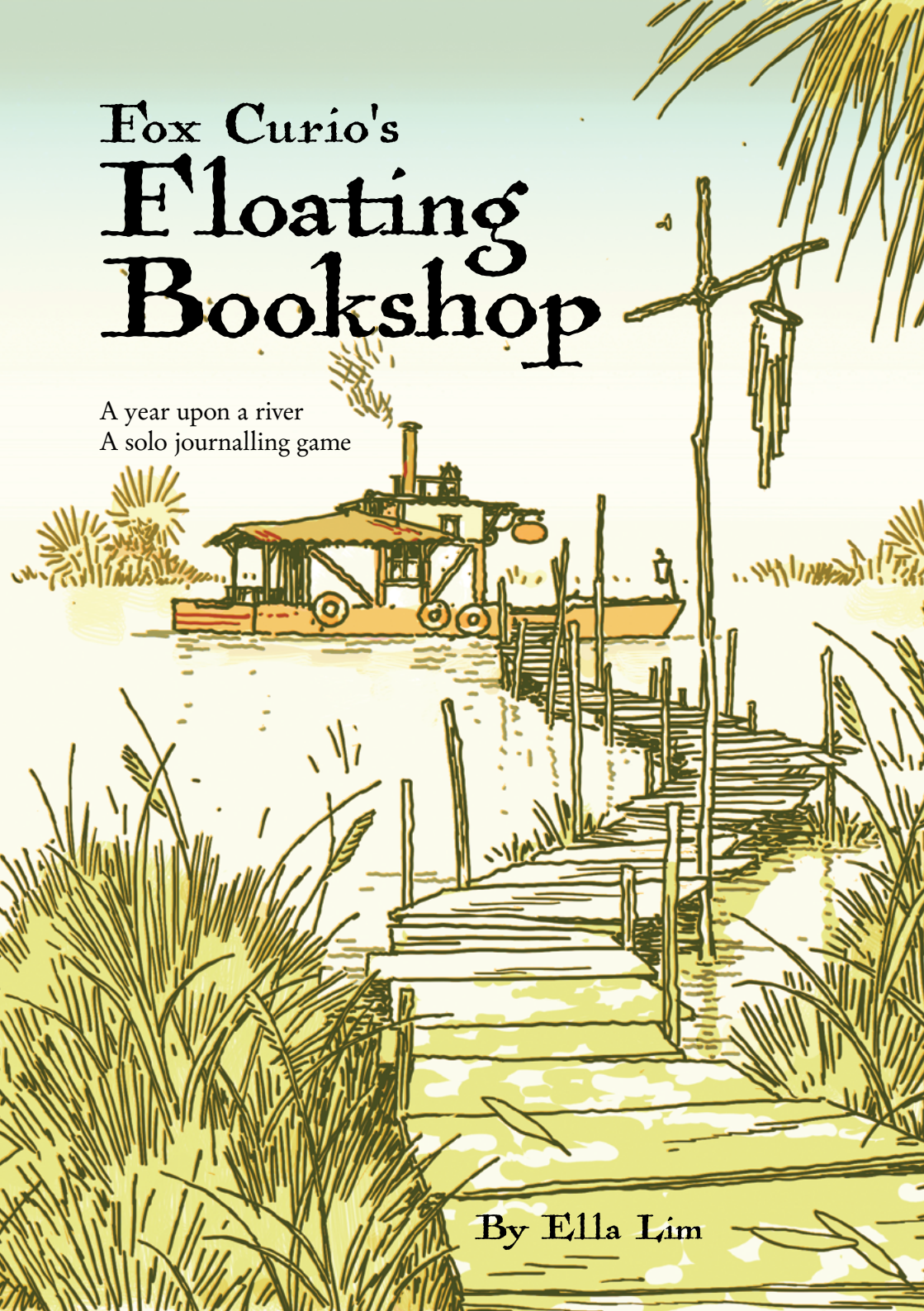


Fox Curio's Floating Bookshop

A year upon a river
A solo journalling game



By Ella Lim



This game belongs to:

Fox Curio's
**Floating
Bookshop**

A year upon a River
A solo journalling game by Ella Lim

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Welcome to the River

The River

Welcome to the River; a flowing path born at the mountain's feet. In her high narrows, barely two boats fit lengthwise; a furious pounding of water. From these rocky ravines, she threads her way through the land, until she reaches the Great Sea. Quiet and slow-moving in these lowlands, she provides homes for those who live upon her waters and food for those who live beside her.

The River and her world are pleasant and lush. You'll find bulrush and thick reeds growing in the shallows, with stringybark trees and willow leaning over the water. Wattle and bottlebrush trees are dotted between, painting the River yellow and red during the season of Bloom. The riparian lands weave in and out of forests and plains rich with long grasses and sturdy trees. Small gatherings of houses can be found in clearings. The River is the lifeblood of this world. The animalfolk who live with the River - the Riverfolk - come in every form, from ruffians to gentlefolk. Traders come from the Great Sea and Beyond, ferries take passengers up and down,



mail boats deliver parcels and letters, animalfolk on the bank harvest river plants, unload goods, fish from the wharfs, and oil the decks of their boats. Everywhere, someone is busy.

Community runs strong along the River and strangers are welcomed into gatherings or given beds and meals. The animalfolk here do not judge and believe in second chances and new beginnings. The River is a place where one can start over and create new fortunes.

The rhythms

The gods in this world are the mountains, the trees, the rivers, the lakes, the sea and the rain. Each creates beauty or devastation in the most unexpected ways. Here on the River, the animalfolk move to the rhythms of the seasons and the weather, and you must too.

The seasons

The first season in the year is **Bloom**. The River thaws, begins to run again and travel resumes. To celebrate, animalfolk gather dreams and hopes for the coming year. **Bloom** brings colour back with the blossoming of plants and trees.

In the season of **Burn**, the sun turns the world dry and brittle, sending fires into the driest parts of the forest. Harvest begins. At the height of Burn, the days run so long that the sun doesn't set.

In **Brimming**, the thunderstorms from the warmed weather of **Burn** send floods of water down the River, turning it into a roaring beast. Harvests and trade are disrupted and travel plans are put on hold. When the floodwaters settle and the air begins to cool, the season of **Brink** has arrived. Leaves fall from the trees and plants slip gently into hibernation. The River slows down.

In the season of **Brisk**, the River freezes solid and the animalfolk rest, reflecting on their year. Travel stops when the River freezes over, turning it into a strange new place. At the solstice, the sun doesn't rise.

During a season, each of the four weeks have a name which the animalfolk refer to. During **Brink**, the first week is known as Reedsong, while in **Burn** the first week is known as Bask. Each week is a microseason, or small observations of the weather during those weeks. Animalfolk will say something like, 'I'm hoping to harvest the reeds by the third day of Simmer,' or 'I go back to work on the first day of Thaw,' or 'they're supposed to arrive during Reedsong.' Some even refer to the first day of the new week using that week's name: 'Hushday,' 'Thawsday,' or the like.

The bookseller

Upon this River, you are a bookseller, carrying words and stories to the animalfolk who call it home. This is your first year here in this new world. The bookshop, built atop a wooden raft (a little precariously), was loved and cared for by the previous owner and is now in your hands. Whether it be by fortune, misfortune, luck, or random chance, you now hold the keys to **the Floating Bookshop**. Throughout the seasons, you'll sell books, tend to the whims of customers, take part in holidays, visit towns and perform endless maintenance on the shop.

How will you fare?

How to use this book



The first few sections of this book - **Beginning the game**, and **How to play** - explain the basics of the game, discussing the mechanics of play and how an average day goes on the River. Amidst this, **The Bookseller** and **The Bookshop** are for creating your character and personalising the bookshop. You will only have to do this once per game.

The next sections - **Customers**, **Travelling**, and **Fishing** - are playing sections you can refer to when needed. Following these, **The Seasons** contains information about each season - to be referred to as you play through them - as well as information about your days on the River, such as weather and selling.

If at any point you feel lost, an overview of the steps for playing through the day can be found on page 40 and page 44.

The last section - the **Appendix** - is full of extra content should you want more detail about the River and its world, fish species, occupations of the Riverfolk and astrology. Toward the back of the Appendix is a reference card that contains useful information for play to minimise the amount you need to flip back and forth.

Beginning the game

Fox Curio's Floating Bookshop is a solo journalling game. Playing involves writing down what your character does throughout their day, guided by rolling dice and drawing cards to get prompts and scenarios for your character to work through (This is explained in further detail in the how to play section). The story is up to you. You can write as much or as little as you like.

To play, you need a **journal**, a standard pack of **playing cards** (with jokers removed), a **six-sided die** (d6) and a **20-sided die** (d20).

Creating an animalfolk

When you come to the River, you are free to choose a new name for yourself, or keep your own. Before opening the doors to customers, you must first create your character (see page 18) This will be you - the bookseller who staffs the counter and tidies up after raucous cubs; however, if at any point during your game you no longer feel the character is right, you are welcome to change them. It is up to you whether your customers acknowledge the change of face.

Describing the bookshop

Next, describe the bookshop (see page 20). It is a small, patchwork building, but it is your home and your place of comfort. It has its quirks and its flaws. It will become a welcome sight to the booklovers who live in the towns, and bring excitement to the young ones wanting to sit on the poofy couch and rest. When you enter the bookshop for the first time, the furniture is pushed up against the walls and the shop is in some disarray. There is a floorplan on page 22 for you to design the layout of the bookshop.



Making a Character



The Bookseller

Choose a name: Torrent, Rin, Corr, Meri, Adria, Lyra, Reva, Myri, Kia, Tun, Tako, April, Moss, Arn, Bea, Dern, Rye, Tay, Goz, Kari, Esta, Rillan, or another of your choosing.

Choose a species: Beaver, water rat, shrew, harvest mouse, otter, mink, vole, hare, bee, capybara, badger, rabbit, wallaby, weasel, duck, swan, wren, owl, falcon, penguin, platypus, echidna, frog, lizard, snake, turtle, or another animal of your choosing.

Age: Young, wise, optimistic, pessimistic, fresh, grey-furred, or weary.

How did you come by the bookshop?

Choose one:

- ◇ You inherited it from your parents, your grandparents or a mysterious family member.
- ◇ You bought it. You saw it advertised in the paper and it felt like the right thing to do.
- ◇ You applied for the job. The previous bookseller was missing and the animalfolk were looking for someone else to fill the paws.
- ◇ You found it. The shop was moored to a wharf and there seemed to be no one inside. The townsfolk told you the bookseller had been missing for a long time and as you seemed to know what you were doing, they started to refer to you as the new bookseller.
- ◇ It was given to you by your parents, a friend, a stranger or a mysterious patron.

Who were you before? Choose one from either list.

You have always been a bookseller:

- ◇ You came from a busy town further inland. Your bookshop was pristine and orderly. You've been selling books for a while now, and know the ups and downs of the trade.
- ◇ You worked in a failing shop nestled in a quiet seaside town. The bookshop was dusty and tucked away where no one could find it. You're ready for a fresh start somewhere lively.
- ◇ You worked in a family-owned business of books. It was stifling working with your family and you're ready to show them (and yourself) that you can run your own bookshop.

Or, you weren't a bookseller:

- ◇ You were a traveller, wandering the land doing odd jobs and relying on the kindness of strangers for a place to rest. Now you desire a place you can call your own and where you can settle down for a year or two.
- ◇ You lived and worked on the water (The Great Sea, or another river) and can't imagine sleeping without the rocking of water. You have not yet met this River and you are excited to do so.
- ◇ You have just finished your studies and are unsure of what your future holds.

What are books to you? Choose one:

- ◇ Your friends since childhood, telling you stories and taking you away on adventures.
- ◇ Heavy and causes of back pain. They look nice on shelves but you don't feel the need to pick one up.
- ◇ Enjoyable ways to pass time. You have a few favourite stories that live deep in your heart.
- ◇ Unimportant, plays and songs are more your thing.

During which moon were you born?

Choose one, then choose a number between **1–20** for your birthday. *The following descriptions could be stereotypes that ring true or they could be completely off the mark. Decide if your character matches the description word for word, or if they are completely the opposite. Maybe they are somewhere in between?*

- ◇ **Blooming moon** - Those born under a Blooming moon tend to be shy and quiet but are full of potential. They are easy to trust and share secrets with, and they thrive around others.
- ◇ **Burning moon** - Those born under a Burning moon are warm and passionate about life; about others; about the world. They can be lazy, moving slowly at times but easy to fire up.
- ◇ **Brimming moon** - Those born under a Brimming moon are fast-moving, adaptable. They get caught up with ideas and swept away by others and obsessions. They are fidgety and dislike sitting still. They make excellent water guides, called *riverstriders*.
- ◇ **Brink moon** - Those born under a Brink moon are creative and bold. They are particular about their home and comforts but thrive when making things and creating. They are great painters, basket weavers or writers.
- ◇ **Brisk moon** - Those born under a Brisk moon tend to be brave and strong but can come across as cold or indifferent on first impressions. They make excellent *lanternbearers*, warriors and blacksmiths.

Choose three items for your character that they always have:

- ◇ A sweater in plain colours
- ◇ A collared shirt that is nicely ironed and clean
- ◇ A pair of large glasses that always seem to have smudges on them
- ◇ Odd socks of varying colours, patterns and lengths
- ◇ A flat-brimmed hat. It has a long ribbon.
- ◇ A large floppy hat you have to keep pulling up to see under
- ◇ Corduroy pants with holes in the knees
- ◇ Brightly coloured trousers that are a size too big. You roll them up so you don't trip.
- ◇ A silver monocle with a long chain
- ◇ A gold, slightly dented pocket watch
- ◇ A well-loved knitted shawl that always keeps you warm
- ◇ A ragged scar
- ◇ A long coat with deep pockets that swishes as you walk
- ◇ A missing limb, ear, tail, eye, wing
- ◇ A crutch, wheelchair, walking stick
- ◇ An eyepatch
- ◇ A bandana or neckerchief. You have several in different colours for different occasions.
- ◇ A comfortable, old puffy vest
- ◇ A well-worn jacket with ironed-on patches on the arms
- ◇ A patchy pair of overalls

The Bookshop

Choose two quirks:

- ◇ The floor slants slightly to the left.
- ◇ The front door jams in cold weather.
- ◇ During thunderstorms, the roof makes an ominous creaking noise.
- ◇ There are some suspicious claw marks on the wooden floor.
- ◇ In strong winds, a mournful singing can be heard. Possibly the wind going through the windows ... or ...?
- ◇ The back-left corner of the shop has a small hole close to the floor. During warm months, you can hear tiny footsteps scurrying.
- ◇ When you paddle it around the River, the raft drifts ever so slightly to the right.

What items do you bring to put in the shop?

Choose three:

- ◇ A porcelain teapot painted by your grandmother
- ◇ A wind chime that sings sweet songs
- ◇ A large knitted rug with swirling, hypnotic shapes
- ◇ A photograph of a faraway land that your friends sent you
- ◇ A tall potted plant that grows purple flowers in **Bloom**
- ◇ A small statue of a smiling god
- ◇ A couple of blue paper lanterns that float in the air
- ◇ A string of fairy lights that hang around the shop
- ◇ A skull of a three-horned beast
- ◇ A large illustrated map of the land

- ◇ A charm to ward off monsters
- ◇ A woven doormat with the word, 'Beware'
- ◇ A tapestry depicting a beheading or a group of animals playing with a ball that looks like a face. It's hard to decipher.

What has been left from the previous owner?

Choose three. (If you have played a year with a previous character, make a list of three marks or items your previous character left in the shop. Think back to your year in the bookshop. What changes did your character make in the bookshop? This might be a patchy repair in the roof, a stain they weren't able to get out of the carpet, a letter they left in the till, or a token left from a previous holiday.)

- ◇ A large dent in the middle of the counter. Loose change and pencils always roll into it.
- ◇ A mug in the kitchen with the words 'River's Best Dad.'
- ◇ A pinned note on the wall with a sketch of a map with an 'x' in the middle
- ◇ A book with a bookmark with the words 'Must tell Ena her grandson stopped by and has urgent news for her.'
- ◇ A somewhat lewd drawing carved into the countertop
- ◇ A pen that writes notes to you when you leave the room
- ◇ A sturdy, faded blue jacket hung in the corner. In the pocket is a small gold key.
- ◇ A plant with large, round green leaves. It seems to move slowly when you are not looking directly at it.
- ◇ A rickety wooden chair in the corner with maroon cushions. It is very comfortable if a little wobbly.
- ◇ A red lantern with a half-melted candle in it. It fits in the palm of your paw and when lit it floats above your head.



PLAYING

On any given day, you can choose to do one or more of the following:

- * travel up- or downstream - pg. 62
- * open your shop and sell books - see the current season pages
- * cook a meal and share it with a friend - pg. 200
- * explore town and stock up on supplies - pg. 150
- * join in the holiday festivities (if applicable, check the current season's calendar)
- * go fishing - pg. 68
- * simply sit on your raft and watch the scenery.

How to play

Now that you created your animalfolk and have described the bookshop, you can open the bookshop for the first time. The game begins in the season of **Bloom**, the start of a fresh year. Each season has different variations of weather, earnings, orders and holidays, and lasts twenty days. Once you've reached the end of a season, turn to the next and read from the tables for the new season.

A full game takes place over the course of one year on the River, but *Fox Curio's Floating Bookshop* is not limited to a single year and you can play through as many as you wish. The first year is when you will get to know the River and her ebbs and flows; the second year and beyond are when things begin to find a rhythm.

Prompts

The game moves forward by guiding you with a variety of prompts. These prompts might relate to the types of customers who walk through your door, the weather for a given day, or events that happen during celebrations.

They are either questions that your character must ponder, or stated facts, such as a description of the weather or a mishap, which your character must adapt to or figure out how to fix. Prompts are answered in your journal.

Journalling

The journal is vital to the storytelling in the game. Your entries represent your character writing in their journal as the day progresses, noting down observations or interactions. You can write your entry as the day or event happens - 'It has just begun to rain ...' or 'A large group of animalfolk have just come through the door ...' - or after it has ended - 'I've just got back from the Harvest Feast ...' or 'What a day it has been ...' The choice is yours!

As you write in your journal, think about who your character is and how they might respond to different situations. During a day of bookselling, how might your character react if a mishap occurs or an annoying customer bothers them? Are they cool under pressure and able to keep a calm and assured attitude? Are they polite to the customer but later grumble about them in their journal? Do they enjoy fixing problems that pop up or view them as yet another thing demanding their attention? Imagine your character in the situation and write about their responses as if you were them.

Holidays are a change in routine for both your character and the riverfolk. Is your character excited to have the day off? Is the atmosphere in the town or on the River different on a holiday? Is your character looking forward to joining the local celebrations or is the idea of being around lots of animalfolk a chore? How do these celebrations differ to the ones your character might have celebrated at home?

During holidays, you might want to consider if your character carries their journal around with them to write down their thoughts and observations right away, or if they are more likely to sit down once they get home to reflect on the happenings of the day.

You might record in your journal a scene from the celebrations – a conversation your character had, a game they played, or a performance they witnessed– as it takes place, or you might simply describe the events in the past tense once they’ve arrived home at the end of the day.

If you feel stuck or unsure what to write:

- * What is the atmosphere of the shop/town/River like today?
- * What smells, sounds, colours do you see today?
- * How is today different from a day back home?

The first day

Shuffle the deck of cards, place them face down and open your journal to a blank page. You start the first day with a balance of **100 coins** and a full inventory of **500 books**. Choose a town (pg. 150) to which your raft is moored; this is where you start the game. As the River is still frozen solid from Brisk, you will be in this town for the first five days of the new year – until snowmelt.

Begin by writing a few sentences about moving your belongings into the house, making up your bed or making a first cup of tea.



You can describe the state of the bookshop when you first enter or the process of moving the furniture around. If you feel like it, write a few sentences about how you are feeling being on the River and opening your shop. Then, turn to **Bloom** (pg. 72) to begin your first day on the River and take part in the celebrations for **Rinse**. As you play through the days, mark them off on that season’s calendar. The calendar will tell you about holidays, the moon cycle, and any weather events that affect travel.

A day in the game

A day on the River is up to you. There is no set schedule to follow and there are a number of ways you could choose to spend your time. A week on the River is five days, but if you prefer a schedule, you can run the bookshop for four days and take a day off on the fifth (taking travelling days as needed).

On any given day, you can choose to do one or more of the following:

- * travel up- or downstream – pg. 62
- * open your shop and sell books – see the current season pages
- * cook a meal and share it with a friend – pg. 200
- * explore town and stock up on supplies – pg. 150
- * join in the holiday festivities (if applicable, check the current season’s calendar)
- * go fishing – pg. 68
- * simply sit on your raft and watch the scenery.

In your journal, you will keep the records of your customers and earnings, as well as your adventures up and down the River.

Running the Shop

Beginning the day

To start a journal entry, begin by noticing the weather (This will be revealed when you draw cards) and your character's mood: are they excited to begin the day? Is it dreary and cold outside which dampens their mood?

After rolling for a daily task, how does your character feel about the day? Maybe new stock has come in which makes them unhappy as it means lifting many boxes, or maybe it is an exciting task to unbox them all. Maybe the idea of climbing up to the roof to clean gutters scares them, or maybe it gives them the chance to have a different view of the River.

As they open the bookshop and customers come in, how do they perceive the customers? The customer prompts will guide how the customer behaves, and it's up to your character to decide how they deal with them.

Weather and customer cards

At the beginning of your day (regardless of your plans), draw two cards and read from the **Weather table** for the current season.

When you decide to open your shop, draw two cards and read from the **Weather table**. The first card determines the type of weather, and the second tells you the duration of that weather. For example: steady rain all day. If the duration is not 'all day', you will need to draw an additional card to see the weather for the remainder of the day.

For each result, the **Weather table** has a corresponding **customer forecast** that tells you how many customers are expected to come in today. Nicer weather means more customers are out and about. The customer forecast determines how many cards you draw for customer interactions:

Dead: No cards

Snail's pace: 1 card

Quiet: 2 cards

Steady: 4 cards

Busy: 6 cards

Extremely busy: 7 cards

If you get two types of weather - rain in the morning followed by sun in the afternoon, for example - use the customer forecast for the morning. Place facedown the number of cards specified by the customer forecast. These are your **customer cards**. You'll flip them over soon.

Daily tasks

Next, you roll for a **daily task**. There are always things to do to keep the bookshop running. These daily tasks are how you occupy yourself during the day while customers come in and out. You complete these tasks over the course of the day when you are not occupied with customers. Roll d20 and read from the daily task prompts for that season to find out your task for the day. In your journal, write about how you go about this task in between customers. Is it bothersome? Difficult? Do you enjoy it?

On busier days (represented by a large number of customer cards), you may spend little time writing about your daily task as you focus on customers. Mention your busy day and unfinished task when you close up shop.

On quieter days maybe your journal entry focuses more on the daily task than customers. Some tasks affect the number of customers that come through the door. Remove or add a customer card as necessary. It is up to you (and the story) if the task takes all day, or is something that gets done quickly. If a daily task requires a tradesanimal to fix something – like a **firesmith**, a **shipwright** or a **clocksmith** – turn to the Appendix and read from the **Trades** page (pg. 207). If you don't fix a problem – a leak in the roof, a clogged fireplace, etc – you must keep up the consequences (no travel allowed, or remove customer cards, etc) indefinitely until it is fixed.

