

# The Love Archipelago

A Unitarian Universalist Journeys of Deeper Joy five session journey

[Full curriculum and resources available online here](#)

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## Welcome to Journeys of Deeper Joy

Journeys of Deeper Joy is a Unitarian Universalist roleplaying game where participants create characters and tell a story together in the land of Covenantia. Instead of trying to “win,” the group collaborates, makes choices, and explores UU values like covenant, inclusion, and community through shared adventure.

A facilitator, called the Lorekeeper, describes what is happening in the story, plays the world and its non-player characters, and invites participants to say what their characters do next. Simple dice rules add surprise and structure, but the heart of the game is listening, imagination, and making space for everyone.

These mini-offerings work well with youth groups, young adult groups, and other like-age gatherings, and they also shine in mixed-age or fully intergenerational settings. They are designed to be flexible and multigenerational, so you can adapt them for children, youth, and adults together by drawing on the ‘Facilitating Different Ages Together’ guidance in the Facilitators Guide.

## Before You Begin: What Facilitators Need

You do not have to be a gamer or an expert storyteller to run these sessions. Curiosity, care for the group, and willingness to improvise are enough. To get started, Lorekeepers should review:

- From the Facilitators Guide: ([most recent version can be found here](#))
  - “How to Facilitate: A Guide” (what a Lorekeeper is, core philosophy)
  - “Get to Know Us! Core Dynamics & Character Creation” (character basics and the grounded/flow number), although the character creation section can be skipped if you are using pregenerated characters
  - “Rolling the Dice: How Do Actions Work?” (the simple 1 to 6 system)
  - “Journeying: Lesson Plan Structure and Other Notes” (typical session flow, X-Card, covenant)
  - “Accessibility in Journeys of Deeper Joy” and “Facilitating Different Ages Together” (key inclusion practices)

- “Lorekeeper Cheat Sheet”
- Quick-reference PDFs: [Quick Start Guide \(one-page rules overview\)](#) and [Grounded/Flow Discernment Guide](#)

A brief review of these pieces is usually enough for a successful one-shot or mini-campaign, especially if you keep the focus on conversation and collaboration.

## Running a Session: Simple Step-by-Step

### 1. Prepare your space and materials

- At least two six-sided dice per group, X-Card (or equivalent safety tool), character sheets or pregenerated characters, and any specific supplies listed in the session.
- Choose a space where everyone can see and hear each other and where movement, fidgets, and side activities are welcome.

### 2. Open and set the tone

- Begin with a brief check-in and a short chalice lighting line such as “Welcome, journeymen, to the Beloved Community we’re building...” adapted to your group’s ages.
- Explain or review the X-Card and, if you’re using it, the Step Away option.

### 3. Remind the group of behavioral covenants

- Before you begin play, briefly review the covenant that will guide your time together.
  - If this group has its own covenant, name it and highlight 2–3 key promises.
  - If not, remind participants of your congregation’s or program’s existing covenant and how it applies in this space (for example, how you listen, speak, and care for one another during the game).

### 4. Introduce the game and characters

- In one or two sentences: “This is a collaborative storytelling game. You each have a character in Covenantia, and together we decide what happens next.”
- Use either:
  - Pregenerated characters (fastest), inviting people to choose one and share their character’s name and one detail, or
  - A simplified character-creation process (name, grounded/flow number, role, style, motivation, special item).
- For mixed-age or younger groups, offer to read options aloud, use simpler character sheets, or picture-based cards.

### 5. Explain the grounded/flow and dice mechanic (briefly)

- Every character has a number from 1–6 that shows how grounded (careful, thoughtful) or flow (intuitive, impulsive) they usually are.

- When someone tries something risky:
  - Decide if it's Grounded (slow, careful, logical) or Flow (gut-feeling, bold, creative).
  - Roll one die:
    - Grounded: succeed on your number or lower.
    - Flow: succeed on your number or higher.
  - Extra dice can be added when other characters help, up to 3 total.
- Emphasize that failed rolls move the story forward; they are story twists, not mistakes.

