cricket the Lantern-Bug Herald

- Number: 2
- Description: A cricket with glowing lanterns for antennae.
- Group Role: The Herald (spreads news, celebrates moments, and helps people connect)
- Style: Bouncy, excitable, always spreading news.
- Motivation: To light the way for others in challenging times.
- Special Item: A bell that rings out when someone is lost.

25. Whisper the Cloud Tiger

- Number: 3
- Description: A great tiger whose fur is made of drifting cloud.
- Group Role: The Protector (shelters friends and stands strong through storms)
- Style: Gentle giant, soft yet powerful.

- Motivation: To guard friends until the storm clears.
- Special Item: A pawprint charm that grants shelter from rain.

26. Pennywhistle the Mouse

- Number: 1
- Description: A mouse in a colorful patchwork cloak carrying a pennywhistle.
- Group Role: The Encourager (inspires courage and shows the value of every voice)
- Style: Cheerful, tiny but mighty.
- Motivation: To prove that even the smallest voices matter.
- Special Item: A pennywhistle that calls woodland creatures to listen.

27. Starlace the Cosmic Spider

- Number: 4
- Description: A glittering spider that weaves constellations into webs.
- Group Role: The Planner (weaves plans and brings ideas & people together)
- Style: Patient, detail-oriented, sometimes cryptic.
- Motivation: To weave together destinies into one big tapestry.
- Special Item: A spool of star-thread that can mend or connect anything.

28. Juno the Jellybean Giant

- Number: 2
- Description: A towering giant made entirely of colorful jellybeans.
- Group Role: The Gentle Giant (offers kindness, strength, and always shares a treat)
- Style: Sweet, goofy, literal-minded.
- Motivation: To spread joy one jellybean at a time.
- Special Item: A candy jar that never runs out of comfort sweets.

29. Echofern the Singing Plant

- Number: 3
- Description: A fern that hums harmonies when the wind passes through.
- Group Role: The Peacemaker (settles disputes, brings harmony through music and calm)

- Style: Soft, calming, musical.
- Motivation: To heal rifts with song and gentle presence.
- Special Item: A clay pot that amplifies their songs into lullabies.

30. Orbit the Planet Pup

- Number: 2
- Description: A puppy with tiny planets orbiting around them like a solar system.
- Group Role: The Loyal Friend (keeps the group together and brings joy to everyone)
- Style: Playful, boundlessly curious.
- Motivation: To keep everyone together like moons around a planet.
- Special Item: A collar that tugs gently toward home.

One Session Journey: The Convergent Congregation

This Journey is a special session structured for a one time session of the curriculum. It is inspired by Whole Church Religious Education and creating belonging in community.

Prior to the Journey

- Review and print (or have digitally available) pregenerated characters and be ready to share them. Review the structure of this journey.
- **Supplies Needed:**
 - Dice
 - X-Card (prepare beforehand or use [printable version](#))
 - Duct tape and a posterboard; alternately use Washi tape for a colorful alternative
 - Papers, any necessary other art supplies, and writing utensils
 - Any tactile storytelling tools you wish to use

Modification Notes for Lorekeeper:

- For characters: If offering in person, print out the pregenerated characters to hand out. For virtual, it would be useful to have a document where you can assign a participant to each character sheet when they choose them.
- For X-Card: Offer that virtual participants can type x in the chat or say “X” or “X-Card” aloud.
- For activity: Use a whiteboard feature to have everyone share their word. (Optionally, decorate the whiteboard in a fun way!)

Opening Segment

(Suggested time: 5-7 minutes)

Since this is a one-time offering, it is important to use this time to establish the X-Card and choose a pregenerated character. But first, take some time to light a chalice together.

Chalice Lighting

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.

Introducing the X-Card

- **Present the X-Card:** An index card with a big “X” on it (or a [printed version](#)).
- **Share:**
“This is called the X-Card. It’s a way for us to keep our game safe and comfortable. If at any point something in the story makes you feel uncomfortable or unsafe you can raise the card, tap it, or say ‘X-Card’ out loud. We’ll stop, no questions asked, and adjust.”
- **Share:**
“You don’t have to explain why. You can just X it. Maybe the story reminds you of something hard, maybe it’s too intense, or maybe it’s just the direction the story is going makes you uncomfortable. Any reason is valid. The X-Card is here so we all know that the people at the table matter more than the game.”
- **Optional Example:**
“For instance, if we were about to roleplay being stuck in a cave and you have an intense fear of caves, you could X-Card it. We’d shift the story and maybe be outside under the stars in the dark instead.”

- **Share:**

“Does everyone understand how to use it? You can also say ‘pause’ or ‘X’ as well as make an X with your arms if you prefer. The important part is that you always have permission to keep yourself safe and comfortable. We’ll respect it every time. That’s how we keep this game a community that we can all feel like we belong in.”

Activity

(Suggested time: 5-10 minutes)

Duct Tape Tapestry

Give each participant a strip of duct tape (silver, or colorful if available) and a marker. Invite them to write a word, phrase, or symbol for a gift they bring to the community (ex. “laughter,” “listening,” “hope,” “creativity”).

As they finish, they place their strip onto a shared posterboard, overlapping and weaving the tape into a collage tapestry. At the end, the group has a single, shimmering “patchwork” tapestry that holds all their gifts together.

Variation: Use Washi tape instead to make a smaller scale tapestry.

Note: If you want to get right into the roleplaying instead of doing the activity first, you can do the weaving of the tapestry during the story itself as the roleplaying unfolds.

Roleplaying Framework

You are invited to go into more or less depth with this adventure depending on how much time you have for your session.

Meet Teapot (Introduction for Participants)

- **Facilitator reads aloud (or paraphrases):**

Steam rises gently as a figure approaches. Their head is shaped like a teapot, always warm and welcoming. This is Teapot, guide of the *Beloved Community Collective Airship*. Teapot is curious, community-minded, and loves rituals of welcome.

- **Teapot speaks:**

“Greetings, journeyers. I am Teapot. I travel with the *Beloved Community Collective Airship*, helping companions like you discover your gifts and share them with the world. Every voice is a thread, and today you will add your own to the weaving of the Convergent Congregation.”

Character Selection Ritual (5–7 minutes)

- **Step 1: Present Characters (2 min)**

Lay out pregenerated character sheets (Ripple, Solenne, Drift, Spork, Luma, etc.).

- **Teapot says:**

“Here are journeyers who have sailed with the *Beloved Community Collective Airship* before. Today, you will step into one of their stories. Each carries unique gifts. Which one will you become today?”

- **Step 2: Invite Connection (2 min)**

Facilitator prompt:

“Look at these companions. Which one do you feel drawn to? Which gift matches what you’d like to explore today?”

- **Step 3: Claiming Ritual (2–3 min)**

When participants choose, invite them to:

- Share the character’s name.
- Share one thing they like about the character.

- Optional: Add a flourish (nickname, doodle, token).
- **Teapot responds:**
 “By sharing their name, you become their guide in the Convergent Congregation. They are yours for today’s journey.”

Scene Setting

- **Share:**
 The *Beloved Community Collective Airship* arrives at the Convergent Congregation, a great gathering at a glass castle in the sky where beings come to contribute to the Tapestry of Belonging. However, the tapestry seems to be fraying.
- **Teapot (facilitator voice):**
 “Welcome, journeyers. Each year, beings from all across Covenantia gather here to weave the Tapestry of Belonging. But this year, some groups have hesitated. Without every gift, the tapestry is unraveling.”