During holidays

The animalfolk celebrate many holidays throughout the year and for the hardworking riverfolk it is a chance to rest, remember and to enjoy a feast. If you decide to skip a holiday (see the calendar on the current season's page for upcoming holidays) and open your shop, the customer forecast will be at a **snail's pace**, whatever the forecast associated with the weather.

Customers

During your day at the bookshop, you will encounter two types of customers: those you interact with – represented by your customer cards – and those who come in and out of your shop without much disturbance (these make up part of the total customer count at the end of the day). Your customer cards represent customers with whom you have memorable or significant interactions, good or bad. You'll add up the total number of customers that came into your shop that day, the customer cards being a small percentage of the total number.

After rolling for a daily task, flip a customer card and read the matching prompt from the **Customers table** (pg. 50). The prompt provides a guide to how they act and the sort of interaction you have with them. Once you've read the customer prompt, roll d20 and consult the **Book Genre table** (pg. 60) to find out what sort of book the customer is looking for. This doesn't guarantee that they will buy a book – maybe they're just browsing or trying to buy time while they rest their paws on the couch. It is up to you if the customer purchases the book they are looking for – maybe they buy the book as it's your last copy, or maybe they are disappointed with the books you show them and leave with empty paws.

If it feels likely that a customer will want to look at more than one book and it feels natural to the story, you can roll from the **Book Genre table** more than once for a customer.



You don't need to come up with the title of the book(s) they look at or purchase. In your journal, you can record the interaction you have with the customer as you help them with the book, or you can simply describe them, your observations and assumptions about them. Were they rude? Did they shock you? Was it a delight to sell them a book? Do you get a feeling that this will be an easy purchase or is it likely to drag out?

Once you've recorded the interaction with the customer, set aside the first customer card and continue flipping over customer cards and journaling your interactions until you have flipped all cards specified by the weather forecast. Keep the customer cards you've flipped over as you'll need them at the end of the day for bookkeeping.



'The sound of a loud conversation can be heard down the wharf and gets even louder as the speaker comes through the bookshop door. Having not slept through the wailing winds last night, I don't feel like dealing with this customer who I can feel will be a bother. I was right, and five minutes after entering, they ask to see every book by that famed adventure writer. As I have stacks of their work, this will take a while and I feel it will ultimately not be worth my while.'



Repairs

From time to time, the bookshop will need repairs. If repairs are needed, they will be indicated by the daily task you roll for the day. Some repairs will inhibit travel or cause less customers to visit the shop until the issue is fixed. In your journal, write how you go about fixing the issue. The daily task will tell you what is needed. Do you have to go to the post office to send a note?

Do you need to use your spanner to fix the tap? Is it an easy fix or something that takes many hours of work? If an issue can't be fixed right away - maybe you need to get supplies, or the repair animal needs an extra day - think about how it affects the state of the bookshop. In your journal, maybe mention how you and the customers react. Does the constant dripping from the leak in the roof irritate you? How is the temperature in the bookshop affected by the broken window? How does the no travelling affect your plans?

Returning customers

The longer you run your shop, the more you'll start to recognise familiar faces coming through the door. If you flip a card that has come up previously, it could represent a customer you've met before or it could be an entirely new animal. Often, staying in one town for a long time makes it more likely that you'll see the same faces again and again. In some towns, however, it might be more common to see new faces each day. When you move to a new town, it might be a cue that each card represents a new animal you've never met before. Or, depending on an animal's occupation or habits, you could meet the same customer at different towns as they travel.

If a returning customer interests you, you can record details about them using the **Customer profile** template from the Appendix. For example, *'Otter De lives in Hurst but sometimes travels to Rueberry for work; they have two kids and are always tired.'*

It might take a few visits from a customer for you to create a profile for them; when and if you record a profile is up to you.

Finding information

The customer prompts give you a hint into each animal's backstory and personality. When these customers come to the counter, you might ask them questions - *How was your day? How often are you in this area? The weather is nice today, what are your plans?* - and their responses will give you more information. Write down the conversation in your journal if you feel it is important.

You have free reign in deciding what the customer tells you. For instance, you might find out where they live. The town you meet them in could be their hometown or a holiday destination. If the latter, where are they from? Do they travel with the seasons - in one town during the **Brimming** season, in another for the **Burn** harvests?

Gaining hearts

When a customer shares important information with you, you can fill in a heart on their customer profile. Hearts represent your friendship; how close you are with them. The **Customer profile** template includes hearts you can shade in. Information worthy of a heart could include a childhood story, a secret they are keeping, a doubt, a fear, or something from their history. Casual conversation about their day or the weather doesn't grant a heart. When you reach three and six hearts with a customer, they grant you a **favour**. You can call in **favours** when something goes wrong in the shop; using a favour takes away any monetary or material costs. When you gain two or more hearts with the customer, sending them a letter from a post office will get a gift back in response. See **Receiving parcels & letters** in the appendix for more information.

Recipes

If you strike up a friendship with a returning customer, you can form a stronger bond with them by sharing a meal with them. See the **Recipes** section of the Appendix for more information. Each town along the River sells ingredients you'll need for the recipes.

Ending the day

A day has come to an end and it is almost time to turn over the sign to 'closed' and lock the door. You are looking forward to your evening meal and a chance to put your feet up. However, there are a few loose ends that need to be addressed before that can happen.

Extra customers

The customer forecast for the day is only a guess. Before you close up shop, roll d20 and read from the **extra customers table** on page 60. This roll can add extra customers to your day. These customers might be those making last-minute dashes to the bookshop as you are closing up or animals caught out in the weather. If today was quiet, this table is a chance for some extra business.

Draw and flip cards if prompted by the dice roll. Journal your interactions with these extra customers, maybe noting how they are hindering your closing up routine. Do they get in the way? Do they slow you down by asking questions? Maybe you're relieved to have extra customers on a quiet day, or maybe these extra customers are the latest during what has been a very busy day?

Now, you can close your shop. There is some last minute bookkeeping work to do. In your journal, reflect on the day. Are you relieved that the day has come to an end? Do you feel satisfied with the work today? Are you looking forward to resting your paws? Were there some tasks you didn't quite finish? You will end your journal entry on a bookselling day with the total number of customers, the amount of books sold and your earnings.

Total customers

This is the total number of customers – ones represented by the customer cards plus the customers who have come and gone without any hassle – that have come through your door when the bookshop is open. Not all of these customers buy books, some just browse and are part of the foot traffic. To calculate the total number of customers for the day, count the **customer cards** you flipped today: add +10 customers for every non-Royalty card and +20 for every Royalty card.

Total earnings

At the end of each day of business, roll d6 and consult the **Total earnings** table for that season to determine the number of **coins** you've earned. Deduct any purchases you've made from the earnings for the day. Write down the result in your journal, and add it onto your total balance (which starts at **100 coins**). This way you can put down the game and come back knowing your exact balance. You can also note the total earnings for the day on the calendar.

Total books sold

To see how many books you sold today, roll d6 and consult the **Books sold table**. Write down the number of books sold and subtract that number from your total inventory. The bookshop can hold **500 books**, the maximum number for which the bookshop has room. There is an upgrade available in **Port Imes** (pg. 190) that allows you to store an additional 100 books.

When your inventory starts to run low, you can **restock**. Each season lists a restocking price, some seasons are more expensive than others due to the different weather conditions. Deduct the restocking price from your balance and reset your inventory to 500. The following day, the new stock will be delivered to you on the next trade boat. (Except during **Brisk**, when trade stops for the season)

If during **Brisk** your inventory runs out completely, you will have no choice but to close your shop until you are able to order a restock in **Bloom**. If this happens, take the time to explore the frozen River or clean the shop or make snowanimals with the townsfolk.

Once you've tallied the numbers from the day, finish off your journal entry with any final remarks and shuffle the deck of cards, ready for the next day.

Closing early

If the weather changes for the worse in the afternoon or you need to dash to a shop to pick something up, you can close your shop early. Play through the customer cards that correspond to the weather that day, but skip the extra customer roll at the end. Add up the total customers, earnings and books sold as usual, but halve the numbers.

Running out of money

If you find yourself needing an item or service but have no funds, you can trade books instead, deducting any books you trade from your shop inventory. One book is equivalent to 1 coin.



Bookselling Order of Play



- 1. Setup:** Draw two cards and read from the **Weather table** and the **customer forecast** for that season, drawing additional cards as required.
- 2.** Draw the number of cards specified by the customer forecast and place them facedown the number of cards.
- 3.** Roll d20 and read from the **daily task** for the current season. Remove or add customer cards if the daily tasks prompt tells you to do so.
- 4.** Begin your day and your journal entry. Flip over the first customer card and read the prompts from the relevant **Customer tables**, then roll d20 and read from the **Book Genre table** for the books they are looking for. Write about your goings-about in the bookshop and record the interactions you have.
- 5.** Continue to flip over the customer cards until you've flipped them all.
- 6. End of day:** Roll d20 and read from the **Extra customers table** (pg. 60). Draw more customer cards if prompted.
- 7.** Calculate your total customers for the day based on the cards you've flipped: +10 for every non-royal card, +20 for every royal card and record the amount in your journal. Roll d6 from the **Earnings** and **Books sold tables** and record the results at the end of your entry. Carry across the total earnings from previous days you've accumulated at the bottom of your entry.
- 8.** Shuffle the deck of cards.

3rd of Burn

Today is still and hot and everything feels muggy. Opened the windows to try and get a breeze in but the air doesn't feel like it wants to move today. First customer in today introduced themselves as a fellow bookseller from a distant town. I was so pleased to meet another bookseller that I spent a good while talking to them. They were very forthcoming with information and even bought a book I recommended. Embarrassingly, the till stopped working as I was trying to give them the change. After they left, I tried to fix the till. A temperamental thing that seems to choose the most irritating times to stop working. Banging it with a paw didn't work, neither did tilting it and giving it a good shake. Will have to pick up some gear oil at the next town.

Total customers: 50

Books sold: 53

Earnings: 61 coins (Till total: 323 coins)

Days off

If a day is simply too nice to spend inside, you can take the day off. The hours you work and your days off are completely left to your whims.

Holidays

Every season has a number of holidays that the animalfolk celebrate together. On these holidays, you get the day off to join in the festivities if you choose. By tradition, the Riverfolk take all holidays off, so if you were to need repairs or an item from a shop, you would find all the stores closed and all the tradesanimals busy.

Each holiday's description has information about what happens during the holiday and how you can participate, but there is plenty of space for you to imagine extra scenes. The 'to participate' prompts are a guide for the celebrations. In your journal, write your reactions to the traditions and goings about. Do you feel like an outsider to the celebrations? Are the traditions strange or comforting? What sounds do you hear - laughter, song, chatter, woodfire crackle? What do you smell - woodsmoke, baked bread, sweet blossoms? Who do you see at the celebrations?

Each holiday has three prompts (something that happens during the holiday) to choose from. Write your thoughts about your chosen prompt and how you react. If you wish, you can dedicate your entry to the prompt instead of a full retelling of the celebrations.

During or after each holiday, you'll receive a **token** to remember that holiday - a memory to keep or an item to add to your bookshop. If the token is an item, is it something you hang or place in the bookshop? Is it something that you treasure and keep?

Fishing

The River runs strong and healthy, and in her clear waters, fish swim. Fishing is a quiet task you might do on a slow day of bookselling or simply if the weather is nice and your heart desires it. See page 68 for further information. Your raft is a wonderful fishing platform and customers you've befriended may ask to join you.

When you catch a fish, you can choose to let it go or you can cook it for your dinner. Remember to thank the River for her gift.

Travelling

The bookshop is moored in a town until you decide to travel. You move your floating bookshop around with the currents and a wooden paddle. There are many places to visit along the River. Moving between towns takes a certain amount of time. The map on page 152 tells you how long it takes to travel between the towns along the River. If travelling takes more than a day to get to where you want to go, you will spend the night on the River anchored in a safe place away from currents and rocks. You can travel to and fro wherever you like, except in strong weather. Before you pull up the anchor, make sure the weather won't be a problem and there are no mishaps obstructing your travel. See the **Travelling** section on page 62 for more information.

Days Off Order of Play

- 1. Setup:** Draw two cards and read from the **Weather table** for that season, drawing additional cards as required. Check the calendar to see if today is a holiday or for additional information.
- 2.** Decide what you're going to do - participating in a celebration, wandering the town, travelling, fishing (see below) - and record your goings-about in your journal.
- 3. End of day:** Record the number of customers and earnings as zero. Carry across the total earnings from previous days you've accumulated at the bottom of your entry. If you made any purchases, deduct the cost from your balance.

7th of Brisk

Woke up to the first still day of Brisk. The stillness after the storms is a relief, and the River looks incredible under all the snow. I think about opening the bookshop, but I really want to spend the day outside. I also want to try out the pair of skates I bought.

There's quite a few animals out and about today, young ones are throwing snowballs at each other and shop keepers are out with brooms and shovels moving the snow from their doorways. Back at home, Brisk is grey and awful, my least favourite season. Here it is almost the opposite, and I think I could come to love this season. I'm going to leave the journal in the shop now and go skating.

Till: \$0

Purchases: \$4 for two smoking drinks

Till Total: \$231

Towns

Over the years, a number of towns have sprung up along the River, each as vibrant and interesting as the last. In your travels, you can visit these towns and experience their shops, characters and traditions.

Each town has a shop that stocks unique items that can only be found there. These shops also stock numerous useful items that you might need to maintain the bookshop.

Characters around towns

The description of each town lists one or more characters who live and work there. They may work at a shop you visit or provide services to you and your bookshop. If you flip a character card and decide it fits their description, they might also occasionally drop in to buy a book or just chat. When you're out and about in town, these characters might come and say hello or have some other sort of interaction with you. Their descriptions include prompts for encounters you could have with them.

Purchasing items

If you need to fix your shop or want to cook a meal, you'll first need to buy supplies. To buy something, you need to have enough coins in your purse. Simply record the purchase in your journal and deduct the cost from your balance at the end of the day. If you purchase an item and don't use it immediately, you can keep track of it by listing it underneath your entry for that day.

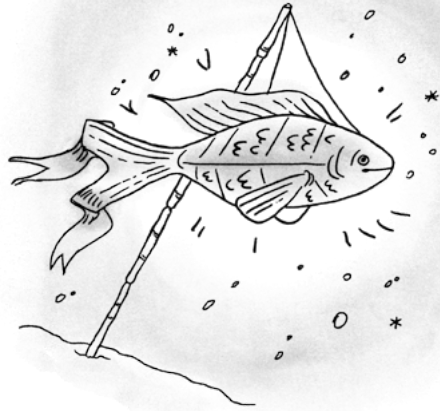
Ordering items from other towns

If travel is impeded by weather or your raft is in need of repairs, you can order items from another town using the local post office. To do so, add the cost of postage (snail, owl or express) listed in the current town's post office to the cost of the item, then wait the specified number of days for the item to arrive.

Book orders

Each town has a crafter, writer or maker who sells special books that aren't available anywhere else. As a bookseller, you get access to these books. Animalfolk further along the River often order these books for their collection. Each season lists a selection of orders animalfolk would like to fulfil. When you complete one of these orders, the customer will pay the listed number of coins as a thank you for your hard work.

You can deliver a book directly to the customer if you're in their hometown, or you can send it in the post. Posting a book costs coins but is one way you can get a book to your customer if travel on the River is blocked by weather or floods. See the post office at the town (or nearest town) for delivery costs.



End of the Year

The **Brisk** snowfalls have ceased and the air begins to consider it can be anything other than cold. The year has come to an end.

Continuing on

If you are going to play further, brew a cup of tea and take a quiet moment for yourself. Revisit your journal and your entries from the year. Maybe tidy up the shop for the coming year?

Consider these questions:

- * What are you looking forward to next year?
- * Who has made a difference to you this year?
- * What is something wonderful and terrible that happened this year?
- * Why do you feel as if you can't leave yet?

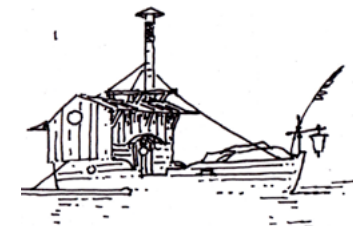
Leaving the bookshop

If this is where you choose to end your time in the bookshop, reflect on your year as you begin to pack up your belongings and take down the tokens you've collected from the holidays. Brew a cup of tea and sit on the couch. Flip back through your journal and the records of your travels. Make note of the bookshop's flaws and the marks your character has left on it.

Consider these questions:

- * What will you miss about the River and the bookshop?
- * What was a highlight of your year?
- * Who will you miss most?
- * What was a low point in your year?
- * What's one thing you've learned this year?
- * What do you plan on doing next?

CUSTOMERS



When you flip a **customer card**, it represents a notable customer coming into the shop. Consult the prompts on the following pages based on the suit and rank of the card to see who this customer is and how they interact with you and the shop. At the end of the day, shuffle the deck before beginning the next.

Hearts ♥

A – A group of schoolchildren. They are loud, boisterous and share a big love for books. They leave a mess but are very charming.

2 – An elderly couple. They move around the shop slowly and stand in front of shelves you are needing to get to. Depending on the weather, they may be cheery or complain loudly. When you get to know them, they share a strange tale of the River of old.

3 – A tradesanimal of sorts: carpenter, blacksmith, or weaver, quiet but full of purpose. They wear brown or grey clothing and an earthy scent wafts after them. They can give you advice on fixing things. They are a beaver, badger, stoat or platypus. When you get to know them, they gift you a contraption that will be of enormous help to you.

4 – A young animal. They ask you a curious question unrelated to books. They are a frog, stoat, vole, bear or fox. When you get to know them, they share their favourite book with you.

5 – A traveller. Dressed in strange clothes, they tell you marvellous stories of far lands. They are a turtle, fox, mouse, rat, bird, beetle or snake. When you get to know them, they share sneaky adventures they've had and show you trinkets.

6 – An animal who has been swimming, on purpose or accidentally. Either they have been diving for river rocks or grass, they have been swimming for pleasure, or they fell in accidentally - their canoe rolled, or they tripped on the River bank.

7 – A warrior. They wear either a full suit of armour, or single items like vambraces or a breastplate. They make a lot of noise as they move around. They might be missing a limb, a leg, tail or arm. They are polite but haughty.

8 – An important figure. They wear clothes of splendour and be either the harbourmaster, a captain, the mayor of the town or a political figure. They are haughty or humble. They are a fox, badger, swan, eagle or, otter. When you get to know them, they tell you about their fears.

9 – A bookseller. They are either an old friend, a mentor, a rival or a new friend. They offer you strange books to sell, give advice on the book trade or simply chat with you about the weather and ask how you're going.

10 – A well dressed animal. Their clothes are finely tailored and well looked-after, but they are pompous and make loud remarks about your shop. They are a beaver, lizard, echidna, heron or fox. When you get to know them, they make suggestions for things to fix or improve around the shop.

J – A surprising face. Someone you weren't expecting - an old flame, a family member, an old friend, or an enemy.

Q – A familiar face. A family member, a customer who has already come in today, someone you glimpsed in town or a friend.

K – A strange face. A cloaked animal; a mysterious figure with a hidden face. They don't speak when they buy a book. They are a ???

Spades ♠

A – **A chatty animal.** They talk incessantly about the weather, their plans for the day, their opinions about townsfolk or their family drama. They are a magpie, cat, frog, lizard, mouse, shrew or goose. When you get to know them, they tell you juicy secrets about other customers.

2 – **A fisherfolk.** They smell of fish but are polite and stay mostly out of your way. They are an otter, snake, falcon, bear, frog or rat. When you get to know them, they discuss the fish trade with you and occasionally bring you gifts of fresh fish.

3 – **A shifty animal.** They're vague about what they want and pay with strange, foreign coins that spark when rubbed together. They never answer a question with more than two words and things seem to go missing when they visit. They are an owl, marten, possum, quoll or hare. When you get to know them, they tell you about their ambitions to become a pirate, traveller, trader.

4 – **A loud animal.** They talk loudly to you or a fellow customer, and try to strike up a conversation with you at inconvenient moments. They are a raven, goose, frog or cockatoo. When you get to know them, they tell you about their life.

5 – **A trio of young cubs or kits.** They are sweet and sit in the couches and chairs reading silently before eventually buying a book each with single coins and buttons. They are foxes, mice, ducks, echidnas, martens, rabbits or turtles. When you get to know them, they bring in drawings of their favourite books when they visit you and tell you about their adventures.

6 – **A travelling couple.** They are young, middle-aged or elderly and seem to have wandered in accidentally. They ask about local recommendations for food and activities.

7 – **A heavily perfumed animal.** As they walk around the shop, their wafting perfume makes you sneeze. When you get to know them, they tell you about their many children and their achievements.

8 – **An elderly animal.** They are slow moving and ask you to hold their many bags, But they always buy a book. They are a wallaby, badger, fox, mouse or heron. When you get to know them, they tell you about a long-lost lover they had back in the day and wonder where the lover ended up.

9 – **A riverstrider.** They travel up and down the River carrying goods and parcels, and know the waterways well. They are a stork, water shrew, otter or lizard. When you get to know them, they tell you secrets of the River - the site of a wrecked boat, the best place to catch fish, where the best reed berries can be harvested.

10 – **A delivery.** This animal carries a letter or parcel for you: a complaint, a glowing review or a gift from an adoring customer.

J – **An astrologer.** They tell you about the stars' movements and their fortunes. They tell you about your fortune, too. They are a bear, owl, rat, snake, frog or hare. When you get to know them, they give you specific advice based on the stars.

Q – **An animal seeking shelter.** Weary, they leave a large pack blocking the door. If the fire is going, they warm their paws in front of it. When you get to know them, they tell you of their travels and the many misfortunes that have hampered them.

K – **A trader.** They are passing through on one of their trade runs and speak excitedly about the wares they have aboard their boat. They are a weasel, lizard, toad, beaver or swan. When you get to know them, they tell you where the best wares can be bought.

Clubs

A – A salesanimal. Seeming disinterested in your books, they try to sell you something. The item is extravagant and most likely useless for your current lifestyle.

2 – A family. They are either eager, excited or bored. The cubs make funny comments about the shop in loud voices to their parents – ‘How many books do you think the bookseller has sold?’ or ‘with this many books, they must be rich!’ – while the parents try to be as non-disruptive as possible.

3 – A booklover. They are very excited to be in the shop and ask you a lot of questions. They are a fox, duck, kingfisher, frog or marten. When you get to know them, they tell you shyly about a book they want to write.

4 – A seeker of knowledge. They are fascinated by the books in your shop and eagerly ask about the most interesting ones. They keep asking questions while you try and help other customers. When you get to know them, they tell you the best advice they ever received.

5 – A lanternbearer. They keep the lights around town and the wharf lit for boats, rafts and travellers. If it is early, they are biding time until their shift. If it is late, they are gearing up to begin work. They are an ibis, stoat, lizard, falcon, capybara or otter. When you get to know them, they tell you strange, spooky tales of things they’ve seen along the River.

