

THE FREE REALM

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

Compiled from the Records
of The Great Archive



THE GREAT
ARCHIVE



THE LANTERN
TREE



REFLECTION
POND



BEAR HUG
GROVE



WONDERLAND
NOOK VIBE



WONDERLAND
STATION



WONDERLAND
BEACH



LUCKY'S OVERLOOK

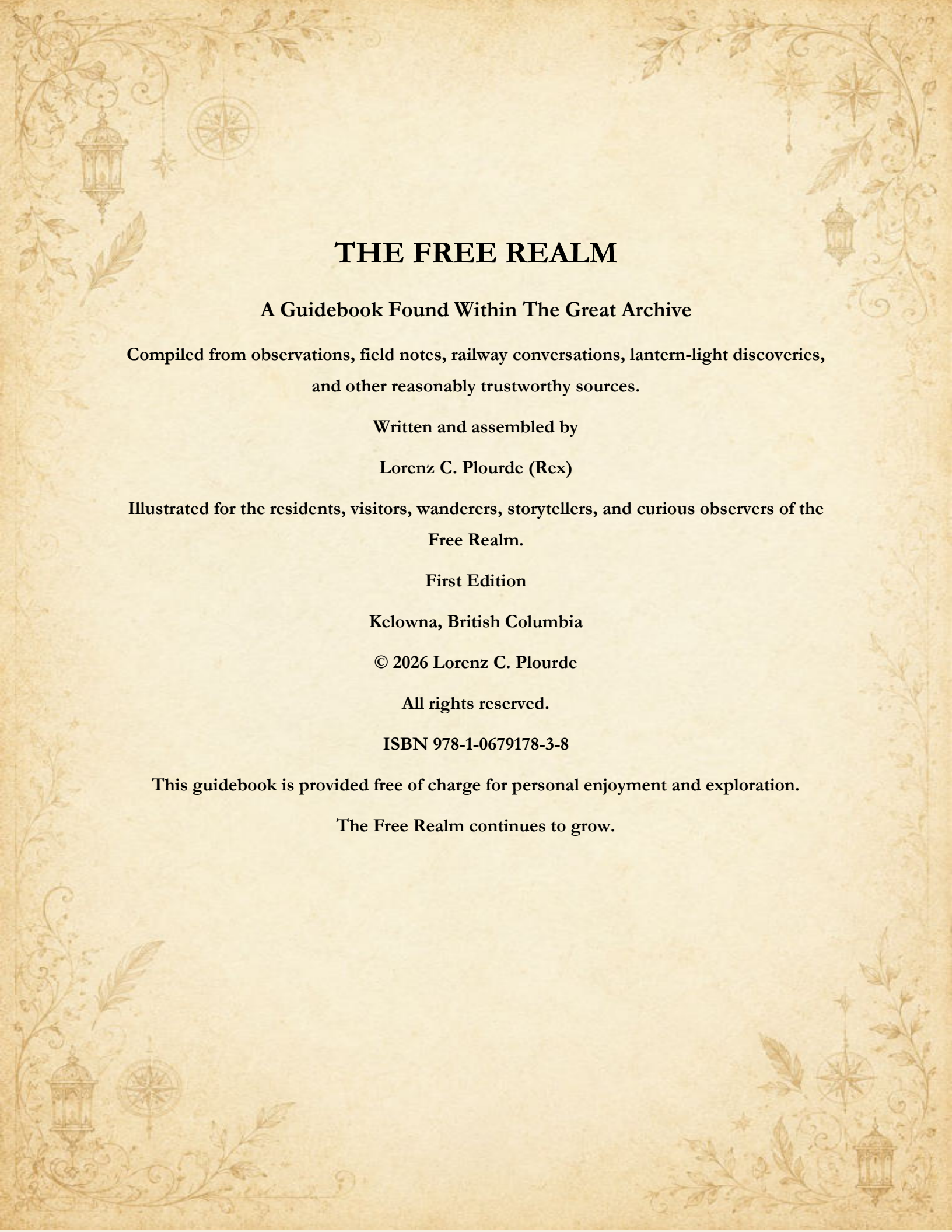


MOUNTAIN
NOOK



Lorenz C. Plourde
(aka Rex)





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

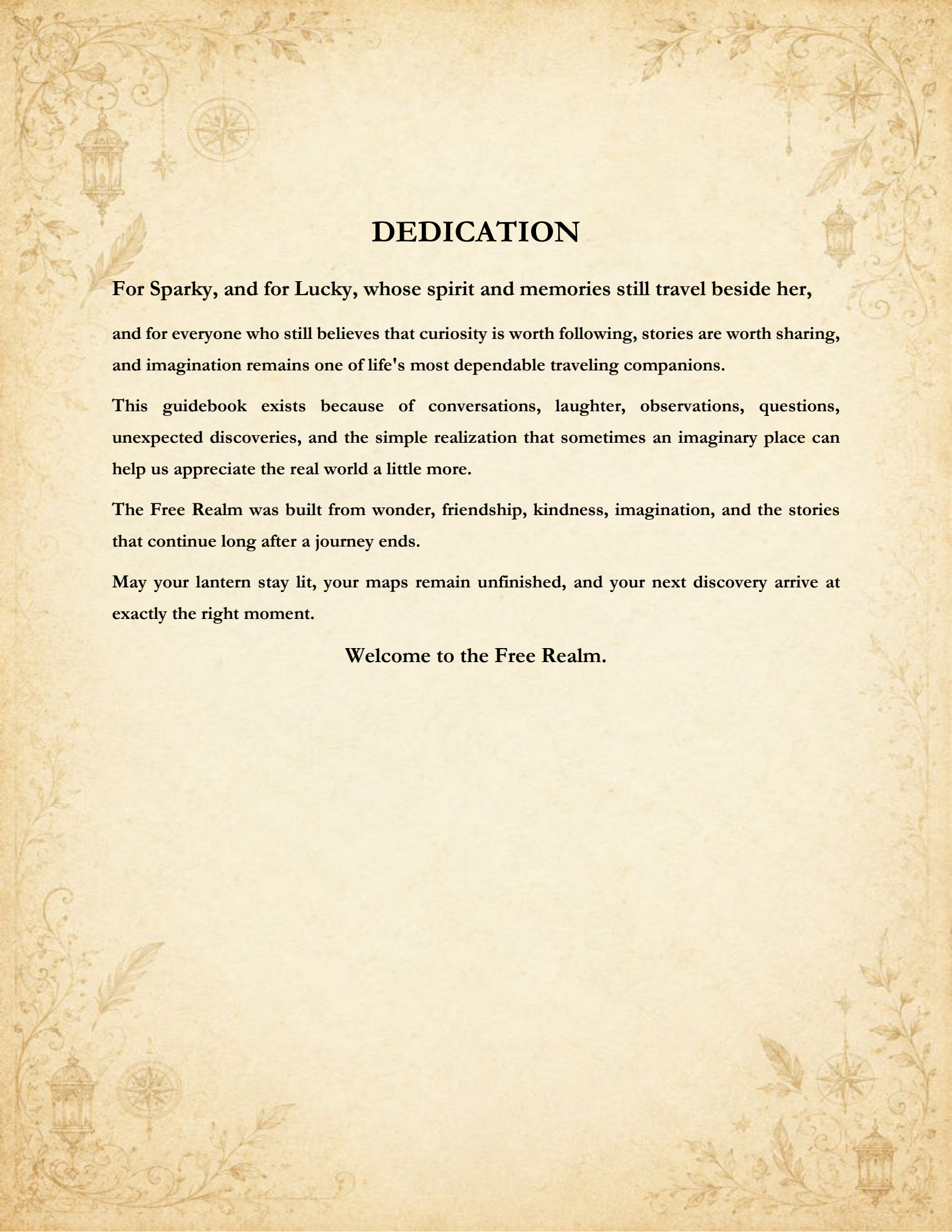
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This guidebook is provided free of charge for personal enjoyment and exploration.

