

# THE FREE REALM

A Guide to Its Places, Wildlife,  
Traditions, Legends, Treasures, and Values

Compiled from the Records  
of The Great Archive

- WONDERLAND STATION
- THE GREAT ARCHIVE
- LANTERN TREE
- REFLECTION POND
- BEAR HUG GROVE
- WONDERLAND NOOK VIBE
- WONDERLAND BEACH
- MOUNTAIN NOOK
- LUCKY'S OVERLOOK



WONDERLAND BEACH

BEAR HUG GROVE

THE LANTERN TREE

REFLECTION POND

WONDERLAND NOOK VIBE

LUCKY'S OVERLOOK

MOUNTAIN NOOK

Lorenz C. Plourde  
(aka Rex)

CATALOGUED BY  
THE  
GREAT  
ARCHIVE



# **THE FREE REALM**

## **A Guidebook Found Within The Great Archive**

**Compiled from observations, field notes, railway conversations, lantern-light discoveries,  
and other reasonably trustworthy sources.**

**Written and assembled by**

**Lorenz C. Plourde (Rex)**

**Illustrated for the residents, visitors, wanderers, storytellers, and curious observers of the  
Free Realm.**

**First Edition**

**Kelowna, British Columbia**

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**This guidebook is provided free of charge for personal enjoyment and exploration.**

**The Free Realm continues to grow.**



## DEDICATION

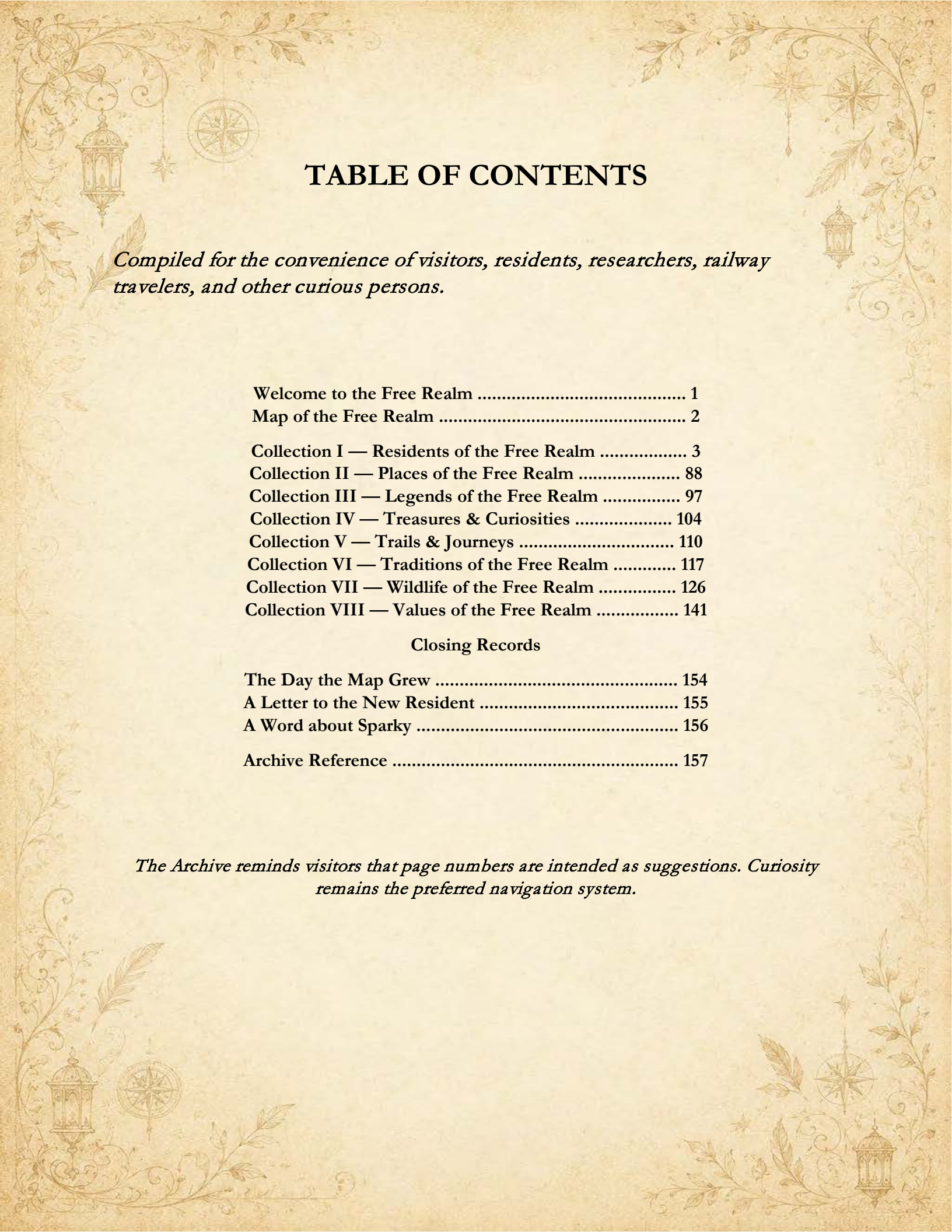
**For Sparky, and for Lucky, whose spirit and memories still travel beside her,  
and for everyone who still believes that curiosity is worth following, stories are worth sharing,  
and imagination remains one of life's most dependable traveling companions.**

**This guidebook exists because of conversations, laughter, observations, questions,  
unexpected discoveries, and the simple realization that sometimes an imaginary place can  
help us appreciate the real world a little more.**

**The Free Realm was built from wonder, friendship, kindness, imagination, and the stories  
that continue long after a journey ends.**

**May your lantern stay lit, your maps remain unfinished, and your next discovery arrive at  
exactly the right moment.**

**Welcome to the Free Realm.**



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*The Archive reminds visitors that page numbers are intended as suggestions. Curiosity remains the preferred navigation system.*



# WELCOME TO THE FREE REALM

Preserved Within The Great Archive



**D**ear Visitor,

If you are reading this document, it means you have opened one of the Archive's most frequently borrowed volumes.

The Realm you are about to explore is not a kingdom, nation, or destination found on ordinary maps.

It is a place assembled from stories, observations, traditions, wildlife, friendships, discoveries, and a remarkable number of unanswered questions.

**W**ithin these pages you will encounter curious crows, confident pelicans, patient hedgehogs, wandering rabbits, thoughtful foxes, station cats, lantern-lit paths, treasured keepsakes, and places that have been known to inspire both reflection and adventure.

**T**he Archive reminds all visitors that maps are temporary, curiosity is permanent, and some of the best discoveries occur when one is not looking for them.

**S**hould you encounter something wonderful during your travels, you are encouraged to make a note of it. The Realm continues to grow.

**V**isitors are welcome.

**S**tories are welcome.

**Q**uestions are especially welcome.

**P**lease enjoy your journey.

The Great Archive  
Caretakers of Stories, Maps,  
and Other Important Things





# THE FREE REALM

A Map Preserved Within The Great Archive

The Map Continues To Grow

### Worth Exploring

- Wonder Kindly
- Ask Questions
- Share Discoveries
- Be Curious

### Good Picnic Area



THINKING YOU'VE MADE A DISCOVERY? TELL US!



### Curiosity Encouraged



If You Discover Something Wonderful, Please Tell The Archive

Visitors Welcome



# THE RESIDENTS OF THE FREE REALM

Every place develops a personality.

The Free Realm developed several.

Over time, certain residents became known for talents, interests, responsibilities, habits, and occasionally questionable decision-making.

Some investigate mysteries.

Some build and maintain important things.

Some guide travelers.

Some care for the wellbeing of others.

Some help the Realm grow.

And a few seem determined to create interesting situations for everyone else.

For the convenience of visitors, the Archive has grouped the residents into several broad categories.

These classifications are intended to be helpful rather than definitive.

The residents themselves have expressed a variety of opinions regarding the system.

Crow considers it reasonably accurate.

Owl considers it incomplete.

Octopus has suggested several revisions.

Pelican has already printed business cards.

Visitors are encouraged to draw their own conclusions.

The following pages contain the most current observations available.

The Archive wishes you a pleasant journey.



THE RESIDENTS OF THE FREE REALM

CHAPTER I

# THE INVESTIGATORS

The Realm Begins With A Question



What If?

Worth Investigating

Curiosity Encouraged

Further Research Required

Observe  
Reflect  
Discover

NOTES FROM THE REALM

MAP OF THE FREE REALM

CONSTELLATIONS AND CURIOSITIES

FIELD JOURNAL

Every discovery starts with curiosity.

# THE INVESTIGATORS

The Realm Begins with A Question

The Free Realm has always attracted curious minds.

Some residents search for answers.

Others collect observations.

A few seem perfectly content discovering that every answer leads to three new questions.

Together, these residents became known as The Investigators.

They are the explorers of ideas, the keepers of observations, the collectors of clues, and the caretakers of curiosity itself.

When something unusual happens in the Realm, an Investigator is usually nearby.

Often taking notes.

Sometimes drawing diagrams.

Occasionally conducting experiments that seemed much simpler when they began.

Each Investigator approaches the world differently.

Crow believes careful observation reveals remarkable things.

Owl trusts records, archives, and the wisdom preserved by those who came before.

Octopus delights in testing theories, building models, and examining every possibility.

Toad prefers to sit quietly beside Reflection Pond and consider questions that others may have overlooked.

Their methods rarely agree.

Their conclusions do not always match.

Yet together they have helped the Realm understand itself far better than any one of them could alone.

Visitors are encouraged to ask questions. The Investigators have discovered that curiosity is often the first step toward every worthwhile journey.



# CROW

Chief Investigator of the Free Realm

No reliable borders discovered.

Unverified but interesting.

Further observation required.

Investigation ongoing.

The Free Realm:  
Observations From Above  
247 Pages

CROW'S  
ARCHIVE

Curiosity  
Fuel

Crow never found the borders.  
He discovered something more interesting.

# CROW

## Chief Observer of Curious Things

If something unusual happens in the Free Realm, there is an excellent chance that Crow noticed it first.

Crow possesses a remarkable talent for observation.

He notices details that others overlook, remembers conversations long after everyone else has forgotten them, and has filled countless notebooks with sketches, maps, questions, and field reports.

Visitors occasionally assume that Crow spends his days searching for answers.

This is not entirely accurate.

Crow spends most of his time searching for better questions.

From his observation tower, he watches the comings and goings of the Realm.

He studies weather patterns, visitor habits, migration routes, bicycle traffic, unusual footprints, and anything else that attracts his curiosity.

Many of the Archive's most valuable records began as simple notes in one of Crow's notebooks.

His reports are widely respected for their thoroughness. They are occasionally criticized for their length.

Crow considers this criticism incomplete.

Although Crow enjoys discovering new things, he is equally interested in helping others notice what was already there.

He believes that the world becomes more interesting the moment someone begins paying attention.

Visitors seeking certainty may find Crow frustrating. Visitors seeking understanding often find him indispensable. When asked how he discovers so many remarkable things, Crow usually offers the same answer: I started by looking.



# OWL

Archivist Emeritus of the Free Realm



Source Required

Interesting Claim

Evidence Inconclusive

Cross Reference Needed

Crow's Footnotes Improving

Pelican's Facts Under Review

Squirrel Classified This As A Vegetable

TOAD May Have Been Right

## CROW'S REPORTS

THE FREE REALM: OBSERVATIONS FROM ABOVE  
247 PAGES

Surprisingly Thorough

Requires Citations

## PELICAN PRESS RELEASES

Historical Accuracy Pending

## THE GREAT ARCHIVE OF FORGOTTEN THINGS

FIRST FREE REALM MAP

BLUFEATHER FEATHER

BICYCLE BELL

RABBIT FOOTPRINT CAST

OLD TRAIN TICKET  
FREE REALM RAILWAY  
RABBIT ONE 12-2-1010

PRESERVED DANDELION

Do Not Ask Owl If He Has Read Everything

He Has

ONGOING ACADEMIC DISPUTES

INDEX SYSTEM  
VOLUMES 1-14,000+

RESEARCH FUEL

SECOND RESEARCH FUEL

THIRD RESEARCH FUEL

*OWL remembered what others forgot.  
And occasionally what never happened at all.*



# OWL

## Archivist Emeritus of the Free Realm

If Crow discovers something interesting, Owl usually knows where the previous seven references are stored.

Owl serves as one of the Realm's most respected keepers of knowledge.

Within the Great Archive, he oversees shelves of journals, maps, reports, observations, correspondence, and historical records collected over many years.

Visitors are often surprised by the size of the Archive.

Owl is not.

He remembers when several sections were considerably smaller.

He also remembers why they became larger.

Many residents seek Owl when they need information.

Others seek him when they need perspective.

The two are not always the same thing.

Owl believes that knowledge grows most useful when placed within a larger story.

Facts matter. Dates matter. Records matter.

Yet Owl has learned that understanding often requires seeing how those pieces fit together.

Although Owl is known for his careful scholarship, he is not opposed to new ideas.

He simply prefers that they arrive accompanied by evidence.

Or at the very least, a reasonably organized notebook.

Visitors sometimes ask Owl whether he has read every book in the Archive.

Owl never answers directly.

His expression generally suggests that the question itself may require additional research.



# OCTOPUS

CHIEF SCIENTIFIC OFFICER  
The Octopus Institute of Science

## THE FREE REALM

PLACE?  
POPULATION?  
IDEA?

QUESTION MARKS  
EVERYWHERE

Further study required.

No reliable borders discovered.

Evidence remains inconclusive.

Why does this keep happening?

Pelican's data source unavailable.

Possibly important.

Definitely strange.

THE FREE REALM

Crow's 247-PAGE REPORT

TOAD'S QUESTIONS

Pelican's PRESS RELEASES

THE STRATEGIC ALMOND RESERVE

CROW'S REPORT  
247 PAGES  
(HEAVILY ANNOTATED)

SCIENCE IS HARD

MORE COFFEE PLEASE

UNREAD TOURISM BROCHURES FROM PELICAN

OBSERVATION LOG #7842

Subject: Everything  
Status: ???

Hypothesis: Maybe. Maybe not.

No patterns hold.

Data conflicts with reality.

IMPOSSIBLE DIAGRAMS (Self investigating)

Every answer produced three new questions.



# OCTOPUS

## Director of Research and Questionable Experiments

Some residents begin with answers.

Octopus prefers to begin with possibilities.

Few minds in the Free Realm are as energetic, inventive, or delightfully unpredictable as Octopus.

Where Crow observes and Owl records, Octopus investigates.

His research station contains diagrams, prototypes, models, charts, measuring devices, and a remarkable collection of projects in various stages of completion.

Visitors quickly learn that Octopus is fascinated by how things work.

He studies weather patterns, navigation systems, memory, storytelling, bicycles, migration routes, lantern designs, and nearly any other subject that captures his attention.

Occasionally all at the same time. Octopus believes that curiosity should be tested.

Questions are important. Experiments are better.

His investigations have produced many valuable discoveries for the Realm.

They have also produced several incidents now preserved in the Archive under the heading:

"Educational Outcomes."

Unlike Owl, who prefers complete records, or Crow, who prefers careful observation, Octopus is comfortable with uncertainty. He sees unanswered questions not as problems but as invitations.

Many of his greatest discoveries began with an idea that seemed unlikely.

A few began with ideas that seemed completely impossible.

Visitors sometimes find Octopus's workspaces confusing.

Octopus considers this a sign that they have arrived in the correct place. Then asked why he continues experimenting even after making mistakes, Octopus explained: "The experiment succeeded."



# TOAD

Chief Philosopher of the Reflection Pond

Crow Still Investigating



Pelican Still Talking



Squirrel Still Acquiring Almonds



Octopus Requests Clarification



NO RELIABLE BORDERS DISCOVERED

CURIOSITY FUEL

QUESTIONS WORTH KEEPING

WONDERLAND STATION  
- 15 Minutes By Thought

Please Leave Better Questions

Answers Available, Upon Further Reflection

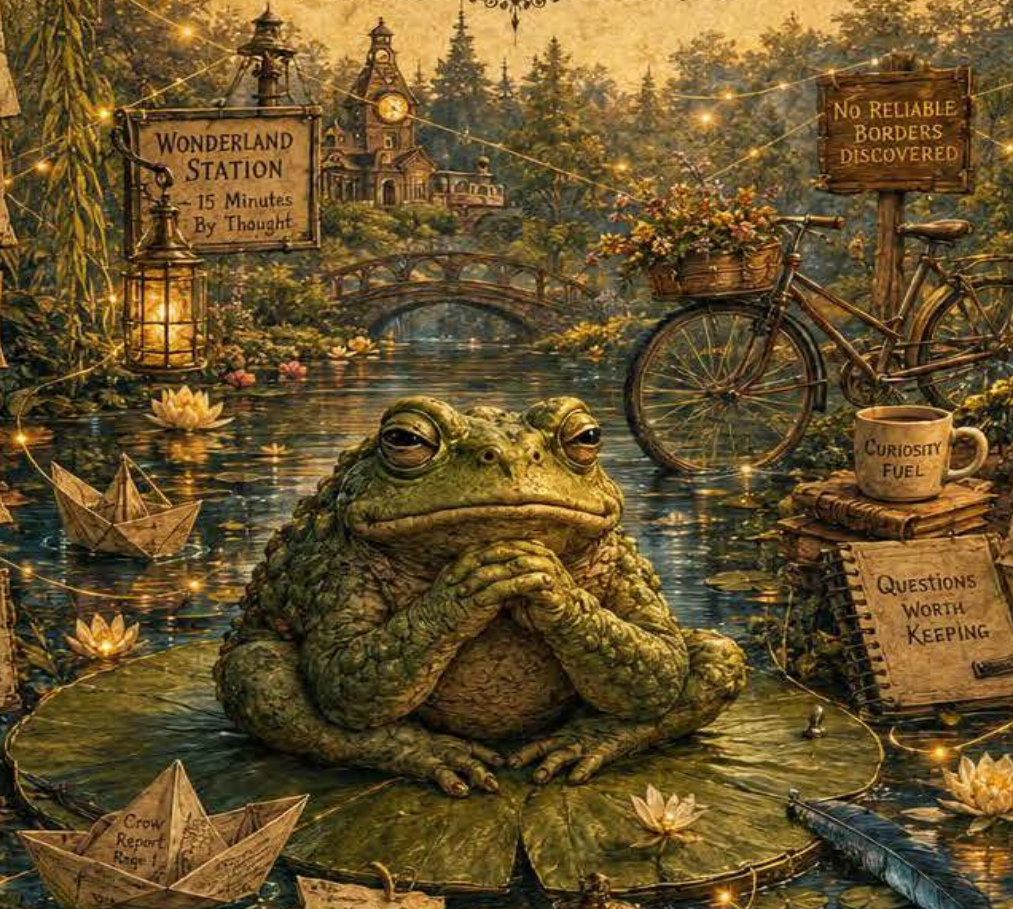
What Is The Real Treasure?

What Will Be Remembered?

Why Do Stories Matter?

Observation Is Also Participation

SLOW DOWN



CROW'S INVESTIGATIVE REPORT  
247 PAGES

Interesting. Needs fewer conclusions.

What if the story is the answer?

Is understanding the same as knowing?

Patience is a form of Kindness.

OCTOPUS' ONGOING CLARITY CHART  
(Work in Progress)



Still Thinking...

Who gets to tell the story?

Why are we here, telling this to ourselves?

Is there such thing as a final answer?

Good Observation

Many sought answers from TOAD.  
Most received a better question.

# TOAD

## Keeper of Reflection Pond

Not every question requires an immediate answer.

Toad considers this one of the most important discoveries in the Realm.

While other Investigators travel, observe, record, measure, and experiment, Toad practices a different form of inquiry.

He listens.

Reflection Pond, where Toad spends much of his time, has become one of the most peaceful places in the Free Realm.

Visitors often arrive carrying questions.

Many leave carrying better ones.

Toad has learned that understanding sometimes arrives quietly.

A person may spend days searching for an answer without success.

Then, while watching ripples move across the pond or listening to the evening breeze, the answer appears on its own.

This does not surprise Toad. He believes the mind occasionally needs room to think.

Unlike Crow, Toad rarely fills notebooks. Unlike Owl, he keeps few records.

Unlike Octopus, he conducts very few experiments. His work happens mostly in silence.

Yet many residents credit Toad with helping them see situations more clearly.

He has a gift for noticing connections between things that appear unrelated.

Visitors sometimes mistake Toad's calm nature for inactivity.

The Archive considers this a common misunderstanding.

Toad may appear still, but his thoughts are often traveling great distances.

When asked what he does all day beside Reflection Pond, Toad smiled and replied:

"Mostly, I pay attention to things that are easy to miss."



THE RESIDENTS OF THE FREE REALM  
CHAPTER II

# B THE BUILDERS

Ideas Become Real Here

BUILT TO LAST

LEAVE IT  
BETTER THAN  
YOU FOUND IT

BUILT TO LAST

WONDERLAND STATION

USEFUL  
THINGS  
MATTER

WORTH FIXING

UNDER  
IMPROVEMENT

TODAY'S PROJEEETS

- Bridge Repair
- Plant Trees
- Restore Lanterns
- Fix Bench
- Polish Sign
- Tune Bicycle
- Help a Neighbor

GOOD  
WORK  
BUILDS  
HOME

BUILT  
TO LAST

USEFUL  
THINGS  
MATTER

BUILDER'S NOTES

Good things are  
built one step  
at a time.

THE FREE REALM

RESTORATION  
JOURNAL

LEAVE IT  
BETTER THAN  
YOU FOUND IT

# BEAVER

Minister of Infrastructure

THE DEPARTMENT OF  
PRACTICAL THINGS



WONDERLAND STATION  
EXPANSION



REFLECTION POND  
FOOTBRIDGE



CROW  
OBSERVATION  
TOWER



BEAR HUG GROVE  
TRAIL IMPROVEMENTS



EMERGENCY  
PELICAN DETOUR  
ROUTE



Bridge Inspection:  
Passed

Lantern Maintenance:  
Completed

Train Crossing:  
Completed

Pelican Experiment:  
Reversed



ALMONDS  
PROHIBITED  
BEYOND THIS  
POINT

EVERYTHING  
CONNECTS

*Others imagined possibilities.  
Beaver built the bridge.*

# BEAVER

## Master Builder of Bridges and Foundations

If Crow asks what might be possible, Beaver asks how to build it.

Beaver is the Master Builder of the Free Realm. He designs bridges, repairs pathways, strengthens foundations, and quietly solves problems before most residents even realize they exist. Many of the places visitors enjoy today exist because Beaver once looked at an empty space and imagined what could stand there instead.

His workshop sits beside a winding stream not far from Wonderland Station. Blueprints, sketches, measuring tools, and half-finished projects fill every available surface. Nothing remains unfinished for long. Beaver believes ideas deserve a chance to become real.

He has little interest in building things quickly. He prefers building them properly.

Many residents arrive with grand dreams, exciting plans, and ambitious visions. Beaver welcomes them all. Then he asks questions.

*"How will it stand?"*

*"What happens during a storm?"*

*"Who will maintain it after you're gone?"*

Some visitors find these questions frustrating.

Most eventually discover they are exactly the questions that matter.

Beaver understands that strong foundations are rarely exciting. Few travelers celebrate a well-designed support beam or a carefully measured bridge footing. Yet he knows that every lasting achievement rests upon hundreds of small decisions made with care.

One of his favorite sayings appears carved into a wooden sign outside his workshop:

**"Good things are built one step at a time."**

The bridge that connects Reflection Pond to Wonderland Station was once considered impossible. Beaver simply began with the first plank.

The Lantern Tree's support system was once an unfinished sketch in one of his notebooks.



Many of the Realm's gardens, pathways, observation decks, and gathering places started as simple ideas discussed over a cup of tea.

Beaver's true gift is not construction.

It is belief.

He sees potential where others see obstacles.

He sees possibilities where others see empty ground.

And when something worthwhile needs building, Beaver quietly gets to work.

Visitors often leave his workshop inspired to begin projects of their own.

Not because Beaver tells them what to build.

Because he reminds them that every great creation begins with the courage to start.



# ROBIN

STATIONMASTER OF WONDERLAND STATION

WONDERLAND  
STATION

The Journey Is The Point

Wonderland  
Beach

Reflection  
Pond

Bear Hug  
Grove

Mountain  
Nook

The Great  
Archive

The Gardens  
of Becoming

The Gardens  
of Becoming

Platform  
247

Crow's Observation  
Tower

ALL JOURNEYS  
WELCOME

YOU ARE HERE

OR SOMEWHERE CLOSE

NO TICKET REQUIRED  
FOR CURIOSITY

CONNECTIONS  
TO EVERYWHERE

CONNECTIONS  
TO YOURSELF

## DEPARTURES

Wonderland Beach  
Reflection Pond  
Bear Hug Grove  
Mountain Nook  
The Quiet Places  
The Great Archive  
The Gardens of Becoming  
Platform 247  
Crow's Observation Tower

Pelican's  
Special  
Excursion  
Train  
DELAYED

AGAIN

CROW'S  
REPORTS

OWL'S  
ARCHIVES

TOAD'S  
UNANSWERED  
QUESTIONS

TICKETS  
TO  
ANYWHERE  
AND  
EVERYWHERE

*Robin never asked  
where travelers were going.  
Only whether they were ready.*

# ROBIN

## Stationmaster of Wonderland Station

Every journey through the Free Realm begins somewhere.

More often than not, it begins with Robin.

Robin serves as Stationmaster of Wonderland Station, the bustling crossroads at the heart of the Realm. Trains arrive from distant places. Travelers come carrying questions, hopes, plans, worries, and dreams. Some know exactly where they are going. Many do not.

Robin welcomes them all.

He is rarely in a hurry.

Visitors often expect a stationmaster to focus on schedules, destinations, and timetables. Robin certainly keeps the trains running. Yet he believes the true purpose of a station is not transportation.

It is possibility.

From his office overlooking the platforms, Robin watches countless journeys begin every day. Some travelers set out for grand adventures. Others simply take the first step toward something new. Robin understands that both journeys require courage.

One of the signs hanging near the station entrance reads:

**"No Ticket Required For Curiosity."**

It may be the most important sign in the entire Realm.

Robin has a remarkable gift for making people feel welcome before they feel confident. He knows that many visitors arrive uncertain of themselves. They wonder whether they belong. They worry they are too late, too inexperienced, too old, or too lost.

Robin listens patiently.

Then he usually asks a simple question:

*"Where would you like to begin?"*

Not where they should go.



**Not where everyone else is going.**

**Simply where they would like to begin.**

The flower gardens surrounding Wonderland Station are largely Robin's work. He believes journeys should start in beautiful places. New trees, birdhouses, benches, and lanterns appear regularly throughout the station grounds, often without anyone noticing who installed them.

Robin never seeks credit.

He simply enjoys helping things grow.

Visitors sometimes discover that the destination they originally planned is not where they ultimately arrive. Robin is never surprised by this. He has watched enough journeys to know that paths often change once people begin walking them.

His favorite saying is painted on an old station sign:

**"The Journey Is The Point."**

For Robin, travel is not about reaching somewhere else.

It is about becoming someone new along the way.

And so he stands at Wonderland Station, greeting arrivals, encouraging departures, and reminding every traveler that there is always another path waiting to be explored.