6 – A scholar. They travel to bookshops across the land to collect books for their library. They tell you interesting things about rare books they’ve found. They are a lizard, badger, beetle, mouse or owl. When you get to know them, they tell you about their most prized books and the interesting, terrible, wicked things in them.

7 – A shopkeeper from town. They come in to chat with you but also to find a book. They talk to you about how business is going.

8 – A lost soul. They are unsure where they are supposed to be and ask for books to help them figure things out. When you get to know them, they tell you about a dream that has something to do with plants.

9 – A young couple. They are giggly, loud or very quiet. They walk around the shop together and block your way constantly. When you get to know them, they tell you how they met.

10 – A shy animal. They avoid eye contact and don’t talk to you. They startle you around corners, making you drop things, but they do buy a lot of books. When you get to know them, they speak a few quiet words to you about how much they like the shop. They are a mouse, vole, hedgehog, weasel, bee or swallow.

J – An animal eating something. They leave a trail of crumbs and sticky pawprints on displays. They ignore your attempts to ask them to stop.

Q – A stunning animal. They wear finery that is delicate and beautiful. They draw looks from other customers but seem not to notice. When they talk to you, they make you blush. They are a jewelled lizard, swan, pine marten, rabbit or kingfisher.

K – A local legend. The townsfolk hold this animal in high regard and gossip about them constantly – they can walk on water, they can heal any wound, they can make the crops grow strong – but they are polite and seem unremarkable to you.

Diamonds

A - **A sad animal.** They are melancholic and blow their nose often. When you get to know them, they tell you a terribly sad tale about their partner or their incredibly unlucky day.

2 - **An overly friendly animal.** They seem to know a lot about you and the bookshop already and surprise you with strange questions about yourself and things you thought no one else knew. Despite this, they seem harmless.

3 - **An animal with a large bag.** They keep the bag close to them at all times and don't put it down. The bag makes a strange noise, movement, or sound; has an unusual shape; or emits a weird smell. They don't mention the bag at all.

4 - **An oblivious animal.** They seem unaware of their tail and it constantly bumps shelves, you and other customers. They are a raccoon, skunk, possum, squirrel or anteater. They are friendly but oblivious. When you get to know them, they tell you about their work helping others.

5 - **A gruff animal.** They are a large animal who speaks in a deep voice. They are somewhat shy and don't seem to want to share much about themselves. When you get to know them, they tell you wistfully about their favourite childhood books.

6 - **A mischievous animal.** They move books around between shelves, taking things, knocking piles of books over and asking you about books that don't exist. They are a raccoon, weasel, mouse, lizard or raven.

7 - **A dirty animal.** They leave footprints and fur on the floor. When you get to know them, they tell you about their interesting work that has the unfortunate side effect of them getting dirty.

8 - **An artist of sorts: weaver, carver, knitter, painter, florist or tailor.** They bring in their creations and ask if they can sell them in the shop. They are a wren, beaver, muskrat, owl, water rat or hare. When you get to know them, they are very generous and bring you a personal creation each time they see you.

9 - **A magical animal.** They have a strange aura about them and wear clothes with stars and strange runes. They levitate objects - including their wallet and the books they are buying - onto your counter, making everyone stare. When you get to know them, they bring you magical charms that offer protection from everyday annoyances like toothache, sunburn, and burnt toast.

10 - **A fortune teller.** They offer to read your cards and give strangely accurate advice that comes true in the coming weeks. They are dressed in a long cloak that sparkles in the light.

J - **An animal caught in the weather.** They are dripping from the rain, sweating from the sun or shivering with snow on their fur. They seem unprepared and apologetic.

Q - **A complaining animal.** They have a complaint about you, your shop or the weather. They complain to you, another customer or a friend they are with, but their grumpiness seems to stem from something else. When you get to know them, they tell you about a stressful life choice they must make.

K - **A busy animal.** They rush around the shop being a nuisance to you and the other customers, but they always buy books. When you get to know them, they tell you in a rare free moment about the many things they are doing all at once - planning an event, caring for many children, working, writing, creating something.

Book Genre

Roll d20 after flipping over a customer card to find out what genre of book the customer is buying or looking for.

- | | |
|---------------------------------------|--|
| 1. Fantasy | 11. Self-help/how-to/DIY |
| 2. Science fiction | 12. Travel |
| 3. Action/adventure | 13. Cookbooks/potion recipes |
| 4. Mystery fiction/nonfiction | 14. Crime fiction/nonfiction |
| 5. Horror/thriller/paranormal fiction | 15. Comic or graphic novel |
| 6. Historical fiction/nonfiction | 16. Fairytales/myths & legends/ghost stories |
| 7. Romance | 17. Magic/spell books |
| 8. Children's | 18. Poetry |
| 9. Young animal | 19. Philosophy |
| 10. Autobiography/biography | 20. Art & design/photography |

Extra customers table

Roll d20 at the end of the day to see if any extra customers come through the door:

- * 1-10: No extra cards
- * 11-15: Draw one extra card
- * 16-19: Draw two extra cards
- * 20: Draw three extra cards



'An elderly badger wandered around the shop, muttering darkly about miscreants and her pot plants. She seemed in a terrible mood. When she came to the counter, she had two spell books for casting revenge spells. ...I wonder who will bear the brunt of these?'

Travelling

'The River is hazy with smoke today, and with no wind to blow it away, I am coughing and my eyes are running. Hopefully the fires are a long distance away from Rueberry, as I would hate to see the farmlands catch fire.'

If you're ready for a change of scenery and want to meet some new Riverfolk, it might be time to travel to another town. Travelling takes time. See the map on page 62 for the number of days it takes to travel between each town.

If you are travelling **upstream**, add one day to the travel time.

Any day you spend travelling, choose one question to answer from the **Journey prompts** (pg. 66) in your journal as you make your way down the River. When you come into the next town's wharf, roll d6 and consult the Arrival prompts for the current season. Write a sentence in your journal with your observations.

There are certain situations that prevent you from travelling. The ∅ symbol on the **Weather table** indicates weather that prevents travel.

You cannot travel when:

- * it is extremely windy or stormy
- * the River is frozen over in the season of Brisk
- * the River is flooded in the season of Brimming
- * it is foggy
- * your raft is damaged (the daily tasks will indicate this)

Travelling during Brisk

When the River freezes over in **Brisk**, boats and canoes are frozen in place and travelling takes a different form. Animalfolk brush dust off their sleds and skates and take to the ice on foot.

To travel during **Brisk**, you will need a **bulrush jacket** and a pair of **ice skates** in order to travel, both of which can be purchased in town shops. Make sure the weather is not restricting travel. Pack your things in a backpack and set off along the ice. The travel times on page 62 are the same. Answer a **Journey prompt** as you skate along, and then roll d6 for an **Arrival prompt** as you reach the town's wharf.

If the weather takes a turn for the worse when you are in between towns, you can shelter in midway tents, temporary shelters between towns for travellers until the weather calms. You will most likely be sharing a tent with other travellers who also got caught out.

Journey prompts

Answer **one question** in your journal:

- * What is your first impression of the town? Does it look different during the seasons/festivities?
- * What is your favourite thing about this town?
- * What is one thing that scares you about this town?
- * You see something big and mysterious on the Riverbank. What is it?
- * You glimpse some animalfolk sitting alongside the Riverbank. What are they doing?
- * You hear some animalfolk singing on the Riverbank. What is the song?
- * You see something strange in the River waters as you come into the wharf. What do you think it is?
- * Something is out of the ordinary along this stretch of the River. What is it?

Arrival

Roll d6 from the season table as you pull into the town's wharf:

Bloom

1. Blossoms cover the wharf and the water around the town.
2. A magnificent boat is docked in the wharf for two days and the townsfolk gossip about who owns it.
3. A local market is on and the wharf is busy.
4. Fishing boats have brought in a big haul and townsfolk sort it on the wharf.
5. Animalfolk sit along the wharf fishing, sketching, weaving and making.
6. The wharf is currently being repaired due to a collision – you'll need to wait a day on the River before you can dock.

Burn

1. Smoke spirals up from the forest behind the town. The coming nights will be hazy.
2. Harvest is underway and the air is full of voices.
3. Animalfolk stand ankle-deep in the water or swim lazily around the wharf.
4. A band is setting up near the wharf and will play a show in the evening.
5. A tugball game is being held this evening and the River is full of spectators. The town is busy with excited fans.
6. A market is being held along the wharf; animalfolk wander about the stalls.

Brimming

1. A tree has fallen and blocked the riverpath to the wharf. While the townsfolk are clearing it, you'll need to wait on the River for a day before you can dock at the wharf.
2. Plant debris surrounds the wharf and covers the water. Animalfolk work to clear it away.
3. A food stall has been set up on the wharf and aromatic smells waft from over the water.
4. A number of interesting boats and houseboats are moored at the wharf.
5. The wharf is being repaired and you can't dock for a day while the carpenters finish their work.
6. A group of chattering animalfolk sit on the wharf and cast fishing lines into the water.

Brink

1. The wharf is full with colourful boats and canoes.
2. A tree has fallen and blocked the riverpath to the wharf. While the townsfolk are clearing it, you'll need to wait a day before entering the town.
3. The wharf is being repaired and won't be finished for another day.
4. The wharf is eerily quiet and empty.
5. A local market is on; the air carries the sound of excited voices and the smell of cooking food.
6. Leaves cover the River, the wharf and the town. Your footsteps crunch through the leaves.

Brisk

1. Snow-animal figures have been built on the ice around the wharf and decorated with stones and scarves.
2. An ice rink has been cordoned off near the wharf, and animals spin around in merry circles.
3. The wharf has been covered by a snowdrift and the lantern at the end is the only sign it's there.
4. A slide has been made out of snow at the end of the wharf and animals whiz down the slope.
5. The wharf is covered in beautiful lights that twinkle and flicker.
6. The wharf is quiet and still; no sounds from the town can be heard.

Fishing

'...Down by the wharf I find Earnest has thrown a line into the water and is fast asleep on her stool. I find a spot next to her and cast my line. It is a peaceful morning with the sunlight throwing sparkles of light into the water.'

Some days just seem like the perfect days for fishing. You might throw a line in the water on a slow day at the bookshop or as you travel to another town. Town wharves also offer excellent places to fish. Fishing is often a quiet, meditative time and while you wait for a bite, does your mind wander? Record your thoughts in your journal if it feels right. The River is a beautiful place to sit in silence. What do you observe?

When you are ready to cast your line into the water, start by shuffling the deck of cards. (If you are fishing in the middle of your bookselling day, skip this step.)



Begin to **draw cards** and place them face up in a line until you put down a **royal** card. Each card represents **one hour** of time passing as you wait, and the **royal** represents a bite on your line. Continue drawing cards. These additional cards represent you reeling the line in. Keep going until you get **two cards of the same** colour next to each other.

If you get **two black cards**, the fish slipped away.

If you get **two red cards**, you hooked the fish and managed to reel it in.

A list of the River's fish can be found in the **Fish** section of the **Appendix** (page 202). The fish species that can be caught vary with the seasons and weather. Choose a fish and answer the corresponding question in your journal entry.

Passing time

While waiting for a bite, you might take your time: drawing a card, writing some observations, drawing another card and waiting some more. You don't need to place down cards with speed. Imagine soaking in the sun and sights as your float bobs in the water. Once the fish has been hooked, however, things move faster. To represent this, you can place down cards faster as you reel in your catch.

As you wait for a bite, notice the weather today and how the River looks this season. The **weather table** will give you prompts as to the temperature and type of day - sunny, breezy, rainy. If you are fishing from a town wharf or along a town's Riverbank, the **arrival table** has prompts for the atmosphere. What sounds can you hear as you wait? Is there lots of traffic on this part of the River today?

If many hours go past without a bite, it's okay to reel your line in and call it a day.



SEASONS

Bloom

Flowers blossom and turn the air sweet as the River awakens from Brisk.

Holidays:

- * Rinse
- * Skyflower Festival

Burn

Hot days and harvests.

Holidays:

- * Reed Festival
- * Harvest Feast
- * Burn Solstice (Midnight Sun)

Brimming

Flooding brings chaos to the river

Holidays:

- * Night Market
- * Breakneck Rapids Race

Brink

The cooling of weather brings relief and finds the River slowing down

Holidays:

- * Salmon Run
- * Gloomin
- * Weeping Day

Brisk

The quietest season when snow and ice cover the River.

Holidays:

- * Brisk Solstice (Darkfall)
- * Ice Dance



BLOOM

The season of **Bloom** is marked by snowmelt and green shoots. Trees burst into blossom, colouring the Riverbank with bottlebrush and wattle. Wildflowers sprinkle the grass and river lilies bloom from the Riverbed to stretch their faces toward the warming sun. Animalfolk who migrated away, return, and trade and travel resume. The air feels warm and smells sweet with pollen and possibilities. The River begins to feel lively again.



Bloom



Seasonal signs

- * Clicks and creaks fill the air from river insects
- * Hayfever sneezes
- * The air smells sweet and lovely
- * Animals come into the shop with pollen-stained fur

Weeks

First week: Thaw
 Second week: Birdsong
 Third week: Sprout
 Fourth week: Busk

Travel Status

Travel becomes possible again from the 5th onward.

1 ∅ Rinse	2 ∅	3 ∅	4 ∅	5 <i>Snowmelt, travel resumes</i>
6 Sunset at 5pm	7	8	9	10
11	12 ○ Blooming (full) moon	13	14 Skyflower Festival	15
16 Sunset at 7pm	17	18	19	20

Something that causes mayhem on the River this season:

- ◇ A rare type of flower that blooms once every ten years unfurls their petals along the Riverbank. Their blooms appear after dark and any who smell them are overcome with uncontrollable laughter that lasts until daybreak.
- ◇ Rumours spread of the bunyip (a strange creature made of many animal features) wandering around at mothlight.
- ◇ Tugball competitions start up again and the River is full of animalfolk throwing balls to each other while paddling in small canoes. The balls often end up landing in the wrong boats, hitting innocent bystanders, or smashing windows.

Weather

At the beginning of each day, draw **one card**; this represents the weather. Draw **another card**; this represents the duration of that weather. If the duration is in the morning, in the afternoon, or in the evening, draw a third card and read the weather from it.

That card represents the weather for the part of the day not covered by the first card.

Example: The first card says it is warm and sunny, the second card says it will last for the morning. A third card is drawn, which says steady rain - it will rain for the rest of the day.

The number next to the customer forecast on the weather table (steady, busy, quiet etc) represents the number of **customer cards** you draw.

Key

∅ No travel



Weather event

Warm: ○○○

When you draw **warm** weather, fill in a circle. When all three circles are filled, the next night, a large swarm of shimmering, luminescent insects swim through the waters and turn the River turquoise for a night.

Weather

Duration

A	Warm and sunny. <i>Customer forecast: Extremely busy. (7)</i>	All day
2	Warm, with a light breeze. Pollen drifts in the air. <i>Customer forecast: Busy. (6)</i>	In the morning
3	Sunny and windy. Pollen is thick in the air. <i>Customer forecast: Steady. (4)</i>	In the afternoon
4	Cold with steady rain. <i>Customer forecast: Steady. (4)</i>	At night
5	Rain on and off. <i>Customer forecast: Steady. (4)</i>	All day
6	Showers off and on, sunny. <i>Customer forecast: Steady. (4)</i>	In the afternoon
7	Sunny. The water is clear. <i>Customer forecast: Busy. (6)</i>	All day
8	∅ Strong winds. Blossoms are blown away. The water is rough. <i>Customer forecast: Quiet. (3)</i>	All day
9	Thunderstorm. The water is dark. <i>Customer forecast: Snail's pace. (2)</i>	In the morning
10	Warm. <i>Customer forecast: Busy. (6)</i>	In the evening
J	Hail. <i>Customer forecast: Snail's pace. (2)</i>	In the morning
Q	Sunny. <i>Customer forecast: Extremely busy. (7)</i>	In the evening
K	Blustery and warm. <i>Customer forecast: Busy. (6)</i>	All day



Daily Tasks • Beginning of the Day

At the start of each day, roll d20 to determine what you need to do today:

1. Boxes of new stock are sitting unopened, ready to be priced and put up on shelves. What new titles interest you?

2. The windows are in need of some cleaning. Who or what has made them dirty?

3. The shelves are in need of some dusting and tidying. Books that have been moved around by customers need to be returned to the correct shelves. Which book is furthest from its home?

4. The front window display needs a refresh. Create a new display; it needs a theme - seasonal, holiday-related, or simply a random theme of your choice.

5. You've been putting off the bookkeeping but it unfortunately must be done. Calculate inventory if you haven't done it for a while, go through all your receipts and look through the recent numbers. How have you been faring? Do you need to order a restock?

6. Blossoms have drifted in through the door and open windows, covering the floor. You'll need to sweep them up. Customers will get in your way and tread the blossoms into the carpet.

7. Pollen in the air and on customers' fur makes your eyes and nose run all day. You need to burn some **eucalyptus incense**, or you will be bothered by a runny nose all day.

8. The second customer through the door apologises that they bumped the outside tap. It has broken and water has started leaking onto the floor. You'll need a new **washer** and a **spanner** to fix it; otherwise, you can call for a **plumber** to come and fix it for you. Draw **one less customer card** per day until you get it fixed.

9. Nook beetles have infested your shop. They eat paper, crawl between pages and are generally a nuisance. You need **BugOff spray** to get rid of them. Draw **one less customer card** per day until you have done so.

10. It's a fresh new year, so you decide to paint the walls of the shop to reinvigorate the space. Maybe you just need to repaint a small patch where a customer marked the wall. What colour do you choose?

11. The clocks in the shop all stop, making you open up shop late. Go around and set the clocks to the right time. Halve the customers totals and earnings at the end of the day.

12. A recent incident in the shop has dirtied the carpets and mats. You'll need to clean the rugs and mats; you can leave them on the deck to air if the weather is nice, otherwise you'll have to get creative.

13. The shop is looking a little dull so you decide to make decorations to hang in the shop for an upcoming holiday. You make a bit of a mess, and customers notice. Young ones offer to help you.



End of the Day •

14. A game of tugball gets out of hand and a stray ball smashes through a window. You'll need a **glassmith** to fix it. While you wait, you'll need to cover the window to stop drafts and insects from coming in.

15. The deck receives much foot traffic and needs maintenance. Oil the deck, if it is a nice day. Otherwise, oil the till and any clockwork you have in the shop.

16. To highlight some interesting books, you make a display in the shop. What's the theme? Cooking books, books to take on adventures, or similar.

17. Blossoms have covered the deck and the gutters overnight. You'll need to spend the day with the broom sweeping them off the deck and out of the gutters.

18. You decide to do some research and read one of the new books that have come in. What book is it and what is its genre? After you read the book, you write a review to stick on the bookshelf. Did you enjoy the book?

19. You decide to set up a sale in the shop to draw in customers. Come up with a themed sale name and make posters for the front windows. Draw **one extra customer card** for the next two days.

20. Design some merch for the shop. Spend the day coming up with a fun logo to paint on some book bags. You make 20 and price them for **10 coins** each. Roll a die when you flip a customer card: even, they buy a bag; odd, they don't. Keep doing this until you've sold out.

Total Earnings

1. 32 coins
2. 75 coins
3. 83 coins
4. 55 coins
5. 42 coins
6. 68 coins

Books sold

Roll d6 and read from the table, then roll again and add the number on the die to that amount.

1. 50
2. 40
3. 35
4. 30
5. 60
6. 70

Restocking

In **Bloom**, it costs 200 coins to fully restock the shop.

Book orders

- * **Mia** in **Thistle Down** wants to order *Raven: The Stories of a Hero* from **Arborea**. Reward upon delivery: 53 coins
- * **Tam** from **Arborea** wants to order *The Breeze in the Brambles* from **Roost**. Reward upon delivery: 50 coins
- * **Mave**, the 'Adventuring Gear' owner from **Roost**, wants to order *Reedy to Cook* from **Ennerck**. Reward upon delivery: 42 coins.



Rinse

The River has seen a lot of terrible secrets, but today her job is not to judge, merely to carry it away.

1st day of Bloom

Location: All River

The new year has come again, and with it the softening of the snow and the ice that traps the River. It is a fresh start, a chance for change. It is tradition for animals to take a swim in the River to rinse off the last year and cleanse themselves for the coming year. The River has only just begun to thaw and holes must be drilled into the ice in order to reach water. It is a teeth-chattering, paw-numbing experience.

After the swim, fires lit on the Riverbank are blazing and hot, spicy drinks are passed around. Animals huddle together and share their dreams.




To participate:

Take a swim in the River and ponder a dream you want to achieve this year. Is there something - a habit, a mindset, a memory - you want to wash away? After your swim, gather around the town's fire and warm up with a hot drink.

Something that happens during this Rinse:

1. Someone hands you a hot drink after a swim. Unbeknownst to you and the animal who passed you a drink, this will be the start of a long friendship. Who is the animal who gives you the drink?
2. A townsfolk hands you a pot and a seed. They tell you that some animalfolk like to commemorate each Rinse by planting a seed and watering it with the water they swam in. The seed takes the bad things you've rinsed off and turns it into energy to grow strong. If the plant doesn't grow, it's a sign that the Rinse didn't work. Do you plant the seed?
3. The young ones play a game, supervised by adults, where they try to stay in the water the longest. They dare some of the adults, you included, to join them. It is a shiver-inducing challenge that results in many blue paws. How long do you stay in?

 As a **token** of this holiday, you receive a bottle of the drink you enjoyed after your swim.

Skyflower Festival

It was an accident - a bumped elbow against a pink flowering bush - but the mortals below had so much fun with the falling flowers the gods decided to do it every year.

Date: 1st day of Bloom

Location: All River

Pink flowers fall from the skyfields above. They coat the River's surface until she is carpeted pink. (For days, until they are washed away, pink petals coat your deck). No one knows why the skyflowers fall, but it is considered good luck. The flowers are picked out of the water and made into sweet cordial that is drunk in excess. The young ones make long skyflower chains and crowns, handing them out to everyone. It is a giddy, happy time.