Quick Dice Tutorial (woven into scene)

- **Share:**
 As you approach the tapestry, you notice that the tapestry’s glimmer is wavering.
- **Teapot explains:**
 “Each of you carries a number, a balance between Grounded (careful, steady) and Flow (imaginative, wild). When you take a Grounded action, roll the dice and succeed by rolling at or below your number. When you take a Flow action, you succeed by rolling at or above your number. If you roll your exact number, not only do you succeed, but you also gain a special insight.”
- **Invite participants:**
 “Try a small action to test this out! Maybe steady your hands or think logically about something (a Grounded roll) or share encouragement (a Flow roll). Let us see how the

world responds.”

- **Provide feedback** to the participants based on their rolls.

Introducing the Representatives

- **Share**

As we interact with the tapestry, we notice four different individuals who are also approaching the tapestry, all of whom seem troubled or uncomfortable in some way.

(Lorekeeper introduces the characters. No need to use the dialogue immediately; that is inspiration for you as the scene unfolds.)

- **Echo of the Stone Choir (they/them)**

- Appearance: A stone figure with glowing cracks, voice deep and slow.
- Dialogue: *“Our songs take time. No one waits for us. Why should we sing?”*

- **Zephyra of the Sky Dancers (she/they)**

- Appearance: Bird-cloud hybrid, feathers shifting like wind currents.
- Dialogue: *“We improvise with joy, but they call us chaos. Why should we stay?”*

- **Brook of the Riverfolk (he/they)**

- Appearance: A watery figure with ripples shimmering.
- Dialogue: *“We want to belong, but our gifts slip through the loom like water.”*

- **Kindle of the Flamekeepers (she/her)**

- Appearance: A small candle-person, flame flickering nervously.
- Dialogue: *“Our light is small, and others outshine us. Why should we offer it?”*

- **Prompt:**

Your group approaches theirs. What would you like to do?

Branching Structure

- **Echo of the Stone Choir**

- **Fear:** Being too slow, left behind, unheard.
- **Possible Approaches:**
 - *Grounded:* Show patience, slow down the pace, create a rhythm where Echo's deep voice can be the heartbeat.
 - *Flow:* Turn Echo's slowness into a dramatic chant that anchors everyone else's weaving.
- **If successful:** Echo hums a steady bass note that strengthens the Tapestry.
- **If failed:** Echo withdraws, but leaves behind a single glowing pebble, a reminder that even slow voices matter.
- **Dialogue Inspiration**
 - **Opening Fear:** "Our songs take too long. No one waits for us. Why should we add our voices?"
 - **If participants are patient (Grounded):** "You... you slowed down for me? Perhaps my voice can be the heartbeat after all."
 - **If participants join in Flow (dramatic chant):** "Ahh... you've turned my slowness into rhythm. Together, we can hold the weaving steady."
 - **If participants fail / dismiss Echo:** "You are like the others. I will sit in silence. But here, take this pebble. Even small stones carry memory."

- **Zephyra of the Sky Dancers**

- **Fear:** Being seen as chaotic, too unpredictable to belong.
- **Possible Approaches:**
 - *Grounded:* Show how improvisation can be patterned, like jazz or swirling leaves.
 - *Flow:* Join Zephyra in improvising a silly or joyful movement/song until it becomes infectious.
- **If successful:** Zephyra's feathers burst into radiant color, weaving brightness into the Tapestry.
- **If failed:** She flies away in frustration but drops a feather, still adding beauty.
- **Dialogue Inspiration**

- **Opening Fear:** “We swirl and improvise with joy, but they call us chaos. Why should we stay where we’re not wanted?”
 - **If participants Ground improvisation into pattern:** “You found structure in our dance? Then perhaps our wild colors have a place in this weaving.”
 - **If participants Flow with her in joyful movement:** [laughs] “You fly with me! Then our song is not chaos, but celebration. Let us spin color into the cloth.”
 - **If participants fail / reject improvisation:** “You fear the wind’s freedom. Then I will ride it elsewhere. But here, take this feather. Beauty still falls from my wings.”
- **Brook of the Riverfolk**
 - **Fear:** Their gift slips away, nothing they offer can “hold.”
 - **Possible Approaches:**
 - *Grounded:* Create a container (a bowl, a channel) for Brook’s water showing that flow can be held without being diminished.
 - *Flow:* Invite Brook to “flow between the threads,” binding them together like water soaking cloth.
 - **If successful:** The tapestry shimmers as if alive, water flowing through its weave.
 - **If failed:** Brook ripples away, but leaves behind a single shell, still a sign of connection.
 - **Dialogue Inspiration**
 - **Opening Fear:** “Whatever we bring flows away. Nothing we offer can be held. Why weave water into cloth?”
 - **If participants create a container (Grounded):** “You made a place for me... you show that flow can still be cradled. Then I will pour into the weaving.”
 - **If participants invite Brook to flow between threads (Flow):** “Between, around, through... I can bind the fibers together! My ripples will carry the tapestry’s song.”
 - **If participants fail / ignore Brook:** “Then I will ripple back to the river. But take this shell, a memory of water’s song.”

- **Kindle of the Flamekeepers**
 - **Fear:** Their light is too small, overshadowed by brighter fires.
 - **Possible Approaches:**
 - *Grounded:* Demonstrate how even small flames are crucial, a candle can guide in darkness.
 - *Flow:* Gather everyone to shield Kindle, then celebrate her spark until it flares brighter.
 - **If successful:** Kindle's flame becomes the glowing thread that illuminates the entire Tapestry.
 - **If failed:** Kindle flickers out of sight but leaves a trail of smoke, reminding others of her spark.
 - **Dialogue Inspiration**
 - **Opening Fear:** "My flame is so small. Others burn brighter. Why should I offer light that is always outshone?"
 - **If participants show small flames matter (Grounded):** "Even a candle can guide in the dark? Then my spark has worth. Let me shine within the tapestry."
 - **If participants celebrate and shield Kindle's spark (Flow):** "You cheer for me, you shield me — and my flame grows! Together we blaze bright."
 - **If participants fail / dismiss Kindle:** "Then I will flicker out of sight. But even as smoke, my spark drifts. Remember me."

Optional Teapot's Facilitator Prompts

- Potential Teapot dialogue for interacting with Echo of the Stone Choir (with a fear of being too slow):
 - **Grounded Nudge:** "Echo worries their voice is too slow. Could you show patience, or create a rhythm that lets their slowness shine?"
 - **Flow Nudge:** "Or perhaps you could join Echo in a chant or song, turning their deep tones into something bold and joyful?"

- Potential Teapot dialogue for interacting with Zephyra of the Sky Dancers (with a fear of being chaotic)
 - **Grounded Nudge:** “Zephyra longs for others to see the pattern in their swirling. Could you help shape their flight into something steady?”
 - **Flow Nudge:** “Or might you leap into their dance, embracing their improvisation so they feel celebrated instead of scorned?”

- Potential Teapot dialogue for interacting with Brook of the Riverfolk (with a fear of slipping away)
 - **Grounded Nudge:** “Brook worries their gift cannot be held. Could you build or imagine a container to hold their flowing waters?”
 - **Flow Nudge:** “Or could you invite Brook to ripple through the threads themselves, binding the weaving together in motion?”

- Potential Teapot dialogue for interacting with Kindle of the Flamekeepers (with a fear of being too small)
 - **Grounded Nudge:** “Kindle fears her flame is too small. Could you remind her that even small lights guide us in darkness?”
 - **Flow Nudge:** “Or perhaps you could celebrate her spark, cheer it on, and help it blaze brighter by surrounding her with encouragement?”