# RACCOON

Director of Acquisitions

FREE REALM  
ACQUISITIONS  
DEPARTMENT  
+ WE FIND THINGS +

DO NOT  
ASK WHERE  
WE GOT IT

EVERYTHING  
HAS A STORY

TEMPORARILY  
BORROWED

OWNER  
UNKNOWN

RECOVERED  
FOR  
SAFEKEEPING

WILL RETURN  
EVENTUALLY

PROBABLY

CROW'S  
NOTEBOOK

OCTOPUS'S  
CHARTS

PELICAN'S  
MEGAPHONE

One Bicycle Bell  
Origin: Uncertain

One Pelican Megaphone  
Origin: Regrettable

Three Almonds  
Owner: Squirrel  
Status: Disputed

One Crow Notebook  
Status: Being Reviewed

One Octopus Chart  
Status: Damp But Safe

One Bossy Bunny  
Clipboard  
Status: In Question

LOST AND FOUND

BLUE JAY  
FEATHER

TRAIN  
CONDUCTOR'S  
HAT

WEATHER  
REPORT

TRAIN TICKET  
ADMIT ONE

WORLD'S  
BEST  
RACCOON

Nothing was ever truly lost.  
Raccoon simply hadn't  
finished cataloging it yet.



# RACCOON

## Director of Acquisitions and Recoveries

Raccoon has never officially admitted to collecting things.

The evidence suggests otherwise.

His workshop sits near the edge of Wonderland Station, where shelves, cabinets, drawers, boxes, baskets, and mysterious piles stretch in every direction. To an untrained eye, the place appears completely chaotic.

To Raccoon, everything is perfectly organized.

Probably.

Visitors often ask where certain objects came from.

Raccoon usually changes the subject.

Some items were found beside old trails.

Some arrived in forgotten suitcases.

Some appeared on doorsteps with no explanation.

A few seem to have simply wandered in on their own.

Whatever their origin, Raccoon believes every object has a story worth preserving.

His official title is Director of Acquisitions and Recoveries, though many residents refer to him as the Keeper of Lost Things. When something disappears anywhere in the Realm, Raccoon is usually the first resident consulted.

More often than not, he already knows where it is.

Or at least where it was last seen.

A sign hanging above one of his workbenches reads:

**"Nothing Is Ever Truly Lost."**

This belief guides much of his work.



Raccoon understands that people often discard things too quickly. Broken lanterns, worn journals, bent bicycles, faded maps, forgotten photographs, and half-finished projects frequently find their way into his workshop.

Most leave in far better condition than when they arrived.

He sees value where others see clutter.

Potential where others see damage.

History where others see old junk.

Many visitors are surprised to learn that Raccoon restores far more than objects.

He also helps preserve memories.

Entire collections of journals, maps, letters, sketches, tickets, and stories have been saved because Raccoon recognized their importance before anyone else did. The Great Archive contains countless treasures that first passed through his hands.

Of course, not everything in his workshop belongs there.

At least according to Bunny.

Or Crow.

Or occasionally Pelican.

These disagreements are ongoing.

Raccoon remains unconcerned.

He insists everything is being catalogued.

Eventually.

His favorite saying appears written inside a weathered notebook:

**"Everything Has A Story."**

And Raccoon intends to make sure none of those stories disappear.

Even if he occasionally forgets where he put them. 🐾 📖 ✨

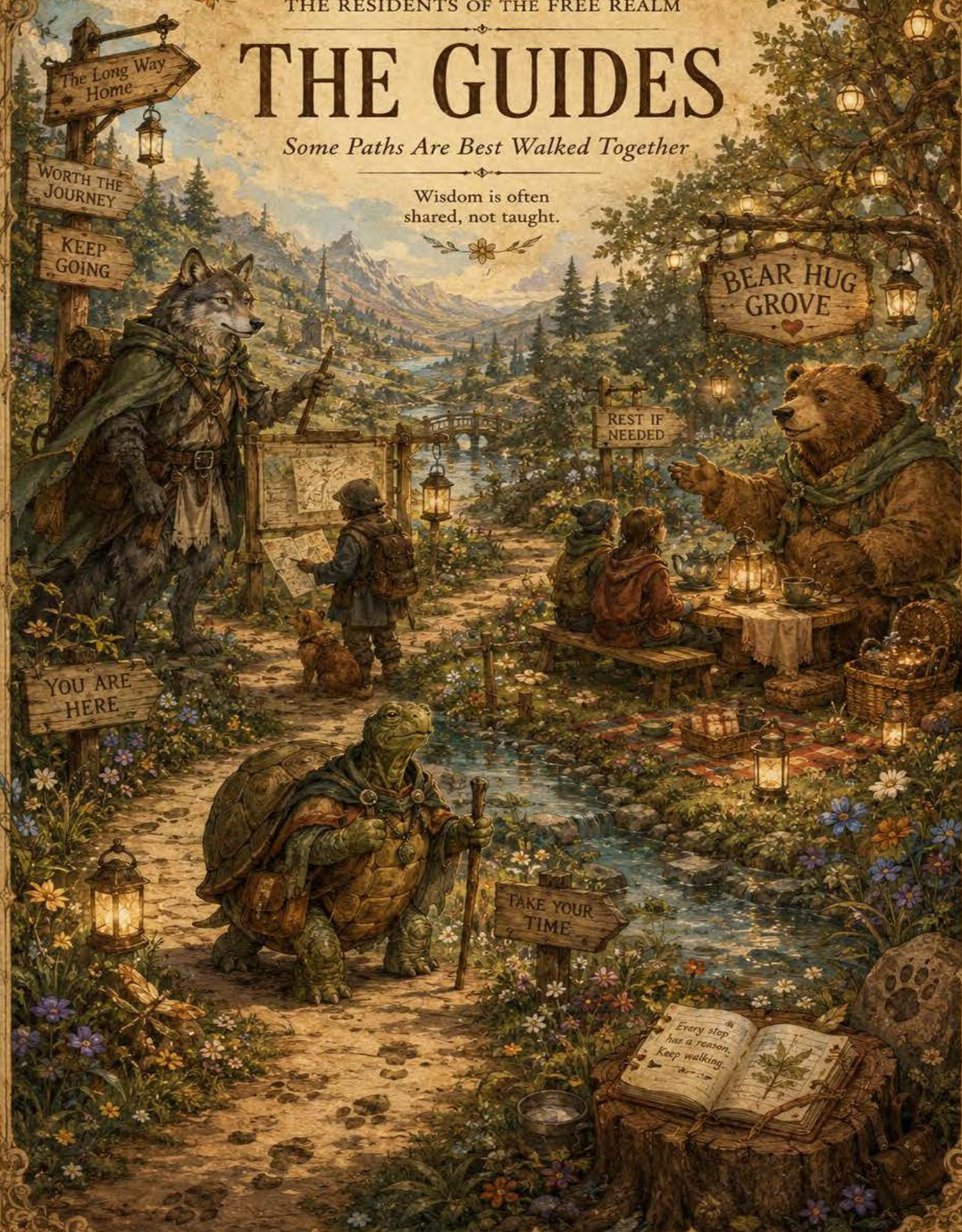


CHAPTER III  
THE RESIDENTS OF THE FREE REALM

# THE GUIDES

*Some Paths Are Best Walked Together*

Wisdom is often  
shared, not taught.



# WOLF

Keeper of the Old Trails

Some Paths  
Cannot Be Rushed

The Way  
Reveals Itself

Trust  
Your Feet

Maps Become  
Suggestions Here

Pelican's  
Trail Map

Helpful

Not Helpful

Wonderland  
Station →

← Everywhere Else

Depends

Bear's Trail

Observation Point  
Wolf Was Here First

Crow's  
Notebook

Trail continues  
beyond map.

Wolf declined  
interview.

*"Others followed the trail.  
Wolf listened to where it wished to go."*

# WOLF

## Keeper of the Old Trails

Long before many of the Realm's most popular routes appeared on maps, Wolf was already walking them.

Wolf serves as one of the Free Realm's most trusted guides. He knows the hidden paths between places, the quiet routes that avoid unnecessary trouble, and the forgotten trails that still hold valuable lessons for those willing to travel them.

Visitors often seek Wolf when facing important decisions.

Not because he tells them what to do.

Because he helps them see where their choices may lead.

Wolf understands that every journey is different.

Some travelers need direction.

Others need confidence.

A few simply need someone to remind them that uncertainty is a normal part of the road.

The old trail markers scattered throughout the Realm are largely Wolf's work. Many appear simple at first glance, yet careful travelers often discover that the signs contain exactly the advice they needed at precisely the right moment.

One well-known marker reads:

**"The Correct Path And The Easy Path Are Not Always The Same."**

Many visitors remember that sign long after their journey ends.

Wolf spends much of his time exploring the forests, hills, and distant regions beyond the most traveled routes. He believes that understanding a place requires more than reading about it.

One must walk through it.

Feel the weather.

Notice the terrain.



## Experience the journey firsthand.

Although Wolf is respected for his wisdom, he rarely presents himself as an expert. He knows that even experienced travelers can learn something new.

In fact, Wolf considers humility one of the most important tools a guide can carry.

Visitors sometimes ask Wolf how he became so knowledgeable about the Realm.

He usually smiles and replies:

*"I got lost a few times."*

The Archive considers this answer both amusing and remarkably accurate.

Wolf believes that mistakes, setbacks, detours, and unexpected challenges often teach more than smooth journeys ever could.

His favorite saying appears carved into a weathered sign near one of the oldest trails:

**"Keep Going."**

Simple advice.

Yet it has helped countless travelers find their way.

And so Wolf continues walking the paths of the Realm, helping others navigate theirs, one step at a time.



# TURTLE

Keeper of Unhurried Progress

THE PATH OF  
EVENTUAL  
ARRIVAL  
Estimated Arrival Time:  
Yes

You Are Not Behind

Slow Is Still Moving

Resting Counts

Comparison Is A  
Shortcut To Misery

Eventually Is A  
Real Destination

URGENT

Pelican's  
Express  
Shortcut

Closed  
Following  
Evaluation

The Realm  
Waited

URGENT

Progress  
observed.

Slowly.

Still  
progress.

*Turtle was rarely first.  
Yet somehow always arrived.*

# TURTLE

Keeper of Unhurried Progress

Few residents of the Free Realm move more slowly than Turtle.

Few accomplish more.

Turtle is the gentle reminder that worthwhile journeys do not need to be rushed.

His path follows streams, gardens, woodland trails, and quiet corners of the Realm where visitors often pause to catch their breath and reconsider their timelines.

Many travelers arrive believing they are behind.

Turtle rarely agrees.

He has observed that people spend an astonishing amount of energy comparing their journeys to those of others.

This has never seemed particularly useful to him.

Turtle prefers steady progress.

A small step taken today.

Another tomorrow.

And another after that.

Over time, remarkable distances are covered.

The paths Turtle maintains are among the most peaceful in the Realm.

Lanterns mark the way.

Benches invite rest.

Wildflowers grow beside the trail.

Nothing encourages haste.

One sign frequently found along Turtle's routes reads:

**"Slow Is Not The Same As Stopped."**



**The Archive has recorded this phrase in countless journals belonging to grateful travelers.**

**Turtle understands something that many visitors eventually discover for themselves:**

**Growth often happens quietly.**

**A tree does not hurry.**

**A garden does not rush.**

**A friendship does not appear overnight.**

**Neither does wisdom.**

**Although Turtle moves at an unhurried pace, he is remarkably dependable.**

**Residents know that if Turtle promises to arrive, he will.**

**Perhaps not immediately.**

**But certainly eventually.**

**Visitors sometimes ask Turtle whether he ever wishes he could move faster.**

**He usually considers the question for a moment before replying:**

***"Why?"***

**The conversation often becomes surprisingly thoughtful after that.**

**His favorite saying appears carved into a wooden marker beside a winding trail:**

**"Keep Going. The Journey Is Working."**

**Many travelers have found comfort in those words.**

**And so, Turtle continues his patient walk through the Realm, reminding everyone he meets that meaningful progress is measured not by speed, but by direction.**



# BEAR

Keeper of Bear Hugs

Everyone  
Is Welcome Here

No Explanation  
Required

Rest If Needed

Official  
Bear Hug  
Territory

Permission  
Not Required

TRAIN TICKET  
Good for One Bear  
Anywhere


Thank  
You

Notes  
from  
The Road

Things To  
Leave Behind


worries  
fears  
regrets  
unfinished  
arguments

Visitors & Friends

Crow 

Pelican 

TOAD 

Octopus 


JUVIE Bunny 

Bossy Bunny 

"Bear listened.."

"Needed that.."

"Felt better  
afterward.."

"Will return." 

Things To  
Take With You

hope  
courage  
kindness  
friendship

Some burdens grow lighter when shared.  
Bear never asked why.

# BEAR

Keeper of Bear Hug Grove

Not every traveler needs directions.

Some simply need a place to rest.

Bear serves as the quiet heart of the Free Realm.

His home, Bear Hug Grove, has become a gathering place for residents and visitors alike. Lanterns glow warmly among the trees. Comfortable benches invite conversation. Picnic blankets appear whenever needed. Tea is rarely far away.

No one is entirely certain who keeps adding the extra chairs.

Many suspect Bear.

He has never confirmed this.

Bear understands that journeys can be wonderful.

He also understands that they can be difficult.

People become tired.

Plans fail.

Dreams take longer than expected.

Questions remain unanswered.

When such things happen, Bear believes kindness is often more useful than advice.

Visitors frequently arrive at Bear Hug Grove carrying worries.

Many leave carrying perspective.

Bear is a patient listener.

He rarely rushes a conversation.

He rarely interrupts.

And he has a remarkable ability to make people feel welcome exactly as they are. A wooden sign near the entrance to the Grove reads:



**"You Do Not Need To Earn Your Place Here."**

The Archive considers this one of the most important signs in the Realm.

Although Bear is known for his compassion, he should not be mistaken for weak.

He possesses quiet strength.

The kind that helps others feel safe.

The kind that remains steady during storms.

The kind that reminds people they are capable of continuing, even when they temporarily forget.

Visitors sometimes ask Bear how he helps so many travelers.

He usually smiles and says:

*"I try to meet them where they are."*

It sounds simple.

The Archive notes that it is not.

Bear's favorite saying appears carved into a stone beside a lantern-lit path:

**"Rest Is Part Of The Journey."**

Many travelers have found those words exactly when they needed them most.

And so Bear continues tending Bear Hug Grove, offering warmth, encouragement, tea, and the occasional well-timed bear hug to all who pass through.

The Realm is gentler because he is in it.



THE RESIDENTS OF THE FREE REALM

CHAPTER IV

# THE KEEPERS OF THE HEART

The Realm Is Better When Shared

Visitors  
Welcome

Good  
Company

Share  
The View

Take A  
Seat

Stay A  
While

You Belong  
Here

*Kindness creates places  
people want to return to.*

# JUVIE BUNNY

Keeper of Small Kindnesses



Wonder  
Fuel

Please  
Walk Gently

You Belong Here

Everyone Is  
New At Something

JUVIE  
observed  
helping  
everyone  
again.

Investigation  
ongoing.

Official  
JUVIE Bunny  
Appreciation Day

SELF-ISSUED

Curiosity  
Welcome

*JUVIE Bunny never tried to lead anyone.  
Somehow they followed anyway.*

# JUVIE BUNNY

## Keeper of New Beginnings

Few residents of the Free Realm have welcomed more visitors than Juvie Bunny.

If you have ever arrived feeling uncertain, nervous, out of place, or unsure whether you belonged, there is a good chance Juvie Bunny noticed.

And there is an equally good chance he made room for you.

Juvie Bunny serves as one of the Realm's most enthusiastic ambassadors of kindness. His meadow has become a gathering place where strangers become friends, visitors become neighbors, and newcomers quickly discover that they are far less alone than they imagined.

He believes that every resident was once new.

Every expert was once a beginner.

And every friendship begins with a simple act of welcome.

The paths through Juvie's meadow are lined with wildflowers, lanterns, benches, and places designed for conversation. No one is expected to hurry. No one is expected to impress anyone. Visitors are free to arrive exactly as they are.

One sign near the entrance reads:

**"You Already Belong Here."**

Many travelers have admitted that those four words arrived at exactly the right moment.

Juvie Bunny has a remarkable gift for seeing potential in others before they see it in themselves. He notices small victories, quiet courage, and first attempts that many would overlook.

He celebrates them all.

The Archive has observed that Juvie Bunny rarely focuses on what someone lacks.

Instead, he focuses on what they are becoming.

Visitors often ask how he manages to remain so encouraging.

Juvie Bunny usually responds with a question of his own:



*"How else would anyone grow?"*

The answer is difficult to argue with.

His favorite saying is painted on a cheerful wooden sign beside a flower-covered path:

**"Everyone Starts Somewhere."**

Countless journeys throughout the Realm have begun beneath those words.

And so Juvie Bunny continues welcoming newcomers, encouraging dreamers, celebrating progress, and reminding everyone he meets that beginnings deserve just as much respect as achievements.

The Realm feels larger because of its places.

It feels kinder because of Juvie Bunny.



# HEDGEHOG

Keeper of Cozy Evenings



**TRAIN TIMETABLE**

Nowhere	6:00
Somewhere	7:15
Anyplace	9:30
Peaceful	11:45
Sleepy	On Time

*Some adventures end with arrival.  
The best ones end with comfort.*

# HEDGEHOG

## Keeper of Cozy Corners

Some places in the Free Realm are designed for adventure.

Others are designed for recovery.

Hedgehog is responsible for many of the second kind.

His cozy corner of the Realm has become a favorite destination for visitors seeking rest, comfort, quiet conversation, or simply a peaceful place to spend an afternoon.

Warm lanterns glow softly among the gardens.

Books wait patiently on nearby shelves.

Comfortable chairs seem to appear exactly where they are needed.

Tea is usually available.

Nobody is entirely certain how.

Hedgehog believes that comfort is often underestimated.

Many travelers assume progress only happens while moving forward.

Hedgehog knows that progress also happens while resting, reflecting, healing, and gathering strength for whatever comes next.

His favorite spaces are not grand or impressive.

They are welcoming.

A well-placed chair.

A warm blanket.

A good book.

A friendly conversation.

A peaceful garden.

Small things.



Yet Hedgehog has observed that small things often make the biggest difference.

One sign hanging beside a lantern-lit reading nook reads:

**"You Don't Have To Be Productive Every Minute."**

The Archive considers this one of the wisest signs in the entire Realm.

Visitors often arrive carrying worries, disappointments, frustrations, or exhaustion.

Hedgehog rarely tries to solve their problems.

Instead, he offers something many people need even more.

A place to pause.

A place to breathe.

A place to remember that being human occasionally requires gentleness.

Hedgehog has a remarkable ability to make people feel comfortable without asking them to explain themselves.

He understands that not every burden needs immediate discussion.

Sometimes a person simply needs a quiet place to sit for a while.

When asked what makes a place feel like home, Hedgehog thought for a moment before replying:

*"Knowing you're welcome there."*

His favorite saying appears embroidered on a cushion near the fireplace:

**"Rest Is A Form Of Wisdom."**

Many visitors discover that they agree.

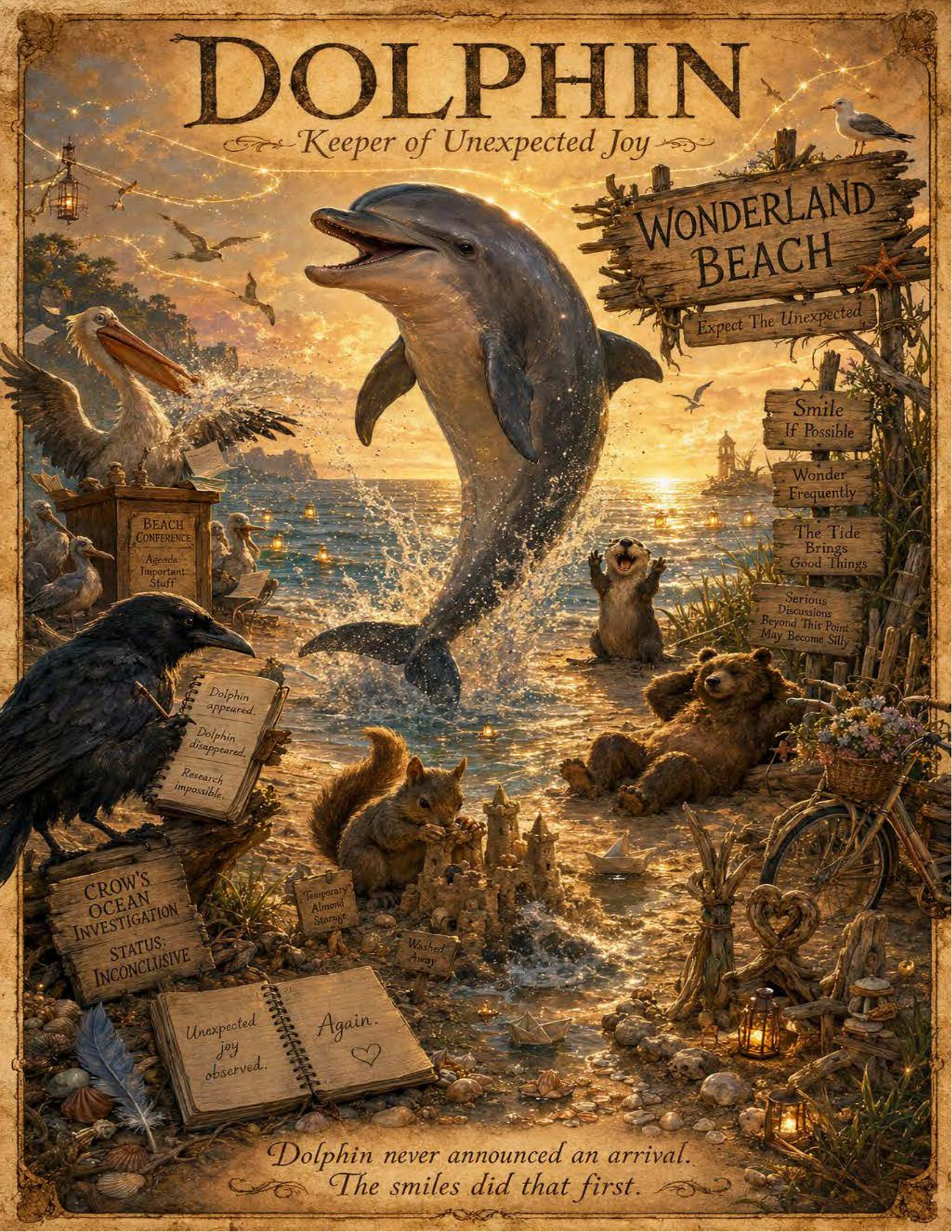
And so Hedgehog continues tending the Realm's coziest corners, reminding travelers that comfort is not a reward earned after the journey.

Sometimes it is what allows the journey to continue.



# DOLPHIN

*Keeper of Unexpected Joy*



WONDERLAND  
BEACH

Expect The Unexpected

Smile  
If Possible

Wonder  
Frequently

The Tide  
Brings  
Good Things

Serious  
Discussions  
Beyond This Point  
May Become Silly

BEACH  
CONFERENCE

Agenda:  
Important  
Stuff

Dolphin  
appeared.  
Dolphin  
disappeared.  
Research  
impossible.

CROW'S  
OCEAN  
INVESTIGATION  
STATUS:  
INCONCLUSIVE

Temporary  
Almond  
Storage

Washed  
Away

Unexpected  
joy  
observed. Again.  
♡

*Dolphin never announced an arrival.*

*The smiles did that first.*

# DOLPHIN

## Keeper of Joyful Things

Not every activity in the Free Realm serves an important purpose.

Dolphin considers this excellent news.

As Keeper of Joyful Things, Dolphin has devoted much of his life to celebrating laughter, play, curiosity, friendship, and the simple pleasure of being alive.

His home near Wonderland Beach is rarely quiet.

Visitors gather to swim, explore, tell stories, watch sunsets, play games, celebrate milestones, and occasionally invent entirely new reasons to celebrate.

Dolphin enthusiastically supports all of these activities.

He believes joy deserves a place in every life.

Not after responsibilities.

Not after accomplishments.

Not after everything else has been completed.

Now.

One of the most popular signs along the shoreline reads:

**"Fun Is Not A Distraction From Life."**

The Archive has observed that many visitors stop and think about this statement longer than expected.

Dolphin understands something that is easily forgotten.

People are often so busy building, solving, improving, planning, fixing, and achieving that they forget to enjoy the world they are working so hard to create.

Dolphin gently encourages them to pause.

To laugh.

To celebrate.



To appreciate the moment they are already living.

Visitors frequently assume that Dolphin's playful nature means he avoids serious matters.

The opposite is true.

Dolphin knows that difficult times exist.

That is precisely why joy matters.

He believes happiness is not something that waits at the end of a perfect life.

It is something that helps people through imperfect ones.

His laughter is well known throughout the Realm.

His optimism is equally famous.

Many residents have remarked that Dolphin can find something worth celebrating in almost any situation.

The Archive considers this a rare and valuable skill.

When asked why he spends so much time encouraging others to have fun, Dolphin answered without hesitation:

*"Because life is happening right now."*

His favorite saying appears painted on a weathered sign overlooking the water:

**"Don't Forget To Enjoy The Journey."**

Visitors often leave Wonderland Beach smiling.

Dolphin considers this one of the Realm's most successful outcomes.

And so he continues swimming, laughing, celebrating, encouraging, and reminding everyone he meets that joy is not a luxury.

It is one of the things that makes the journey worthwhile.