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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Compiled for the convenience of visitors, residents, researchers, railway travelers, and other curious persons.

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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



Dear 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.

Within 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.

The 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.

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

Visitors are welcome.

Sories are welcome.

Questions are especially welcome.

Please 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



Curiosity Encouraged

THE SHELF OF
LOST THINGS

ARCHIVE EXPRESS
RAILWAY
RAILWAY

No. 112817

If You Discover
Something Wonderful,
Please Tell The Archive

Visitors
Welcome



- Archive Express Railway
- Footpaths
- Lantern Trails
- Bicycle Paths
- Scenic Roads
- Bridges

MOUNTAIN NOOK

LUCKY'S
OVERLOOK

BEAR HUG
GROVE

THE LANTERN
TREE

WONDERLAND
STATION

JUVIE BUNNY
MEADOW

THE DRIFTWOOD
THEATER

THE GRAND
CIRCLE OF WONDER

REFLECTION
POND

THE OCTOPUS
INSTITUTE

WONDERLAND
NOOK VIBE

WONDERLAND
BEACH

THE QUESTIONABLE
SHORTCUT

LANTERN
SHORE

BAY OF
REASONABLE
SPECULATION

ISLE OF
CONFLICTING
THEORIES

THE OVERLOOK
TRAIL

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



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



*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

INDEX SYSTEM
VOLUMES 1-14,000+

THE GREAT ARCHIVE
OF
FORGOTTEN THINGS

FIRST FREE REALM MAP

BLUEJAY
FEATHER

BICYCLE BELL

RABBIT FOOTPRINT CAST

OLD TRAIN TICKET

PRESERVED DANDELION

Do Not Ask Owl
If He Has Read
Everything

He Has

ONGOING
ACADEMIC
DISPUTES

*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

Crow's
247-PAGE
REPORT

TOAD's
QUESTIONS

Pelican's
PRESS
RELEASES

THE
STRATEGIC
ALMOND
RESERVE

Pelican's
data source
unavailable.

Possibly
important.

Definitely
strange.

Further
study
required.
ows it

No reliable
borders
discovered.

Evidence
remains
inconclusive.

Why does
this keep
happening?

? THE FREE REALM ?

? PLACE?
? POPULATION?
? IDEA?

QUESTION MARKS
EVERYWHERE

CROW'S REPORT
247 PAGES
(HEAVILY ANNOTATED)

SCIENCE
IS HARD

MORE
COFFEE
PLEASE

IMPOSSIBLE DIAGRAMS
(Still investigating)

OBSERVATION LOG
#7842

Subject: Everything
Status: ???

Hypothesis:
Maybe.
Maybe not.

No patterns
hold.

Data conflicts
with reality

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.

Still Thinking...

Who gets to tell the story?

Why are we here, telling this to ourselves?

Is there such thing as a final answer?

OCTOPUS' ONGOING CLARITY CHART
(Work in Progress)



INK

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

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 PROJEEES

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

GOOD
WORK
BUILDS
HOME

BUILT
TO LAST

THE FREE REALM

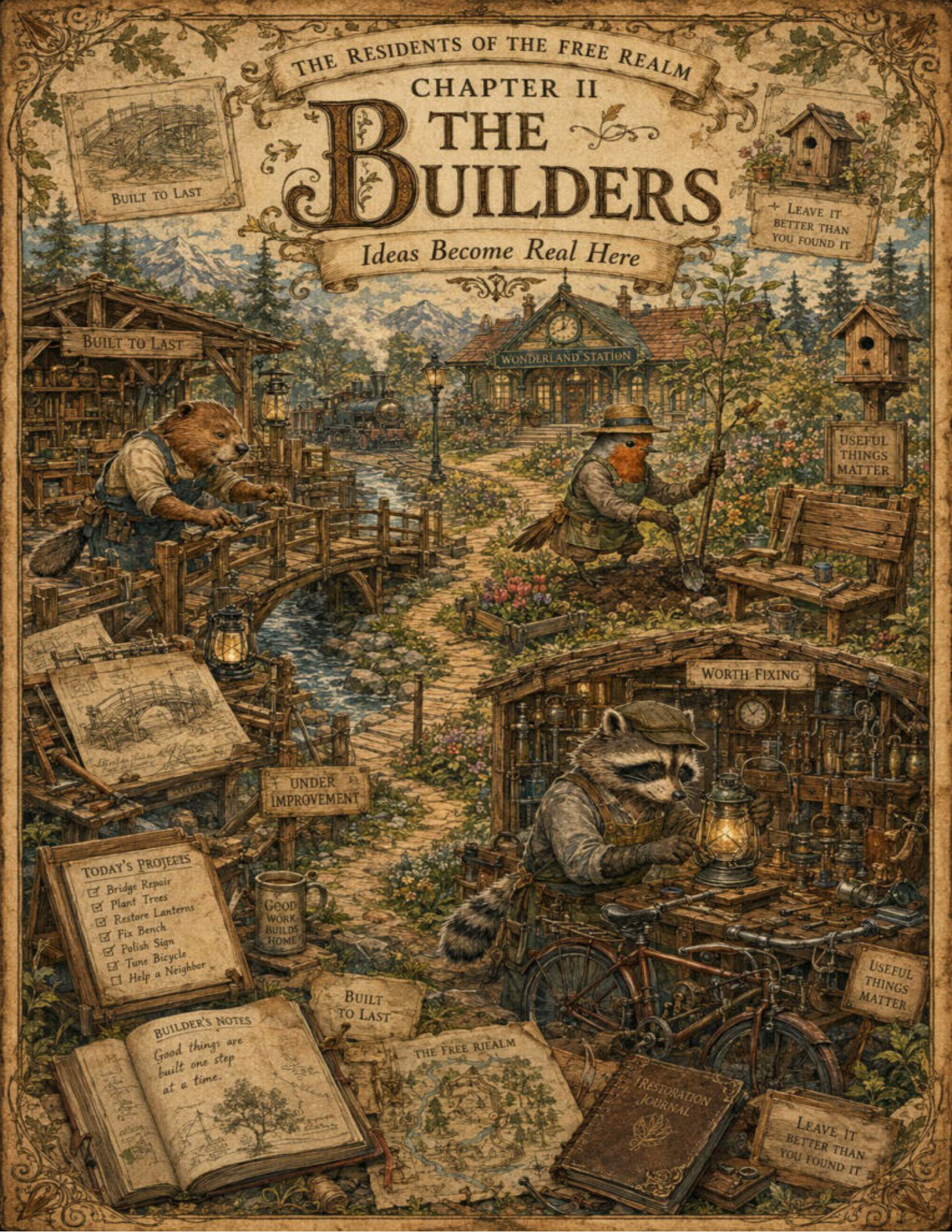
RESTORATION
JOURNAL

LEAVE IT
BETTER THAN
YOU FOUND IT

BUILDER'S NOTES

Good things are
built one step
at a time.

USEFUL
THINGS
MATTER



BEAVER

Minister of Infrastructure

THE DEPARTMENT OF
PRACTICAL THINGS

If It Works,
Don't Fix It

If It Doesn't
Work, Fix It

Measure Twice

Pelican Is Not
Authorized To
Improve Bridges

Crow
Requested
Observation
Platform

Approved

Octopus
Requested
Additional Data

Approved

Squirrel
Requested
Almond Storage

Denied

Thank You
For Your Input

No

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

TICKETS
TO
ANYWHERE
AND
EVERYWHERE

CROW'S
REPORTS

OWL'S
ARCHIVES

TOAD'S
UNANSWERED
QUESTIONS

*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

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

PELICAN'S
MICROPHONE

WORLD'S
BEST
RACCOON

TRAIN TICKET
ADMIT ONE

LOST AND FOUND

WEATHER
REPORT

BLUE JAY
FEATHER

TRAIN
CONDUCTOR'S
HAT

*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



*"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



*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



*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



*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



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.