Resolutions

- **If 3–4 groups join:** The Tapestry of Belonging is strong and radiant. Teapot: *“There is something beautiful about everyone being able to share their gifts with the Convergent Congregation.”*
- **If 1–2 groups join:** The Tapestry is patchy but still holds, showing imperfection is part of community. Teapot: *“Even frayed threads can bind us.”*
- **If none join:** Teapot helps weave in the duct tape collage from the participants, and the lesson becomes: *“Even when groups fear each other, your threads can still begin the weaving.”*

- **Twist:** The tapestry awakens and offers the wisdom “*Community is never finished. Keep weaving.*”

Possible Additional Elements

- **Repair the “Connections Loom”**

Participants discover the ornate Connections Loom, a magical or symbolic weaving device central to the community’s harmony, is damaged. Each group (or representative) finds a way to offer something (ex. thread, gesture, word, or item) needed to repair a strand or section of the loom. Collaboration is essential: the loom repairs only when contributions are offered together and with intention. The process may reveal stories of old connections or spark new ones.

- **Create a Ritual, Chant, Gesture, or Rhythm Blending the Four Groups**

Journeyers collaborate to invent a group ritual, a shared chant, gesture, clapping rhythm, or dance that weaves together the essence of all four groups. Each group contributes a movement, word, or sound that symbolizes their unique gift. The result is a ritual that’s performed together, reinforcing unity through joyful participation. Facilitators can encourage repetition, echoing, or layering to make the ritual feel meaningful and whole.

- **Construct a Shared Symbol**

Participants design and create a physical or imaginary symbol (such as a flag, mosaic, or sculpture) that features motifs or materials from each group. The act of choosing colors, shapes, and placement involves cooperation and compromise, producing an artifact the community can display or carry as a reminder of their shared purpose.

- **Hold a Compassion Circle**

The group invites all characters to participate in a “Compassion Circle,” where each participant shares a strength or challenge, and receives words of support from the others. This activity can use talking sticks, touchstones, or symbolic objects, and can be framed as a way to make every member of the four groups feel seen, valued, and included before the final challenge or celebration.

Guiding Framework for the Journey

- **Start the Journey:** Set the scene by describing what is going on first.
- **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.

Closing Reflection

(Use the remaining time)

- **Ask:** What does the tapestry look like for our community with the gifts of all of its members?

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.")

The Love Archipelago Journey 1: Embarking on the River of Living Tradition

This journey is a part of our five session special set of journeys. This track is inspired by our shared UU Values.

Prior to the Journey

- Prepare pregenerated characters (or blank character sheets if regular character creation is used).
- We recommend having your group covenant in place before beginning these sessions.
- **Supplies:**
 - Dice
 - X-Card: either an index card and a marker or a [preprinted X card](#)
 - Optional: print the [facilitator resource handout for recording participant preferences](#), or if online, have a designated place for taking and storing these notes.
 - Chalice
 - For Touchstones option: smooth stones (can get at craft store, garden store, or hardware store), acrylic paint markers, paper plates, sealant spray, optional Wikki Stix
 - For Flower option: Large butcher paper or poster board, markers, cut up large circle for the center of the flower
 - Optional: Paper or supplies for drawing the “character rooms” aboard the boat

Check-In

(Expected time 5 minutes)

Facilitator prompt:

“Share your name, pronouns if you’d like, and one thing you do really well.”

Chalice Lighting

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.

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.*

Discussion on Participant Preferences for Gameplay

Before we get into our content, 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?"

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.”

Deeper Joy Activity

(Expected time: 5–10 minutes)

Option 1: Love Touchstone

- Each participant receives a smooth stone and a paper plate.
- Invite participants to write their name on their plate and on the bottom of their rock with a permanent marker.
- Next invite them to paint or decorate the stone with the word “Love,” or a symbol that represents love to them. Use the paint markers or other provided materials for their art.
- Facilitator says:
“This is your first touchstone. It reminds us that love is at the center of all the values we will explore.”
- If you prefer, you can use the time allotted for the activity to distribute the stones, plates, and materials and explain the activity. Then participants can decorate their stones during the roleplaying time.
- After the session, have participants leave their stones. Once they are dry, take them outside and spray the tops with sealant spray.
- Variation: Use Wikki Stix instead of paint. You can [read more about this variation here.](#)

Option 2: Flower of Love

- The group will be creating a large “flower of love” together.
- Create the center circle of a large paper flower.
- Invite each participant to decorate the center with the word “Love” and symbols or colors of love. Invite them to write their names on the back of it.
- Facilitator says: “This is the heart of our Flower of Love. In the coming sessions, we will add petals for each value, all radiating from love.”

Roleplaying Framework

(Expected time 20-30 minutes)

What is Happening

- **Task / Covenantia Connection:**

The Beloved Community Collective has been asked to journey to the Love Archipelago (“ark-i-PEL-i-go”), where each island embodies a shared value. The people of Covenantia hope they will return with stories and touchstones to guide the wider community in living more deeply into these values.

- **Who:**

The travelers are guided by Teapot (grounded, steady) and Misty (dreamy, intuitive). Together they represent different ways of approaching the voyage.

- **Motivations:**

Teapot wants the group to remain safe and united. Misty wants them to embrace wonder and intuition. Both want the group to reach the Bay of Love.

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

Choosing a path forward will shape how they enter the Bay of Love, through rapids or fog. Either way, the boat will test their courage, patience, and creativity.

- **Challenges:**

- **Geographical:** The River of Living Tradition splits with one side fast and wild, the other slow and foggy.
- **Interpersonal:** Teapot and Misty disagree and turn to the participants for guidance.
- **Unexpected:** Hidden rocks, crashing waves, or thick fog may force the group to improvise solutions.

Scene Setting

The River of Living Tradition sparkles in the sunlight, carrying with it the voices and stories of generations. Today you travel aboard the *Heart's Compass*, a white-sailed boat that always seems to have room for everyone. Above deck, the sails catch the wind like open arms. Below deck, you each find a small magical room that shapes itself to your spirit: a hammock for some, a study desk for others, a cozy nook with glowing lanterns or seashells. No two rooms are alike, yet they all belong together under one hull.

Optional Activity (5 minutes): Invite participants to draw or describe their character's room on the *Heart's Compass*. *"How does your space reflect who you are? What special detail makes it feel like home?"*

Information about Story Characters

- **Teapot (they/them):**

Appearance: A humanoid with a round teapot for a head, steam rising gently from the spout; they carry warmth and steadiness wherever they go.

Sample dialogue:

- *"Welcome aboard the Heart's Compass. Every kettle whistles differently, and every journeyer carries a voice. Who will you choose to be on this voyage?"*
- *"Look at these companions. Which one calls to you today? Which gift would you like to bring into the Bay of Love?"*

- **Misty (she/her):**

Appearance: A drifting, glowing cloud of vapor shaped loosely like a person, her form shifting with every breeze.

Sample dialogue:

- *"Every character is like a cloud drifting by. One shimmers with laughter, another with silence. Which one do you feel drawn toward?"*
- *"When you name them, you invite their story into this boat."*

Character Selection Ritual

1. Participants look at pregenerated characters.
2. When they choose, they:
 - Share the character's name.
 - Share one thing they like about them.
3. Teapot responds:

"By sharing their name, you become their guide on this journey. They sail with us now, carrying Love as their first touchstone."