## 6. Follow the basic story rhythm

- Previous Session Recap (for Love Archipelago) or brief intro for a one-shot.
- Start on the *Airship* or boat: describe what characters are doing as you open.
- Present the situation: read or summarize the “What is happening / Who / Challenges” section for the specific session.
- Repeated loop:
  - Ask, “What would you like to do?”
  - Let participants investigate, talk, and suggest actions.
  - Name actions as grounded or flow, roll, then narrate what happens.
- Resolution and reflection: once the key problem is addressed (or time is nearly up), bring the group back together to notice what changed and what they learned.

## 7. Close and debrief

- Use a short chalice extinguishing line, adjusted for age, and invite one simple reflection question (for example, “What did your character learn about community today?”).
- Note key story decisions and any emotional moments in your Lorekeeper Journal so future sessions have continuity.

# Keeping Inclusion Central

Whether you are running a single Convergent Congregation session or all five Love Archipelago journeys, treat inclusion and accessibility as core design elements, not add-ons.

- Use multiple ways to participate: speaking in character, suggesting ideas, drawing, building, or using side activities are all valid contributions.
- Plan for mixed ages: use concrete, sensory language; keep descriptions shorter; and pause to check for understanding, especially with younger participants.
- Normalize safety tools: remind the group that using the X-Card or stepping away is welcomed, not disruptive. People matter more than plot.
- Invite but don't pressure: offer chances to share feelings or reflections, and allow passing at any time.
- Consult the full Facilitators Guide as needed: “Accessibility in Journeys of Deeper Joy,” “Facilitating Different Ages Together,” the Lorekeeper Accessibility Checklist, and “Introducing Side Activities” all offer practices you can bring into these short formats.

# 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. This version of the journey has been modified to include a greater range of ages so that it can be used as an intergenerational or all ages activity.

## Prior to the Journey

- Prepare [pregenerated character sheets \(this version\)](#) is more accessible for younger participants) or blank character sheets if regular character creation is used
- We recommend having your group covenant in place before beginning these sessions.
- Review the session ahead of time and decide if you will be using the touchstones activity option or the flower activity option for your sessions. If you have younger children in your group, the flower activity may be easier, but the touchstone one is still possible. For touchstones, the Wikki Stix option is a great way to have a lower mess option for younger participants as well as to have an option for participants who may prefer more tactile activities.
- **Supplies:**
  - Six-sided 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
  - Lorekeeper Journal ([pdf version](#) or [online version](#))
  - For Touchstones option: smooth stones (can get at craft store, garden store, or hardware store), acrylic paint markers, paper plates, sealant spray, 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
  - Optional: tactile objects (twigs and leaves) to enrich the story descriptions and give participants an object to hold during game play; note that younger participants will likely want to take their object home with them
  - There are other suggested materials that can be found in the [materials list online](#) and in the Facilitators Guide.

## Check-In

*(Expected time 5 minutes)*

**Facilitator prompt:** “Share your name, your pronouns if you’d like, and one thing that brings you joy.”

## 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 a notecard and marker or show the printed X-Card.

**Share:**

*“I would like your help to make sure this game is fun and welcoming for everyone. We are going to use a simple signal that means ‘pause, something does not feel okay to me right now.’”*

**Ask (if age-appropriate):**

*“Has anyone heard the word consent before? What do you think it means?”*

Listen to responses. Then offer a brief explanation that fits your group:

*“Consent means giving permission for something to happen. For example, if someone asks to give you a hug, you get to decide if you want that or not. Consent is also about choosing whether to join in with an activity or a kind of story. In this game, everyone gets a say in what feels okay for them.”*

**Share:**

*“If anything in the game makes you uncomfortable, or you just really do not want a particular part to keep going, you can use the X-Card. This isn’t for things like needing a break or to go to the bathroom. It’s for things that might be uncomfortable in the game and in group interactions themselves.”*

[If in person: Draw an X on the card or point to the printed X.]