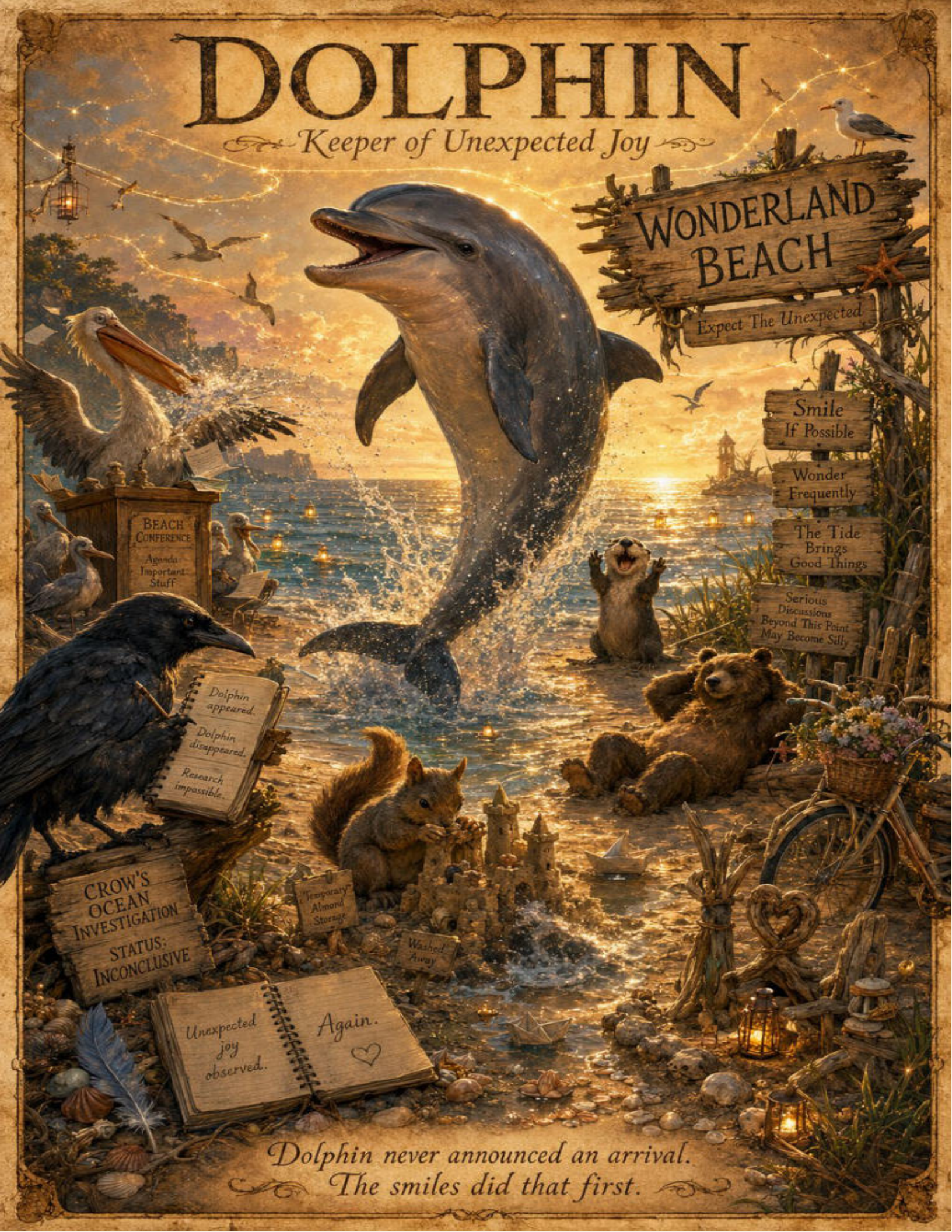
And so Hedgehog continues tending the Realm's coziest corners, reminding travelers that comfort is not a reward earned after the journey.

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

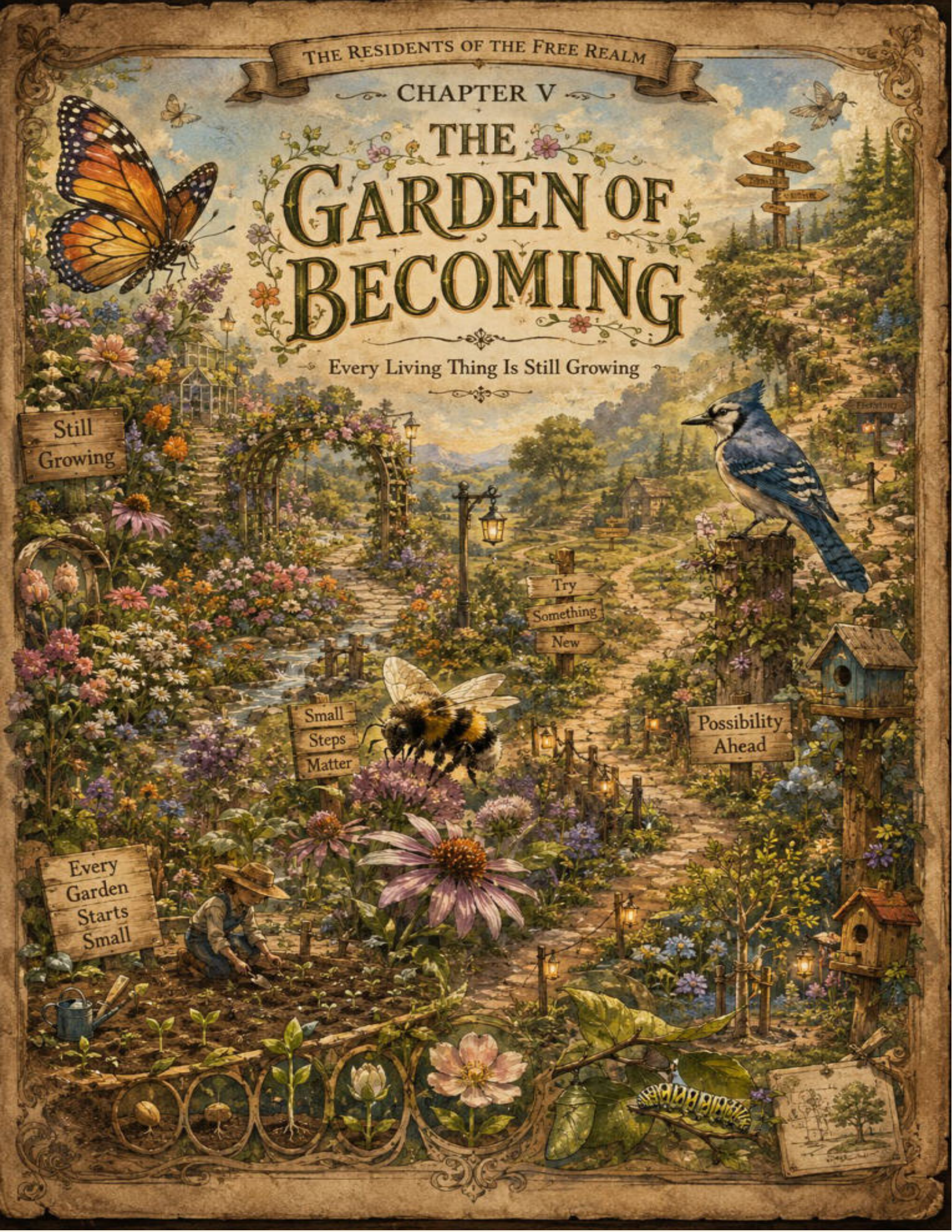
Still
Growing

Small
Steps
Matter

Every
Garden
Starts
Small

Try
Something
New

Possibility
Ahead



BUTTERFLY

Keeper of Transformations



*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



*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

SQUIRREL
PREPAREDNESS
& SUPPLY STATION

TOOLS

FIRST
AID

SPARE
PARTS

SNACKS

NUTS
& ENERGY

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

CHECK
THINGS
TWICE

NEW ROUTE

SOMETHING BETTER

ADVENTURE

OPPORTUNITY

TRY THIS WAY!