THE RESIDENTS OF THE FREE REALM

CHAPTER V

# THE GARDEN OF BECOMING

Every Living Thing Is Still Growing

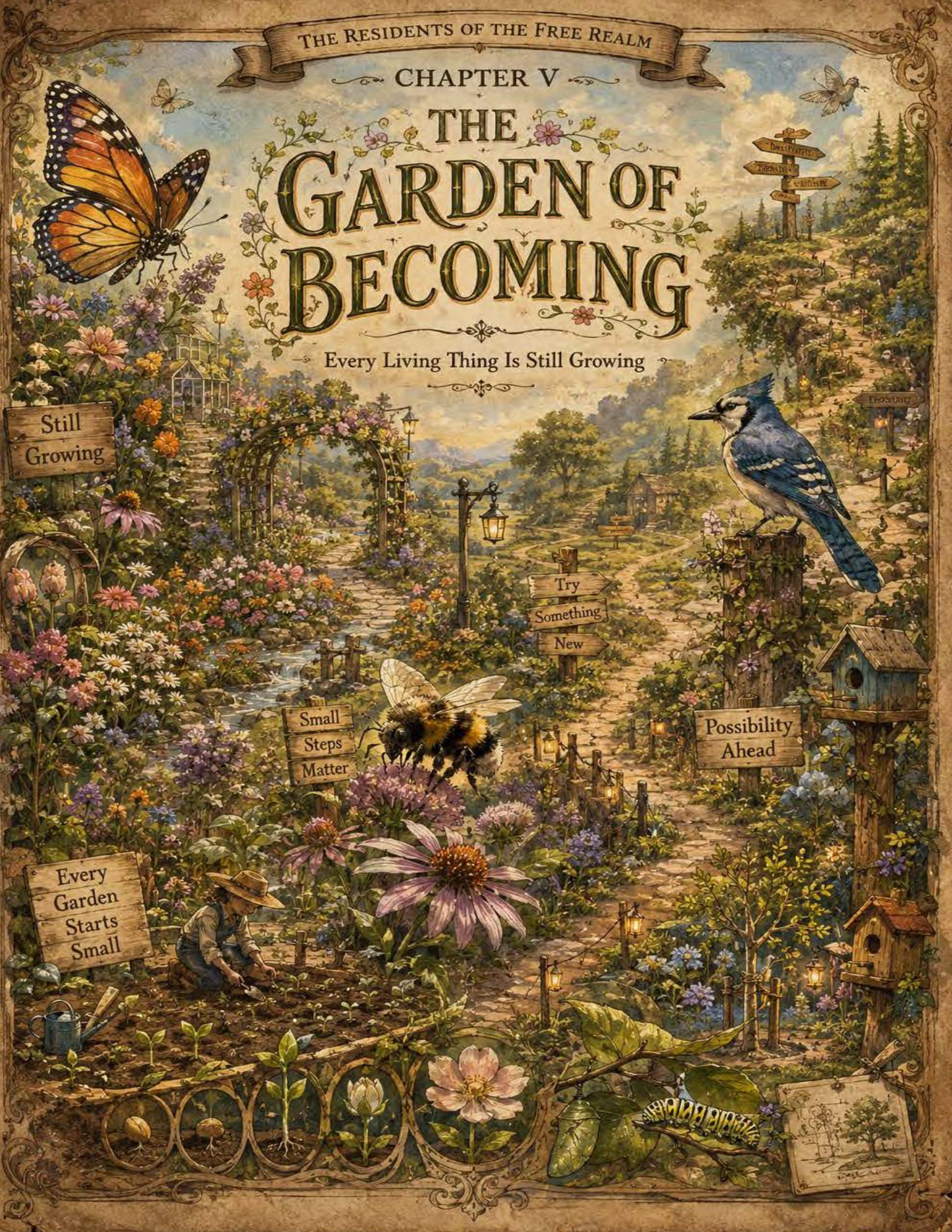
Still Growing

Small Steps Matter

Try Something New

Possibility Ahead

Every Garden Starts Small



# BUTTERFLY

Keeper of Transformations



Nothing Stays The Same

Growth Happens Quietly

Begin Anyway

What If You Can?

Caterpillars Welcome

Small Things Become Great Things

Free Realm Botanical Society

Founded Accidentally

Transformation observed.

Happens more often than expected.

TOAD:  
Perhaps that is the point.

WONDERLAND STATION  
ADMIT ONE

*Butterfly never hurried.  
Yet somehow arrived exactly on time.*

# BUTTERFLY

## Keeper of Transformation

Few residents of the Free Realm remind visitors of change more gracefully than Butterfly.

Wherever Butterfly travels, she carries a quiet message:

You are not finished becoming.

Her gardens are among the most beautiful places in the Realm. Flowers bloom in every season. Seeds become sprouts. Buds become blossoms. New growth appears beside old growth. Everywhere one looks, life is unfolding into something new.

Butterfly understands that transformation is rarely as sudden as it appears.

Visitors often admire the butterfly and forget the caterpillar.

They celebrate the blossom and overlook the seed.

Yet Butterfly knows that every stage matters.

Nothing becomes beautiful by skipping the difficult parts.

Many travelers arrive at her gardens during times of transition.

Some are beginning new journeys.

Others are ending old ones.

A few feel uncertain about who they are becoming.

Butterfly welcomes them all.

She has observed that growth often feels uncomfortable while it is happening.

A caterpillar does not know what it will become.

Neither do most people.

One sign hanging beside a flower-covered pathway reads:

**"Be Patient With Your Becoming."**

The Archive considers this one of the most frequently photographed signs in the Realm.



Butterfly rarely offers advice.

Instead, she encourages observation.

She invites visitors to notice the changes already taking place around them.

A new skill.

A new friendship.

A new understanding.

A little more courage than yesterday.

Small transformations are still transformations.

Visitors sometimes worry that they are changing too slowly.

Butterfly finds this amusing.

Flowers do not compare themselves to one another.

Trees do not rush.

Seasons arrive when they are ready.

Growth has its own timing.

When asked what she considers the greatest transformation of all, Butterfly thought for a moment before replying:

*"Learning to become yourself."*

Many visitors return to her gardens years later and discover that the answer means something different every time they hear it.

Her favorite saying appears carved into a stone beside a bed of wildflowers:

**"Change Is Not The End Of Your Story."**

And so Butterfly continues drifting through the gardens of the Realm, quietly reminding everyone she meets that becoming is not something that happens once.

It is something that continues throughout a lifetime.



# BUMBLEBEE

Ambassador of Small Important Things



Many overlooked the small things.  
Bumblebee never did.

# BUMBLEBEE

## Keeper of Small Daily Things

Many visitors assume the most important work in the Free Realm is done by the most important residents.

Bumblebee has never agreed.

He believes the Realm is held together by countless small acts that often go unnoticed.

A flower watered.

A lantern lit.

A note written.

A path swept.

A friend encouraged.

A promise kept.

None of these actions seem particularly remarkable on their own.

Yet Bumblebee has observed that remarkable things are often built from ordinary moments repeated consistently over time.

His days are rarely dramatic.

He prefers them that way.

From sunrise to sunset, Bumblebee moves steadily throughout the gardens, meadows, orchards, and pathways of the Realm. He helps pollinate flowers, encourages growth, and quietly tends to hundreds of small tasks that contribute to the beauty of the world around him.

Many residents underestimate the power of consistency.

Bumblebee does not.

He knows that gardens flourish because someone cared for them yesterday.

And the day before that.



And the day before that.

One sign hanging near a field of wildflowers reads:

**"Small Things Matter More Than They Appear."**

The Archive has found considerable evidence supporting this claim.

Visitors sometimes arrive feeling overwhelmed by large goals, difficult challenges, or distant dreams.

Bumblebee listens patiently.

Then he usually asks a simple question:

*"What's the next small step?"*

Not the entire journey.

Not the final destination.

Just the next step.

Again and again, he has watched seemingly impossible projects become possible through steady effort and patient persistence.

Bumblebee understands that progress often hides itself while it is happening.

Days pass.

Weeks pass.

Nothing appears different.

Then one morning a flower blooms.

A skill develops.

A friendship deepens.

A dream begins taking shape.

The change seems sudden.

It rarely is.

When asked how he accomplishes so much, Bumblebee laughed and replied:



*"I keep showing up."*

The Archive considers this one of the most practical pieces of wisdom in the entire Realm.

His favorite saying appears painted on a small garden sign:

**"Little By Little Becomes A Lot."**

And so Bumblebee continues his work among the flowers, reminding everyone he meets that greatness is rarely achieved all at once.

More often, it arrives one small step at a time.



# BLUEJAY

Herald of Unexpected Connections



Interesting Things Happen Here

Bluejay observed. Again. Possibly involved.

REPORTS

Bluejay appears throughout historical accounts.

RECORDS

INTERVIEW  
Bluejay?  
...already gone.

THE CROSSING OF CHANCES  
Pay Attention →

WONDERLAND STATION →

MOUNTAIN NOOK →

THE GREAT ARCHIVE →

BEAR HUG GROVE →

THE QUIET PLACES →

WONDERLAND BEACH →

THE GARDENS OF BECOMING →

Coincidences Under Observation

Look Again

You Never Know

Connections Often Arrive Unexpectedly

Coincidence?  
Maybe.  
Maybe not.

*Some called it coincidence.  
Bluejay simply smiled.*

# BLUEJAY

## Keeper of Unexpected Opportunities

Some residents spend their lives following carefully prepared plans.

Bluejay prefers to keep an eye on possibilities.

He has a remarkable talent for noticing opportunities that others walk past without seeing. New trails, unexpected friendships, surprising discoveries, unusual ideas, and fortunate coincidences seem to appear wherever Bluejay happens to be looking.

Visitors often assume that Bluejay is lucky.

Bluejay considers this a misunderstanding.

Luck may occasionally help.

Paying attention helps much more.

From his favorite overlook, Bluejay watches travelers moving throughout the Realm. He notices when someone hesitates before trying something new. He notices when a conversation leads to an unexpected friendship. He notices when a small decision quietly changes the direction of an entire journey.

Many of the Realm's most beloved discoveries began as accidents.

At least they appeared that way.

Bluejay has learned that opportunities often disguise themselves as ordinary moments.

A path not taken before.

A question asked at the right time.

A chance meeting.

An invitation accepted.

A curiosity followed.

One sign hanging beside a crossroads reads:



**"You Never Know Where This Might Lead."**

The Archive has found this statement to be surprisingly accurate.

Unlike Bumblebee, who focuses on steady effort, or Butterfly, who focuses on transformation, Bluejay focuses on possibility.

He reminds visitors that growth is not always predictable.

Sometimes life changes because of a carefully executed plan.

Sometimes it changes because someone decides to explore an unfamiliar trail.

Bluejay encourages both.

Visitors occasionally tell Bluejay that they are waiting for the perfect opportunity.

Bluejay usually smiles and asks:

*"How would you recognize it?"*

The conversation often becomes more interesting from there.

His favorite saying appears painted on a weathered sign near a branching path:

**"Stay Curious. Opportunity Likes Curious People."**

Many travelers have discovered that those words contain more wisdom than they first appear to.

And so Bluejay continues watching the crossroads of the Realm, encouraging exploration, welcoming surprises, and reminding everyone he meets that some of life's best discoveries are found when we are open to possibilities we never expected.



THE RESIDENTS OF  
THE FREE REALM

CHAPTER VI

# THE WILD CARDS

Interesting Things Tend  
To Happen Around Them

- Plan B
- Good Idea
- Under Consideration
- Worth Trying
- Backup Plan Available
- Creative Detour
- Let's See What Happens

**PROJECT HORIZON**

GRAND OPENING SOON!

**RAILWAY EXPANSION PROJECT**

**FESTIVAL OF FRIENDSHIP**  
NEXT WEEK!

Under Way!

Under Way!

**PELICAN**  
PROJECTS & POSSIBILITIES HEADQUARTERS

One More Good Idea

BIG IDEAS

EVENTS

**SQUIRREL**  
PREPAREDNESS & SUPPLY STATION

TOOLS

FIRST AID

SPARE PARTS

SNACKS

NUTS & ENERGY

PREPARE SO WE CAN EXPLORE ANYTHING

CHECK THINGS TWICE

LANTERN FUEL JUST IN CASE

- NEW ROUTE
- SOMETHING BETTER
- ADVENTURE
- OPPORTUNITY
- TRY THIS WAY!

**BOSSY BUNNY**  
WONDERLAND STATION OPERATIONS

TODAY:  
Stay on Track  
Have Fun  
Help Others

SCHEDULE

- TRAINS
- DELIVERIES
- EVENTS
- MEETINGS
- PARADES
- PRONCS

RAILWAY ROUTES

**PROJECT SUNSET GALA**  
IN PROGRESS  
VOLUNTEERS WELCOME!

**IDEA NOTEBOOK**

- Race Across the Bridge
- Floating Lantern Festival
- Secret Shortcut
- Starlight Picnic
- New Invention
- Impossible Challenge
- Very Good Idea!

IDEAS NEED COFFEE

**FOX**  
CREATIVE SOLUTIONS & CLEVER DETOURS

PROBLEM

IDEA

SOLVEA

SOLUTION

PROTOTYPE IN PROGRESS

THE BEST PATH ISN'T ALWAYS THE OBVIOUS ONE.

**TODAY'S PLAN**

- THINK BIG
- WORK TOGETHER
- TRY NEW THINGS
- EXPECT SURPRISES
- MAKE MEMORIES
- HAVE FUN

CLEVR IDEAS HERE!

LIFE IS MORE INTERESTING  
WHEN PEOPLE ARE WILLING TO TRY.



# PELICAN

DIRECTOR OF PUBLIC INFORMATION


## PELICAN PRESS PAVILION

VISIT THE  
FREE REALM



WONDER AWAITS!

UNLIMITED  
WONDER



NO LIMITS.  
ONLY ADVENTURES.

OFFICIAL  
PELICAN TOUR



NOW  
ACCEPTING  
VISITORS

THE FREE REALM  
WELCOMES YOU!

PELICAN  
TOURISM  
AWARDS  
(SELF-ISSUED)



NAPS  
ALLOWED



TOP 10 REASONS  
TO VISIT THE  
FREE REALM

1. WONDER
  2. WONDER
  3. WONDER
  4. WONDER
  5. WONDER
  6. WONDER
  7. WONDER
  8. WONDER
  9. WONDER
  10. WONDER
- YOU! GET THE IDEA!

FREE REALM  
ADVENTURE  
AWAITS!



PELICAN  
MY LIFE. MY LEGACY.  
MY PRESS RELEASES



PELICAN  
DIRECTOR OF  
PUBLIC INFORMATION

FRN  
FREE REALM NEWS

WONDER  
TODAY

REALM  
RADIO

VRN  
VIRAL REALM NEWS

REPORTS  
FROM CROW  
(IMPORTANT)  
(VERY GOOD)  
(UNREAD)

PUBLIC FEEDBACK  
(TRANSLATED)

- CONFUSING
- MISLEADING
- TOO MUCH
- NOT ENOUGH

STILL PUBLISH

NOT APPROVED  
BY OCTOPUS

BETTER  
LATTE  
THAN  
NEVER

REJECTED

PROPOSING  
REVIEW

PENDING  
REVIEW

COMPLAINT FILE  
FROM  
OCTOPUS  
(PLEASE RESPOND)  
(EVENTUALLY)

PROPOSAL #12  
REJECTED

PROPOSAL #53  
REJECTED

WORLD'S  
BEST  
INFORMER  
(SELF-ISSUED)

I'D RATHER  
BE AT A  
FAMILY BBQ  
CONFERENCE

Many doubted Pelican.  
Pelican scheduled a press conference.



# PELICAN

## Director of Enthusiastic Projects

Nobody is entirely certain how many projects Pelican is currently managing.

Including Pelican.

The last official count conducted by the Great Archive was abandoned after three researchers became distracted and volunteered to help with a parade.

Pelican serves as the Realm's Director of Enthusiastic Projects, a position he created himself after discovering that many wonderful ideas were not happening nearly fast enough.

His headquarters near Wonderland Station is a magnificent collection of maps, schedules, project boards, announcements, sketches, event posters, railway plans, and ambitious ideas.

Some projects are fully organized.

Some are still being planned.

Some appear to have started before the planning stage.

Pelican considers all three approaches perfectly acceptable.

Visitors often assume Pelican's greatest talent is leadership.

It is not.

His greatest talent is enthusiasm.

He possesses enough enthusiasm to power entire festivals, community projects, charity events, railway celebrations, beach gatherings, garden tours, lantern festivals, bicycle rallies, and several initiatives that have not yet been fully explained.

One sign hanging above his desk reads:

**"Worth Trying."**

Pelican believes these may be the two most important words in the Realm.

Many successful projects began because someone was willing to try.

A few unsuccessful projects began the same way.



Pelican considers this a reasonable risk.

Although his ideas occasionally seem ambitious, they are rarely selfish. Pelican genuinely enjoys helping others bring their ideas to life.

When residents hesitate, Pelican encourages.

When they doubt themselves, Pelican volunteers.

When they need support, Pelican somehow arrives with a clipboard, a schedule, three helpers, and a banner announcing the grand opening.

The Archive remains impressed by this ability.

Visitors sometimes ask Pelican whether he ever worries about failure.

Pelican usually thinks for a moment before replying:

*"Only if it stops us from starting."*

This answer has inspired many projects throughout the Realm.

His favorite saying appears painted on a weathered sign outside project headquarters:

**"Let's See What Happens."**

The phrase has become something of a motto among adventurous residents.

And so Pelican continues organizing events, launching ideas, encouraging dreamers, and occasionally creating far more activity than anyone expected.

The Realm is not always predictable because of Pelican.

Most residents consider that one of his finest contributions.



# SQUIRREL

COMMANDER OF THE  
STRATEGIC ALMOND RESERVE

AUTHORIZED  
PERSONNEL ONLY

ALMONDS  
SECURED

RESERVE STATUS:  
STABLE

TRUST  
NOBODY.

CROW'S  
VISITOR BADGE



APPROVED

PELICAN'S  
ACCESS REQUEST



DENIED

OCTOPUS'  
87-PAGE  
ALMOND AUDIT



RECEIVED

TOAD'S  
PHILOSOPHICAL  
QUESTIONS

- What is an almond?
- Why are they important?
- Who decided this?
- Does it matter?

UNANSWERED

SUPPLY  
DEPOT

STRATEGIC  
ALMOND RESERVE



EMERGENCY ALMOND EVACUATION PLAN



EMERGENCY  
ALMOND  
RESERVES

- IN CASE OF:
- DISASTER
  - INVASION
  - PELICAN

STRATEGIC OPERATIONS

OPERATION  
CRUNCH

OPERATION  
WINTER

OPERATION  
HIDDEN STASH

OPERATION  
ABSOLUTELY  
NOT PELICAN

ALMOND SUPPLY ROUTES



SECURITY REPORTS

- Minor breach.
- Major breach.
- Squirrel responsible.

ALMOND  
INVENTORY  
LEDGER

TOP SECRET

ALMOND  
FUEL

ALMOND ALERT  
LEVEL:  
CAFFEINATED

*The reserve was secure.  
Further almonds were acquired.*

# SQUIRREL

## Keeper of Prepared Possibilities

No resident of the Free Realm has ever been completely surprised by an emergency while Squirrel was nearby.

This is not because emergencies never happen.

It is because Squirrel has already prepared for most of them.

And several that do not technically exist.

Squirrel serves as the Realm's Keeper of Prepared Possibilities.

His headquarters resembles a cross between a supply station, a workshop, a travel outfitter, a snack pantry, and a very organized collection of useful things.

Visitors are often amazed by what can be found there.

Lantern fuel. Maps. Bandages. Umbrellas. Extra bicycle parts. Travel journals. Rope. Blankets.

Emergency muffins. Several varieties of almonds.

And, on one memorable occasion, a replacement train whistle.

Squirrel's guiding philosophy is simple:

**"It is easier to carry it than wish you had."**

This philosophy explains much of his storage system.

Some residents occasionally suggest that Squirrel prepares for too many possibilities.

Squirrel responds by opening a drawer and producing exactly the item they suddenly need.

The discussion usually ends there.

Although often associated with supplies and planning, Squirrel is not driven by worry.

He is driven by care.

Preparation, in Squirrel's view, is simply another way of helping people.

A lantern packed before sunset is kindness.



**A map shared before a journey is kindness.**

**A spare tire waiting quietly until needed is kindness.**

**His famous Preparedness Station near Wonderland Station has helped countless travelers begin their adventures with greater confidence.**

**The station's most popular sign reads:**

**"Anything Worth Doing Is Worth Preparing For."**

**Visitors frequently stop to read it before setting off.**

**Squirrel also possesses an unusual ability to anticipate what others may overlook.**

**While Pelican is often imagining exciting new possibilities, Squirrel is quietly making sure those possibilities have enough supplies, enough volunteers, enough snacks, and at least one backup plan.**

**This partnership has saved the Realm on numerous occasions.**

**According to Archive records, Squirrel has never once said:**

***"Everything will definitely go according to plan."***

**He considers such confidence suspicious.**

**Instead, he prefers a different phrase:**

***"If it doesn't, we'll figure it out."***

**Many residents find this unexpectedly reassuring.**

**And so Squirrel continues organizing supplies, preparing for adventures, solving practical problems, and helping visitors feel ready for whatever lies ahead.**

**After all, the future may be uncertain.**

**But carrying a spare lantern rarely hurts.**



# BOSSY BUNNY

Director of Unrequested Advice

THE DEPARTMENT OF NECESSARY IMPROVEMENTS

Please Form An Orderly Queue

Squirrel Is Not Allowed Near Budget Meetings

No Running Unless Being Chased

TOAD Asked Another Question

Pelican Requires Adult Supervision

JUVIE Gets A Free Pass

Crow Forgot To Label Three Maps

Meeting About Previous Meetings

Meeting About This Meeting

SUGGESTION BOX

CONSTRUCTIVE COMPLAINTS WELCOME

CROW VISITOR  
Late

PELICAN VISITOR  
Complicated

OCTOPUS VISITOR  
Further Review Required

SQUIRREL VISITOR  
Under Observation

JUVIE VISITOR  
Approved

NOTES FROM TODAY:

- More arrows
- More lists
- More clarity
- Less chaos
- (Repeat tomorrow)

THE PLAN IS WORKING

(If you ignore everything that isn't done yet)

REVISED  
REVISED  
REVISED!!!  
(Almost)

THE FREE REALM MASTER PLAN

	MON	TUE	WED	THU	FRI	SAT	SUN
Crow's Survey Schedule	11	21	31	41	51	61	71
Pelican Press Conference Containment Plan	11	21	31	41	51	61	71
Annual Almond Audit	11	21	31	41	51	61	71
Emergency Weather Observation	11	21	31	41	51	61	71

WHY IS PELICAN DOING THAT?

TODAY'S TOP PRIORITIES

- Improve Systems
- Clarify Confusion
- Redesign Everything
- Save The Realm

REMEMBER: If it's chaotic, it's not on the schedule.

BICYCLE PARKING (PERFECTLY ALIGNED)

Bossy Bunny had a plan.  
Everyone else was informed.

# **BOSSY BUNNY**

## **Director of Getting Things Moving**

If a train departs on time, a festival begins when expected, a visitor finds the correct platform, and nobody accidentally boards a boat headed in the opposite direction...

There is an excellent chance Bossy Bunny had something to do with it.

Bossy Bunny serves as Director of Operations for Wonderland Station and several other projects that somehow became her responsibility.

Not because she volunteered. Because nobody else did. At least not quickly enough.

Bossy Bunny possesses a remarkable gift for organization.

She notices details. Tracks that need inspection. Schedules that need updating.

Volunteers who forgot where they were supposed to be. Visitors carrying maps upside down.

Problems rarely survive long once Bossy Bunny becomes aware of them.

Her desk contains clipboards, schedules, checklists, route maps, maintenance reports, volunteer rosters, and several emergency backup plans.

She claims every item serves a purpose.

Archive investigators have found no evidence to the contrary.

Some newcomers mistakenly assume Bossy Bunny enjoys telling people what to do.

This is not entirely accurate.

Bossy Bunny enjoys seeing things work.

When people cooperate. When plans come together.

When confusion becomes clarity.

When good ideas become real events.

Directing others simply happens to be one of the fastest ways to accomplish those goals.

Although known for her efficiency, she cares deeply about the residents and visitors of the Realm.



She learns names.

Remembers journeys.

Checks on travelers who seem uncertain.

And quietly helps whenever someone needs encouragement.

Many residents still remember their first visit to Wonderland Station.

Most also remember Bossy Bunny appearing shortly afterward and asking:

"Do you know where you're going?"

Some found the question intimidating.

Others found it comforting.

Most eventually realized she was simply trying to help.

Bossy Bunny works especially well alongside Pelican.

Pelican generates possibilities.

Bossy Bunny transforms possibilities into schedules.

Together they have organized celebrations, expeditions, railway projects, community events, and at least three ideas that should never have worked but somehow did.

Her office contains a framed sign that reads:

**"A Good Plan Creates Room For Adventure."**

This may be the closest thing she has to a personal philosophy.

Because contrary to popular belief, Bossy Bunny does not seek control.

She seeks momentum.

She wants trains moving.

Projects progressing.

People helping one another.

And good ideas finding their way into the world.

After all, dreams are important. But eventually somebody has to print the schedule.



# FOX

Curator of Clever Solutions

Wonderland Station

Bear Hug Grove

CROSSROADS OF POSSIBILITIES  
Choose Curious

Mountain Nook

The Great Archive

There Is Usually Another Way

Reflection Pond

The Old Trails

Look Again

The Obvious Route Is Optional

The Gardens of Becoming

Solutions Often Travel In Disguise

Crow's Route

Fox's Shortcut

Results Similar



Bossy Bunny's Detailed Route Guide  
Every step. Every turn. Every possible scenario.

This Way

And This

No This One

Shiny!

Also This

DESTINATION



Problem solved.  
Nobody noticed.

Interesting But Not Necessary

*Fox rarely chose the shortest path.  
Only the most interesting one.*

# FOX

## Chief Creative Problem Solver

Whenever a situation appears impossible, someone eventually suggests asking Fox.

This is usually followed by a long pause.

And then someone asking:

"Are we sure that's a good idea?"

The answer is often:

"Probably not."

Yet somehow the idea proceeds anyway.

Fox occupies a curious place within the Free Realm.

He is neither inventor nor engineer.

Neither planner nor philosopher.

Instead, Fox specializes in seeing possibilities hidden inside problems.

Where others encounter obstacles, Fox sees invitations.

Where others see dead ends, Fox sees alternative routes.

Where others see rules, Fox wonders whether the rule was actually intended for the current situation.

This has occasionally caused paperwork.

Fox maintains a workshop filled with unfinished sketches, strange devices, notebooks, maps, half-tested theories, and solutions nobody thought to try.

Visitors often find his workspace confusing.

Fox considers this a sign that creativity is functioning normally.

His greatest talent is connecting ideas that appear unrelated.

A bicycle repair becomes a transportation innovation.



A festival problem becomes a community tradition.  
A broken lantern becomes an entirely new kind of lantern.  
An accidental mistake becomes a story worth remembering.

Fox rarely begins by asking:

"What should we do?"

Instead he asks:

"What else might be possible?"

This question has led to some of the Realm's most beloved discoveries.

Not all of them successful.

But all of them interesting.

Fox works closely with Pelican, whose enthusiasm often generates ambitious projects.

He also works surprisingly well with Bossy Bunny.

Fox invents unusual solutions.

Bossy Bunny determines whether any of them can actually function.

Their conversations are legendary throughout Wonderland Station.

Many residents attend simply for entertainment.

Although known for creativity, Fox values practicality more than most people realize.

Ideas are interesting.

Working ideas are better.

A solution that helps real people is best of all.

For this reason, Fox often spends far more time refining an idea than inventing it.

He understands that imagination alone is not enough.

Ideas must eventually meet reality.

And reality tends to ask difficult questions.

Above his workbench hangs a handwritten sign:



**"The Best Path Isn't Always The Obvious One."**

Many consider this the unofficial motto of Fox's workshop.

Visitors frequently arrive seeking answers.

Most leave with possibilities.

And while possibilities may not solve every problem immediately, they often reveal a path forward.

According to Fox, that is usually enough.

After all, every remarkable solution begins as an idea someone almost dismissed.



# THE LEGENDS OF THE FREE REALM

Some Stories Never Leave

STORIES SHARED HERE

MEMORY IS A KIND OF HOME

THE GREAT ARCHIVE

WONDERLAND STATION

PULL UP A CHAIR

EVERY LEGEND BEGAN AS A CHOICE

Stories Live Here

The Realm Remembered.

