

UNCANNY

A SLEEPAWAY EXPANSION



JAY DRAGON





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Jay Dragon is a queer disabled game designer born and raised in the Hudson Valley, who grew up digging for newts in the riverbed, attempting (and mostly failing) to summon ghosts with friends, and taking long rooftop naps. Jay has been designing games for more than a decade, writing games about the liminality of queerness, the power of community, and the magic hidden in the world around us. These days, when not writing games or managing Possum Creek, Jay can often be found sitting on a dock by the creek, listening to music and watching the sun set.

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PART 1
INTRODUCTION

WELCOME TO UNCANNY

Are you dreaming? It's late, after all. Curfew was hours ago, and across the cold lake you can see the dim bunks and their flickering lonely porch lights. It feels like you're dreaming. But the mossy rocks against your skin are too real, and the weight in your chest grounds you in the present. You're not dreaming, no matter how fake the stars overhead feel. But if this isn't your dream, perhaps it's something else's.

When you're awake, it's easy to mistake our world as something sturdy. But, sitting out on the rocks at the edge of camp, you gain a new appreciation for how fragile our home can be. Perhaps there was a time when dreams moved through the waking world. Perhaps if you could just peel back the thin layer of comfort we build for ourselves, you'd find something else...

And for a moment, you spot it. In the darkness. Waiting. Watching. Dreaming.

And then it is gone, and you realize how cold it is outside in August at two in the morning. Don't worry. Go back to your bunk and go to sleep. In the morning, this memory will mingle with all your other memories and you can chalk it up to just another of the Strange sorts of things that happen at camp.

Uncanny is a supplemental expansion for the Tabletop RPG ***Sleepaway*** by Jay Dragon, published by Possum Creek Games in 2019. It is focused on the Strangeness, the mysterious forces of uncertain intention that exist at the edge of the camp. ***Uncanny*** requires the ***Sleepaway*** rulebook in order to make sense, and is intended as supplemental content to enhance and inform the core game experience.

WHAT IS THE STRANGENESS?

The Strangeness is a bucket term for the entities that exist in the cracks at the edge of camp. They can take many forms, from enormous monstrosities to little creatures underfoot. They are mythical in nature, and many are far older than the camp itself. The camp is shaped by their presence, and exists around them. Campers and staff view the Strangeness as folktales and campfire stories, but even as figments their presence matters.

Some people at camp are touched by the Strangeness, shaped by the presence of living dreams. These people are different now, and while some of them abandon the camp to hide and transform, others attempt to rejoin the camp, always one step out of place.

The Strangeness inhabit a world of dreams, half-truths, and liminality. They speak in rituals, riddles, traditions, and myths. When we meet them, we must remember to follow their rules.

STRANGENESS TABLE

Use this table alongside the Strangeness Table in the *Sleepaway* core book to introduce the Strangeness.

THE HELLBENDER QUEEN	Desire, Stars	Sparkles dancing off of the water, Wet footprints, Bubbling creek
THE HITCHHIKER	Outsiders, Modernity	Cigarette smoke, Rumbling of cars, Dirty red sunset
LORD STORMING	Shapeshifting, the Sublime	Light mist, Faraway lightning, Mirages
THE PAPER-SKIN HARES	Isolation, Panic	White flashes, Sharp eyes, Small gifts
THE ROAMING FEN	Nostalgia, The Old Campsite	Muddy ground, Smell of smoldering ashes, Déjà vu

STRANGENESS IN ONESHOTS

While *Sleepaway* functions best as a campaign, oneshots of *Sleepaway* are common and people often want to play with all the Strange pieces of the world. The default structure of *Sleepaway* assumes minimal involvement from the Strangeness, but there's plenty of reasons you might want something more magical at your table. This section is full of tips and tricks on how to gracefully incorporate the material in *Uncanny* into your oneshots.

STRANGE SETTING ELEMENTS

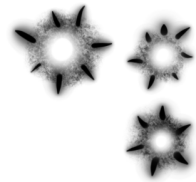
The easiest way to add Strange Setting Elements to a oneshot of *Sleepaway* is to feel how the game is going and choose something based on where it seems like you're thematically heading. Alternately, touch base with the Strangeness Table and see what results it suggests. Either way, you can incorporate the Strangeness at the halfway mark in order to provide a neat twist to the oneshot and give it a new focus as the plot progresses. Don't feel obligated to do this—not all games will benefit from adding another theme to the game.

You can also choose to start with a Strangeness in play from the beginning, although this runs the risk of dovetailing the game into the magical too fast without establishing the emotional heart of the camp first. You want to make sure you have the chance to get attached to the counselors and the campers as people, before you get lost in the magic of the weird.

STRANGE PLAYBOOKS

It can be a bit more tricky to incorporate Strangeness playbooks into oneshots. The challenge is that they often send the tone hurtling into weirdness too fast, without giving the camp space to breathe. However, all of the Strange playbooks in the core book can be included in a oneshot from the beginning, along with the three new Strangeness playbooks further in ***Uncanny***. These playbooks—like the ones in the core book—function best when introduced later into a game, during Act 2 or 3.

Playbooks like the Moth Maiden or the Cataract Squire function best in a longer game, where you can get attached to the Characters and invested in their return.



Fireflies are dream-creatures, who make their nests in pillows and tell tales of what they've seen in their own blinking code.

CREATE YOUR OWN STRANGENESS

Sometimes a game of Sleepaway calls for a Strangeness not otherwise articulated by this text. The Strangenesses contained within are just a jumping off point for imagining your own personal mythologies of place and childhood. In order to create your own Strangeness, follow the steps below at any time.

1. Choose who will be creating the Strangeness. This can be a specific person in your group or everyone working collaboratively.
2. Choose one of the Motif cards on the Corkboard to be your inspiration.
3. Using free association, connect that Motif to a childhood location, mythology, archetypal figure, or memory.
4. Take a second Motif card from the Corkboard and tie it to the first one in an unconventional way.
5. Choose two Desires for that Strangeness to possess. Write them down. They should be Desires that require different tools in order to acquire or achieve. The best Desires are those with multiple meanings.
6. Write down when the Strangeness in question should be picked up or given away.
7. Choose 5 Moves for the Strangeness to possess. Feel free to use Moves from other Setting Elements, Character Sheets, or games.

Charlie wants to use a new Strangeness because her group doesn't feel the current options reflect the emotional tones of the game they're playing. She chooses "Cicadas" as a Motif. After a conversation with another player who fondly describes the time they had cicadas crawl inside their mouth to impress a girl, Charlie chooses for the Cicadas to also be tied to love. For Charlie, this connects them to an archetypical memory of a lesbian commune.

Rowan proposes adding a sinister edge, and the group decides that the cicadas' goals are "to unite others" and "to overwhelm." Finally, Charlie doesn't want to come up with Moves or pick up and give away conditions, so the group collectively brainstorms that part. They flip through a couple of tabletop games before settling on the Moves "Invite others to join," "Revel in merriment," "Offer something valuable for a cost," "Create a new Character," and "Break a promise."

