

Once More

A RPG of Reincarnation and Coming to Terms

Designed for the BiblioOdessey Competition

– based on images provided by Justin Smith

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Once More is a roleplaying game. Which means it is a game during which the players act out different roles, telling a sort of story among them. Once More is somewhat unusual as a roleplaying game, because the roles you take on will change, as you pass from one *boan* (essentially a reincarnation world) to another. They will even differ the next time you journey to that boan. The thing which stays the same is something called a *shade* a loose collection of attachments and tendencies, somewhat like a soul, except your shade can reincarnate within multiple bodies at once, allowing you to play multiple lives in a single boan at the same time, if you so choose.

As a game, Once More also contains rules for how to resolve conflicts, specifically a series of fixed conflicts, called *stage*, which make up the events in each boan. Most boan have between three and seven stages, which describe the lives within that boan, and determine where the shades of those lives will pass on to. Once More places another twist on reincarnation,

however, namely that all of the players' shades will travel together from boan to boan, as they are joined together. And they can only leave the cycle together. The result will be a story of a group of shades, seeking answers, living many lives, and eventually coming to terms with each other.

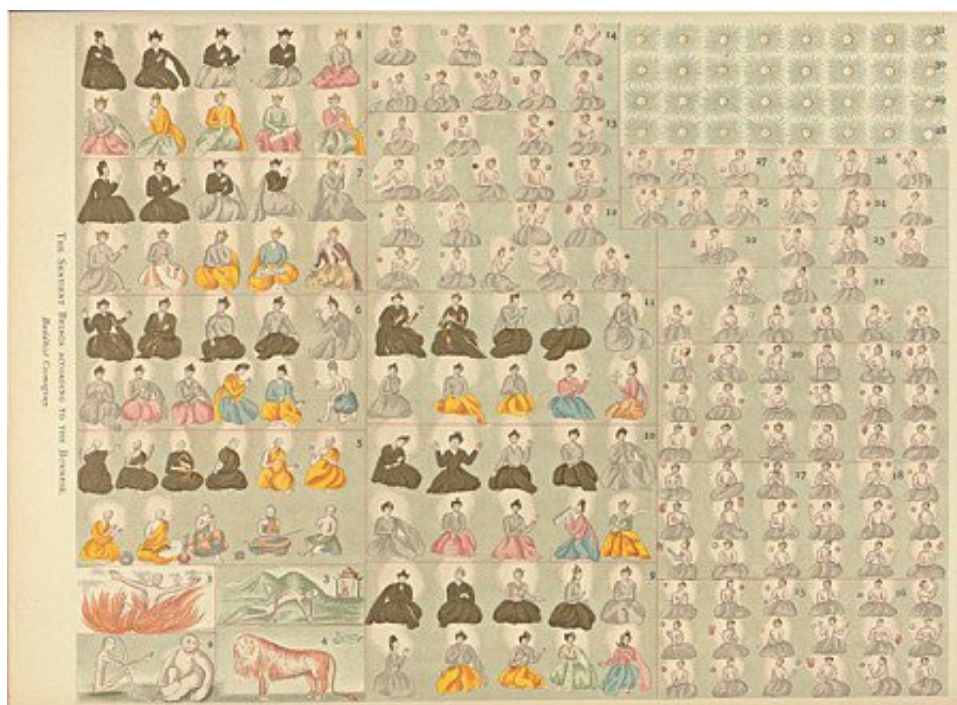
Once More is loosely based on a form of Buddhism from present-day Myanmar (earlier known as Burma). I cannot stress loosely enough. In no way should this game be treated as a guide to and form of Buddhism, and I have been quite ruthless in sacrificing authenticity to serve the design goals. That being said, the ideas presented are related to real-world ones, and I encourage you to examine those before drawing any serious conclusions.

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The Journey



In *Once More*, the path you follow through the different boan is called your *journey*. It can be a long path, or a quick one, largely depending on how the shades wish to travel. This journey can have four destinations: a place of joy and pleasure (Heaven or the Pleasure Boan), a place of suffering (Hell or the Suffering Boan), the ascent to a higher calling (Truly Called), or the passage beyond the cycle (Fully Aware). When the shades journey to one of these destinations you will play one final stage, and end your journey.

Often shades (and their players) will have differing ideas as to which direction to go. This is fine, this conflict between the shades can drive the journey, as no destination which is preeminent. When preparing for a game of *Once More*, it is not necessary to agree on a destination, and it is often best to keep an open mind. After all, *Once More* is also a game of coming terms with each other's views of these destinations and lives.

To prepare for a game of *Once More* you should have a large collection of six-sided dice (which will generally be referred to as just dice later on). You should have at least ten per player if possible, although you can keep a written tally instead if you don't have enough. Most of the time dice are placed with a specific value (from 1 to 6) on the boan map. Sometimes a random die is placed, which means you

roll the die and place it with the rolled value on that part of the map.

There are three reasons you will place dice on the map. First, when you are within a boan's stage you can change an attachment to add to your total in determining the outcome of the stage. When you raise an attachment by one, you add that die to the direction associated with the attachment. You add to the East for a joy attachment, and to the West for a pain attachment. Raising an attachment requires you to lower either your awareness or calling by one as well. Conversely you can lower an attachment by one adding to either awareness or calling. When you do so you add the die to the South if you raised awareness and the North if you raised calling.

The die you place is always equal to the higher value of that attachment. So if you raised the attachment the die's value is the new attachment value, if you lowered the attachment you use the prior value to set the die's value. For example, if you raise a joy attachment of true love by one to a 5, you would add a die showing a 5 to the East edge of the map. If you later lowered it to a 4, and raised your calling by one in its place, you would add a die showing 5 (the larger value between 4 and 5) to the North edge of the map.

Each time you lower or raise an attachment in

¹Image reference: http://digitalgallery.nypl.org/nypldigital/dgkeysearchresult.cfm?parent_id=131030&word=

this way, you should describe how your current life is resolving or deepening that attachment and how that influences the current stage and its outcomes. Since each shade can only change a given attachment once each stage, eventually each will have a final total of dice they've added during that stage (for resolving the stage it doesn't matter which edge those dice were placed on). The shade with the highest total will describe how their chosen outcome will occur, and may add other outcomes to the stage as he or she sees fit.

These outcomes are the second way in which dice are added to the map. Each boan will have a list of specific outcomes, which if they are described by the winning shade are applied to the map immediately. If there is an ambiguity about whose attachments are referred to in an outcome, use the winning shade's attachments. Multiple outcomes can occur, and outcomes not listed are possible, but do not provide additional dice to the map.

The last way dice are added to the map is when a life is lost. If a shade has lost their last life, the shade counts up their total awareness, calling, joy attachments, and pain attachments. If any of these is larger than all the others, then add a random die to that edge of the map. If there is a tie, the shade's player decides on which edge to place the die. After the last stage in a boan, all the shades who haven't lost their lives will do this as well, as all the lives end for the journey to the next boan.

After all the lives have ended it is time to determine where you will journey next. Just total the dice on each edge (or tallies if you don't have enough dice). The shades will travel in the direction of the highest total. If there is a tie, the shades will instead travel to the human boan, rolling a die to determine which of the variants they will encounter. Turn to the indicated page and remove all the dice (or tallies)

from the map. You are born into new lives and the cycle begins once more.

Stage Example:

(Second stage of Ocean, p 43)

Since this stage deals with a pirate attack, the center lets the player to her left start choosing goals, as his shade has taken the Pirate life. He chooses that pirates win. The Navigator to his left chooses for the pirates to lose. The Captain, chooses (to make things interesting) die in battle. Lastly, the center, playing the Hunter life, chooses pirates win as well.

The Pirate player starts to tell how he took sail and promised his lover that he would bring back wealth, increasing his Romantic Love attachment to 4, adding a 4 to the East edge of the map and making his total 4. The Navigator counters by telling of the sacrifices she and her crew have made to get this far, reducing her Greed attachment to 5 and adding to calling, that adds a 6 to her total, and also a 6 to the North side of the map.

This continues back and forth as the pirates board and the crew fights back, until the Pirate player wins, having a total of 11. He decides to give the Captain his goal as well, so he describes the battle ending and how the Captain is killed valiantly defending a passenger. The two outcomes applied are random die to the West, which rolls a 2, and a die set to the Captain shade's number of attachments, in this case 4 to South. Since the Captain shade also has the Marine life, she doesn't roll a die for her direction. If Captain was her last life though, she'd roll a die and place it on North, her dominant direction.

Shades and Attachments

The first step in creating your shade is to select one of the archetypes from the following list. Each player must have a different archetype, so talk things out to make sure there is no conflict and no duplication. Look at the adjectives as aspects that you can build on as you choose your shade.

- *King* - Charismatic, Militant, Humane, and Educated
- *Queen* - Perceptive, Manipulative, Caring, and Gentle
- *Dragon* - Natural, Potent, Wrathful, and Honest
- *Phoenix* - Resilient, Resplendent, Sacrificing, and Fiery
- *Hare* - Quick, Energetic, Fertile, and Foolish
- *Turtle* - Calm, Defensive, Contemplative and Wise
- *Tiger* - Vicious, Feral, Stealthy, and Warlike
- *Dog* - Loyal, Ferocious, Civilized, and Focused
- *Monkey* - Cunning, Humorous, Smart, and Mischievous

Once you've selected your shade, write down ten calling and ten awareness, making a total of twenty. At all times your total of all attachments, your calling, and your awareness will add up to twenty. Which means all of your attachments equal zero at first.

An attachment at zero can be replaced with any other attachment, or even just erased to leave that spot blank. You may assign up to three of your slots for joy attachments, and three of your pain attachments, but they will all remain at zero. You can keep

them for later, or change them to better suit events in your boan lives.

Over the course of your boan lives, your attachments will grow and decline, and may even change. But you can never have more than three pain and three joy attachments, and none may rise above six. Note, however, you may have one of your pain attachments for the same thing as one of your joy attachments. All that matter is that a joy attachment tends to bring your lives pleasure, and a pain attachment tends to bring suffering.

Example Joy Attachments:

- Romantic Love
- Familial Love
- Honor
- Faith
- Wine and Food
- Carnal Lusts

Example Pain Attachments:

- Unrequited Love
- Guilt
- Honor
- Addiction
- Dishonesty
- Self-Loathing

Once you've chosen what you want from the list, you have finished making your shade. Now its time to start the first boan (p 7).

Boans and Destinations

Playing a boan or a destination always follows a series of steps. The first step is to determine the center, the shade whose player will act as the arbitrator for the boan, resolving player conflicts and helping the other player keep track of dice and attachments. The center is always determined by a list for each boan, the player with the shade closest to the top is the center for the boan.

Once you've chosen the center and everyone has seen the page for the boan, it's time to add the details of the age. Starting with the center and going around to each other player, until finally returning to the center again, those players describe in turn a detail of the age in which the boan occurs. These set the scenery for the stages in the boan.

Each time a boan is encountered these details can differ. And there is no need to keep the ages consecutive, as time itself can be illusory, and one can be reborn into the past as easily as the future, or a thousand other directions beyond the human scope of time.

After the age has been described, its time to assign lives. With the exception of the first boan (which assigns life by shade), lives are determined by dominant direction of a shade. In each direction the shade with the most associated points is assigned the first life in that direction. The character with the second most is assigned the second. For example, in the Desert boan (p 37), the shade with the most awareness is assigned the Mystic life, while the shade with the highest pain attachment total is assigned the Warrior life.

If a shade could be assigned multiple lives, then that player chooses one first, and then the center can assign the other lives to other shades, ensuring that all the shades have at least one life. The center also determines who gets a life in the case of a tie. In both of these cases, the center should not force things. For example, a player may not wish to handle two lives for a boan, and the center should not require them to do so.

Once you have the age described, and lives assigned, it is time to play through the stages. Each stage is a period of telling how the lives deal with the situation described. At the beginning of the stage,

the center chooses one player next to him or her, and starting with that player in that direction, the players choose goals, from the list provided under the stage or once all those goals have been chosen as the player wishes. Players can double up on a goal, but they will accumulate totals separately.