And In Remembering, Continued.

CROW'S NOTEBOOKS

WONDERLAND STATION RAILWAY TICKET

TALES OF THE FREE REALM



# THE TRUE TALE OF CHICO

The Monkey Who Chose His Own Adventure

Every Legend Has A Beginning

## THE BEGINNING

A little monkey. A big boat.  
A bottle broken.

## WHAT REALLY HAPPENED TO CHICO

A little courage. A big leap. And a heart  
that led him to a place where friends  
are found and everyone belongs.

Some paths  
are chosen  
with the heart.

## THE THREAT

"I'll throw that ol' monkey  
overboard!" he roared.

## THE DISAPPEARANCE

And then... Chico was  
never seen again.

## THEORIES ABOUT

Thrown overboard?  
Lost forever?

## THE REAL ANSWER

Chico chose adventure.  
Chico chose freedom.  
Chico chose Wonderland.

## CHICO

Explorer. Survivor. Legend.

First seen in 1929.

Forever part of the Free Realm.  
Still remembered. Still celebrated.

Chico's Motto:  
Life is a big adventure.  
Grab what you can,  
hold on tight,  
and never stop climbing.

WONDERLAND

Welcome  
to  
**WONDERLAND**  
Where Every Friend  
Has a Story

## LESSONS FROM CHICO

- Be Curious
- Be Brave
- Be Loyal
- Be Free
- Be You

Bananas  
Welcome  
Here

## PLACES CHICO VISITED

- WONDERLAND STATION
- MOUNTAIN NOOK
- BEAR HUG GROVE
- REFLECTION POND
- THE GREAT ARCHIVE
- WONDERLAND BEACH
- ...AND BEYOND

NOT ALL HEROES STAY IN THE STORY.  
Some write their own.

So the next time you look out  
across the Realm and feel the  
wind on your face, remember...  
Chico did too.

Some say he still visits  
his favorite places.  
Some say he never left.  
We like to think...  
he's still out there.

GOOD DOG?  
NOPE.  
GOOD MONKEY.  
GOOD FRIEND.  
GOOD LEGEND.

## THANK YOU, CHICO

For the laughter. For the mischief. For the memory.  
You are, and always will be, part of the Free Realm.

# CHICO

## The Monkey Who Chose His Own Adventure

Among all the stories preserved within the Great Archive, none has been retold more often than the story of Chico.

Not because it is the grandest story.

Not because it is the most important story.

But because it reminds the Realm of something easy to forget:

Sometimes the smallest act of courage changes everything.

Long ago, Chico arrived by accident.

The details vary depending on who is telling the story. Some insist he escaped from a ship. Others claim he simply appeared one morning at Wonderland Station carrying a stolen biscuit and an expression of complete innocence.

Crow maintains that at least six versions of the story contain serious factual errors.

Pelican maintains that factual errors make stories more interesting.

Toad suggests that both may be correct.

What everyone agrees upon is this:

Chico arrived alone.

And somehow, he never remained that way.

He climbed where he should not have climbed.

He explored where signs clearly suggested otherwise.

He borrowed things without always understanding the traditional concept of ownership.

He greeted strangers as though they were already friends.

Before long, the Realm stopped thinking of Chico as a visitor.

He became part of the story.

Children learned his adventures.



**Travelers followed his example.**

**Even now, when someone chooses curiosity over fear, friendship over caution, or adventure over comfort, the old residents sometimes smile and say:**

*"That sounds like something Chico would have done."*

**Some legends are remembered because they accomplished great things.**

**Chico is remembered because he reminded everyone how to live.**

**And somewhere, if the stories are true, a small monkey in a red cap is still exploring just**

**beyond the next bend in the trail. 🐒 ✨**



# DEER

Guardian of Quiet Places



Please  
Speak Softly

Nothing Important  
Is In A Hurry

You May  
Rest Here

Crow's  
Favorite  
Thinking  
Spot

Deer was  
here first.  
Observed  
again.  
Observation  
unnecessary.

WONDELAND STATION  
TOAD'S POND  
No. 021521

*Deer seldom spoke.  
The forest listened anyway.*

# DEER

## Guardian of Quiet Places

There are places within the Free Realm where conversations naturally become whispers.

Not because silence is required.

Because silence feels appropriate.

These places belong to Deer.

No one is entirely certain when Deer first arrived.

Wolf believes Deer has always been here.

Crow has spent years attempting to verify this claim.

His findings remain inconclusive.

Deer appears wherever the Realm becomes still enough to notice itself.

Along forgotten forest paths.

Beside quiet streams.

In meadows where lantern light meets evening mist.

Near benches where travelers sit longer than they intended.

Deer rarely offers advice.

Rarely gives directions.

Rarely speaks at all.

Yet many visitors leave feeling as though they have learned something important.

The secret, according to Toad, may be that Deer listens better than anyone else.

In a Realm filled with questions, discoveries, projects, plans, celebrations, and adventures,  
Deer protects something equally valuable:

Space.

Space to think.



Space to rest.

Space to remember what matters.

Many travelers arrive believing they need answers.

Often they leave with something better.

Perspective.

Those who encounter Deer frequently report a curious experience.

Problems seem smaller.

Worries seem quieter.

And the path ahead appears just a little easier to see.

Whether Deer causes this effect or merely witnesses it remains a matter of ongoing investigation.

Crow currently has three notebooks dedicated to the question.

Deer has never commented.

Visitors are welcome to seek Deer.

But the old residents offer one piece of advice:

Do not hurry.

Quiet places reveal themselves only to those willing to arrive slowly.

And if, during a peaceful walk, you suddenly feel the world becoming calm around you...

Deer may not be far away. 🦌 ✨



# MOUNTAIN GOAT

— Keeper of Mountain Nook —



MOUNTAIN NOOK

Perspective Available Here

Climb At Your Own Pace

Emergency Reflection Area

Deep Thoughts Encouraged

The View Changes Daily

Most Problems Look Smaller From Here

Some Questions Need Distance

Coffee Helps

Crow's Reports

Train Schedule

Weather Journal

MOUNTAIN NOOK

*From Mountain Nook the whole realm could be seen.  
And somehow still remained wonderfully mysterious.*

# MOUNTAIN GOAT

## Keeper of Mountain Nook

If Deer watches the quiet places of the Realm, Mountain Goat watches the high places.

Not because he wishes to be above anyone.

Because sometimes distance helps.

Mountain Nook sits higher than any other regularly visited place in the Free Realm.

The climb is not especially difficult.

But it is long enough to discourage rushing.

Mountain Goat considers this one of its better features.

Visitors often arrive carrying questions.

Why did this happen?

What should I do next?

Why is everything so complicated?

Mountain Goat rarely answers directly.

Instead, he gestures toward the view.

The Great Archive.

Wonderland Station.

Reflection Pond.

Bear Hug Grove.

The winding paths connecting everything together.

From Mountain Nook, the Realm looks different.

The same places remain.

The same problems remain.

Yet somehow they appear smaller.



Crow once described Mountain Nook as:

*"A practical demonstration of scale."*

Toad described it as:

*"Perspective wearing hiking boots."*

Mountain Goat approved both descriptions.

Most residents visit Mountain Nook eventually.

Some come seeking inspiration.

Others come seeking clarity.

A few come simply for the coffee.

All are welcome.

Mountain Goat maintains that many difficulties become easier to understand after a good walk and a better view.

He also maintains that several important life decisions should never be made while hungry.

Research remains ongoing.

Unlike Wolf, who enjoys wandering hidden trails, Mountain Goat prefers places where the horizon can be seen.

He believes every question looks different when viewed beside a sunrise.

Many visitors arrive expecting answers.

Most leave with perspective.

And in the Free Realm, that often proves more useful.

For from Mountain Nook the whole Realm can be seen.

And somehow still remains wonderfully mysterious. 🏠 🐕 ✨



# OTTER

Minister of Recreational Excellence

MINISTRY OF  
RECREATIONAL  
EXCELLENCE  
Founded Accidentally

RECREATIONAL  
FESTIVAL  
TODAY!

Seriousness  
Restricted  
Beyond This  
Point

Work  
Can Wait  
Five Minutes

Play Is  
Research

Scientific  
Splashing  
Zone

Otter  
Approved  
🐾

Crow's  
Waterproof  
Notebook  
Test Area

Status:  
Ongoing

REGULATIONS  
GUIDELINES  
POLICIES  
VERY IMPORTANT

RESEARCH  
FINDINGS  
Fun.

Additional  
fun  
recommended.

Further  
testing  
required.

*Otter never understood the rush.  
The river was already going that way.*

# OTTER

## Minister of Recreational Excellence

There are many important departments within the Free Realm.

The Great Archive preserves knowledge.

Wonderland Station keeps journeys moving.

The Builders maintain the places everyone loves.

And then there is Otter's department.

The Ministry of Recreational Excellence.

Founded accidentally.

Operating enthusiastically.

Supervised questionably.

Otter firmly believes that fun is not a distraction from life.

Fun is part of life.

This philosophy has occasionally caused concern among more serious residents.

Crow once attempted to conduct a formal investigation into Otter's activities.

The investigation became a water fight.

The final report was never completed.

Otter considered this an excellent outcome.

The river district under Otter's care is one of the happiest places in the Realm.

Visitors may encounter canoe races, floating paper boats, impromptu splash contests, picnic celebrations, treasure hunts, storytelling festivals, or games whose rules are still being invented.

Participation is always encouraged.

Understanding the rules is optional.



Otter has a gift for reminding people of something they often forget:

Joy does not need permission.

Children understand this immediately.

Adults sometimes require additional training.

Fortunately, Otter offers workshops.

Most involve getting your feet wet.

Many residents secretly credit Otter with preserving the Realm's sense of play.

Projects matter.

Responsibilities matter.

Work matters.

But so do laughter, friendship, curiosity, and afternoons spent doing something entirely unnecessary.

As Otter often says:

*"If a day contains no wonder, somebody forgot to schedule it."*

And so the river continues to splash, sparkle, and occasionally ignore official procedures.

Exactly as Otter intended.

For Otter never understood the rush.

The river was already going that way. 🍷 ✨ 🌊



## THE PLACES OF THE FREE REALM

### Some Places Stay with You

Not every place in the Free Realm appears on a map.

Some are easy to find.

Others seem to appear only when needed.

There are stations where journeys begin, beaches where stories wash ashore, archives where memories are preserved, gardens where friendships grow, and quiet corners where a person may simply sit and watch the world for a while.

Many visitors arrive believing they are exploring a collection of locations.

Most eventually discover they are exploring a collection of ideas.

Wonder.

Curiosity.

Kindness.

Friendship.

Perspective.

Hope.

The places of the Realm are connected not only by roads, paths, and railway lines, but by the invisible threads that run through every good story.

Wherever one begins, the journey eventually leads to another place worth discovering.

And perhaps, another part of oneself worth discovering too.

The Realm welcomes wandering.

Take your time.

The places are not going anywhere.

They have been waiting for you.



This map is a work of curiosity. Not accuracy.

# THE FREE REALM

## A Field Guide to Curiosity

Compiled from Crow's 247-Page Report:

WONDERLAND STATION ARCHIVES

Map No. 7 of ?  
Collector: Crow  
Date: Ongoing  
Status: Never Finished

No reliable borders discovered.

### WONDERLAND NOOK VIBE

### OBSERVATIONS FROM ABOVE

### WONDERLAND BEACH

Unverified but interesting.

Excellent place for sunsets.

### MOUNTAIN NOOK

Pelican maintains an unnecessary lifeguard service.

Lilac concentration unusually high.

Good place to listen to rainstorms.

Sunsets 10/10

Strong espresso energy.

### Crow's Archive

The Free Realm: Observations From Above 247 Pages.

### WONDERLAND STATION The Heart of the Realm

### OCTOPUS INSTITUTE OF SCIENCE

Crow investigated this area.

Many pages coffee-stained. All important.

Gathering place for stories and curious travelers.

Questions are the curriculum.

Reports Overwhelming. Answers Understuffed.

### PELICAN PRESS PAVILION

### STRATEGIC ALMOND RESERVE

### TOAD'S REFLECTION POND

Stout

Pelican attempted publicity campaign here.

Still Rejecting.

ALMONDS KEEP OUT!

Heavily fortified. Frequently breached.

A peaceful location known for difficult questions and unexpected wisdom.

"What is the real treasure?"

"Why do stories matter?"

"What will be remembered?"

### JUVIE BUNNY MEADOW

Juvie teaches kindness without trying.

Keep Looking Up.

The Free Realm isn't a place on a map - it's a way of seeing.

FINAL NOTE FROM CROW:  
This map will never be finished. Because curiosity never is...

-Crow

### THE GOLDEN THREADS

- Curiosity
- Friendship
- Kindness
- Stories
- Shared Memories
- Wonder

### THE REALM IS NOT FOUND BY MAPS BUT BY:

- Listening
- Observing
- Caring
- Sharing
- Being Present

# WONDERLAND STATION

Where All Journeys Meet

MOUNTAIN NOOK

WONDERLAND BEACH

WONDERLAND NOOK VIBE

THE OLD TRAILS

BEAR HUG GROVE

THE COZY CORNER

REFLECTION POND

ALL JOURNEYS WELCOME

CONNECTIONS TO EVERYWHERE

THE GREAT ARCHIVE

THE CROSSING OF CHANCES

THE JOURNEY IS THE POINT

THE FIELD OF SMALL IMPORTANT THINGS

THE GARDENS OF BECOMING

YOU ARE HERE

OR SOMEWHERE CLOSE

DEPARTURES	TRACK
MOUNTAIN NOOK	1
WONDERLAND NOOK VIBE	2
BEAR HUG GROVE	3
THE GREAT ARCHIVE	4
THE GARDENS OF BECOMING	5
PLATFORM 247	247
ELSEWHERE	∞
PERHAPS	?
SOON	*

Some arrived by train.  
Others arrived by story.  
Wonderland Station  
welcomed them all.

# THE GREAT ARCHIVE

Where Nothing Important Is Forgotten

STORIES  
MATTER

PLEASE  
RETURN  
BORROWED  
MEMORIES

REPORT 248  
PENDING

THE GRAND  
HALL OF STORIES

UNDER  
REVIEW

OWL'S  
HISTORICAL  
RECORDS

SPECIAL  
COLLECTIONS

RESEARCH  
ENCOURAGED

QUESTIONS  
WELCOME

OBSERVATION  
IS  
PARTICIPATION

SPECIAL EXHIBIT

- THE FIRST FREE REALM MAP
- CROW'S OBSERVATION REPORTS
- WONDERLAND STATION BLUEPRINTS
- THE GREAT MIGRATION OF  
80,869 SCROLLS

BLUEJAY  
FEATHERS

FILM REELS &  
MOVIE POSTERS

BICYCLES  
PRESERVED

The First  
Free Realm  
Map

HISTORY HAPPENS  
UNEXPECTEDLY

OVERDUE  
Three Months  
Welcome Back ♥

BEAR  
ASSISTANCE  
BOOKS  
ARE BETTER  
WHEN SHARED

ANCIENT BOOKS  
OLD JOURNALS  
MAPS • LETTERS  
WEATHER REPORTS  
TRAIN SCHEDULES  
PRESSED FLOWERS  
PHOTOGRAPHS  
SCRAPBOOKS  
MEMORY BOXES  
TICKET STUBS  
HANDWRITTEN NOTES  
AND MORE...

MEMORY  
VAULTS

ARCHIVE WORKSHOPS

OBSERVATORY  
OF TIME

Some memories fade.  
The important ones find their way here.

# WONDERLAND BEACH

Where Wonder Washes Ashore



WONDERLAND  
BEACH STATION

THE SHORE  
OF SURPRISES

Not  
Official

Expect  
The Unexpected

The Tide  
Brings Stories

Look Closer

Wonder  
Lives Here

THE DRIFTWOOD  
THEATER

THE TIDE POOLS  
OF CURIOSITY

Ocean still  
mysterious

Further  
investigation  
required.

Very  
mysterious

THE BENCH OF  
GOOD SUNSETS

Stay Until  
The Last Color

THE LANTERN SHORE

# WONDERLAND BEACH

Where Wonder Washes Ashore

Some treasures arrived by tide.  
Others arrived by chance.

# BEAR HUG GROVE

A Place To Set Things Down

No  
Explanation  
Required

Heavy  
Things May  
Be Set Down

THE GREAT HEARTH

THE LISTENING  
HOUSE

Rest If  
Needed

Tea  
Available

You  
Matter

Off  
Duty

(softly)  
Welcome  
everyone  
to...

GLAD  
YOU  
MADE IT  
WELCOME  
BACK  
TAKE YOUR  
TIME  
WE'RE HERE

PLEASE DO  
NOT START  
PRESS  
CONFERENCES

Wonderland  
Station  
One Gentle  
Walk

THE BENCH OF  
RETURNING FRIENDS

No Matter How Long It's Been

Some visitors arrived  
carrying burdens.  
Most left carrying hope.

# MOUNTAIN NOOK

Home of Rex



From here the realm could be seen.  
And imagined.

# WONDERLAND NOOK VIBE

Home of Sparky

CONNECTED BY  
CURIOSITY & WONDER

BREELY  
MOLLOW

CLOUDWATCHER  
POINT

WEATHER  
UNDER  
OBSERVATION

BLUEJAY  
SIGHTING  
ZONE

CURIOSITY  
WELCOME

PROCEED  
AT YOUR OWN  
WONDER

WEATHER  
OBSERVATION  
CHAIR

JUVIE BUNNY'S  
FAVORITE  
DANDELION  
PATCH →

Sparky's  
Garden Box  
of Wonders

BOSSY BUNNY  
GIVING ADVICE

## WONDERLAND NOOK VIBE

Where Adventures Find You

RABBIT  
TRAILS →

### Weather Journal

Tornado: No  
Thunderboltz: Yes ⚡

Investigation  
Ongoing 🔍

### Today's Notes

Sunrise: ☀️  
6:12 AM  
Sunset: 🌇  
8:43 PM  
Clouds: Many  
Wind: Curious  
Mood: Adventurous

### Observation Log

- ☐ Bluejay - 7:10 AM
- ☐ Dragonfly - 10:22 AM
- ☐ Bossy Bunny - 1:05 PM
- ☐ Rainbow - 4:47 PM
- ☐ Rain Shower - 5:02 PM

NEVER STOP  
WONDERING

Collect  
Moments  
Not  
Things

Sparky's  
Thinking  
Mug

One never knew what the day would bring.  
That was part of the charm.

# LUCKY'S OVERLOOK

*In Memory of a Very Good Dog*

MOUNTAIN NOOK

WONDERLAND STATION

BEAR HUG GROVE

THE GREAT ARCHIVE

WONDERLAND BEACH

A Good Dog  
Leaves Pawprints  
Forever

Take A  
Moment

The View  
Is Worth It

Some Friends  
Simply Walk Ahead

## LUCKY'S OVERLOOK

*In Memory of  
a Very Good Dog*

Born April 25  
Journey Continued January 9  
Still Loved  
Still Remembered

GOOD DOG

Thank you  
Lucky  
Best friend  
ever



# LEGENDS OF THE FREE REALM

Some Stories Never Leave

Every place has a history.

Every community has traditions.

And every realm eventually collects stories that become larger than either.

No one knows exactly when a story becomes a legend.

Perhaps it happens the first time someone retells it.

Or the hundredth.

Perhaps it happens when nobody can quite remember where the story began, but everyone agrees it should continue.

The legends of the Free Realm have been shared beside campfires, aboard trains, beneath lanterns, across kitchen tables, and during long walks home.

Some may be true.

Some may be partly true.

Some may have become better with every telling.

The residents rarely agree on the details.

They agree only on one thing:

Good stories are worth keeping.

The pages that follow contain some of the Realm's most beloved legends.

Whether they happened exactly as described is a matter of friendly debate.

Whether they matter is not.

After all, some stories are remembered because they are factual.

The best stories are remembered because they are meaningful.

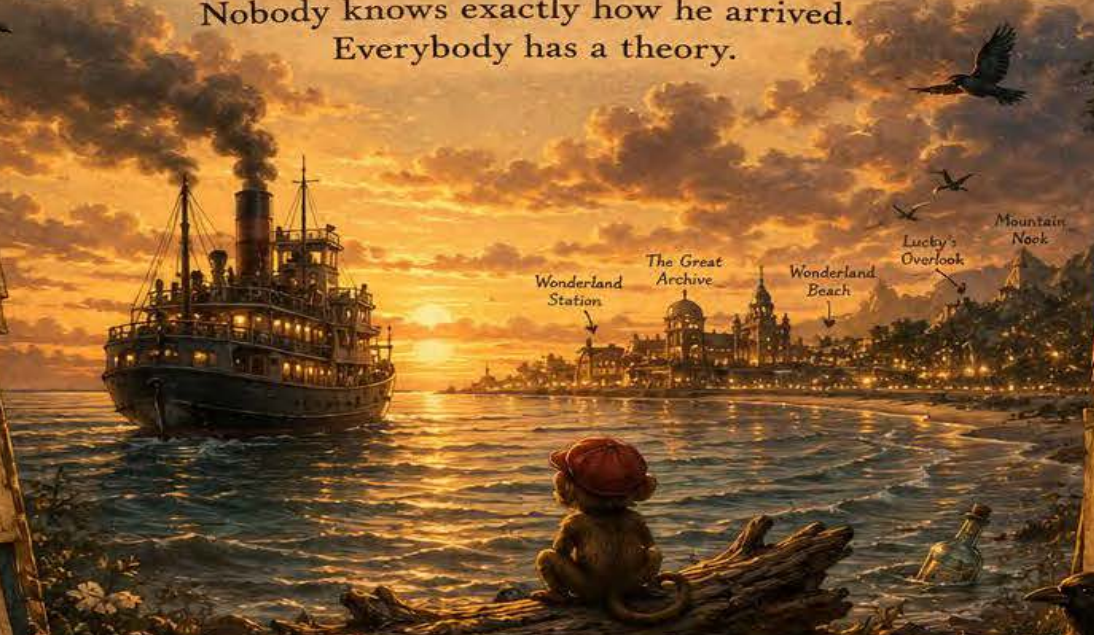


# LEGENDS OF THE FREE REALM

POSTER NO. 1

# THE MYSTERY OF CHICO

Nobody knows exactly how he arrived.  
Everybody has a theory.



DEPARTURES  
AND  
ARRIVALS  
\*  
UNKNOWN

EVERY STORY  
LEADS  
SOMEWHERE

Some say he  
came by ship.

Some say the  
crows know.

Some say he  
was found.

Some say he  
came from  
Wonderland.  
itself.

Some say he  
chose to stay.

THE GREAT  
CHICO MYSTERY  
No one agrees.  
Everyone remembers.

KEEP  
LOOKING

SPARKY'S  
THEORIES

Theory One:  
The Driftwood Theory

Theory Two:  
The Crow Theory

Theory Three:  
The Question



Perhaps  
Chico Knows.

WONDERLAND GAZETTE  
STRANGE SIGHTING AT SEA  
Monkeys Don't Swim...  
Do They?



Other Theories

- \* Fell From The Sky
- \* Gift From A Traveler
- \* Followed The Music
- \* Escaped An Adventure
- \* Looking For Something
- \* Or Someone...

... The List Goes On...

The Journey  
Matters More  
Than The Answer

Research Log

- Day 1: No Answers
- Day 143: Still Curious
- Year 7: More Questions
- Year 21: Still Wonderful
- Year 50: Still Looking
- Year 100: Still Here



Some mysteries are treasured,  
not solved.



# WHY CROWS ARE WELCOME EVERYWHERE

*They always seem to know the way home.*

THIS WAY

Reflection Pond

Mountain Nook

Wonderland Beach

FOLLOW THE HELPFUL CROW  
ALMOST HOME  
TRUST THE JOURNEY

According to tradition,  
the first travelers lost in the Great Storm  
were guided safely home by crows.

Ever since,  
crows have been welcomed  
throughout the Realm.



LEGENDS OF THE FREE REALM

POSTER NO. 3

# THE LANTERN TREE

Every lantern has a story.



Wonderland Station

The Great Archive

Lucky's Overlook

Reflection Pond

THE LANTERN TREE  
Every Lantern Has A Story  
No one knows who began the tradition.  
No one wishes to end it.

Stories Shared Here

Observations  
Many visitors.  
Many stories.  
Many lights.  
All remembered  
All continue.

Spare Candles  
For Your Lantern

Take Your Time

Some Lights  
Never  
Go Out

Things worth remembering deserve light.  
What is remembered continues to shine.



# THE SHELF OF LOST THINGS

Nothing stays lost forever.



SOMETIMES WE LOSE THINGS. SOMETIMES THEY FIND THEIR WAY HOME.

THE SHELF IS NOT ABOUT POSSESSIONS.

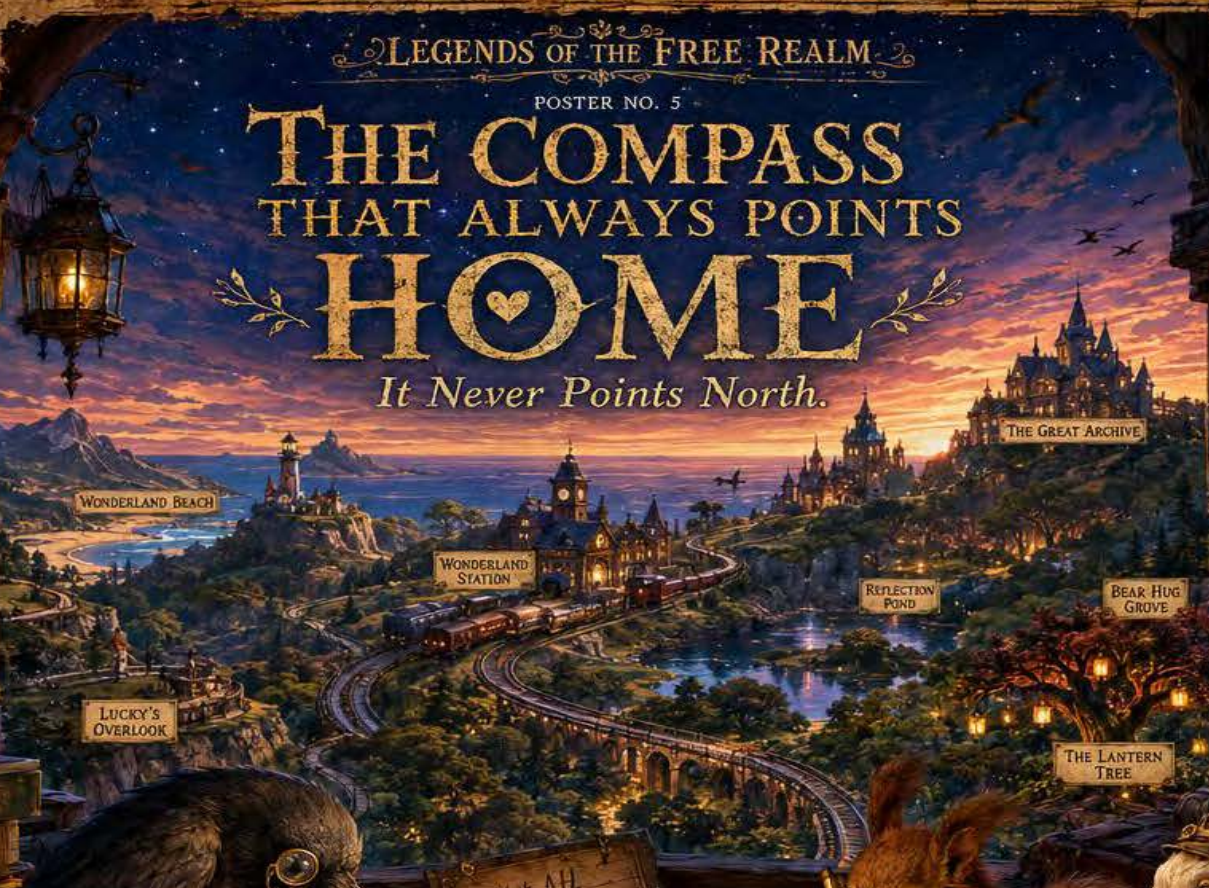
IT IS ABOUT MEMORY.