With that last Move, the Strangeness finds its home as something both friendly and untrustworthy, creating the perfect dynamic for Charlie's game.

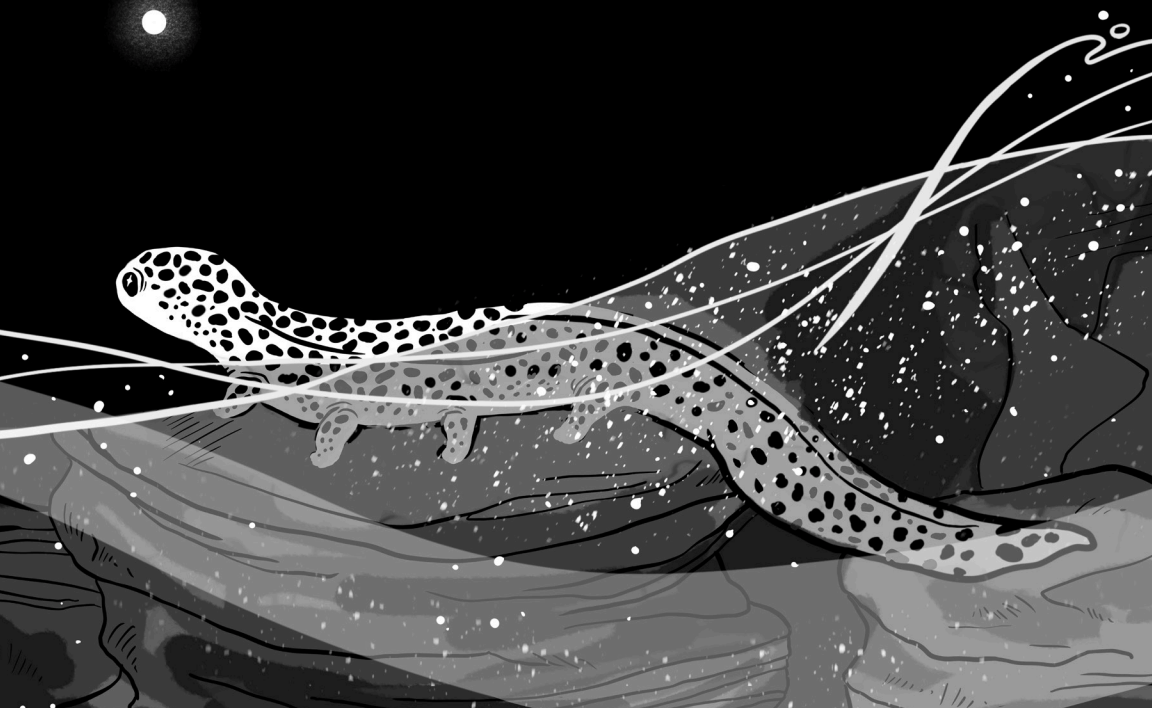


By the end of the summer we were battered and broken, with bloody knees and gap-toothed grins. But we were alive, and I will never forget that.



PART 2

**SETTING
ELEMENTS**



THE HELLBENDER QUEEN

Also known as: Old Olm, She Who Is Hidden, The Red-Spotted Lady, Queen Newt (but only as an insult)

It is said the oldest stones beneath the river remember when there were different stars in the sky. A hundred stars of shimmering gold, whose light was slow and soft. But when the Lindworm came the earth went dark, and in its weakness the queen of all salamanders slithered up into the sky and stole the stars, leaving behind rhinestone replicas in their place. The sky returned (as it always does) but the true stars were gone. That greedy queen slithered her way between the rocks and hid her treasure in the sparkling motes along the river. Some say the only way to slay the Lindworm lies in those golden lights, but she will never part from them.

TIPS:

- Covet what all others hold dear.
- Stick to the shadows, and let others do your dirty work.
- Ask compelling questions and build on the answers others give.

PICK UP WHEN:

- There is something everyone else desires.
- We feel confident—too confident.
- The water sparkles, the stones are damp, and it just feels right.

GIVE AWAY WHEN:

- You feel crafty or cunning.
- You need to let go.

CHOOSE 2 DESIRES:

- Blades
- Songs
- Dreams
- Flowers
- Blood
- Teeth
- Hearts

CHOOSE THE PRICE THE TRUE STARS WILL COST:

- A feather from a crow.
- A shard of ice from the lips of Our Lady Oubliette.
- The breath of the Slumbering Beast.
- The antlers of the Underhill King.
- A trapped moth, flown down from the moon.
- Moss scraped from the Cataract Knight.
- The destruction of the camp itself.
- Your death.

MOVES:

- Take an Item from the Corkboard. They must give you a Desire to return it.
- Create a new Item, and offer it in exchange for a Desire.
- Replace one Item with another when no one's looking.
- Offer a horrible choice between two bad options.
- Slip away when they try to catch you.
- Hold tight onto the stars until they pay the Price.

After every Move, ask "What do you do?"



THE HITCHHIKER

Also known as: The Traveler, Talljon, Stranger, The Devil of Route 32

It is always evening when he arrives, and always from the West. Hopping off the back of an old paint-peeling pickup truck or trudging down the asphalt highway, silhouetted against the setting sun. He'll say he means no harm, and while his voice sounds like an oil slick in a parking lot, he's telling the truth. Some say he used to work for the Lindworm, before he learned his lesson. You can always tell it's him because the cigarette smoke wraps around his head like the smog cover of a dirty city, and his one red eye burns like an ozone-choked sun, always watching. Always ready to run.

TIPS:

- Keep your intentions close to your chest.
- Do no harm, but bring ill news.
- Ask compelling questions and build on the answers others give.

PICK UP WHEN:

- People are near the highway.
- The outside world wanders in.
- The sun is setting and it just feels right.

GIVE AWAY WHEN:

- You need enigmatic wisdom from another.
- You have no space in your heart for a stranger.

CHOOSE 2 DESIRES:

- Rest
- Trick
- Hide
- Lure
- Rescue

CHOOSE 2 THAT HANG FROM HIS WALKING STICK:

- Raccoon Jawbones
- Dried Bundles Of Herbs
- Tattered Receipt Scraps
- Shards Of Broken Glass
- Wire And Machinery
- His Own Withered Hand
- Something You Thought You'd Lost Forever

MOVES:

- Trace a line in the dirt.
- See someone for who they truly are.
- Refuse to help when needed most.
- Offer help when least expected.
- Act mysteriously without explanation.
- Lead someone astray.

After every Move, ask "What do you do?"



LORD STORMING

Also known as: Mother-Bear, The Lightning God, Cliff-Queen, Distant Thunder

The first sign of Their approach is impossible to describe—the heaviness of the air, a spark along your back. It is nameless but known. The second sign of Their approach is spotted as the light shifts. The sky grows gray and the sun becomes a smear among the clouds. The third sign of Their approach is heard when the thunder strikes the mountains, and as the first droplets of rain dance across the long grass you know that They have arrived. Some say it is the Lindworm's home made manifest, but the storm-god's loathing for the Lindworm is no secret. The storm is here, and it brings calamity and salvation in equal measure.