Once each player has a goal, the stage begins in full. Player describe how their lives interact and deal with the situation, as their lives make progress, the player may choose to change their attachments as described on p 3, adding to a total to win their goal and the right to describe how it is won.

After the center feels things are moving toward a resolution, the center can ask the other players if they are ready to resolve the stage. If no one objects, then compare totals to see who will win their goal and describes the resolution. If there is a tie, then ignore the tied totals to determine the winner. If everyone is tied, then the center wins.

The winner then describes which goals are met, and how the situation changes in the aftermath of the lives' actions. The winner is free to describe other goals in addition to his or her own. Any outcomes listed after those goals are applied at this time. Once this has been done, start with the next stage. Or, if no stages remain, end all the remaining lives in this boan and determine where the shades will journey to next.

In summary:

1. Determine Center (list of shades)
2. Describing the Age (center, around and back to center)
3. Assign Lives
4. Play Each Stage
 - (a) Go around and choose goals.
 - (b) Play the situation and change attachments
 - (c) Determine winner
 - (d) Resolve situation and goals
5. Total Dice on Map and Determine Next Boan

Boan: Human - Initial



A monastery on the outskirts of a city. A summer palace where royal children play. Craftsmen and merchants, sneaking time between their duties. A chance moment, children at play. A bond is formed, bringing them together.

- **Center:**

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare
6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

King - Son of the King
Queen - Daughter of the King
Dragon - Squire in Training
Phoenix - Scholar in Training
Hare - Apprentice Merchant
Turtle - Apprentice Builder

Tiger - Monk in Training

Dog - Servant in Training

Monkey - Street Urchin

- **First Stage:**

Situation - The First Meeting. All the lives meet as children, playing together.

Outcomes and Effects - Lovers meet → lovers convert two calling or awareness to a related joy attachment. Become foes → foes convert two calling or awareness to a related pain attachment.

- **Second Stage:**

Situation - Graduation. The apprenticeships end and training completes. The Lord of the town attends the ceremonies and observes

Outcomes and Effects - Gain the attention of the King → famous convert two calling or awareness to a related joy attachment. Be ignored or passed over → ignored convert two calling or awareness to a related pain attachment.

- **Third Stage:**

Situation - Marriage. Families begin, and loves are ignited or trampled. Society, families, and the laws of the city weigh down heavily.

²Image reference: <http://www2.odl.ox.ac.uk/gsd/cgi-bin/library?e=d-000-00-0orient01-00-0-0-prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

Outcomes and Effects - Become married and start a family → married convert two calling or awareness to a related joy attachment. Love is forbidden or marriage is rejected → rejected convert two calling or awareness to a related pain attachment.

- **Fourth Stage:**

Situation - Maturation. Success deepens or turns to failure. Responsibilities weigh upon the lives.

Outcomes and Effects - Achieve a successful family → convert 1 calling or awareness to a related joy attachment and add a die equal to your highest attachment to North. Achieve a successful professional life → convert 1 calling or awareness to a related joy attachment and add a die equal to your highest attachment to East. Your family falls apart → convert 1 calling or awareness to a related pain attachment and add a die equal to your highest attachment to South. Fail in your professional life → convert 1 calling or awareness to a related pain attachment and add a die equal to your highest attachment to West.

- **Fifth Stage:**

Situation - Turmoil. Trouble approaches, unsteady times. Fortunes change and the natural order is upturned.

Outcomes and Effects - Turmoil ends your life → add a die equal to your number of attachments to East and your life ends. Hold off the

turmoil → defenders add a die equal to your number of attachments to West.

- **Sixth Stage:**

Situation - Reunited. Friends and enemies find themselves once more together. The trouble has passed, and it is time to work together to rebuild.

Outcomes and Effects - Return and dedicate yourselves to the city → add a random die to North. Abandon the ruined city → add a random die to South.

- **Seventh Stage:**

Situation - The First Ending. Each life ends, but the bond remain.

Outcomes and Effects - Die with nobility → add a random die to North. Die at peace → add a random die to South. Die with your family → add a random die to East. Die abandoned → add a random die to West.

- **Next Boan:**

North → Flame (p 25)

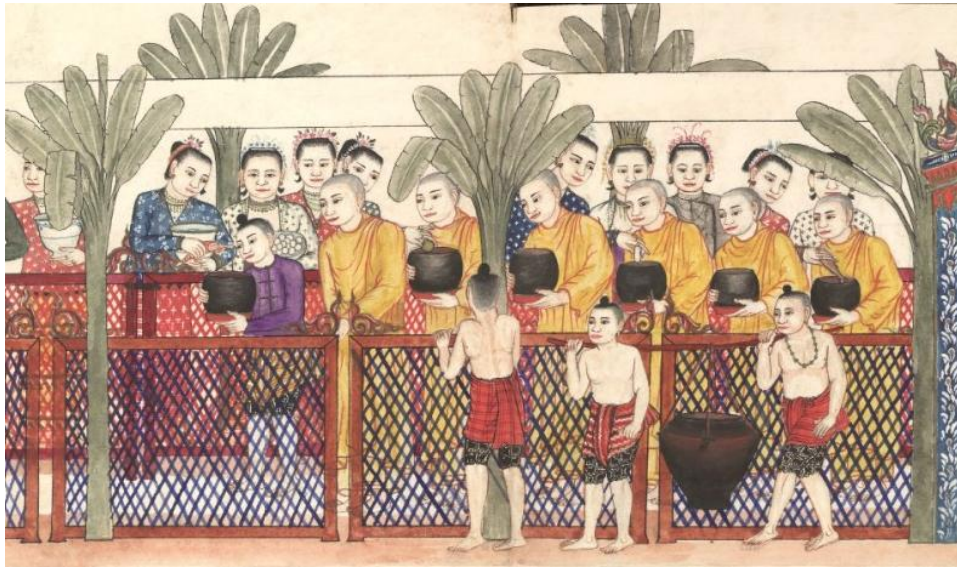
South → Wind (p 24)

East → Ancestry (p 21)

West → Animal (p 23)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Human - Nobility [1]



Stability and stasis. A golden age of opportunities and potential. Yet, the crisis is not war or famine, but of spirit. Your lives confront an age where nothing will change if they do not have the will to do so.

- **Center:**

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare
6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

North - The Consort, The Knight

South - The Monk, The Medium

East - The Courtesan, The Guard

West - The Lord, The Merchant

- **First Stage:**

Situation - The Lord and the Consort are married. Gifts are exchanged, and promises made, to be regretted later.

Outcomes and Effects - Give an auspicious gift or promise → add a die equal to your highest attachment to East. Give an insulting gift → add a die equal to your highest attachment to East. Lord and Consort fall in love → add a random die to North.

- **Second Stage:**

Situation - Affairs begin, the Lord with the Courtesan, the Consort with another. Secrets are kept and oaths broken.

Outcomes and Effects - Keep your honor → add a die equal to your number of attachments to East. Break your word → add a die equal to your number of attachments to West. Lovers fall in love → add a random die to East and a random die to West.

- **Third Stage:**

Situation - Betrayal revealed, rash action and hatreds brew. Duties are neglected and prices must be paid.

Outcomes and Effects - Exiled from the land → add a die equal to your number of attachments to South. Forgiven → add a die equal to your number of attachments to North. Keep the affair → add a random die to North and a random die to West. Be executed for your actions → life ends and add a random die to West.

³Image reference: <http://www2.odl.ox.ac.uk/gsd1/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

- **Fourth Stage:**

Situation - Life goes on, and rash decisions are regretted. Solace is sought and oaths broken are reforged.

Outcomes and Effects - Return an exile → add a die equal to your number of attachments to North. Rebuild an oath forsworn → add a die equal to your number of attachments to East. Retire as a monk → add a random die to South.

- **Next Boan:**

North → Flame (p 25)

South → Wind (p 24)

East → Ancestry (p 21)

West → Animal (p 23)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Human - Revolution [2]



Times will change. Old ways and traditions are turned upside down. Words, money, violence, and peace are all tools of change and trouble. And this age is a troubled one.

- **Center:**

1. Monkey
2. Dog
3. Tiger
4. Turtle
5. Hare
6. Phoenix
7. Dragon
8. Queen
9. King

- **Lives:**

North - The Lord, The Knight

South - The Wise One, The Monk

East - The Rebel, The Peasant

West - The Outlaw, The Lover

- **First Stage:**

Situation - Intolerable abuses. Those who lead and rule are harsh and self-serving. Anger and resentment brew, but are unheard.

Outcomes and Effects - Take part in abuses → add a die equal to your highest attachment to East, and one equal to your number of attachments to North. Be abused and mistreated → add a die equal to your number of attachments to South and a die equal to your highest attachment to West.

- **Second Stage:**

Situation - The spark of revolution. The rebel and the abused rally, moving against their oppressors, one way or another.

Outcomes and Effects - Use violence against an abuser → add a die equal to your number of attachments to West. Use words against an abuser → add a die equal to your number of attachments to East.

- **Third Stage:**

Situation - Burning bright. The battle is at hand, and lives are at risk.

Outcomes and Effects - Be killed by the revolution → add a random die to North, and your life ends. Be killed by the old guard → add a random die to South, and your life ends. Flee the fighting → add a die equal to your number of attachments to East. Exploit the chaos → add a die equal to your number of attachments to West.

⁴Image reference: <http://www2.odl.ox.ac.uk/gsd1/cgi-bin/library?site=localhost&a=p&p=about&c=orient01&ct=0&l=en&w=iso-8859-1>

- **Fourth Stage:**

Situation - The aftermath. The winners must choose how to deal with the outcome. And the losers must come to terms on their own.

Outcomes and Effects - Be disempowered and exiled → reduce one related attachment by 2, adding to awareness. Be placed in authority → increase one related attachment by 2, taking from awareness first.

- **Next Boan:**

North → Flame (p 25)

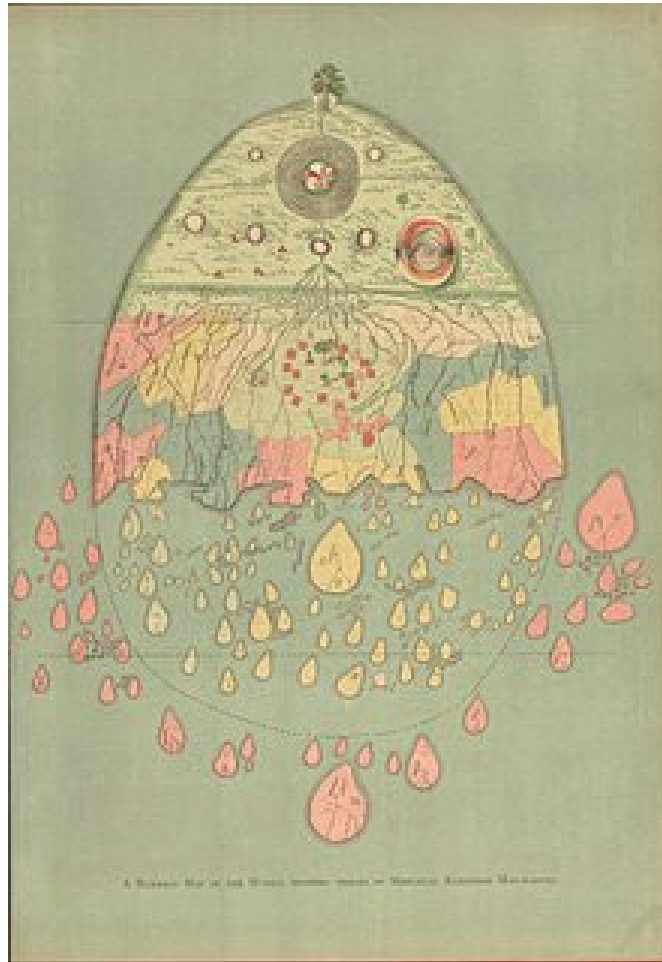
South → Wind (p 24)

East → Ancestry (p 21)

West → Animal (p 23)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Human - Exploration [3]



5

Discovery. A new frontier, with new dangers and new opportunities. Natives and colonists. Merchants, military, and missionaries conflict with each other and the original inhabitants.