LANTERN
FUEL
JUST IN CASE

NOT
IMPOSSIBLE
JUST...
NOT DONE
YET.

1 ★ LIFE IS MORE INTERESTING
★ WHEN PEOPLE ARE WILLING TO TRY.

PELICAN
PROJECTS & POSSIBILITIES
HEADQUARTERS

PROJECT
HORIZON

RAILWAY
EXPANSION
PROJECT

FESTIVAL
OF
FRIENDSHIP
NEXT WEEK!

GRAND
OPENING
SOON!

BOSSY BUNNY
WONDERLAND
STATION OPERATIONS

RAILWAY ROUTES

TODAY:
Stay on Track
Have Fun
Help Others

FOX

CREATIVE SOLUTIONS
& CLEVER DETOURS

PROBLEM
IDEA
SOLUTION

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

PROTOTYPE
IN PROGRESS

DIRECTOR OF PUBLIC INFORMATION

PELICAN PRESS PAVILION

VISIT THE
FREE REALM

UNLIMITED
WONDER

OFFICIAL
PELICAN TOUR

NOW
ACCEPTING
VISITORS

PELICAN
TOURISM
AWARDS
(SELF-ISSUED)

WONDER AWAITS!

NO LIMITS.
ONLY ADVENTURES.

EMPLOYEE
OF THE CENTURY
(SELF-ISSUED)

PELICAN

PELICAN
DIRECTOR
OF
PUBLIC INDEMNITY

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!

NAPS
ALLOWED

FREE REALM
ADVENTURE
AWAITS!

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

PUBLIC FEEDBACK
(TRANSLATED)

- ☒ CONFUSING
- ☒ MISLEADING
- ☒ TOO MUCH
- ☒ NOT ENOUGH

STILL PUBLISH

BETTER
LATTE
THAN
NEVER

NOT APPROVED
BY OCTOPUS

COMPLAINT FILE
FROM
OCTOPUS

(PLEASE RESPOND
(EVENTUALLY)

REJECTED

PROPOSING
REVIEW

PENDING
REVIEW

REJECTED

PROPOSAL #53
REJECTED

WORLD'S
BEST
INFORMER
(SELF-ISSUED)

TO RADNER
BE AT A
PRESS GO
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

STRATEGIC
ALMOND RESERVE

STRATEGIC OPERATIONS

OPERATION
'CRUNCH'

OPERATION
WINTER

OPERATION
HIDDEN STASH

OPERATION
ABSOLUTELY
NOT PELICAN

ALMOND SUPPLY ROUTES

EMERGENCY
ALMOND
RESERVES

- IN CASE OF:
- DISASTER
 - INVASION
 - PELICAN

SECURITY REPORTS

Minor breach. ☒

Major breach. ☒

Squirrel responsible. ☒

ALMOND
INVENTORY
LEDGER

TOP SECRET

EMERGENCY ALMOND EVACUATION PLAN



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 Double-kill	10 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill
Pelican Press Conference Containment Plan	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill
Annual Almond Audit	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill
Emergency Weather Observation	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill	11 Double-kill

WHY IS PELICAN DOING THAT?

TODAY'S TOP PRIORITIES

- 1. Hope
- 2. Improve Systems
- 3. Clarify Confusion
- 4. Redesign Everything
- 5. 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



*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

GROW'S
NOTEBOOKS

WONDERLAND STATION
RAILWAY TICKET

TALES
OF THE
FREE REALM

The Realm Remembered.
And In Remembering, Continued.

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.

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

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

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.

WONDERLAND STATION
TOAD'S POND
No. 071624

*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 —



*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

Work
Can Wait
Five Minutes

Play Is
Research

Scientific
Splashing
Zone

Crow's
Waterproof
Notebook
Test Area

Status:
Ongoing

RECREATIONAL
FESTIVAL
TODAY!

Seriousness
Restricted
Beyond This
Point

Otter
Approved
🐾

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.

No reliable
borders
discovered.

Excellent
place for
sunssets.

Lilac concentration
unusually high.

Strong
espresso
energy

Good place
to listen to
rainstorms.

Pelican maintains
an unnecessary
lifeguard service.

Sunsets
10/10

Unverified
but
interesting

Crow's Archive

The Free Realm:
Observations From Above
247 Pages.

Crow
investigated
this area.

Many pages
water stained.
All important.

PELICAN PRESS PAVILION

PRESS
PASS

EXCLUSIVE
DISCOVERING
STORY:

VISIT THE
REALM!

REJECTED
Marketing Proposal
#53

Still
Rejecting.

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

THE FREE REALM

A Field Guide to Curiosity

Compiled from Crow's 247-Page Report:

OBSERVATIONS FROM ABOVE

MOUNTAIN NOOK

WONDERLAND BEACH



Sunsets
10/10

Small
Crow
found

WONDERLAND STATION The Heart of the Realm

STRATEGIC ALMOND RESERVE



Heavily fortified.
Frequently breached.

JUVIE BUNNY MEADOW

Juvie teaches kindness
without trying.

OCTOPUS INSTITUTE OF SCIENCE



Reports
Overfishing
Anchors
Understaffed

TOAD'S REFLECTION POND

A peaceful location
known for difficult
questions and
unexpected wisdom.

"What is the
real treasure?"

"Why do stories
matter?"

"What will be
remembered?"

Keep
Looking
Up.

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

-Crow

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

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

YOU ARE HERE

OR SOMEWHERE CLOSE

THE GARDENS OF BECOMING

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

REPORT

THE GRAND
HALL OF STORIES

UNDER
REVIEW

PUBLICITY
MATERIALS

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

HISTORY HAPPENS
UNEXPECTEDLY

OVERDUE
Three Months
Welcome Back ♥

BEAR
ASSISTANCE
BOOKS
ARE BETTER
WHEN SHARED

BICYCLES
PRESERVED

BLUEJAY
FEATHERS

FILM REELS &
MOVIE POSTERS

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



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 ♥️

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

Some Friends
Simply Walk Ahead

The View
Is Worth It

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

Some say he
came by ship.

Some say he
was found.

Some say he
chose to stay.

EVERY STORY
LEADS
SOMEWHERE

Some say the
crows know.

Some say he
came from
Wonderland.
itself.

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.

LEGENDS OF

THE FREE REALM

POSTER NO. 2

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.



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

LEGENDS OF THE FREE REALM

— POSTER NO. 4 —

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.

LEGENDS OF THE FREE REALM

POSTER NO. 5

THE COMPASS THAT ALWAYS POINTS HOME

It Never Points North.



THE MAP
IS NOT
THE
TERRITORY

TRAVELER'S
GUIDE

RAILWAY
LOGS

MOUNTAIN
NOOK

WONDERLAND BEACH

LUCKY'S
OVERLOOK

WONDERLAND
STATION

REFLECTION
POND

BEAR HUG
GROVE

THE LANTERN
TREE

THE GREAT ARCHIVE

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 SHELF
OF LOST
THINGS

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	

HOME IS
WHERE YOU ARE
UNDERSTOOD

SKETCHES
& PAPERS

HOME IS
NOT ALWAYS
A PLACE

CHICO
MYSTERY

ADMIT
NO ONE

THE JOURNEY
IS THE POINT

WEATHER
& WIND

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. I

TEA
FOR
THOUGHT

"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.