Alternatively you can invite character creation through the model provided in Journey 1.

The Challenge: The Split in the River

Facilitator Prompt:

As the *Heart's Compass* glides onward, the River of Living Tradition splits. On one side, the waters roar quickly with rapids, dangerous but fast. On the other, the river meanders slowly through thick fog, calm but uncertain. Teapot wants to get over quickly. Misty whispers to trust the mist.

What would you like to do?

Potential Approach Ideas:

- **Study the currents carefully and steer toward the safest bends.**
 Journeyers might take turns observing the river's flow, watching for swirling or calm patches, or dropping small objects to follow how the current moves. Participants could suggest strategies for steering, or use tactile props like streamers or ribbons to simulate water movement. Careful teamwork helps identify the safest bends and prevents mishaps.
- **Sing or chant together to keep rhythm as the boat rides the waves.**
 Participants begin a group song or rhythm, choosing verses or lines that anchor courage and unity as they face the river's waves. The facilitator can encourage creative lyrics about love, navigation, and friendship, using the activity to build morale and steady the

boat through choppy sections.

- **Tie ropes, set anchors, or invent a magical device to help.**

Some journeyers invent ways to secure the boat, physically roleplaying how they might tie knots, set anchors, or build magical devices. These devices could be described, drawn, or modeled with available materials, allowing for imaginative solutions to real boat challenges.

- **Encourage one another through fear of the fog or the rapids.**

As fog thickens or rapids loom, participants support one another verbally, sharing memories, affirmations, or gentle humor to push back fear. Characters might take turns acting out moments of vulnerability and encouragement, with the facilitator offering prompts or using NPC support.

- **Call out to the river itself, asking it to reveal the better way.**

The group may collectively or individually speak, sing, or perform a ritual to ask the river for guidance, making the water a character in their story. The facilitator can describe the river's response, changing currents, flickering reflections, or gifts of clarity.

- **Look for signs in the sky, stars, or wind.**

Journeyers observe above and around for changes: shifting clouds, star positions, wind gusts, or bird flight. They interpret these signs as clues to navigation, using dice rolls or improvisational storytelling to chart a wise route.

- **Decorate the sails with symbols of love, believing they'll guide the boat.**

Everyone designs and adds their own decoration—hearts, words, or colors—to the boat's sail. The group believes these tokens may bring magical protection or guide them safely. Facilitators may allow a group-wide roll to see what degree of effect these symbols have. Since this is a group roll, use up to 5 dice.

Branching Outcomes:

- **Rapids Route:** The boat speeds forward, but waves slam the hull. The group must steady ropes, bail water, or patch cracks.

- **Fog Route:** The boat drifts slowly, the path unclear. The group must signal one another, listen closely, or find ways to cut through mist.
- **Resolution:** No matter which path they choose, the Heart's Compass emerges into the Bay of Love. Teapot smiles: *"Different paths held different challenges. Your choice brought us here. Love is waiting."*

Closing Reflection

(Expected time: 5 minutes)

Facilitator prompts:

- "What does love mean to your character?"
- "How did your character help guide the *Heart's Compass* on the River of Living Tradition?"

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.

The Love Archipelago Journey 2: Island of Interdependence & Pluralism

This journey is a part of our five session special set of journeys. This track is inspired by our shared UU Values.

Prior to the Journey

- **Supplies:**
 - Dice
 - X-Card
 - Chalice
 - For Touchstones option: smooth stones (can get at craft store, garden store, or hardware store), acrylic paint markers, paper plates, sealant spray, optional Wikki Stix
 - For Flower option: Large butcher paper or poster board, markers, cut up large paper petals
 - Optional: tactile objects (vine/ribbons, flowers, shells) to enrich description

Check-In

(Expected time 5 minutes)

Facilitator prompt:

“Share your name and one way you’ve felt connected to others this week.”

Chalice Lighting

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.

Deeper Joy Activity

(Expected time 5–10 minutes)

Option 1: Touchstones

- Each participant receives two smooth stones and a paper plate.
- Invite participants to write their name on their plate and on the bottom of their rocks with a permanent marker.
- Next invite them to decorate two stones with one labeled Interdependence (draw vines if they wish) and one labeled Pluralism (draw many-colored flowers if they wish).
- Facilitator says:
 “These touchstones remind us that we are all connected like vines, and we flourish in many ways like flowers.”
- If you prefer, you can use the time allotted for the activity to distribute the stones, plates, and materials and explain the activity. Then participants can decorate their stones during the roleplaying time.
- After the session, have participants leave their stones. Once they are dry, take them outside and spray the tops with sealant spray.
- Variation: Use Wikki Stix instead of paint. You can [read more about this variation here.](#)

Option 2: Flower of Love

- The group will be creating a large “flower of love” together.
- Create two large flower petals.
- Invite participants to decorate two large paper petals: one with symbols of vines, one with symbols of flowers.
- Add them to the Flower of Love centerpiece started in Session 1.

- Facilitator says: “These petals remind us that we are all connected like vines, and we flourish in many ways like flowers.”

Roleplaying Framework

(Expected time 20-30 minutes)

What is Happening

- **Task / Covenantia Connection:**

The *Heart's Compass* has reached the first island in the Bay of Love. The people of Covenantia want the Collective to bring back wisdom about how connection and diversity weave communities together.

- **Who:**

The Vinefolk (living vine people, roots intertwined) and the Bloomfolk (many-colored flower people, each unique).

- **Motivations:**

- Vinefolk value unity and fear that difference will tear the web apart.
 - Bloomfolk value uniqueness and fear that conformity will erase them.
- Both groups want to thrive but disagree on how.

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

If unresolved, the Vinefolk may try to prune away differences while the Bloomfolk may uproot themselves and scatter. Either path would harm the island's balance.

- **Challenges:**

- **Geographical:** A grove of tangled vines blocks the path to the Bloomfolk village.
- **Interpersonal:** Each group mistrusts the other and wants the Collective to “choose a side.”

- **Unexpected:** A sudden storm shakes loose vines and petals, threatening to tear the grove apart if unity and diversity cannot both be honored.

Previous Session Recap

Before jumping into the roleplaying portion of the session, you can say, “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.

Scene Setting

The *Heart’s Compass* sails close to shore. You see vines curling down the cliffs and wrapping into coils in the sand. Bright blooms of every color sprout among the vines. It looks beautiful, but further inspection reveals tension, with the vines pulling the flowers in and the flowers straining outwards. You find two groups waiting on the shore: the Vinefolk and the Bloomfolk.

What would you like to do?