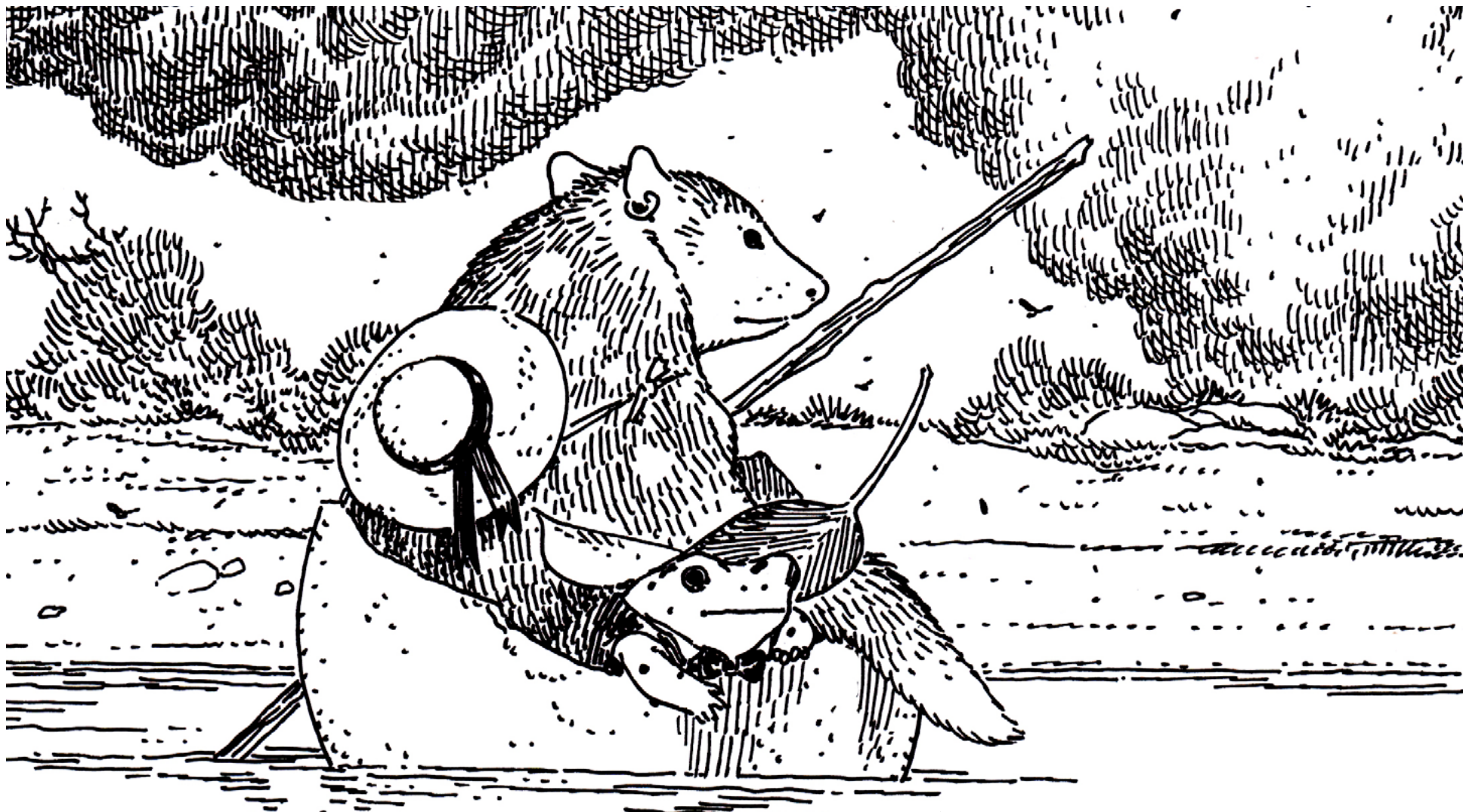


To participate:

Drink skyflower cordial (but not too much) and join in the feasts. Sing songs with the animalfolk and take a flower chain from a young one.

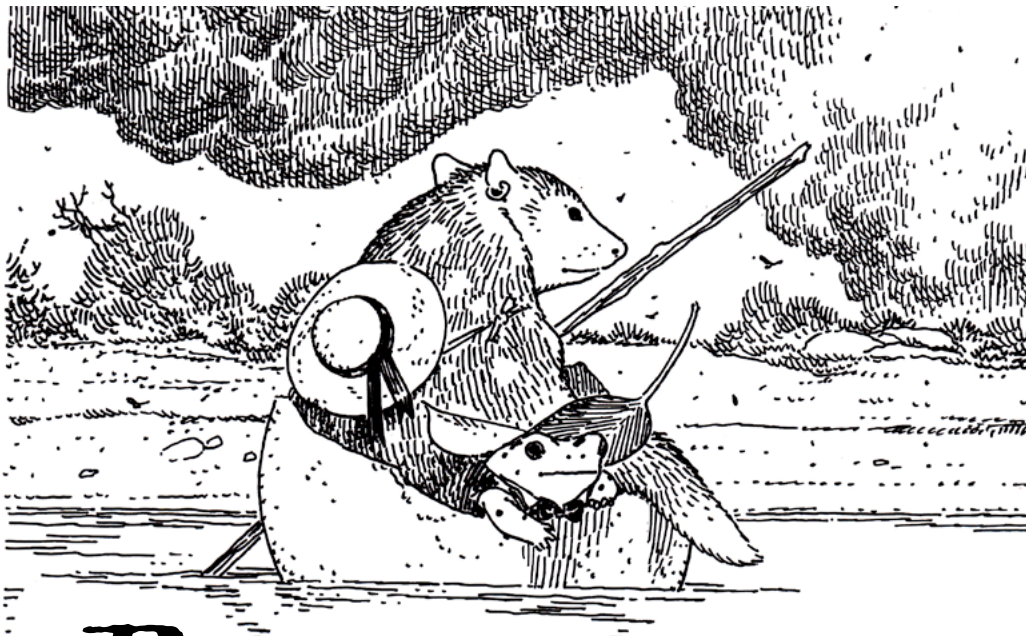
Something that happens during this Skyflower Festival:

1. You are invited to join a game of dizzy paddle, in which you take a drink, get in a canoe and someone spins you around. You then have to paddle through an obstacle course. The game often ends in gasping laughter and huge cheers from those watching. How do you go?
 2. Animals are given an hour to write short plays that are then performed (enthusiastically by the young ones) in front of the townsfolk. Costumes are hastily made from skyflowers and words are quickly written down. You are invited to join in a group, for you, the bookseller, must have some good ideas for a short play. What is your play about?
 3. A game of spin the bottle takes place. When the bottle lands on you, you must add a line to a silly song. See **✿ Writing a song for the Skyflower Festival** for a partially written song to which you can contribute. After the bottle has been spun 10 times, you all perform the song. What line do you contribute to the song?
- ✿** As a **token** from the festival, you have a splitting headache the next day.



BURN

The sun casts its bright eye over the land, baking the River and animalfolk alike. To cool off, animalfolk swim in the River and lie under the shade of willow. The surrounding land dries out; everything becomes crisp and quick to spark. The water level drops under the blazing heat. Flies buzz slowly over the water. The nights become long as the sun sets later and later until it doesn't set at all on the solstice, turning life on the River into a delirious state.



Burn

1	2	3	4	5
6 Sunset at 8pm	7 Reed Festival	8 Reed Festival	9	10
11	12 ○ Burning (full) moon	13	14 Harvest Feast	15
16 Sunset at 10pm	17	18 Burn Solstice (Midnight Sun)	19	20



Seasonal signs

- * Buzzing songs from insects drift through the warm air
- * Animalfolk are lazier and more relaxed on hot days
- * Coloured flags decorate boats and shops

Weeks

First week: Bask
 Second week: Simmer
 Third week: Hearth
 Fourth week: Harvest

Travel Status

Travel allowed all season

Something that excites the River this season:

- ◇ The sound of joyous songs fills the warm air for days on end.
- ◇ Animalfolk from the far-off mysterious lands of the Beyond visit the towns of the River, bringing stories.
- ◇ A giant rainbow fish is spotted in the waters. It sparkles in the sunlight and lets the young ones ride on its back.

Bookselling • Beginning of the Day

Weather

At the beginning of each day, draw **one card**; this represents the weather. Draw **another card**; this represents the duration of that weather. If the duration is in the morning, in the afternoon, or in the evening, draw a third card and read the weather from it.

That card represents the weather for the part of the day not covered by the first card.

Example: The first card says it is warm and sunny, the second card says it will last for the morning. A third card is drawn, which says steady rain - it will rain for the rest of the day.

The number next to the customer forecast on the weather table (steady, busy, quiet etc) represents the number of **customer cards** you draw.

Key

∅ No travel



Weather event

Thunderstorms: ○○○

When you draw a **thunderstorm**, fill in a circle. When the third circle is filled, the next day a bushfire begins to burn around the town. Join the townsfolk to put out the fire.

Weather

Duration

A	Warm and sunny. The water is clear. <i>Customer forecast: Extremely busy. (7)</i>	All day
2	Hot and breezy. <i>Customer forecast: Steady. (4)</i>	In the morning
3	Hot and humid. <i>Customer forecast: Quiet. (3)</i>	In the evening
4	Thunderstorm. The sky is black. <i>Customer forecast: Snail's pace. (2)</i>	At night
5	Sunny, partly cloudy. <i>Customer forecast: Steady.</i>	All day
6	Showers off and on, sunny. <i>Customer forecast: Busy.</i>	All day
7	Sunny. The water glistens. <i>Customer forecast: Busy.</i>	In the evening
8	Still and hot. <i>Customer forecast: Steady.</i>	All day
9	Thunderstorm. The water is dark. <i>Customer forecast: Snail's pace.</i>	In the morning
10	Warm, partly cloudy. <i>Customer forecast: Steady.</i>	In the afternoon
J	Stiflingly warm. <i>Customer forecast: Quiet.</i>	In the afternoon
Q	Sunny with a light breeze. <i>Customer forecast: Extremely busy.</i>	In the evening
K	Cloudy and cool. The water is grey. <i>Customer forecast: Steady.</i>	All day



Daily Tasks • Beginning of the Day

At the start of each day, roll d20 to determine what you need to do today:

1. Boxes of new stock are sitting unopened, ready to be priced and put up on shelves. What new titles interest you?

2. The windows are in need of some cleaning. Who or what has made them dirty?

3. The shelves are in need of some dusting and tidying. Books that have been moved around by customers need to be returned to the correct shelves. Where is the most misplaced book?

4. Customers enjoy a decorated window front and yours could use a refresh. Create a new display; it needs a theme – seasonal, holiday-related, or simply a random theme of your choice. Use any props you can find in the shop. A customer offers something they are carrying in their pack for the display. What is the item?

5. The third customer of the day lets out a loud shriek. **Nook beetles** have infested your shop. They eat paper, crawl between pages and are generally a nuisance. You need **BugOff spray** to get rid of them. Draw **one less customer card** per day until you have done so.

6. Some young ones shopping after a swim have walked a trail of water into the shop. You'll need to mop up the puddles.

7. A loud fly buzzes through the door as your first customer leaves but you can't seem to find it. It irritates you all day.

8. The tiny fan in the shop breaks. Customers complain about the heat and leave. You'll need a **spanner** to fix it; otherwise you can call for a **clocksmith** to come and fix it for you. Draw **one less customer card** per day until you get it fixed.

9. The till jams as you are serving the first customer and refuses to open for most of the day. You'll have to ask customers for exact amounts to pay for their books. They grumble, but most manage it.

10. To celebrate an upcoming holiday, make decorations to hang in the shop. If a friend stops by, they'll be happy to sit down and help you out.

11. The weather makes you close up early today. Why?

12. Instead of doing a task, you take the day to sit by your desk with a cool drink between your paws enjoying the atmosphere. What's something that's made you happy recently?

13. You decide to paint the shop walls to change things up. What are you changing the colour to? Or, are you simply patching up marks on the walls?

14. To highlight some interesting books, you make a display in the shop. What's the theme? Best places to go on holiday, caring for pets, or similar.

15. You've been putting off the bookkeeping but it unfortunately must be done. Calculate inventory if you haven't done it for a while, go through all your receipts and look through the recent numbers. How have you been faring? Do you need to order a restock?



End of the Day •

16. The first customer of the day tells their friends about your shop and by the afternoon a large number of animalfolk have come in. Draw +2 **customer cards**.

17. The shelves need a refresh, so you spend the day rearranging them. The sections and genres that are less popular should be moved to the front. Which genres have been least popular lately? Customers will - annoyingly - ask for the specific books you are moving around.

18. The raft needs some maintenance to keep it sailing smoothly. If the weather allows, oil the decks, sweep up debris, oil your paddle, coil up ropes. Otherwise, tidy the counter.

19. You make yourself a big jug of cool juice. A customer pours a cup for themselves, thinking it is for everyone. They compliment it and you spend the rest of the day making up different combinations of drinks for grateful customers.

20. You decide to read one of the new books that have come in. What book is it and what is its genre? After you read the book, you write a review to stick on the bookshelf. Did you enjoy the book?

Total Earnings

Roll d6 at the end of the day:

1. 20 coins
2. 28 coins
3. 42 coins
4. 59 coins
5. 50 coins
6. 63 coins

Books sold

Roll d6 and read from the table, then roll again and add the number on the die to that amount.

1. 50
2. 40
3. 50
4. 30
5. 60
6. 70

Restocking

In **Burn**, it costs 250 coins to fully restock the shop.

Book orders

- * **Pino** in **Mersey** wants to order *The History of Tugball* from Plenty. Reward upon delivery: 55 coins.
- * **Flint**, the owner of the Port Bakery in **Port Imes**, wants to order *Love & Lemon Myrtle* from Rueberry. Reward upon delivery: 60 coins.
- * **Mia** in **Thistle Down** wants to order *Slugs, Snails and other Slimy tales* from Hurst. Reward upon delivery: 54 coins.

Reed Festival

A song played on a reed flute can create strong magic that should not be underestimated.

7th and 8th days of Burn

Location: Riverwide

The River **reeds** are at a perfect stage to be harvested - soft enough for carving but strong enough to stay rigid - and used to make flutes. The first day of the Reed Festival is for harvesting and carving, while the second is for the animalfolk to showcase their songs and put on performances.

Once the festival is over, young animals leave their reeds in the pockets of those they fancy in the hopes they return their feelings.



To participate:

On the first day, harvest a reed from the Riverbank and carve it into a flute. Townsfolk can help you if this is your first time carving. (Remember, your blade points away from your paw to avoid injury!) Then, on the second day, play your reed flute with the other townsfolk and maybe join in a performance.

Something that happens during this Reed Festival:

1. A townsfolk tells you the music from the flute sounds sweeter if you carve something of yourself into the reed. They point to the image of a hand they've carved into their reed, symbolising the loss of motion in their hand. What do you carve?
2. As you carve your reed, the townsfolk talk about Reed Festivals past. During one, something strange happened when the reed flutes were played. What was it?
3. The young ones perform a ballad about an unfortunate incident involving one of the townsfolk's boat and their trousers. The performance leaves everyone laughing. What was the unfortunate incident?

☀ As a **token** from the festival, you find a mysterious reed flute in your pocket. Who gave it to you?

Harvest Feast

The freshly planted seeds push their shoots into the air and fruit colours and ripen under the new sun. Fishing lines grow heavy with plump fish and the crab pots are weighed down with catch.

14th day of Burn

Location: Riverwide

To celebrate the year's first harvest, a feast is held. Each town on the River has a harvest of sorts: most harvest crops (of which Rueberry has the biggest harvest of them all), while some celebrate the first big fish haul instead.

Before eating, the animalfolk perform a dance asking the spirits to allow the River to rise again. Everyone is affected by the dropping level of the River so everyone joins in. The trick is to not overdo the dance, as doing so could lead to a heavy **Brimming** season.

The feast begins at midday and continues late into the night. It is not uncommon for animals to eat little the day before in order to make the most of the food: leafy greens, snap peas, berries, honey-crust bread, pastries, chilled soups, grilled fish, sweet peaches.

Long tables are laid out in the middle of each town, laden with dishes, while flower wreaths decorate the towns themselves.





To participate:

Join in the dance then fill a plate with food from the feast. The town of Rueberry has the biggest celebrations as they are the biggest growers on the River.

Something that happens during this Harvest Feast:

1. Someone asks if you are free to join the Rueberry harvests on the 16th of Burn. Do you join in? If so, see **Helping with the Harvest**.
2. There is a contest to see how many popping berries animalfolk can fit in their mouths before the berries explode. The popping berries have a lovely citrus taste, but also a tendency to pop at random, covering those nearby in pink juices. Do you join in? How many berries do you manage to fit in your mouth before they explode?
3. Small golden rocks have been hidden along the River bed. Everyone who wants to get wet dives for the rocks. Some have numbers painted on them that earn the diver a prize: a painting, a jar of jam. If you decide to participate, **roll d6** to see if you find a prize rock and a prize: 1-3: nothing; 4: a blackberry pie; 5: a jar of fig jam; 6: a bag of crisp, tart apples.

☀️ As a **token** from this year's Feast, you'll receive a recipe of your favourite dish from a kind animalfolk.

Burn Solstice

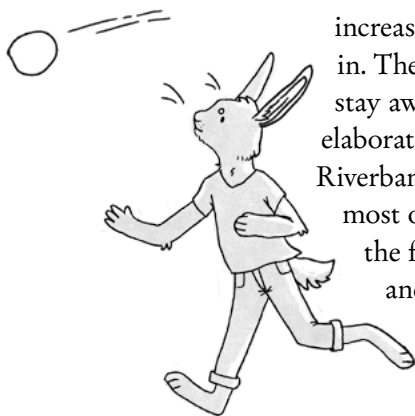
(The Midnight Sun)

The sun stretched; for this day only, she had the sky to herself. Today, the world below was all hers to watch over; to warm and bring to life.

18th day of Burn

Location: Riverwide

On the solstice, the sun doesn't set but instead spins around the sky for a night. It is a delirious time where animalfolk dare each other to do increasingly silly things as exhaustion sets in. The young ones challenge each other to stay awake the longest and play increasingly elaborate games in boats and along the Riverbank. The older animalfolk make the most of the long day to do extra work in the fields and on the River, then sit back and chat when the little ones curl up. It is said that watching the midnight sun with someone is one of the romantic things you can do.



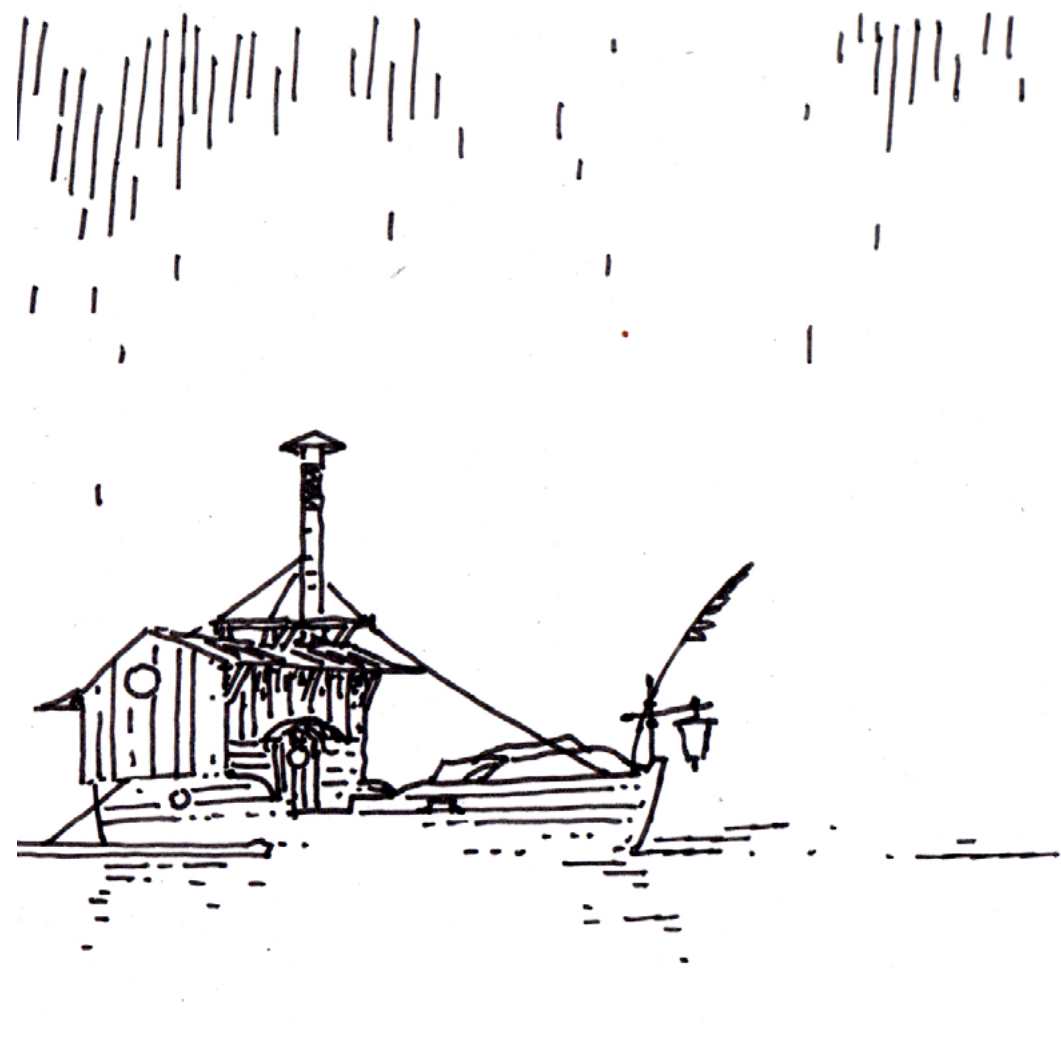
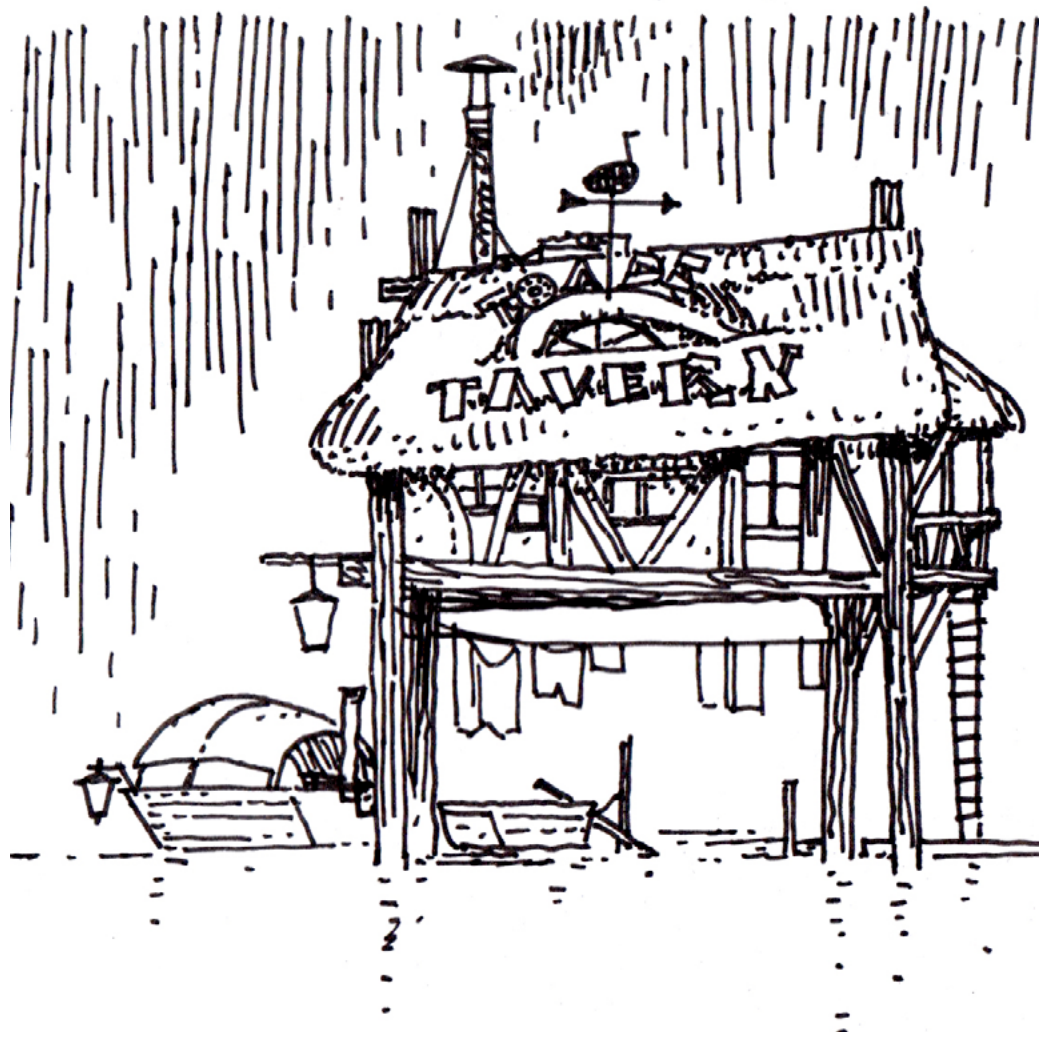
To participate:

Join in a town's celebration of the midnight sun. While the young ones dare each other to stay up, there's some competition between the adults as well. Dare others and take part in a dare yourself.