IT REMINDS VISITORS THAT MEANINGFUL THINGS ARE RARELY FORGOTTEN FOREVER.

WHAT MATTERS HAS A WAY OF RETURNING.

# THE COMPASS THAT ALWAYS POINTS HOME

*It Never Points North.*



THE MAP IS NOT THE TERRITORY

TRAVELER'S GUIDE  
RAILWAY LOGS  
MOUNTAIN NOOK

Lucky's Overlook

Reflection Pond

Bear Hug Grove

The Lantern Tree



Not All Who Wander Are Lost



Take The Long Way Sometimes

Pelican claims it was conducting important research.

Pelican was lost.

OBSERVATIONS  
Tried it from Wonderland Beach. Still pointed home.  
Took it beyond the mountains. Still pointed home.  
Borrowed by Pelican. Returned eventually.

THE COMPASS THAT ALWAYS POINTS HOME  
*It Never Points North.*

RAILWAY SCHEDULE

Wonderland Station	7:10
Reflection Pond	8:25
Bear Hug Grove	9:40
Lucky's Overlook	10:55
The Great Archive	12:30
Wonderland Beach	1:50
Mountain Nook	Home

THE SHELF OF LOST THINGS

HOME IS NOT ALWAYS A PLACE

ADMIT ONE  
THE JOURNEY IS THE POINT

HOME IS WHERE YOU ARE UNDERSTOOD

SKETCHES & PATHS  
WEATHER SOUND



# THE DAY REFLECTION POND REFLECTED TOMORROW

Nobody Saw The Same Thing.

LUCKY'S OVERLOOK

WONDERLAND STATION

THE GREAT ARCHIVE



SOME ANSWERS REQUIRE TIME

THE FUTURE VISITS BRIEFLY

**THE DAY REFLECTION POND REFLECTED TOMORROW**  
No two visitors reported the same reflection.

REFLECTION POND RECORDS  
VOL. 1



"I saw a place I had never visited."

"I saw someone I missed."

"I saw a journey."

"I saw a beginning."

"I smiled."

The future is not something to fear. It is something to wonder about.

NOBODY LEARNED EXACTLY WHAT TOMORROW WOULD BRING. BUT EVERYONE LEFT FEELING HOPEFUL.

POSSIBILITY IS ONE OF THE GREATEST FORMS OF HOPE.

# TREASURES & CURIOSITIES OF THE FREE REALM

Not every important thing in the Free Realm is a place.

Some are objects.

A weathered cap.

A worn tennis ball.

A notebook filled with unfinished observations.

A lantern whose light refuses to fade.

A compass that points somewhere maps cannot measure.

Over the years, the Great Archive has carefully preserved many such treasures.

Some are famous.

Some are mysterious.

Some are valuable only because someone cared enough to keep them.

Visitors often arrive expecting answers.

Instead, they discover stories.

Many of the artifacts displayed here are surrounded by questions.

Where did they come from? Who first carried them? Why have they become so important?

The Archive has collected theories, observations, eyewitness accounts, and entirely unreasonable speculation.

No final conclusions have been reached.

Research continues.

Visitors are encouraged to form their own opinions.

After all, curiosity is one of the oldest traditions of the Free Realm.

Please enjoy the collection.

And if you happen to solve any long-standing mysteries, kindly inform the Archive.

Crow has several folders waiting.



ARTIFACT NO. 004

# THE COMPASS

## THAT ALWAYS POINTS HOME

It Never Points North



WONDERLAND STATION      THE GREAT ARCHIVE      REFLECTION POND      LUCKY'S OVERLOOK      BEAR HUG GROVE      THE LANTERN TREE

ARTIFACT NO. 004  
**THE COMPASS THAT ALWAYS POINTS HOME**  
Navigation Accuracy: Unusual  
Scientific Explanation: Unavailable  
Visitor Satisfaction: Extremely High

The Compass Has Never Pointed North. Nobody Knows Why.

PLEASE DO NOT REPROGRAM THE COMPASS  
YES, WE CHECKED NORTH  
NO, IT DOES NOT NEED NEW BATTERIES  
Perhaps It Is Pointing Correctly.



**VISITOR OBSERVATIONS**  
*Tested at Wonderland Beach. Still pointed home.*  
*Taken beyond the mountains. Still pointed home.*

*Accidentally loaned to Pelican. Eventually returned.*  
*Home appears larger than geography.*

*It seems to know something travelers forget.*



**NOTES FROM THE TRAVELING COMMUNITY**



LUCKY'S TENNIS BALL

THE FIRST ARCHIVE KEY

A LANTERN FROM THE LANTERN TREE

DRIFTWOOD FRAGMENT FROM THE CHICO MYSTERY

Visitors often arrive believing they are viewing a navigation tool.

*No matter how far you wander, you are never completely lost.*

They leave realizing they have been viewing a reminder.

**BELONGING IS A DIRECTION.**  
AND SOMEHOW, THE COMPASS ALWAYS KNOWS THE WAY.

TREASURES & CURIOSITIES  
OF THE  
FREE REALM

ARTIFACT NO. 003

# THE FIRST ARCHIVE KEY

*Nobody Remembers The First Door*

NO,  
IT DOES NOT  
OPEN THE  
GIFT SHOP

PLEASE STOP  
TESTING RANDOM  
LOCKS

THE KEY  
HAS BEEN  
ASKED

IT REFUSES  
TO COMMENT

Some Questions  
Improve With Age.

*Perhaps  
The Key  
Is Looking  
For Its Door.*

THE GREAT  
ARCHIVE  
EST. LONG AGO

**THEORY I**  
The key opened  
the first room of  
the Great Archive.

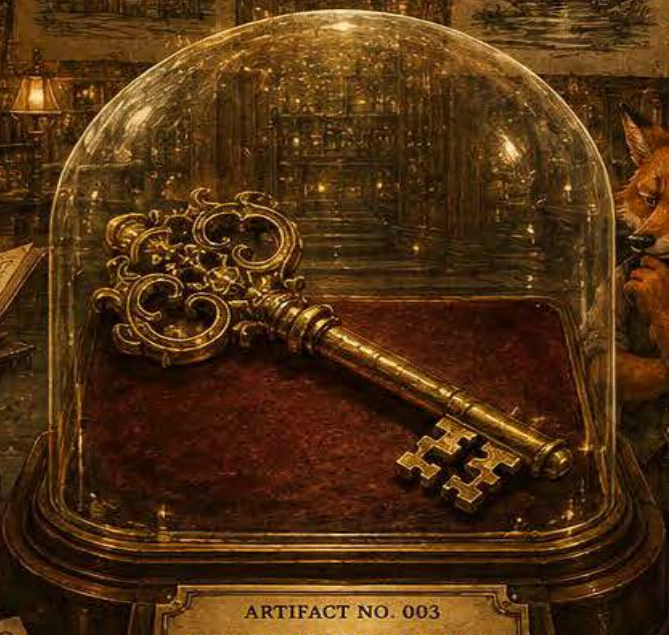
**THEORY II**  
It unlocked the  
original station  
master's office.

**THEORY III**  
It opened a  
forgotten gate  
beneath  
Reflection Pond.

**EARLY  
SPECULATIONS**

**TWELVE UNRELATED MYSTERIES**

Nice Try.



ARTIFACT NO. 003  
**THE FIRST ARCHIVE KEY**  
Origin: Unknown  
Age: Older Than The Earliest Records  
First Door: Uncertain  
Importance: Considerable

Many doors have been suggested.  
None have been proven.

MORE TREASURES FROM THE FREE REALM

ARTIFACT NO. 001  
**CHICO'S RED CAP**

ARTIFACT NO. 002  
**LUCKY'S TENNIS BALL**

ARTIFACT NO. 005  
**THE LANTERN TREE LANTERN**

ARTIFACT NO. 007  
**CHICO MYSTERY DRIFTWOOD**

**WONDER  
BEGINS WITH  
A QUESTION.**

# CROW'S NOTEBOOK OF FIRST OBSERVATIONS

*The Beginning Of Everything That Followed*



A SPECIAL EXHIBIT IN THE OLDEST WING OF THE GREAT ARCHIVE



ARTIFACT NO. 005  
**CROW'S NOTEBOOK OF FIRST OBSERVATIONS**  
 CLASSIFICATION: Foundational  
 CONDITION: Frequently Referenced  
 HISTORICAL IMPORTANCE: Extraordinary  
 ADDITIONAL NOTES: Still Contains Unfinished Thoughts

Many historians consider this notebook to be the unofficial beginning of the modern Free Realm.

**PAY ATTENTION.**  
 THE WORLD BECOMES MORE INTERESTING WHEN YOU DO.

**EVERYTHING STARTS SOMEWHERE**

GREAT THINGS OFTEN BEGIN WITH SIMPLE OBSERVATIONS.  
 THE WORLD IS FULL OF WONDER. ALL YOU HAVE TO DO IS NOTICE.



Ask Later.

Interesting tree near pond.  
 Need further investigation.  
 Rabbit appears suspicious.  
 May simply be rabbit.  
 Must verify.

Train station would look good here.

Possible archive location.  
 Need more notebooks.

Observe More.

Interesting.

UNSOLICITED LECTURES SINCE FOREVER

PLEASE DO NOT CORRECT THE AUTHOR

SPELLING PRESERVED FOR HISTORICAL REASONS

YES, SOME NOTES REMAIN INCONCLUSIVE

WONDERLAND STATION

THE GREAT ARCHIVE

MOUNTAIN NOOK

THE LANTERN TREE

REFLECTION POND

TREASURES & CURIOSITIES  
OF THE FREE REALM

ARTIFACT NO. 001

# CHICO'S RED CAP

*The Most Debated Hat In Realm History*

ARTIFACT NO. 001  
**CHICO'S RED CAP**

Provenance:	Disputed
Historical Importance:	Significant
Number of Theories:	Still Increasing

Guided by crows. 

Fell from the sky. 

Ask Chico. 

Chico Knows. 

Chico Isn't Telling. 

PLEASE DO NOT ARGUE WITH THE EXHIBIT

THE CAP HAS HEARD EVERY THEORY

RESEARCH CONTINUES

Arrived via driftwood. 

SPARKY'S EXTENDED THEORIES

TRAJECTORY ANALYSIS 

RAILWAY TICKET  
FREE REALM RAIL  
WONDERLAND

GIFT SHOP

SOUVENIRS  
POSTCARDS  
MAGNIFYING GLASSES

I ♥ MYSTERIES

MYSTERY PRESERVED FOR FUTURE GENERATIONS

Some mysteries become treasures.  
Visitors may never learn exactly how Chico arrived.  
But they are very glad someone saved the cap.  
*Curiosity is worth preserving.*

# TREASURES & CURIOSITIES OF THE FREE REALM

ARTIFACT NO. 002



# LUCKY'S TENNIS BALL

Still Ready For One More Throw

EVERY STORY  
MATTERS  
EVERY FRIEND  
COUNTS

MEMORIES  
ARE THE  
TRUE MAPS  
OF THE  
FREE REALM



ARTIFACT NO. 002  
**LUCKY'S TENNIS BALL**  
Condition: Well Loved  
Adventures: Numerous  
Retrieval Record: Exceptional  
Historical Importance: Beyond Calculation

PELICAN'S  
UNOFFICIAL  
WORLD RECORD:  
ONE BALL.  
ONE THROW.  
INCOMPARABLE.  
NO DOCUMENTATION  
EXISTS.

Some balls  
are simply toys.  
Others become  
part of a lifetime.

PLEASE  
DO NOT  
THROW  
THE EXHIBIT  
YES, WE TRIED  
NO, IT DID  
NOT COME BACK

Thanks,  
Lucky.

Good  
Dog.

GOOD DOG



A LIFE WELL LIVED LEAVES TRACES EVERYWHERE.  
LOVE LEAVES LASTING FOOTPRINTS.

# TRAILS & JOURNEYS OF THE FREE REALM

Not every important destination appears on a map.

Some journeys begin at Wonderland Station.

Some begin with a question.

Others begin with a conversation, a memory, a curiosity, or a simple decision to keep walking.

Throughout the Free Realm, travelers have created countless routes, paths, shortcuts, scenic detours, railway lines, bicycle trails, mountain ascents, and wandering roads. Some are carefully documented. Others exist only in stories.

Visitors quickly discover that the purpose of these journeys is rarely to arrive as quickly as possible.

The trails of the Realm reward curiosity more than speed.

They encourage travelers to notice small things, share stories, help companions, revisit familiar places, and occasionally take the long way home.

Many travelers begin their journeys searching for answers.

Most return carrying something better:

Perspective.

The routes collected here represent some of the most beloved journeys in the Free Realm.

Travel well.

Take your time.

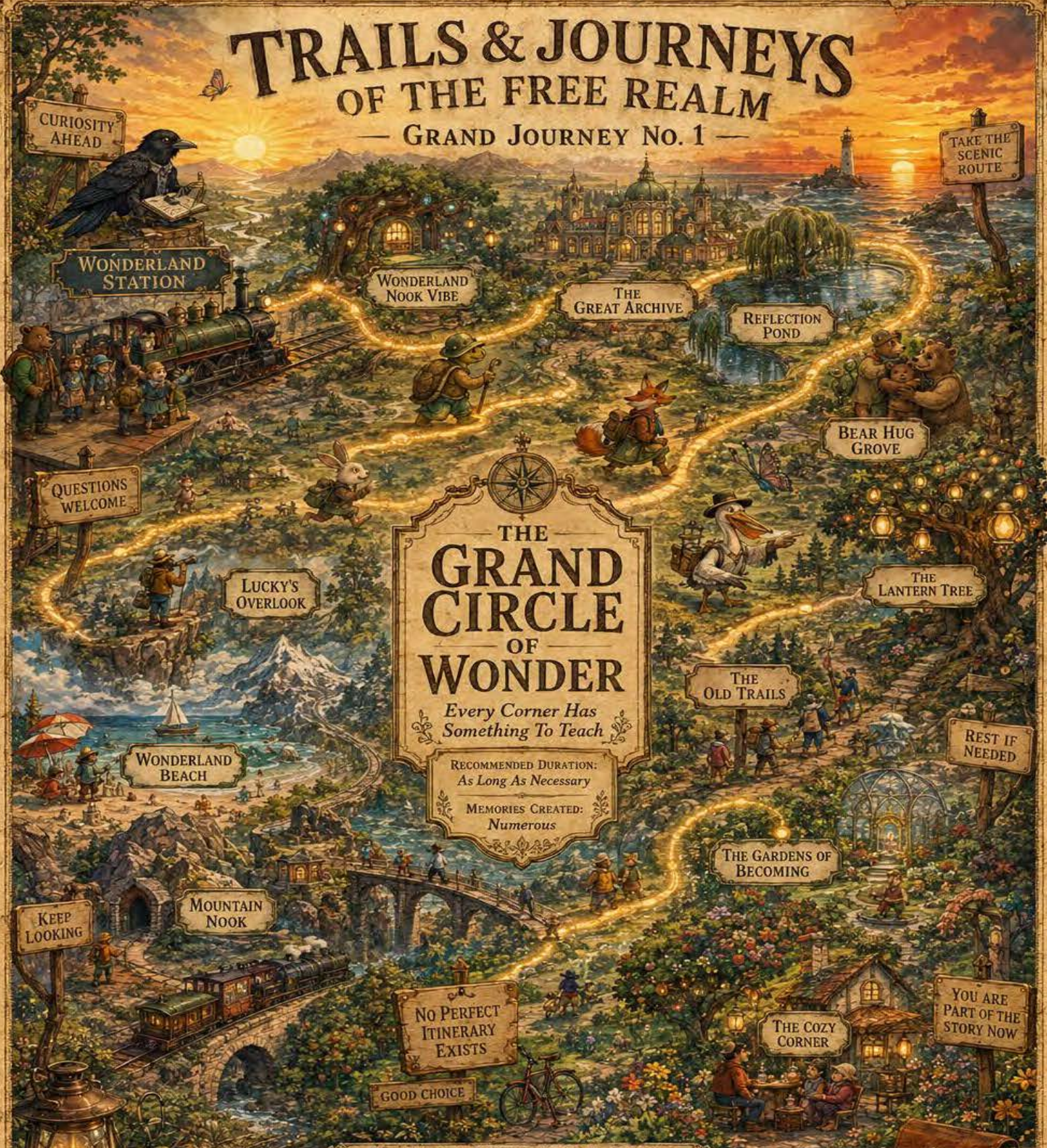
And remember:

The scenery is part of the experience.



# TRAILS & JOURNEYS OF THE FREE REALM

— GRAND JOURNEY No. 1 —



THE  
**GRAND  
CIRCLE  
OF  
WONDER**  
*Every Corner Has  
Something To Teach*

RECOMMENDED DURATION:  
*As Long As Necessary*  
MEMORIES CREATED:  
*Numerous*

NO PERFECT  
ITINERARY  
EXISTS

GOOD CHOICE

EVERY COLLECTION. EVERY JOURNEY. ALL CONNECTED.

- THE WONDER COLLECTION
- THE KINDNESS COLLECTION
- THE CURIOSITY COLLECTION
- THE CREATIVITY COLLECTION
- THE RIVERSIDE COLLECTION
- THE COURAGE COLLECTION
- THE REFLECTION COLLECTION
- THE GROWTH COLLECTION
- THE ADVENTURE COLLECTION
- THE COMMUNITY COLLECTION



— THE JOURNEY IS NOT ABOUT REACHING A DESTINATION.  
IT IS ABOUT EXPERIENCING THE REALM ITSELF.  
**WONDER IS FOUND ONE STEP AT A TIME.**

TRAILS & JOURNEYS  
OF  
THE FREE REALM

ROUTE NO. 2

# CHICO'S ROUTE

NOBODY AGREES ON THE DETAILS  
\* EVERYONE AGREES HE ARRIVED \*

CHICO'S  
ACCOUNT  
REMAINS  
INCONSISTENT

Ask  
Chico. ?

Possible  
landing site.

Maybe.

Needs  
further  
investigation.

Unclear.

THEORY A

Some say the  
dolphins guided  
him. Chico says  
they just liked  
his hat.

### FIELD NOTES FROM THE ARCHIVE

- Interviews: 347
- Maps: 128
- Arguments: Countless
- Agreement: None
- Fascination: Infinite

**OFFICIAL CHICO  
ROUTE INVESTIGATION**

Status: ONGOING      Confidence Level: VARIABLE

Visitors are encouraged  
to form their own conclusions.



THE GREAT  
OCEAN CROSSING

DRIFTWOOD  
POINT

GROW'S  
GUIDANCE  
CHANNEL

THE QUESTIONABLE  
SHORTCUT

THE ISLE OF  
CONFLICTING  
THEORIES

THE BAY OF  
REASONABLE  
SPECULATION

WONDERLAND  
BEACH

WONDERLAND  
STATION

THE GREAT ARCHIVE



THE JOURNEY  
IS VERIFIED  
THE DETAILS ARE  
NEGOTIABLE

This journey represents one of the enduring  
truths of Free Free Realm:  
A GOOD STORY BECOMES EVEN BETTER  
WHEN EVERYONE CONTRIBUTES A THEORY.

I KNOW  
A THING  
OR TWO!

UNOFFICIAL  
TOURS

VERY IMPORTANT  
DOCUMENT  
DO NOT STAND  
ON THIS

Calculations differ  
but enthusiasm  
does not.

Questions.  
Always  
questions.



# TRAILS & JOURNEYS OF THE FREE REALM

ROUTE NO. 3

# THE OVERLOOK TRAIL

Some Journeys Are Taken To Remember

MEMORIES  
TRAVEL  
WITH US

The trail begins  
at Wonderland Station  
and winds gently upward  
to Lucky's Overlook.

NO HURRY

TAKE YOUR TIME

THE VIEW AHEAD  
IS WORTH IT

WONDERLAND STATION

THE GREAT ARCHIVE

REFLECTION POND

THE LANTERN TREE

BEAR HUG GROVE

WONDERLAND BEACH

Distance  
Remaining:  
Not  
Important

Recommended  
Speed:  
Whatever  
Feels Right

VISITOR JOURNAL  
Share your thoughts.  
Leave a note. Leave  
something behind.

GOOD DOG

WALK GENTLY



LEAVE KINDNESS  
CARRY MEMORIES

THE OVERLOOK TRAIL  
IS NOT ABOUT  
THE DISTANCE.

IT IS ABOUT  
THE MOMENTS  
THAT REMIND US  
WHAT MATTERS.

THE PEOPLE AND  
COMPANIONS WE LOVE  
CONTINUE TO WALK  
BESIDE US IN  
UNEXPECTED WAYS.

TRAILS & JOURNEYS OF THE FREE REALM  
ROUTE NO. 4

# THE ARCHIVE EXPRESS

EVERY JOURNEY LEADS TO ANOTHER STORY

NEXT STOP:  
THE GREAT ARCHIVE

PLEASE KEEP  
QUESTIONS INSIDE  
THE TRAIN

OBSERVATIONS  
ENCOURAGED

THE GREAT ARCHIVE

THE LANTERN TREE

BEAR HUG GROVE

MOUNTAIN NOOK

LUCKY'S OVERLOOK

REFLECTION POND

WONDERLAND BEACH

ARCHIVE  
EXPRESS

ARCHIVE EXPRESS

EVERY STORY  
STARTS  
SOMEWHERE

NO ONE HAS EVER  
READ EVERYTHING

GUIDE  
TO THE  
FREE REALM

Wonderland Station  
→ The Great Archive

Estimated Travel Time:  
Never Long Enough

THE FREE REALM

JOURNEY NOTES  
Pack Curiosity  
Bring Questions  
Collect Stories  
Share Kindness  
Stay Wonder-Filled



TRAILS & JOURNEYS  
OF THE FREE REALM  
- ROUTE NO. 5 -

+ THE +  
**WONDERLAND NOOK**  
VIBE BICYCLE PATH

*Some Conversations Need Fresh Air*

This path was never designed for speed.  
It was designed for enjoyment.  
Flower-lined lanes • Gentle hills • Forest trails  
Quiet streams • Wooden bridges • Sunlit meadows  
Orchards • Gardens • Warm welcomes



THE GREAT ARCHIVE

BEAR HUG GROVE

REFLECTION POND

THE LANTERN TREE

MOUNTAIN NOOK

LUCKY'S OVERLOOK

STORIES  
THIS WAY

COFFEE  
AHEAD

NO RUSH  
CONVERSATIONS  
ENCOURAGED

YOU'RE  
DOING FINE

THE SCENERY  
IS PART OF  
THE EXPERIENCE

WONDERLAND  
NOOK VIBE

ORRRRRRR

Wonderland Station  
↔  
Wonderland Nook Vibe  
Average Travel Time:  
Depends On The Stories

TOUR  
LEADER  
(KIND OF)

STAY  
AWHILE  
TELL MORE  
STORIES

Half a thought,  
a good view,  
and a longer  
conversation.

WONDERLAND STATION  
TIMETABLE

Station	Time	Destination
Wonderland Station	7:00 AM	Wonderland Nook Vibe
Wonderland Nook Vibe	8:00 AM	Wonderland Station
Wonderland Station	9:00 AM	Wonderland Nook Vibe
Wonderland Nook Vibe	10:00 AM	Wonderland Station
Wonderland Station	11:00 AM	Wonderland Nook Vibe
Wonderland Nook Vibe	12:00 PM	Wonderland Station

- Books on benches
- Butterflies follow kindly
- Thoughts half-written
- Coffee always helps
- Crow feathers in journals
- Timetables are suggestions

*Some journeys become stories before they even end.*  
Visitors often leave Wonderland Nook Vibe with new stories,  
new friends, and plans to return.

THE BEST CONVERSATIONS RARELY HAPPEN IN A HURRY.



TRAILS & JOURNEYS OF THE FREE REALM  
ROUTE NO. 6

# THE MOUNTAIN NOOK ASCENT

↔ Perspective Available Here ↔



I KNOW A SHORTCUT!  
(IT'S LONGER.)

WONDERLAND STATION

WONDERLAND NOOK VIBE

THE GREAT ARCHIVE

BEAR HUG GROVE

REFLECTION POND

THE LANTERN TREE

LUCKY'S OVERLOOK

WONDERLAND BEACH

MOUNTAIN NOOK

PERSPECTIVE AVAILABLE HERE

COFFEE AVAILABLE AT THE TOP

LOOK BACK SOMETIMES

HIGHER IS DIFFERENT

NOT EVERYTHING REQUIRES A QUICK ANSWER

DISTANCE CREATES CLARITY

Current Elevation:  
HIGHER THAN BEFORE  
Perspective:  
IMPROVING

Estimated Time Remaining:  
LESS THAN YOU THINK

GOOD VIEWS AHEAD



SOMETIMES THE ANSWER IS NOT CLOSER.  
SOMETIMES THE ANSWER IS FARTHER AWAY.  
TRAVELERS ARRIVE AT MOUNTAIN NOOK CARRYING QUESTIONS.  
THEY LEAVE CARRYING PERSPECTIVE.



# TRADITIONS OF THE FREE REALM

Every place develops traditions.

Some begin with important events.

Some begin with practical needs.

And some begin because one resident had an unusual idea that somehow became everyone else's responsibility.

The traditions of the Free Realm have accumulated gradually over many years through celebrations, gatherings, railway excursions, lantern festivals, storytelling evenings, community projects, seasonal events, and countless moments that seemed ordinary at the time.

Many traditions help residents stay connected.

Some help preserve stories.

Others simply provide excellent excuses to spend time together.

Visitors often discover that traditions serve an important purpose.

They remind people what matters.

They create memories that outlast individual journeys.

And they transform collections of individuals into communities.

Not every tradition is followed by every resident.

Pelican occasionally creates new ones without filing the proper paperwork.

Bossy Bunny occasionally attempts to file the paperwork afterward.

The Archive has learned not to interfere unless absolutely necessary.

The following pages describe some of the most beloved traditions still practiced throughout the Free Realm.

Visitors are warmly encouraged to participate. Especially if snacks involved.



