

## Pillars

*What the game is • How it feels • Why it's different*

### Core promises (what players get)

Promise	What it means at the table	Design implications
The forest is the main character	Places have health, moods, and consequences. Your actions change them.	Track Groves as living entities; use clocks and seasonal shifts.
Magic is ecology	Sigils are natural laws: Growth, Decay, Wild, Order, Memory, Change, etc.	Sigils create tradeoffs; every power has a cost and a footprint.
Seasons matter	Spring/Summer/Autumn/Winter change rules, travel, and threats.	A Season Clock drives pacing and escalation.
Fights are meaningful	Combat exists but is dangerous; negotiation/ritual/exploration are equally supported.	Support multiple conflict modes with the same resolution engine.
Artifacts feel real	Relics are physical and in-world. Optional metal artifacts can be used as table props.	Relic rules must be clear, concise, and collectible-friendly.

### Tone, themes, & content boundaries

Tone dial	Default	Notes
Whimsy ↔ Horror	Mythic + cozy danger	Fey can be beautiful and terrifying; keep it fair.
Violence level	Moderate	Avoid gore by default; injuries are described as scars and costs.
Nature philosophy	Stewardship & consequence	No simplistic 'good nature / bad people' framing.
Player safety	Use lines & veils	Include consent tools and debrief practices.

## 02 — Core Loop

What a session looks like • How campaigns progress

### Session loop (high level)

Phase	What happens	Outputs (tracks updated)
1. Opening: The Season Breathes	GM advances the Season Clock; introduce a seasonal omen and a place pressure.	Season Clock +1; Grove Pressures set
2. Explore & Connect	Travel scenes; discovery; meet kin/fey/spirits; gather signs.	Location tags; relationship bonds
3. Confront the Pressure	Resolve the main problem via ritual, negotiation, chase, or combat.	Balance shift; Threat clocks tick
4. Pay the Cost	Every success leaves a footprint (debts, scars, bargains, blight).	Scar/Condition; Debt; Grove health change
5. Rest & Tend	Downtime in a Grove: heal, craft, bind sigils, deepen bonds.	Resources refreshed; new relics; XP/Marks
6. Closing: What Changed	Short recap: what grew, what decayed, what memory was altered.	Record changes; seed next session hook

### Campaign loop (8–12 sessions default)

Arc	Typical sessions	What escalates	Example milestones
Spring — Awakening	1–3	New growth, new arrivals, hidden threats stir	First Sigil bonded; first Grove claimed
Summer — Expansion	4–6	Power, wildfire, rival claims, fey court politics	Major Relic uncovered; faction oath made
Autumn — Reckoning	7–9	Harvest, bargains due, decay spreads, memory shifts	Debt comes due; Grove falls or is saved
Winter — The Long Night	10–12	Scarcity, storms, hard choices, mythic confrontations	Final balance choice; realm boundary changes

### Player-facing goals (what ‘winning’ means)

Goal type	Examples	How it’s measured
Stewardship	Heal a dying grove; re-seed a burned region	Grove Health + tags improved
Alliances	Unite two kin circles; broker peace with a fey court	Relationship Bonds; Oaths
Discovery	Map a rootway; name a new sigil echo	Map nodes; Sigil library expands
Containment	Stop blight; seal a Rotmirror breach	Threat clocks resolved
Transformation	Accept winter’s cost; change a realm’s nature	Balance axis shift recorded

## 03 — Rules Quickstart

Teach the game fast • Player & GM cheat sheets

### The 15-minute teach

Step	What you say
1) Who you are	You're Forest Kin (or fey/spirits) bound to a Grove. You travel the Deepwood layers and make hard choices about balance.
2) What you do	Explore living places, face pressures, bargain with powers, and bind Sigils (natural laws) to change outcomes.
3) How rolls work	Roll 2d6 + Attribute + Tag bonus. 10+ you do it; 7–9 you do it with a cost; 6- the GM makes a move.
4) Costs matter	Magic and success leave footprints: Debts, Scars, Blight, lost time, broken oaths.
5) Seasons	The Season Clock advances; the world rules change with Spring/Summer/Autumn/Winter.
6) Progression	You earn Marks (new moves), deepen Bonds, gain Relics, and shape Groves and realms.