Something that happens this Burn Solstice:

1. The young ones play a game of hide-and-seek around the town and in some of the moored houseboats. They ask you to join them. Where do you hide?
2. Someone dares you to stay awake the whole night and still open your bookshop the next day. Do you do it?
3. You are asked to read scary stories to the little ones. They hope the scares will help them stay awake longer. What story do you tell them?

☀ As a **token** of the holiday, you spend the next day either in bed or wishing you could.



BRIMMING

The **Brimming** season brings chaos to the River. Heavy rains in the mountains send waters rushing down the River, making her surge. Strong currents sweep debris and unmoored boats away, and the land is drenched. The River briefly becomes a roaring beast, and some parts are impassable by boat. The riverside towns try to cling onto the Riverbank and avoid being swept away.



Brimming

1	2	3	4	5 Night Market
6	7 ∅ Flooding begins	8 ∅	9 ∅	10 ∅
11 ∅	12 ∅	13 ∅ Breakneck Race	14 ∅ ∅ Brimming (full) moon	15 ∅
16 ∅	17 Floodwaters recede	18	19	20

Seasonal signs

- * The River's current is strong and pulls away anything not securely moored
- * The tumbling waters reveal jagged rocks and tree logs, stopping travel
- * The floodwaters are loud; for most of the season, rushing water is your background music

Weeks

First week: Frogsong
 Second week: Flood
 Third week: Rush
 Fourth week: Ease

Travel Status

Travel is impossible from the **7th to the 17th** due to flooding (unless you have purchased raft reinforcements). Travel to a town to wait out the floodwaters.

Something that floods the River this season:

- ◇ The sad news arrives of the death of a beloved animal. Did you know them? Did they visit the bookshop?
- ◇ The floodwaters sweep the scent of rotting plants down the length of the river.
- ◇ Skittering insects washed from the mountains by the rain crawl over every boat and house and generally become a nuisance.

Weather

At the beginning of each day, draw **one card**; this represents the weather. Draw **another card**; this represents the duration of that weather. If the duration is in the morning, in the afternoon, or in the evening, draw a third card and read the weather from it.

That card represents the weather for the part of the day not covered by the first card.

Example: The first card says it is cloudy, the second card says in the afternoon. A third card is drawn, which says warm - it will be warm in the morning and evening, becoming cloudy in the afternoon.

The number next to the customer forecast on the weather table (steady, busy, quiet etc) represents the number of **customer cards** you draw.

Key

∅ No travel



Weather event

Sunny: ○○○

When you draw **sunny** weather, fill in a circle. When all three circles are filled, the next day a cloud of butterflies fly over the River and settle on any dry surface above the floodwaters. They are in various shades of vibrant colours.

Weather

Duration

A	Cold with steady rain. <i>Customer forecast: Steady. (4)</i>	All day
2	Blustery and chilly. <i>Customer forecast: Quiet. (3)</i>	In the morning
3	Warm. <i>Customer forecast: Steady. (4)</i>	In the morning
4	Stormy. Thunder grumbles in the distance and the sky is black. <i>Customer forecast: Quiet. (3)</i>	At night
5	Cloudy. <i>Customer forecast: Busy. (6)</i>	All day
6	∅ Thunderstorm. The thunder is loud and flashes of lightning can be seen in the distance. <i>Customer forecast: Snail's pace. (2)</i>	All day
7	Sunny. <i>Customer forecast: Busy. (6)</i>	All day
8	Steady rain. The sky and water is grey. <i>Customer forecast: Quiet. (3)</i>	All day
9	Cool. The breeze has a chill to it. <i>Customer forecast: Steady. (4)</i>	In the morning
10	Cloudy and warm. <i>Customer forecast: Busy. (6)</i>	In the afternoon
J	Hot. <i>Customer forecast: Extremely busy. (7)</i>	In the afternoon
Q	Light rain. <i>Customer forecast: Steady. (4)</i>	In the evening
K	Heavy rain. <i>Customer forecast: Snail's pace. (2)</i>	All day



Daily Tasks • Beginning of the Day

At the start of each day, roll d20 to determine what you need to do today:

1. Boxes of new stock are sitting unopened, ready to be priced and put up on shelves. What new titles interest you?

2. The windows in the morning light look grubby and need some cleaning. Who or what has made them dirty?


3. The shelves are in need of some dusting and tidying. Books that have been moved around by customers need to be returned to the correct shelves. Where is the most misplaced book?

4. Customers enjoy a decorated window front and yours could use a refresh. Create a new display; it needs a theme – seasonal, holiday-related, or simply a random theme of your choice. Use any props you can find in the shop.

5. Debris caught by the floodwaters has swept around the raft. You'll need to clear it away to prevent damage.

6. As you are working, you hear a loud noise. A large log has been swept beneath the raft and put a large hole in the decking. You'll need a **shipwright** to come and fix it for you. You'll need to do some DIY to temporarily patch it up, but you can't travel until it has been properly fixed.

7. Sort and reply to the mail – fan mail, complaints, suggestions. What is the funniest letter you receive?



8. The piping around the roof breaks. On rainy days, water gushes from the roof and soaks customers as they walk through the door. You can fix it yourself with a **spanner** and some **pipes**; otherwise, you'll need to get a **plumber** to fix it for you. On days with rain, draw **two less customer cards** per day until the problem is fixed.

9. Debris floats down the River. You put your net out and try to clear some from the water. It is mostly leaves and sticks, but occasionally useful items. What do you manage to find?

10. To celebrate an upcoming holiday, make decorations to hang in the shop. Customers will get excited and offer to help you.

11. Bookkeeping needs to be performed. This includes calculating inventory if you haven't done it recently, going through all your receipts and looking through the recent numbers. How have you been faring? Do you need to order a restock?

12. To highlight some interesting books, you decide to make a display in the shop. What's the theme? Boating tips, caring for houseplants, or similar.

13. A leak has sprung in the roof. You'll need a **shipwright** to come and fix it for you. Until then, the dripping of water into the bucket irritates you. You can't travel until it's been fixed.



End of the Day •

14. You decide to refresh the layout of the shop. This could involve simply moving a few shelves around or completely moving everything: the counter, couch, bookshelves and all the rest.

15. Overnight a leak has sprung in the roof, directly above a bookshelf. Spend the day rearranging the furniture in the shop to avoid the leak. You'll need a **Shipwright** to come and fix it for you. You can't travel until it's been fixed.

16. The River's waters are strong. You've never seen the River like this before, and it's mesmerising. In between customers, stand on the deck and watch the waters go by.

17. The second customer of the day says something that occupies your thoughts and distracts you for the rest of the day.

18. The raft needs some maintenance to keep it sailing smoothly. If the weather allows, oil the decks, sweep up debris, oil your paddle, coil up ropes. Otherwise, tidy the counter.

19. If the weather is nice, climb up and check the roof for leaks and damage. This is the rainy season and a well-maintained roof is necessary.

20. The couch in the corner and the rugs are getting dampened by dripping animalfolk. You try to dry the furniture out: in front of the fireplace if it's cool, or moving them out onto the deck if it's nice.

Total Earnings

Roll d6:

1. 20 coins
2. 45 coins
3. 60 coins
4. 55 coins
5. 68 coins
6. 37 coins

Books sold

Roll d6 and read from the table, then roll again and add the number on the die to that amount.

1. 50
2. 40
3. 30
4. 30
5. 60
6. 70

Restocking

In Brimming, it costs 220 coins to fully restock the shop.

Book orders

- * **Calom**, the maintenance shop owner in **Mersey**, wants to order *Fisher Fables* from Port Imes. *Reward upon delivery: 70 coins*
- * **Elma**, the 'Honey Darling' shop owner from **Arborea**, wants to order *New Leaf* from Thistle Down. *Reward upon delivery: 55 coins*

Night Market

Fareo had never seen such magic before. The trinkets in the merchant's hands winked at him so irresistibly, he felt as if he could not live another day unless he possessed one.

4th day of Brimming

Location: Plenty

From the Great Sea and Beyond, merchants come on strange vessels up the River bringing their wares to sell at the annual Night Market. On the giant lily pads that sprout in the shallow waters around the town of Plenty, tents and stalls are set up for one night to the excitement of the Riverfolk. Food is fried in fragrant oils and served on sticks. Enchanting songs weave through the air. The evenings are still long from the Burning sun, so the market often lasts late into the night.



To participate:

Wander through the stalls, buy an item or two from a stall and eat some market food.

Something that happens during this Night Market:

- ◇ A fortune teller warns you that something shocking will happen to you in the coming week. What is it? (For fortune inspiration, see **♁Astrology**.)
 - ◇ On a table, you see a trinket that reminds you of a fable your grandparent told you. The object was said to have given you a wish at the cost of a dream. Do you buy the trinket?
 - ◇ You come across some candles that, when lit, have the aroma of your favourite thing. You buy half a dozen. What is their scent?
- ♁ As a **token** of this holiday, you somehow spend **100 coins**; where and on what, you're not sure. Deduct **100 coins** from your balance.

Breakneck Rapids Race

The adrenaline from the race is amazing, Geya had been told, but she had never felt more fear than she did as the waters threw her boat around.

13th day of Brimming

Location: Riverwide

In the heart of **Brimming**, the River is a roaring beast and animalfolk who are brave and daring race down her in small canoes. The races take place when the River is the most unpredictable and ruthless, and it is a dangerous event to take part in. Injuries sometimes occur, and even terrible accidents!

The Breakneck Rapids Races are comprised of three different races:

- * The **speed trial**, in which the animal who makes it through the flooded section of the River fastest wins.
- * The **Roost-to-Plenty**, in which contestants start at Roost and must make it to Plenty in the fastest time. This race is the ultimate one – to win it is a great honour.
- * The **DIY race**, in which animalfolk, especially the young ones, form teams and create boats from random materials and race them in the calmer floodwaters. The DIY race is the most fun, and it often ends up with everyone in the water. Trophies are handed out to all who participate.

The races are a source of great excitement for the animalfolk, as they are hugely entertaining to watch. Bets are often placed and popular contestants have banners made of them. The races bring in spectators from nearby towns and the Riverbank is often full of animalfolk.



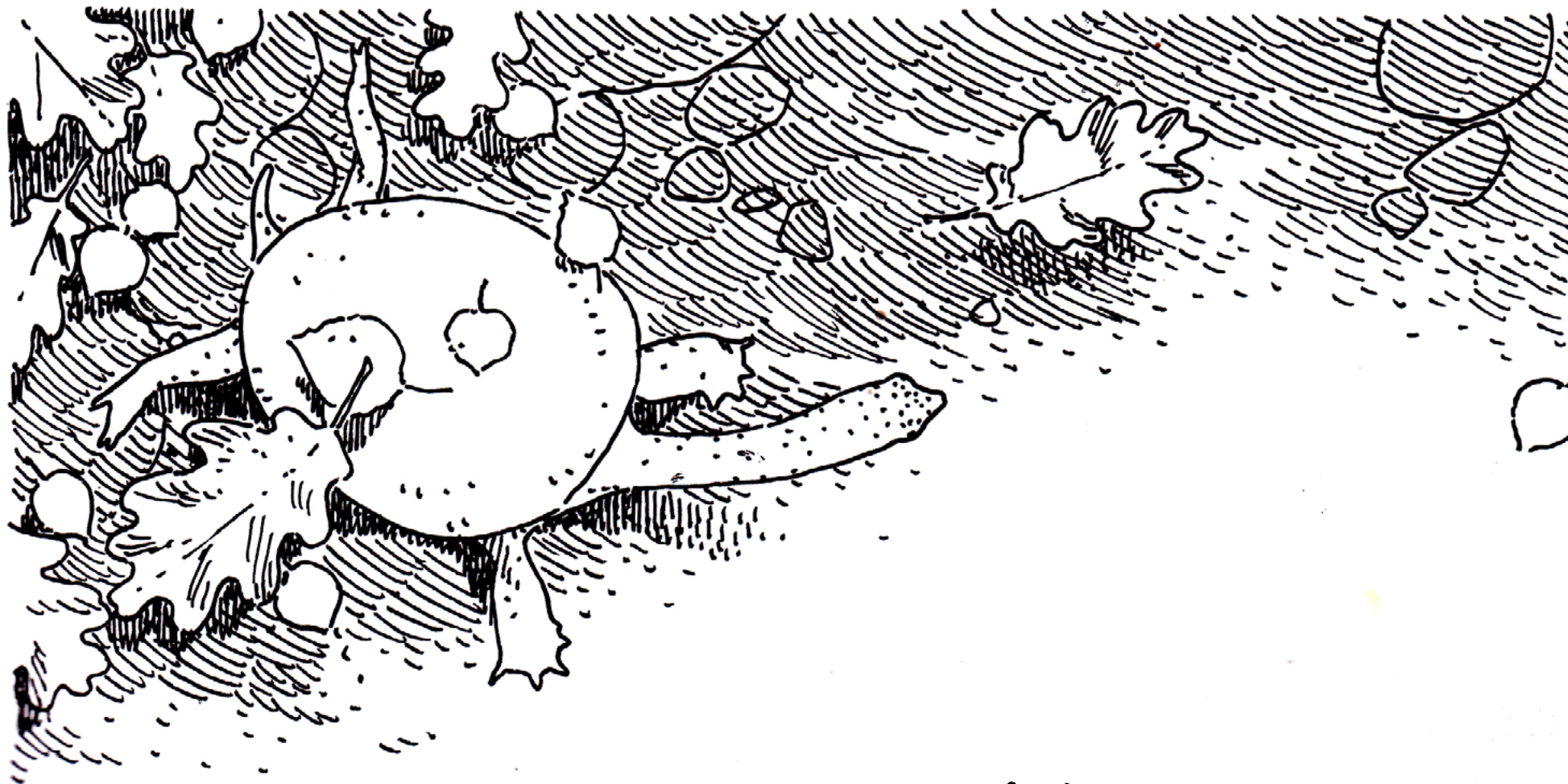
To participate:

Find a good place along the Riverbank to watch the racers go by, then participate in the DIY race. Perhaps some friends join you in a team or you are invited into one. You'll have to make a boat from reeds, bark, cardboard and old inflatables.

Something that happens during this Breakneck Rapids Race:

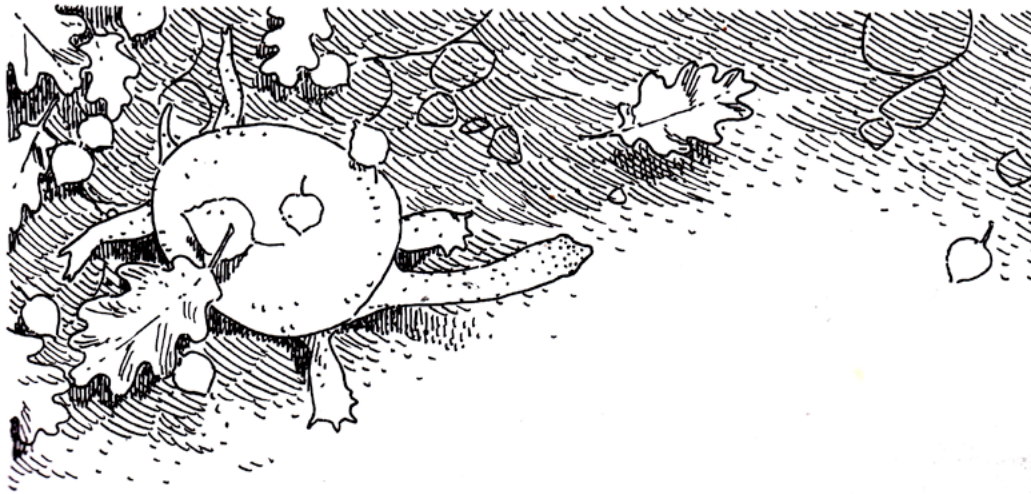
- ◇ An unexpected face participates in the speed trial. Who is it?
- ◇ The winners of the DIY race use something very silly to stop their boat from sinking. What was it?
- ◇ There's a shocking twist in the Roost-to-Plenty race. The animal who wins has a big setback in the beginning but eventually pulls through to come first place. What happened to them?

🌀 As a **token** of this holiday, you come home with dripping wet clothes and a small trophy.



BRINK

The season of Brink is heralded by cool weather, a relief after the heat. As the weather begins to cool, nights on the River become frosty. The trees and bushes turn orange and lose their leaves, blanketing the water in red. Skim-ice can be found toward the end of the season, signalling the coming freeze. Salmon make their way up the River, bringing stories and songs from the Great Sea and Beyond. Animalfolk who had come to the River for the warmer seasons begin to pack their bags and head off in search of hotter climates. The **weeping trees** drop their teardrop leaves into the water at this time, giving Brink the nickname, 'the Weeping Season'.



Seasonal signs

- * Crunchy leaves blanket the deck and blow into the gutters
- * The mornings are covered by mist and frost
- * Animals begin to wear thick jumpers and scarves
- * The nights are cool enough for a fire

Weeks

First week: Reedsong
 Second week: Frost
 Third week: Fall
 Fourth week: Quieting

Travel Status

Travel allowed all season

Brink

1 Salmon Run begins	2	3	4	5
6 <i>Sunset at 6pm</i>	7 Gloomin	8 Gloomin	9 Gloomin	10 Gloomin
11	12	13 Brink (full moon)	14	15
16 <i>Sunset at 5pm</i>	17	18	19 Last chance for restocking until Bloom	20 Weeping Day

Something that haunts the River this season:

- ◇ A giant catfish lurks in the deepest waters.
- ◇ A shadowy spirit comes out after sunset and tricks travellers into the water.
- ◇ A mysterious voice - singing? Whispering? - can be heard, mostly after dark. Animalfolk report they hear it up and down the River, but only for a minute at a time.

Weather

At the beginning of each day, draw **one card**; this represents the weather. Draw **another card**; this represents the duration of that weather. If the duration is in the morning, in the afternoon, or in the evening, draw a third card and read the weather from it. That card represents the weather for the part of the day not covered by the first card.

Example: The first card says it is frosty, the second card says in the morning. A third card is drawn, which says blustery - it will be frosty in the morning, becoming blustery in the afternoon.

The number next to the customer forecast on the weather table (steady, busy, quiet etc) represents the number of **customer cards** you draw.

Key

∅ No travel



Weather Event

Heavy fog: ○○○

When you draw heavy fog, mark off a circle. When the third circle is filled, the next day a dense fog blankets the River, forcing travel to stop and the animalfolk to stay inside until it lifts the next day.

	Weather	Duration
A	Cool with light showers. <i>Customer forecast: Busy. (6)</i>	All day
2	Frosty. <i>Customer forecast: Busy. (6)</i>	In the morning
3	Blustery. Leaves are tossed around. <i>Customer forecast: Busy. (6)</i>	In the afternoon
4	∅ Strong winds. Windows rattle. Leaves and debris are thrown against the boats. <i>Customer forecast: Quiet. (3)</i>	In the morning
5	Freezing rain. <i>Customer forecast: Steady. (4)</i>	All day
6	Warm. The water is clear. <i>Customer forecast: Busy. (6)</i>	In the afternoon
7	∅ Heavy fog. Objects seem blurry and smudged. <i>Customer forecast: Quiet. (3)</i>	All day
8	Cold with a light breeze. <i>Customer forecast: Steady. (4)</i>	In the evening
9	Thunderstorm. <i>Customer forecast: Snail's pace. (2)</i>	In the morning
10	∅ Fog. The River is silent and eerie. <i>Customer forecast: Snail's pace. (2)</i>	All day
J	Hail. <i>Customer forecast: Quiet. (3)</i>	In the evening
Q	Misty. Everything is soft and blurry. <i>Customer forecast: Steady. (4)</i>	In the afternoon
K	Blustery and warm. <i>Customer forecast: Extremely busy. (7)</i>	All day



Daily Tasks • Beginning of the Day

At the start of each day, roll d20 to determine what you need to do today:

1. Boxes of new stock are sitting unopened, ready to be priced and put up on shelves. Which new titles are highly praised?

2. The windows are in need of some cleaning. Who or what has made them dirty?

3. The shelves are in need of some dusting and tidying. Books that have been moved around by customers need to be returned to the correct shelves. What is the strangest book you find on the wrong shelf?

4. Customers enjoy a decorated window front and yours could use a change. Create a new display; it needs a theme – seasonal, holiday-related, or simply a random theme of your choice. Use any props you can find in the shop.

5. The chimney has clogged and you can't light the fire until it's been fixed. Customers complain about the cold, and some even leave. You'll need a **firesmith** to fix it for you. Draw **one less customer card** per day until you get it fixed.

6. A customer bumps into the woodpile, sending logs rolling over the deck. Customers keep getting in your way as you try to tidy them up.

7. The deck has frosted over and is extremely slippery. You need to melt the ice before opening the shop, which makes you late to open in the morning.

8. Overnight, leaves have blown into the gutter and need clearing. You try to do this in between customers. How successful are you?

9. Leaves blow through the door as customers come in, eventually covering the shelves and floor. You spend the day sweeping them up.

10. The fireplace needs a bit of maintenance as it will get a lot of use in the coming season. A customer causes this job to be a lot trickier than you expected. How do they hinder you?

11. Papers and receipts have made a mess on your desk. As you are tidying up, a customer makes you spill your tea over some important papers. What did they do? And what were the important papers?


12. The potted plants that decorate the deck need some care – watering, trimming or repotting.

13. A leak has sprung in the roof. You'll need a **shipwright** to come and fix it for you. Until then, you can't travel. The sound of dripping irritates you all day.

14. You've been putting off the bookkeeping but it unfortunately must be done. Calculate inventory if you haven't done it for a while, go through all your receipts and look through the recent numbers. How have you been faring? Do you need to order a restock?