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - The Native, The Governor

South - The Traveler, The Hermit

East - The Colonist, The Missionary

West - The Outcast, The Soldier

- **First Stage:**

Situation - Discovery. A new land is encountered. The native meets the newcomers, and the aftermath of that meeting reaches far.

Outcomes and Effects - Peaceful treaty is formed → add a random die to North. War begins → add a random die to West. Newcomers captured by natives → add a random to South.

⁵Image reference: <http://www2.odl.ox.ac.uk/gsd1/cgi-bin/library?e=d-000-00—orient01-00-0-0-0prompt-10—4—0-11-1-en-50—20-about—00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

- **Second Stage:**

Situation - Building the colony. Frontier troubles, internal squabbles and determination of leadership.

Outcomes and Effects - Become the colony's leader → add a die equal to your number of attachments to North. Cast out one of the newcomers → add a random die to West. Break treaty with natives → add a random to South.

- **Third Stage:**

Situation - Conflict. Native and colonists come to head, whether in politics, military or religion. Both societies change in the outcome.

Outcomes and Effects - Military victory → add a die equal to your highest attachment to West. Convert the natives → add a die equal to your highest attachment to East. Incorporate the natives in the colony → add a die equal to your highest attachment to North. Retain native independence → add a die equal to your highest attachment to South.

- **Fourth Stage:**

Situation - Colony stands or falls. Famine, unknown dangers, and disease. False hopes and unearthed wisdom.

Outcomes and Effects - Colony fails → add a random die to South. Colony survives and grows → add a random die to North. You go or stay native → add a random to West and a random die to East.

- **Next Boan:**

North → Flame (p 25)

South → Wind (p 24)

East → Ancestry (p 21)

West → Animal (p 23)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Human - Wartime [4]



Battle and death, war and heroism. People living for combat, and living in spite of it. A village in the path of destruction. The war looms large over all, but the lives beneath are most important.

- **Center:**

1. Tiger
2. Dog
3. King
4. Queen
5. Hare
6. Turtle
7. Dragon
8. Phoenix
9. Monkey

- **Lives:**

North - The Soldier, The General

South - The Deserter, The Scout

East - The Villager, The Spy

West - The Noble, The Lover

- **First Stage:**

Situation - The war in the distance. Heard, but not seen. Preparations, hopes of safety, and fears of devastation.

Outcomes and Effects - Village prepares for the coming storm → add a random die to North. Join a military force → add a die equal to your number of attachments to West. Village ignores the coming danger → add a random die to East.

- **Second Stage:**

Situation - The war arrives. An army in takes control, the world turns surreal. Levies and desertions. The night before bloodshed, lovers meet.

Outcomes and Effects - Forced into a military → add a random die to West. Desert a military force → add a die equal to your number of attachments to South. Make a promise of love → add a die equal to your highest attachment to East.

- **Third Stage:**

Situation - The battle occurs, and blood fills the fields. Lives lost, heroes made and broken. Hopes dashed and the village burns.

Outcomes and Effects - Die in combat → add a random die to North and lose life. Die fleeing combat → add a die equal to your number of attachments to West, and lose life. Kill a friend → add a die equal to your number of attachments to West.

⁶Image reference: <http://www2.odl.ox.ac.uk/gsd/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

- **Fourth Stage:**

Situation - The next day. Rebuilding and mourning. The village in doubt, the dreams of the survivors drift away.

Outcomes and Effects - Abandon the village → add a die equal to your highest attachment to West. Rebuild the village → add a die equal to your number of attachments to East. Follow the fray → add a die equal to your number of attachments to North.

- **Next Boan:**

North → Flame (p 25)

South → Wind (p 24)

East → Ancestry (p 21)

West → Animal (p 23)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Human - Decline [5]



A city on a hill, decadent and secure in its superiority. Brought low by others, but ruined by themselves. Invasion, plague, and famine, end lives and bring new suffering. But winter holds the chance of spring.

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - The Decadent Lord, The Lazy General

South - The Corrupt Priest, The Charlatan

East - The Sly Minister, The Lustful Courtesan

West - The Bloodthirsty Duelist, The Faithless Knight

- **First Stage:**

Situation - Revelry, debauchery, and lusts. Corruption. Leaders cease to care about their people, and the people cease to care about themselves.

Outcomes and Effects - Debauch and revel → add a die equal to your highest attachment to West. Steal and defraud → add a die equal to your number of attachments to West. Kill without reason → add a random die to West. Seek virtue → add a random die to East.

- **Second Stage:**

Situation - Invasion. Barbarians and crusaders, seeking money, prestige and a taste of the corruption. Taking all they can.

Outcomes and Effects - Defend the city → add a die equal to your highest attachment to North. Flee the city → add a die equal to your number of attachments to East. Become a slave to the invaders → add a random die to South. Die in the invasion → add a die equal to your number of attachments to West and lose life.

⁷Image reference: <http://www2.odl.ox.ac.uk/gsd/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

- **Third Stage:**

Situation - Plague. War breeds disease. Death looms around the corner, and the very air is tainted with it.

Outcomes and Effects - Die to the plague → add a die equal to you number of attachments to West and lose life. Steal from the dying → add a die equal to your highest attachment to West. Cure the plague → add a die equal to your highest attachment to East.

- **Fourth Stage:**

Situation - Famine. Disease leaves fields fallow and supplies empty. Starvation lingers a long death.

Outcomes and Effects - Die to the famine → add a die equal to you number of attachments

to West and lose life. Steal from the dying → add a die equal to your highest attachment to West. Take people elsewhere → add a die equal to your highest attachment to East.

- **Next Boan:**

North → Flame (p 25)

South → Wind (p 24)

East → Ancestry (p 21)

West → Animal (p 23)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Human - Rebirth [6]



Hope returns and a new age dawns. A revival of culture, wealth, or prominence. Anything may be possible, and the only thing holding you back is the fear of change.

- **Center:**

1. Turtle
2. Hare
3. Monkey
4. Dragon
5. Phoenix
6. Queen
7. King
8. Dog
9. Tiger

- **Lives:**

North - The Progressive Lord, The Reformer

South - The Inventor, The Mystic

East - The Spirited Lady, The Observant Courtesan

West - The Clever Merchant, The Honorable Soldier

- **First Stage:**

Situation - A new dawn. Exciting discovery, new philosophies and causes driving people to new ideas and abandoning the old.

Outcomes and Effects - Make a discovery → add a die equal to your number of attachments to East. Take a stand for a cause → add a die equal to your highest attachment to North. Maintain traditions → add a die equal to your highest attachment to West.

- **Second Stage:**

Situation - Regrowth. Revival leading to opportunities, to be sponsored or vilified. Hope lurks in all the little places.

Outcomes and Effects - Become successful or famous → add a die equal to your highest attachment to East. Win your cause → add a die equal to your number of attachments to North. Defeat a cause → add a die equal to your number of attachments to West.

⁸Image reference: <http://www2.odl.ox.ac.uk/gsd1/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

- **Third Stage:**

Situation - Backlash. Change breeds confusion and fear. Nostalgia and remembrance offer something lacking.

Outcomes and Effects - Lose your success → add a die equal to your highest attachment to South. Become an outcast → add a die equal to your number of attachments to South. Punish the dissenters → add a random die to West.

- **Fourth Stage:**

Situation - What endures. Innovation and new ideas fade, hopes grow tarnished. But some remain, eking out their own way.

Outcomes and Effects - Disillusionment spreads

→ add a random die to West. Preserve new ideas → add a die equal to your number of attachments to North.

- **Next Boan:**

North → Flame (p 25)

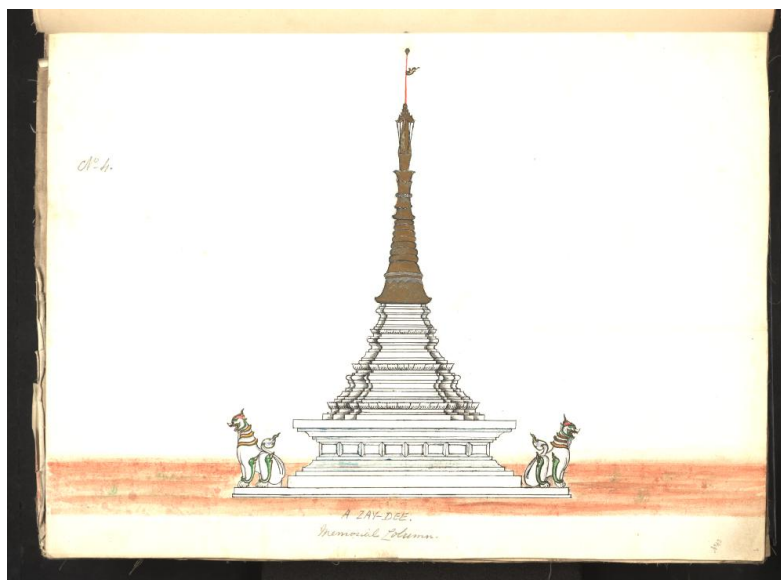
South → Wind (p 24)

East → Ancestry (p 21)

West → Animal (p 23)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Ancestry



The dead linger, watching over their children, and keeping the world flowing as it must.

- **Center:**

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare
6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

North - Former Matriarch, Duty-bound Dead

South - Black Sheep, Mystic Hermit

East - Former Patriarch, Love-bound Dead

West - Vengeful Ghost, Fear-bound Dead

- **First Stage:**

Situation - Memorial. Ghosts assemble, seeking solace and clustering around their memorials. The living remember, the dead seek another purpose.

Outcomes and Effects - Appear to descendants → add a die equal to your highest attachment to North. Fight with other ghosts → add a die equal to your number of attachments to West. Haunt a place → add a random die to West. Seek wisdom → add a random die to South.

- **Second Stage:**

Situation - Worship. The living give to the ghosts, seeking their blessing and keeping away their wrath.

Outcomes and Effects - Begin a cult → add a die equal to your number of attachments to East. Fall in love with a living person → add a die equal to your highest attachment to West. Raise a temple → add a random die to North.

- **Third Stage:**

Situation - Forgotten. Worship and memorial passes, as newly dead take the place of more ancient ghosts. Most are forgotten, but some endure.

Outcomes and Effects - Be remembered → add a random die to North. Be forgotten and fade → add a die equal to your highest attachment to East. Be forgotten and inflict vengeance → add a random die to West.

⁹Image reference: <http://www2.odl.ox.ac.uk/gsd1/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

- **Next Boan:**

North → Metal (p 26)

South → Water (p 29)

East → Sky Above (p 30)

If there is a tie or *West*, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Animal

Brutality and calm, simplicity, and basic drives. Danger, mates, food, and safety. These are sought and fled. Fear and courage are human things, the animal survives.

- **Center:**

1. Dragon
2. Hare
3. Tiger
4. Monkey
5. Phoenix
6. Turtle
7. Dog
8. Queen
9. King

- **Lives:**

North - Raptor, Wolf

South - Herd Beast, Monkey

East - Rodent, Song Bird

West - Cat, Snake

- **First Stage:**

Situation - Struggle. Fight for food. Flee predators. Hunt prey.

Outcomes and Effects - Survive to maturity → add a die equal to your highest attachment to

East. Die → add a die equal to your number of attachments to West, and lose your life.

- **Second Stage:**

Situation - Breed. Find a mate. Keep your children safe.

Outcomes and Effects - Survive to maturity → add a die equal to your highest attachment to North. Die → add a die equal to your number of attachments to West, and lose your life.

- **Third Stage:**

Situation - Retire. Leave your family. Seek solace. Find rest.