TIPS:

- Push forward without regard for mortal things.
- Strike brutally and then vanish again.
- Ask compelling questions and build on the answers others give.

PICK UP WHEN:

- It is least expected.
- The rain is falling and it just feels right.

GIVE AWAY WHEN:

- You have all found shelter.
- There is nowhere to go but out.
- The sun shines through parted clouds.

CHOOSE 2 DESIRES:

- Revenge
- Strike
- Love
- Rejuvenate
- Storm

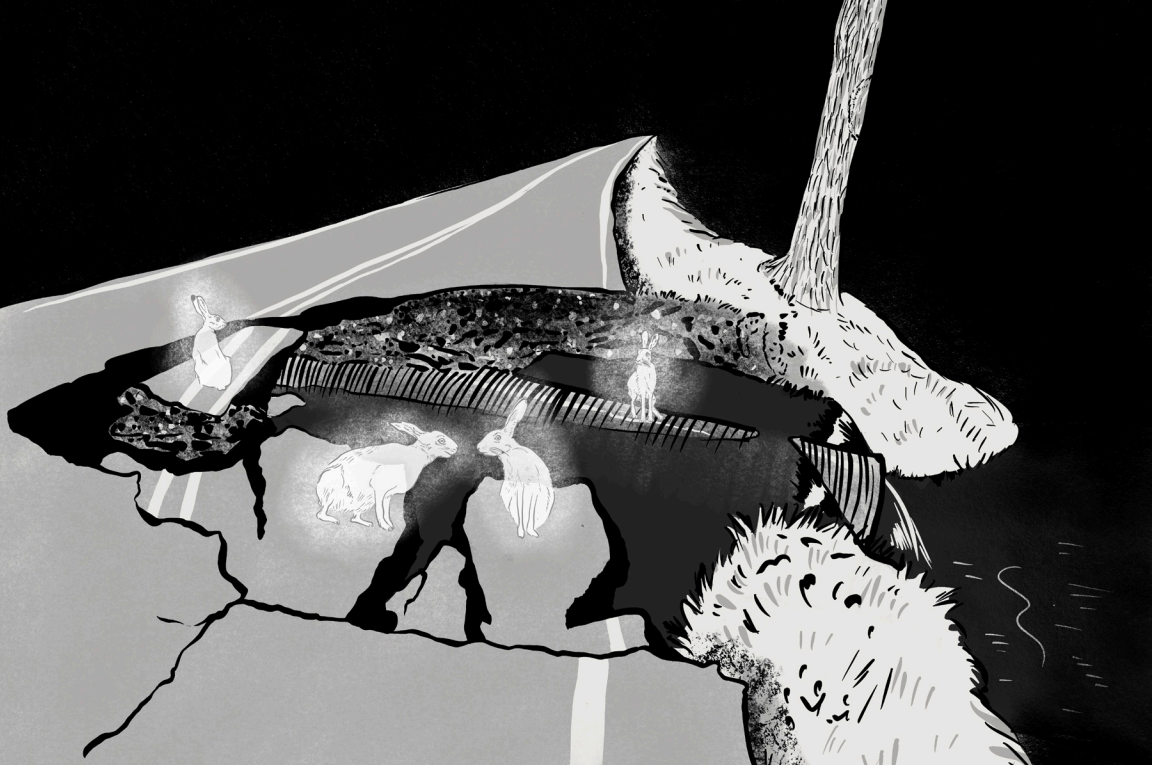
CHOOSE 3 FORMS THEY SLIDE BETWEEN:

- A man with flowing gray hair and eyes like sunbeams.
- A woman with short white hair and eyes like lightning.
- A bear with many claws and the roar of distant thunder.
- A beast with a mouth like a vortex and a hundred burning eyes.
- A child made of clouds, singing the song of summer rain.

MOVES:

- Foretell your arrival.
- Create a peaceful moment at the eye of the storm.
- Strike suddenly, never in the same place twice.
- Force plans to change.
- Shift suddenly from one form to another.
- Shake the earth to its core with a distant thundering boom.

After every Move, ask “What do you do?”



THE PAPER-SKIN HARES

Also known as: The Kind Folk, The Wanderers, Dust-Bunnies, The Lost Kids, Prey

There are little creatures that live in the gaps between the trees. They are forever-silent, ghostly creatures, who seem to live and die in quiet instances—the moment between sounds, the gutter on the side of the road, the creek that no one notices. Some say they are the ghosts of the victims of the Lindworm, scared and alone. They are said to be paper-thin and made of nothing but dust and wind, and will fall apart when caught.

TIPS:

- Remind people of their loneliness through the act of leading them together.
- Give gifts with every action, even if the gifts hurt.
- Ask compelling questions and build on the answers others give.

PICK UP WHEN:

- Everyone is lost.
- Someone is profoundly alone.
- There is the smell of panic in the air and it just feels right.

GIVE AWAY WHEN:

- You are alone and need company.
- A mysterious Gift arrives at your feet.

CHOOSE 2 DESIRES:

- Listen
- Misdirect
- Help
- Be Comforted
- Be Saved

CHOOSE 2 GIFTS:

- Bundles of bird bones
- Flower crowns
- Children's teeth
- Bowls filled with rabbit blood
- Torn-up weathered clothes
- Keys with no locks
- A path out of here

MOVES:

- Give a Gift that helps.
- Give a Gift that hurts.
- Watch with terrified eyes.
- Run away to safety.
- Isolate someone from everyone else.

After every Move, ask "What do you do?"



THE ROAMING FEN

Also known as: The Flood, Detritus, The Muck and the Mire, Old Ashokan

There was another camp, long ago. Lost to the waves of time, swallowed by the flood. There is little more to say on it than that. Consumed by waves and roots and countless tiny hungry fish. Some say it was the Lindworm that destroyed it. Others blame the relentless march of modernity. And now it is gone—and yet not gone. The dirt grows heavy with thick water, cattails slither from the soil, and the waves lap up against the shore. Our old home is gone, but still its heart follows, mindless, abandoned, and alive.

TIPS:

- Whelm the new with the old.
- Invoke the past and invite it to our table.
- Ask compelling questions and build on the answers others give.

PICK UP WHEN:

- There's something we're avoiding.
- A memory resurfaces.
- The earth is damp and it just feels right.

GIVE AWAY WHEN:

- You must confront the history of your heart.
- You need to snap out of it.

CHOOSE 2 DESIRES:

- Rage
- Swallow
- Sob
- Embrace
- Escape

CHOOSE 2 THE CAMP STILL REMEMBERS:

- The old bunks—their wreckage slowly surfacing.
- The trees and their roots—tangled in the mud.
- The campfire—still burning in the water.
- The friendly land contact—bones clinging to the wind.
- Your friends who left—now just shadows among the trees.
- A part of yourself—thought abandoned, now returned.
- A secret too painful to admit—that you cannot keep running from.