15. To celebrate an upcoming holiday, make decorations to hang in the shop. The young ones will offer to help you and provide great ideas.

16. The weather makes you close up early today. Why?



End of the Day •

17. Some young ones playing on the deck come in and sheepishly tell you there's a hole in the decking. You'll need a **shipwright** to come and fix it. You can't travel until you get it fixed.

18. To highlight some interesting books, you decide to make a display in the shop. What's the theme? Books to read by the fire, sad books, or similar. Customers make comments about the books you are trying to organise.

19. You wake up with a runny nose - you've probably caught a cold from one of your customers. You can make **ginger tea** if you have the ingredients available; otherwise, you blow your nose frequently throughout the day.

20. The book sections need to be reorganised. Maybe move the least popular categories around to the front of the shop? Which categories of books have been the least popular this season?

Total Earnings

Roll d6 at the end of the day:

1. 20 coins
2. 45 coins
3. 60 coins
4. 55 coins
5. 65 coins
6. 62 coins

Books sold

Roll d6 and read from the table, then roll again and add the number on the die to that amount.

1. 50
2. 40
3. 25
4. 30
5. 60
6. 70

Restocking

In **Brink**, it costs 200 coins to fully restock the shop.

Book orders

- * **Meri** in **Roost** wants to order *Beekeeping for the Brave* from Arborea. *Reward upon delivery: 30 coins*
- * **Heli**, the owner of Sprout's Grocery in **Rueberry**, wants to order *Keeping Crickets as Pets* from Mersey. *Reward upon delivery: 25 coins*
- * **Peako**, the takeaway shop owner in **Plenty**, wants to order *The Adventures of Rickety Bee: The Gates of Murlo* from Mersey. *Reward upon delivery: 35 coins*

Salmon Run

For most of a year, the salmon swim the salty, wild waters of the Great Sea. But come the change of the season, deep in their bones they felt a change, a need to find a quiet river, a place to sing their salmon song.

1st day of Brink

Location: Riverwide

The salmon that can be found in the River during Brink are huge beasts, as tall as any adult. They are sacred, mythical creatures that come from the Great Sea, a faraway world that holds much intrigue to the Riverfolk. Brink begins as the salmon start to make their way up the River to their sacred spot. The River is often referred to as the salmon-road and during this time, you'll see them travelling up-river; large shadows below the water, or the flash of scales catching the sun. If you're lucky, they may come closer to the surface where you can converse with them.

Some animalfolk have a tradition that involves swimming up the length of the River with the salmon, beginning at the Rivermouth where the salmon first appear and ending at Thistle Down. This is a big undertaking that takes all season and that only the strongest swimmers can accomplish.

Those wanting to take part without swimming the whole River can join when the salmon and swimmers come past their towns. It is a humbling thing to swim alongside the massive salmon on their journey; to share travels with them is a wondrous privilege.



To participate:

If you are able, join the swim when the swimmers reach the town in which you're staying. The swimmers pass each town on the following dates: Port Imes: 1st; Plenty: 3rd; Arborea: 7th; Ennerck: 8th; Kiawake: 9th; Mersey: 10th; Hurst: 13th; Roost: 15th; Rueberry: 19th; Thistle Down: 20th.

📍 As a **token** from this Salmon Run, you find a giant scale floating on the surface of the water. It is the size of a dinner plate.

Gloomin

By dark, the winged creatures have unfurled themselves from their cages and taken to the air; ravenous, wanting.

7th–10th days of Brink

Location: Riverwide

For four nights during **Brink**, when the sun sets, giant moths hatch from their cocoons and swarm in the cool night air. The moths are big enough to carry off any animal and are drawn to any light source, from the tiniest candle flame to a ship's lantern. During these nights, animalfolk shut themselves in and extinguish any lights. Shops shut early and towns are empty before the sun sets. These are tense times, and animalfolk are withdrawn and scared during these days; however, they find comfort in each other, with animalfolk opening their homes to those who live alone.



During the nights of Gloomin, those who listen can hear the scrabbling of claws against windows, the rasp of wings and the tap of bodies against walls.



To participate:

Close your shop early or head home before the sun sets. Make sure all your lights are hidden and your curtains are drawn. If someone invites you into their home, you can spend the nights there or you can welcome animalfolk into your own if it is safe enough.

Something that happens during this Gloomin:

1. On the second night of Gloomin, after locking your door and closing the curtains, you hear a knock on your door. Do you open it? Who is it?
2. You invent a game using a broom and a basket. What is the game?
3. Being stuck in the bookshop, you decide to sort through your belongings and do some cleaning. You find some trinkets from past holidays. Which one brings back fond memories?

‡ As a **token** of these dark nights, you gain a fear of giant moths.

Weeping Day

With a great sigh, as the last leaf fell, the spirit let go of its place in this world where it lived with breath in its lungs and a beat in its heart.

20th day of Brink

Location: Riverwide

When the **weeping trees** drop their last leaves into the River, the animalfolk remember their dead. It's believed that the spirits of the dead live in the weeping trees for a year after passing, and when the leaves drop, they have moved on from this realm. Candles are lit underneath the trees while the families sit underneath their branches, holding vigil while the last leaves fall. Townsfolk join those waiting beneath the trees to comfort and support them. Towns are decorated with strings of the weeping leaves.



To participate:

Join the gathered townsfolk beneath the weeping trees and watch the leaves fall. Say a final goodbye to those who have passed during the last year. If you know someone who has died, you can remember them here. If not, you can support those who have lost.

Something that happens this Weeping Day:

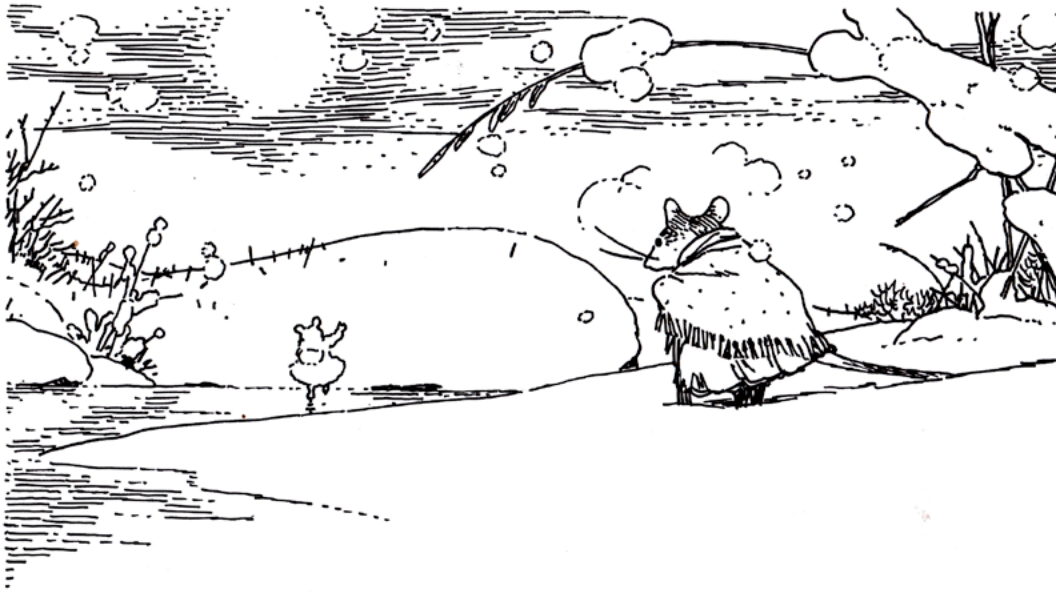
1. As the townsfolk sit beneath the trees, a ghostly figure is seen walking behind the gathering. Does it bear any familiarity?
2. While sitting with the townsfolk, you find out a regular bookshop customer died earlier that month. They loved books, so you decide to place their favourite book at the base of the weeping tree. What book is it?
3. You listen to the townsfolk tell stories of the dead. One story is about a disastrous adventure in which a group of friends tried to paddle into the Great Sea. As you listen, you realise the story involves a relative of yours you didn't realise had a connection with the River. Who is the family member and what connection did they have to those who died on the expedition?

🔗 As a **token** of this holiday, you are handed a carved wooden token of a salmon made by an animal to remember their friend.



BRISK

The River slips into a quiet sleep as it heads into **Brisk**. The rhythms of the growers, makers, and workers slow as they rest for the year. The air freezes and a heavy blanket of snow soon covers the trees. Ice forms over the River and all waterway travel is stopped. The surrounding land is turned white and smooth, and sounds are quietened in the chilly air. Animalfolk take the time to rest and make preparations for the coming year.



Seasonal signs

- * Everything becomes white and cold
- * The River undergoes a most dramatic change
- * Your breath mists in the air
- * Sounds are muffled in the snow

Weeks

First week: Chill
 Second week: Hush
 Third week: Blanket
 Fourth week: Awaken

Travel Status

The bookshop can't be moved after the 9th. Make your way to a town where you can spend Brisk as River travel doesn't resume until Bloom. Despite the ice, you can put a backpack on and skate up the riverpath. To travel on the frozen River, you need a pair of **ice skates** and a **bulrush jacket**.

Brisk

1	2	3 ◊ <i>River freezes solid</i>	4 ◊	5 ◊
6 ◊ <i>Sunset at 12pm</i>	7 ◊	8 ◊ <i>Make a lantern for the solstice</i>	9 ◊ ☾ Starfall	10 ◊ Brisk Solstice
11 ◊	12 ◊ ○ Brisk (full) moon	13 ◊	14 ◊	15 ◊
16 ◊ <i>Sunset at 3pm</i>	17 ◊	18 ◊ Ice Dance Festival	19 ◊	20 ◊

Something that warms the River this season:

- ◇ Lanterns hang from trees on the Riverbank.
- ◇ The animalfolk share stories of faraway lands and good company.
- ◇ Anticipation for a new year fills the hearts of the Riverfolk.

Weather

At the beginning of each day, draw one card; this represents the weather. Draw another card; this represents the duration of that weather. If the duration is in the morning, in the afternoon, or in the evening, draw a third card and read the weather from it. That card represents the weather for the part of the day not covered by the first card.

The number next to the customer forecast on the weather table (steady, busy, quiet etc) represents the number of **customer cards** you draw.

Key

∅ No travel



Weather event

Snowstorms: ○○○

When you draw a snowstorm, fill in a circle. When the third circle is filled, the next day a massive snowstorm forces everyone inside for the entire day.

Weather

Duration

A	∅ Snowstorm. The wind howls against the windows. <i>Customer forecast: Dead. (0)</i>	All day
2	Cold but clear. <i>Customer forecast: Steady. (4)</i>	In the morning
3	Cold and cloudy, light breeze. <i>Customer forecast: Snail's pace. (2)</i>	In the evening
4	Cold and sunny. Everything glistens. <i>Customer forecast: Steady. (4)</i>	In the afternoon
5	Snow. Everything is quiet. <i>Customer forecast: Quiet. (3)</i>	All day
6	Light snowfall. <i>Customer forecast: Steady. (4)</i>	All day
7	Cool and sunny. <i>Customer forecast: Steady. (4)</i>	In the evening
8	∅ Heavy snow, no visibility. <i>Customer forecast: Dead. (0)</i>	All day
9	Thick snow. <i>Customer forecast: Snail's pace. (2)</i>	In the morning
10	∅ Sleet and strong winds. No visibility. <i>Customer forecast: Dead. (0)</i>	At night
J	Bitterly cold. Icicles hang from the trees and bushes. <i>Customer forecast: Quiet. (3)</i>	In the afternoon
Q	Sleet. <i>Customer forecast: Quiet. (3)</i>	In the evening
K	Cold and windy. <i>Customer forecast: Snail's pace. (2)</i>	All day



Daily Tasks • Beginning of the Day

At the start of each day, roll d20 to determine what you need to do today:

1. You decide to spend the day reading one book that has interested you or has been recommended by a customer. What book is it and what is its genre? After you read the book, you write a review to stick on the bookshelf. Did you enjoy the book?

2. The windows are in need of some cleaning. Who or what has made them dirty?

3. The shelves are in need of some dusting and tidying. Books that have been moved around by customers need to be returned to the correct shelves. Where is the most misplaced book?

4. To occupy yourself during these quieter weeks, you decide to redecorate the front window with a theme – seasonal, holiday-related, or simply a random theme of your choice.

5. The door handle to the shop freezes shut. Customers can't get through the door, so you need to defrost it or find another way to get books to customers today.

6. You discover the chimney has become clogged as you try to light the fire in the morning. Customers complain about the cold and leave. You'll need a **firesmith** to fix it for you. Draw **one less customer card** per day until then.

7. Thick snow has covered the deck overnight. The first customer offers to help you shovel the snow away. Do you accept their assistance?

8. The gutters start to leak under the weight of the snow. Giant icicles form from the dripping water and threaten to skewer customers as they walk in through the door. You can fix it yourself with a **spanner** and some **pipes**; otherwise you'll need to get a **plumber**. Until it's fixed, snap off the icicles each morning to avoid casualties.

9. Today, instead of doing a task, you sit and enjoy the atmosphere with a cup of tea.

10. A snowball is thrown at the window during a boisterous game, breaking the glass. Customers complain about the cold and leave. You'll need a **glassmith** to fix it for you. Draw **one less customer card** per day until then.

11. You can't manage to light the oil lamps in the shop, so for a day the shop is dark. The customers grumble but everyone gets by. Light some candles if you have some.

12. The cold weather makes the till stop working for a day. If you have **gear oil**, you can fix it right away. Draw **one less customer card** if you can't fix it. Annoyingly, it starts working perfectly again the next morning.

13. The weather causes you to close up shop early. Why?

14. The mail has stacked up into a big, teetering pile. Sort and reply to the mail today – fan mail, complaints, suggestions. Which are the best and the worst letter you receive?

15. Snow brought in by customers has melted on the floor and soaked the rugs. You'll need to find a way to dry them out inside if the weather outside is bad.

16. The woodpile has become a bit disorganised and covered in snow. It will need restacking and drying out. A customer or a friend comes around and offers to help you.

17. **ƆDusters** (small, furry, round creatures) have come in from the cold to nest in the shop. They scurry away from you and knock things over. Try to tempt them out using food or find a way to trap them and remove them.

18. You spill the last of your **lantern oil** trying to light the lanterns in the morning. The shop is dark until you buy some more. The customers squint at book titles and ask for your help. Draw **one less customer card** until fixed.

19. To highlight some interesting books, you decide to make a display in the shop. Choose a theme for the display: tips for home renovations, creative ways to liven up birthdays, or similar.

20. You decide to refresh the layout of the shop ready for the new year. This could involve simply moving a few shelves around or completely moving everything: the counter, couch, bookshelves and all the rest.

Total Earnings

Roll d6 at the end of the day:

1. 20
2. 10
3. 16
4. 27
5. 30
6. 25

Restocking

Not available during **Brisk**.

Book orders

- * **Art** (one of the Warblers) in **Plenty** wants to order *The River-Wader's Handbook (Updated and revised)* from Hurst. Reward upon delivery: 65 coins
- * **Nim**, who runs Stream Supplies in **Kiawake**, wants to order *Beyonders: The History of the Beyond told by Twelve Travellers* from Port Imes. Reward upon delivery: 73 coins
- * **Kurto** from **Ennerck** wants to order *River Bends* from Plenty. Reward upon delivery: 40 coins
- * **Eunice** from **Hurst** wants to order *The View From Up Here* from Kiawake. Reward upon delivery: 68 coins

Books sold

Roll d6 and read from the table, then roll again and add the number on the die to that amount.

1. 50
2. 40
3. 35
4. 30
5. 60
6. 70

Brisk Solstice (Darkfall)

Tonight the night sky needs the animalfolk to make their own starlight

10th day of Brisk

Location: Riverwide

To celebrate the longest night, animalfolk gather to light up the dark. Animalfolk spend the nights before the solstice making their own lanterns. Then, the festivities begin with a lantern parade around town or along the Riverbank. The parade ends at a large bonfire. Hot, hearty soups and apple tarts with sugared pastry are served around the fire.

This holiday is about shedding bad habits, thoughts, feelings and memories from the past year to make space for new things in the coming year. Animalfolk throw pinecones into the fire with a thing they want to shed, leave behind. The fire roars into the early morning, with those who are still awake gathering around the coals to roast nuts, bread and sugared berries.



To participate:

Make your own lantern to bring on the parade (see **Lantern-making**). Be creative! You can make it out of paper, a tin can, a hollow reed. Join in the parade. Enjoy soup and warm tarts. Choose a memory, thought or feeling that no longer serves you and throw a pinecone with it into the fire.

Something that happens during this solstice:

1. In the skies above, coloured lights dance. The lights weave a special pattern in the skies. There is something magical about the way they move. What do they remind you of?
2. The most amazing lantern at the solstice this year is a golden fish that opens its mouth to shine light. It swims about the parade, shimmering and shining. What are your favourite lanterns from this solstice?
3. A magician joining in the celebrations offers to enchant everyone's snow creations. Animalfolk have made snow figures of friends, butterflies and tugballs. When enchanted, the snow figures join in the dance, the butterflies flutter through the air and the tugball spins through the air. What snow creation do you make?

✱ As a **token** of your participation, you feel lighter, freer and with more optimism for the future.

Ice Dance Festival

As the icy days wear on, the animalfolk gather to bring song and cheer into the chilled air

17th day of Brisk

Location: Riverwide

When the River freezes solid, it is a new place to explore. The young ones put on skates and grab sleds to race down the ice. Musicians pull out their instruments and play music for the skaters to dance to. Animalfolk spin on the ice with partners or alone, joining in traditional dances upon the River ice. Those who take a break to rest their paws make snowanimals, rolling balls of snow to make heads and placing twigs for arms. Flickering candles line the edge of the ice, creating shimmering reflections on the surface. As always, a feast is laid out for all to warm their paws and fill their belly.



To participate:

Find someone to dance with, or dance alone, or simply enjoy the music. Grab a warm drink and a plate.

Something that happens during this Ice Dance:

1. You are invited to go sledding, but don't have a sled of your own. You improvise and pick something from your shop to use. What is it?
 2. One of the traditional dances tells a story of how the River fell in love with the mountain gods. Does the story end happily or tragically?
 3. The musicians ask you for a song request. You decide to request a song you've heard on the River this year: maybe the skyflower song, a song from the Reed festival, the Night Market, a River song sung by fisherfolk, or something else. What song do you request?
- * As a token of this holiday, you have a song from the dance stuck in your head the next day.



TOWNS

Along the River, there are three regions which divide the towns. In the upper course, the land undulates in hills and gullies. Mountains can be seen in the distance and thick, lush forest covers the land. In the middle course, the land around the River is flat and open; small plants and medium-sized trees grow here. During heavy rains or the Brimming season, the River swells and the land is covered in water. In the lower course, clusters of reeds and lily pads are more common in this stretch of the River. The land is a mixture of open land and thick forest.

Upper course:

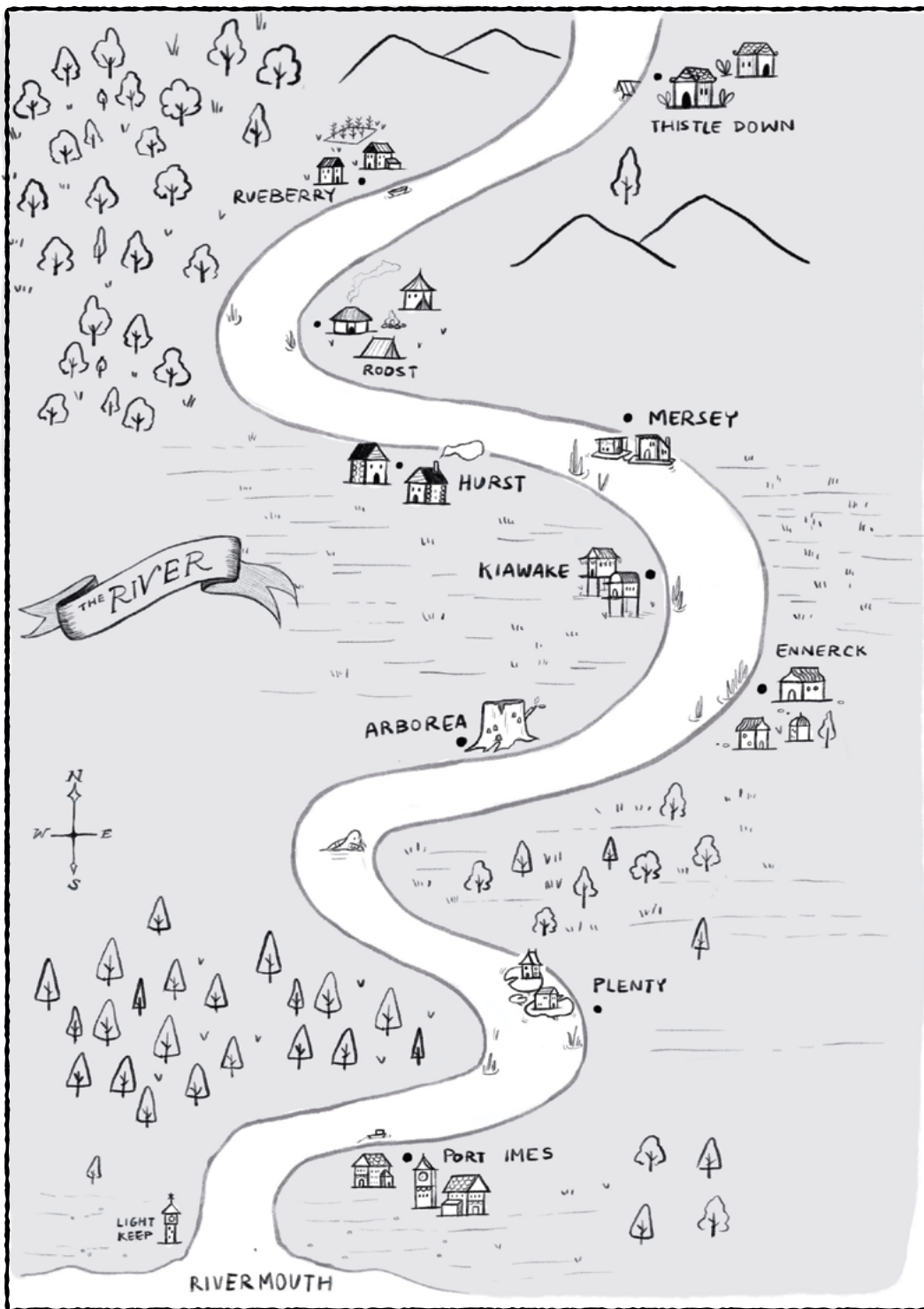
- * Thistle Down
- * Rueberry
- * Roost
- * Hurst

Middle course (floodplains):

- * Mersey
- * Kiawake

Lower course:

- * Ennerck
- * Arborea
- * Plenty
- * Port Imes



Distances

- Thistle Down–Rueberry:** 1 day
- Rueberry–Roost:** 2 days
- Roost–Hurst:** 2 days
- Hurst–Mersey:** 3 days
- Mersey–Kiawake:** 2 days
- Kiawake–Ennerck:** 2 days
- Ennerck–Arborea:** 1 day
- Arborea–Plenty:** 3 days
- Plenty–Port Imes:** 2 days



If you are travelling **upstream**,
add one day to the travelling times.