Outcomes and Effects - Go down fighting → add a die equal to your highest attachment to West. Find peace → add a die equal to your number of attachments to East.

- **Next Boan:**

North → Earth (p 28)

South → Wood (p 27)

West → Deep Beneath (p 31)

If there is a tie or *East*, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Wind

The currents of the air are a multitude of voices, seeking and seeing the world below.

- **Center:**

1. Monkey
2. Dog
3. Tiger
4. Turtle
5. Hare
6. Phoenix
7. Dragon
8. Queen
9. King

- **Lives:**

North - Gale, Draft

South - Squall, Tempest

East - Zephyr, Gust

West - Breeze, Dust Devil

- **First Stage:**

Situation - Arise. From the land and sea, from the clouds above, the winds take form and pierce the sky.

Outcomes and Effects - Winds work together → add a random die to North. Winds break apart → add a random die to South.

- **Second Stage:**

Situation - Storm. Intensity rises, the storm passes through. Calling in all the winds and bringing them to a frenzy.

Outcomes and Effects - Join with the storm → add a die equal to your highest attachment to West and lose life. Escape from the storm → add a die equal to your number of attachments to South.

- **Third Stage:**

Situation - Fade away. Winds dissipate, across mountains and seas, forests and towns. Until nothing remains.

Outcomes and Effects - Dissipate on a mountain → add a die equal to your highest attachment to North. Dissipate on the ocean → add a die equal to your highest attachment to East. Dissipate in a forest → add a die equal to your highest attachment to West. Dissipate in a town → add a die equal to your highest attachment to South.

- **Next Boan:**

South → Waste (p 39)

East → Water (p 29)

West → Wood (p 27)

If there is a tie or *North*, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Flame

Fire burning, consuming, growing. Giving light, giving heat, making new that which is raw. Seeking each other, calling out over the night.

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - Forge fire, Watch fire

South - Ember, Spark

East - Torch, Cooking fire

West - Forest fire, Conflagration

- **First Stage:**

Situation - Ignition. Flames rise from their material, seeking to grow and breath the new air.

Outcomes and Effects - Flames stay within their bounds → add a random die to North. Flames grow beyond their bounds → add a random die to South.

- **Second Stage:**

Situation - Song of light. Joining the chorus, ancient song, always new. Words and places long gone, only remembered from the ash.

Outcomes and Effects - Join with the chorus → add a die equal to your highest attachment to East. Be dissonant → add a die equal to your number of attachments to West.

- **Third Stage:**

Situation - Call of ash. Fires end, after a night, a year, or an eternity. Into ash and smoke they pass.

Outcomes and Effects - Endure long → add a die equal to your highest attachment to North. Break into other flames → add a die equal to your highest attachment to East. Forceably extinguished → add a die equal to your highest attachment to West. Dissipate into nothing → add a die equal to your highest attachment to South.

- **Next Boan:**

North → Forge (p 38)

East → Metal (p 26)

West → Earth (p 28)

If there is a tie or *South*, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Metal

Shaped of metal. Human formed. Shining or tarnished, building and crafting. Hills rolling of striped glistening ores, harvested. Towers twist like wire, above those who toil.

- **Center:**

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare
6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

North - Steel, Bronze

South - Copper, Tin

East - Gold, Silver

West - Lead, Brass

- **First Stage:**

Situation - Ascent. Choosing to scale the tower, seeking justice, seeking mercy, or seeking favor.

Outcomes and Effects - Seeking justice → add a die equal to your highest attachment to North. Seeking mercy → add a die equal to your highest attachment to East. Seeking favor → add a die equal to your highest attachment to West.

- **Second Stage:**

Situation - A case is heard. Refined wire woven listen with shimmering ears, consider and judge.

Outcomes and Effects - You are rewarded → add a die equal to your number of attachments to East. You are punished → add a die equal to your number of attachments to West. You reveal the high ones as frauds → add a die equal to your number of attachments to South.

- **Third Stage:**

Situation - Descent. Fast or slow. Leaving the towers, respected or tarnished.

Outcomes and Effects - You leap out of the tower → add a random die to South. You are thrown out of the tower → add a random die to West. You walk down the tower → add a random die to East. You remain in the tower → add a random die to North.

- **Next Boan:**

North → Blade (p 40)

South → Ancestry (p 21)

East → Water (p 29)

West → Flame (p 25)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Wood

Shaped of wood and green. Human formed. Growing, traveling, sinking back to sleep. Dreams of the green and brown, shaking the earth as they wake.

- **Center:**

1. Dragon
2. Hare
3. Tiger
4. Monkey
5. Phoenix
6. Turtle
7. Dog
8. Queen
9. King

- **Lives:**

North - Oak, Cedar

South - Grape vine, Grass

East - Berry bush, Maple

West - Pine, Palm

- **First Stage:**

Situation - Awakening. Groaning from the earth, seeing changes, telling the dreams of long slumber.

Outcomes and Effects - Tell a true dream → add a die equal to your highest attachment to East. Tell a false dream → add a die equal to your number of attachments to West. Lead the telling → add a random die to North.

- **Second Stage:**

Situation - Birds and bees. Creatures of the air congregate, and progeny are near.

Outcomes and Effects - Fall in love → add a die equal to your number of attachments to East. Seduce another → add a die equal to your highest attachment to West. Make progeny → add a random die to North. Care for another's progeny → add a random die to South.

- **Third Stage:**

Situation - Slumber. Sleep calls and the aching of ages again rises. But few remain to teach the saplings.

Outcomes and Effects - Slumber with your love → add a random die to East. Sleep leaving behind progeny → add a random die to West. Stay awake → add a die equal to your number of attachments to South.

- **Next Boan:**

North → Animal (p 23)

South → Wild (p 41)

East → Wind (p 24)

West → Earth (p 28)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Earth

Shaped of soil and stone. Human formed. Crafting roads, and traveling to far off lands, seeking new vistas, to climb mountains and swim in seas of muck.

- **Center:**

1. Turtle
2. Hare
3. Monkey
4. Dragon
5. Phoenix
6. Queen
7. King
8. Dog
9. Tiger

- **Lives:**

North - Granite, Sand

South - Silt, Mica

East - Loam, Quartz

West - Obsidian, Clay

- **First Stage:**

Situation - Climbing. Road leads to mountain's foot. Ascend and pass through the stones, listening to their silent song.

Outcomes and Effects - Climbers sing along → add a die equal to your highest attachment to East. Climbers listen silently → add a die equal to your highest attachment to West.

- **Second Stage:**

Situation - Over the mountain. Explore the new land. Seek adventure, frolic, or another road.

Outcomes and Effects - Explore for adventure → add a die equal to your number of attachments to North. Explore for learning → add a die equal to your number of attachments to South. Explore for fun → add a die equal to your number of attachments to East. Explore for building → add a die equal to your number of attachments to West.

- **Third Stage:**

Situation - Returning to home. Wonders cease. The road extends. The new land is now part of the known.

Outcomes and Effects - Return home along the road → add a die equal to your highest attachment to North. Venture farther → add a die equal to your highest attachment to South.

- **Next Boan:**

North → Fortress (p 42)

South → Animal (p 23)

East → Flame (p 25)

West → Wood (p 27)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Water

Shaped of wave and salt. Human formed. Dancing across the surface, pressed to service in unending war. Tearing, waves breaking walls and shores. Until neither one remains.

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - Storm surge, Waterspout

South - Backwash, Deep current

East - Swell, Whirlpool

West - Breaker, Undertow

- **First Stage:**

Situation - Pressed to serve. Klaxon of storms, shuddering waves. A call to arms.

Outcomes and Effects - Follow the call → add a die equal to your highest attachment to North. Flee and be rounded up → add a die equal to your number of attachments to West. Flee and escape to the depths → add a random die to South and lose life.

- **Second Stage:**

Situation - Rising to attack. The shore looms, walls and beaches and fields.

Outcomes and Effects - Shatter the wall → add a die equal to your highest attachment to South. Plumb the beach → add a die equal to your highest attachment to East. Etch the fields → add a die equal to your number of attachments to North. Be pushed back to the sea → add a random die to West.

- **Third Stage:**

Situation - Fading in the storm. Pressure breaks and devotion pales. The sea calls back its broken legion.

Outcomes and Effects - Drift back to the sea → add a die equal to your number of attachments to East. Lead one last charge → add a random die to West. Stranded on the land → add a die equal to your number of attachments to South.

- **Next Boan:**

North → Ancestry (p 21)

South → Ocean (p 43)

East → Metal (p 26)

West → Wind (p 24)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Sky Above

No ground can be seen, the sky accepts those the earth cannot touch. From the cloud to cloud, the people contemplate and dream, struggling to find purpose beyond the beauty around them.

- **Center:**

1. Turtle
2. Hare
3. Monkey
4. Dragon
5. Phoenix
6. Queen
7. King
8. Dog
9. Tiger

- **Lives:**

North - Noble, Priest

South - Monk, Traveler

East - Merchant, Courtesan

West - Entertainer, Knight

- **First Stage:**

Situation - Songs of joy. Sing in peace, as the clouds float around you.

Outcomes and Effects - Sing the best song → add a die equal to your highest attachment to North. Sing the worst song → add a die equal to your number of attachments to South. Sing nothing at all → add a random die to West.

- **Second Stage:**

Situation - New cloud. Hope, stories and beauties unfolding. Whispers of others.

Outcomes and Effects - Cloud offers new beauties → add a random die to East. Cloud offers wealth → add a random to West. Cloud offers hope of purpose → add a random die to North. Cloud offers wisdom → add a random die to South.

- **Third Stage:**

Situation - Greetings and joy. Meeting with song and stories.

Outcomes and Effects - Learn a new story → add a die equal to your highest attachment to East. Tell a story to another → add a die equal to your number of attachments to East. Fall in love → add a random die to East.

- **Fourth Stage:**

Situation - Parting. The new cloud leaves. Each must choose where to go.

Outcomes and Effects - Stay on home cloud → add a die equal to your highest attachment to North. Leave with new cloud → add a random die to East.

- **Next Boan:**

North → Bounty (p 35)

South → Beast (p 32)

East → Brilliance (p 44)

West → Ancestry (p 21)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Deep Beneath

No sky can be seen, the earth swallows those the sky cannot accept. Deep in the caverns and tunnels, the people battle and mourn, faced with the day to day task of staying alive.

- **Center:**

1. Monkey
2. Dog
3. Tiger
4. Turtle
5. Hare
6. Phoenix
7. Dragon
8. Queen
9. King

- **Lives:**

North - Noble, Priest

South - Monk, Traveler

East - Merchant, Courtesan

West - Miner, Knight

- **First Stage:**

Situation - Songs of pain. Dig as you sing, and sing to keep away the creaking of the rocks and earth.

Outcomes and Effects - Sing the best song → add a die equal to your highest attachment to North. Sing the worst song → add a die equal to your number of attachments to South. Sing nothing at all → add a random die to West.

- **Second Stage:**

Situation - New cavern. Potential, stones and mushrooms. Whispers of others.

Outcomes and Effects - Cavern offers hope of the sky → add a random die to East. Cavern offers wealth → add a random to West. Cavern offers allies → add a random die to North. Cavern offers wisdom → add a random die to South.

- **Third Stage:**

Situation - To arms. Meeting with weapons and violence.

Outcomes and Effects - Slain by another → add a die equal to your highest attachment to West and lose life. Slay another → add a die equal to your number of attachments to West. Flee the fray → add a random die to South.

- **Fourth Stage:**

Situation - Closing the tunnel. Collapsing the way. Ending war and hope.

Outcomes and Effects - Caught in collapse → add a die equal to your highest attachment to South. Caught in the far cavern → add a random die to West.

- **Next Boan:**

North → Kingdom (p 34)

South → Desert (p 37)

East → Animal (p 23)

West → Shroud (p 45)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Beast



10

Beasts who walk on two legs. Civility and honor cover hidden loves and hatreds. Swords replace teeth and claws.