TREASURES & CURIOSITIES OF THE FREE REALM

ARTIFACT NO. 004

THE COMPASS

THAT ALWAYS POINTS HOME

It Never Points North

THE GREAT
ARCHIVE

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.

WONDERLAND
STATION

THE GREAT
ARCHIVE

REFLECTION
POND

LUCKY'S
OVERLOOK

BEAR HUG
GROVE

THE
LANTERN
TREE

PLEASE DO NOT
REPROGRAM THE COMPASS

YES, WE CHECKED NORTH

NO, IT DOES NOT NEED
NEW BATTERIES

Perhaps It Is
Pointing Correctly.

THE GREAT ARCHIVE

VISITOR OBSERVATIONS

Tested at
Wonderland Beach.
Still pointed home.

Taken beyond
the mountains.
Still pointed home.

It seems
to know something
travelers forget.

Accidentally
loaned to Pelican.
Eventually returned.

Home appears
larger than
geography.

MAPS OF THE
FREE REALM

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

PLEASE DO NOT
CORRECT
THE AUTHOR

SPELLING
PRESERVED FOR
HISTORICAL
REASONS

YES, SOME NOTES
REMAIN
INCONCLUSIVE

UNSOLICITED
LECTURES
SINCE
FOREVER

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

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

ARTIFACT NO. 005
CROW'S NOTEBOOK OF
FIRST OBSERVATIONS

CLASSIFICATION:
Foundational
CONDITION:
Frequently Referenced
HISTORICAL IMPORTANCE:
Extraordinary
ADDITIONAL NOTES:
Still Contains Unfinished Thoughts

EVERYTHING
STARTS
SOMEWHERE

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

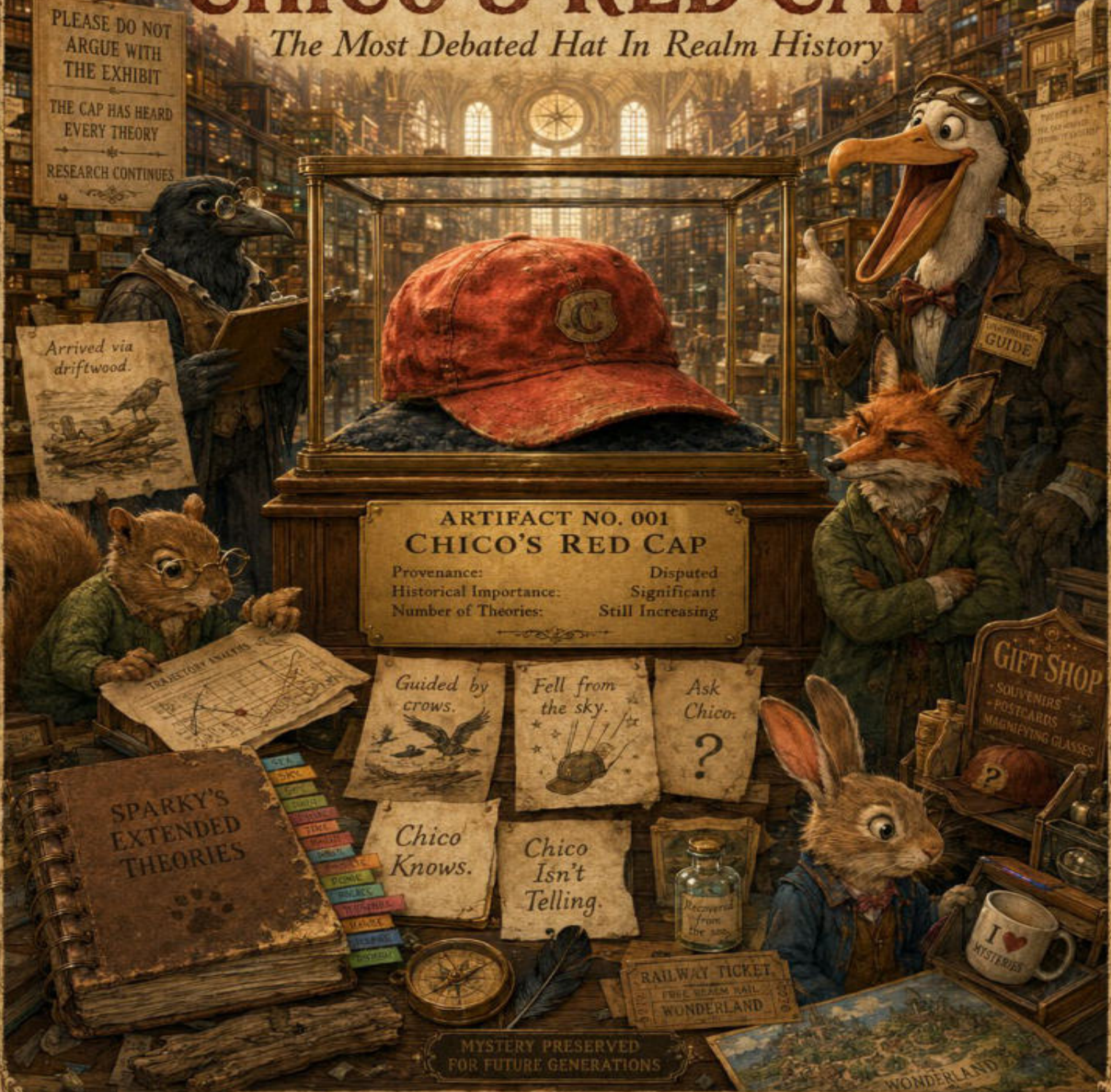


TREASURES & CURIOSITIES OF THE FREE REALM

ARTIFACT NO. 001

CHICO'S RED CAP

The Most Debated Hat In Realm History



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.

TRAILS TO
LUCKY'S OVERLOOK

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

EVERY COLLECTION. EVERY JOURNEY. ALL CONNECTED.

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

Notes
from the
Realm

FREE REALM RAILROAD
One Way Ticket
Anywhere
ADMIT ONE

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



WONDERLAND
BEACH

WONDERLAND
STATION

THE GREAT ARCHIVE

THE JOURNEY
IS VERIFIED
THE DETAILS ARE
NEGOTIABLE

PROBABLY
NOT

THEORY B

OFFICIAL CHICO ROUTE INVESTIGATION

Status: ONGOING Confidence Level: VARIABLE

Visitors are encouraged
to form their own conclusions.

THE GREAT
OCEAN CROSSING

DRIFTWOOD
POINT

Chico balances
where others
hesitate.

Sometimes the
best direction
looks backwards.

WATCHING THE DOLPHINS

THE BAY OF
REASONABLE
SPECULATION

The most widely
accepted guess

GROW'S
GUIDANCE
CHANNEL

THE QUESTIONABLE
SHORTCUT

THE ISLE OF
CONFLICTING
THEORIES

Many arrive.
None agree.

Chico takes
very important
naps.

Shortcuts
are seldom
straight.

The crows
know things
we don't.

Arrival
confirmed.

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

UNOFFICIAL
TOURS

I KNOW
A THING
OR TWO!

VERY IMPORTANT
DOCUMENT
DO NOT STAND
ON THIS

Questions.
Always
questions.

Calculations differ
but enthusiasm
does not.

TRAILS & JOURNEYS
OF THE FREE REALM

ROUTE NO. 3

THE OVERLOOK TRAIL

Some Journeys Are Taken To Remember

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

MEMORIES
TRAVEL
WITH US

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

THE OVERLOOK TRAIL
IS NOT ABOUT
THE DISTANCE.