*"You can lift the card up, tap it, or say 'X-Card.' If we are online, you can type an X or X-Card in the chat. If someone notices an X in the chat that the Lorekeeper has not responded to yet, anyone can say 'X' or 'X-Card' out loud to help make sure it is seen. This is one way we can all help each other get what we need."*

*"You do not have to explain why you used the X-Card. You never have to share the reason. The only thing we might ask is what you want us to change, so we know which part of the story or behavior needs to stop or shift."*

*"When someone uses the X-Card, we will stop and change what is happening in the story so that part does not continue. That might mean we skip a scene, change how someone is acting, or avoid a topic. The goal is not to argue about whether something is 'really a big deal' but to take care of the people who are here."*

*"Using the X-Card helps us enjoy our journeys in Covenantia because the people playing the game are more important than anything in the story needing to happen. Your comfort and safety matter here."*

**Ask:**

*"Does everyone understand how to use the X-Card?"*

**Step Away Tool (optional)**

**Share:**

*"If you ever need a break, you can also step away from the game to take care of yourself. You do not have to give a reason. Just take the break you need."*

[For in-person groups with participants under 18] *"If you step away, you need to stay in this room where the Lorekeepers and other facilitators can still see you."* [You can point out a particular place in the room if there is one, or explain how to step away in an online setting.]

*"If you step away, the Lorekeeper will work your character's short absence into the story, and you are always welcome to rejoin when you are ready. When you come back, let a Lorekeeper know or just come back to the game, and we will bring your character back into the scene."*

**Close:**

*"Thank you for helping make this game fun and safe for everyone. We also have our group covenant which helps to keep this a good space for our journeys together."*

## 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 ship, or should I (or a friend in the group) play your character? 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 you would rather avoid? It's important that everyone feels comfortable in our game."*

**Topics to Avoid:** *"Are there any topics, creatures, or types of situations you'd prefer we leave out of the game? Just let me know, either now or you can talk to me about it after the session today. These requests will always be honored, and you won't be required to explain them."*

## 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. Facilitators should plan to assist younger participants with this.
- 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](#). It's a great way to have a lower mess option for younger participants as well as to have an option for participants who may prefer more tactile activities.

### 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 it 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 at the center.”

## 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.

Suggested script for introducing the boat: *"The River of Living Tradition shines in the sunlight. You are traveling on a white-sailed boat called the Heart's Compass, one of the ships of the Beloved Community Collective. Above deck, the sails are filled with the breeze. Below deck, you each discover a small magical room that's especially for you. They might have a swinging hammock, a simple desk, or a cozy nook with soft light. Every room looks different, since everyone's own magical space is different."*

**Optional Activity (5 minutes):** Invite participants to draw or describe their character's room on the *Heart's Compass*. *"How does your space reflect you? What 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?"*

- **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 and select one. Invite them to write their own name on the sheet so that they will remember which one is theirs in future sessions.
2. (Optional) Allow participants the option of changing their character's name and things about them, writing their changes directly onto the sheet.
3. Then, invite participants to:
  - Share the character's name.
  - Share one thing they like about them.

4. Teapot responds:

*"Now this character has a place on our boat and in our story. You will help us see the world through their eyes."*

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 water rushes quickly with rapids, dangerous but fast. On the other, the river moves slowly through thick fog, calm but uncertain. Teapot urges the crew to choose the fast route so they can reach the islands sooner. Misty softly suggests taking the foggy way and trusting that the mist will guide them.

What would you like to do?

**Potential Approach Ideas:** (Note that it's a good idea to allow the group to come up with ideas and suggestions themselves. This list is to help you think about how their initial ideas might take form using gentle suggestions about elements of the below if the group gets stuck.)

- **Study the currents carefully and steer toward the safest bends.**

Journeymen 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.**

Journeymen might 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.**

Journeymen 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.

### **Possible Challenges to Navigate:**

- **Rapids Route possibilities:**

- There is a bang and the ship lurches. A hidden rock has scraped along the side of the boat, knocking a few boards loose and causing a slow leak.
- A sudden drop in the river creates a steep wave that throws crates and supplies across the deck.
- A strong current twists the boat sideways, threatening to pin it against a fallen tree.
- A piece of rigging snaps under the strain of the wind, leaving a sail flapping wildly.

- **Fog Route possibilities:**

- The fog grows so thick that the front of the boat disappears from view and characters on the deck can no longer see each other.
- The boat suddenly lurches and sinks lower on one side. It has gotten stuck in a patch of thick river mud hidden under the fog. The group must work together to get the boat free.
- Strange, echoing sounds drift through the mist, making it hard to tell what is real. The group must decide which sounds to trust.
- A faint light appears ahead, dim and steady. When the group investigates, they discover it is a lantern hung on a pole in a very shallow part of the river, warning boats about the hazard.