### Player cheat sheet (one page)

On your turn	Choose 1–2 options	Notes
Do something risky	Roll to act	GM will ask your goal + approach
Help an ally	Spend a Bond or take a Risk	You share consequences
Use a Sigil	Invoke a bonded Sigil	Pay its cost (Debt/Blight/Scar)
Change the scene	Use terrain/place tags	The forest is a toolkit
Retreat or yield	Avoid a worse outcome	Yielding is smart in winter

### GM cheat sheet (agenda & moves)

GM Agenda	GM Principles	GM Moves (use on 6- or when needed)
Make the forest feel alive	Show cycles; show consequences; be fair	Advance a threat clock; reveal a hidden cost; separate them; offer a bargain; turn a Sigil against them; change the weather; awaken a relic; call a debt; show decay; show growth with a twist

## 04 — Resolution System

Core mechanics • Checks • Harm • Clocks

### Dice & outcomes

Roll	Outcome	GM response	Examples of costs
10+ (Strong hit)	You do it cleanly.	Offer a new opportunity or reveal a bigger truth.	Minor fatigue; small time cost
7–9 (Weak hit)	You do it, but choose/accept a cost.	Present 2 costs; player picks 1.	Debt owed; take a Condition; mark Blight; lose gear; attract
6- (Miss)	Things go wrong.	Make a GM move; keep it fair and telegraphed.	Escalate threat clock; separate party; worsen season pressure

### Attributes (forest-flavored)

Attribute	Meaning	Used for	Examples
Root	Endurance, steadiness, resilience	Withstand cold, hold ground, resist corruption	Push through snow; resist fear
Branch	Force, will, leadership	Strike, command, break obstacles	Shove a boar; rally allies
Leaf	Agility, stealth, finesse	Sneak, climb, react, aim	Slip away; leap rootways
Spore	Insight, intuition, magic-sense	Read omens, bind Sigils, commune	Interpret a sign; negotiate with spirits

### Tags (gear, place, role) — simple bonuses

Tag type	Format	Bonus rule	Examples
Edge tag	'Because I have...'	+1 on relevant rolls (max +2 total)	Swift; Camouflaged; Keen Nose
Tool tag	Item/Relic keyword	+1 or enable an action	Thornhook; Mycelial Lantern
Place tag	Location trait	+1 if you leverage it in fiction	Thick Fog; Hollow Trees; Frozen Creek
Bond tag	Relationship leverage	Spend Bond to assist or reduce cost	Owed Favor; Packmate

### Harm, Conditions, and Scars

Track	How you gain it	Mechanical impact	How it clears
Conditions (short)	From weak hits, hazards, bargains	-1 to specific actions until cleared	Rest & Tend; ritual; pay a cost
Harm (graded)	From violence or severe hazards	Mark 1–4; at 4 you're Taken Out	Treatment; time; sanctuary
Scars (long)	From major sacrifices or winter	New flaw + sometimes a new power	Never fully; you learn to live with it
Debt (social/magical)	From bargains with courts/spirits	Called in as complications	Repay; renegotiate; sever (dangerous)
Blight (world)	From overusing Sigils or imbalance	Changes locations/creatures	Cleanse; let it run; contain

### Clocks (pressure tracking)

Clock	Segments	When it ticks	When it completes
Threat Clock	4/6/8	On misses, delays, loud actions	The threat arrives/acts
Grove Health	0–6	When harmed/healed	At 0: grove dies/changes; at 6: grove thrives
Season Clock	12 (default)	Each session or major travel	Triggers season change events
Court Mood	0–4	On bargains, insults, gifts	Court grants aid or declares hostility

## 05 — Character Creation & Advancement

Make a character in ~10 minutes • Progression and rewards

### Character creation steps

Step	Choose	Notes
1) Lineage	Pick a Forest Kin lineage (06) or Fey/Spirit variant	Gives 1 innate trait + 1 weakness
2) Role	Pick a Role (07) like Warden, Trickster, Seer, Binder...	Gives 2 starting moves + starting gear tags
3) Grove Tie	Pick a home Grove and 1 oath you hold	Defines bonds and starting faction pressure
4) Attributes	Assign +2, +1, +1, +0 across Root/Branch/Leaf/Spore	No stat above +2 at start
5) Bonds	Choose 2 Bonds with PCs and 1 with an NPC/faction	Bonds are spent to help, resist costs, or call favors
6) Starting Sigil	Choose 1 bonded Sigil + 1 dormant Sigil	Bonded = usable; dormant = can awaken later
7) Look & Name	Describe your kin, markings, and gear	Encourage mythic-but-grounded style