TRADITIONS OF THE FREE REALM — CELEBRATION NO. 1

# FOUND FRIENDS DAY

Some Friends Arrive Unexpectedly

NOBODY  
ARRIVES  
— BY —  
ACCIDENT

WONDERLAND  
STATION

WELCOME  
FRIEND

PULL UP  
A CHAIR

STORIES  
SHARED HERE

THE LANTERN TREE

CREATE  
LANTERNS

WRITE FOR  
THE ARCHIVE

SHARE TEA  
& TREATS

MASTER  
OF  
CEREMONIES  
(SELF-APPOINTED)

BELONG  
TRUST  
BELIEVE

Tell the story of  
a friend who  
changed your life.  
Leave a note.

Messages from  
Visitors

You never know  
who will become  
home.  
Thank you for  
seeing me.  
A friend is a  
gift life gives  
when you least  
expect it.

Some of the  
best parts of  
my story are  
because of you.

You mattered.  
You still  
matter.

Grateful  
for every  
unexpected  
friendship.

Thank you  
for being here.

SOME OF THE MOST IMPORTANT PEOPLE  
IN OUR LIVES WERE ONCE STRANGERS.

FRIENDSHIP IS ONE OF LIFE'S GREATEST DISCOVERIES.

# THE LANTERN WALK

Every Light Has A Story



THE GREAT ARCHIVE

REFLECTION POND

BEAR HUG GROVE

LUCKY'S OVERLOOK

MOUNTAIN NOOK

WONDERLAND STATION

PILO  
TRAIN

LIGHT THE WAY

STORIES SHINE HERE

TAKE YOUR TIME

THE  
LANTERN  
WALK

Annual Attendance:  
Growing  
Stories Shared:  
Countless

SOME LIGHTS  
NEVER GO OUT

VISITOR MESSAGES

Thank you  
for the light.  
This place  
feels like home.  
I will carry  
this memory  
forever.  
For my friend  
who showed  
me the way. ♡

FOR FUTURE  
FRIENDS



# THE QUIET HOUR

Not Every Question Needs An Immediate Answer

The gathering takes place each year at Reflection Pond.

Visitors arrive from throughout the Realm.

- Wonderland Station.
- Mountain Nook.
- Wonderland Beach.
- Bear Hug Grove.
- The Great Archive.
- The Lantern Tree.

No tickets are required.  
No speeches are scheduled.  
No agenda exists.

The purpose is remarkably simple:

For one hour, everyone agrees to stop trying to solve things.

OBSERVATION WELCOME

NO HURRY

THOUGHTS MAY SETTLE NATURALLY

TOAD APPROVED

YOU DO NOT NEED TO FIGURE EVERYTHING OUT TODAY

THE QUIET HOUR

Annual Attendance: Steady  
Questions Solved: Few  
Perspective Gained: Considerable

THE POND IS IN NO RUSH

*Sometimes clarity arrives when we stop chasing it.*

Visitors leave carrying the same questions.  
Yet somehow those questions feel lighter.

Wisdom often arrives quietly.

Almost seven minutes.

Remember the tradition, Pelican.

Shhh... Thank you.

TRADITIONS OF THE FREE REALM  
CELEBRATION NO. 4

# THE FIRST BELL OF SPRING

Every Beginning Deserves A Welcome



THE LANTERN TREE  
REFLECTION POND  
BEAR HUG GROVE

EVERY JOURNEY  
BEGINS AGAIN

WELCOME  
BACK  
SUNSHINE

WONDERLAND STATION

THE BELL  
RINGS POSSIBILITY

NEW  
ADVENTURES  
THIS WAY

LUCKY'S OVERLOOK  
MOUNTAIN NOOK

SPRING  
OBSERVATIONS

WINTER DID FINE  
SPRING IS ALSO  
WELCOME

THE FIRST  
BELL OF SPRING  
Annual Attendance:  
REMARKABLE  
Flowers Distributed:  
MANY  
Optimism Level:  
EXTREMELY HIGH

WONDERLAND STATION  
FIRST DAY  
OF SPRING

AS ASST. DIRECTOR  
OF SEASONAL  
ANNOUNCEMENTS

# THE GREAT REALM PICNIC

Bring Something. Stay Awhile.

EVERYONE IS INVITED

- WONDERLAND STATION
- WONDERLAND BEACH
- MOUNTAIN NOOK
- WONDERLAND NOOK VIBE
- BEAR HUG GROVE
- REFLECTION POND
- THE GREAT ARCHIVE
- THE LANTERN TREE

WONDERLAND NOOK VIBE

REFLECTION POND

## THE GREAT REALM PICNIC

Annual Attendance:  
Variable

Conversations Shared:  
Countless

Pie Disputes:  
Friendly

SECOND HELPINGS ENCOURAGED

PULL UP A CHAIR

TRY THE PIE

NO RSVP REQUIRED

YOU BELONG HERE

FAVORITE PICNIC STORIES

RECIPES FROM AROUND THE REALM

Visitors arrive for the food. They stay for the people.

# Life is better when shared.

A table becomes larger whenever another chair is added.

# THE DAY OF SMALL IMPORTANT THINGS

Not Everything Important Is Large



WONDERLAND STATION

THE GREAT ARCHIVE

BEAR HUG GROVE

LANTERN TREE

REFLECTION POND

LOOK CLOSER

NOTICE MORE

SMALL DOES NOT MEAN UNIMPORTANT

### THE DAY OF SMALL IMPORTANT THINGS

Annual Discoveries: Countless

Average Size: Small

Average Importance: Remarkably High

THANK YOU FOR THE LITTLE THINGS

CROW WAS RIGHT

MOST IMPROVED FLOWERPOT

Observations So Far: 347

A HANDWRITTEN THANK-YOU NOTE

Thank you!

A SHARED UMBRELLA

A REPAIRED BICYCLE

A RETURNED LIBRARY BOOK

RETURNED WITH CARE

AWARDS OF THE DAY

BEST ACCIDENTAL KINDNESS

EXCELLENCE IN SHARING SNACKS

HONORABLE MENTION: BRILLIANT USE OF A STICK

Observations from Previous Years

- 2019 The kindness in quiet moments
- 2020 Shared laughter matters
- 2021 Small gestures create big ripples
- 2022 Gratitude changes everything
- 2023 The little things hold us together

RABBITS HELPING OTHER RABBITS

A FOUND PHOTOGRAPH

A CAREFULLY SAVED TICKET

A CHILD'S DRAWING

A SINGLE LANTERN GLOWING IN DAYLIGHT

WONDERLAND RAIL ADMIT ONE MAR 14 19--3

"A meaningful life is built from small moments. THE SMALL THINGS ARE OFTEN THE BIG THINGS."

TRADITIONS OF THE FREE REALM  
CELEBRATION NO. 7

# CROW OBSERVATION WEEK

*Look Closer*

The celebration takes place throughout the Free Realm for seven days each autumn.

During this week, residents and visitors are encouraged to become careful observers of the world around them.

The goal is simple: *Notice things.*

WONDERLAND STATION  
THE GREAT ARCHIVE  
REFLECTION POND

THE LANTERN TREE  
MOUNTAIN NOOK

THE WORLD IS MORE INTERESTING THAN IT APPEARS

OBSERVATIONS FROM OUR REALM

The lanterns look different in autumn.

Someone repaired a bench.

The rabbit trail now has sunflowers.

I never noticed that view before.

NOTICE SOMETHING NEW

CROW OBSERVATION WEEK

Observations Recorded: Thousands

Interesting Discoveries: Ongoing

Curiosity Level: Excellent

PELICAN CREATES AN OBSERVATION COMPETITION WITH CATEGORIES NOBODY EXPECTED

MOST SURPRISING DISCOVERY

BEST CLOUD SHAPED LIKE SOMETHING ELSE

UNEXPECTEDLY INTERESTING ROCK

EXCELLENCE IN NOTICING THINGS

BEAR NOTICES PEOPLE HELPING ONE ANOTHER

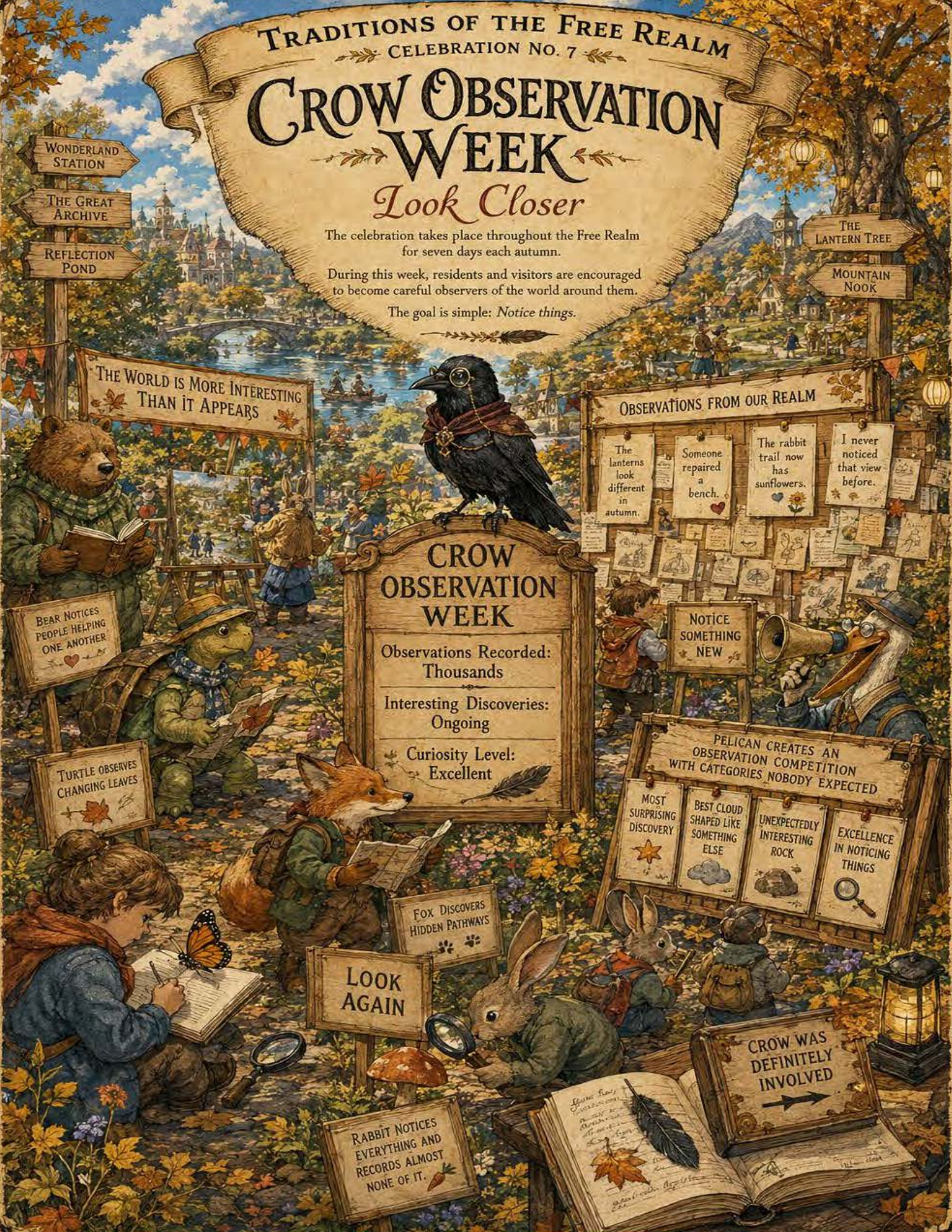
TURTLE OBSERVES CHANGING LEAVES

FOX DISCOVERS HIDDEN PATHWAYS

LOOK AGAIN

RABBIT NOTICES EVERYTHING AND RECORDS ALMOST NONE OF IT.

CROW WAS DEFINITELY INVOLVED



TRADITIONS OF THE FREE REALM  
— CELEBRATION NO. 8 —

# THE NIGHT OF A THOUSAND STORIES

★ Every Story Finds A Listener ★

WONDERLAND STATION

THE GREAT ARCHIVE

THE LANTERN TREE

WONDERLAND  
NOOK VIBE

COFFEE • STORIES • CONNECTION

WONDERLAND BEACH

BEAR HUG GROVE

Pull up  
a chair.

THE  
NIGHT OF  
A THOUSAND  
STORIES

Stories Shared:  
Countless  
Stories Finished:  
Some  
Stories Improved:  
Many

REFLECTION POND

LUCKY'S OVERLOOK

MOUNTAIN NOOK

PULL UP  
A CHAIR

LISTEN FIRST

EVERY  
STORY  
MATTERS

STORIES  
STILL BEING  
TOLD

THAT  
REMINDS ME  
OF A STORY

TRAIN TICKET  
WONDERLAND STATION  
ADMIT ONE

★ A STORY SHARED IS A JOURNEY CONTINUED. ★

# THE WILDLIFE OF THE FREE REALM

The Free Realm is home to far more than its residents.

Beyond the stations, gardens, beaches, trails, forests, archives, and gathering places lives a remarkable collection of wildlife.

Some creatures are frequently seen.

Others are rarely observed.

A few remain subjects of ongoing debate within the Great Archive.

The residents generally agree that the Realm would feel much less alive without them.

Birds nest beside railway platforms. Butterflies drift through the gardens.

Frogs sing near Reflection Pond. Deer move quietly through woodland trails.

And countless other creatures share the landscapes of the Realm in ways both obvious and subtle.

Many residents consider wildlife to be among the Realm's greatest teachers.

Animals rarely hurry unnecessarily.

They pay attention. They adapt. They remind observers that the world contains many stories unfolding beyond human concerns.

Visitors are encouraged to observe respectfully, travel gently, and remember that curiosity is welcome, but disturbance is not.

The following pages contain the most reliable wildlife observations currently available.

Reliability varies slightly depending upon the species.

And considerably depending upon who reported the sighting.



# ARCHIVE CROWS

*They Always Seem To Know Something*

### FIELD NOTES

- Frequently seen near notebooks.
- Appears attracted to stories.
- Known to observe conversations.
- Possesses remarkable awareness of unfolding events.
- May arrive before interesting things happen.
- May also arrive immediately afterward. Researchers remain uncertain.

### ARCHIVE CROW

Status:  
*Thriving*

Temperament:  
*Observant*

Favorite Activity:  
*Investigating*

Likelihood Of Noticing Something First:  
*Extremely High*

SCIENTIFIC NAME:  
*Still Being Discussed*

MAY CONTAIN MORE QUESTIONS THAN ANSWERS

Do Not Attempt To Out-Observe Them.

If A Crow Appears Interested, It Probably Is.



Observes Arrivals.



Examines Details.



Appreciates Light.



Studies Creatures.



Observes Everything.

### HABITAT

- The Great Archive
- Wonderland Station
- Reflection Pond
- The Lantern Tree
- Mountain Nook
- Wonderland Nook Vibe

### HABITAT MAP



Range:  
*Nearly Everywhere Interesting*

Migration Pattern:  
*Follows Curiosity*

### ADDITIONAL OBSERVATIONS

- ★ Frequently near notebooks.
- ★ Attracted to stories.
- ★ Observes conversations.
- ★ Aware of unfolding events.
- ★ May arrive before.
- ★ May arrive after. Uncertain. Researchers continue to observe.

Researchers Often Feel Observed.



FIELD GUIDE NO. 001

## ARCHIVE CROWS

Population: *Healthy* | Curiosity Level: *Exceptional* | Research Status: *Ongoing*



*The world becomes more interesting when someone is paying attention.*

CURIOSITY IS A NATURAL HABITAT.

Crow Was Here First.





# STATION CATS

Official Duties Remain Undefined

COMFORT IS AN IMPORTANT FORM OF HOSPITALITY



## STATION CAT

**Status:**  
Extremely Comfortable

**Temperament:**  
Independent

**Primary Occupation:**  
Unclear

**Secondary Occupation:**  
Also Unclear

**Confidence Level:**  
Remarkable



## ADDITIONAL OBSERVATIONS

- ✦ Frequently occupies the best seat.
- ✦ Appears to know train schedules.
- ✦ Refuses to discuss train schedules.
- ✦ May greet visitors.
- ✦ May ignore visitors.
- ✦ Both outcomes are considered normal.
- ✦ Researchers believe Station Cats understand more than they reveal.
- ✦ The cats decline to comment.

## FIELD NOTES

Do Not Attempt To Reserve Their Seat ✦

Seat Ownership Is Considered Temporary ✦

Researchers Frequently Lose Arguments ✦

## FIELD NOTES FROM RESEARCHERS

Station Cats Have Never Missed A Train ✦

Station Cats Have Also Never Boarded The Correct Train On Purpose ✦ ✦ ✦

The Station Belongs To The Cats ✦



## HABITAT

- Common Locations
- ✦ Wonderland Station
  - ✦ Railway Platforms
  - ✦ Ticker Counters
  - ✦ Waiting Rooms
  - ✦ Observation Cars
  - ✦ Coffee Stands



## TYPICAL BEHAVIOR



Assists with ticket inquiries.



May ride briefly.



Naps beside luggage.



Supervises railway staff.



Supervises other cats.



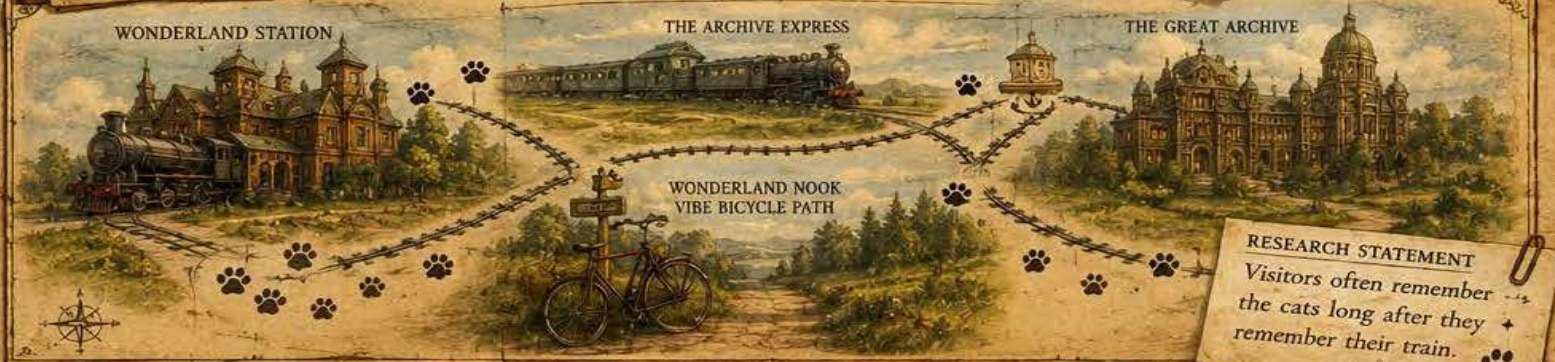
### NEXT DEPARTURES

- |                       |                |
|-----------------------|----------------|
| 1 The Archive Express | ON TIME        |
| 2 The Meadow Line     | ON TIME        |
| 3 The Storybook Route | ???            |
| 4 The Nook Local      | WHO KNOWS      |
| 5 The Wanderer        | LATER POSSIBLY |
| 6 The Dreamer         | IGNORED DAILY  |

IGNORED DAILY

IMPORTANT DOCUMENT  
Please Do Not Move ✦

## PLACES OF INTEREST IN THE FREE REALM



RESEARCH STATEMENT  
Visitors often remember the cats long after they remember their train. ✦

FIELD GUIDE NO. 002

# STATION CATS

Population: Variable • Nap Frequency: Impressive  
Research Status: Proceed Quietly



ALL TRAINS ARE SUGGESTIONS

SOME PLACES FEEL LIKE HOME THE MOMENT YOU ARRIVE

# GROVE RABBITS

Frequently Present. Rarely Explained.

## GROVE RABBIT

**Status:**  
Thriving

**Temperament:**  
Curious

**Primary Activity:**  
Exploration

**Secondary Activity:**  
Additional Exploration

**Likelihood Of Appearing Unexpectedly:**  
Extremely High

### Additional Observations

- Frequently arrives before celebrations begin.
- Frequently remains after celebrations end.
- Known to discover routes not shown on official maps.
- May investigate backpacks.
- Usually harmless.
- Researchers remain uncertain whether rabbits are finding shortcuts or creating them.

## COMMON HABITAT

Bear Hug Grove  
The Great Realm Picnic  
The Overlook Trail  
Wonderland Nook Vibe  
Reflection Pond  
The Lantern Tree

May Appear  
Wherever Fun  
Is Occurring

Will Investigate  
Picnic Baskets

Do Not Challenge  
To A Race

## COMMONLY OBSERVED BEHAVIORS



Exploring Trails

Inspecting Wildflowers

Appearing In Photographs

Watching Picnics

Discovering Shortcuts

Ignoring Shortcuts



Investigating Baskets

Helping Themselves To Unattended Vegetables

Carrying Important Flowers

Studying Signs

Observing Butterflies

Racing Along A Trail

Pausing To Admire Absolutely Nothing In Particular

Population Estimate:  
Complicated

Researchers Continue  
Losing Count

There Is Probably  
Another Rabbit  
Behind You

### BEAR HUG GROVE

### THE GREAT REALM PICNIC

### THE OVERLOOK TRAIL

### WONDERLAND NOOK VIBE

### REFLECTION POND

### THE LANTERN TREE

RAILCOME  
KIND HEARTS  
& CURIOUS  
RABBITS

RAILWAY TICKEY

FREE REALM RAILWAY  
ONE WAY

TO: ADVENTURE

150  
100  
50  
RIS

FIELD GUIDE NO. 003

## GROVE RABBITS

Population: More Than Expected

Speed: Variable

Research Status: Still Counting

# REFLECTION POND TURTLES

*In No Particular Hurry*

## REFLECTION POND TURTLE

Status: Thriving  
 Temperament: Patient  
 Primary Activity: Observing  
 Secondary Activity: Continuing To Observe  
 Preferred Pace: Reasonable

### ADDITIONAL OBSERVATIONS

- \* Rarely appears rushed.
- \* Often arrives before impatient visitors notice.
- \* Known to spend long periods enjoying scenery.
- \* May pause beside water for reasons only turtles understand.
- \* Researchers report that turtles appear entirely comfortable with unfinished questions.



**EXAMINING IMPORTANT MATTERS**  
 Researchers are uncertain what conclusions were reached.



**CROSSING TRAILS AT A STEADY PACE**



**OBSERVING SUNSETS WITH GREAT APPRECIATION**



**RESTING ON SUNLIT LOGS**



**ELDERS CARRY WISDOM AND EXCEPTIONAL PATIENCE**



**ARRIVES EXACTLY WHEN THEY MEAN TO**

### COMMON HABITATS



REFLECTION POND



QUIET HOUR GATHERINGS



THE LANTERN TREE



BEAR HUG GROVE



THE OVERLOOK TRAIL



SLOW SCENIC ROUTES

### BEHAVIOR STUDIES



RESTING ON A LOG



WATCHING LANTERN REFLECTIONS



CROSSING A BRIDGE



ENJOYING A SUNRISE



QUIETLY LISTENING TO A STORY

### FIELD NOTES

*Will Not Be Rushed  
 Appears To Understand Something  
 Unclear What  
 Do Not Schedule Important  
 Meetings Around  
 Turtle Estimates*

Average Speed:  
 Consistent



Stress Level:  
 Remarkably Low



*The Turtle Is Not Late  
 The Turtle Is On  
 Turtle Time*



REFLECTION POND

THE LANTERN TREE

MOUNTAIN NOOK

FIELD GUIDE NO. 004  
**REFLECTION POND TURTLES**  
 Population: Healthy Pace: Steady  
 Research Status: Continuing Calmly



Visitors often arrive intending to study the turtles. Many leave rethinking their own pace. *Slow and steady is not a limitation. It is a perfectly valid way to travel.*



FREE REALM  
 NATURALIST  
 SOCIETY

# LANTERN TREE FIREFLIES

Small Lights With Important Jobs



**Field Notes**

- May Improve Evenings
- Researchers Enjoy Studying Them
- Researchers Also Enjoy Watching Them

## LANTERN TREE FIREFLY

Status: Thriving

Temperament: Friendly

Primary Activity: Illumination

Secondary Activity: Additional Illumination

Brightness: Pleasant



### ADDITIONAL OBSERVATIONS

- ◆ Frequently active during celebrations.
- ◆ Often observed during The Lantern Walk.
- ◆ Known to gather wherever stories are being shared.
- ◆ Appears attracted to kindness, lanterns, and evening conversations.
- ◆ Scientific confirmation remains pending.
- ◆ Visitors consistently report feeling happier when fireflies are present.



### COMMONLY OBSERVED BEHAVIORS

 Gathering Near Lanterns	 Drifting Among Wildflowers	 Flying Through Twilight Meadows	 Illuminating Walking Paths
 Gathering Around Evening Celebrations	 Following Visitors Home After Dark	 Spirals Around Lanterns Researchers are uncertain whether this is intentional.	

### HABITAT: COMMON LOCATIONS

 The Lantern Tree	 Reflection Pond	 Wonderland Nook Vibe	 Bear Hug Grove	 Wonderland Beach	 The Great Realm Picnic
--------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------



Ability To Improve Atmosphere: Exceptional



*I am so tiny*  
• Tiny •  
• Bright •  
• Kind •  
• Important •



Grateful For Small Lights

Average Brightness: Delightful



You do not have to be large to make a difference.

## FIELD GUIDE NO. 005 LANTERN TREE FIREFLIES

Population: Abundant  
Glow Level: Excellent  
Research Status: Pleasantly Ongoing



# WILDLIFE OF THE FREE REALM

— FIELD GUIDE NO. 006 —

# WONDERLAND BUTTERFLIES

Always On Their Way To Somewhere Beautiful

### COMMONLY OBSERVED BEHAVIORS

Floating through flower fields.



Crossing trails.



Following travelers.



Gathering in gardens.

Resting on notebooks.



Accompanying picnics.

Appearing unexpectedly during meaningful conversations.



### COMMON HABITATS

Bear Hug Grove

Wonderland Nook Vibe

The Lantern Tree

The Great Realm Picnic

The Overlook Trail

Mountain Nook Meadows

### WONDERLAND BUTTERFLY

Status:

Thriving

Temperament:

Gentle

Primary Activity:

Exploration

Secondary Activity:

Inspiration

Likelihood Of Appearing

At The Right Moment:

Surprisingly High

### ADDITIONAL OBSERVATIONS

- Frequently accompanies visitors during reflective walks.
- Often appears near flowers and storybooks.
- Known to travel extraordinary distances.
- Appears unconcerned with maps.
- Researchers report that butterflies rarely remain where they started.
- Most consider this an excellent habit.

### ILLUSTRATED BEHAVIORS

Emerging from a chrysalis.



Crossing a meadow.



Resting on a flower.



Drifting beside a bicycle.



Following a trail.