Information about Story Characters

Vinefolk

- **Ivyra** (she/her): Vine leader, protective, serious. A tall, twisting figure of green vines tightly braided together, leaves unfurling along her arms.
 - *“The web is everything. Without unity, the vine withers.”*
 - *“If we loosen our hold, the flowers will scatter in the wind.”*
 - *“You must tell them: only togetherness will save us.”*
- **Branewood** (he/him): Younger vine, curious but cautious. A young vinefolk with loose tendrils and curling roots, constantly shifting as if unsure where to settle.
 - *“I wonder if the blooms do have something to teach us... but if I say so, Ivyra says I’m disloyal.”*
 - *“Sometimes I dream of being more than a tangle of roots.”*
 - *“What would happen if a vine and a flower grew from the same soil?”*

Bloomfolk

- **Petalus** (they/them): Bloom leader, radiant, proud. A proud bloomfolk with radiant petals in many colors forming a crown-like halo around their head.
 - *“Every bloom is sacred. Our colors shine brightest when we are free.”*
 - *“We will not be bound by vines that fear our difference.”*
 - *“The garden dies when every flower must look the same.”*
- **Marigleam** (she/her): Gentle bloom, hopeful peacemaker. A gentle bloomfolk with soft golden petals that glow faintly in the sun like warm candlelight.
 - *“I believe the vines want to protect us, but they squeeze too tightly.”*
 - *“What if we chose to root near them, not because we must, but because we want to?”*
 - *“I dream of a field where vines and blooms twist together, each holding the other up.”*

Regular Non-Player Characters

- **Teapot** (they/them): Steady, community-centered.
 - *“Every kettle whistles differently, and every voice belongs in this garden.”*
 - *“Look at the vines. Look at the blooms. Both reach for life but in different ways.”*
 - *“Perhaps you can show them that strength and color can weave one tapestry.”*
- **Misty** (she/her): Dreamy, reflective.
 - *“The fog of fear clouds their eyes... what if we breathed it away together?”*
 - *“I see petals drifting on vines like stars among branches. Isn’t it beautiful?”*
 - *“Maybe if they sing together, the storm will soften.”*

The Challenge

Facilitator Prompt:

“The Vinefolk and Bloomfolk have a longstanding argument. Each insists their way is the only path. The vines are tangling, the blooms are straining. They have called for representatives from the Beloved Community Collective to solve this for them.”

Potential Approach Ideas (participants may also invent their own):

- **Encourage patience:** Participants model patience for the Vinefolk, showing how vines can support flowers without smothering them. This can involve acting out how a vine might loosen its grip, gently making room for a bloom to grow, or using dialogue to explain the importance of slow, careful support. The group might even create a short skit demonstrating the difference between helpful support and constriction.
- **Create a ritual weaving:** The group gathers actual or improvised materials (ex. ribbons, yarn, pipe cleaners, or paper) and invents a ceremony to intertwine vines and petals. Together they physically weave these pieces into a new design, illustrating how unity and individuality can exist side by side. The ritual can be reflective, with participants naming hopes or blessings as they weave, and ending with a shared display or gesture.
- **Share stories of communities:** Journeymen take turns sharing real or imagined stories of communities that successfully honor both togetherness and difference. These could be personal anecdotes, tales from books or movies, or spontaneously invented parables. The stories help both the Vinefolk and Bloomfolk see beyond old patterns and imagine a new way of belonging.
- **Use song or dance:** Participants invent or lead a song, chant, or dance that blends the steadiness of the Vinefolk with the vivid style of the Bloomfolk. This might involve rhythm and movement, call-and-response, or letting one person start a verse and others riff on it. As the group performs, the facilitator can describe how the mood of the island shifts and how the Vine- and Bloomfolk join in.
- **Offer past session symbols:** Journeymen present items or activities from previous adventures, like the duct tape tapestry, meaningful touchstones, or petals from the Flower of Love, as visible symbols of balance and unity. Sharing these mementos opens discussion of what each object represents and how it might inspire the Vinefolk and Bloomfolk to work together.
- **Negotiate a covenant of balance:** Participants facilitate or mediate a negotiation where both the Vinefolk and Bloomfolk help create a living covenant. This agreement includes

specific promises or ongoing rituals that honor both rooting and blooming, such as alternating leadership, rotating planting schedules, or hosting joint celebrations. Each side's voice is heard, and every proposal is discussed and celebrated.

- **If the storm worsens:** As the storm grows louder and winds whip the garden, participants must respond quickly and collaboratively: forming windbreaks, sheltering fragile flowers beneath vines, or using rapid decision-making games to save the most vulnerable plants. The facilitator can inject urgency with timed challenges, dramatic sound effects, or cutting scenes quickly between group actions. This heightens the tension but also the triumph when efforts pay off.

Branching Outcomes:

- **Success (reconciliation and grove thrives):** The Vinefolk loosen their grip, the Bloomfolk settle among them, and together they create a radiant grove where vines and flowers thrive side by side.
- **Struggle (petals and vines need active intervention):** The storm worsens, scattering petals and snapping vines, but with effort, the Collective aids both groups and helps them see that survival requires working together.
- **Resolution:** Teapot says: *"Interdependence without difference is a tangle. Pluralism without connection is scatter. But together... together you weave Beloved Community."*

Closing Reflection

(Expected time 5 minutes)

Facilitator prompts:

- "Where in your life do you feel most connected to others, like the Vinefolk?"
- "Where in your life do you celebrate differences, like the Bloomfolk?"

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.

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Stories spun,

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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.

The Love Archipelago Journey 3: Island of Justice & Transformation

This journey is a part of our five session special set of journeys. This track is inspired by our shared UU Values.

Prior to the Journey

- **Supplies:**
 - Dice
 - X-Card
 - Chalice
 - For Touchstones option: smooth stones (can get at craft store, garden store, or hardware store), acrylic paint markers, paper plates, sealant spray, optional Wikki Stix
 - For Flower option: Large butcher paper or poster board, markers, cut up large paper petals
 - Optional craft: Folded paper squares or butterflies (to illustrate transformation by revealing colors inside)

Check-In

(Expected time 5 minutes)

Facilitator prompt:

“Share your name, and one change, big or small, that you’ve noticed in your life recently.”

Chalice Lighting

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.

Deeper Joy Activity

(Expected time 5–10 minutes)

Option 1: Touchstones

- Each participant receives two smooth stones and a paper plate.
- Invite participants to write their name on their plate and on the bottom of their rocks with a permanent marker.
- Next invite them to decorate two stones with one for Justice (a golden scale or balanced symbol if they wish) and one for Transformation (a butterfly, flame, or crystal if they wish).
- Facilitator says:
 “Justice means we work to be diverse multicultural Beloved Communities where all feel welcome and can thrive. Transformation helps us adapt and grow in changing times. Both are needed for the Beloved Community.”
- If you prefer, you can use the time allotted for the activity to distribute the stones, plates, and materials and explain the activity. Then participants can decorate their stones during the roleplaying time.
- After the session, have participants leave their stones. Once they are dry, take them outside and spray the tops with sealant spray.
- Variation: Use Wikki Stix instead of paint. You can [read more about this variation here](#).

Option 2: Flower of Love

- The group will be creating a large “flower of love” together.
- Create two large flower petals.
- Invite participants to decorate two petals with one for Justice and one for Transformation.
- Add them to the Flower of Love centerpiece started in Session 1.

- Facilitator says:
 “Justice means we work to be diverse multicultural Beloved Communities where all feel welcome and can thrive. Transformation helps us adapt and grow in changing times. Both are needed for the Beloved Community.”

Roleplaying Framework

(Expected time 20-30 minutes)

What is Happening

- **Task / Covenantia Connection:**
 The Heart’s Compass reaches an island where fairness and change are in tension. The people of Covenantia hope the Collective will bring back wisdom about how justice and transformation can work together.
- **Who:**
 - **Moltfire Lizards:** Radiant reptilian folk who molt their skin, embodying transformation.
 - **Scale-Bearer Owls:** Wise owl-people who carry golden scales, embodying justice.
- **Motivations:**
 - The Moltfire Lizards want rules to shift as easily as they shed their skins.
 - The Scale-Bearer Owls want fairness but believe fairness comes from keeping the old rules steady.
- **Leading to/Setting into Motion:**
 If unresolved, the Lizards may push for change too fast, leaving communities unmoored. The Owls may resist any change, causing injustice to persist. The conflict mirrors the island itself, which is trembling as the Molting Mountain sheds its surface. However its shifts are blocked by the Owls’ rigid balance stones.