### Starting package (default)

Category	Default	Why
Harm capacity	4 boxes	Keeps fights meaningful
Conditions	Up to 3	For fiction-first consequences
Gear tags	3 tags + 1 tool	Tags keep sheet simple
Relics	0–1 minor relic	Relics are special; keep scarce early
Marks (advancement)	0	Earned via play triggers

### Advancement (Marks, Bonds, Scars)

Earn a Mark when...	Spend Marks on...	Notes
You change a place (Grove/realm)	New Role move, or awaken a dormant Sigil	World-impact progression
You fulfill or break a major oath	Increase an Attribute (max +3) OR gain a powerful relic (with cost)	Oaths are central to tone
You pay a Debt in a costly way	Remove a Scar's penalty OR reforge it into a gift	Turns hardship into story
You survive Winter's hardest choice	Found a new Grove / become a Grove Guardian	Endgame track

### Character sheet fields (for layout / UI)

Block	Fields	Must fit on 2 pages
Identity	Name, lineage, role, pronouns, look, home Grove	Yes
Stats	Root/Branch/Leaf/Spore, tags, resistances	Yes
Moves	Role moves (4–8), lineage traits, signature	Yes
Sigils	Bonded sigils, dormant sigils, costs	Yes
Tracks	Harm, Conditions, Debts, Scars, Marks	Yes
Inventory	Gear tags, tools, relics, seeds	Yes
Bonds & Oaths	Bonds with PCs/NPCs, Oaths, faction ties	Yes

## 06 — Forest Kin Lineages

*Playable lineages • Traits, weaknesses, hooks • Designed to be collectible-friendly*

### Lineage list (v1 — edit freely)

Lineage	Theme	Innate Trait (always on)	Weakness / Cost	Roleplay Hook
Ember-Tail Foxkin	Trickery & firelight	Once per scene, vanish into cover when attention shifts.	Curiosity: take -1 to resist tempting bargains.	What secret are you chasing?
Mossback Badgerfolk	Stubborn protector	You count as 'Rooted' when defending a place or ally.	Tunnel vision: -1 to notice distant threats.	Who do you protect even when they're wrong?
Ferncloak Stagborn	Nobility & paths	You always know the safest route within a named grove.	Burden of pride: debts hit harder with courts.	What oath did you inherit?
Thornpaw Bearkin	Warden strength	Ignore the first point of Harm from beasts each session.	Slow to yield: retreat costs you a Condition.	What boundary must never be crossed?
Riverstep Minkfolk	Swift scout	Treat water terrain as normal; you can travel silently on banks.	Restless: you must move during downtime or mark Fatigue.	What are you running from?
Glowcap Mousekin	Tiny alchemist	You can craft 1 potion-tag per rest from common forest goods.	Fragile: heavy blows inflict +1 Harm.	What impossible thing do you believe is true?
Rootbinder Tortoisefolk	Ancient memory	Once per session, ask the GM a question about the past of this place.	Deliberate: -1 when acting under time pressure.	What story do you carry that others forgot?
Ashfur Wolfkin	Pack & shadow	When you fight beside an ally, both gain +1 forward.	Hunger: after violence, you must choose mercy or mark a Scar.	Who is your pack, really?
Bramble Boarkin	Feral charge	On a strong hit in melee, you may push an enemy back without extra roll.	Destructive: collateral damage is more likely.	What did you break that you regret?
Hollow-Eye Owlin	Seer of night	In darkness, you can read emotions as colors (no roll).	Daylight daze: -1 to Leaf until dusk.	What omen follows you?
Fey-Touched (variant)	Glamour & bargains	You may treat one Debt as a gift once per session.	Courts notice you: GM advances Court Mood faster.	Who in the courts claims you?
Spirit-Bound (variant)	Ancestor / grove spirit	You can speak with roots, wind, and stones (Spore).	Anchored: leaving a grove costs you (time/Condition).	What does your spirit demand?