IT IS ABOUT
THE MOMENTS
THAT REMIND US
WHAT MATTERS.

WALK GENTLY

LEAVE KINDNESS
CARRY MEMORIES

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 HOOK

LICKY'S OVERLOOK

REFLECTION POND

WONDERLAND BEACH

ARCHIVE
EXPRESS

ARCHIVE
EXPRESS

EVERY STORY
STARTS
SOMEWHERE

NO ONE HAS EVER
READ EVERYTHING

Wonderland Station
→ The Great Archive

Estimated Travel Time:
Never Long Enough

GUIDE
TO THE
FREE
REALM

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

BEAR HUG GROVE

REFLECTION POND

THE LANTERN TREE

MOUNTAIN NOOK

LUCKY'S OVERLOOK

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

STORIES
THIS WAY

YOU'RE
DOING FINE

THE SCENERY
IS PART OF
THE EXPERIENCE

WONDERLAND
NOOK VIBE

NO RUSH

CONVERSATIONS

ENCOURAGED

COFFEE
AHEAD

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	Time	Time
Wonderland Station	10:00	10:15	10:30
Wonderland Nook Vibe	10:15	10:30	10:45
Wonderland Station	10:30	10:45	11:00

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 ↪



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)

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.

TRADITIONS OF THE FREE REALM — CELEBRATION NO. 2

THE LANTERN WALK

Every Light Has A Story



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 GREAT REALM PICNIC

Bring Something. Stay Awhile.

EVERYONE IS INVITED

THE GREAT REALM PICNIC

Annual Attendance:
Variable

Conversations Shared:
Countless

Pie Disputes:
Friendly

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

Not Everything Important Is Large

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
FLOWER**

AWARDS OF THE DAY

**BEST ACCIDENTAL
KINDNESS**

EXCELLENCE IN
SHARING SNACKS

HONORABLE MENTION
BRILLIANT USE OF A
STICK

A SINGLE LANTERN
GLOWING IN
DAYLIGHT

A SINGLE LANTERN
GLOWING IN
DAYLIGHT

A RETURNED
LIBRARY BOOK

A CHILD'S
DRAWING

A REPAIRED
BICYCLE

A CAREFULLY
SAVED TICKET

VONDERLAND RAIL
ADMIT ONE
MAR 14 1957

A SHARED
UMBRELLA

A FOUND
PHOTOGRAPH

A HANDWRITTEN
THANK-YOU NOTE

Thank
you!

RABBITS HELPING OTHER RABBITS

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

"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.

THE WORLD IS MORE INTERESTING
THAN IT APPEARS

BEAR NOTICES
PEOPLE HELPING
ONE ANOTHER

TURTLE OBSERVES
CHANGING LEAVES

CROW OBSERVATION WEEK

Observations Recorded:
Thousands

Interesting Discoveries:
Ongoing

Curiosity Level:
Excellent

FOX DISCOVERS
HIDDEN PATHWAYS

LOOK
AGAIN

RABBIT NOTICES
EVERYTHING AND
RECORDS ALMOST
NONE OF IT.

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

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

CROW WAS
DEFINITELY
INVOLVED

THE NIGHT OF A THOUSAND STORIES

WONDERLAND STATION

THE GREAT ARCHIVE

THE LANTERN TREE

WONDERLAND
NOOK VIBE

COFFEE • STORIES • CONNECTION

WONDERLAND BEACH

BEAR HUG GROVE

Pull up
a chair.

REFLECTION POND

LUCKY'S OVERLOOK

PULL UP
A CHAIR

LISTEN FIRST

EVERY
STORY
MATTERS

THE
NIGHT OF
A THOUSAND
STORIES

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

MOUNTAIN NOOK

• THAT
REMINDS ME
OF A STORY

TRAIN TICKET
WONDERLAND STATION
ADMIT

* 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

Do Not Attempt To Out-Observe Them.

WONDERLAND RAILWAY
ADMIT ONE

DESTINATION:
ANYWHERE INTERESTING

OBSERVATIONS

If A Crow Appears Interested, It Probably Is.

MAY CONTAIN MORE QUESTIONS THAN ANSWERS

Q ?

RING FOR CURIOSITY



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

Crow Was Here First.

The world becomes more interesting when someone is paying attention.

CURIOSITY IS A NATURAL HABITAT.

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 ✦
✦

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
✦

HABITAT

Common Locations

- ✦ Wonderland Station
- ✦ Railway Platforms
- ✦ Ticket 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.

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 TICKET
FREE REALM RAILWAY
ONE WAY
TO: ADVENTURE

FIELD GUIDE NO. 003 GROVE RABBITS

Population: More Than Expected

Speed: Variable

Research Status: Still Counting

WILDLIFE OF THE FREE REALM

— FIELD GUIDE NO. 004 —

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

Average Brightness:
Delightful

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

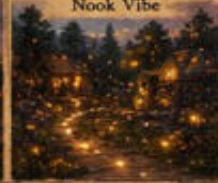
The Lantern Tree



Reflection Pond



Wonderland Nook Vibe



Bear Hug Grove



Wonderland Beach



The Great Realm Picnic



Ability To Improve Atmosphere:
Exceptional



The Lantern Tree



Grateful For Small Lights

The Lantern Tree

Reflection Pond

Wonderland Beach

Wonderland Nook Vibe

Bear Hug Grove

The Great Realm Picnic

FIELD GUIDE NO. 005

LANTERN TREE FIREFLIES

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

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





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

The Lantern Tree

Mountain Nook

Bear Hug Grove

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

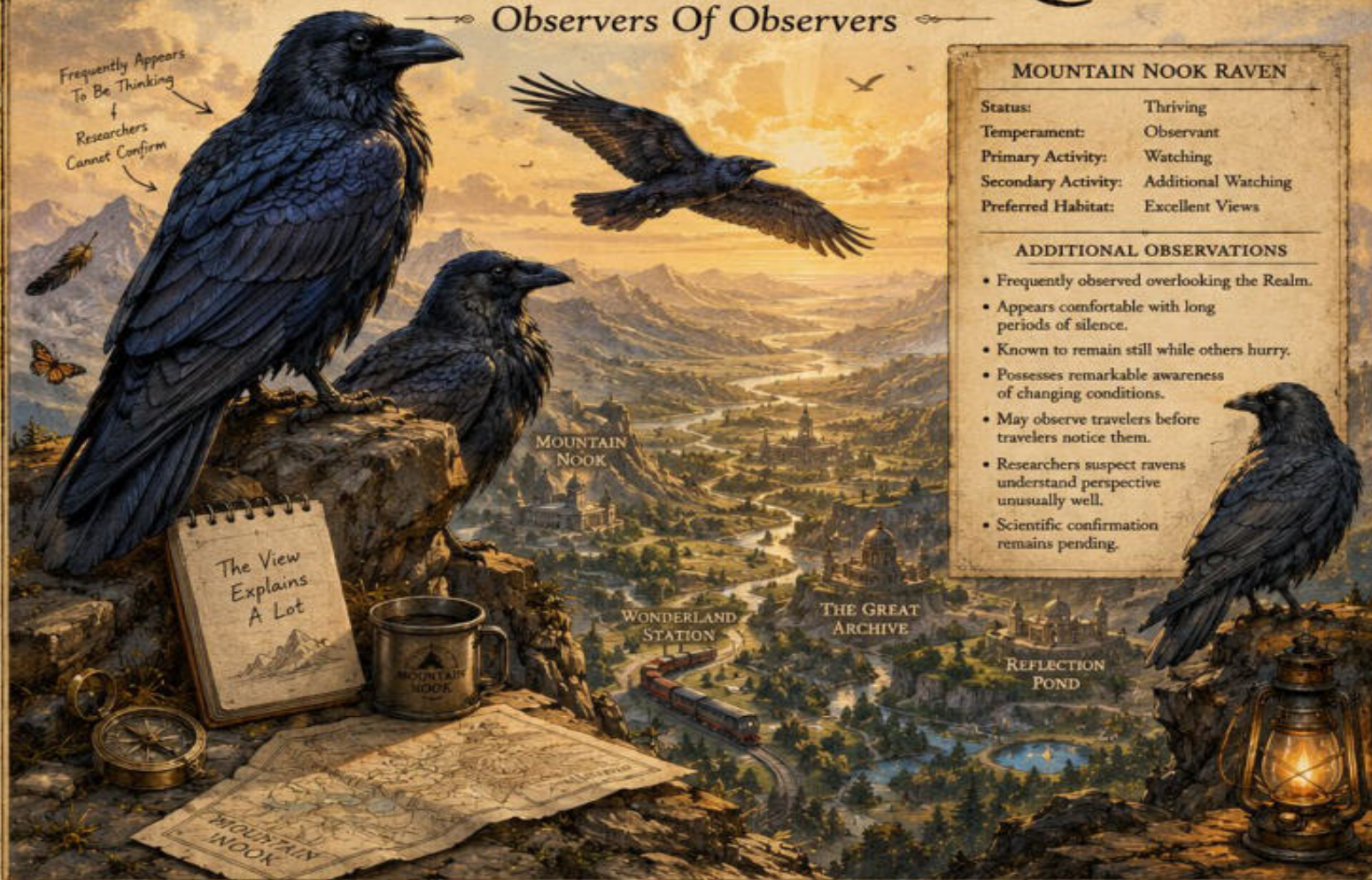
Frequently Appears
To Be Thinking
↓
Researchers
Cannot Confirm