Thistle Down

Known for the academics and inventors that live and study in the town, Thistle Down is a bustling place. Above the cobblestone paths, colourful flags fly from buildings and lively conversations can be heard through open doors. Thistle Down's early scholars carved symbols into the buildings, the meanings of which are widely debated to this day.

Location: Upper course

Notable locations: the Thistle Down School, the Ancient Library of Wonderment and Wisdom, the Lavish Theatre



Seasonal changes

Being higher up than the other River towns, Thistle Down often receives early snowfalls in mid-late **Brink**. On frosty mornings a light snowfall will cover the ground.

Holiday traditions

During the **solstices** (page 102 and page 146), the townsfolk bring out two large, old statues. The faces are long faded and quite hideous. Their significance has slipped from the memories of those living. The adults question the necessity of the statues and the young ones squeal with fear when they see them; however, it is part of tradition and while they are detested by the townsfolk, it wouldn't feel like the solstice without them.

Shops

Thistle Post Office

Send postcards to family, send orders to customers or receive parcels.

- * Snail mail (10–20 days) – 5 coins (*Not available in Brisk or Brimming*)
- * Owl mail (4–6 days) – 10 coins (*12 coins during Brisk*)
- * Express boat (1–3 days) – 15 coins (*Not available in Brimming or Brisk*)

When sending a letter, you will receive a reply. See

📧 **Receiving parcels & letters.**

Rushdown Clothing

Bulrush jacket – 120 coins
(*Available in Brink & Brisk*). A puffy jacket filled with bulrush fluff. Keeps one extremely warm. Allows you to travel on the river in Brisk.

Appleford's Food Store

Cream – 20 coins

Cheese – 15 coins

Bag of potatoes – 8 coins

Bag of carrots – 4 coins

Ginger – 19 coins

The Bake House

Chestnut sweet buns – 3 coins. *Pack of two.*

Caramel sweet buns – 3 coins. *Pack of two.*

Honey slice – 7 coins. *Made with honey from Arborea.*

Curry pie – 10 coins

Characters

Mia

Weasel, she/her

Mia lives amidst the bulrush on the edge of town. She is one of the gatherers of the bulrushes in and works with the fluff to create blankets, jackets, pillows. A jacket made by her will always keep you warm. She often has pieces of fluff stuck to her.

Von

Turtle, they/them

An unhappy fellow, Von walks around with a perpetually gloomy look upon their face. They ignore any positive thing that happens to them and instead focus on the bad things, moaning about items that break after a single use, woeful weather and sickness. They will add miserable comments to conversations, saying things like, 'it's unlikely to happen,' or 'we shouldn't wait for better weather, it is unlikely to stop raining.'

Special books

- * *New Leaf: Starting Afresh* – 34 coins



Rueberry

Grown from the rich soils that surround it, Rueberry was built by those who moved from the Great Seas to farm the abundant land. Giant wildflowers grow between the buildings and tower over the heads of the animalfolk, casting welcome shade in the heat of Burn. Vast growing fields stretch far behind the town.

During the harvest seasons of **Burn** and **Brink**, the town fills to the brim with animalfolk before emptying in the cooler seasons when the growing fields sleep. Those who stay in the town yearlong live in whimsical, handcrafted houses, each as different as the family that lives within. Rueberry's orchards are popular attractions. When the farm work is done, canoe ball is played extensively in the River.

Location:
Upper course

Notable locations: Dreaming Frog Tavern, the Floating Fields, Kern's Fortunes and Misfortunes



Seasonal changes

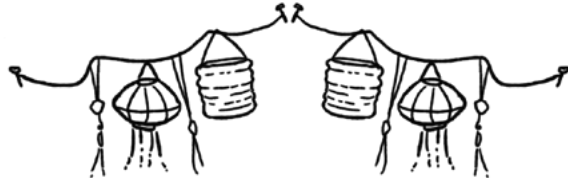
During **Bloom** and **Burn**, giant wildflowers grow over the town, painting it in colour and casting most of it in shade. Those with pollen allergies are advised to wear face coverings.

During **Burn** and **Brink**, the harvest is in full swing. The town is full of new faces who have come to help with the harvest and the air is loud with many voices. The wharf is in constant motion as cargo boats take produce and drop off workers. Carts full of vegetables and barrels full of apples line the streets as animalfolk sort them for storage and preservation. The young ones run around clutching sticky fruit in between their paws, ignoring the grown-ups.

Holiday traditions

During the **Harvest Feast** (pg. 98), the young ones take some of the petals from the giant wildflowers and paddle them around the River like boats, creating spots of colour.

During **Burn**, a special harvest holiday is held. To participate, see **Helping with the Harvest** (pg. 215).



Shops

Sprout's Grocery

Beetroot - 10 coins

Parsnips - 10 coins

Cheese - 45 coins

Wildflower cordial - 33 coins

Bag of apples - 17 coins.

Merry variety.

Lemon myrtle leaves - 20 coins

Jammin'

Blueberry jam - 40 coins.

Apple jam - 35 coins.


Orange marmalade - 30 coins.

Rueberry Post Office

Send postcards to family, send orders to customers or receive parcels.

* Snail mail (10-20 days) - 3 coins (*Not available in Brisk*)

* Owl mail (4-6 days) - 6 coins (*8 coins during Brisk*)

When sending a letter, you will receive a reply. See  **Receiving parcels & letters.**

Moss & Thicket

Mystery seed - 20 coins. *Plant one in a pot and in 20 days, it will grow into a flower. Three colours: purple, white (glows in the dark) or orange.*

Pot - 40 coins

Characters

Manuka

Wallaby, she/her

Manuka spends her days sitting on a worn wooden bench in town. She sits on the same seat, rain or shine, and has become a fixture of the town. She comes out of her house at 9am every day and goes back inside at 4pm. Townsfolk will bring her food and gifts and join her on their breaks.

Heli

Sugar glider, she/her

Heli owns Sprout's Grocery. Sprout was a relative of Heli's and she inherited the business when Sprout disappeared under mysterious circumstances. Heli teaches dancing classes on the fifth day of every week and likes taking care of small creatures. She dreams one day of opening a dance school.

Special books

* *Love & Lemon Myrtle* - 30 coins



Roost



A wandering town, Roost lives on the Riverbank during **Bloom, Burn** and **Brink**. Where it goes seems to be a secret that only townsfolk know. The town is made up of a collection of tents of all shapes and sizes that change every time the town reappears. Only a small number of animalfolk are permanent residents of the town.

Each night a communal fire is lit at mothlight and any passing animalfolk are welcome to join, cook over the fire or simply warm their paws. In the evenings, stories and songs are shared. As the town travels so frequently, the townsfolk often bring back news from Beyond and the Great Sea that other Riverfolk have yet to hear. Each time the town returns, many animalfolk gather to welcome the townsfolk back and catch up on news. The earthy scent of the communal campfire wafts downriver and is a sign for many that Roost has returned.

Location: Upper course

Notable locations: Ki's Haunted Tent, Flower's Sandwiches, the Tent of Living Stories, the Box with Teeth

Seasonal changes

This town can be visited during the seasons of **Bloom, Burn** and **Brink**. During **Brimming** and **Brisk**, the area where the tents would be pitched lies empty.

The first few days of **Bloom** and **Brink** are the busiest for the town and its wharf as animalfolk catch up with friends and gossip.

Holiday traditions

During **Weeping Day** (pg. 134), the townsfolk carve the names of the dead and hang them in the **weeping trees**. The trees in and around Roost are covered with hanging tokens that tap against each other in the breeze during this time.



Roost Shops

The Food Tent

- * **Ginger** - 30 coins
- * **Chilli berries** - 20 coins.
Pack of three.
- * **Calming tea blend** - 40 coins. *When consumed, the drinker feels calmer and things aren't so bad.*
- * **Focus tea blend** - 40 coins. *When consumed, this helps the drinker do tasks they would rather not.*
- * **Broth** - 20 coins
- * **Hearty stock** - 35 coins

Adventuring Gear

- * **Ice skates** - 150 coins.
Allows you to travel on the River during Brisk.
- * **Candles** - 10 coins. *Pack of three*



Characters

Meri

Heron, they/them

A mystical animal, Meri speaks in a soft voice. They carry around tarot cards and enchanted animalfolk often ask them to read their cards. Meri is widely travelled and a popular choice for story nights.

Calico

Possum, she/her

A lost soul trying to find her way, Calico has been travelling with Roost for a few years. She was born deaf and communicates with sign language and by writing notes. She is unsure of her future and what her calling is. In the meantime, Calico creates wonderful little glass companions that keep the wearer safe.

Special books

- * *The Breeze in the Brambles* - 20 coins



Hurst



Originally built by small animalfolk, Hurst is a squat, friendly town. Large animalfolk often bump their heads on doorways and slouch inside buildings. To make up for this, the town has many open and spacious areas for gathering. The many chairs and benches in these spaces are often filled with animalfolk resting their paws or snacking on treats from the many food stalls that visit. Hurst is home to some of the best swimming spots on the River and young ones are often brought there to be taught how to swim. Strange symbols and words are carved on many of the rocks on the Riverbed, and finding such stones makes for an excellent diving trip.

Location: Upper course

Notable locations: the Bathing Ponds, Chestnut Bakery, the Stained walkway, Checker Square.

Seasonal changes

During **Burn**, the waters around the wharf are filled with young ones learning to swim.

Holiday traditions

A popular swimming race is held during **Burn Solstice** (pg. 102). During this time, flags and markers sit in the water around Hurst. Animalfolk wear floaties, swimming caps and striped swimsuits.



Shops

Maintenance Shop

- * Gear oil - 45 coins. Keeps gears turning smoothly.

The Corner Shop

- * Fire lettuce - 5 coins. *A red leafy lettuce excellent for salads.*
- * Spiced acorn cider - 5 coins. *Warm and nutty.*
- * Smoking drink - 2 coins. *Warms your paws and causes smoke to come out of your nose.*

Hurst Post Office

Send postcards to family, send orders to customers or receive parcels.

- * Snail mail (10-20 days) - 2 coins (*Not available in Brisk or Brimming*)
- * Owl mail (4-6 days) - 4 coins (*7 coins during Brisk*)
- * When sending a letter, you will receive a reply. See **☞ Receiving parcels & letters.**

Characters

Eunice

Hedgehog, they/them. Wears a monocle.

Eunice works in the post office and is perpetually busy. They know all the ups and downs of River travel, as they need to know how fast mail can move to its destinations.

Special books

- * *Slugs, Snails and other Slimy tales* - 50 coins
- * *The River-Wader's Handbook (Updated and revised)* - 43 coins



Mersey

Mersey is a floating town, made up of a collection of buildings on **reed** platforms connected by wooden planks. To get around, the townsfolk hop across to each platform with long sticks or use small paddleboards. Lines of washing flap in the breeze and plants grow along the verandahs. The buildings in Mersey are mostly squat, delicate structures with round windows.

Location: Middle course (the floodplains)

Notable locations: the Lightsmith Workshop, the Afternoon Tea House, the Washway Laundry.



Seasonal changes

Because the town floats, it is largely unaffected by flooding during **Brimming**; however, in strong flood years, the whole town moves to calmer waters.

During **Brisk**, a wandering ghost appears in and around the town after mothlight. She bears antlers draped in ghostly flowers and wears a long flowing cape. This apparition stands on the ice or next to doorways and glows softly. She is said to be Torrena; either once a River spirit, a drowned daughter, or a secret princess.

Holiday traditions

During the **Brisk** Solstice (pg. 146), townsfolk dress up like the ghost, Torrena. It's common to see animalfolk wearing antlers and capes.



Shops in Mersey

Mersey Post office

Send postcards to family, send orders to customers or receive parcels.

- * Snail mail (13–25 days) – 6 coins (*Not available during Brisk or Brimming*)
- * Owl mail (7–8 days) – 10 coins (*12 coins during Brisk*)

When sending a letter, you will receive a reply. See

🐉 **Receiving parcels & letters.**

Gilli's Fish shop

- * Fresh fish (*seasonal*) – 25 coins

Mersey General Supplies

- * Eucalyptus incense – 20 coins. *For clearing runny eyes and noses.*
- * BugOff Spray – 30 coins. *For Nook beetle treatment.*
- * Pipes – 60 coins
- * Candles – 11 coins. *Pack of five, wattle scented.*

O. Kay's Grocery

- * Wheat flour – 5 coins
- * Jar of pickles – 8 coins
- * Cream – 10 coins
- * Wattle cordial – 19 coins. *A golden yellow colour.*
- * Bag of apples – 12 coins. *Pink Salmon variety.*

Characters

Pino

Harvest mouse, she/her. Wears a vest regardless of the weather.

Pino runs the grocery shop with her wife, Geri, and always seems out of sorts and slightly flustered. She keeps the shop tidy.

Special Books:

- * *The Adventures of Rickety Bee: The Gates of Murlo* – 18 coins
- * *Keeping Crickets as Pets* – 22 coins



Kiawake

Built on the Riverbank, this town sits on **reed** poles high above the water. One must climb a set of stairs to reach the houses and shops atop the poles. Kites tied to railings and the tops of houses spin in the breeze. Woven curtains and tapestries cover the doorways of homes and shops.

From high up at the houses and shops, you get a marvellous view of the River and the land she is a part of. This vantage point gives townsfolk an excellent view of any visitors paddling up the River.

Location: Middle course (the floodplains)

Notable locations: Traveller's Roost Tavern, Kirk's Flying Devices, the Starfilled Observatory.



Seasonal changes

During **Brimming**, the waters rise up the poles to sit just below the lowest platform, leaving the town unaffected by the floods. Instead of climbing the stairs to enter the town, you simply moor your raft next to the buildings and walk into the town.

Holiday traditions

During the **Brisk Solstice**, the townsfolk make floating lanterns that catch the air and float above the lantern parade. They are a specialty of Kiawake and a marvel of the town's makers.



Shops

Mersey Post office

Send postcards to family, send orders to customers or receive parcels.

- * Snail mail (8-19 days) - 5 coins (*Not available in Brisk or Brimming*)
- * Owl mail (3-6 days) - 9 coins (*11 coins during Brisk*)

When sending a letter, you will receive a reply. See

🐦 Receiving parcels & letters.

Flippers Takeaway

- * Fish and chips - 12 coins
- * Fish cakes - 10 coins. *Three cakes with a spicy, creamy sauce.*

Stream Supplies

- * Gear oil - 50 coins
- * Pipes - 40 coins

Grocery Shop

- * Reed flour - 4 coins
- * Reed bread - 13 coins

Characters

Carr

Frilled neck lizard, they/them

Carr runs the takeaway shop in town. They come across as grumpy and grumbly on the best of days but are known to give returning customers extra chips.

Gason

Owl, he/him

A very busy fellow, Gason is a postowl. He knows everything about the residents of the town and is usually the first to greet a newcomer. If you need to ask someone for directions or shortcuts through town, Gason is your owl. On his days off, he referees tugball games. His daughter, Jew, runs the post office in Rueberry.

Special books

- * *The View from up Here*, by T. Leaf - 48 coins



Ennerck

The buildings of Ennerck are made from the rich mahogany wood that grows in the forests in this particular area of the River. Thick crops of **reeds** grow on the Riverbank and cloak the town with their earthy scent. In good growing seasons, the reeds grow as high as the trees in the forest. These reeds are harvested by **reeders** in the town and made into beautifully woven baskets, reed flutes, and building materials. Ennerck is the main processor of reeds on the River and you'll find reed structures around the town and beautiful carved decorations on the houses.

Location: Lower course

Notable locations: the Singing Square, Merwin's Magical Cloaks and Other Disguises, Kinderwood Forest.



Seasonal changes

During **Burn**, reed harvests are in full swing. Animalfolk stand paw-deep in water or on rafts gathering reeds from the River. On the bank, groups of animalfolk sort the harvested reeds and begin weaving. The sounds of knives against reed stalks is a constant during **Burn**.

Holiday traditions

During **Gloomin**, the townsfolk put up reed barriers over windows and doorways.

Shops

Mersey Post office

Send letters to family, send orders to customers or receive parcels.

- * Snail mail (13-25 days) - 6 coins (*Not available during Brisk or Brimming*)
- * Owl mail (7-8 days) - 10 coins (12 coins during Brisk)
- * Express boat (1-4 days) - 12 coins. (*Not available during Brisk or Brimming*)

When sending a letter, you will receive a reply. See

📧 Receiving parcels & letters.

Skipper Pye's

- * Lantern oil - 70 coins. *Burns cleanly and brightly.*
- * Spanner - 130 coins. *Useful in all maintenance situations.*
- * Reed raft reinforcements - 250 coins. *Allows downstream travel during Brimming.*

Reed Emporium

- * Eucalyptus incense - 20 coins. *Packet of 10 sticks.*
- * BugOff Spray - 55 coins. *A blend of oils that get rid of nook beetles. Can be used as prevention and treatment.*
- * Basket - 100 coins. *A tightly woven handmade basket that can carry anything.*

Riverst Grocery

- * Stock - 40 coins. *A hearty liquid made from vegetables and spices.*
- * Reed flowers - 10 coins. *Adds a lovely, cinnamon-like flavour to dishes.*
- * Rice - 7 coins. *One bag.*
- * Reed flour - 7 coins
- * Bag of apples - 15 coins. *Red Waltz variety.*

Characters

Kurto

Beaver, he/him

Surly and unpleasant, they are snappy and grumpy to others. Townsfolk whisper that a lover broke Kurto's heart years ago when he had to move away from the River. The lover was supposed to come live in the River with Kurto, but instead left without a word. Now, Kurto works on boats and builds wonderful cricket houses.

Tella

Otter, she/them

A River courier, Tella isn't seen much around town. However in the warmer seasons, they are a common face on the River, steering their boat with passengers and goods aboard. Despite their job on the water, they like to complain about the weather, often grumbling under their breath.

Special books

- * *Reedy to Cook: 100 Fragrant Recipes for Cooking with Reeds* - 53 coins



Arborea

An old, giant tree, severely damaged in a violent **Brimming** storm, stands hollow on a meander in the River. Inside can be found a sprawling town. Buildings sit in tiers along the walls and cover the floor of the tree. Sunlight streams through the gap at the top of the trunk and sends dappled light over the town. Protected by the thick bark, this town is always warmer than it is outside, making it a cosy refuge during **Brisk**. Surrounding Arborea is a lush forest of wattle, bottlebrush and myrtle. The Beefolk that make up a large part of the town's population make delicious honey and sweet nectars that are renowned Riverwide.

Location: Lower course

Notable locations: Treebark Library, the River Brew House, Jedda's Charms: For healing and protection.



Seasonal changes

During the nights, particularly the long nights of **Brisk**, Arborea is lit up inside with lanterns and candles that cause a warm glow to spill out of the tree trunk.

During **Bloom** and **Burn**, Arborea is surrounded by yellow, red and white flowers from the wattle, bottlebrush and myrtle trees.

During **Bloom**, **Burn** and **Brink**, a local market is held on the fifth day of each week (the 5th, 10th, 15th & 20th of the season). Makers from surrounding towns put up a stall to sell their handmade goods. Animalfolk carry sweet cakes in their paws, clutch large paper bags and are often excited and bright. **Draw +2 customer cards when selling in Arborea on the 5th, 10th, 15th or 20th of Bloom, Burn or Brink.**

Holiday traditions

The townsfolk of Arborea love decorations, and the town is extravagantly colourful and dressed up during holidays.



Shops

Honey Darling

- * Myrtle honey - 60 coins
- * Lemon honey - 60 coins
- * Wattle honey - 60 coins
- * Lemon myrtle leaves - 15 coins
- * Bag of chestnuts - 20 coins
- * Chilli berries - 10 coins.
Pack of three.
- * Chestnut flour - 6 coins
- * Mead - 34 coins. *Made from seasonal honey.*

River Supplies

- * Spanner - 105 coins.
Useful in all maintenance situations.
- * Candles - 20 coins. *Pack of 15, myrtle scented.*

Post office

Send postcards to family, send orders to customers or receive parcels.

- * Snail mail (12-23 days) - 5 coins (*Not available in Brisk or Brimming*)
- * Owl mail (5-8 days) - 7 coins (*11 coins during Brisk*)

When sending a letter, you will receive a reply. See

📧 Receiving parcels & letters.

Characters

Tam

He/them, bear. Missing one eye.

A large fellow, Tam cuts an intimidating figure but is kind and treats all with respect. He helps the beefolk harvest honey. When asked about his eye (how rude, by the way), he is always vague and changes the story each time.

Lark

Stoat, they/them

A lantern-bearer, they know the ways and the secrets of the River. They wear a long black cloak and when seen after mothlight, they cast a sinister shadow. They have startled many travellers and townsfolk by suddenly appearing out of the darkened trees. They, as far as the Riverfolk know, have never spoken a word.

Special books

- * *Beekeeping for the Brave* - 35 coins
- * *Raven: The Stories of a Hero* - 42 coins



Plenty

Giant lily pads grow in the shallow water, upon which sits the town of Plenty. Plenty is a roughly made town, originally meant to be a site for temporary homes during the fishing season, but instead it has been lived in for many years. The lily pads sway with the movement of the water, giving the town a slight rocking motion not dissimilar to being on a boat. You'll find fishing nets woven into buildings and fishing hooks hammered into wooden boards. The buildings of Plenty have been patched up time and time again, each time more creatively than the last. Fishing is the lifeblood of Plenty and boats come and go frequently carrying loads of fish. When the wind picks up, the clink of rope and sail against the many masts in the wharf is the usual soundtrack.

Location: Lower course

Notable locations: the Underwater Theatre, the Cursed Flame, the Floating Gardens.

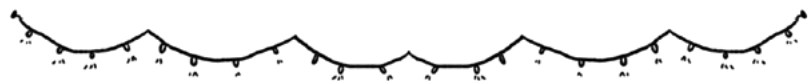
Seasonal changes

Plenty is unaffected by the flooding of **Brimming** as the lily pads move up and down with the water.

During **Bloom**, river stars bloom around Plenty and along the Riverbank. They twinkle in the sunlight and glow softly in the evening.

Holiday traditions

The fisherfolk of Plenty celebrate the freezing of the River (3rd of **Brisk**) as the fishing season ends, and this is when they can rest their weary bodies for a season. A large party is held and many drinks are consumed.



Shops

Lily's Lilies

- * River lily cordial - 18 coins. *A light pink liquid that is lightly sparkling.*
- * Bouquet of River lily flowers - 25 coins. *Livens up a room and fills it with a lovely scent.*
- * River lily honey - 50 coins. *A delicately sweet honey with a fragrant aroma*

Riverboat Equipment

- * BugOff spray - 30 coins. *Gets rid of those pesky beetles.*
- * Lantern oil - 20 coins. *Burns cleanly and brightly.*
- * Spanner - 110 coins. *Useful in all maintenance situations.*

Post office

Send postcards to family, send orders to customers or receive parcels.

- * Snail mail (10-20 days) - 8 coins (*Not available in Brisk or Brimming*)
- * Owl mail (3-6 days) - 12 coins (*14 coins during Brisk*)

When sending a letter to family or friends, you will receive a reply. See **☞ Receiving parcels & letters.**

Plenty To Takeaway

- * Fish and chips - 9 coins. *The classic River favourite.*
- * Fish cakes - 10 coins. *Three cakes with a spicy, creamy sauce.*
- * Fish dumplings - 12 coins. *Four dumplings drizzled with a spicy sauce.*

Characters

Jerry & the Warblers

Frogs, he/him (all)

Jerry is a popular musician whose music is widely regarded. The band lives and practises in Plenty, and if you are lucky you'll hear them practising. The Warblers consist of four frogs: Germone (bass), Art (drums), Chrisk (keyboard) and Jerry of course.

Palin

Platypus, he/them

Palin is known for his strange hat fashion, and is often seen about town wearing elaborately decorated headpieces with feathers, flowers, rope and ribbon. Some townsfolk make fun of his hats but he always keeps a smile on his face and greets everyone warmly.

Special books

- * *The History of Tugball* - 50 coins
- * *River Bends* - 20 coins



Port Imes



The town closest to the Rivermouth, Port Imes receives all the boats with goods from the Great Sea and Beyond. It is a bustling trade centre that processes many shipments of spices, tea, vegetables and cloth daily. Boats leaving the port take goods further upriver or head back to the Great Sea. You'll hear many different languages spoken in the loud chatter of the crowds as they wander. In the town can be found goods that are sold nowhere else on the River.

Location: Lower course

Notable locations: the Fountain of Fortune, Burr's Dumplings, the Tree of Many Faces.

Seasonal changes

During **Brisk**, when the ships and boats are trapped by ice, the animalfolk work on repairs and improve their vessels. In good weather, the taps of hammers and voices of sailors repairing sails fills the otherwise quiet port.

Holiday traditions

During the **Brisk Solstice** (pg. 146), the townsfolk light fireworks that dance through the air and create swooping, swirling patterns against the bright sky.

Port Imes does not take part in the **Reed Festival** or the **Harvest Feast**.

Shops

Ime's General Supplies

- * Lantern oil - 80 coins. Refills all your lanterns.
- * Gear oil - 30 coins
- * Chestnut coffee beans - 70 coins. *A rich, sweet coffee that comes from faraway places.*
- * Ice skates - 150 coins. Allows travel during **Brisk**.

Riverbank Furniture

- * Extra shelves - 400 coins. *Increases your maximum inventory by another 100 books. Can be purchased twice.*
- * Record player - 500 coins. *Plays music for your customers to enjoy while browsing. Draw an additional customer card every day. Single purchase only.*

Port Bakery

- * Custard tart - 10 coins
- * Apricot housecakes - 10 coins. *A pack of two.*
- * Oat bread - 20 coins. *A wholesome loaf.*
- * Honey bread - 18 coins. *A round, sweet loaf.*
- * Myrtle & cheese bread - 22 coins

Port Imes Post Office

Send postcards to family, send orders to customers or receive parcels.

- * Snail mail (10-20 days) - 4 coins (*Not available in Brisk or Brimming*)
- * Owl mail (3-5 days) - 7 coins (*10 coins during Brisk*)
- * Express boat (1-2 days) - 13 coins (*Not available during Brisk or Brimming*)

When sending a letter, you will receive a reply. See

Receiving parcels & letters.

Characters

Brady

Falcon, he/him

The portmaster for the bustling town, Brady is often seen running around the port, organising everyone and everything coming in and out. He knows every trade vessel that comes or goes and the goods they each bring in. Despite all that, he still finds time to chat with travellers, locals and traders.

Harti

Duck, she/her

Harti has many children, and is often seen with one or two under her wings. She looks tired and frazzled. When she has a rare moment to herself, she can be heard throughout the town singing heartbreaking songs in a lovely, sweet voice.

Special Books

- * *Fisher Fables* - 30 coins
- * *Beyonders: The History of the Beyond told by Twelve Travellers* - 55 coins

Farron

Echidna, he/them

A magician with a terrible memory, Farron dresses exclusively in purple clothing and earrings. He creates potions for the local apothecary and can be found wandering the surrounding forest with herbs and leaves clutched in his claws. He is a collector of rare magical plants and often has bites and scratches along his arms from the plants.



Other Locations

Lightkeep

At the edge of the treacherous and rocky Rivermouth, a small house flashes its light at any passing boat or raft. The light illuminates the dangerous shore, and in the **Brimming** season, the furious rapids that run over them.

The Great Sea

A strange, almost mythical place, the Riverfolk regard the Great Sea as a dangerous place; rough, vast and more unpredictable than their River, ready to swallow anyone whole. They listen to stories of the Great Sea with wide eyes and awe. Any traveller who comes to the River from the Great Sea is regarded as a mighty adventurer.

Beyond

The land of Beyond is one of sand and scorching suns. It is a place far, far away from the River. Not much is known of Beyond and any details the River folk find is eagerly shared.



APPENDIX

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Customer profile



Name: _____

Age: _____

Hometown: _____

Occupation: _____

Observations: _____

Drawing or a description:

Customer profile



Name: _____

Age: _____

Hometown: _____

Occupation: _____

Observations: _____

Drawing or a description:

Appendix I

Recipes

Each recipe sets the scene for a different sort of interaction, whether it be idle dreaming over jam sandwiches or rowdy banter after a bowl of chilli stew. When you prepare a recipe and share it with someone – a friend, customer or even enemy – you'll spend time with them and learn more about them. You can cook at any time of the day, during a boring bookselling day, or on a day off. In your journal, describe your cooking process (do you make a mess? Is it a success or a disaster?) and then describe the shared meal. Where do you eat the meal – on the deck of the bookshop, along the Riverbank in the sun, at a table in a town? What do you learn about the animal you share the meal with?

Chilli stew

- * *A chilli berry*
- * *Two different vegetables*
- * *Broth or stock*

Share with a friend and they'll tell you a raucous story of when they were younger and got up to some mischief.

Jam sandwiches

- * *Bread*
- * *Jam or marmalade*

Share with a friend and they'll tell you about their dream career.

Honey cakes

- * *Honey*
- * *Flour*

Share with a friend and they'll tell you a heartfelt story.

Ginger tea

- * *Lemon myrtle leaves*
- * *Ginger*

When drunk, it clears your nose and throat.

Share with a friend and they'll share something shocking about themselves.

Soup

- * *Broth or stock*
- * *Cream*
- * *A vegetable*

Share with a friend and they'll tell you a time when they found courage.

Fish cakes

- * *Fresh fish, bought or caught*
- * *Bag of potatoes or rice*
- * *Jar of pickles*

Share with a friend and they'll tell you their favourite place on the River.

Salad

- * *Reed flowers*
- * *Bread*
- * *Greens*

A flavour of cordial (For dressing)
Share with a friend and they will share a secret with you.

Cheesy parsnips

- * *Parsnips*
- * *Cheese*
- * *A chilli berry*

Share with a friend and they'll tell you a story about how they let someone down.

Pudding

- * *A flavouring of your choice: coffee beans, river lily cordial, or honey.*

- * *Flour*
- * *Cream*

Share with a friend and they'll tell you about someone they admire.

Pastry pockets

- * *Flour*
- * *Cheese*
- * *Ginger*

Bag of carrots for savoury pastries, or a bag of apples for sweet pastries
Share with a friend and they'll tell you how they are really feeling today.

Roasted Honey Chestnuts

- * *Bag of chestnuts*
- * *Honey*
- * *A fire to roast them over: a fireplace, a bonfire...*

Share with a friend and they'll share a regret with you.

Appendix II

Animals & Plants

Fish

Red-bellied jewel

Can be caught year round

Year-round visitors to the River, these fish are known for the blood-red scales along their bellies. When you catch one, you reflect on your time on the River.

River gulper

Can be caught during Bloom and Burn

These fish have long whiskers and shimmery patterns. When you catch one, you think about a customer that had a lasting effect on you - negative or positive.

Blue suncatcher

Can be caught during Bloom, Burn and Brimming

These fish can be found in warm patches of water. When you catch one, you are reminded of warm memories on the River.

Murroa

Can be caught all year round

A dark-coloured, narrow, spiny fish, murroa are often mistaken for river weed. They sit between the weeds and wait for smaller fish to swim near. When you catch one, you are reminded of a time when you had to hide something: an emotion, an item, a part of yourself.

Rainbow skip

Can be caught during Brink

Triangle-shaped fish, they swim in shallow waters in groups. They come in a multitude of colours and patterns. When you catch one, you are reminded of a friend.

Water-beater

Can be caught during Bloom, Burn, Brimming and Brink

These fish grow big and heavy. They catch insects off the surface by beating their tail against the

water. Their splashing will often startle lone riverstriders. When you catch one, you are reminded of a time when you were scared.

Ice

Can be caught during Brisk

The only known species of fish that do not hibernate or get stuck in the ice during Brisk. They are solid white. When you catch one, you are reminded of a time when you were warm.

Stream spinner

Can be caught during Bloom and Burn

They like the shade of trees and leap out to grab reed berries or fruit from their branches. They make flashing patterns as the sun reflects off their scales. When you catch one, you are reminded of a time where you felt joyful.

Animals

Dusters

Small, black furry creatures that like to live in the dark, dusty depths of houses. They seek warmth in the colder days and create a nuisance once they have made their way inside a house. They can munch on paper and socks and are always seen in groups of two or more.

Galosh beetles

Galosh beetles are large, shiny insects that live on the Riverbank. When the water level recedes, they crawl on the mud to scavenge for food. They get their names from the gumboot-shaped indentations they leave behind as they sift through the mud. Young animalfolk like to catch them and race them against other beetles.

Scurry crabs

An elusive River crab, Scurry crabs live in the shallow waters under rocks and fallen logs. The young crabs are a dark green colour which turns into iridescent red when they reach adulthood.

They like to nip at toes and tails that stray too close to their burrows. When roasted over a fire, the crabs are very tasty and a favourite dish on the River.

Nook beetles

A constant irritation for the Riverfolk, particularly those who are booklovers, Nook beetles crawl through windows and cracks in the walls to chew paper. They emit a shrill chirping noise that irritates all who hear it. The beetles travel in large numbers; if you see one beetle, there are a hundred hiding elsewhere.

Salmon

Not much is known about the salmon's lives in the Great Sea or what they do in their sacred spot, but each year at the exact time, the Salmon come to the River. They are as long as ships. The salmon keep mostly to themselves, but they will occasionally come to the surface and converse with the animalfolk. They speak a melodic language and tell magical stories of salt and sea monsters.

Giant moths

The size of two badger lengths, the giant moths are grey, furry monsters that terrorise the Riverfolk. They hatch from cocoons hidden in the surrounding forests and swarm towards the River for food. The young moths' main food are fireflies and any light shining during the nights attracts the moths, forcing the Riverfolk to shelter and extinguish any light. After a few nights of feasting, the giant moths take flight and leave the River. The Riverfolk breathe a sigh of relief, until the next generation of giant moths hatch the following year.

Plants

Weeping trees

Related to willow trees, the weeping tree is a large, sprawling tree with long branches that create a curtain around the trunk. When one grows beside the River, it dangles its branches into the water. Weeping trees are recognisable by their teardrop leaves. The trees have deep spiritual significance and are sacred to the Riverfolk, especially during **Brink**.

Reeds

The River's reeds are thick, green grass-like plants with red stripes. When flowering, they have unassuming clusters of maroon flowers. Reeds have endless uses for the Riverfolk. They are used to make bridges and houses, musical instruments and boats and canoes.

Thimble grass

Thimble grass grows along the Riverbank in warm, shallow waters. The plant is made up of round, yellow stems that release

a sweet taste when chewed. The seeds of the grass resemble thimbles and children use them as hats for their toys. This shape means they can float on top of the water and travel long distances to root.

River lilies

There are many varieties of river lilies, each with their own scent and petal shape. The lilies grow in every colour except blue and green. They grow in shallow waters and when they blossom, they fill the air with sweet and alluring scents. Young fish swim underneath the flowers and eat the insects attracted by the aroma of the flowers.

River stars

The River Star is a tiny green plant that grows in slow-moving water. It produces small, white, round flowers that appear on the River's surface. The River Stars grow during **Bloom** and cover the surface of the water. From a distance the flowers look as if they are stars in the sky.

Giant lilies

Taking many years to reach full size, a giant lily can grow up to 10 metres wide. The mature lily pad is deep green and as thick as a tree. The giant lilies are rare in the upper and middle course of the River, but common in the lower course. Animalfolk carefully tend to young giant lilies as they provide many benefits when fully grown. The lily pads make excellent natural platforms and are used as resting stops, marketplaces, homes and small islands.

Skyflowers

Skyflowers are pink star-like flowers that fall from the skyfields. The flowers give off an intoxicating smell. When made into cordial, the drink can make one very dizzy and silly if drunk excessively. The nectar from the flowers is used to sweeten baking or as a preserving agent in bottled fruit.

Appendix III

Trades

When you have a problem – a leak, a broken window, a faulty tap – that needs to be fixed, you can call on the services of the good tradesanimals of the River. If you need a tradesanimal, send a note through the post office (this is different from a letter as the post office clerk will get in contact with the tradesanimal for you) and the tradesanimal will come the next day. This means unfortunately having to put up with the problem for at least a day!

When you enlist the help of a tradesanimal, roll a die: **odds**: the problem is fixed that day; **evens**: the problem will take another day of work. Keep rolling once each day until the problem is fixed and deduct the cost listed below from each day's earnings.

Plumber

70 coins per day

Fixes taps, sinks, drains, piping.

Shipwright

80 coins per day

Fixes broken decks, paddles, roofs, rudders.

Firesmith

60 coins per day

Unclogs the chimney and cleans out the fireplace.

Glassmith

50 coins per day

Fits new panes of glass in windows.

Clocksmith

50 coins per day

Fixes clocks and other objects with gears, including the till. They dabble in fixing general appliances as well.

Appendix IV

Occupations

A partial list of occupations held by animalfolk on the River:

Riverstrider

Someone who travels up and down the River carrying goods or passengers. Reading the water and currents are second nature to them, and this makes them skilled navigators.

Lanternbearer

Someone who travels a stretch of the River lighting the wayfinding lanterns on the Riverbank and wharves. The lanterns are guides for travellers both on and beside the River. Those who bear lanterns are tough and brave.

Blacksmith

Someone who works with steel and iron. They craft anchors, knives and metal things on ships.

Postmaster

An animal who runs a post office. They know the trade routes on the River, and also know of any obstructions that might slow down mail runs.

Reeder

Someone who harvests the reeds in Burn and prepares them for thatching. They are also skilled at carving the reeds into music instruments, staffs and paddles.

Shipwright

Someone who does maintenance on boats, houseboats, ships and canoes. They also build ships, but these are more rare on the River.

Riversift

A riversift walks along the Riverbank and collects any interesting debris to be resold.

Firesmith

Someone who cleans fireplaces and chimneys. They can also build incredible fires; to sit around a fire built by a firesmith is a treat.

Plumber

A tradesanimal who fixes anything to do with pipes, sinks, drains and bathrooms.

Magician

One who knows the way of magic. They help animalfolk with their charms and spells and create amazing displays for entertainment.

Fisherfolk

An animal who spends days on the water bringing in catches. They use small fishing nets, fishing poles and crab pots. They are knowledgeable of the waterways and where the fish like to hide.

Appendix V

River words

Salmon-road - *another term for the River.*

Skim-ice - when thin sheets of ice begin to form over the water.

Wind-spit, or spit - *when the wind is so strong it blows water flecks into your face.*

Riverpath - *a term that describes the River as a means of travel.*

Mothlight - *a time of night when it is dark enough that moths come out (the smaller, non-lethal variety).*

Meander - *a bend in the River.*

Floodplain - *an area that is susceptible to flooding.*

Appendix VI

Astrology

Blooming moon

This is a time of growing, of beginning again. You must be careful to not get too carried away or you'll find your plans failing. Things started - relationships, projects, goals, resolutions - have an excellent chance of taking hold and sticking.

Burning moon

A Burning moon is a volatile time. Things can simmer and become hot and heavy. For some, though, this is a time when things warm up: a chance comes about, something succeeds, or things fall into place. Those who take this season quietly may feel an urge to try something new.

Brimming moon

This is a time when things come out, secrets are revealed, limits are tested and truths are spoken. For creatives, this can be a productive time during which creativity feels endless. However, one must be careful not to overdo it this season, as burn out and exhaustion can be a result from a busy Brimming moon.

Brink moon

Those who have had a busy year or had a rough time should feel things start to slow down during the Brink moon. This is a chance to breathe. This may be a time of clarity, a chance to take stock and evaluate your choices. Those who have been busy throughout the year may find slowing down a shock, but should take it as a chance to look after themselves.

Brisk moon

The time of rest and recovery continues. Make sure to stay in contact with friends and family through this time, as it can be a season of solitude. This can be welcome if your year has been busy, so take time to enjoy it. You may find things cool off or come to an end during this moon cycle; relationships, jobs, friendships, anger or opportunities. If something leaves your life, take time to thank it and reflect on what it has taught you.

Appendix VII

Special Events

Lantern-making

Making lanterns for the **Brisk Solstice** is a tradition that allows animalfolk to show off their creative skills. Here are some prompts for making your own lantern:

Choose a shape: circular, conical, pear, rectangular, fish-like, dragon-like.

Choose a number of openings: many, one, two.

Choose a binding material: twine cord, plaited string.



Receiving parcels & letters

When you send a letter to a family member or friend, you receive a reply in twice the number of days it takes for a letter to reach its recipient in your current location. For example, if you send a letter via owl mail from **Ennerck**, you will receive a reply in 14-16 days time - eight days for your letter to be delivered, and another eight days for the reply to reach you. Mark on your calendar the day you expect a reply, and you'll receive a parcel or letter on that day.

If you send a letter to someone with whom you have 2+ hearts, they'll send you a gift along with a response to your letter. Roll a dice or otherwise randomly choose an item from one of the shops in the town you're currently in. This is the gift you receive.

Writing a song for the Skyflower Festival

During the **Skyflower Festival**, spin the bottle is played. When the bottle lands on an animal, they must come up with a line for a song. During this festival, the bottle lands on you and this is the song so far:

*'Oh, the skyflowers have fallen,
And made tasty drinks for us all-en,
They've turned Beck's cheeks all rosy
Until he kissed poor old Rory
The taste of the sweet cakes and cordial
Makes us stay up until morning ...'*
(Your line here)



Starfall

On the night before the **Brisk Solstice**, the stars fall from the sky. The stars were once earthly beings who longed to see the universe. Their wishes were granted by earthen gods and as part of the bargain, the stars must return to the earth once a year. Where they go once they land on the earth, and what they do is unknown.

To the animalfolk in the world below, the stars fall from the sky in beautiful, shimmering trails. Very rarely, a star will fall near an animalfolk and they have the honour of meeting a star.

The night becomes dark and ominous while the stars are away, so the animals celebrate the **Brisk Solstice** and light the night themselves.

When the sun sets the next day, the animalfolk look up to find the stars have returned to the sky.

During **Starfall**, make a warm meal or drink and watch the stars fall from the sky.

Helping with the harvest

If you want to help with the harvests on the 16th of **Burn**, make sure you are in **Rueberry** on or before this date.

During the harvest, the animalfolk greet you early in the morning for a shared breakfast in which the farmers, gatherers and harvesters eat together before a big day in the fields. You'll notice some familiar faces of customers, and they'll come and greet you. After eating, you head to the fields where you get to choose between harvesting fruit in the orchard, picking berries in the fields or uprooting potatoes. Chat to the animalfolk around you; they will be Riverfolk who have come up to help or travellers who have come from far, and each has lived an interesting life. Harvesting involves a lot of back and forth between the storage huts near the fields to unload.

Something that happens during the harvest:

- ◇ An animal comes up with an ingenious way to transport your hauls to the shed. It involves one animal crawling and makes you all giggle. What is it?
- ◇ You discover a surprising connection to one of the animalfolk you are harvesting with. What is it? *For example, your mother went to school with their brother or your grandfather was their grandmother's best friend.*
- ◇ You notice something in the fields or surrounding forests - a flower, a scent, colours, insects - that you don't see on the River. What is it?

At the end of the day, everyone gathers back around a fire where food is cooked and hungrily eaten. Songs are played and those who know the words sing along. It is an exhausting day, and the next day your body will be sore.

As a **token** of your help, you get to take home a sack of various vegetables from the day.

Reference card

Book Genre

- | | |
|---|---------------------------------|
| 1. Fantasy | 11. Self-help, How-to, DIY |
| 2. Science Fiction | 12. Travel |
| 3. Action/Adventure novels | 13. Cookbooks/Potion Recipes |
| 4. Mystery fiction/nonfiction | 14. Crime fiction/nonfiction |
| 5. Horror, thriller, paranormal fiction | 15. Comic or Graphic novel |
| 6. Historical fiction/nonfiction | 16. Fairy Tales/Myths & Legends |
| 7. Romance | 17. Magic/spell books |
| 8. Children's | 18. Poetry |
| 9. Young Animal | 19. Philosophy |
| 10. Autobiography/biography | 20. Art & Design, Photography |

Customer cards:

- Dead:** No cards
Snail's pace: 1 card
Quiet: 2 cards
Steady: 4 cards
Busy: 6 cards
Extremely busy: 7 cards

Things to do:

- * Travel
- * Open up shop
- * Cook
- * Visit a town
- * Join in the holiday festivities
- * Go fishing

Extra customers table

Roll d20 at the end of the day:

- * 1-10: No extra cards
- * 11-15: Draw one extra card
- * 16-19: Draw two extra cards
- * 20: Draw three extra cards

Credits

Writing, design and layout by Ella Lim

Edited by Melody Watson

Illustrations by Linnea Sterte (*Cover illustration and season headers*) & Ella Lim (*All others*)

Playtested by MarbleLlama, Gene Virgilio, Ashley Giddings, Mackenzie Grover, Bert van der Laan, Peter Thew, David Harris

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Mortimer and Whitehouse: Gone Fishing [TV series]

Rules inspiration:

Wanderhome, by Jay Dragon

The Last Tea Shop, by Spring Villager



The illustration depicts a lush riverbank scene. In the upper left, several tall, slender stalks rise, each topped with a vibrant, bell-shaped flower that has a red base and a yellow-orange, ruffled top. Below these, the foreground is dominated by dense, golden-yellow grasses with long, thin blades. A small, dark butterfly is visible in flight near the center of the page. The background is a soft, pale green, suggesting a clear sky or distant foliage.

You are a bookseller,
taking words and stories
to the animalfolk along
the River.

Your days are filled with customers,
both charming and bothersome.
Take part in holidays and the ebbs
and flow of river life, travelling up
and down to the various towns.

A solo journalling
game

A small, simple line drawing of a bird or insect, possibly a dragonfly or a similar creature, is positioned to the right of the text 'A solo journalling game'. It has a long, thin body and two pairs of wings, rendered in a minimalist, sketchy style.