- **Challenges:**

- **Geographical:** Falling rocks and glowing crystal shards from the Molting Mountain's shifting surface.
- **Interpersonal:** Owls and Lizards refuse to listen to one another.
- **Unexpected:** The mountain may erupt with sudden flame and ash if the conflict continues and the balance stones remain in place.

Previous Session Recap

Before jumping into the roleplaying portion of the session, you can say, "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.

Scene Setting

The *Heart's Compass* anchors near an island of glowing cliffs. Above you rises the Molting Mountain, its surface glimmering as it sheds shards of crystal that shimmer with heat and color. At the base of the mountain, two groups face each other: Moltfire Lizards with skin blazing in bright patterns and Scale-Bearer Owls with golden scales clutched in their talons. Between them, a great crack splits the earth, glowing with fire and light.

What would you like to do?

Information about Story Characters

Moltfire Lizards

- **Searis** (she/her): Bold leader, impatient. A lizard covered in gleaming scales that shimmer like molten glass, fragments constantly shedding and glowing.
 - *"Change is life. We shed, we molt, we rise again!"*
 - *"Why should we wait for old rules to catch up with the world?"*
 - *"The mountain transforms! So must we!"*
- **Flare** (they/them): Younger lizard, thoughtful. A younger lizard with softer scales, mid-molt, their colors shifting between dull stone and bright fire.
 - *"What if we molt too fast and lose ourselves?"*

- *"I want to change, but I fear leaving others behind."*
- *"Maybe justice can guide transformation... like scales guiding fire."*

Scale-Bearer Owls

- **Athryn** (they/them): Elder owl, measured and rigid. A broad-winged owl with silver feathers and a golden scale clasped firmly in their talons.
 - *"The scales must balance. Without rules, fairness dies."*
 - *"Molting without measure is chaos."*
 - *"Better to keep the old ways than risk injustice in change."*
- **Luma** (he/him): Younger owl, curious. A smaller owl with curious golden eyes, feathers flecked with starlight, and a lighter touch on his scale.
 - *"But what if fairness itself requires change?"*
 - *"I see the lizards molt, and I wonder if our scales should shift too."*
 - *"Perhaps justice is not the absence of change, but its balance."*

Regular Non-Player Characters

- **Teapot (they/them)**
 - *"Justice without change grows brittle. Transformation without fairness burns wild."*
 - *"Can you show them how balance and change dance together?"*
 - *"Every kettle whistles a new song, but all must still share the same pot."*
- **Misty (she/her)**
 - *"Look at the mountain... it sheds and shines, yet still exists."*
 - *"Perhaps if they both tuned to its rhythm, they would understand each other."*
 - *"I see owls soaring with lizards, feathers and fire together. Isn't it beautiful?"*

The Challenge

Facilitator Prompt:

"The Moltfire Lizards demand swift change. The Scale-Bearer Owls demand steady rules. The mountain trembles, caught between fire and balance. They have sent for members of the Beloved Community Collective as tensions and temperatures rise."

Potential Approach Ideas (participants may also invent their own):

- **Mediate a dialogue:** Participants facilitate a structured dialogue between the Owls and Lizards, helping each side name their hopes, fears, and frustrations. They set ground rules, encourage turn-taking, and find common ground, aiming for mutual understanding rather than immediate agreement.
- **Create a ritual combining scales and molted crystals:** Journeymen gather scales (from Lizards) and molted crystals (from Owls) to build a new ritual object or centerpiece. This creative act might involve selecting colors, shapes, or patterns with symbolic meaning, arranging them in a spiral, mosaic, or shared sculpture to represent the possibility of harmonious transformation.
- **Tell a story of justice and change:** Someone tells a story drawn from personal experience, history, or invention about what can happen when change happens without justice, or justice is sought without true transformation. The story sparks discussion and reflection, prompting both Owls and Lizards to see the deeper stakes of their conflict.
- **Physically stabilize the cracking ground:** Participants notice cracks opening in the mountain floor. Using whatever resources are at hand including imaginative magic, props like ribbon or cloth, or invented tools, they try to weave together the symbolic elements of Lizard fire and Owl stone to shore up the ground, modeling literal and metaphorical repair.
- **Song or chant for unity:** The group invents or leads a song or chant, inviting Owls and Lizards to join, blending percussive rhythms with melodic lines. As the chant grows stronger, the facilitator describes how the vibrations stabilize the mountain and the two communities slowly align their intentions and heartbeat.
- **Symbols of balance and change:** Journeymen offer Flower of Love petals, touchstones, or other session symbols to all participants, proposing rituals or tokens that embody both balance and transformation. Passing these items among the Owls and Lizards can be used as a way to seal new agreements or commemorate shared milestones.

- **Tremors worsen:** Sudden tremors shake the mountainside, sending stones skittering and dust clouds swirling. The group must react quickly, forming human chains, guiding NPCs to safer areas, making snap decisions, and practicing rapid communication. Success keeps everyone together; failure may separate group members or open new fissures that need to be bridged.
- **Mountain erupts:** If negotiations or repair rituals fail, the mountain suddenly erupts with fire, crystal shards, or magical energy. A timed challenge begins: participants must coordinate evacuation, rescue stranded creatures, and improvise protective magic or barriers. This creates urgency, but also provides a dramatic chance for collective heroism and reconciliation in the aftermath.

Branching Outcomes:

- **Success (reconciliation and mountain returns to peace):** Owls and Lizards create a covenant: change must come with fairness, and fairness must adapt with change. The mountain sheds peacefully, revealing glowing crystal seeds as gifts.
- **Struggle (owls and lizards need active intervention):** The mountain erupts, fire and stone clashing, but the Collective helps aids both groups, proving cooperation is essential.
- **Resolution:** Teapot says: *“Justice steadies the scales. Transformation renews the world. Together, they make Beloved Community strong.”*

Closing Reflection

(Expected time 5 minutes)

Facilitator prompts:

- “Where in your life do you long for transformation?”
- “Where do you see the need for justice to guide change?”

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.

The Love Archipelago Journey 4: Islands of Generosity & Equity

This journey is a part of our five session special set of journeys. This track is inspired by our shared UU Values.

Prior to the Journey

- **Supplies:**
 - Dice
 - X-Card
 - Chalice
 - For Touchstones option: smooth stones (can get at craft store, garden store, or hardware store), acrylic paint markers, paper plates, sealant spray, optional Wikki Stix
 - For Flower option: Large butcher paper or poster board, markers, cut up large paper petals
 - Optional: Simple building supplies (paper, tape, blocks, or Lego bricks) for a bridge-building mini-activity.

Check-In

(Expected time 5 minutes)

Facilitator prompt:

“Share your name, and one gift or resource you’ve shared with someone else recently.”

Chalice Lighting

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.

Deeper Joy Activity

(Expected time 5–10 minutes)

Option 1: Touchstones

- Each participant receives two smooth stones and a paper plate.
- Invite participants to write their name on their plate and on the bottom of their rocks with a permanent marker.
- Next invite them to decorate two stones with one for Generosity (draw a lantern, candle, or open hands) and one for Equity (draw a sprouting seed or balanced scales with people).
- Facilitator says:
“Generosity is giving with hope and gratitude. Equity ensures all people can flourish with dignity. Together, they help Beloved Community thrive.”
- If you prefer, you can use the time allotted for the activity to distribute the stones, plates, and materials and explain the activity. Then participants can decorate their stones during the roleplaying time.
- After the session, have participants leave their stones. Once they are dry, take them outside and spray the tops with sealant spray.
- Variation: Use Wikki Stix instead of paint. You can [read more about this variation here](#).