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - Raptor, Wolf

South - Herd Beast, Monkey

East - Rodent, Song Bird

West - Cat, Snake

- **First Stage:**

Situation - Court is held. Honors bestowed, gifts given. Sly glances reveal emotions beneath the face.

Outcomes and Effects - Reveal your love → add a die equal to your highest attachment to East. Revel your enmity → add a die equal to your highest attachment to West. Be honored truly → add a random die to North. Be honored falsely → add a random die to West.

- **Second Stage:**

Situation - Night falls, secret meetings and plots blossom. Assassination and treason.

Outcomes and Effects - Meet with your love → add a die equal to your number of attachments to East. Slay your enemy → add a die equal to your number of attachments to West. Be slain → add a die equal to your number of attachments to North and lose life. Commit treason → add a random die to West.

- **Third Stage:**

Situation - Plots revealed, and treachery brings ruin.

¹⁰Image Reference: <http://www.iclo.or.jp/100books/1868/htm/TOP-Year.htm>

Outcomes and Effects - Court is overthrown → add a random die to West. Traitors are discovered → add a random die to North. Lovers flee → add a die equal to your highest attachment to East.

- **Fourth Stage:**

Situation - Reaction. Plotters found and punished or rewarded. All secrets revealed.

Outcomes and Effects - Traitors rewarded → add a random die to West. Traitors executed → add a random die to North. Lovers rewarded → add a random die to East. Lovers executed

→ add a random die to South.

- **Next Boan:**

North → Sky Above (p 30)

South → Celebration (p 47)

East → Celebration (p 47)

West → Ocean (p 43)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Kingdom

An age of war and conflict. The earth gives struggle as do all who dwell on it. But in the midst of such troubles, what is there to stand for?

- **Center:**

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare
6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

North - Noble, Knight

South - Monk, Traveler

East - Courtesan, Merchant

West - Soldier, Farmer

- **First Stage:**

Situation - Seeking. A search for hope and dreams, a chance to make things better.

Outcomes and Effects - Seek honor → add a random die to East. Seek power → add a random die to West. Seek purity → add a random die to North. Seek solutions → add a random die to South.

- **Second Stage:**

Situation - Traveling. Encounters of danger and violence. Will is tested and hopes are put on the line.

Outcomes and Effects - Defeat another on the way → add a random die to East. Be slain on

the way → add a random die to West and lose life. Make a sacrifice → add a random die to North. Become separated → add a random die to South.

- **Third Stage:**

Situation - Confrontation. Deceptions are laid bare. Struggles are weighed, consequences seen at last.

Outcomes and Effects - Relent in face of the truth → add a random die to East. Fail in face of truth → add a random die to West. Win in spite of the truth → add a random die to North. Flee in face of the truth → add a random die to South.

- **Fourth Stage:**

Situation - Consequences. Escaping or being punished. Returning home or exiled.

Outcomes and Effects - Return home → add a die equal to your highest attachment to East. Captured and punished → add a die equal to your highest attachment to West. Become exiled for your deeds → add a die equal to your highest attachment to North. Escape to the wilds → add a die equal to your highest attachment to South.

- **Next Boan:**

North → War (p 49)

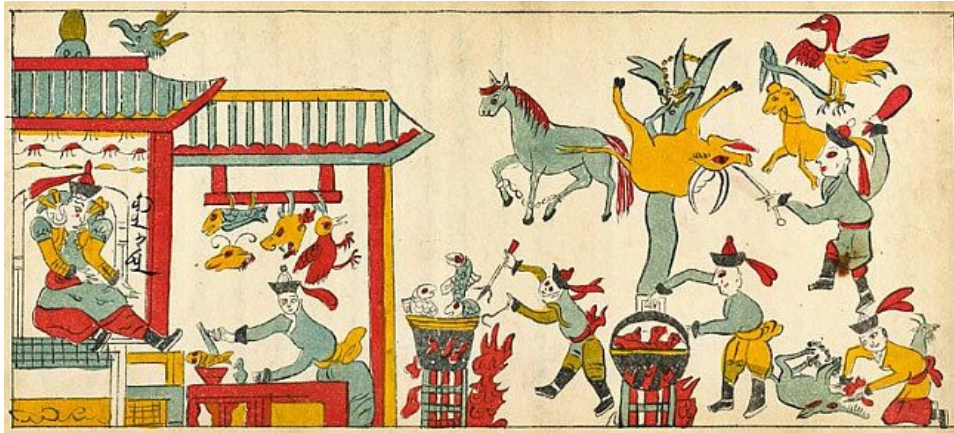
South → Deep Beneath (p 31)

East → Fortress (p 42)

West → War (p 49)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Bounty



11

An age of plenty and peace. The earth gives up its glories and all is restful and easy. But in the midst of such bounty, what is there to struggle for?

- **Center:**

1. Turtle
2. Hare
3. Monkey
4. Dragon
5. Phoenix
6. Queen
7. King
8. Dog
9. Tiger

- **Lives:**

North - Noble, Priest

South - Monk, Traveler

East - Merchant, Courtesan

West - Farmer, Knight

- **First Stage:**

Situation - Questing. A search for excitement and danger, adventure and risk.

Outcomes and Effects - Quest for glory → add a random die to East. Quest for strength → add a random die to West. Quest for holiness → add a random die to North. Quest for answers → add a random die to South.

- **Second Stage:**

Situation - Journey. Some will help, some stand in your way. Visions, and powers, and tests of true purpose.

Outcomes and Effects - Defeat another on the journey → add a random die to East. Gain an object of power → add a random die to West. Make a sacrifice → add a random die to North. Receive a vision → add a random die to South.

- **Third Stage:**

Situation - Challenge. The moment of truth. Confronting and defeating the villain at the end of the journey.

Outcomes and Effects - Win with courage → add a random die to East. Win with prowess → add a random die to West. Win with faith → add a random die to North. The confrontation is avoided → add a random die to South.

- **Fourth Stage:**

Situation - Return. Coming home. Word spreads of your deeds. Rewards are given and punishment is received.

Outcomes and Effects - Rewarded with honor → add a die equal to your highest attachment to East. Rewarded with power → add a die equal to your highest attachment to West. Rewarded with love → add a die equal to your highest attachment to North. Punished for your deeds → add a die equal to your highest attachment to South.

¹¹Image Reference: http://base.kb.dk/manus_pub/cv/manus/ManusIntro.xsql?nnoc=manus_pub&p_ManusId=289&p_Lang=alt

- **Next Boan:**

North → Propriety (p 51)

South → Sky Above (p 30)

East → Propriety (p 51)

West → Blade (p 40)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Desert

Fiery sands and burning sun. Winds sweep and scour the earth and all those upon it. An open land of hidden death. Passage, politics, intrigue, and murder.

- **Center:**

1. Tiger
2. Dog
3. King
4. Queen
5. Hare
6. Turtle
7. Dragon
8. Phoenix
9. Monkey

- **Lives:**

North - Chieftain, Priest

South - Mystic, Madman

East - Consort, Merchant

West - Warrior, Thief

- **First Stage:**

Situation - Deep desert. Beating sun. Chance meeting. Fortunes sought, forage, hunt, survive.

Outcomes and Effects - Befriend a fellow traveler → add a die equal to your highest attachment to North. Betray a fellow traveler → add a die equal to your number of attachments to West. Beaten by the desert → add a random die to South and lose life.

- **Second Stage:**

Situation - Oasis and murder. Peace and beauty. Violence and death.

Outcomes and Effects - Be murdered → add a die equal to your number of attachments to East and lose life. Commit murder → add a die equal to your highest attachment to West.

- **Third Stage:**

Situation - Raiders. Attackers and outlaws. Taking all, wealth and people. Defend or flee. Fall or captured.

Outcomes and Effects - You fall to the raiders → add a die equal to your number of attachments to North and lose life. You are captured by the raiders → add a die equal to your highest attachment to West. You stand against the raiders → add a die equal to your highest attachment to East. You flee → add a random die to South.

- **Fourth Stage:**

Situation - Negotiations. Uneasy peace. Crafting with word, arms, and cunning.

Outcomes and Effects - Peace is made with arms → add a random die to West. Peace is made with words → add a die equal to your highest attachment to North. Peace is made with cunning → add a die equal to your highest attachment to South. No peace is forged → add a random die to East.

- **Next Boan:**

North → Deep Beneath (p 31)

South → Chaos (p 53)

East → Wild (p 41)

West → Chaos (p 53)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Forge

Formed in fire. Beaten into shape. Honed and tested. Each is crafted with care, but only some become chosen as the finest.

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - Hammer, Armor

South - Lock, Key

East - Shield, Axe

West - Sword, Manacles

- **First Stage:**

Situation - The kiln. Fire around, all together, ingots glowing red. Exchanging songs and tales of what you will be.

Outcomes and Effects - Tell the best tale → add a die equal to your highest attachment to North. Tell the worst tale → add a die equal to your number of attachments to South. Say nothing at all → add a random die to West.

- **Second Stage:**

Situation - Hammer falls. The forging begins, shapes begin to form. And rivalries build.

Outcomes and Effects - Form a grudge → add a die equal to your number of attachments to West. Form a friendship → add a die equal to your highest attachment to East.

- **Third Stage:**

Situation - Reforged. Finished form emerges, details and pieces form in the heat and dark.

Outcomes and Effects - Become spoiled by a rival → add a die equal to your highest attachment to South and lose life. Give yourself to a another's creation → add a die equal to your number of attachments to North and lose life.

- **Fourth Stage:**

Situation - The choosing. The final test, crafted tool against crafted tool. Only the finest endure.

Outcomes and Effects - Become chosen → add a die equal to your number of attachments to North. Be ruined in the testing → add a die equal to your highest attachment to East. Remain untested → add a random die to West.

- **Next Boan:**

North → Gauntlet (p 54)

South → Flame (p 25)

East → Blade (p 40)

West → Fortress (p 42)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Waste

Ruined world, open and vast. Ended, at peace. Wandering through, cloaked in rags and eyes searching for unseen. Pilgrimage and hermitage, seeking purity of mind and heart.

- **Center:**

1. Monkey
2. Dog
3. Tiger
4. Turtle
5. Hare
6. Phoenix
7. Dragon
8. Queen
9. King

- **Lives:**

North - Noble, Priest

South - Monk, Seer

East - Merchant, Lover

West - Hunter, Knight

- **First Stage:**

Situation - Passing through. Open expanse. Each direction as each other. Wind, and rain, and songs of quiet contemplation. A pilgrimage is formed.

Outcomes and Effects - Pilgrimage for a place → add a random die to West. Pilgrimage for a time → add a random die to North. Pilgrimage for a person → add a random die to East. Pilgrimage without purpose → add a random die to South.

- **Second Stage:**

Situation - Fasting. Food scarce, hunger opening its maw. Share, hoard, or give away.

Outcomes and Effects - Share your food → add a die equal to your highest attachment to East. Hoard your food → add a die equal to your highest attachment to West. Give without food → add a random die to South. Be given food → add a random die to North.

- **Third Stage:**

Situation - Ruins. Empty place. Ages ago alive, not passed into dust and sand. Calling with strange nostalgia, of lives before.

Outcomes and Effects - Pilgrimage's purpose is in the ruins → add a random die to East. The ruins are a trap → add a random die to West. Leave the ruins behind → add a die equal to your highest attachment to South.

- **Fourth Stage:**

Situation - Of losing and finding. Purposes are met or broken. Visions received and paths are parted.

Outcomes and Effects - Pilgrimage's purpose is found → add a random die to East. Pilgrimage's purpose is not found → add a random die to West. Have a vision → add a die equal to your highest attachment to North.

- **Next Boan:**

North → Wind (p 24)

South → Precipice (p 55)

East → Ocean (p 43)

West → Wild (p 41)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Blade

A land of extremes. Blades from the ground, each to cut away the impure, the tainted. Judge and punish. Be judged and punished. So goes the cycle.