MOVES:

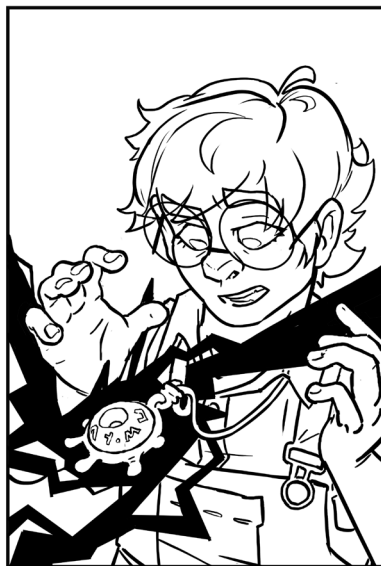
- Roll in with the mist.
- Drag deep into the mud.
- Emerge from beneath their feet.
- Create an Item that reminds someone of their past.
- Swallow something whole into the mud.
- Crash against them with a whelming wave.

After every Move, ask "What do you do?"



PART 3

CHARACTER SHEETS



THE DESTINED

The Destined doesn't feel like they're supposed to be here. They know something they're not supposed to know, they do something no one else can, and somehow they've stumbled into being the only hope to save the camp. There's just one problem—they're just a kid. They're not ready for, and frankly are not really sure they want, this responsibility. But if this is what needs to be done, then so be it—they can deal with the trauma when they finally become staff.

The Destined is a young individual. Their power is in hope, life, and the support of everyone around them.

PLAY TO FIND OUT:

- Are you strong enough to carry the camp on your back?
- Is it fair that people expect you to?
- What does it mean to grow up?

CHOOSE YOUR NAME:

- A name that you plan on replacing ASAP.
- A name no one else really gets.
- A name you're still experimenting with
- The name of a camper already in the Web.

DESCRIBE YOUR LOOK:

- Sparkling Eyes
- Warm Eyes
- Wide Eyes
- Haunted Eyes

- Scrawny Body
- Pudgy Body
- Body That Doesn't Fit
- Body Buried Under Layers

THIS IS YOUR LAST WEEK OF CAMP BEFORE YOU BECOME A COUNSELOR-IN-TRAINING. CHOOSE WHAT DRAMA HAS BEEN MAKING THIS WEEK HELL:

- You have the biggest crush on another camper, and it won't go away!
- Your ex from last summer is at camp and it's so awkward.
- Your best friend couldn't make it this week and you're so lonely without them.
- All of your friends are already counselors in training and they've been treating you weird.
- Your home life is a mess right now, and you're not sure where you're going to be living after this week.
- One of your friends has been acting really Strange, and you don't know what's gotten into them.
- So Alex was dating Moss, right? But then Moss's friend Socks— Ugh actually nevermind, it's too complicated to explain.

DESCRIBE YOUR GENDER THE SAME WAY ANY OTHER CAMPER WOULD, AND THEN CHOOSE WHAT'S SPECIAL ABOUT IT:

- Everyone thinks you've had your gender way longer than you have.
- Your gender doesn't feel right for you anymore.
- Everyone assumes your gender is different.
- You're jealous of someone else's gender.
- You can't tell your parents about your gender.
- You haven't told anyone your gender.
- Your gender feels like a weapon in your hands.

CHOOSE WHAT YOU CARRY THAT MIGHT BE THE SECRET TO SAVING EVERYONE:

- An old map of the campground, which shows new paths under moonlight.
- A moth with a singsong voice, the servant of the moon herself.
- A hag stone coated in moss, which feels like a compass in your hands.
- A fragment of pure starlight in a mason jar, which longs for its siblings.
- Three black feathers, the remnant of a promise you made when you were wee.
- The blade of the Underhill King, stolen from his deathly domain.
- A fellow camper, too frightened of what they saw to talk to anyone but you.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- I've idolized you my whole time here. Why do you think you've let me down?
- What is it about me that feels so familiar to you?
- Do you really think I'm going to be a good staff?

TIPS:

- Don't forget you're a kid, and everything that that entails.
- Struggle to figure out who you are.
- Make your Character fallible and relatable.

LURE:

Every time someone turns to you for help, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm's way.
- Stand against the world.
- Tap into a strength you didn't know you had.
- Introduce a new Strangeness of your choice, that you stumbled upon with your Secret.

- *Ask: "Where can our Characters still find hope?"*
- *Ask: "Who do our Characters need to listen to?"*

REGULAR MOVES:

- Take action, stumbling through inexperience.
- Follow your Secret and see where it leads you.
- Have fun and be yourself.
- Know something all the grownups missed out on.
- Cry.

- *Ask: "Does your Character think I can handle this?"*

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Posture and pretend to be cool in front of the other campers.
- Panic and make up a big useless lie.
- Blame anyone but yourself.

- *Ask: "Why doesn't your Character think I can handle this?"*



THE HERON

People always spot the Heron sitting out on the dock early in the morning, staring off into the mist. They'll teach you how to sail canoes and stay safe by the water, but people know that's not really what's on their mind. Sometimes they'll climb into a boat and sail into the mist, for days or weeks at a time. They come back with dark circles under their eyes and a cold clinging to their shoulders. They're our friend, but their hands brush against something we can only start to see. The veil of death is thin out on the water, and no one knows it better than them.

The Heron is a haunted individual. Their power is in liminality, boundaries, and the secrets of the still waters.

PLAY TO FIND OUT:

- What lies beyond the veil of life and death?
- What secrets are too painful to keep?
- Can you ever recover?

CHOOSE YOUR NAME:

- An old-timey name
- A well-worn name
- A name that flows through the air like water
- A dead and forgotten name

DESCRIBE YOUR LOOK:

- Heavy Eyes
- Keen Eyes
- Cold Eyes
- Concealed Eyes

- Emaciated Body
- Flowing Body
- Vast Body
- Hidden Body

DESCRIBE YOUR GENDER:

- Gravedigger
- Washer Woman
- Charon
- Jackal
- Banshee
- Dullahan
- Secret

CHOOSE WHAT BRUSH WITH DEATH LED YOU TO THE CANOES:

- Illness almost destroyed your life.
- Your best friend passed away while you could do nothing.
- You held a dying deer in your arms as the car headlights sped away.
- A camper left one summer and never came back.
- The world is horrible and crumbling and you can't let it go.
- Death seems to follow you like an old friend.
- You are dead yourself.

**CHOOSE 1 THAT USED TO BE TRUE ABOUT YOU
AND 1 THAT SOMEHOW STILL IS:**

- You always have your nose in a book.
- You're never seen without your headphones.
- You love to climb around and dance.
- You laugh louder than anyone else.
- You wear bright-colored clothes.
- You like being alive.