## Branching Outcomes:

- **Resolution:** No matter which path they choose, the Heart's Compass emerges into the Bay of Love. Teapot smiles: *"Different paths hold different challenges. Your choice brought us here. Love is waiting."*

## Closing Reflection

*(Expected time: 5 minutes)*

Facilitator prompts:

- "What are some of the ways your characters worked together as a team?"
- "Is there anything you wish had happened differently for your characters?"
- "What does love mean to your character?"

## 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? Not what the characters did but rather what we all did together and how you may have felt about anything.
- 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.” For groups with younger participants, you might use just: Now we depart, no longer the same as when we arrived. We carry stories and names, hopes and dreams, until we meet again.)*

## 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. A premade journal may be found here: [printed pdf version](#) or [online version](#). If you are using the online version, you will need to make a copy to your own Google drive so that you can edit it.

# 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. This version of the journey has been modified to include a greater range of ages so that it can be used as an intergenerational or all ages activity.

## Prior to the Journey

- **Supplies:**
  - Six-Sided 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, Wikki Stix
  - For Flower option: Large butcher paper or poster board, markers, cut up large paper petals; if you have a larger group, you may want to have multiple narrower petals so that 2-4 participants can work on each one of them instead of the entire group contributing to a single petal for each value
  - Optional: tactile objects (vine/ribbons, flowers, shells) to enrich the story descriptions and give participants an object to hold during game play; note that younger participants will likely want to take their object home with them

## 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. Facilitators should plan to assist younger participants with this.
- 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). If you have younger participants, you can explain these values further with simple language, for example: Interdependence means we are all connected and we need one another. What we do can help or hurt other people and the world, so we try to take care of each other and of the places we live. Pluralism means there is more than one way to believe, to look, to love, or to live a good life, and that our differences can make us stronger. We listen to many voices and make room for many kinds of people in our community.
- 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](#). It's a great way to have a lower mess option for younger participants as well as to have an option for participants who may prefer more tactile activities.

## Option 2: Flower of Love

- The group will be creating a large “flower of love” together.
- Create two large flower petals. If you have a larger group, you may want to have multiple narrower petals so that 2-4 participants can work on each one of them instead of the entire group contributing to a single petal for each value.
- Invite participants to decorate two large paper petals: one with symbols of vines representing interdependence and one with symbols of many kinds of flowers representing pluralism. If you have younger participants, you may wish to explain those values further, as explained in the touchstones activity above.
- 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 different 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."
- **Challenge to increase urgency and highlight the tension:** 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

also looks tightly packed. You can see vines pulling the flowers in and the flowers straining to poke out. You find some interesting figures on the shore. Two are Vinefolk, figures made of vines twisting together, and two are Bloomfolk, also made from plants but each made of the petals of different flowers. They are locked in a staring match and look like they were just arguing.

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.
  - *“Our web matters. If we don’t stick together, the vine gets weak.”*
  - *“If we let go too much, the flowers might blow away.”*
  - *“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 think the flowers might have something to teach us... but if I say that, Ivyra says I’m not loyal.”*
  - *“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 flower matters. Our colors show best when we can be ourselves.”*
  - *“We don’t want vines holding us tight just because we’re different.”*
  - *“The garden feels wrong if every flower has to 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 stayed close to them, not because we have to, but because we want to?”*
  - *“I imagine a field where vines and flowers grow together and help each other stand.”*

### Regular Non-Player Characters

- **Teapot** (they/them): Steady, community-centered.
  - *“Every tea kettle sounds a little different, and every voice belongs in this garden.”*

- *"Look at the vines. Look at the blooms. Both reach for life but in different ways."*
- *"Maybe you can show them that strong vines and bright colors can fit together in one big picture."*
- **Misty** (she/her): Dreamy, reflective.
  - *"Fear is like a fog in their eyes... what if we blow 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 an argument that has lasted a long time. 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:** Journeyers 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 Vinefolk and Bloomfolk join in.