- **Center:**

1. Monkey
2. Dog
3. Tiger
4. Turtle
5. Hare
6. Phoenix
7. Dragon
8. Queen
9. King

- **Lives:**

North - Magistrate, Speaker

South - Defender, Champion

East - Prosecutor, Accuser

West - Bailiff, Executioner

- **First Stage:**

Situation - The first cut. Blades take hold, cleaving desire and doubt.

Outcomes and Effects - Lose your doubt → add a die equal to your highest attachment to North and convert a related attachment to calling by one. Lose your desire → add a die equal to your number of attachments to South and convert a related attachment to calling by one.

- **Second Stage:**

Situation - Judging. A court is formed. Arguments made and judgments formed. Evidence and lies. A verdict placed by all.

Outcomes and Effects - Be the defendant → add a die equal to your highest attachment to West. The defendant is guilty → add a random die to North. The defendant is innocent → add a random die to South.

- **Third Stage:**

Situation - Judgment. The judged judges, and blame is reversed. Each is given punishment of their own.

Outcomes and Effects - You are judged guilty → add a die equal to your number of attachments to North. The defendant is severe → add a random die to West. The defendant is merciful → add a random die to East.

- **Fourth Stage:**

Situation - Punishments. Punished by blades in turn. Taking in measure what is judged.

Outcomes and Effects - Lose your life → add a die equal to your highest attachment to North. Lose your hope → add a die equal to your highest attachment to West. Lose your fear → add a die equal to your highest attachment to East. Lose your self → add a die equal to your highest attachment to South.

- **Next Boan:**

North → Gauntlet (p 54)

South → Metal (p 26)

East → Bounty (p 35)

West → Forge (p 38)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Wild

The hunt calls driving behind your eyes. A deepening, bestial feel. Blood on the wind and something much deeper, much simpler. Reveling in being alive, unthinking and yet clever. The wild calls, and you howl in answer.

- **Center:**

1. Dragon
2. Hare
3. Tiger
4. Monkey
5. Phoenix
6. Turtle
7. Dog
8. Queen
9. King

- **Lives:**

North - Hunter, Savage

South - Feral Hermit, Wise one

East - Runner, Hound master

West - Trapper, Berserker

- **First Stage:**

Situation - The howl. Deep down, primal urging. Calling, pushing. Hunt or be hunted.

Outcomes and Effects - Join the hunt → add a die equal to your highest attachment to North. Become the prey → add a die equal to your number of attachments to West. Follow the hunt → add a random die to South.

- **Second Stage:**

Situation - The run. Field and valley. Mountain's peak and ocean's foam. Forest, desert, and marsh. The hunt runs on.

Outcomes and Effects - Take down false prey → add a die equal to your number of attachments to North. Run as the prey → add a die equal to your highest attachment to East. Fall to the hounds → add a random die to West and lose life.

- **Third Stage:**

Situation - Cornering. Surrounding, hounds baying, hunters snarling. Flight no more, as fight takes hold.

Outcomes and Effects - A hunter is cornered → add a random die to West. Be cornered as the prey → add a die equal to your number of attachments to North.

- **Fourth Stage:**

Situation - The kill. Blood thickens the air. The hunters and their prey slash and bite and struggle.

Outcomes and Effects - A hunter is killed → add a random die to East. You fall as prey → add a die equal to your number of attachments and a die equal to your highest attachment to South.

- **Next Boan:**

North → Wood (p 27)

South → Precipice (p 55)

East → Waste (p 39)

West → Desert (p 37)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Fortress

Huge fortification on a blasted plane, holding ground against some great foe. Keeping the darkness from ascent and protecting the world of the living. All are called to serve.

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - Swordsman, Commander

South - Scout, Tactician

East - Shieldmate, Spearman

West - Archer, Artillerist

- **First Stage:**

Situation - Training. Preparation and drills. Working together or falling at one another. Teams compete.

Outcomes and Effects - Break apart your team → add a die equal to your highest attachment to West. Become your team leader → add a die equal to your number of attachments to North. Win the competition → add a random die to East. Do not compete → add a random die to South.

- **Second Stage:**

Situation - Night of battle. Tension in the air. Celebrate, prepare, or flee.

Outcomes and Effects - Join debauchery → add a die equal to your highest attachment to East. Prepare for war → add a random die to North. Find solace with another → add a random die to East. Desert the fortress → add a die equal to your number of attachments to South.

- **Third Stage:**

Situation - In the midst. Demons rage across the plain, soldiers stand without hope. Earth shakes and heavens roar. The fortress does not yield.

Outcomes and Effects - Die in battle → add a random die to North and a random die to West and lose life. Become a hero → add a die equal to your highest attachment to North. Be revealed as a coward → add a die equal to your highest attachment to South.

- **Fourth Stage:**

Situation - Picking up pieces. Rebuilding what has been broken, looking toward the next battle.

Outcomes and Effects - Leave the fortress → add a die equal to your number of attachments to East. Stay to defend it → add a die equal to your highest attachment to North.

- **Next Boan:**

North → Gauntlet (p 54)

South → Earth (p 28)

East → Forge (p 38)

West → Kingdom (p 34)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Ocean

Broad seas, ships and islands. Seeking treasure. Seeking new lands. Seeking freedom. Ocean rules all, storms and waves reduce ships to splinters, or bring them to their heart's desire.

- **Center:**

1. Dragon
2. Hare
3. Tiger
4. Monkey
5. Phoenix
6. Turtle
7. Dog
8. Queen
9. King

- **Lives:**

North - Hunter, Navigator

South - Navigator, Explorer

East - Captain, Rigger

West - Pirate, Marine

- **First Stage:**

Situation - Setting sail. Hiring the crew, finding the maps, and beseeching the sea for safety.

Outcomes and Effects - Leave for treasure → add a die equal to your highest attachment to North. Leave for exploration → add a die equal to your highest attachment to East. Leave for freedom → add a die equal to your highest attachment to South. Leave for villainy → add a die equal to your highest attachment to West.

- **Second Stage:**

Situation - Piracy. High seas battle, heroics and treachery. Taking what isn't yours or protecting another.

Outcomes and Effects - Pirates win → add a random die to West. Pirate lose → add a random die to East. Die in battle → add a die equal to your number of attachments to South and lose life.

- **Third Stage:**

Situation - The sea rebels. Waves, wind, and rain. Day becomes night, and water rises like a great hand.

Outcomes and Effects - Ship is saved → add a random die to North. Ship destroyed → add a random die to South. Die in the storm → add a die equal to your number of attachments to East and lose life.

- **Fourth Stage:**

Situation - Island of dreams.

Outcomes and Effects - Found treasure → add a die equal to your number of attachments to West. Found a new land → add a die equal to your number of attachments to South. Find freedom → add a die equal to your number of attachments to North. Brought to justice → add a die equal to your number of attachments to East.

- **Next Boan:**

North → Water (p 29)

South → Precipice (p 55)

East → Beast (p 32)

West → Waste (p 39)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Brilliance

Light surrounds. All is brightness, an intensity mortal eyes cannot bear. Glimpses of forms, remnants in the eye and mind. All around are voices, some speak truth, others not.

- **Center:**

1. Turtle
2. Hare
3. Monkey
4. Dragon
5. Phoenix
6. Queen
7. King
8. Dog
9. Tiger

- **Lives:**

North - Saint, Father

South - Mystic, Ascetic

East - Lover, Mother

West - Knight, Healer

- **First Stage:**

Situation - Greetings. Reaching, holding, embracing. Touch of reassurance in the blinding light.

Outcomes and Effects - Hold on to another → add a die equal to your highest attachment to North. Walk apart → add a die equal to your number of attachments to South.

- **Second Stage:**

Situation - Passing tales. Pass the time, bring closer. Speaking of pasts and futures, tales of glory and hope.

Outcomes and Effects - Tell the best tale → add a die equal to your highest attachment to North. Tell the worst tale → add a die equal to your number of attachments to South. Say nothing at all → add a random die to West.

- **Third Stage:**

Situation - Chorus of voices. Sounds of beauty. Musical, exotic, voiced and unvoiced tones mixing in unearthly harmony.

Outcomes and Effects - Separate in search of music → add a die equal to your number of attachments to South. Keep hold of each other → add a die equal to your highest attachment to North.

- **Fourth Stage:**

Situation - Exquisite touch. Pleasure and joy. Each sensation new, each beautiful.

Outcomes and Effects - Flee the touch → add a die equal to your highest attachment to West. Hurry toward the forms → add a die equal to your number of attachments to East.

- **Fifth Stage:**

Situation - Perfect beauty. Brightness within the light, forms of unspeakable beauty. The perfected form of you.

Outcomes and Effects - Flee yourself → add a die equal to your highest attachment to South. Join with yourself → add a die equal to your highest attachment to North. Show yourself to another → add a random die to East.

- **Next Boan:**

North → Propriety (p 51)

South → Celebration (p 47)

East → Heaven (p 57)

West → Sky Above (p 30)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Shroud



12

Darkness envelopes. A world without light, but with a faint glimmer of hope. Shadowed realm, where vile things dwell. Hands reaching out for one another, but to aid or harm?

- **Center:**

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare
6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

North - Pickpocket, Traitor

South - Charlatan, Smuggler

East - Burglar, Seducer

West - Killer, Thug

- **First Stage:**

Situation - Grasping. Feeling for each other, holding out to touch and to hang on through the gloom.

Outcomes and Effects - Hold on to another → add a die equal to your highest attachment to North. Walk apart → add a die equal to your number of attachments to South.

- **Second Stage:**

Situation - Wandering. Searching, slowly passing through the unlit world. Reaching for something: answers, money, hope.

Outcomes and Effects - Find something of worth → add a die equal to your highest attachment to East. Find something worthless → add a die equal to your number of attachments to South. Find nothing at all → add a random die to West.

- **Third Stage:**

Situation - Screeches. In the darkness, inhuman sounds, piercing, breaking. Shudder down the spine.

Outcomes and Effects - Flee into the darkness → add a die equal to your number of attachments to South. Keep hold of each other → add a die equal to your highest attachment to North.

- **Fourth Stage:**

Situation - Claws and teeth. Tearing, ripping, catching or escaping. To hold on, or let go.

¹²Image reference: <http://www2.odl.ox.ac.uk/gsd/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

Outcomes and Effects - Be slain → add a die equal to your highest attachment to East and lose life. Use another as a shield → add a die equal to your number of attachments to West.

- **Fifth Stage:**

Situation - Darker than darkness, sharp in shadow, the creatures rise to sight. And scream for pain, for they are you.

Outcomes and Effects - Flee yourself → add a die equal to your highest attachment to South. Confront yourself → add a die equal to your highest attachment to North. Hide behind an-

other → add a random die to West.

- **Next Boan:**

North → War (p 49)

South → Chaos (p 53)

East → Deep Beneath (p 31)

West → Hell (p 56)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Celebration



13

- **Center:**

1. Queen
2. King
3. Phoenix
4. Dragon
5. Turtle
6. Hare
7. Dog
8. Tiger
9. Monkey

- **Lives:**

North - Festive Lord, Storyteller

South - Dancer, Poet

East - Cook, Musician

West - Reveler, Singer

- **First Stage:**

Situation - Introductions. First meetings and falling in love. Exchanges of gifts and names as the lights rise.

Outcomes and Effects - Fall in love → add a die equal to your highest attachment to East. Give the best gift → add a die equal to your number of attachments to North.

- **Second Stage:**

Situation - Feast. Food and drink, complexities of cuisine and conspicuous dishes of exotic forms and varieties.

Outcomes and Effects - Present the best dish → add a die equal to your highest attachment to South. Seduce another → add a die equal to your number of attachments to West.

- **Third Stage:**

Situation - Entertainment. Music, dance, and stories. Raucous and solemn, profound and ludicrous.

Outcomes and Effects - Tell the best story → add a die equal to your highest attachment to North. Dance the best dance → add a die equal to your number of attachments to South. Play the best song → add a die equal to your highest attachment to East.