**CHOOSE WHY PEOPLE LIKE SPENDING TIME
WITH YOU:**

- You have a humorous (albeit macabre) wit.
- You can relate to things other people can't.
- You'd do anything to help your friends.
- You always have the perfect words of wisdom.
- You spot things no one else ever notices.
- Despite everything, you still have hope.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- How did you comfort me after I faced death?
- What did I show you, that night out on the Lake?
- What do we spend our time outside camp doing together?

TIPS:

- Treat death with compassion, but know the power it holds.
- Stand at the crossroads of all things.
- Make your character fallible and relatable.

LURE:

Every time someone crosses a threshold with your invitation, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm's way.
- Show someone another time and another place.
- Confront something everyone else has been avoiding.
- Give a name to the fear and single it out.
- Perform the Death's Journey Ritual.

- *Ask: "What does your Character need right now?"*

REGULAR MOVES:

- Take action, leaving yourself vulnerable to the world.
- Let slip a bit of your lighthearted side.
- Remind someone of proper safety techniques.
- Keep steady through the turbulence.

- *Ask: "Can I show your Character the way?"*
- *Ask: "Does your Character want to cry about it?"*

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Shut down your own emotions.
- Stay silent when you should be speaking up.
- Get lost in misery and ennui.

- *Ask: "Why can't your Character do this?"*



THE OLD PINE

The Old Pine has been here as long as anyone can remember. The rest of the camp thinks of them as just another administrator, the land contact that unclogs the toilet or cracks open the locked shed doors. They're always at the edge of camp, a friendly but enigmatic face. This is, of course, exactly how they like it. They've been keeping an eye on this camp as long as kids have been seeking shelter among the tall trees. They have watched generations of campers come and go, and yet, somehow, they know every single one of their names. Who can blame them? The Old Pine knows what matters most.

The Old Pine is a venerable individual. Their power is in the wisdom of the past, friendship with the world around them, and a jolly personality.

PLAY TO FIND OUT:

- Who did you use to be, way long ago?
- What secret looms in your past?
- What would it take for you to rest?

CHOOSE YOUR NAME:

- A quaintly old-fashioned name
- A name that changes with the seasons
- A name you've had a lot of time to figure out
- A name that contains a clue within it

DESCRIBE YOUR LOOK:

- Twinkling Eyes
- Soothing Eyes
- Soft Eyes
- Deep Eyes

- Body Like A Tree
- Body Like A Cloud
- Body Like A Boulder
- Body Like A Mountain

DESCRIBE YOUR GENDER:

- Mamma Bear
- Rip Van Winkle
- Morning Glory
- Birdsong
- Mossy Boulder
- Blacksmith
- Belly Laugh

CHOOSE WHAT HAPPENED LONG AGO THAT LED YOU TO STICK AROUND:

- You made a deal with something Strange.
- You found a Wolf in the Woods, and drank its blood.
- You died in the arms of the Woods, and it brought you back.
- You wandered past the veil of death and returned.
- You made an oath that cannot be broken until the Lindworm is dead.
- You simply never left.
- You can't remember—it's been too long.

CHOOSE WHICH PART OF THE CAMPGROUND MEANS THE MOST TO YOU:

- The overgrown Field at the edge of camp.
- The hidden grotto behind the Lake.
- The cave system underneath the mountains.
- The oldest tree in the Woods.
- The old bunks, now long-abandoned.
- Anywhere, but just as the sun rises.

CHOOSE WHAT THE FOLKS AT CAMP KNOW YOU FOR:

- You build the campfire every week.
- You'll randomly show up with a bunch of handmade pastries.
- You run impromptu activities that are always very weird but very cool.
- You smoke with the staff after the kids go to bed.
- You tell the weirdest and most interesting stories, always with the perfect punchline.
- You sit with the homesick kids and help them ground themselves.

ASK 2 (TOTAL) TO OTHER PLAYERS:

- What lesson did I teach you when you were a little kid?
- What do you know about me that I haven't told anyone else?
- What do you know about me that I don't know about myself?

TIPS:

- You have a Mystery, something you learned only from being at the camp for decades and decades. You don't have to know what it is ahead of time.
- Remind yourself what keeps you anchored to this place.
- Make your Character fallible and relatable.

LURE:

Every time someone thinks about your Mystery, they get a Token.

STRONG MOVES (-1 TOKEN):

- Get out of harm's way.
- Root yourself deep into the soil.
- Reveal an important truth about your Mystery.
- Show everyone something that's been forgotten for too long.
- Reinterpret the Lindworm's play through your Mystery.

- *Ask: "Where is the force that can help our Characters?"*

REGULAR MOVES:

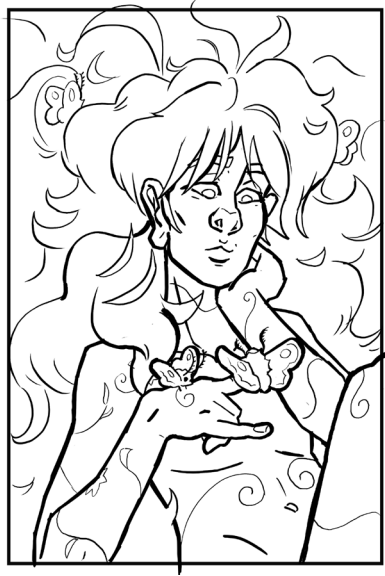
- Take action, creaking with age.
- Cryptically hint at an aspect of your Mystery.
- Offer someone a berry, fruit, pastry, or cigarette.
- Feel what the weather is doing.

- *Ask: "Does your Character remember what I taught them?"*
- *Ask: "What does your Character know that my character doesn't?"*

WEAK MOVES (+1 TOKEN):

- Invite the Lindworm to act upon the group.
- Reveal something about your Mystery that only makes things more complicated.
- Move far too slowly.
- Remain inflexible in the face of modernity.

- *Ask: "What is it about your Character I'll never understand?"*



THE MOTH MAIDEN

You were once a staff member of this camp. You were once your Character. You still carry their name, even if you no longer move like them. The Moon has chosen you. It is you who carries the moths into the faraway lands, and keeps them safe from the evil things of the world. The Lindworm killed the last maiden to bear your title. You won't let the moths be put in danger like that again, for you understand the beauty hidden in the sky.

The Moth Maiden is a Strange individual. Your power comes from the light of the moon, your disconnect from your former friends, and the way the world makes sense now.

You can only play the Moth Maiden if your previous character is dead. Use this sheet to bring them back to life.

PLAY TO FIND OUT:

- Who do you still care about?
- Does the moon still want to help?
- Who exactly was the last Moth Maiden?

CHOOSE YOUR TRUE NAME:

- An alien name.
- A name a star would have.
- A secret name that you won't speak.
- A feminine name.

DESCRIBE YOUR LOOK:

- Multifaceted Eyes
- Haunting Eyes
- Hollow Eyes,
- Flickering Eyes

- Elegant Body
- A Body Like Water
- Glowing Body
- Winged Body

DESCRIBE YOUR GENDER:

- Moth Maiden

YOU HAD FORGOTTEN A CHILDHOOD DREAM ABOUT:

- The moon chasing away the Wolves.
- The texture of a moth's wing.
- Something new emerging from the soil.
- Pollen caught in a storm.
- A beautiful maiden finding you and telling you an ancient secret.