- **Offer past session symbols:** Journeyers present items or activities from previous adventures, like the duct tape tapestry if they did the Convergent Congregation session, 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 hits and the tension between the groups persists:** 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 feeling of success.

### 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: *“Vines need flowers, and flowers need vines. Interdependence means we are connected. Pluralism means we make room for our differences. When we hold both together, we grow a Beloved Community.”*

## Closing Reflection

*(Expected time 5 minutes)*

Facilitator prompts:

- “When do you feel most connected to others, like the Vinefolk?”
- “When do you most appreciate 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? Not what the characters did but rather what we all did together and how you may have felt about anything.
- 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." For groups with younger participants, you might use just: Now we depart, no longer the same as when we arrived. We carry stories and names, hopes and dreams, until we meet again.)*

## 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. This version of the journey has been modified to include a greater range of ages so that it can be used as an intergenerational or all ages activity.

## Prior to the Journey

- **Supplies:**
  - Six-Sided 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, Wikki Stix
  - For Flower option: Large butcher paper or poster board, markers, cut up large paper petals; if you have a larger group, you may want to have multiple narrower petals so that 2-4 participants can work on each one of them instead of the entire group contributing to a single petal for each value
  - Optional craft: Folded paper squares or butterflies (to illustrate transformation by revealing colors inside)
  - Optional: tactile objects (rocks, red/orange/yellow ribbons, wooden dowels or other straight sticks to balance) to enrich the story descriptions and give participants an object to hold during game play; note that younger participants will likely want to take their object home with them

## Check-In

*(Expected time 5 minutes)*

Facilitator prompt:

“Share your name, and one thing that has changed for you lately. It can be big or small.”

## 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. Facilitators should plan to assist younger participants with this.
- Next, invite them to decorate two stones with one for Justice (a golden scale or balanced symbol or some other symbol for fairness) and one for Transformation (a caterpillar or butterfly, a flame, or another symbol of change). If you have younger participants, you may need to explain what a scale is or suggest other options, and you may wish to elaborate on what is meant by justice and transformation.
- 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](#). It's a great way to have a lower mess option for younger participants as well as to have an option for participants who may prefer more tactile activities.

### Option 2: Flower of Love

- The group will be creating a large “flower of love” together.
- Create two large flower petals. If you have a larger group, you may want to have multiple narrower petals so that 2-4 participants can work on each one of them instead of the entire group contributing to a single petal for each value.
- Invite participants to decorate two petals with one for Justice and one for Transformation. You can use the suggestions and prompts included in the touchstones activity above.
- Add them to the Flower of Love centerpiece started in Session 1.
- Facilitator says:  
“Justice means we work to make things fair so everyone is welcome and can thrive. Transformation means we keep changing and growing in changing times. We need both to build 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.
- **Challenge to increase urgency and highlight the tension:** 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 crystals that shimmer with heat and color. At the base of the mountain, two groups face each other: Moltfire Lizards with skin glowing in bright patterns and Scale-Bearer Owls holding golden measuring scales. Between them, a great crack splits the ground, 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 our old scales and grow new ones!"*
  - *"Why should we wait for old rules when the world is already changing?"*
  - *"The mountain is changing, and we need to change too!"*
- **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 change too fast and forget who we are?"*
  - *"I want to change, but I'm scared others will be left out."*

### 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 stay balanced. Without rules, things won't be fair."*
  - *"Molting without measure is chaos."*
  - *"Changing without any limits or a plan turns everything into a mess."*
  - *"Better to keep the old ways than risk being unfair when we 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 being fair means we have to change?"*
  - *"I see the lizards shedding, and I wonder if our scales should change too."*
  - *"Perhaps justice is not the absence of change, but its balance."*
  - *"Maybe fairness isn't stopping change, but keeping change in balance."*

## Regular Non-Player Characters

- **Teapot (they/them)**
  - *"Fairness without change can crack. Change without fairness can spin out of control."*
  - *"Can you show them how staying balanced and changing can work together?"*
  - *"Every kettle has its own whistle, but they all still share the same pot."*
- **Misty (she/her)**
  - *"Look at the mountain... it sheds and shines."*
  - *"Maybe if they both listened to the mountain's rhythm, they would understand each other."*
  - *"I imagine owls flying with lizards, feathers and fire together. Isn't it beautiful?"*

## The Challenge

### Facilitator Prompt:

"The Moltfire Lizards demand quick changes. 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."

If the group investigates the mountain further, they will see that many piles of stones can be found along the mountain's surface, holding it in place. They may also notice that those parts of the mountain are shifting with ever greater tension and force needed to keep them in place. You can use details from the mountain in Lizardfolk and Owlfolk dialogue, in response to character investigation, or as elements of heightened tension to increase urgency for the group.

### 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 melted crystals:** Journeyers gather scales (from Lizards) and melted 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:** Journeyers 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 both groups, proving cooperation is essential.
- **Resolution:** Teapot says: *“Justice helps us make things fair. Transformation helps us grow and change. When we practice both together, our Beloved Community becomes stronger.”*

## Closing Reflection

*(Expected time 5 minutes)*

Facilitator prompts:

- “Where in your life would you like something to grow or change for the better?”
- “Where do you see something that feels unfair, where fairness and kindness could help?”

## Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session? Not what the characters did but rather what we all did together and how you may have felt about anything.
- 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.  
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A tale to relay  
that joy is deeper  
When we create it together.

*(For a shorter chalice extinguishing, begin at “Theirs. Ours. Yours.” For groups with younger participants, you might use just: Now we depart, no longer the same as when we arrived. We carry stories and names, hopes and dreams, until we meet again.)*

## 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. This version of the journey has been modified to include a greater range of ages so that it can be used as an intergenerational or all ages activity.

## Prior to the Journey

- **Supplies:**
  - Six-Sided 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, Wikki Stix
  - For Flower option: Large butcher paper or poster board, markers, cut up large paper petals; if you have a larger group, you may want to have multiple narrower petals so that 2-4 participants can work on each one of them instead of the entire group contributing to a single petal for each value
  - Optional: Simple building supplies (paper, tape, blocks, or Lego bricks) for a bridge-building mini activity or less structured tactile interactions

## Check-In

*(Expected time 5 minutes)*

Facilitator prompt:

“Share your name, and one way you helped or shared something 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. Facilitators should plan to assist younger participants with this.
- Next, invite them to decorate two stones with one for Generosity (draw a lantern, candle, open hands, or another symbol for generosity or sharing) and one for Equity (draw a sprouting seed, balanced scales with people, or another symbol for equity).
- Facilitator says:  
“Generosity is sharing to help others, and equity is making sure everyone has what they need to grow. Together they help Beloved Community be strong and kind.”
- 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](#). It's a great way to have a lower mess option for younger participants as well as to have an option for participants who may prefer more tactile activities.

### Option 2: Flower of Love

- The group will be creating a large “flower of love” together.
- Create two large flower petals. If you have a larger group, you may want to have multiple narrower petals so that 2-4 participants can work on each one of them instead of the entire group contributing to a single petal for each value.
- 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 sharing to help others, and equity is making sure everyone has what they need to grow. Together they help Beloved Community be strong and kind.”

# 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 folk of Covenantia hope the Collective will bring wisdom about how generosity and equity builds 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 can sprout plants and blossoms.

- **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 in the current.
- **Interpersonal:** The Lanternfolk say: "*We already give plenty!*" while the Clay Folk reply: "*You give light but not what helps us bloom.*"
- **Challenge to increase urgency and highlight the tension:** 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? Where would you like the *Heart's Compass* to land?

*(Note that the Clay Folk and Lanternfolk are currently on different islands, separated by the half-finished bridge. The group's decisions about where to go and who to interact with first will determine the flow of this session.)*

## 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 so brightly! Our light feels warm to everyone who comes close."
  - "We share our light a lot, but they still say it's not enough."
  - "They should at least say thank you for what we give, right?"
- **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 what they really need?"
  - "Sometimes I think just light isn't enough... but Glowen keeps saying it is."
  - "What if we asked them what they need instead of deciding for 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 don't want people to feel sorry for us. We just want things to be fair."
  - "Light by itself can't feed us. Without real food and care, we can't grow."
  - "We deserve a real chance to grow and bloom."
- **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 about the day when flowers will finally grow from my clay."
  - "We don't want to just take things. We want to grow and bloom."
  - "Maybe if they knew what it's like to try to grow, they would share in a different way."