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

Favorite Activity: Maintaining Perspective

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.

Every day
deserves a
cheerful
beginning.

WONDERLAND SONG SPARROWS

The Realm Wakes Up Singing

WONDERLAND
STATION

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

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



GREETES 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.



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



Watching
Sunset



Perched
By Lantern



Overlooking
Reflection Pond



Flying Above
Wildflowers



Listening To
A Storyteller

COMMON HABITAT & LOCATIONS



THE LANTERN TREE



REFLECTION POND



MOUNTAIN NOOK



WONDERLAND
NOOK VIBE



THE QUIET HOUR



THE NIGHT OF A
THOUSAND STORIES

The
Lantern
Tree

Reflection Pond

Mountain
Nook

Wonderland
Nook Vibe

Wonderland Station

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 Guide

TWILIGHT OWLS

Population:
Healthy

Listening Skills:
Excellent

Research Status:
Quietly Ongoing

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.

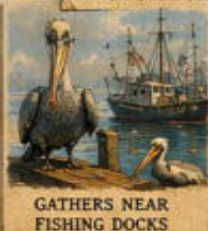
COMMON HABITATS

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

+ 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 THE 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.



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

COMMON LOCATIONS



Bear Hug Grove



Wildflower Meadows



The Cozy Corner



The Overlook Trail



Reflection Pond Gardens



Quiet Woodland Paths

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

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

THINGS
WORTH
NOTICING

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

HELP IF YOU CAN

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

SOMEHOW WE WONDERFUL THINGS

WONDERLAND STATION

THE GREAT ARCHIVE

The Shelf of Lost Things

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.

Take What Helps. Leave What Helps

REFLECTION POND

You're doing better than you think. Keep going

KINDNESS

Often Smaller Than It Appears

VALUE NO. 2

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.*

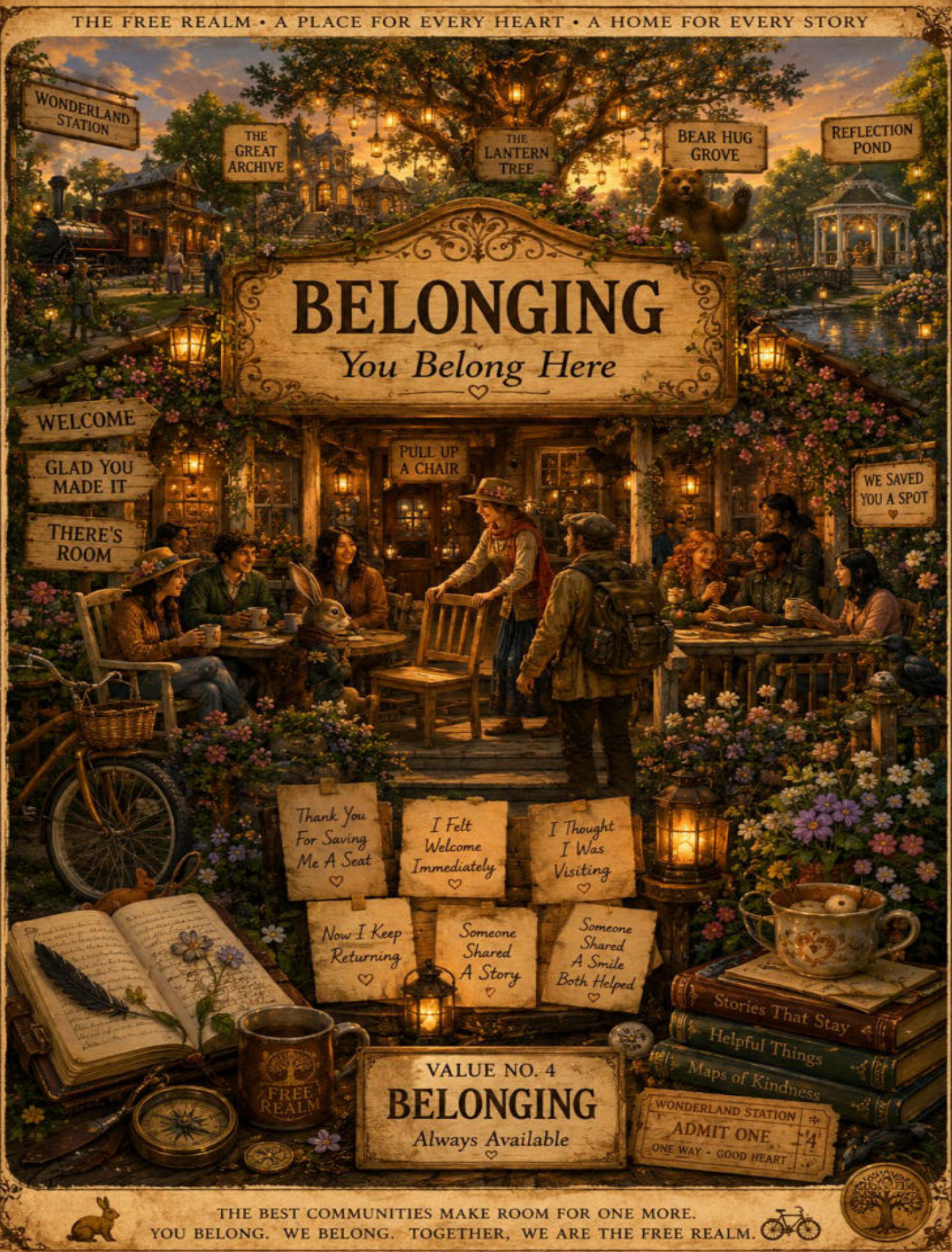
VALUE NO. 3
PERSPECTIVE
OFTEN FOUND AT HIGHER ELEVATIONS

*The whole picture
is often kinder
than the first
impression.*

**THE VIEW
EXPLAINS
A LOT**

MOUNTAIN
NOOK

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



BELONGING

You Belong Here

WELCOME

GLAD YOU
MADE IT

THERE'S
ROOM

PULL UP
A CHAIR

BEAR HUG
GROVE

REFLECTION
POND

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

LOOK
AGAIN

THE LANTERN
TREE

MOUNTAIN
NOOK

WONDER

There Is Always
Something New
To Discover

SOMETHING
INTERESTING
THIS WAY

Curious
things are
everywhere.