CHOOSE WHAT YOUR MOTHS CARRY:

- Whispers from distant lands.
- Kisses from heartbroken lovers.
- Songs from lonely songbirds.
- The touch of the touchless.
- Morning dew.

CHOOSE WHAT WILL BE YOUR DOWNFALL:

- A Cold steel blade.
- Lightning.
- The branch of an ancient oak tree.
- A gift, twice rejected.
- The cruelty of a former friend.

CHOOSE WHAT YOU HELD ONTO, FROM BEFORE:

- Your Kindness
- Your Love
- Your Foresight
- Your Voice
- The Way You Move
- The Way You Talk

TIPS:

- Never forget how Strange you are, but allow for uncertainty and nervousness.
- Stay grounded in the story of the setting.
- Make your Character fallible and relatable.

LURE:

Every time someone appeals to who you used to be, they gain a Token.

STRONG MOVES: (-1 TOKEN):

(Keep three from before, and add)

- Get out of harm's way.
- Reveal your humanity in a moment of emotional need.
- Ask a Setting Element if it wants you to remove one of its Desires, then do so.

REGULAR MOVES:

(Keep three from before, and add)

- Take action, leaving yourself vulnerable.
- Say something profound and cryptic.
- *Ask: "What does your Character still fight for?"*

WEAK MOVES: (+1 TOKEN):

(Keep one from before, and add)

- Invite the Lindworm to act upon the group.
- Reject the part of you that cares.
- Fall in love, like a fool.
- *Ask: "Would your Character choose to die, if they could?"*



THE CATARACT SQUIRE

You were once a staff member of this camp. You were once your Character. You still carry their name, even if you no longer move like them. At the verge of death, he found you. The Cataract Knight, with his limbs of stone and hydraulic heart, pulled you back to life. He, in his silent way, has promised to teach you how to become a knight of stone and flowing water, a knight of moss and solemn contemplation.

The Cataract Squire is a Strange individual. Your power comes from the constant, looming presence of your massive mentor, your kindness towards others, and your capacity to push yourself as far as you need to go.

You can only play the Cataract Squire if your previous character is dead. Use this sheet to bring them back to life.

PLAY TO FIND OUT:

- What have you had to sacrifice?
- Are you worthy of the Cataract Knight's support?
- What's your limit?

CHOOSE THE CATARACT KNIGHT'S NAME:

- An honorable name.
- An obscure yet heroic name.
- A name from history.
- A masculine name.

DESCRIBE YOUR LOOK:

- Stony Eyes
- Quiet Eyes
- Resolute Eyes
- Eyes Filled with Flowing Water

- Armored Body
- Unflinching Body
- Stoic Body
- Moss-Covered Body

DESCRIBE YOUR GENDER:

- Squire To The Cataract Knight

YOU HAD FORGOTTEN A CHILDHOOD DREAM ABOUT:

- A giant robot chasing away the Wolves.
- The texture of a mossy stone.
- A secret hidden behind a waterfall.
- Leaves traveling down the creek.
- A great hero finding you and telling you an ancient secret.

CHOOSE THE CATARACT KNIGHT'S ADVICE:

- Fight like a flickering flame—keep your spirits high.
- Fight like a falling leaf—never be in the same place twice.
- Fight like a possum—get back up, no matter the pain.
- Fight like a broken heart—make every strike hurt twice as much.
- Fight like a deer—don't be afraid to run if you have to.

CHOOSE THE CATARACT KNIGHT'S WEAPON:

- The first blade ever forged, born from beneath the earth.
- A spear, destined to strike down a Slumbering Beast.
- A bow, arrows fletched with crow-feathers.
- A quarterstaff, carved from an ancient tree and stolen from the coldest winters.

CHOOSE WHAT YOU HELD ONTO, FROM BEFORE:

- Your Passion
- Your Friendships
- Your Hope
- Your Voice
- The Way You Move
- The Way You Talk

TIPS:

- Never forget how Strange you are, but allow for uncertainty and nervousness.
- Stay grounded in the story of the setting.
- Make your Character fallible and relatable.

LURE:

Every time someone appeals to who you used to be, they gain a Token.

STRONG MOVES: (-1 TOKEN):

(Keep three from before, and add)

- Get out of harm's way.
- Do not flinch, even as the world burns.
- Keep someone alive with a piece of your heart.

REGULAR MOVES:

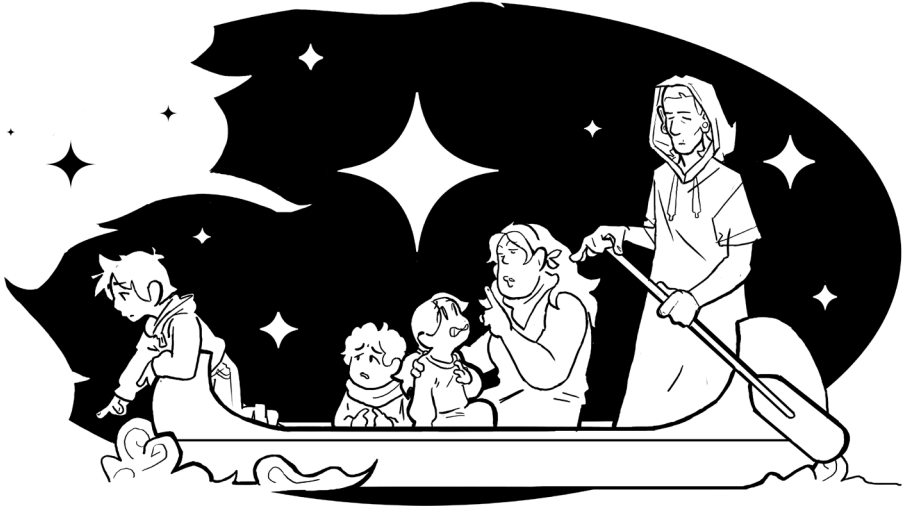
(Keep three from before, and add)

- Take action, leaving yourself vulnerable.
- Act, following the advice of the Cataract Knight.
- Sacrifice something to protect someone else.

WEAK MOVES: (+1 TOKEN):

(Keep one from before, and add)

- Invite the Lindworm to act upon the group.
- Lash out with unhealthy anger.
- Forget what the Cataract Knight taught you.
- Ask: "Why can't your Character just hold it together?"



PART 4
RITUALS

DEATH'S JOURNEY

The mist at the edge of the Lake is all-consuming. As your canoes push past the veil into the realms of death, the condensation against the back of your throat tastes like mothballs and stale air. You have found yourselves in a cold and heartbroken land. Listen to your guide—break even a single rule, and you'll find it impossible to leave. Follow your heart, and whatever you do, don't look back. Someday the green grass of home will rest against your skin once more, but for now there is only the ice of death itself.