## Regular Non-Player Characters

### Teapot (they/them)

- “Generosity shines brightest when it listens before it gives.” or “Sharing works best when we listen before we give.”
- “Equity ensures the bridge holds not just one side but both together.” or “Fairness makes sure the bridge is strong for both sides, not just one.”
- “Perhaps you can help them finish the bridge with gifts that matter.”

### Misty (she/her)

- “I imagine light shining into the clay, and flowers starting to grow. Isn’t it beautiful?”
- “Sometimes the best gift isn’t what we like, but what someone else really 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 and shakes. 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 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 or 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: *“Sharing freely helps others. Sharing fairly helps everyone grow. Together, they build strong bridges of Beloved Community.”*

## Closing Reflection

*(Expected time 5 minutes)*

Facilitator prompts:

- “When was a time someone shared or was kind to you?”
- “When was a time things felt really fair, and everyone was getting what they needed?”

## Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session? Not what the characters did but rather what we all did together and how you may have felt about anything.
- 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,  
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that joy is deeper  
When we create it together.

*(For a shorter chalice extinguishing, begin at “Theirs. Ours. Yours.” For groups with younger participants, you might use just: Now we depart, no longer the same as when we arrived. We carry stories and names, hopes and dreams, until we meet again.)*

## 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. This version of the journey has been modified to include a greater range of ages so that it can be used as an intergenerational or all ages activity.

## 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? If any of the stages of the journey remained unresolved, take notes about which groups were involved and what some of their challenges were to bring them into this journey and allow the group to try again with them.
- **Supplies:**
  - Six-Sided 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
  - Optional: tactile objects (any props and tactile objects used in the previous four sessions) to enrich the story descriptions and give participants an object to hold during game play; note that younger participants will likely want to take their object home with them

## 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 touchstones from Session 1 at the center.
- Remember to take a picture of the arrangement before participants take their stones home after the session.

### 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 floats back into the Bay of Love. On the far shore you see a big, empty field of soil, waiting for something to grow. You have heard quiet rumors about a special Garden of Love that could bloom here. Friends from your recent journeys have also heard about it and have come to help. Vinefolk and Bloomfolk, Moltfire Lizards and Scale-Bearer Owls, Lanternfolk and Clay Folk all gather by the field. Each has a gift to share: vines that hold, flowers that shine, crystals that sparkle, scales that steady, lanterns that glow, and seeds that can wake up and grow. But for now, they stand apart from each other.

What would you like to do?

(Note: If any stages of this journey remain unresolved, their representatives will still be here but will need additional interaction in order to willingly join their gifts for the garden. You can bring some of their session's challenges into this journey to allow the group to try again.)

## 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 crowd out the flowers?*”
- **Petalus (Bloomfolk):** A radiant bloomfolk crowned with many-colored petals. “*We can offer blossoms... but will the vines block them?*”
- **Flare (Moltfire Lizard):** A young lizard mid-molt, their scales shifting between dull stone and bright fire. “*We bring crystal (or bright) 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 grow?*”

They are joined by our regular non-player characters, Teapot and Misty.

### Teapot (they/them)

- “*Each gift matters. Alone they aren't enough, but together they bloom.*”
- “*The kettle needs both fire and water to sing.*”

### Misty (she/her)

- “*I see a field of flowers glowing in lantern light, growing in clay, held steady by scales, sparkling with bright fire. Isn't it beautiful?*”
- “*Perhaps you can help them plant, care for, and grow this garden.*”

## The Challenge

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

Depending on the makeup of your group, you can add additional complexity as the different values are added one by one, for instance, having the representatives ask questions about how the other values and gifts will affect their own, especially for values that were part of different segments of the journey. For instance, the Bloomfolk (representing pluralism) might question how the change embodied by the Lizardfolk may affect them.

### 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, and Lizards, to present their unique gifts

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:** Journeyers 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:** Journeyers 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 part of our story felt the most important to you?”
- “When you hear ‘love is the soil,’ what do you think that means?”

## Debrief

- **Ask:** Does anyone need to debrief anything in particular that happened in today's session? Not what the characters did but rather what we all did together and how you may have felt about anything.
- 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.

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