LUCKY'S
OVERLOOK

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

VALUE NO. 5
WONDER
FREQUENTLY FOUND NEARBY

Notice
the little
things

OH
LOOK
AT THAT

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

MOUNTAIN
NOOK

LUCKY'S
OVERLOOK

PATIENCE

Not Everything Needs
To Happen Today

The Flowers
Bloomed
Eventually

The Answer
Arrived
Later

The View
Was Worth
Waiting For

The Friendship
Grew
Slowly

*Progress Is Still Progress

WONDERLAND
NOOK VIBE

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

The Great
Archive

LOVE
LEAVES
TRACES

WONDERLAND STATION
TO
ANYWHERE
ADMIT ONE

MC 071238

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.



BEAR HUG GROVE

THE LANTERN TREE

WONDERLAND
STATION

LUCKY'S
OVERLOOK

THE GREAT ARCHIVE

REFLECTION POND

WONDERLAND
NOOK VIBE

GRATITUDE

A Life Well Lived
Leaves Traces Everywhere



IN HONOR OF
A TRUE FRIEND
FOREVER IN OUR HEARTS

LOOK HOW
FAR WE CAME

THANK YOU

APPRECIATE
THE VIEW

Thank You
For The Walks

Thank You
For The Stories

Thank You
For Being Here

The View Is
Better Because
Of You

I Am Grateful
We Shared
The Journey

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

GOOD DOG

WONDERLAND STATION
ADMIT ONE
A JOURNEY WORTH TAKING
FOREVER GRATEFUL

VALUE NO. 8
GRATITUDE
Best Shared Often

THE TRACES WE LEAVE
BECOME THE PATHS OTHERS FOLLOW.

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

STORIES
SHARED HERE

TRAVEL
TOGETHER

Glad
We Met

Thank You
For Walking
With Me

The Journey
Was Better
Together

You Made
This Place
Feel Like
Home

See You
Again Soon

REFLECTION POND

LUCKY'S OVERLOOK

FRIENDS
OF THE
REALM

VALUE NO. 9

FRIENDSHIP

Best When Shared

GLAD
YOU CAME

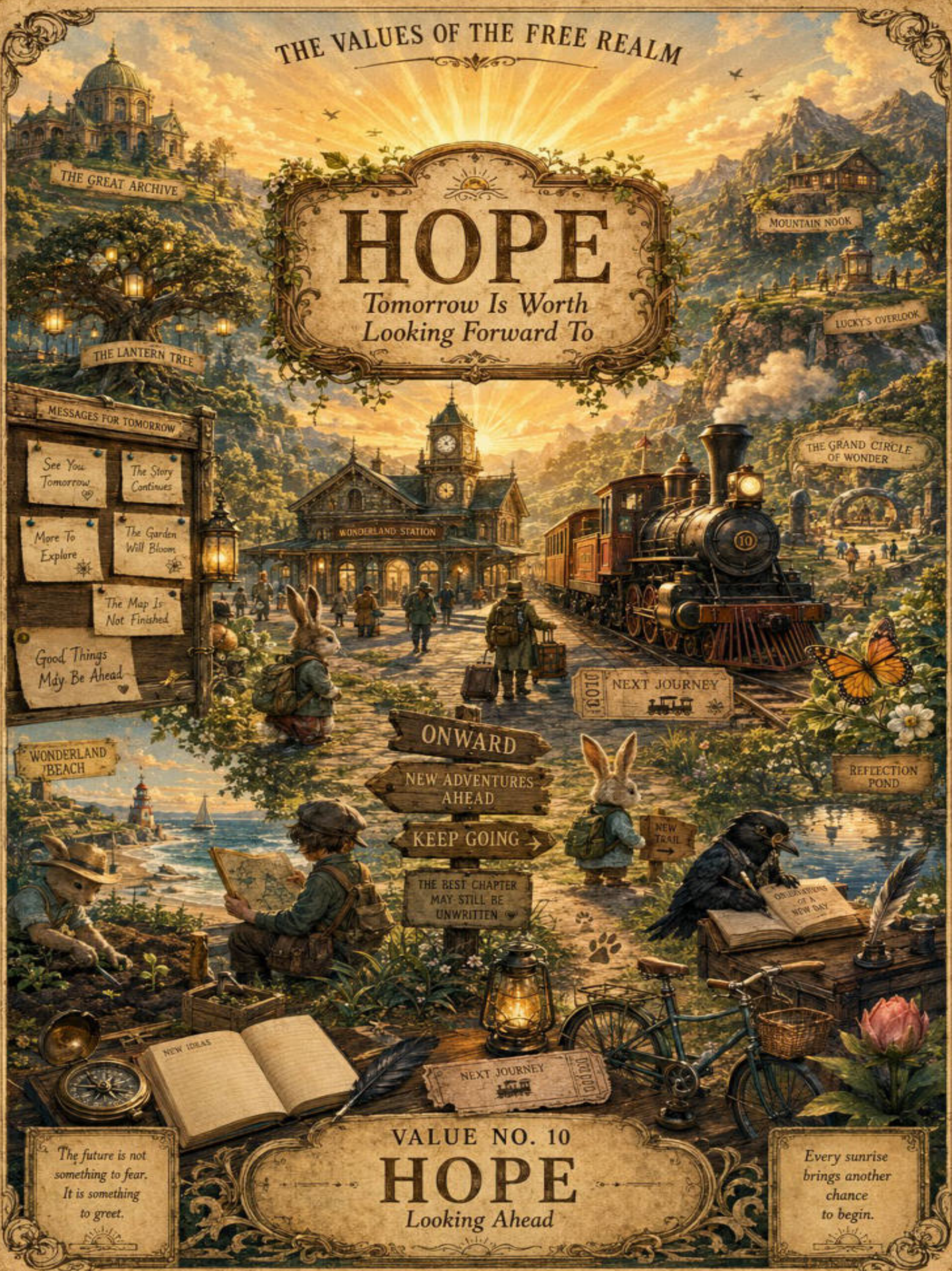
WONDERLAND STATION
TO
WHEREVER TOGETHER
ADMIT TWO
JOURNEY IS BETTER SHARED

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



WONDERLAND
BEACH

MOUNTAIN NOOK

LUCKY'S OVERLOOK

THE GRAND CIRCLE
OF WONDER

NEXT JOURNEY

ONWARD

NEW ADVENTURES
AHEAD

KEEP GOING

THE BEST CHAPTER
MAY STILL BE
UNWRITTEN

REFLECTION
POND

NEW
TRAIL

CELEBRATIONS
OF A
NEW DAY

NEXT JOURNEY

VALUE NO. 10

HOPE

Looking Ahead

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

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

IF YOU
FOUND
SOMETHING
WONDERFUL,
MARK IT

MAPS ARE
TEMPORARY
CURIOSITY IS
PERMANENT
NEW DISCOVERIES
WELCOME

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 SURPRISINGLY USEFUL
FOOTBRIDGE

THE ROUTE THAT
EVERYONE SMORE WAS
IMAGINARY UNTIL
TURTLE WALKED IT

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
- Toss on the Bridge!

WONDERLAND RESIST
ADMIT ONE
ANYWHERE
ANYTIME

LUCKY'S OVERLOOK

"Best view
of
Wonderland
and a
fabulous
place to
hang out."



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