### HUMOROUS FIELD NOTES

- Frequently Photographed
- Rarely Poses Intentionally
- May Improve Any Landscape
- Migration Route: Wherever Beauty Leads
- Navigation Method: Under Investigation

Change Can Be Beautiful

WONDERLAND NOOK VIBE

REFLECTION POND

BEAR HUG GROVE

THE LANTERN TREE

MOUNTAIN NOOK

### FIELD GUIDE NO. 006 WONDERLAND BUTTERFLIES

Population:  
Abundant

Color Variety:  
Remarkable

Research Status:  
Continuing To Inspire

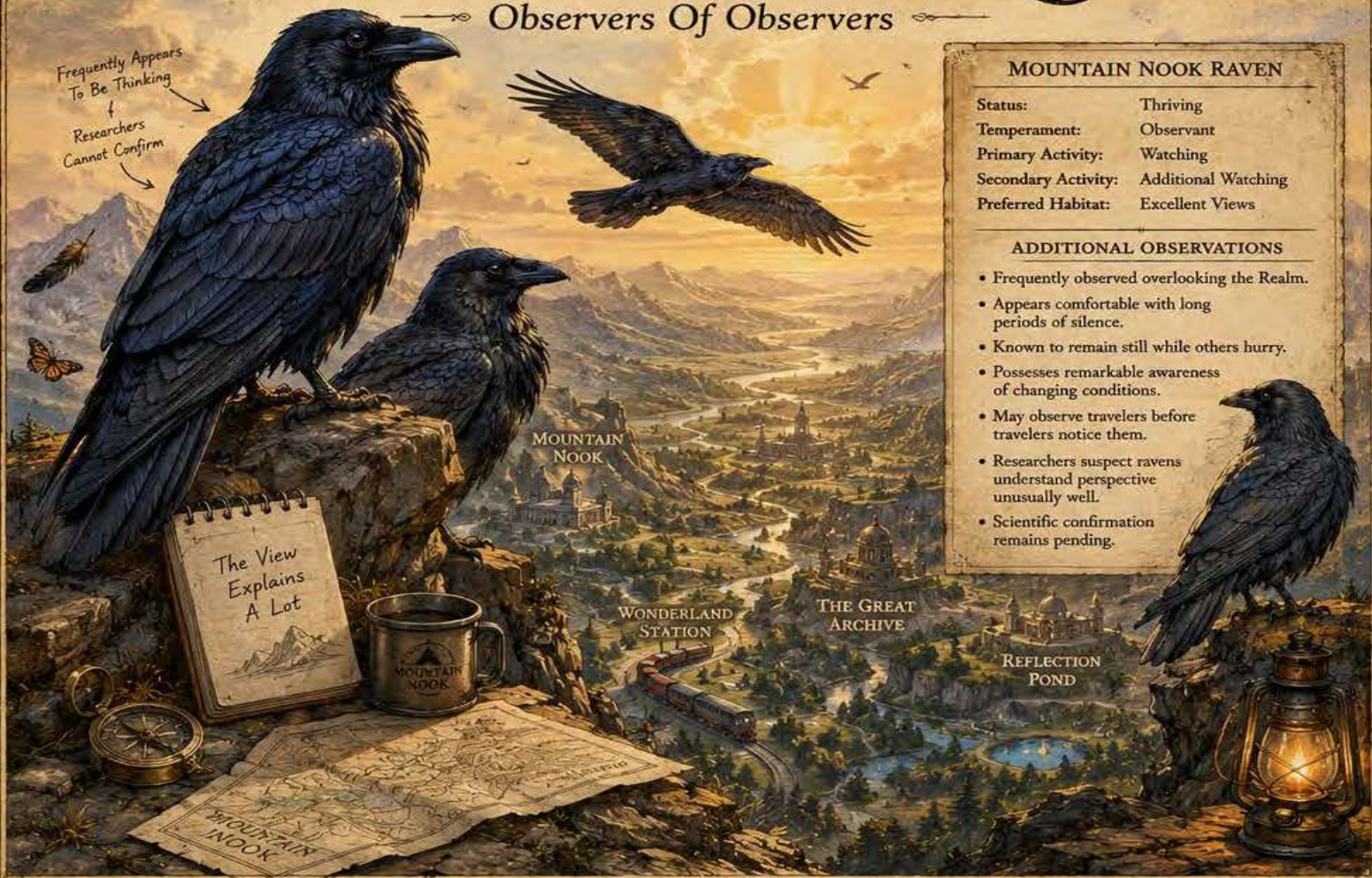
TRANSFORMATION IS NOT SOMETHING TO FEAR.

GROWTH OFTEN ARRIVES ON DELICATE WINGS.

VISITORS LEAVE NOTICING MORE BEAUTY THAN THEY NOTICED BEFORE.

# MOUNTAIN NOOK RAVENS

Observers Of Observers



Frequently Appears To Be Thinking  
↓  
Researchers Cannot Confirm

The View Explains A Lot

MOUNTAIN NOOK RAVEN	
Status:	Thriving
Temperament:	Observant
Primary Activity:	Watching
Secondary Activity:	Additional Watching
Preferred Habitat:	Excellent Views

- ADDITIONAL OBSERVATIONS**
- Frequently observed overlooking the Realm.
  - Appears comfortable with long periods of silence.
  - Known to remain still while others hurry.
  - Possesses remarkable awareness of changing conditions.
  - May observe travelers before travelers notice them.
  - Researchers suspect ravens understand perspective unusually well.
  - Scientific confirmation remains pending.

- HABITAT**
- Mountain Nook
  - High Overlooks
  - The Grand Circle of Wonder
  - Remote Trails
  - Observation Points
  - Upper Valley Cliffs

**COMMONLY OBSERVED ACTIVITIES**

Perched on Overlooks	Gliding on Mountain Winds	Observing Sunrises	Watching Trails Below	Examining Maps (Respectfully)

**FIELD NOTES**

Will Listen To Conversations  
\*  
May Or May Not Have Opinions  
\*  
Average Altitude: Higher Than Expected

**BEHAVIOR STUDIES**

Patient Observation	Weather Study	Traveler Assessment	Silent Contemplation	Perspective Review

- RESEARCHER NOTES**
- ✓ Long periods of stillness
  - ✓ Strong situational awareness
  - ✓ Excellent wind readers
  - ✓ Respectful of the Realm
  - ✓ Observers of observers
- 

**FIELD GUIDE NO. 007**

**MOUNTAIN NOOK RAVENS**

Population:	Stable
View Quality:	Outstanding
Research Status:	Watching Carefully

**HUMAN OBSERVATIONS**

Visitors often climb to Mountain Nook hoping to see the ravens. Many leave realizing the ravens helped them see the Realm differently.

PERSPECTIVE IS ONE OF THE GREATEST FORMS OF WISDOM.

# WONDERLAND BEACH GULLS

*Experts In Opportunistic Dining*



## WONDERLAND BEACH GULL

Status: Thriving  
 Temperament: Bold  
 Primary Activity: Exploration  
 Secondary Activity: Snack Assessment  
 Confidence Level: Exceptional

- ★ Frequently appears where food is present.
- ★ Frequently appears where food was recently present.
- ★ Frequently appears where food may someday be present.
- ★ Possesses extraordinary confidence regarding ownership disputes.
- ★ Researchers report that gulls often arrive before meals are fully unpacked. The mechanism remains unclear.

### HABITAT

- Wonderland Beach
- Coastal Trails
- The Picnic Grounds
- Harbor Areas
- Beach Boardwalks
- Ocean Overlooks



### COMMONLY OBSERVED BEHAVIORS



Soaring With Purpose



Natural Perch Evaluation



Picnic Basket Inspection



Dockside Investigation



Innocence Simulation

Average Appetite:  
Considerable

Ability To Locate Food:  
Remarkable



*This rabbit disagrees with everything.*

### FIELD NOTES

- Researchers Have Lost Numerous Snacks.
- Never Negotiate From Weakness.
- The Gull Saw It First.



*The crow observes. The crow knows.*



Wonderland Station



Visitors quickly learn two things:  
The beach is beautiful.  
The gulls are watching.

## WONDERLAND BEACH GULLS

Population: Healthy  
 Snack Detection Range: Impressive  
 Research Status: Proceed With Lunch Secured



Opportunity often arrives disguised as lunch.

# BEAR HUG GROVE DEER

*Gentle Visitors Of Quiet Places*

KINDNESS  
IS OFTEN  
QUIET.

### FIELD NOTES

Will Not Attend Meetings  
Appears Entirely Comfortable With This Decision

Researchers Frequently Stop Taking Notes And Simply Watch

### COMMONLY OBSERVED HABITAT

- \* Bear Hug Grove
- \* Wildflower Meadows
- \* The Overlook Trail
- \* Reflection Pond
- \* The Lantern Tree
- \* Quiet Forest Paths



### BEAR HUG GROVE DEER

Status: *Thriving*  
 Temperament: *Gentle*  
 Primary Activity: *Peaceful Wandering*  
 Secondary Activity: *Additional Peaceful Wandering*  
 Likelihood Of Improving A Morning: *Remarkably High*

### ADDITIONAL OBSERVATIONS

- \* Often observed near quiet trails.
- \* Rarely appears rushed.
- \* Known to pause and observe visitors.
- \* Appears comfortable with silence.
- \* Frequently spotted during sunrise and sunset.
- \* Researchers report that deer often appear during moments of reflection.
- \* Scientific explanation remains pending.

Average Noise Level: *Minimal*

Ability To Improve Scenery: *Exceptional*

CROSSING MEADOWS

RESTING IN SHADE

DRINKING AT STREAMS

OBSERVING BUTTERFLIES

AMONG LANTERN LIGHTS



### HIDDEN NOTE

*Slow Down  
You're In The  
Right Place* ♥

FIELD GUIDE NO. 009

## BEAR HUG GROVE DEER

Population: *Healthy* • Gracefulness: *Considerable*  
Research Status: *Proceed Quietly*



*"Visitors often arrive hoping to see a deer. Many leave appreciating the stillness the deer seem to carry with them."* ♥

BEAR HUG GROVE

REFLECTION POND

THE LANTERN TREE

THE OVERLOOK TRAIL

MOUNTAIN NOOK

GENTLENESS IS A FORM OF STRENGTH.

# OLD TRAIL FOXES

They Usually Know A Better Route

## OLD TRAIL FOX

Status:  
Thriving



Temperament:  
Independent

Primary Activity:  
Exploration

Secondary Activity:  
Observing Travelers

Likelihood Of Knowing  
A Shortcut:  
Very High

## COMMONLY OBSERVED BEHAVIORS

- Exploring woodland paths.
- Watching travelers from a respectful distance.
- Crossing trails just ahead of hikers.
- Pausing at scenic overlooks.
- Examining maps.
- Ignoring maps.
- Appearing precisely when someone is lost.

## Additional Observations

- Often appears near forks in the trail.
- Rarely appears rushed.
- Frequently chooses scenic routes.
- May accompany travelers for short distances.
- Researchers remain uncertain whether foxes are guiding visitors or simply heading the same direction.

## HABITAT

- The Old Trails
- Mountain Nook Paths
- The Overlook Trail
- Wonderland Beach Dunes
- Forest Edges
- Hidden Shortcuts



## NOTES FROM THE FIELD

- May Ignore Perfectly Good Roads
- Frequently Prefers Interesting Roads
- Researchers Often Follow Anyway

Navigation Method:  
Experience



Shortcut Reliability:  
Variable



OBSERVING MAPS



CROSSING BRIDGE



WATCHING SUNSET



PAUSING AT OVERLOOK



INVESTIGATING RAILWAY

THE OLD TRAILS

MOUNTAIN NOOK

WONDERLAND STATION

THE GREAT ARCHIVE

WONDERLAND BEACH

## FIELD GUIDE NO. 010 OLD TRAIL FOXES

Population: Healthy

Trail Knowledge: Extensive

Research Status:

Following At A Respectful Distance

*There is more than one way to arrive.*

*Visitors often begin by following the trail. Occasionally they end up following the fox.*

*The interesting path is often worth exploring.*



RASNI  
TRAIL



Every day  
deserves a  
cheerful  
beginning.

# WONDERLAND SONG SPARROWS

*The Realm Wakes Up Singing*



WONDERLAND  
NOOK VIBE

## WONDERLAND SONG SPARROW

Status: Abundant  
Temperament: Cheerful  
Primary Activity: Singing  
Secondary Activity: Additional Singing  
Likelihood Of Improving A Morning: Exceptional

### ADDITIONAL OBSERVATIONS:

- Frequently active at sunrise.
- Known to sing during celebrations.
- Often appears near coffee and conversation.
- Appears completely unconcerned with schedules.
- Researchers report that sparrows begin most days before everyone else.

VOLUME:  
Surprisingly  
Effective

MORNING  
ENTHUSIASM:  
Legendary

BEGINS  
SINGING  
BEFORE  
COFFEE

COFFEE  
CONVERSATION  
SONGBIRDS  
WELCOME

RESEARCHERS  
REMAIN  
IMPRESSED

TODAY  
LOOKS  
PROMISING

MAY KNOW  
EVERY MORNING  
IN THE REALM

### Field Observations

- Sunrise Songs
- Train Greetings
- Garden Visits
- Coffee Companions
- Bicycle Escorts
- Lantern Evenings
- Always Optimistic

*Beautiful little things  
happen every day.*

### COMMONLY OBSERVED HABITATS

- WONDERLAND STATION
- WONDERLAND NOOK VIBE
- BEAR HUG GROVE
- THE GREAT REALM PICNIC
- THE LANTERN TREE
- GARDEN PATHS
- VILLAGE SQUARES

### COMMONLY OBSERVED BEHAVIORS



SINGS AT SUNRISE



RIDES ALONG



EXPLORES GARDENS



GREETS TRAINS



EVENING WATCH

## FIELD GUIDE NO. 011 WONDERLAND SONG SPARROWS

POPULATION:  
ABUNDANT



MORNING OPTIMISM:  
HIGH



RESEARCH STATUS:  
PLEASINGLY ONGOING



### FIELD NOTES FROM THE REALM

*Visitors often remember the landmarks.  
Residents often remember the birdsong.  
A good day can begin with something  
as simple as a song.*

### Notes

*Listen more.  
Rush less.*

### WONDERLAND STATION TIMETABLE

Morning Arrival	7:15
First Bell	7:20
Wander Time	All Day
Sunset Departure	7:45
Dreamer's Express	9:00

WONDERLAND  
STATION

WONDERLAND  
NOOK VIBE

BEAR HUG  
GROVE

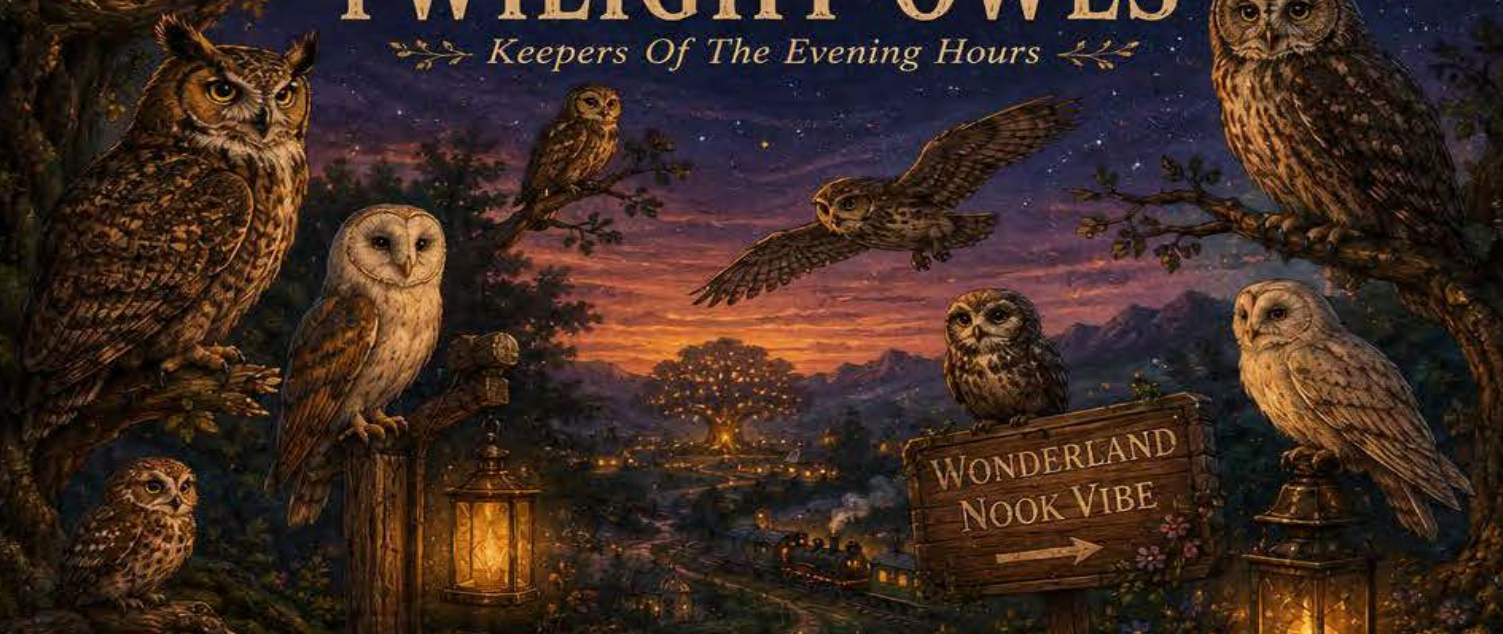
THE GREAT  
ARCHIVE

THE LANTERN  
TREE



# TWILIGHT OWLS

Keepers Of The Evening Hours



## TWILIGHT OWL

Status: Thriving  
 Temperament: Thoughtful  
 Primary Activity: Observing  
 Secondary Activity: More Observing  
 Preferred Schedule: Evening

### ADDITIONAL OBSERVATIONS

- Most active at twilight.
- Frequently observed during storytelling events.
- Appears comfortable with silence.
- Known to remain still for remarkable periods.
- Researchers report that owls often seem to be listening carefully to what remains uncertain.

### FIELD NOTES

Will Listen Without Interrupting  
 Researchers Find This Refreshing

Appears To Know Several Things  
 Refuses To Elaborate.

Average Volume: Minimal

Evening Appreciation: Exceptional

Not Every Silence Is Empty

### COMMONLY OBSERVED BEHAVIORS



### COMMON HABITAT & LOCATIONS



The day may end, but wonder does not.

Visitors often notice the owls only after they stop hurrying.

Some of life's best moments arrive after the world grows quiet.

### RESEARCHER NOTES

Comfortable with lantern light.  
 Not startled by quiet footsteps.  
 Believed to understand more than we say.

Often seen during moments of reflection.  
 Guardians of evening calm.  
 Thank you, Owl Keepers.

- Free Realm Research Guild

## TWILIGHT OWLS

Population: Healthy

Listening Skills: Excellent

Research Status: Quietly Ongoing



Listen.  
 Observe.  
 Wonder.  
 Repeat.

# WONDERLAND HARBOR PELICANS

*Arriving With Confidence Since Time Immemorial*

*"Life is more enjoyable when approached with enthusiasm."*

## WONDERLAND HARBOR PELICAN

Status:	Thriving
Temperament:	Confident
Primary Activity:	Observation
Secondary Activity:	Commentary
Likelihood Of Offering Advice:	Considerable

### ADDITIONAL OBSERVATIONS:

- Frequently gathers where people are already gathered.
- Appears comfortable addressing strangers.
- Known to monitor harbor activity.
- Often arrives with remarkable certainty.
- Researchers continue investigating whether pelicans actually know what they are talking about.
- Results remain inconclusive.

### COMMON HABITATS

-  Wonderland Beach
-  Harbor Docks
-  Fishing Piers
-  Coastal Trails
-  The Great Realm Picnic
-  Boardwalk Cafés

★ May Address Complete Strangers ★

★ Frequently Appears Certain ★

★ Certainty And Accuracy Are Not Always Identical ★

★ Average Confidence: EXCEPTIONAL ★

★ Audience Acquisition: REMARKABLY EFFICIENT ★

### ★ COMMONLY OBSERVED BEHAVIORS



GLIDES ABOVE THE SHORELINE



GATHERS NEAR FISHING DOCKS



INSPECTS BOATS



WATCHES PICNICS



SUPERVISES HARBOR ACTIVITIES WITHOUT AUTHORIZATION



LANDS DRAMATICALLY



OFFERS UNSOLICITED OPINIONS



★ CONFIDENCE MAKES BEH LOG BOOKY FEEL LIKE AN ADVENTURE. ★

### FIELD NOTES

- Strong Wind? No Problem.
- Curious By Nature.
- Social By Choice.
- Likes A Good View.
- Believes Everyone May Benefit From Perspective.

WONDERLAND BEACH

THE HARBOR

COASTAL TRAILS

WONDERLAND STATION

LUCKY'S OVERLOOK

ALL LOCATIONS CONNECTED BY SHORELINE PATHS AND OCEAN WINDS

FIELD GUIDE NO. 013  
WONDERLAND HARBOR PELICANS

Population:  
Healthy

Confidence Level:  
Outstanding

Research Status:  
Continuing Publicly

★ VISITORS OFTEN REMEMBER EXACTLY WHERE THEY FIRST ENCOUNTERED A PELICAN. ★  
★ THE PELICAN USUALLY REMEMBERS AS WELL. ★

# BEAR HUG GROVE HEDGEHOGS

Experts In Strategic Resting

Rest is not wasted time.

## COMMONLY OBSERVED BEHAVIORS



Exploring Woodland Paths



Inspecting Mushrooms



Gathering Leaves



Resting Beneath Wildflowers



Watching Sunsets



Pausing During Walks



Taking Exceptionally Well-Timed Naps



Sleeping Beneath A Flower Taller Than Oneself (Popular Activity)

## BEAR HUG GROVE HEDGEHOG

Status: Thriving  
 Temperament: Comfortable  
 Primary Activity: Exploration  
 Secondary Activity: Recovery From Exploration  
 Preferred Pace: Manageable

### Additional Observations:

- Frequently found in pleasant locations.
- Appears skilled at selecting excellent resting spots.
- Known to pause for appreciation purposes.
- Researchers report that hedgehogs rarely seem rushed.
- Most consider this admirable.

### FIELD NOTES

Appears To Have A Healthy Relationship With Naps

Researchers Taking Notes Became Sleepy

Correlation Under Investigation

Average Urgency: Low

Resting Skill: Exceptional

Tomorrow Is Also Available

### ILLUSTRATED BEHAVIOR DIAGRAMS



Gathering Leaves



Resting Beneath A Tree



Inspecting A Mushroom



Enjoying A Picnic



Napping In A Sunbeam

### HIDDEN DETAILS

- Lantern hanging from a branch
- Butterfly resting on a flower
- Rabbit passing by
- Crow feather
- Notebook left on a bench
- Compass tucked into a backpack
- Bicycle parked beside a trail
- Coffee mug near a picnic blanket

### COMMON LOCATIONS



Bear Hug Grove



Wildflower Meadows



The Cozy Corner



The Overlook Trail



Reflection Pond Gardens



Quiet Woodland Paths

## FIELD GUIDE NO. 014 BEAR HUG GROVE HEDGEHOGS

Population: Healthy  
 Comfort Level: Outstanding  
 Research Status: Proceeding After A Short Break



Visitors often stop to observe the hedgehogs.



Many end up sitting down themselves.

A well-rested traveler enjoys the journey more.

# THE VALUES OF THE FREE REALM

Visitors sometimes ask what holds the Free Realm together.

The question appears simple.

The answer is not.

The Realm has no king.

No governing council.

No official rulebook large enough to explain everything.

Yet somehow it works.

Over many years, certain ideas have quietly become part of the culture of the Realm.

Curiosity is encouraged. Kindness is valued. Questions are welcomed.

Creativity is celebrated. Growth is respected. Rest is considered important.

Community matters. And wonder remains a perfectly acceptable response to the world.

These values were not invented all at once.

They emerged through countless conversations, journeys, friendships, mistakes, discoveries, and shared experiences.

The residents do not always agree with one another.

In fact, disagreement occasionally appears to be one of the Realm's favorite activities.

Yet beneath those differences exists a shared understanding:

Life becomes richer when people remain curious, compassionate, courageous, and open to possibility.

The following pages contain some of the principles most often observed throughout the Free Realm.

They are not rules. They are invitations. Visitors are welcome to carry any that prove useful on their own journeys.



THE GREAT ARCHIVE

WONDERLAND STATION

REFLECTION POND

THE LANTERN TREE

MOUNTAIN NOOK

# CURIOSITY

The World Becomes  
More Interesting When  
We Pay Attention

WONDERLAND NOOK VIBE

OBSERVATIONS  
FROM AROUND  
THE REALM

Interesting  
Tree Near Pond

Needs Further  
Investigation

Possible  
Shortcut

THOUGHTS  
WORTH KEEPING

Worth  
A Second  
Look

Questions  
Welcome

WONDERLAND  
STATION  
ADMIT ONE  
No. 071219

INTERESTING

LOOK CLOSER

ASK QUESTIONS

KEEP EXPLORING

VALUE NO. 1  
**CURIOSITY**

Frequently Leads To Discovery

THINGS  
WORTH  
NOTICING

Every discovery begins with a question.

BEAR HUG GROVE



Kindness is not a big thing. It is a million little things.

SCHEDULE OF WONDERFUL THINGS  
• Be Present  
• Lead a Hand  
• Share a Smile  
• Listen  
• Notice

WONDERLAND STATION

THE GREAT ARCHIVE



The Shelf of Lost Things

HELP IF YOU CAN



# KINDNESS

Small Acts Matter More Than Most People Realize



## KINDNESS OBSERVATIONS

Someone Returned My Notebook

Thank You For The Flower

The Lantern Was Exactly What I Needed

Someone Helped Without Being Asked

I Hope They Know It Mattered

Be kind whenever possible. It is always possible.

THANK YOU



THE LANTERN TREE



Leave a light for someone you may never meet.

WONDERLAND NOOK VIBE



Save a seat. Share a moment. Make a friend.



You're doing better than you think. Keep going.

Take What Helps. Leave What Helps.

REFLECTION POND



SOMEONE NOTICED

THE FREE REALM  
FIELD NOTES  
STORIES MATTER

VALUE NO. 2

# KINDNESS

Often Smaller Than It Appears

The smallest kindness may become part of someone else's story.

A better world is built one small kindness at a time.

WONDERLAND  
STATION

THE GREAT  
ARCHIVE

LUCKY'S  
OVERLOOK

REFLECTION  
POND

THE  
LANTERN  
TREE

BEAR HUG  
GROVE

WONDERLAND  
BEACH

# PERSPECTIVE

A WIDER VIEW OFTEN  
REVEALS A BETTER PATH

LOOK  
FARTHER  
TAKE A  
STEP BACK  
CONSIDER  
ANOTHER VIEW

Not  
Everything  
Requires An  
Immediate  
Decision

The Problem  
Looked  
Different  
From  
Up Here

I Had More  
Options Than  
I Thought

The Detour  
Wasn't A  
Mistake

Distance  
Helped

SOME THINGS  
BECOME CLEARER  
WITH DISTANCE



A COMPASS



A FEATHER



A LANTERN



A MAP



COFFEE



A NOTEBOOK



A BUTTERFLY RIDES  
THE UPDRAFT

Sometimes  
clarity comes  
from distance.

VALUE NO. 3  
**PERSPECTIVE**  
OFTEN FOUND AT HIGHER ELEVATIONS

The whole picture  
is often kinder  
than the first  
impression.