## 07 — Roles & Abilities

Role = class-equivalent • Moves are concise, fiction-first

### Role overview

Role	Fantasy	Starting Moves (pick 2)	Signature Move (unlock later)	Starting Gear Tags
Warden	Defender of place	Stand Ground; Interpose; Read the Boundary	Claim Territory (turn a location into an ally)	Bark Armor; Shieldwood
Trickster	Misdirect & steal	Vanish; Turn the Tables; Slip the Snare	Steal a Name (take power via true naming)	Smoke Pouch; Lockpicks
Seer	Omen-reader	Read the Signs; Speak in Riddles; See Through Glamour	Foretell the Cost (name a price to avoid a worse fate)	Omen Charms; Night Glass
Binder	Bargains & rituals	Offer a Bargain; Bind a Spirit; Cleanse Blight	Seal a Breach (close realm wounds)	Ritual Kit; Salt & Ash
Pathfinder	Travel master	Find the Way; Quick Camp; Scout Ahead	Open a Rootway (create a new travel route)	Trail Kit; Ropevine
Feral	Primal force	Unleash; Endure; Intimidate Prey	Become the Storm (brief mythic transformation)	Clawwraps; Warpaint
Oathkeeper	Ancient vows	Swear an Oath; Hold the Line; Radiant Green	Judgment of the Grove (bind consequences)	Oath Token; Sacred Branch
Chanter	Song & memory	Stir the Heart; Call-and-Response; Weave Memory	Name the Season (shift a scene's seasonal effect)	Drumleaf; Story Cord

### Move template (standardize writing)

Move name	Trigger	Roll	On 10+	On 7–9	On 6-
MOVE NAME	When you... (fiction)	2d6 + (attribute)	You succeed, and choose 1 benefit.	You succeed, but choose 1 cost.	GM makes a move; you still learn

### Role progression (suggested)

At 2 Marks	At 4 Marks	At 6 Marks	At 8+ Marks
Gain 1 new Role	Awaken Signature Move	Gain a Role 'Capstone' OR +1 Attribute	Found a Grove / become a seasonal legend

## 08 — Sigils

*Sigils are natural laws • Bonding them grants power with a footprint*

### Sigil rules (summary)

Concept	Rule
What is a Sigil?	A symbol of a natural law (Growth, Decay, Wild, Order...) that can be 'borrowed' for magic.
Bonding	You may bond a Sigil during Rest & Tend or via a ritual; bonded Sigils can be invoked.
Invoking	Invoke when fiction supports it. Roll Spore (or specified). On 7–9 you pay a cost; on 10+ pay a smaller cost.
Costs (footprints)	Debt, Blight, Harm/Condition, Time, or Offering. Each Sigil has a default cost type.
Limits	You can maintain up to 3 bonded Sigils at once. To bond a 4th, unbind one (often with consequence).

### Sigil library (v1)

Sigil	Law	Default Cost	Typical Uses	Example Invocation
GROWTH	Increase, heal, spread	Blight (overgrowth)	Healing; vines; acceleration	Heal 1 Harm or entangle foes
DECAY	Wither, end, rot	Debt (to Rotmirror)	Corrode; reveal bones; end	Strip a glamour; weaken armor
WILD	Unpredictable nature	Condition (reckless)	Beast calls; sudden storms	Summon a swarm; change terrain
ORDER	Structure, boundaries	Offering (stones/marks)	Wards; rules; restraint	Create a safe circle
MEMORY	Past echoes	Time (lost hours)	Visions; truth; ancestry	Ask the past one question
CHANGE	Metamorphosis	Condition (unstable)	Shapeshift; swap; transform	Turn one tag into another
THORN	Pain, defense	Harm (blood price)	Spikes; barriers; retaliation	Reflect Harm back once
SPORE	Networks, minds	Blight (fungal)	Communication; trance	Speak across rootways
MOON	Cycles, secrecy	Debt (to a court)	Illusions; night travel	Become unseen in moonlight
SUN	Heat, clarity	Offering (fire/amber)	Burn; reveal; cleanse	Expose hidden truths
TIDE	Flow, currents	Time (tide pulls)	Water shaping; movement	Move quickly through water/foilage
STONE	Stability	Condition (heavy)	Armor; endurance; seals	Ignore 1 Harm; seal crack
STORM	Force, chaos	Condition (shaken)	Wind; lightning; fear	Blow open a path; scatter enemies
ROOT	Connection, binding	Debt (to grove)	Hold; anchor; share burdens	Bind two beings' fates briefly
ASH	Aftermath	Blight (ashfall)	Endings; mourning; purify	Remove a Condition but mark Blight
SAP	Life essence	Offering (sap/seed)	Vitality; charm; lure	Restore a place tag
MIST	Veil, concealment	Time (lost direction)	Hide; soften; confuse	Escape pursuit
IRONROOT	Nature+metal	Debt (to Ironroot)	Mechanism; repair; hard edges	Lock/unlock; strengthen tools

### Sigil combinations (synergy examples)

Combo	Result	Cost escalation guidance
GROWTH + THORN	Vines with barbs; defensive hedge maze	Cost becomes Harm OR Blight
MEMORY + MIST	Hallucinatory past-paths	Cost becomes Time (lost)
ORDER + ROOT	Sealed sanctuary / binding oath circle	Cost becomes Offering + Debt
DECAY + SPORE	Rot that speaks; fungal intelligence	Cost becomes Blight and attracts myconids
MOON + CHANGE	Glamoured shapeshift	Cost becomes Debt to fey courts

## 09 — Seasons & Balance

The world engine • Pacing • Consequences

### Season Clock (default: 12 ticks)

Tick range	Season	Global effect (default)	GM prompts
1–3	Spring — Awakening	+1 to healing & growth actions; threats are subtle	What is blooming that should not? Who returns?
4–6	Summer — Expansion	+1 to power, fire, beasts; travel is fast	What spreads too far? What court demands tribute?
7–9	Autumn — Reckoning	+1 to bargains, memory, harvest; decay appears	What debt is called? What truth surfaces?
10–12	Winter — Long Night	All travel costs more; Harm is harsher; safety is scarce	What must be sacrificed? Who is lost or transformed?

### Balance axes (campaign-level alignment)

Axis	Left extreme	Right extreme	How it shows up
Growth ↔ Decay	Overgrowth, tangled, suffocating life	Rot, collapse, endings	Places change; creatures mutate; relics awaken
Order ↔ Wild	Wards, rules,	Storms, beasts, chaos, rewilding	Travel changes; bargains shift
Memory ↔ Change	Ancestors, tradition, repeating patterns	Metamorphosis, new names, forgetting	Identity shifts; maps rewrite

### Balance rules (table use)

Rule	How to apply
Start balanced	All axes begin at 0 (center).
Shift when choices matter	When players make a major decision, shift 1 step on one axis.
Three-step extremes	At +3 or -3 on an axis, trigger a realm-wide consequence.
Extremes create content	Extremes spawn new threats, new relics, and new faction behavior.
Reset is hard	Returning from an extreme requires a quest-scale act (not a single roll).

### Example extreme consequences (GM menu)

Axis extreme	World consequence	Mechanical hook
Growth +3	The Verdant Surge: vines swallow paths;	Travel clocks tick faster; 'Entangled' condition common
Decay -3	The Rotmirror Breath: fog-rot spreads; metal	Gear tags degrade; DECAY invocations cheaper but
Order +3	The Court's Edict: boundaries harden;	Oaths gain power; breaking them causes Scars
Wild -3	The Storm Unleashed: unpredictable hazards	GM gets +1 free threat tick per session
Memory +3	Ancestor Awakening: old spirits claim	You can ask the past for help, but owe Debt
Change -3	Name-Drift: identities blur	Lineage traits can swap; resist with Root

## 10 — The Deepwood Realms (Layers)

*Six realms connected by rootways • Each is a 'state' of the forest*

### Lore primer: The Deepwood is a World-Tree multiverse

In Sigilbound: Deepwood, 'realms' are not separate planets — they are layers of one living forest, a World-Tree whose roots touch every story. Sigils are the patterns the Tree uses to grow and remember. When you bind a Sigil, you borrow a law of nature — and the forest takes payment in time, debt, blight, or scars. Travel happens through rootways: half-paths of fungus, water, and memory that link groves like constellations.

### Realm roster (v1)

Realm	Tagline	What it is	Travel trigger	Signature hazards / rules
Living Greenwood	Baseline forest reality	The everyday mythic forest: groves, rivers, kin settlements.	Rootway crossing or long travel	Normal season rules; factions visible
Rotmirror	Decay & inversion	A fogged reflection where rot speaks and endings bargain.	DECAY rituals; blight breaches	Gear corrodes; debts called quickly; truths cost time
Ironroot Canopy	Nature swallowed metal	Ancient ruins and mechanisms entangled in living roots.	IRONROOT sigil; relic activation	Tools empowered; noise attracts 'chitter-machines'
High Boughs	Above-canopy divinity	Branches that pierce cloud; spirit law; light and oath.	ORDER or SUN rites; court invitation	Names bind; oaths are literal; falling is deadly
Shattergrove	Broken time-forest	A realm where seasons mix, paths loop, and time shifts; memory fractures.	MEMORY + MIST; getting lost	Time cost; duplicate scenes; echoes of PCs
Thornforge				

### Realm travel rules (rootways)

Rule	Implementation
Rootways are nodes	Map is a network of Grove nodes connected by rootways. Each has a difficulty and a toll.
Travel costs something	
Travel reveals pressure	Each travel leg introduces an omen and advances at least one clock.
Sigils can shortcut	Pathfinder + Sigils may open new routes, but create footprints (blight/debt).

### Realm content checklist (for writers)

Per realm, write at least...	Count target (edit)	Notes
Signature locations	6	Grove sheets with unique tags
Signature factions	3	Courts/circles/warbands
Signature threats	8	Bestiary entries + fronts
Signature relics	6	Relics tied to realm law
Travel events	12	Short encounters/prompts

## 11 — Factions & Courts

*Politics are ecological • Factions embody balance axes and sigils*

### Faction roster (v1)

Faction	Realm base	Core desire	Methods & style	Associated Sigils
Court of Moths	High Boughs	Beauty and secrets in moonlight	Glamour, riddles, debt bargains	MOON, MIST, CHANGE
Court of Thorns	Thornforge	Order through pain and boundary	Edicts, duels, binding names	THORN, ORDER
Seedkeepers' Circle	Living Greenwood	Preserve biodiversity & groves	Ritual stewardship, seed vaults	GROWTH, SAP, ROOT
Ironroot Archivists	Ironroot Canopy	Recover lost mechanisms and truths	Expeditions, repairs, contracts	IRONROOT, MEMORY, ORDER
Myconid Chorus	Rotmirror	Spread the network; share minds	Spores, communion, slow inevitability	SPORE, DECAY
Winter Wardens	Shattergrove	Prevent collapse during the Long Night	Hard choices, rationing, sanctuary law	ROOT, STONE, ORDER
River Covenant	Living Greenwood	Keep flows open; prevent stagnation	Trade routes, ferries, oaths	TIDE, CHANGE
Bramble Warband	Wild borderlands	Prove strength; claim territory	Raids, hunts, challenges	WILD, THORN
Ancestor Choir	High Boughs / Groves	Keep memory intact	Rites, taboos, guidance (or control)	MEMORY, ROOT
Shatter Echoes	Shattergrove	Rewrite fate	Time loops, stolen names, paradox gifts	MIST, CHANGE, MEMORY

### Faction mechanics (simple levers)

Mechanic	Usage
Court Mood (0–4)	Tracks a faction's stance toward the party. Changes with gifts, insults, broken oaths.
Debt	Each bargain creates a Debt that can be called in as a complication or quest.
Oaths	Formal promises that create power. Breaking them creates Scars or realm consequences.
Tributes	Physical offerings (seeds, amber, iron sap) used to reduce costs or shift Mood.

## 12 — Locations & Groves

Locations are living entities • Use this template to create playable places fast

### Grove Sheet template (copy rows to add more)

Grove	Realm	Health (0–6)	Tags (3–5)	Pressures (1–3)	Key NPCs	Secrets / truths	Rootway links
Hearthmoss Hollow	Living Greenwood	5	Warm Springs; Thick Moss; Friendly Kin	A fey tax collector arrives; a blight patch grows	Mossback Elder; Riverstep Courier	An ancient seed vault lies beneath the springs	To Ironroot: Rustvine Gate (toll: iron scrap)
Mirrorfen	Rotmirror	3	Fog Pools; Whisper Reeds; Rotlight	Names are stolen at night; gear corrodes	Myconid Herald; Lost Stag Spirit	The fen remembers every lie ever told here	To Shattergrove: Echo-Root (toll: 1 memory)
Skybough Courtway	High Boughs	4	Cloud Branches; Bell Flowers; Oathstones	A duel challenge; a prophecy demands sacrifice	Moth Duke; Hollow-Eye Oracle	The Court's true name is carved into stone	To Greenwood: Spiral Trunk (toll: sworn promise)

### Place tag library (quick inspiration)

Tag	What it enables	Common complications
Thick Fog	Hide/escape; illusions	Lost time; separated party
Hollow Trees	Secret routes; shelter	Ambush; echoes
Frozen Creek	Fast crossing; track prints	Thin ice; chill conditions
Bramble Walls	Defense; trap	Bleeding; slow travel
Glowshrooms	Light; spore communication	Hallucinations; myconid
Oathstones	Bind promises; ward	Breaking oaths harms you
Iron Vines	Climb; tool repair	Sparks; machine-spirits

### Location writing checklist

Include...	Why
3–5 Tags	Tags make the place usable in play
1–3 Pressures	Pressures create immediate play
1 secret truth	Rewards exploration and memory
1 faction tie	Connects politics to ecology
1 travel link with toll	Makes the map a network of choices

### 13 — Relics, Seeds & Economy

Loot is meaning • Relics are story engines • Optional physical artifacts slot in cleanly

#### Economy principles (no gold needed)

Principle	How it works
Value is relational	Favors, oaths, and debts matter more than coins.
Trade in tributes	Seeds, amber, iron sap, story-cards, mushrooms, carved names.
Relics are rare	A relic is a campaign lever, not a +1 sword.
Crafting is ritual	Crafting uses time, place tags, and offerings; it always leaves a footprint.

#### Relic table (v1 — includes portfolio pieces)

Relic	Tier	Physical piece?	Effect (short)	Default Cost	Sigils	Adventure hook
Seed of the First Grove	Major	Yes	Once per arc, restore a dying location OR awaken a new grove.	Something else withers; mark Blight	GROWTH, ROOT	A court offers it for an unforgivable oath.
Barkbound Sigil	Major	Yes	Create a warded circle that blocks one realm influence for a night.	Offering + Debt to Order	ORDER, ROOT	Needed to seal a Rotmirror breach.
Thorn-Crowned Heart	Major	Yes	Sacrifice 1 Harm to negate a catastrophic consequence.	Gain a Scar; court demands tribute	THORN, ORDER	It beats when lies are spoken.
Root of Worlds	Major	Yes	Open a temporary rootway between two known nodes.	Time lost; travel toll doubles next time	ROOT, CHANGE	The rootway leads somewhere 'impossible'.
Ring of Living Grain	Major	Yes	Record a memory in the ring; replay it later as truth.	Lose 1 personal memory (GM chooses)	MEMORY	It contains someone else's confession.
Sapstone Reliquary	Major	Yes	Heal a Scar's penalty for one scene; or revive a fallen ally (costly).	Debt to Seedkeepers; mark Blight	SAP, GROWTH	The reliquary leaks when danger nears.
Mask of the Greenwarden	Major	Yes	Speak the 'law' of a grove; compel beasts/spirits to heed it.	Breaking it causes 2 Harm	ORDER, WILD	A rival warden wants it destroyed.
Branch of Silent Oaths	Major	Yes	End a conflict by forcing a truce for a day.	One party must pay later (Debt)	ORDER, MEMORY	Its break created the war.
Crown of Fallen Leaves	Major	Yes	Shift the current Season effect for one scene.	Advance Season Clock +1	CHANGE, MOON	The crown chooses its wearer.
Totem of the Old Growth	Major	Yes	Once per session, call on ancestral strength (+1 one-time in a place).	Attract Ancestor Choir attention	MEMORY, ROOT	Buried in a tree the size of a mountain.
Oak Leaf Token (Endurance)	Minor	Optional	Ignore 1 Condition from cold/fatigue.	Mark Fatigue later	ROOT, STONE	Carved from a fallen elder.
Maple Leaf Token (Cycles)	Minor	Optional	Reroll a failed Balance shift once per session.	Advance a clock	CHANGE, MEMORY	A seasonal messenger gift.
Willow Leaf Token (Flow)	Minor	Optional	Move through difficult terrain without cost once.	Lose an item	TIDE, MIST	Found near drowned rootways.
Glowcap Vial	Minor	No	Create light + spore message; +1 to Spore for one scene.	Hallucinations on miss	SPORE	Myconids treat it as sacred.
Iron Sap Spike	Minor	No	Repair a broken tool instantly; or lock a door/rootway.	Debt to Ironroot	IRONROOT, ORDER	Pulled from an ironwood tree.

#### Crafting framework (simple)

Craft step	What's required
1) Name the intent	What are you making and why?
2) Pick the place	A location tag must support it (e.g., Oathstone, Glowshrooms).
3) Offer a tribute	Seeds/amber/iron sap/story-cord; sets the cost type.
4) Roll Spore (or relevant)	10+ clean; 7-9 success + cost; 6- twist.
5) Record the footprint	Debt/Blight/Scar/Time — crafting changes the world.

## 14 — Bestiary

Creatures for encounters • Tiers keep pacing simple

### Bestiary table (v1)

Creature	Type	Tier	Realm	Sigil	Tactics	Story hook	Mini? (Y/N)
Fox (Clever Stalker)	Beast	Common	Greenwood	MIST	Harass, steal, retreat	It leads you to a hidden grove	Y
Badger (Tunnel Guard)	Beast	Common	Greenwood	ROOT	Hold ground, ambush from burrows	Protecting eggs in a hollow	Y
Owl (Night Watcher)	Beast	Common	Greenwood	MOON	Spotlight prey, warn kin	Knows a secret route	Y
Stag Spirit	Spirit	Enchanted	Greenwood	MEMORY	Test oaths, demand tribute	Guides worthy travelers	Y
Boar (Bramble-Charger)	Beast	Common	Greenwood	THORN	Charge, gore, never retreats	Driven mad by blight	Y
Wolf Pack	Beast	Common	Greenwood	WILD	Surround, separate, tire	They're hunting a court messenger	Y
Bear (Territory Warden)	Beast	Common	Greenwood	STONE	Defend lair, grapple	A relic is in its den	Y
Raven (Omen-Taker)	Beast	Common	Greenwood	MEMORY	Observe, repeat secrets	It repeats a name you shouldn't know	Y
Sprite	Fey	Enchanted	High Boughs	MIST	Pranks, invisibility, tiny arrows	Offers help for a joke	Y
Pixie	Fey	Enchanted	High Boughs	CHANGE	Illusions, flight, chaos	Wants to trade your shadow	Y
Dryad	Fey	Enchanted	Greenwood	GROWTH	Charm, rootbinding, sanctuary	Her tree is dying	N
Satyr	Fey	Enchanted	High Boughs	WILD	Music, distraction, bargains	Knows court gossip	N
Will-o'-Wisp	Spirit	Enchanted	Rotmirror	MIST	Lure, vanish, drain	Leads to a breach	N
Myconid	Fey/Other	Enchanted	Rotmirror	SPORE	Spores, communion, overwhelm	Wants to 'add' you to the chorus	N
Giant Owl	Beast	Enchanted	Greenwood	MOON	Aerial strike, carry ally	May serve as mount	N
Treant Sapling	Spirit	Enchanted	Greenwood	ROOT	Slow but unstoppable, entangle	A grove's child guardian	N
Blight-Touched Deer	Monster	Enchanted	Rotmirror	DECAY	Flee, then gore when cornered	Cure it or end it	Y
Chitter-Machine Swarm	Monster	Enchanted	Ironroot	IRONROOT	Disassemble gear, overwhelm	Drawn to iron sap	N
Ironroot Sentinel	Construct	Mythic	Ironroot	ORDER	Patrol, warn, crush	Guards a forgotten vault	N
Thornforge Duelist	Fey/Warrior	Enchanted	Thornforge	THORN	Challenge, bleed, honor rules	Will trade passage for a duel	Y
Court of Moths Herald	Fey	Enchanted	High Boughs	MOON	Bargain, bind, vanish	Brings an invitation... or a demand	Y
Echo Doppel	Spirit	Enchanted	Shattergrove	MEMORY	Mimic moves, reveal truths	It knows how you'll fail	N
Rootway Leviathan	Monster	Mythic	Deep Roots	TIDE	Swallow paths, shift tunnels	Travel requires a tribute	N
Unicorn	Beast/Divine	Mythic	High Boughs	SUN	Heal, judge, flee	Appears only to the truthful	N
Green Dragon	Dragon	Mythic	Greenwood	WILD	Manipulate, poison, dominate	It 'protects' the forest by control	N
Old Growth Colossus	Monster	Mythic	Greenwood	ROOT	Terrain is its body; slow doom	A walking biome-dungeon	N
Leshen (Ancient Spirit)	Spirit	Mythic	Rotmirror border	DECAY	Curse, command beasts, punish	Wants a trespasser's name	N
World Tree Avatar	Spirit	Mythic	All	MEMORY	Rewrite maps; open realms	The campaign's axis choice manifests	N
Stormhart	Beast	Enchanted	Wildlands	STORM	Lightning charge, scatter	Summoned by broken oaths	Y
Frostbark Wight	Spirit	Enchanted	Winter	STONE	Drain warmth; slow pursuit	Born from a grove that froze	N
Sap-Witch	Other	Enchanted	Greenwood	SAP	Bargain, heal at cost	Asks for a memory as payment	N
Name-Stealer Shade	Spirit	Mythic	Shattergrove	CHANGE	Erase identity; confuse allies	It wears stolen names like coats	N
Thorn-Crowned Stag	Monster	Mythic	Thornforge	THORN	Challenge, impale, retreat into brambles	Its crown is a relic	Y