Option 2: Flower of Love

- The group will be creating a large “flower of love” together.
- Create two large flower petals.
- Invite participants to decorate two petals with one for Generosity and one for Equity.
- Add them to the Flower of Love centerpiece started in Session 1.

- Facilitator says:
“Generosity is giving with hope and gratitude. Equity ensures all people can flourish with dignity. Together, they help Beloved Community thrive.”

Roleplaying Framework

(Expected time 20-30 minutes)

What is Happening

- **Task / Covenantia Connection:**

The Heart’s Compass sails into the narrow channel between two islands so close they nearly touch. The people of Covenantia hope the Collective will bring back wisdom about how generosity and equity can build bridges between those with abundance and those with less.

- **Who:**

- **Lanternfolk:** Glowing lantern-spirits, eager to share light and warmth.
- **Clay Folk:** Gentle clay-bodied people who sprout plants and blossoms when they flourish.

- **Motivations:**

- The Lanternfolk want to give, but often share only what *they* think is needed.
- The Clay Folk want dignity, fairness, and access to real resources so they can bloom.

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

If unresolved, the Lanternfolk’s gifts will not truly meet the Clay Folk’s needs, and resentment will grow. Without fair conditions, the Clay Folk will remain barren, their blossoms unrealized.

- **Challenges:**

- **Geographical:** A half-built bridge connects the two islands. It sways dangerously, being unfinished.
- **Interpersonal:** The Lanternfolk say: *"We already give plenty!"* while the Clay Folk reply: *"You give light but not what helps us bloom."*
- **Unexpected:** If the groups cannot agree, the bridge may collapse into the sea, widening the divide.

Previous Session Recap

Before jumping into the roleplaying portion of the session, you can say, "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.

Scene Setting

The *Heart's Compass* sails into a narrow channel. You see groups on both sides of the ship. On one side, the Lanternfolk glow like floating candles. On the other, the Clay Folk gather quietly, dry and cracked. Between them, a half-built bridge stretches out, unfinished, swaying above the waves. When you listen more closely, you hear the groups calling to each other. The Lanternfolk call out: "We offer our light!" The Clay Folk answer: "Light alone cannot make us grow."

What would you like to do?

Information about Story Characters

Lanternfolk

- **Glowen** (she/her): Lantern leader, radiant, confident. A tall, radiant figure with a glowing lantern for a head and beams of golden light shining outward.
 - *"We shine with abundance! Our light warms all who come near."*
 - *"We give freely, yet they still say it is not enough."*
 - *"Surely, gratitude is due for what we offer!"*
- **Flicker** (they/them): Smaller lantern, earnest, questioning. A smaller lantern-spirit with a dimmer, wavering glow that pulses gently like a heartbeat.

- *"I love to share, but I wonder... are we sharing the right things?"*
- *"Sometimes I think light is not enough... but then Glowen says I'm wrong."*
- *"What if we asked them what they need instead of telling them?"*

Clay Folk

- **Terra** (she/her): Clay elder, steady but frustrated. A sturdy figure made of cracked clay, with faint green shoots emerging from her shoulders.
 - *"We do not want pity. We want fairness."*
 - *"Light cannot feed us. Without nourishment, we stay barren."*
 - *"We deserve the chance to bloom with dignity."*
- **Spriggan** (he/him): Young clay folk, hopeful, tender. A small clay child with soft features and tiny budding leaves at his elbows and crown.
 - *"I dream of the day when blossoms will sprout from my clay."*
 - *"We don't want to take. We want to flourish."*
 - *"Maybe if they understood what it feels like to grow, they would share differently."*

Regular Non-Player Characters

Teapot (they/them)

- *"Generosity shines brightest when it listens before it gives."*
- *"Equity ensures the bridge holds not just one side but both together."*
- *"Perhaps you can help them finish the bridge with gifts that matter."*

Misty (she/her)

- *"I see light pouring into clay, and from the clay sprout blossoms. Isn't it beautiful?"*
- *"Sometimes the gift is not what we think, but what another truly needs."*
- *"The bridge sways... will you help steady it with fairness and care?"*

The Challenge

Facilitator Prompt:

"The Lanternfolk and Clay Folk face one another across the unfinished bridge. The Lanternfolk

shine brightly, but the Clay Folk remain barren, asking for fairness. The bridge sways. Can you help them bridge their differences?”

Potential Approach Ideas (participants may also invent their own):

- **Invite direct communication:** Participants help the Lanternfolk approach the Clay Folk with open questions and attentive listening, leading a direct discussion about hopes, needs, and worries. Use dialogue and empathy to uncover missing perspectives, building the foundation for true collaboration between communities.
- **Offer a ritual of exchange:** Journeyers facilitate a ceremony where Lanternfolk gift their light to the Clay Folk in exchange for seeds or soil. Both groups come together to create blossoms, real or imagined, from the joining of light and earth. Consider physical props or guided movement to enrich the ritual’s meaning.
- **Use the Flower of Love petals or touchstones:** Participants offer symbolic items from previous journeys: Flower of Love petals, meaningful touchstones, or other mementos. These tokens serve as reminders of shared flourishing, and the group can use them to decorate the bridge, a communal gathering space, or even as offerings in the exchange ritual.
- **Work with the Lanternfolk:** Through conversation, storytelling, or guided experiment, participants demonstrate how Lanternfolk’s light glows brightest near rich soil and water. This might be achieved by blending physical props (cups of water, clay pots, or glowing lanterns) or simply acting out moments where community, not isolation, leads to brilliance.
- **Encourage the Clay Folk:** Journeyers encourage Clay Folk to describe and imagine what blooming could look like when their vision is fully realized. The facilitator can invite the Clay Folk to sketch, sing, or roleplay their dreams of flourishing, inspiring the Lanternfolk to see new possibilities for growth.
- **Finish building the bridge:** The group successfully collaborates to complete the bridge using craft materials, foraged objects, or imaginative play. They might lay the last stones, weave lanterns into the railings, or invent ways for the structure to represent both clay

and light. Emphasize teamwork and creativity in this shared construction project. This act opens the Lanternfolk and Clay Folk for deeper relationship bridge building.

- **Bridge becomes more unstable:** Suddenly, the bridge begins to creak and sway, with pieces threatening to fall. Participants must respond rapidly, redistributing weight, reinforcing segments, or guiding NPCs safely to solid ground. Success means temporary stability; failure could mean the next crisis arrives sooner.
- **Bridge begins to collapse:** As the tension rises, sections of the bridge crumble into the water below. The group must act fast: organize an evacuation, devise a rescue plan, or use magic/tools to save stranded characters. This urgent situation provides an opportunity for heroism, tough choices, and deepening bonds as participants adapt to adversity.

Branching Outcomes:

- **Success (reconciliation, bridge is built and stabilized):** The Lanternfolk share resources that truly nourish; the Clay Folk sprout blossoms, vines winding up the bridge. The islands connect with beauty and fairness.
- **Struggle (Lanternfolks and Clay Folk need active intervention):** The bridge begins to collapse, but the Collective helps to rebuild it, showing that survival requires both generosity and equity.
- **Resolution:** Teapot says: *“Generosity gives freely. Equity ensures all may flourish. Together, they build the bridges of Beloved Community.”*

Closing Reflection

(Expected time 5 minutes)

Facilitator prompts:

- “When have you recently experienced generosity? How about equity?”