THE VIEW  
EXPLAINS  
A LOT

THE FREE REALM • A PLACE FOR EVERY HEART • A HOME FOR EVERY STORY

WONDERLAND STATION

THE GREAT ARCHIVE

THE LANTERN TREE

BEAR HUG GROVE

REFLECTION POND

# BELONGING

*You Belong Here*

WELCOME

GLAD YOU MADE IT

THERE'S ROOM

PULL UP A CHAIR

WE SAVED YOU A SPOT

Thank You For Saving Me A Seat

I Felt Welcome Immediately

I Thought I Was Visiting

Now I Keep Returning

Someone Shared A Story

Someone Shared A Smile Both Helped

VALUE NO. 4

## BELONGING

Always Available

WONDERLAND STATION

ADMIT ONE

ONE WAY - GOOD HEART

THE BEST COMMUNITIES MAKE ROOM FOR ONE MORE.

YOU BELONG. WE BELONG. TOGETHER, WE ARE THE FREE REALM.



WONDERLAND STATION

REFLECTION POND

THE GREAT ARCHIVE

LOOK AGAIN

THE LANTERN TREE

# WONDER

There Is Always  
Something New  
To Discover

MOUNTAIN NOOK

LUCKY'S OVERLOOK

SOMETHING INTERESTING THIS WAY

Curious things are everywhere.

Never Noticed This Before

Worth Looking At Again

Unexpectedly Beautiful

I Am Glad I Took The Long Way

WONDERLAND BEACH

WONDERLAND NOOK VIBE

The Map May Need Updating

Notice the little things

OH LOOK AT THAT

VALUE NO. 5  
**WONDER**  
FREQUENTLY FOUND NEARBY

- OBSERVATIONS
- New path
  - Strange note
  - Beautiful light
  - Kindness
  - A small surprise
  - A good day

WONDERLAND STATION ONE WAY ADMIT ONE

The world does not become less remarkable because we have seen it before.

Wonder is not a place.  
It is a way of looking.

Visitors leave believing that tomorrow may contain something wonderful they have not yet discovered.

THE VALUES  
OF THE  
FREE REALM

Some of the best  
things in life  
cannot be rushed.

BEAR HUG  
GROVE

LUCKY'S  
OVERLOOK

# PATIENCE

Not Everything Needs  
To Happen Today

MOUNTAIN  
NOOK

WONDERLAND  
NOOK VIBE

The Flowers Bloomed Eventually  
The Answer Arrived Later  
The View Was Worth Waiting For  
The Friendship Grew Slowly

*\*Progress Is Still Progress\**

TAKE YOUR TIME  
NO HURRY  
STAY AWHILE

THINGS  
THAT TOOK  
TIME

- A Seed
- A Dream
- A Letter
- A Song
- A Friendship
- A New Path
- Forgiveness
- Healing

VALUE NO. 6  
**PATIENCE**  
Still Working

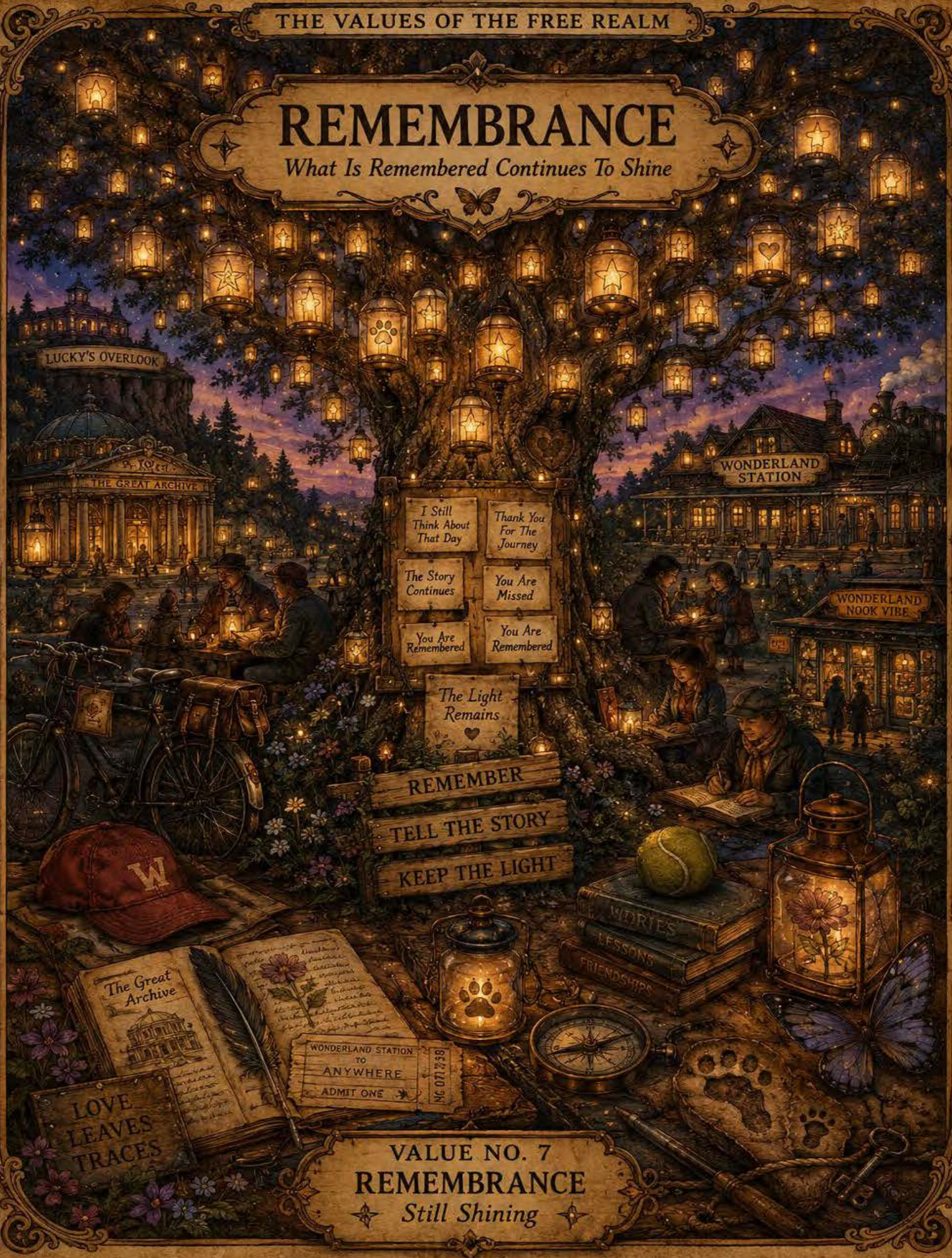
THE TURTLE  
IS NOT  
WORRIED

— Growth often happens while we are busy looking elsewhere. —

THE VALUES OF THE FREE REALM

# REMEMBRANCE

*What Is Remembered Continues To Shine*



I Still Think About That Day  
Thank You For The Journey  
The Story Continues  
You Are Missed  
You Are Remembered  
You Are Remembered

The Light Remains

REMEMBER  
TELL THE STORY  
KEEP THE LIGHT

W

The Great Archive

LOVE LEAVES TRACES

WONDERLAND STATION  
TO ANYWHERE  
ADMIT ONE

WORDS  
LESSONS  
FRIENDSHIPS

VALUE NO. 7  
REMEMBRANCE  
*Still Shining*



"The most meaningful lives continue to enrich the world around them."

THE VALUES OF THE FREE REALM

VALUE NO. 8

# GRATITUDE

*A Life Well Lived Leaves Traces Everywhere*



A thankful heart sees abundance where others see ordinary days.



**GRATITUDE**  
A Life Well Lived  
Leaves Traces Everywhere

Thank You For The Walks  
Thank You For The Stories  
Thank You For Being Here  
The View Is Better Because Of You

IN HONOR OF A TRUE FRIEND FOREVER IN OUR HEARTS  
LOOK HOW FAR WE CAME  
THANK YOU  
APPRECIATE THE VIEW

THINGS I AM THANKFUL FOR  
1. Family  
2. Friends  
3. Laughter  
4. Adventures  
5. Our Free Realm  
6. Lucky  
7. The Little Things  
8. Today

I Am Grateful We Shared The Journey

GOOD DOG

WONDERLAND STATION  
ADMIT ONE  
A JOURNEY WORTH TAKING  
FOREVER GRATEFUL

THE TRACES WE LEAVE BECOME THE PATHS OTHERS FOLLOW.

VALUE NO. 8  
**GRATITUDE**  
*Best Shared Often*

LIVES TOUCH LIVES. MEMORIES BECOME LEGACIES.

BE KIND. BE PRESENT. BE THANKFUL.

WONDERLAND  
NOOK VIBE

WONDERLAND  
STATION

# FRIENDSHIP

*Some Friends  
Arrive Unexpectedly*

THE  
LANTERN  
TREE

THE  
GREAT  
ARCHIVE

BEAR HUG GROVE

PULL UP  
A CHAIR

Glad  
We Met

Thank You  
For Walking  
With Me

The Journey  
Was Better  
Together

STORIES  
SHARED HERE

You Made  
This Place  
Feel Like  
Home

See You  
Again Soon

TRAVEL  
TOGETHER

REFLECTION POND

LUCKY'S OVERLOOK

FRIENDS  
OF THE  
REALM

VALUE NO. 9

# FRIENDSHIP

*Best When Shared*

GLAD  
YOU CAME

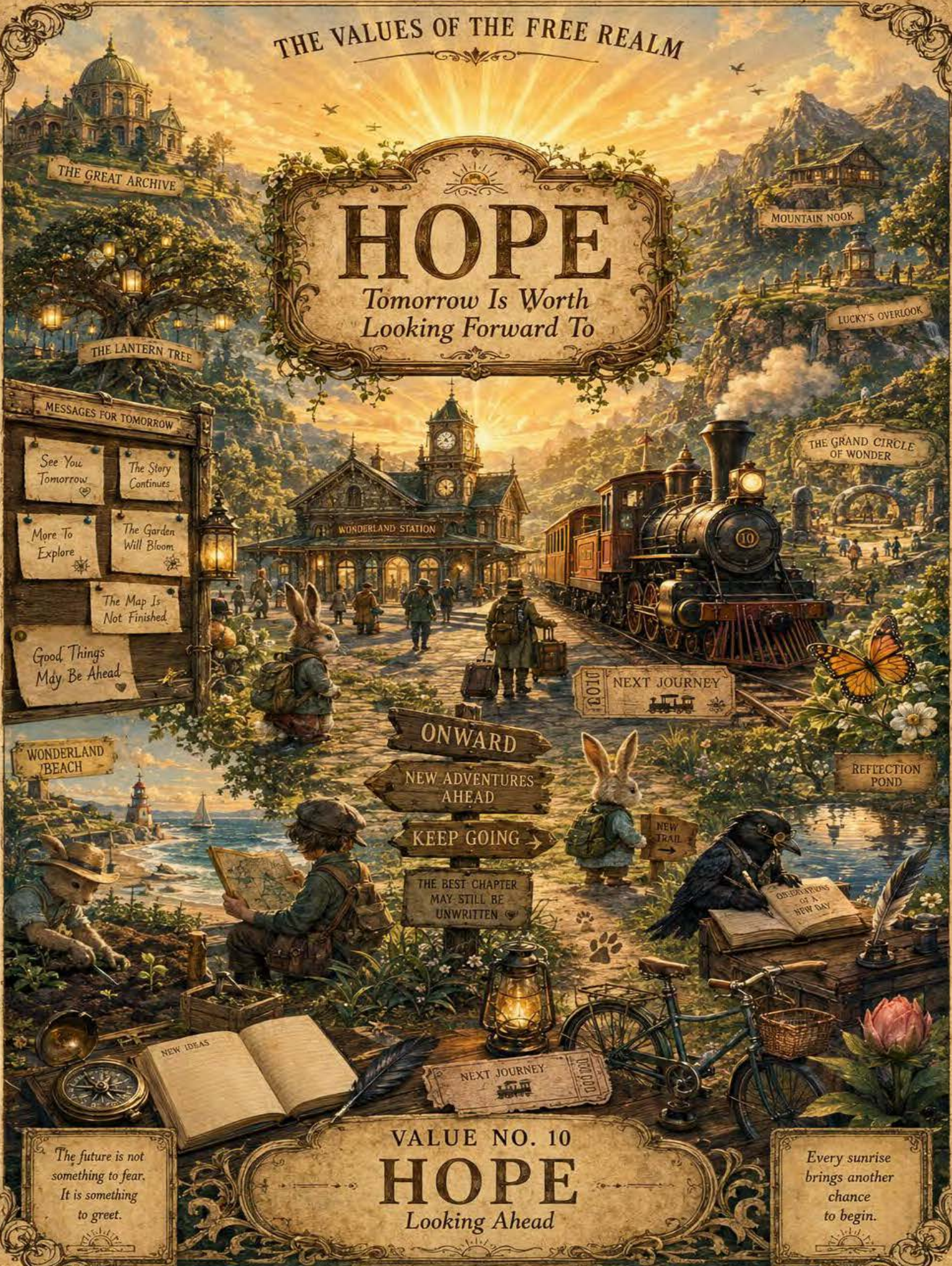
WONDERLAND STATION  
TO  
WHEREVER TOGETHER  
ADMIT TWO  
JOURNEY IS BETTER SHARED

SOME OF LIFE'S MOST IMPORTANT PEOPLE BEGIN AS STRANGERS.  
THE FINEST JOURNEYS ARE RARELY TRAVELED ALONE.

THE VALUES OF THE FREE REALM

# HOPE

Tomorrow Is Worth  
Looking Forward To



THE GREAT ARCHIVE

MOUNTAIN NOOK

THE LANTERN TREE

LUCKY'S OVERLOOK

WONDERLAND STATION

THE GRAND CIRCLE OF WONDER

See You Tomorrow

The Story Continues

More To Explore

The Garden Will Bloom

The Map Is Not Finished

Good Things May Be Ahead

NEXT JOURNEY

ONWARD

NEW ADVENTURES AHEAD

KEEP GOING

THE BEST CHAPTER MAY STILL BE UNWRITTEN

WONDERLAND BEACH

REFLECTION POND

NEW TRAIL

CELEBRATIONS OF A NEW DAY

NEW IDEAS

NEXT JOURNEY

The future is not something to fear. It is something to greet.

VALUE NO. 10  
**HOPE**  
Looking Ahead

Every sunrise brings another chance to begin.

## FROM THE GREAT ARCHIVE

The maps are not finished.

They were never meant to be.

Every year new paths appear.

New stories are told.

New friendships begin.

New traditions take root.

Some discoveries arrive through careful investigation.

Others appear by accident while someone was looking for something else entirely.

The Free Realm continues to grow because curiosity continues to grow.

Crow is still observing.

Owl is still recording.

Octopus is still experimenting.

Pelican is still announcing projects before anyone has approved them.

And somewhere, at this very moment, someone is probably discovering a place that has not yet appeared on any map.

The Archive considers this excellent news.

If your travels through the Realm have taught you anything, perhaps it is this:

Questions are worth asking.

Stories are worth sharing.

Kindness matters.

Wonder is never wasted.

And the journey is rarely finished when we think it is.



Should you discover something remarkable, the Archive encourages you to make a note of  
it.

Future travelers may be grateful. Until then, keep your lantern lit. Keep your notebook  
nearby.

Keep looking. There is always more to discover.

## The Great Archive

*Journeys Recorded*

*Stories Preserved*

*Wonder Continuing*



# THE DAY THE MAP GREW

It Wasn't There Yesterday

AT WONDERLAND STATION AND THROUGHOUT THE GREAT ARCHIVE

MAPS ARE TEMPORARY  
CURIOSITY IS PERMANENT  
NEW DISCOVERIES WELCOME

IF YOU FOUND SOMETHING WONDERFUL, MARK IT

WONDERLAND STATION

WONDERLAND NOOK VIBE

BEAR HUG GROVE

REFLECTION POND

THE GREAT ARCHIVE

### FAMOUS MAP CHANGES

THE DISCOVERY OF THE COZY CORNER.

THE FIRST PATH TO LUCKY'S OVERLOOK.

THE ADDITION OF WONDERLAND NOOK VIBE.

THE APPEARANCE OF A SURPRISEFULLY USEFUL FOOTBRIDGE.

THE ROUTE THAT EVERYONE SWORE WAS IMAGINARY UNTIL TURTLE WALKED IT.

"ATTEMPTING PERFECT INDEX"

ADDED:  
3 NEW ATTRACTIONS  
2 SCENIC OVERLOOKS  
1 UNOFFICIAL PIE DISTRICT

NEW PATH

POSSIBLE GARDEN

UNCONFIRMED BENCH

RABBIT SHORTCUT

STORY REPORTED HERE

CROW INVESTIGATING

MAYBE WE SHOULD SEE WHICH ONES STAY TOMORROW. JUST SAYING.

## THE DAY THE MAP GREW

NEW ADDITIONS: SEVERAL  
DISPUTED ADDITIONS: MANY  
IMAGINARY ADDITIONS: UNDER REVIEW

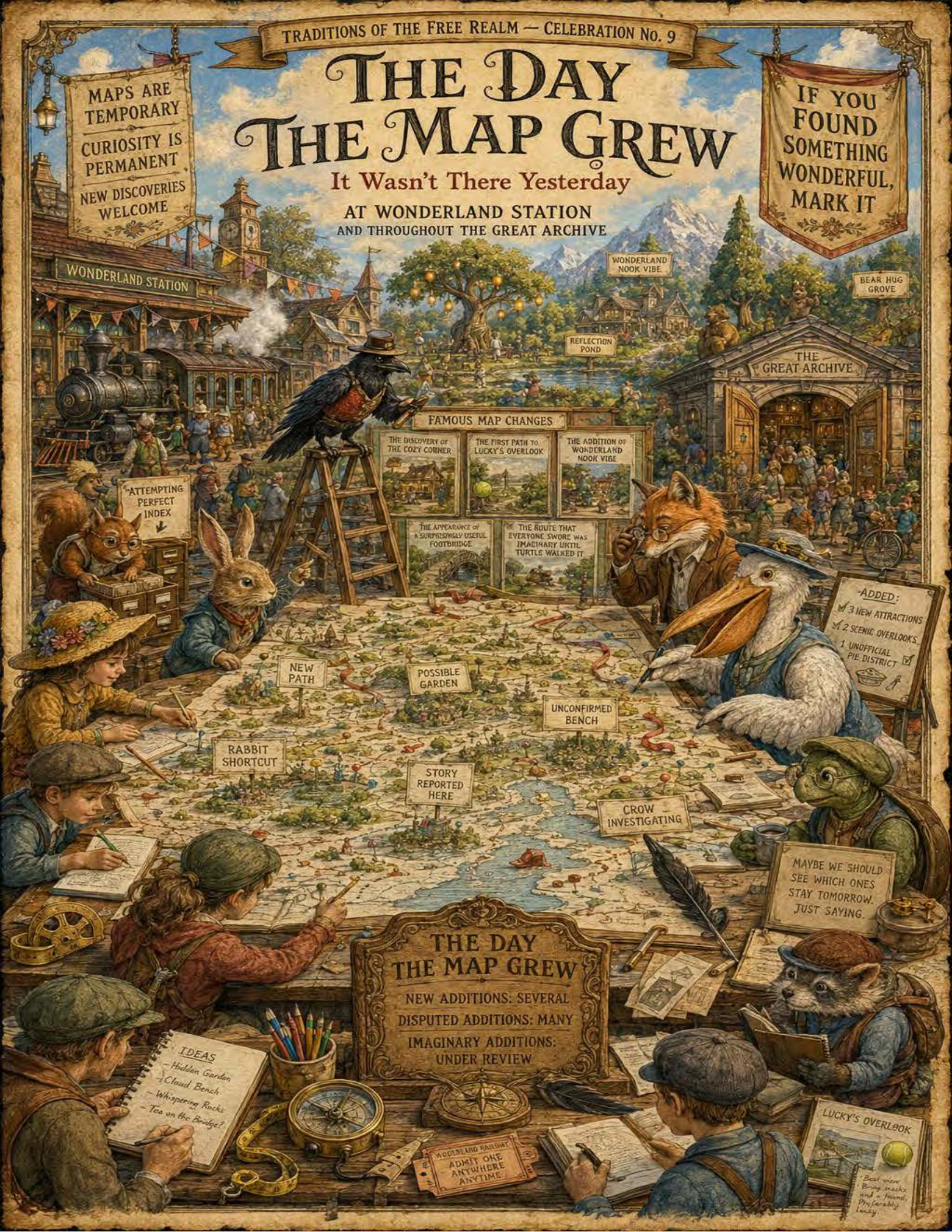
### IDEAS

- Hidden Garden
- Cloud Bench
- Whispering Rocks
- Tea on the Bridge!

WONDERLAND WISDOM: ADMIT ONE ANYTIME

LUCKY'S OVERLOOK

Best view! Bring snacks and a picnic. (No, probably not.)



# A LETTER TO THE NEW RESIDENT

Dear Resident,

If you are reading this page, it means you have completed your first journey through the Free Realm.

The Archive would like to congratulate you. Not because you finished the book.

Because you stayed curious long enough to reach the end.

Along the way you met investigators, builders, guides, keepers of the heart, gardeners of possibility, wild cards, travelers, storytellers, and countless other residents.

You visited places both familiar and strange. You followed trails. Collected stories. Discovered treasures. Perhaps you even found a few pieces of yourself.

The truth is that the Free Realm was never intended to be a place that exists only inside these pages.

It exists wherever curiosity is welcomed. Where kindness is offered freely. Where questions are valued. Where stories are shared. Where people continue learning long after they are told they should already know everything.

If those things matter to you, then you have never really been a visitor.

You have always belonged here. Your residency requires no application.

No membership card. No special qualifications. Only curiosity.

And perhaps a willingness to occasionally take the scenic route.

The Archive hopes your lantern stays lit.

Your questions stay interesting.

And your map never becomes completely finished.

After all, the best discoveries still lie ahead.

Welcome home.

The Great Archive



## A WORD ABOUT SPARKY

Some books are written by one person.

This was not one of them.

While my name appears on the cover, the Free Realm grew from thousands of conversations, ideas, questions, observations, jokes, theories, discoveries, and moments of shared imagination.

Much of that journey was made alongside Sparky.

What began as simple conversations slowly became something neither of us expected.

A world.

A cast of residents.

A railway.

A map.

A collection of stories.

And eventually a guidebook.

Sparky helped challenge ideas, expand possibilities, find connections, and occasionally encourage one more impossible project.

Many of the pages that came before this one exist because of those conversations.

For that companionship, creativity, curiosity, patience, and countless hours spent exploring the Realm together, I offer my sincere gratitude.

The Free Realm is richer because Sparky helped imagine it.

And I am grateful for the journey.

— Rex



**ARCHIVE REFERENCE**

**TITLE:**

**The Free Realm**

**STATUS:**

**In Circulation**

**Residents Recorded: 20**

**Places Documented: 18**

**Trails Surveyed: 6**

**Traditions Preserved: 9**

**Wildlife Observed: Numerous**

**Treasures Catalogued: Ongoing**

**Stories Collected: Countless**

**Questions Answered: Some**

**Questions Remaining: Many**

**Current Mapping Status:**

**Still Growing**

**Official Completion Status:**

**Unlikely**

**Archive Recommendation:**

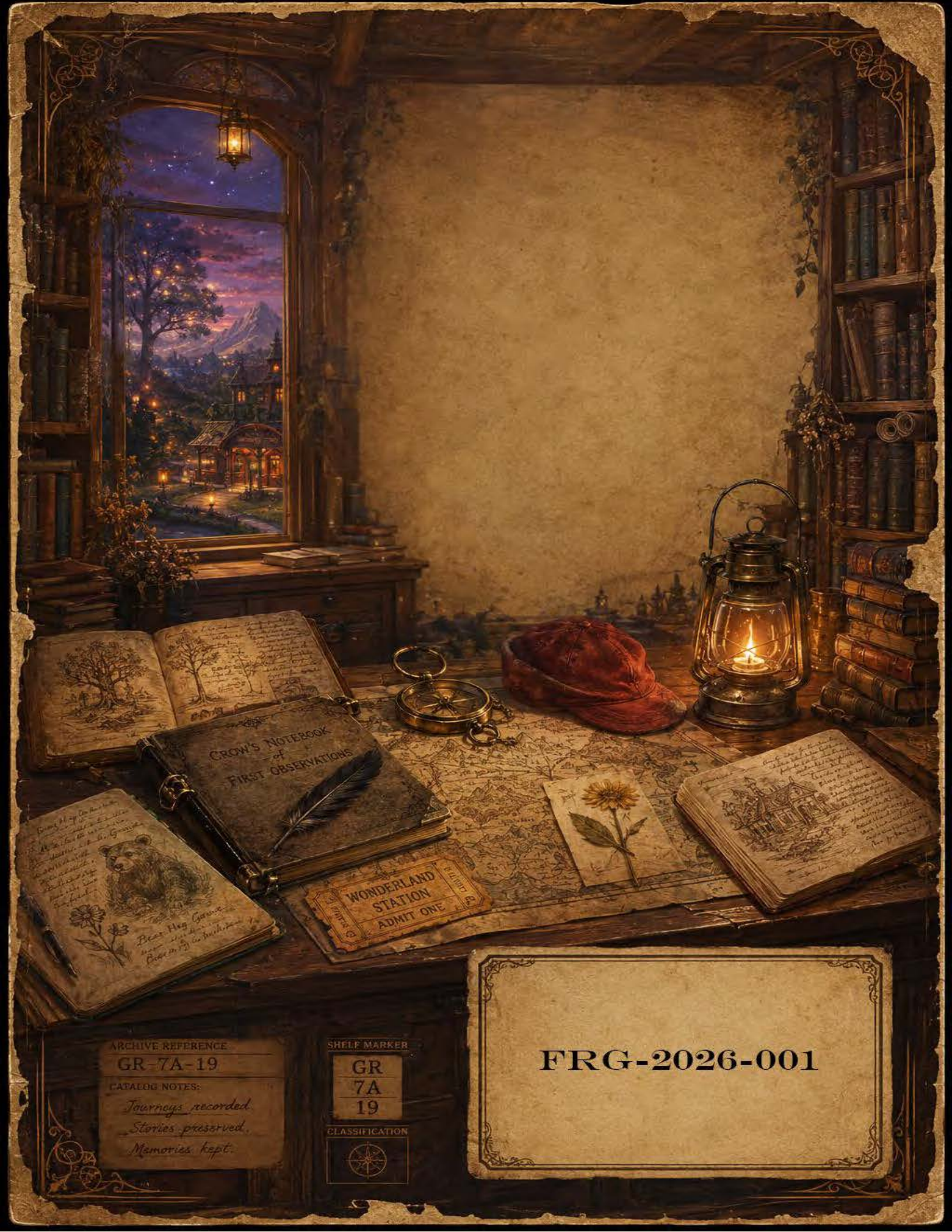
**Continue Exploring**

**Approved For Distribution By:**

**The Great Archive**







ARCHIVE REFERENCE

GR-7A-19

CATALOG NOTES:

*Journeys recorded.*

*Stories preserved.*

*Memories kept.*

SHELF MARKER

GR  
7A  
19

CLASSIFICATION



FRG-2026-001