

✿ Journeying Through The Trees ✿

When you navigate the twisted paths of the Dreaming Forest, roll + Fae Favors (0-3).

On an 11+ you dream with the forest, discover a new part of the forest, choose one:

- A twisted wish from my heart resides here and offers a dark bargain
- Something valuable, corruptive resides here

On an 8-10 you bend the dream to your will, discover a new part of the forest, choose one:

- A clear vision from my heart resides here and offers a bright blessing
- Something valuable, healing resides here

On a 7- the whispers overwhelm you, Mother Tree describes what dark nightmares await you. To avoid this fate you may feed the forest some of your humanity: take one crack.

NOTE: Whatever the result, **both Journeymen and Mother Tree take turns describing the forest together.** Your own dreams and nightmares are your inspiration. Whatever the result, new **Dreamers or Nightmares will reveal themselves**, for good or ill, with their own unique desires.



✿ The Dreamers, The Nightmares ✿

To inspire Mother Tree to describe **what dreams and nightmares inhabit the Dreaming Forest**, roll one six-sided die or choose:

1. Figments	4. The Beloved
2. The Forgotten	5. Wyrms of Fate
3. Father's Sons	6. Beast of Lightning

1. **FIGMENTS:** These fae are the whispers of wishes said under one's breath. They are harmless, curious, forgetful. If corrupted, they leech the world of color, infect all with ennui.

2. **THE FORGOTTEN:** Humans who have lost all connection to the waking world. They often take the shape of the Journeymen or their loved ones, for good or ill. They wield their despair and grief like a fine blade.

3. **FATHER'S SONS:** These fae failed in their duty to protect the forest. They have fallen into rage, destroying everything in their path. They are made of pain and wish to share it.

4. **THE BELOVED:** These fae are favored among their kind. They may or may not welcome the intrusion of the Journeymen. They wield magic and memory with mastery and guile. Each have their own agenda, slaves to their own desires.

5. **WYRMS OF FATE:** These dragonfae contain within their flesh fae and human alike, feeding off their unfulfilled destiny. They desire to simply talk and amuse themselves. But...they may also wish to consume the journeymen whole.

6. **LIGHTNING BEAST:** The Beast is terrifying, unseen but felt, tearing apart reality with searing flashes of light. As the journeymen struggle to regain their senses, nightmares spill forth demanding to be loved, fed, destroyed...

NOTE: After six encounters within the Forest, whoever survives reaches the Whispering Tree... Will the wish be fulfilled? Is there a price?'



THE JOURNEY TO THE WHISPERING TREE

By Jamila R. Nedjadi ♦ A Sword Queen Game

Once upon a time, the **Dreaming Forest** was beautiful, perfect. Fae and Human alike wandered into the Forest in their sleep, walking the maneyed path to the **Whispering Tree**. Here, at the **Heart of the Forest**, the Tree whispered all manner of things. **But whatever wish you whispered in return, it would come true when you woke up!** That is, until the **Lightning Beast** came, hungry and despairing. Everything is twisted now, dark, and terrifying. Flashes of nightmares roam the forest. But you need this wish to come true, no matter what. And so you venture forth, into the forest twisted by nightmarish beasts, the Tree waiting for you...



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Begin Your Journey

On an index card, write down about your Journeyman entering the Dreaming Forest:

1. You may be completely human, have a little fae blood in you, or may have forgotten you were fae once and believe yourself to be human. Choose: Human, Half-Blood, or Sleeper. The Fae and Forest will treat you accordingly.

2. Describe what you look like. What do you wear? How do you carry yourself? What pronouns do you use? Write down a few descriptors and your pronouns.

3. What are you known for? What weaponry or skill do you bring with you into the forest? Choose: Sword, Speech, or Song.



4. Who is waiting for you back home? How would their world turn dark, if you were to not return? Write down the names of two people who mean

everything to you. These two are your connections to the Human World, your only way back home.

5. Why are you making this harrowing journey into the heart of twisted Fae magic? What desperation drives you? Write down your wish for the Whispering Tree.

6. You've been dreaming about the forest and the dark things lurking in there. Tell the Mother Tree (your Game Master for this game) about what you dream about. Describe the horrors and fears your dreams hold.

7. Describe your bonds with the other journeyman. Are you friends? Lovers? Rivals?



Fae Favors

As you move through the nightmarish remains of the Dreaming Forest, you must charm and convince the Fae you are worthy of help. But it's a strange dance the Fae demand of you:

GAIN ONE FAVOR WHEN YOU...show or receive any form of affection. LOSE ONE FAVOR WHEN YOU...flinch or hesitate when dealing with the Fae.

GAIN TWO FAVORS WHEN YOU...make a promise to the Fae. LOSE TWO FAVORS WHEN YOU...break a promise to the Fae.

GAIN THREE FAVORS WHEN YOU...give an important memory to the Fae. IF YOU RECLAIM THE MEMORIES...the memories are corrupted or unreliable in strange ways.

Be wary of the Fae. WHEN YOU HAVE FIVE OR MORE FAVORS COLLECTED, your heart carries faerie light with it. This will attract all manner of creature within the forest, for good or for ill... Mother Tree will describe who comes along and what they demand of you.



IF YOU HAVE NO FAVORS TO GIVE WHEN THE FAE DEMAND

IT, ah, child. Well then, you owe the fae a dream.

ONCE YOU OWE THE FAE THREE DREAMS, they snap

their fingers and sing their song. Your human skin sheds, and you leave behind this life and all its memories, forever.

Sword, Speech, or Song?

When the outcome is uncertain and the forest demands a test of your resolve or nature, take two six-sided die. Tell the Mother Tree how you plan to overcome the obstacle, and declare how many Fae Favors you'll use in the trying. One token = +1, to a maximum of +3. Roll two six-sided die + Fae Favors (0-3):

On an 11+ you go too far, the Dreaming Forest responds in kind and will do one of the following (Mother Tree will choose:)

- The blood of the Fae will change you in some striking way, marking you permanently. A connection to the human world cracks.
- The Forest calls out to you, and you must answer. You find yourself somewhere completely different. A connection to the human world cracks.

On an 8-10+ your heart is true, you achieve your goal. Choose one boon from Mother Tree:

- Invaluable insight
- A gift from the Dreaming Forest
- Heal one crack

On a 7- the dark spirits are old, wise, but cunning, Choose one:

- Make a dark bargain in order to succeed, pay whatever price they ask
- Falter, Mother Tree will tell you how things become worse

When Humanity Slips Away



When a connection cracks three times, it is shattered, lost forever.

When both connections are shattered, the Forest claims you as one of

their own. Describe to the Mother Tree how you become one of the

twisted denizens of the Dreaming Forest. What drives you? What haunts you? Do you turn on your fellows? Do you fade away?

For the remainder of the game, assist Mother Tree in bringing the Dreaming Forest to life.