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.

The Love Archipelago Journey 5: The Garden of Love

This journey is a part of our five session special set of journeys. This track is inspired by our shared UU Values.

Prior to the Journey

- Review notes from the past four sessions, particularly how things ended up with each of the NPC groups that participants encountered. Was there success with increasing understanding between the groups? How did the participants' relationships with each of them end?
- **Supplies:**
 - Dice
 - X-Card
 - Chalice
 - Touchstone option: Painted stones from the previous sessions (you may want to have all of the supplies available for participants who missed a session)
 - Flower option: Decorated flower petals, optional: large poster board and tape or bulletin board space and staples for the final assembly

Check-In

(Expected time 5 minutes)

Facilitator prompt:

“Share your name, and one way you’ve experienced or shared love this week.”

Chalice Lighting

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.

Deeper Joy Activity

(Expected time 5–10 minutes)

Option 1: Touchstones

- Gather all stones painted across the sessions.
- Arrange them in a circle, with the Love Touchstone from Session 1 at the center.

Option 2: Flower of Love

- Assemble all decorated petals around the Love center from Session 1.
- Display the completed Flower of Love as a communal creation.

Facilitator says:

“All our journeyers have grown from Love, and now we can see how each value creates a whole bloom of a loving Beloved Community.”

Roleplaying Framework

(Expected time 20-30 minutes)

What is Happening

- **Task / Covenantia Connection:**

The *Heart's Compass* returns to the shores of the Bay of Love, where the Garden of Love is tended. The people of Covenantia hope the Collective will bring back wisdom about how all values flourish when rooted in Love.

- **Who:**

Representatives from each group met along the way:

- Vinefolk & Bloomfolk (interdependence & pluralism)
- Moltfire Lizards & Scale-Bearer Owls (transformation & justice)
- Lanternfolk & Clay Folk (generosity & equity)

- **Motivations:**

Each group wants to contribute to the garden but fears their way of giving will not be accepted.

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

If unresolved, some may withdraw their gifts, and the garden will lack the diversity needed to bloom fully.

- **Challenges:**

- **Geographical:** The garden is a vast, empty field by the bay, needing seeds, blossoms, vines, light, and above all balance to thrive.
- **Interpersonal:** The groups hesitate, worried their contributions will clash.
- **Unexpected:** If not nurtured, the field remains barren, waiting for the Collective's help to weave it into a living garden.

Previous Session Recap

Before jumping into the roleplaying portion of the session, you can say, “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.

Scene Setting

The *Heart’s Compass* drifts back into the Bay of Love. On the far shore lies a vast field of soil, barren at the moment. You have heard whispered hopes of a vibrant Garden of Love. The friends you met the past few weeks heard the same whispers and gathered here seeking the garden. Vinefolk and Bloomfolk, Moltfire Lizards and Scale-Bearer Owls, Lanternfolk and Clay Folk. You have learned the many gifts they possess: vines to root, blooms to brighten, crystals to shimmer, scales to balance, lanterns to glow, clay seeds to sprout. Yet they stand separate and uncertain.

What would you like to do?

Information about Story Characters

Each group has one representative:

- **Ivyra (Vinefolk):** A tall figure of tightly braided vines with leaves along her arms. *“We can offer roots... but will they choke out the flowers?”*
- **Petalus (Bloomfolk):** A radiant bloomfolk crowned with many-colored petals. *“We can offer blossoms... but will the vines smother them?”*
- **Flare (Moltfire Lizard):** A young lizard mid-molt, their scales shifting between dull stone and bright fire. *“We bring crystal fire... but will it burn?”*
- **Luma (Scale-Bearer Owl):** A small owl with flecked feathers and curious golden eyes. *“We bring balance... but will it be too heavy?”*
- **Glowen (Lanternfolk):** A radiant lantern-spirit with beams of golden light shining outward. *“We shine with light... but is it enough?”*
- **Terra (Clay Folk):** A sturdy clay figure with faint green shoots sprouting from her shoulders. *“We bring seeds of clay... but can they truly grow?”*

They are joined by our regular non-player characters.

Teapot (they/them)

- *“Each gift matters. Alone they are incomplete, but together they bloom.”*
- *“The kettle needs both fire and water to sing.”*

Misty (she/her)

- *“I see a field of blossoms glowing in lantern light, rooted in clay, balanced by scales, shimmering with crystal fire. Isn’t it beautiful?”*
- *“Perhaps you can help them plant, tend, and grow this garden.”*

The Challenge

The Garden of Love waits. Each group holds their gift but fears offering it. How will the group help bring all the gifts together so the garden can bloom?

Potential Approach Ideas (participants may also invent their own):

- **Invite each group to place their gifts in turn:** Journeymen guide each group—Bloomfolk, Vinefolk, Lanternfolk, Clayfolk, Owls, Lizards—to present their unique gift one by one. The process includes verbal affirmations about what their gifts bring and how those gifts connect meaningfully with others. Each group is invited to speak about why their contribution matters for the garden's harmony, giving space for reflection.
- **Create a planting ritual:** Journeymen collaborate for a garden ritual with symbol-rich actions: vines are “rooted” by winding ropes or ribbons, blooms are “planted” using petals or crafted flowers, lanterns “glow” with lights or colored paper, crystals are “placed” to shimmer, scales are “balanced” using flat stones or tokens, and clay seeds are “sown” by tucking beads or small objects in earth. Each gesture is named for its communal value, and the group completes the ritual as a shared act.
- **Use the Touchstones or Flower of Love:** Journeymen distribute their touchstones or petals from the Flower of Love, either physically or symbolically, throughout the garden

space. Each object represents a value radiating from Love and is placed in spots that highlight how love is at the center of all gifts. The group might vote on where items belong or discuss their significance as they are set.

- **Design the garden to feature gifts from each group:** Journeyers plan and “plant” a garden where every group’s gift is distinct but interconnected in a central gathering place. Using crafts, drawings, or found objects, the garden design becomes a living map of community strengths, with roots, lights, blooms, crystals, and seeds forming an intentional web of connection.
- **Lead a song or chant to weave the gifts together:** Journeyers invent a song, chant, or call-and-response rhythm that celebrates each group’s gifts. The music or spoken word weaves around the physical tokens, reinforcing their unity. Lyrics, melody, or rhythm change and layer to incorporate every gift, culminating in a chorus of shared pride.
- **Encourage each group to name their gift’s needs:** In an honest circle, each group is invited to share aloud how their special gift or talent depends on at least one other group in order to thrive. The facilitator can prompt, “What does your gift need most from another?” This discussion spotlights interdependence and helps all participants deepen respect for one another’s strengths and vulnerabilities.

Branching Outcomes:

- **Success (garden a vibrant collaboration):** The Garden of Love bursts into bloom, a radiant grove of vines, blossoms, lantern-light, crystal fire, balanced stones, and sprouting clay plants.
- **Struggle (some growth but needs active intervention):** The garden begins to grow but quickly withers, but with the Collective’s intervention, the groups realize they must share and nurture one another to survive.
- **Resolution:** Teapot says: *“Love is the soil. Each value is a seed, a vine, a light, a blossom. Together, they grow Beloved Community.”*

Closing Reflection

(Expected time 5 minutes)

Facilitator prompts:

- “Which value spoke most strongly to you on this journey?”
- “How can you carry these touchstones into your own life and community?”
- “What does it mean for love to be the soil where all our values grow?”

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.

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