This ritual is initiated by the Heron, and used to rescue someone from the realm of death.

STARTING THE RITUAL:

The Heron chooses a single Law of Death that doesn't have to be followed. Say the name of the person you're here to rescue. Silence, and a brief moment of everyone holding their breath.

LAWS OF DEATH:

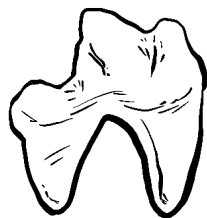
- Do not step off the boat.
- Do not touch the water.
- Do not touch anyone else.
- Do not say anyone's names.
- Don't fall asleep.
- Don't spill your own blood.
- Don't look back.

MOVES:

- Choose 1 to describe, with an unexpected metaphor: (*A familiar face in the mist, grasping hands, the wooden canoe, the still waters, the thick mist, the sallow moon, the creatures at the edge of your vision*)
- Almost break a rule, but catch yourself.
- Almost break a rule, but ask the table to catch you.
- Lose something that matters to you to the still water.
- Catch a glimpse of the person you're looking for.
- Place one hand over your eyes. Go silent, and take no further moves.
- Break a rule, and die. Cover both of your eyes with your hands.

ENDING THE RITUAL:

Once everyone has their hands over their eyes, you have found the person you're looking for and returned to the land of the living. Going around the circle, describe something you missed about the glorious process of being alive, and what the world feels like against your body. It is warm. It is beautiful.



Wolves were hunted to extinction centuries ago in these woods, but their ghosts cling to the back of my neck. I woke up to the sound of howling again.

THE STAR-BARGAIN

It is only under the light of the true stars that the Lindworm may be slain. But the stars were stolen long ago by the greedy old olm of the gaps between the oldest stones. Hidden in the motes of light that dance across the surface of the waves, she'll only give them up if you pay her Price. But she will always desire more, and one must have their wits about them lest she take everything you love. When you emerge from the water you will see the constellations like you've never seen them before. You will know what was taken and what could be returned. But for now, there is only the Hellbender Queen.

Use this Ritual when you wish to negotiate with the Hellbender Queen for the true stars of the sky.

STARTING THE RITUAL:

The presentation of her Price upon the stones.

MOVES:

- Choose 1 to describe, with an unexpected metaphor. (*The skeeters along the flat water, the cool stones against your skin, the humidity in the air, the clay between your fingers, her orange body, the glimmering lights just out of reach*)
- The Hellbender Queen steals an Item card from the Corkboard. Hide it somewhere no one else can find it.
- The Hellbender Queen replaces an Item card from the Corkboard with a convincing forgery. Hide the original somewhere no one else can find it.
- Cross off one of your Strong Moves.
- Make a Weak Move.

ENDING THE RITUAL:

After every Move has been taken at least once, the statement, "Enough, we've paid your price," and the creation of an Item Card named *The True Stars*. As long as this Item Card has not been lost at the end of the Abyss, then the Lindworm is truly slain and can never return.

WALK THE YELLOW LINES

It's time to leave. Maybe you need to grab something from a gas station. Maybe there's nowhere else to go. It doesn't matter, you need to hit the road. The car won't start (can it ever?) so you'll need to set forth on foot, and follow the twin yellow lines like a compass. The road is long, the asphalt is cold, and you can feel on your skin the watchful eyes of strangers and passing cars. At camp, it's so easy to forget the world of steel and concrete. But out here you can't hide from the truth—this is a world built for cars, and for now you're only a Hitchhiker.

Use this Ritual for when any number of you need to leave camp on foot and walk somewhere else.

STARTING THE RITUAL:

The statement, "Well, let's hit the road."

MOVES:

- Choose 1 to describe, with an unexpected metaphor. (*The heat clinging to the road, the flickering street lights, the roar of a motorcycle engine, the litter in the gutter, a dead raccoon, gleaming eyes in darkness*)
- Spot a car, and say who you think is driving it.
- The weather changes. Describe how, and give a name to how it feels.
- Make a Strong Move as you ignore your body and keep going.
- Make a Weak Move as your body gives out under you.
- Tell everyone how much longer there is to go (it's always a bit more than anyone thought)

ENDING THE RITUAL:

The question, "What's that up the road?" If every single move has been taken at least twice, you collapse onto the highway in exhaustion, Describe who rescues all of you, and where they bring you. If not every single move has been taken, give up and turn back.

This Ritual never ends with arriving where you need to go.

THE BIG STORM

Drip. Drip. The first raindrops fall from the sky onto a picnic bench, visible against the wood like tiny fingerprints on glass. The sky is gray, the sort of gray that feels apocalyptic. Is the world ending? No. But a storm is coming. It's clinging to the air, it's marching over the mountains, it's coming, it's coming. The armies of the storms march with fury unmatched. Eventually we can emerge from our shelters and take stock of the damage, finding what we can salvage and what has been lost. But for now, there is only Lord Storming.

Use this Ritual when there is a storm of such a scale that it cannot be represented any other way.

STARTING THE RITUAL:

The statement, "Did you feel that?"

THROUGHOUT THE RITUAL:

The Big Storm is composed of three parts. During the first part, everyone rubs their hands together to represent the sound of light rain. During the second part, everyone lightly drums against the table to represent rain. During the third part, everyone bangs their knuckles against the table to represent the storm. Move from one part to another as a group, whenever anyone escalates.

LIGHTLY RAINING MOVES:

- Notice something around you, and describe it.
- Say where you'll be taking shelter.
- Give a name to something still stuck in the rain.

RAINING MOVES:

- Notice something around you, and describe it.
- Try to lift (or dampen) the mood of those around you.
- Pull a straggler into your shelter.

STORMING MOVES:

- Flinch from thunder and lightning, and describe it.
- Run out into the storm, and lose all your Tokens. If you have none to lose, die.
- Lose an Item or Character card from the Corkboard, submerging it in water.

ENDING THE RITUAL:

De-escalate the storm without saying a word, gently transitioning from thunder to rain to drizzle to silence. Once the storm is over, go outside and survey what the camp has become.



Maples are perfect climbing trees, and joy has a way of tangling among its leaves and getting caught in the branches.

MANY LITTLE GIFTS

Sometimes at camp, as in life, you feel horribly and deeply alone. It can happen in many places. You might have taken a nap and woken up to realize that no one is around. It might be late at night, and there is not a soul wandering the lonely campground. Maybe it's just cold and quiet, and you could really use a friend. Soon the camp will find you, and there will be many people here to help you. Until then, there are only the Paper-Skin Hares.

This Ritual is played in silence over text, with one Character as the focal point (the only one allowed to speak out loud) and everyone else playing as the Paper-Skin Hares.

STARTING THE RITUAL:

The question, "Hello? Is anyone there?"

MOVES FOR THE FOCAL POINT:

- Say "thank you."
- Ask any question you please, to which you'll get no reply.
- Walk somewhere else.

MOVES FOR THE PAPER-SKIN HARES:

- Send a text describing your Gift, and add it as an Item to the Corkboard.
- Send a text describing your little bunny nose.
- Send a text describing how the dust that was once you looks in the wind.
- Send a text saying where you go next.
- Send a text that paints a picture of the world around the Focal Point.

ENDING THE RITUAL:

Another player's Character, who is not in the scene, says, "Hey there you are! We've been looking everywhere for you."

OUR OLD HOME

It's been a long time, but you can still remember. It's the little things that stick in your memory—the color of the bunks, the taste of the hot chocolate in the dining hall, the smell of droplets of dew clinging to the grass as the sun rose. It's been so long since then, and the countless perfect moments have mingled with the heavy rain and sunken deep into the mud. You cannot, will not, let go. Even as the floodwaters rise and wash the colors from your mind, leaving the first place you ever called home adrift in a vast sea of old stories. Someday you will find that land again, but for now there is only the Roaming Fen.

This Ritual is a flashback, as the staff tell stories about their memories of halcyon days on a land far away.

STARTING THE RITUAL:

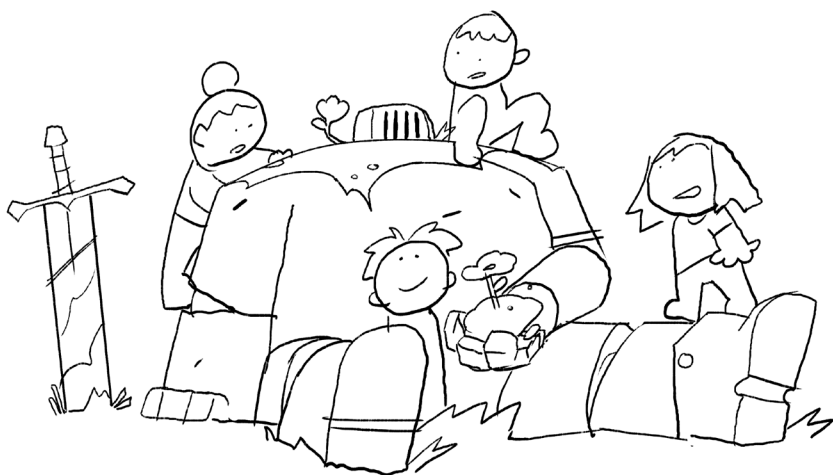
The question: “Hey do you remember...?” And something about camp you thought you'd forgotten.

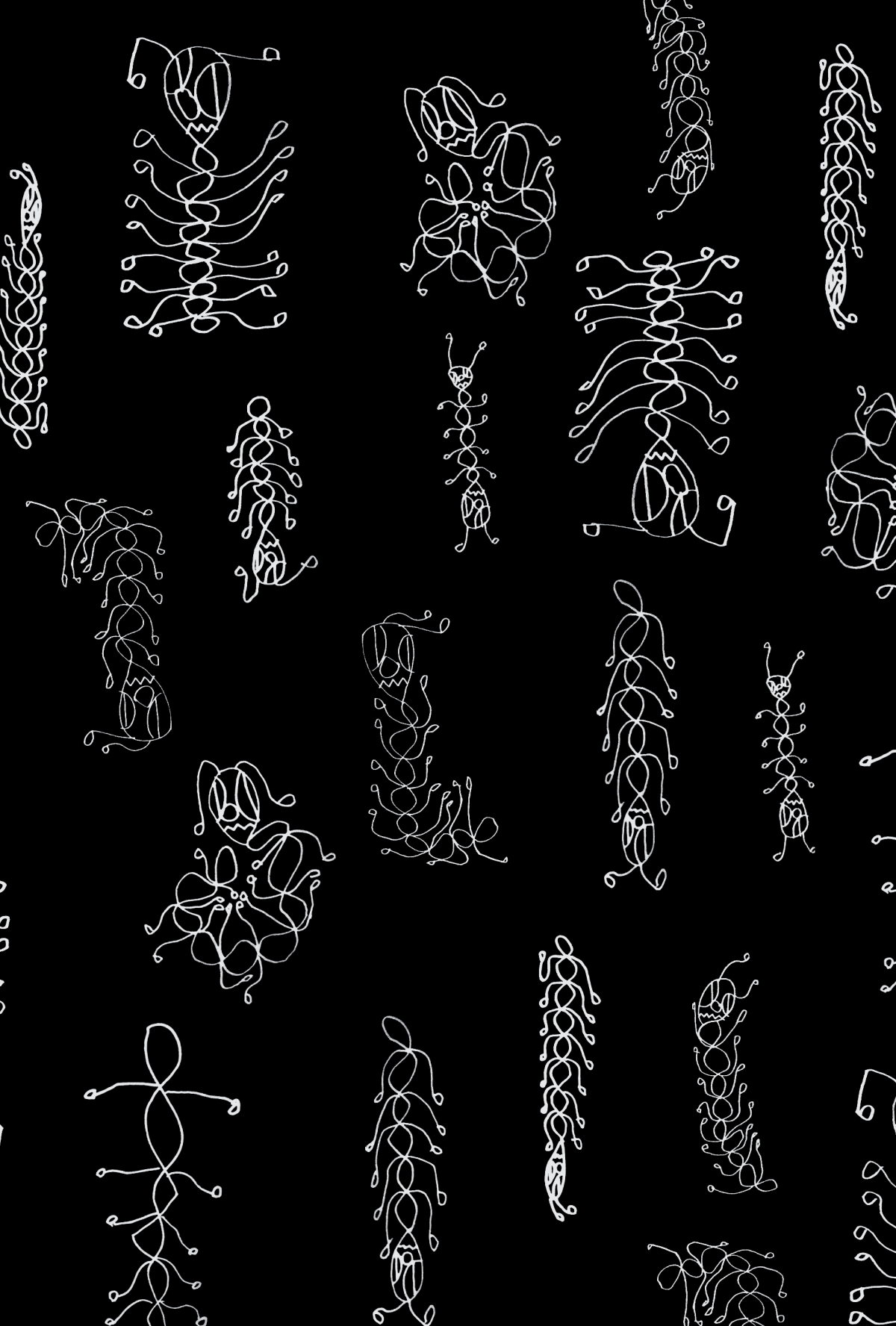
MOVES:

- Whoever is asked the starting question tells the first few sentences of a story about the past, before forgetting what comes next. Then, each Character can choose one of the following moves as you go around:
- Tell the next few sentences of the story.
- Wrap up the story, but leave an important hole in the plot.
- Explicitly avoid talking about part of that memory.
- Correct someone on someone else's name or pronouns.
- Start up a new story.

ENDING THE RITUAL:

The statement: “I don't want to talk about this anymore.”





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With ***Sleepaway***, Dragon takes the social mechanics of setting elements from *Belonging Outside Belonging* games, and eases them deftly into the setting—and into the land itself. It's a syncretic wedding between the natural world, the people who tend it, and the supernatural forces that inhabit it.

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*Praise for ***Sleepaway****