¹³Image reference: <http://www2.odl.ox.ac.uk/gsd1/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

- **Fourth Stage:**

Situation - Romance. Lovers meet in private, hoping and dreaming. Seeking companionship in strange places.

Outcomes and Effects - Pledge your love → add a die equal to your highest attachment to East. Change your loves → add a die equal to your number of attachments to West. Find a companion for the night → add a die equal to your highest attachment to South.

- **Fifth Stage:**

Situation - Drink. Going to the head and heart. Madness of wine and song, lusts and fevered energy.

Outcomes and Effects - Things go out of control → add a random die to West. Things remain civil → add a random die to North.

- **Next Boan:**

North → Brilliance (p 44)

South → Beast (p 32)

East → Heaven (p 57)

West → Beast (p 32)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: War



14

A world of war, destruction, and violence. Fields caked with the blood of thousands of battles. Ruined fortresses pressed to service for the hundredth time. The rumble of armies marching and the piercing screams of the dead and dying.

- **Center:**

1. Tiger
2. Dog
3. King
4. Queen
5. Hare
6. Turtle
7. Dragon
8. Phoenix
9. Monkey

- **Lives:**

North - Swordsman, Commander

South - Scout, Tactician

East - Shieldmate, Spearman

West - Archer, Artillerist

- **First Stage:**

Situation - Skirmish. Chance encounter, break of light. Battle begins.

Outcomes and Effects - Stand and win → add a die equal to your highest attachment to North. Stand and fall → add a die equal to your number of attachments to West and lose life. Report back to command → add a random die to East.

- **Second Stage:**

Situation - Rout. Engagement turns to chaos. Trampling, bloody slayings, and surrendering prisoners.

Outcomes and Effects - Stand and fall → add a die equal to your highest attachment to East and lose life. Escape the rout → add a die equal to your number of attachments to South. Slain in rout → add a random die to West and lose life. Surrendered → add a random die to North.

- **Third Stage:**

Situation - Ambush. Victory turns about like the wind. Unseen death on all sides.

Outcomes and Effects - Lead ambush → add a die equal to your number of attachments to North. Fall in ambush → add a random die to West and lose life. Break free → add a random die to South.

- **Fourth Stage:**

Situation - Treachery. Betrayal, spies, and subterfuge. A leader is killed and all is in disarray.

¹⁴Image reference: <http://www2.odl.ox.ac.uk/gsd/cgi-bin/library?e=d-000-00-0orient01-00-0-0-0prompt-10-4-0-11-1-en-50-20-about-00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

Outcomes and Effects - Be assassinated → add a die equal to your highest attachment to North and lose life. Escape treachery → add a die equal to your highest attachment to South. Betray your camp → add a random die to West.

- **Fifth Stage:**

Situation - Last Stand. No escape, no quarter, the hopeless battles grind on again.

Outcomes and Effects - Die foolishly → add a random die to South. Die valiantly → add a random die to North. Die cowardly → add a random die to West.

- **Next Boan:**

North → Kingdom (p 34)

South → Shroud (p 45)

East → Kingdom (p 34)

West → Hell (p 56)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Propriety



Rules, sincerity, and honor dominate. All things in their place, and anything outside is removed. Emotions, dreams, and desires all must bow to the laws of propriety.

- **Center:**

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare
6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

North - Worker, Overseer

South - Poet, Dreamer

East - Counselor, Speaker

West - Enforcer, Builder

- **First Stage:**

Situation - Forbidden emotion. Love, hate, and hope arise in spite of the rules banishing them.

Outcomes and Effects - Fall in love → add a die equal to your highest attachment to East. Give into hate → add a die equal to your highest attachment to West. Search for your dream → add a die equal to your highest attachment to South.

- **Second Stage:**

Situation - Discovery. Emotions revealed. Lies told, and honor sullied.

Outcomes and Effects - Reveal your emotion → add a die equal to your number of attachments to South. Keep your emotions hidden → add a die equal to your number of attachments to North.

- **Third Stage:**

Situation - Enforcement. Secrets unkempt, and revelations made public. Shame and danger. The feeling become the hunted.

Outcomes and Effects - Capture those who feel → add a random die to North. Be captured for feeling → add a random die to West. Turn yourself in → add a die equal to your number of attachments to East.

- **Fourth Stage:**

Situation - Counseling. Healing offered and then broken. Emotion intensified. The facade breaks.

Outcomes and Effects - Lash out without control → add a die equal to your highest attachment to West. Break down → add a random die to South. Counsel another and heal them → add a die equal to your highest attachment to East.

¹⁵Image Reference: http://base.kb.dk/manus_pub/cv/manus/ManusIntro.xsql?nnoc=manus_pub&p_ManusId=289&p_Lang=alt

- **Fifth Stage:**

Situation - Self-Destruction. Small fractures lead to great rifts. Clash becomes unbearable. People break, and others fall in their wake.

Outcomes and Effects - Commit suicide alone → add a die equal to your highest attachment to West. Commit suicide with another → add a die equal to your highest attachment to East. Learn to live → add a random die to South.

- **Next Boan:**

North → Bounty (p 35)

South → Brilliance (p 44)

East → Heaven (p 57)

West → Bounty (p 35)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Chaos

Elements lose their coherence, drifting from one thing to another. People pass from one self to another. Madness reigns and all struggle to keep under control.

- **Center:**

1. Monkey
2. Dog
3. Tiger
4. Turtle
5. Hare
6. Phoenix
7. Dragon
8. Queen
9. King

- **Lives:**

North - Dominator, Obsessive

South - Delusional, Regressive

East - Submissive, Manic-Depressive

West - Uncontrolled, Multiple Personality

- **First Stage:**

Situation - Chaos around. Swirling patterns of material and force. Learning the current. Seeking the safe places.

Outcomes and Effects - Revel in Chaos → add a die equal to your highest attachment to West. Find safety → add a die equal to your number of attachments to North. Learn to travel the chaos → add a random die to South.

- **Second Stage:**

Situation - Chaos outside. Living in a world of madness. Seeking to survive. Searching for answers. Ignoring the whispers.

Outcomes and Effects - Find a way to live → add a die equal to number of attachments to North. Find a mystery in the chaos → add a die equal to your highest attachment to South. Give into madness → add a random die to West.

- **Third Stage:**

Situation - Chaos storming. The surge and crushing madness weighs on all. Whispers, now shouting, calling from inside.

Outcomes and Effects - Keep the shelter safe → add a random die to North. Perish in the storm → add a random die to South and lose your life.

- **Fourth Stage:**

Situation - Chaos inside. Madness rising, lashing out, hurting others. The voices are your own.

Outcomes and Effects - Lash out at another → add a die equal to number of attachments to East and a random die to West. Keep your madness bottled inside → add a die equal to your highest attachment to North and a random die to West. Killed in a bout of madness → add a random die to South and lose your life.

- **Fifth Stage:**

Situation - The chaos within. Madness takes form, out of the chaos, seeking to pull you down into it.

Outcomes and Effects - Defeat your madness → add a die equal to your highest attachment to East. Be consumed by your madness → add a die equal to your highest attachment to West.

- **Next Boan:**

North → Shroud (p 45)

South → Desert (p 37)

East → Desert (p 37)

West → Hell (p 56)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Gauntlet

The last tests. The passage through which only the worthy may pass. Judged and held to standards beyond humanity.

- **Center:**

1. Tiger
2. Dog
3. King
4. Queen
5. Hare
6. Turtle
7. Dragon
8. Phoenix
9. Monkey

- **Lives:**

Choose a favored life from your journey.

- **First Stage:**

Situation - Test of will. Stand for a cause in the face of danger and opposition. Resist wiles and violence.

Outcomes and Effects - Flee from violence → add a die equal to your highest attachment to South. Giving into temptation → add a die equal to your number of attachments to West. Resist distractions → add a random die to North.

- **Second Stage:**

Situation - Test of severity. Judge others, and met out punishment with your own hand.

Outcomes and Effects - Make no judgment → add a die equal to your highest attachment to South. Be merciful → add a die equal to your number of attachments to East. Be severe → add a random die to North.

- **Third Stage:**

Situation - Test of virtue. Virtue is beneath the calling, a distraction and a danger.

Outcomes and Effects - Give into virtue → add a die equal to your highest attachment to East. Act against virtue → add a die equal to your number of attachments to West. Act without respect to virtue → add a random die to North.

- **Fourth Stage:**

Situation - Test of sin. Sin is beneath the calling, a distraction and a danger.

Outcomes and Effects - Give into sin → add a die equal to your highest attachment to West. Act against sin → add a die equal to your number of attachments to East. Act without respect to sin → add a random die to North.

- **Fifth Stage:**

Situation - Test of compassion. Compassion is the deepest principle of the called. Knowing no bounds. Seeking no limits.

Outcomes and Effects - You act without compassion → add a die equal to your highest attachment to South. You compassion becomes love → add a die equal to your number of attachments to East. You act with compassion → add a random die to North.

- **Next Boan:**

North → Truly Called (p 58)

South → Forge (p 38)

East → Blade (p 40)

West → Fortress (p 42)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Precipice

The edge of the cliff, where nothing lies beyond. A place to sacrifice, and see what lies in giving away that which holds you.

- **Center:**

1. Turtle
2. Hare
3. Monkey
4. Dragon
5. Phoenix
6. Queen
7. King
8. Dog
9. Tiger

- **Lives:**

Choose a favored life from your journey.

- **First Stage:**

Situation - Sacrifice of wealth. Poverty. Living on nothing and with nothing. Trusting the universe to provide.

Outcomes and Effects - Retain your possessions → add a die equal to your highest attachment to West. Giving to another → add a die equal to your number of attachments to East. Truly sacrifice → add a random die to South.

- **Second Stage:**

Situation - Sacrifice of place. Becoming forgotten, unremarkable, unimportant. Fading to anonymity.

Outcomes and Effects - Retain your place → add a die equal to your highest attachment to North. Subordinating to another → add a die equal to your number of attachments to East. Truly sacrifice → add a random die to South.

- **Third Stage:**

Situation - Sacrifice of right. Letting go of judgment and duty. Ceasing to interpret.

Outcomes and Effects - Make your judgment → add a die equal to your highest attachment to North. Fail to watch the consequences → add a die equal to your number of attachments to West. Truly sacrifice → add a random die to South.

- **Fourth Stage:**

Situation - Sacrifice of self. Loosing the bounds of self. Disappearing the body and the mind.

Outcomes and Effects - Retain your self → add a die equal to your highest attachment to West. Join with another → add a die equal to your number of attachments to North. Truly sacrifice → add a random die to South.

- **Fifth Stage:**

Situation - Sacrifice of sacrifice. Giving is receiving. Ceasing to give or take, but remaining simply aware.

Outcomes and Effects - Retain your sacrifices → add a die equal to your highest attachment to North. Exchange with another → add a die equal to your number of attachments to East. Be simply aware → add a random die to South.

- **Next Boan:**

North → Waste (p 39)

South → Fully Aware (p 59)

East → Ocean (p 43)

West → Wild (p 41)

If there is a tie, roll a d6: 1 → Human Nobility (p 9), 2 → Human Revolution (p 11), 3 → Human Exploration (p 13), 4 → Human Wartime (p 15), 5 → Human Decline (p 17), 6 → Human Rebirth (p 19)

Boan: Hell - Suffering Boan (Western Destination)



16

Brought by your pain to a place of punishment and suffering. Mundane tortures and philosophical torments side by side. Hope is squashed and all brings pain, so perhaps that pain can be overcome.

- **Center:**

Most Pain, breaking ties with the list below.

1. Tiger
2. Dog
3. King
4. Queen
5. Hare

6. Turtle
7. Dragon
8. Phoenix
9. Monkey

- **Lives:**

Choose a favored life from your journey.

- **Final Stage:**

Go around for each attachment and telling how that attachment has become a source of suffering for the shade. When all attachments have been told, the game ends.

¹⁶Image Reference: http://digitalgallery.nypl.org/nypldigital/dgkeysearchresult.cfm?parent_id=131030&word=

Boan: Heaven - Pleasure Boan (Eastern Destination)



17

Brought by your joy to a place of pleasure and happiness. Mundane entertainments and philosophical delights side by side. Hope is grown and all brings joy, so perhaps that joy can be overcome.

- **Center:**

Most Joy, breaking ties with the list below.

1. Turtle
2. Hare
3. Monkey
4. Dragon
5. Phoenix

6. Queen

7. King

8. Dog

9. Tiger

- **Lives:**

Choose a favored life from your journey.

- **Final Stage:**

Go around for each attachment and telling how that attachment has become a source of pleasure for the shade. When all attachments have been told, the game ends.

¹⁷Image Reference: http://digitalgallery.nypl.org/nypldigital/dgkeysearchresult.cfm?parent_id=131030&word=

Destination: Truly Called (Northern Destination)



18

Taking on a new role, not within the cycle, but part of it. As a guide, counselor, and source of wisdom. You grant advice, punishment, and most of all a path to follow.

- **Center:**

Highest Calling, breaking ties with the list below.

1. King
2. Queen
3. Dragon
4. Phoenix
5. Hare

6. Turtle
7. Tiger
8. Dog
9. Monkey

- **Lives:**

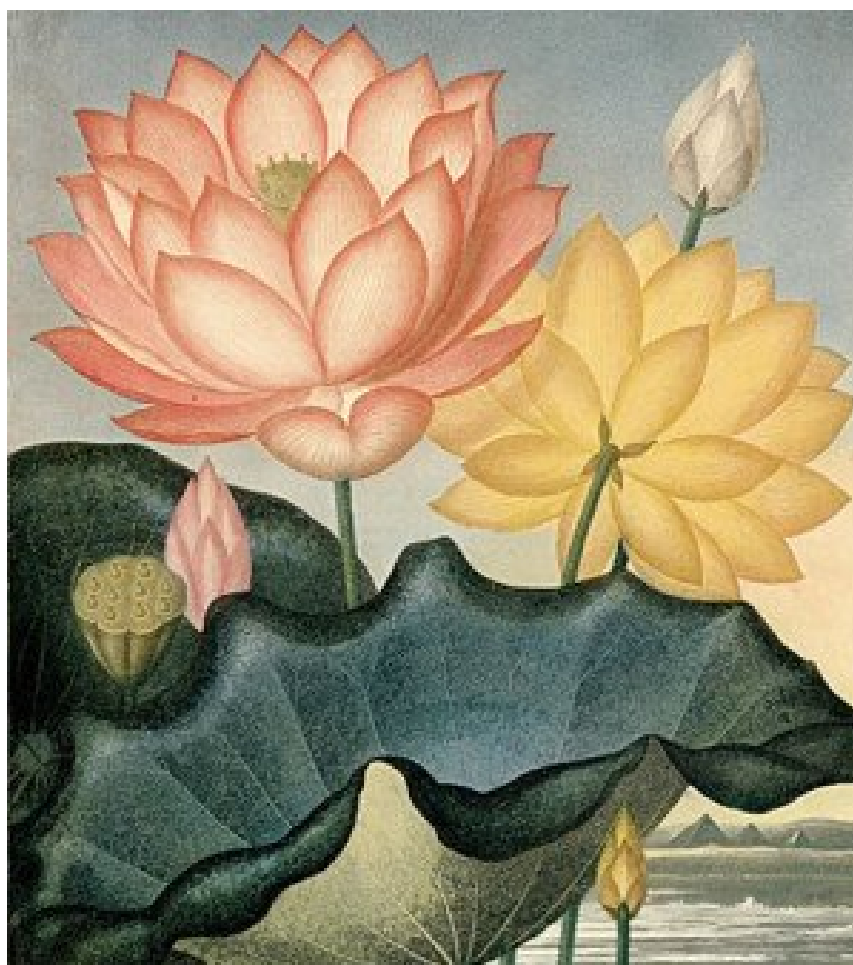
Choose a favored life from your journey.

- **Final Stage:**

Go around reducing attachments and telling how the character has become called to something more important than that attachment. When all shades have no attachments, the game ends.

¹⁸Image reference: <http://www2.odl.ox.ac.uk/gsd1/cgi-bin/library?e=d-000-00—0orient01-00-0-0-0prompt-10—4—0-11-1-en-50—20-about—00001-001-1-1isoZz-8859Zz-1-0&a=d&cl=CL1&d=orient001-aab>

Destination: Fully Aware (Southern Destination)



19

Leaving the cycle, by becoming all of it. Awareness and understanding wash away the you that once was. And nothing and everything remains.

- **Center:**

Highest Awareness, breaking ties with the list below.

1. Dragon
2. Hare
3. Tiger
4. Monkey
5. Phoenix
6. Turtle

7. Dog

8. Queen

9. King

- **Lives:**

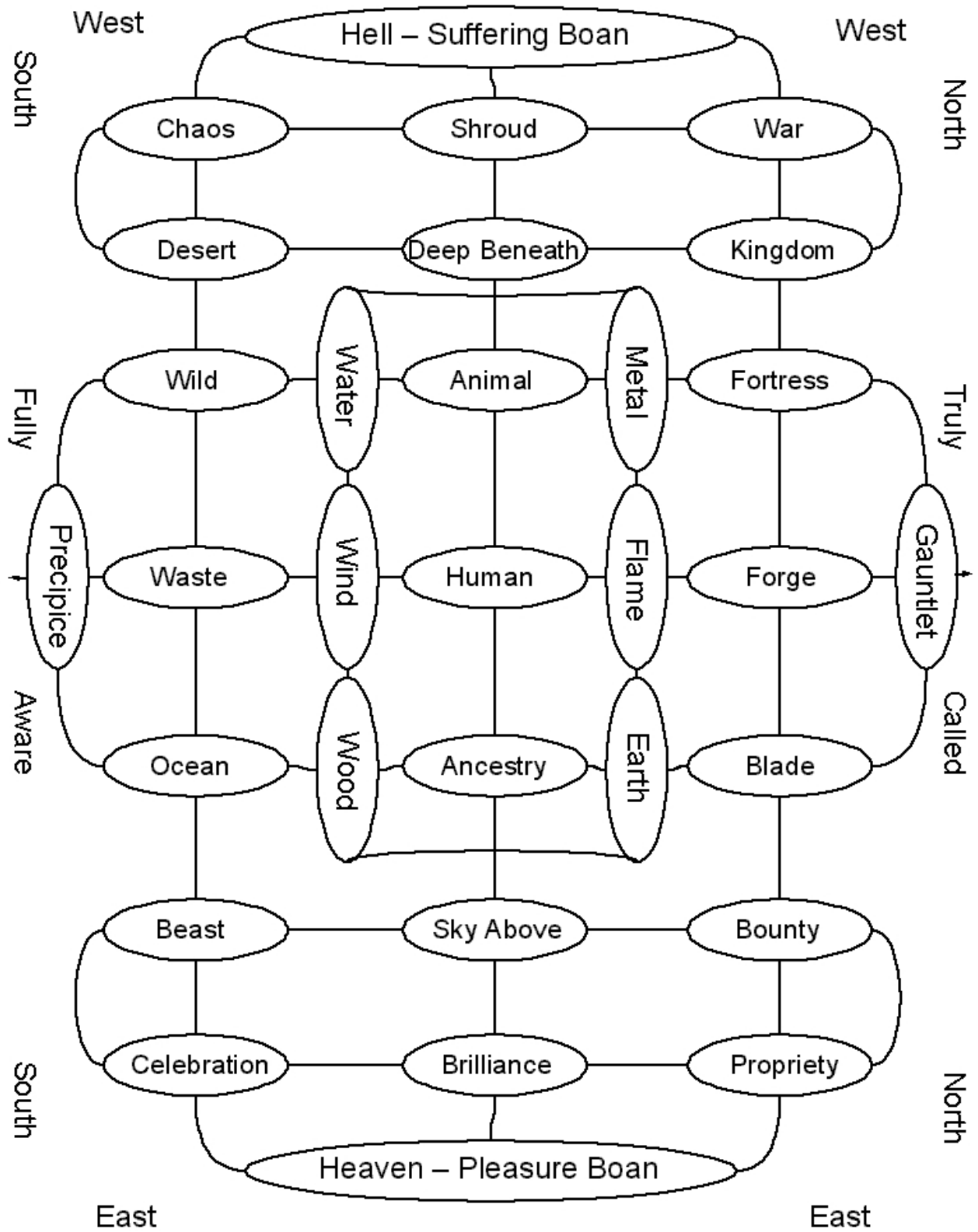
Choose a favored life from your journey.

- **Final Stage:**

Becoming Aware - Go around reducing attachments and telling how the character has become aware of the transientness of that attachment. When all shades have no attachments, the game ends.

¹⁹Image Reference: http://www.audubonhouse.org/thornton/thorntonpics.cfm?PageNum_rs=1

Boan Map



Customizing

Once more has been designed with specific themes and moods in mind. The fixedness and repetition is intentional, to give a contrast to the freedoms available during play. It is very tempting to simply eschew with that contrast and open everything up. But that would produce a different game with a different effect as it is played.

Indeed, that may be the game you are looking for, but proceed with caution. Structure and limitations serve purposes which may not be immediately obvious, and they help to make the choices you have meaningful. That being said, the following are a handful of ways to customize this game to better fit a group of players, or a specific venue. This includes rules for crafting Boan during play. Also, there are pacing changes, to make play riskier, faster or repeatable.

Original Boan

In making original boan during play, you have two options. On one hand you can keep the original boan on returns to the same boan. On the other you can make the boan completely dynamic and rebuild them each time. Be aware the later approach makes the game much less focused on the map, so it is riskier, but it may give you the level of flexibility you want. Just don't expect the game to play the same way.

The former however is encouraged for more experienced players, especially ones who have played Once More before. Much like describing the age, the crafting of a boan uses a cycle of decisions. Randomly choose a player to start and a direction to circle and then follow the this series of decisions, circling around until no more are left.

The first player is the center for this boan. The second player describes the boan in general terms, leaving room for describing the age to fill in more detail. The third player states how many stages there will be (3, 4, or 5). The fourth through seventh players choose two lives under one direction each. The eighth player describes the first stage situation. The

remaining players either add a goal and outcome for the present stage (unless there are four in this stage already) or (if there are at least two goals and outcomes in that stage) describe the situation of the next stage, if one remains. If no stages remain, and the next player chooses to not or cannot add a goal and outcome, then that player declares this process finished, and the boan is ready to be played.

Start playing the boan at the selection of lives step.

Changing the Journey

There are several options for changing the pace of Once More. One option is to speed things up and make them riskier, by making each boan visited only once (except for the human ones). Then if you leave a boan in a specific direction, you continue in that direction. This gets slightly complicated when you go West from Water or Metal, or East from Wood or Earth. In the former just link to Deep Beneath, the later to Sky Above, and go from there. This will quickly reach a destination, even unintentionally, so be warned. Also, not being able to redo the boans limits the game's potential, but for a quick, high risk variant this works.

Alternatively, you can include a current, pushing in the direction of one of the endings. Each boan you pass through adds one more random die in that chosen direction. This forces the players to cooperate quickly if they want to remain away from the destination. Or makes it easy if that is where they eventually want to get.

Lastly, it is possible to play after a destination is reached. This works best for the Pleasure and Suffering Boans, since you don't lose your attachments there. If you want to try again, reduce each of your attachments by one (placing the surplus in either calling or awareness) and start again in a random human boan. However, if you ended in Truly Called or Fully Aware, there isn't much left to recover, so it's easier to start playing from the beginning again.

Shade Sheet

Player Name: _____

Shade: _____

Awareness	Calling
Joy Attachments	Pain Attachments

Journey:
