

ISSUE #3 AUTUMN

# A DIVORCE OF DRUIDS AND THE DIVISION OF THEIR DOMAIN

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*As agreed, you wait within the cave. The wolf circles around you, while you sit and watch the passage of the sun. Her fur glistens with wood paste, filling the cave with the distinct and contrasting smells of the herb and wet fur. In your meditative trance, you see tendrils of green grass creep from the light outside into the dark of the cave. They always had a flair for drama.*

*They seem to float into the cave. Their hair flows freely and long, and their dark red robes trail to the ground. The wolf sniffs and raises her head, and you copy your companion. Just as you identify the stench of carrion, small dark furry forms begin to flow out from the red robes with a sudden cacophony of squeaks. They always had a fondness for foul creatures.*

*You feel the chill of the stone floor, as they block the light of the cave mouth, and the wolf fades into the darkness. They had suggested an open space, a forest clearing full of the falling leaves of the season, but you had insisted on somewhere more intimate. They were always accommodating.*

*You sit, and they stand. There is a sudden squeakish scream and then the crunch of chewing from the darkness. They wince and then shrug. There are no greeting words in this ritual. You sense it is time to begin, and you do not wait. You go first.*

AN I-CUT, YOU-CHOOSE, CRAFT-RPG-GAME SUBSCRIPTION WEB ZINE



2 PLAYERS



60 MINUTES



AGES 14+

PUBLISHED BY LONG TAIL GAMES



## A SEASONAL SERIES

This is the third issue in the Divorce of Druids series, and it is designed to be played after playing the previous issues. You can purchase the rest of the series online from [long-tail.games](http://long-tail.games) in either zine or print-and-play at home formats.

## MADE IN MEANJIN

We would like to acknowledge the First Nations people as the Traditional Owners of Brisbane, the land where this game was designed. I recognise the country north and south of the Brisbane River, as the home of both the Turrbul and Jagera nations. I pay deep respects to all Elders past and present and future.

## RULE ADDITIONS

There are seasibak rule additions that are noted on this page, and repeated in their relevant section throughout the rules. Any addition will be marked with a graphic to the top left of the text frame.

There are two updated sections for this issue which supercede the sections from the previous issues, *Preparing the lands and yourself* on the following page and *Determining the outcome of the divorce* after the tracts of land.



This is the graphic for Summer.



This is the graphic for Autumn.

## ARTEFACTS

Artefacts are powerful items that give your druid new abilities and also change their appearance.

During Setup, these artefacts will appear on the same page as traits, with the pictures and rules text hidden. Artefact markers will appear in tracts of land for druids to Divide like things.

When a tract is revealed, if there are any artefact markers on the tract, find the matching artefacts and flip them over to reveal their abilities.

When you receive an artefact marker in Deciding, take the matching artefact. Cut out the part in the grey dotted box and glue it in the appropriate place on your druid. You can now use the ability of that artefact. Some artefacts can be used in the forming step on the same round that you receive them, other artefacts will trigger at particular times in the round.

The artefact marker has no further purpose and can be covered and rotated when forming as if it were a Plain.

## CREATION MAGIC

Traits and artefacts give your druids the ability to add things to their land and change the name of things. When you add a thing to a space, draw a picture of the thing and write its name underneath.

Things are made by their name, so if a druid creates a Tree and then a druid adds the colour Green to that Tree, it becomes a Green Tree and it will be treated as a Green Tree when harmonising your land (including attributes, rarity and type). In this way, things can also have multiple Laws apply to them. If a druid added the color Woad to the Green Tree it would be both a Woad Tree and a Green Tree.

## FORGED

Forged is a special rarity. Forged things do not appear naturally in tracts; they can only be created using traits and artefacts.

## SIMPLE

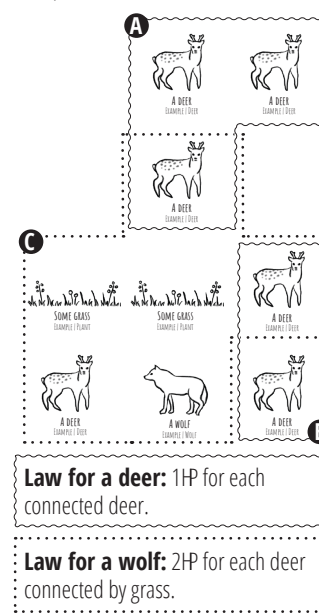
Simple things are things that only have a single word in their name (not including attributes). Simple things don't have a law. If a simple thing gains an extra word in its name, then it is no longer simple.

## CONNECTED

Connected is a new keyword which will reward druids for creating networks of things. Law will specify connected in two ways, they are either just "connected" or "connected by". In the first instance, connected means adjacent to or can be linked through a series of adjacent things of the specified characteristic. In the second instance, "connected by something" means is adjacent to "something" that is connected to the thing in the law.

- As a reminder, adjacent always means orthogonally adjacent (diagonals don't count).
- A thing never counts as being connected to itself.

### EXAMPLE OF CONNECTED THINGS



Each deer in the group of three deer (A) at the top have two connected deer, so each would provide 2HP (a subtotal of 6HP). The second group of deer (B) in the bottom right would score just 1HP each. The deer in the bottom left is not connected to any deer.

The wolf is connected to three deer by grass (C), providing 2HP for each deer (for a total of 6HP). Note, that the wolf is not connected to the deer in the bottom right corner by grass, but it is connected through a series of grass things to the deer in the bottom left corner.

**Law for a deer:** 1HP for each connected deer.

**Law for a wolf:** 2HP for each deer connected by grass.

## ROLEPLAY DIRECTION

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This game is about the end of a relationship. The game encourages you to play mature druids who are mutually agreeing to separate for their mutual benefit. The end of a relationship does not mean that it failed, merely that it is over. Think about it like this:

- You have shared and cared for the land with your beloved for a long time. You cherished and enjoyed your time together. You will miss them.
- You want both your lands to be harmonious. In game and in character, be kind and generous to your beloved, while still prioritising your own needs.
- You do not blame your beloved or yourself for the end of your relationship. It is simply time for something new.

And, of course, talk to each other before the game begins to determine what you're comfortable with.

## OVERVIEW

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You've done this all before, but as a reminder: over the course of the game, you and your beloved will divide your shared domain.

- To start the game, you will first create your characters, including establishing traits that will bestow special abilities and learning laws and desires that will determine the harmony of your land. You will then choose a shared alignment that will determine the outcome of the game.
  - The harmony of each land is measured in Harmony Points (HP), and each land is measured separately. You want to try get as much HP as possible, but the alignment you choose will determine how you feel about the HP of your beloved.
- You will then divide the land that you once shared with your beloved and form it into your new land. Over the course of the game, you will learn more laws, acquire powerful artefacts and narrow your desires.
- Once you have divided all the land, you will evaluate the harmony of your land and then, based on the harmony of both lands and your chosen alignment, you will arrive at an outcome. The outcome will direct you how to narrate the end of the game.

## PREPARING FOR THE FUTURE

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When you finish this game, you will be left with several objects, including the land of each druid, some tomes of record and character sheets. Keep all of these for the next issue. A fresh version of the rules will be made available for each season.

## A GAME FOR TWO DRUIDS

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This is a game about two druids, about the end of their circle of two, which is called a dyad, and the transformation of an old land into two new lands. Your goal in the game is to divide the land in a way that is most favourable to yourself. At the end of the game, you will narrate the epilogue of your dyad.

In these rules, we will refer to both players as druids. We will refer to the other player (i.e. the Other, not you) as your beloved.

## TOOLS AND INSTRUMENTS

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To play this game, you will need:

- A cutting instrument (scissors or very sharp teeth)
- A method of binding (glue)
- A writing instrument (a pen)
- Tools for embellishing and decorating (coloured pencils)
- The material components for this season and the formed land, tomes and character sheets from previous seasons

## RULES AND RITUAL

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We encourage you to stay within the role of your druid as much as possible, and refrain from out-of-role chatter, except when necessary to understand the game. Throughout the rules, you will be instructed to speak and be given prompts. These prompts have recommended wording, but feel free to have a little fun with it. You don't need to use the exact words (you're not some cast-from-the-book wizard). Let the spirit of the ritual flow through you.

To stay in the role, refer to your fellow player as either beloved or by the name they choose in character creation.

This issue is designed to be played once, so be careful when looking at materials that you do not look or read anything unless specifically instructed. To prepare for your first game, one or both druids may read through these materials up until *It is time for the ritual to begin*,





## PREPARING THE LANDS AND YOURSELF

1. Assign an elder druid based on the outcome of the previous issues:

- If previous issues were played in Neutral Evil or True Neutral, add together the desirability scores of each player from the previous issues. The player with the lowest combined desirability score goes first. If tied, the player with most HP from the Summer issue is the elder druid.
- If previous issues were played in Neutral Good, the player with the lowest HP from Summer is the elder druid.
- If you lost the *Tome of record* from your previous issue, the player who last cut their hair or nails goes first.

2. The elder druid takes custody of this book, and reminds the younger druid that there is hidden information in the ritual and they should not look at anything unless instructed. The younger druid takes custody of previous issues and associated materials.

- If there is any instance of druids needing to resolve actions in order for the rest of the game, the elder druid always goes first.

3. The elder druid cuts out the avatars on the opposite page, following the dark line with small gaps. That is, the line that looks like this:



In the future, the elder druid should immediately cut any line that looks like the above line.

- They should **not cut** any lighter dotted line, like this:



4. The elder takes one of the avatars (the pictures of druids) for themselves, and gives the other to their beloved.

5. After cutting out the page, they will see the next page is *Traits and Artefacts* - **do not look at the other side of the artefacts**. The elder should cut out the objects along the cut line then:

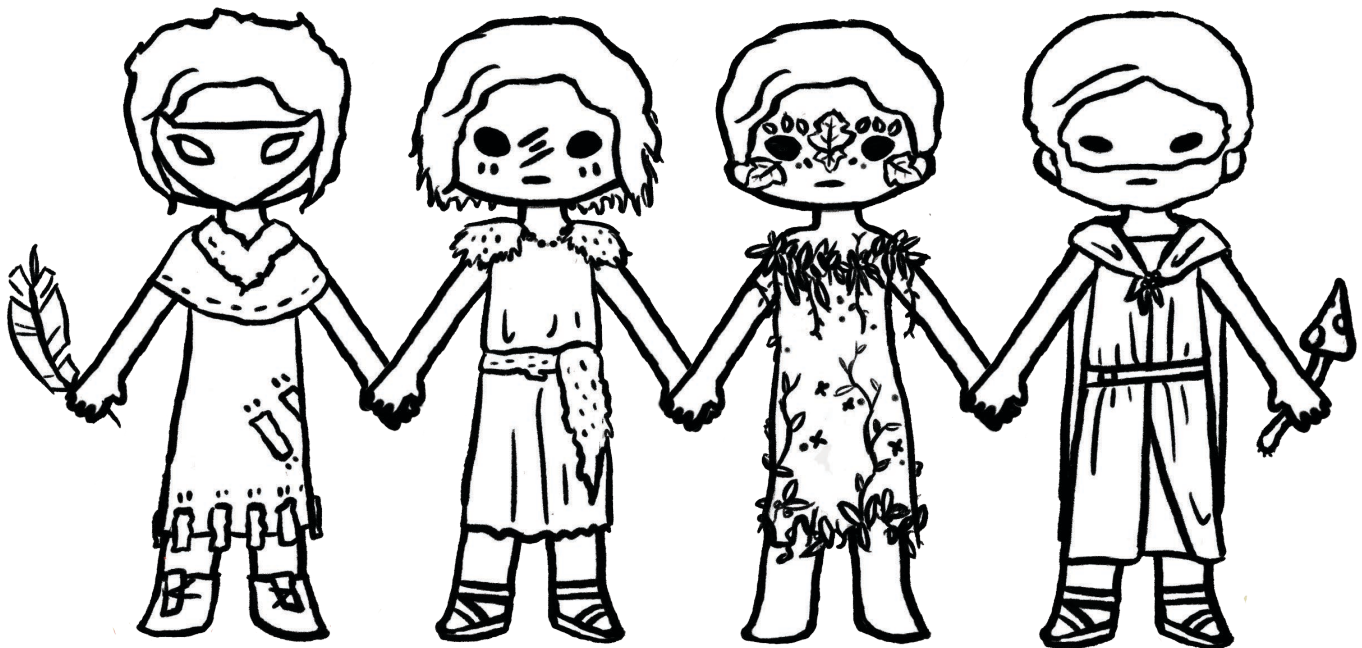
- place the 4 traits facedown in a pile and shuffle them,
- and place the artefacts off to the side, with their current side facing up.

6. After cutting out the Traits page, they will see the next page is a *Character Sheet*, with another cutting line close to the inner fold. Cut that out, but **do not look at the other side** of the page. There is another Character Sheet on the next page after that.

7. The elder druid should take one character sheet for themselves and give one to their beloved. The other side of each Character Sheet has *Hidden Knowledge*, known only to that druid, so do not look at the other side of your beloved's Character Sheet.

- Some of the hidden knowledge is not hidden, as it was revealed in the previous issue. These are marked as *Beloved knows*.

8. Proceed to the next section, *Character Creation*, and note that when you get to *Alignment*, we continue to recommend **True Neutral**.





## WORDS FOR THINGS

**Thing:** things are the things that you are splitting. They exist in the spaces on the land and their names, and other qualities. A plain is not a thing.

**Name:** the name used to identify the thing, the first line under the picture.

**Rarity:** a representation of how many of the named things are in your land. From most to least: bounteous, common, uncommon, rare, legendary.

**Type:** the grouping of named things. Sometimes this will be a species, such as deer, or could it be more broad, such as plant.

**Creature:** an animal thing. Wolves, deer and humans are all types of creatures.

**Attribute:** an additional characteristic of the named thing that might be referred to in laws.

## WORDS FOR THE LAND

**The land:** this is a general term that is used to describe the land that you and your beloved once shared.

**Your land:** this is the formed land in front of you.

**Tract of land:** A tract is a sheet of paper that contains spaces and things. You cut and divide these tracts as the main action of playing the game

**Space:** The smallest unit of land. Each tract generally has 15 spaces, which contain things or plains.

**Piece:** A piece of land is a continuous piece of land with multiple spaces. In the Deciding, a tract shall be split into 2 pieces.

**Plain:** A plain is a blank piece of land, with no thing on it. A plain is not a thing.

## CHARACTER CREATION

- From the randomised pile of traits, each druid takes 2 traits. They each look at the traits, and must decide one to keep for themselves and one to give to their partner. To indicate you are ready, speak:
  - » *I remember now, why we have come to this.*
- Then each druid, starting with the elder druid, reveals the trait they gave to their beloved and then the trait they kept for themselves, narrating using the following form:
  - » *I have always loved how [Given trait] you are, but I have always been much more [Kept trait].*
- Each trait comes with two aesthetic options, a head and a body. Choose one head and one body to add to your avatar.
- Cut out your chosen additions and glue them onto your avatar in the appropriate place. and glue the traits on top of the boxes labelled *Trait* on your Character Sheet.
- Each druid must then give a name to their beloved, based on their traits, and declare it.
  - The prompts below each trait give you hints about how to choose a name, but are not prescriptive. You may want to ask your beloved to swap sheets so you can easily read them. You may consider using joining words to link the parts of the name, so that it sounds suitably honorific and druidic.
    - » *You are my beloved, [The Given of Name].*
- Each druid should write down their given name in the appropriate place on their Character Sheet, and then consider whether their given name feels true.

- If it does, they should also write it in the chosen name section on their Character Sheet.
  - If it does not, they should cross out their given name and choose a new name, but keep at least one element. For example, if a druid's partner named them *Long-beard the Great Squirrel*, they could change their name to something like *Ol' King Squirrel*.
  - If they have chosen a new name, they declare it:
    - » *"I am no longer [Given Name]. I am [Chosen Name]."*
  - Both druids should then write in the new chosen name.
- Finally, each druid must declare a reason for the end of their union. The elder druid goes first, and the younger druid may choose to respond to the elder druid's reason in their own reason, or go for something completely different. Please note that these reasons should not be about blaming the other druid. Some ideas:
    - » *Our roots have grown too deep, we must walk again lest I become a tree.*
    - » *A callous sorcerer has divided the land and us with a powerful spell way beyond our levels.*
    - » *It is the season.*
  - Proceed to *Alignment*, and then start the *Division of Lands* by revealing the first tract.

## ALIGNMENT

Both druids must agree on an alignment to determine the outcome of the game. Your choices are:

**Neutral Good:** Druids aim to create the best outcomes for both themselves and their beloved. At the end of the ritual, your shared destiny is determined by the druid with the least harmony in their land.

**True Neutral (recommended):** Druids place a greater emphasis on their own destiny, but still care about their beloved. At the end of ritual, your destiny will be determined by the harmony within your land, but influenced by the harmony of your beloved's land.

**Neutral Evil:** Druids play antagonistically against their beloved. At the end of the ritual, your destiny will be determined by the difference of harmony in the two lands.

Come to a consensus with your beloved, and then write down your alignment on your Character Sheet. Proceed to the *Division of Lands*.

# PLAY

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## GAME STRUCTURE

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1. Play takes place over a series of rounds, wherein one druid is the Divider and the other is the Decider.
  - On the first round, the elder druid is the Divider, and the younger druid is the Decider
  - At the end of each round, you will switch roles, with the Divider becoming the Decider and vice versa, so in the second round the younger druid will be Divider and the elder will be the Decider.
2. The game ends when there is no more land to divide. The Spring game will last four rounds.

## KNOWLEDGE

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### DESIRES

Under Desires, there are 4 desires that will give your HP based on the end game state. Each druid has the same desires, but as you proceed through the game, you will choose to eliminate 2 of them.

### LAWS

Each thing in the land has a law, and it is these laws that will determine how harmonious your land is. When you stewarded the land together, each of you was responsible for some of these laws, and this was your *Hidden Knowledge*.

Your Hidden Knowledge is on the other side of your Character Sheet. Under Laws, you will find some boxes that are blank and some boxes that contain laws.

As part of the process of separation, you must learn all the laws that govern the land. Once per round, you may ask your beloved to tell you a single law. Mark this as an Ask on your Character Sheet to keep track.

- Laws that you know have the name of the creature and their effect, along with additional characteristics such as type, attribute and rarity.
- Some laws are known by both you and your beloved, so they are not really hidden knowledge. These are marked as *Beloved knows* with a tick.

- If there is no tick in this section, this means you know the law and your beloved does not.
- Each blank box represents a law that your beloved knows and you do not.

### RULES FOR ASKING

1. You may specify what law you want to learn in regards to name, rarity, type or attribute.
  - » *Beloved, tell me the law of Grey Wolves.*
  - » *Beloved, tell me a law of something Uncommon.*
2. If your beloved does not have a matching law, they must tell you so. You do not get to ask again.
3. You can choose to just ask for a law.
  - » *Beloved, tell me a law*
4. You can ask for the law at any point during the round.

When your beloved tells you a law, write it down in an empty box on your sheet of Hidden Knowledge.

When you tell your beloved a law, tick the box labelled *Beloved knows*. Your beloved may ask to be reminded of anything that they know, without spending an Ask.

You should learn most of the laws over the course of a game. If you are unsure what a law means, refer to the keyword reference. If still confused, seek further clarity at [divorceofdruids.com](http://divorceofdruids.com).

## DIVISION OF LANDS

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1. The Divider reveals the next tract of land by taking out the next sheet (by turning the page). Both druids should survey the land and reference the creatures and plants present in their laws.
  - Druids can use their Ask now, or at any time during the round.
  - If there are any artefact markers on the tract, find the matching artefacts and flip them over to reveal their abilities. See *Artefacts* on the following page for more detail on how to resolve artefact markers into artefacts.
2. The Divider divides the tract by separating it into two pieces with the scissors (or their teeth). It is advisable to first trim the outer edge of the tract. When Dividing, druids must follow these rules:
  - Start by cutting along (with) one of the grey dotted lines on the outside that has an arrow pointing inwards.
  - You can cut around the spaces on the land; you do not have to cut in a straight line, but you must not cut through spaces or things.
  - Divide the land however you like. It does not need to be even or fair.
  - Cutting when Dividing does not use any Cuts (explained in *Forming the Land*).
  - Say something suitably potent as you divide:
    - » *I divide us so that we may be whole again.*
    - » *We die so we may be born again.*
    - » *Divioso!*
3. Once the Divider has divided the land, they must present the 2 pieces of land to the Decider, who will perform the Deciding by choosing which piece of land each druid will keep.
  - The Decider should give the Divider their piece first, and say something appropriate and nice. They might hint at laws, but should not outright reveal them.
    - » *To my beloved, I give dominion over these creatures, especially the deer, which will flourish in their open grasslands.*
  - And then take their own piece, and again say something appropriate. They might again hint at laws, but should not outright reveal them.
    - » *For myself, I take dominion over these creatures. I know that the bears will be very happy in my new land, with the varied bounty it has to offer them.*
4. On Second and Fourth Tract, you will narrow your desire. After the Deciding, each druid must eliminate a desire by crossing it out. You will not score eliminated desires (but your beloved may still score it if they did not also eliminate it). Once each druid has made their decision, they should announce that they have chosen, but not what they chose. They should say something vague but declarative.
  - » *The trail narrows and the way forward is clear.*
5. Proceed to *Forming the Land*.

## ARTEFACTS

When you receive an artefact marker in Deciding, take the matching artefact. Cut out the part in the grey dotted box and glue it in the appropriate place on your druid. You can now use the ability of that artefact. Some artefacts can be used in the forming step on the same round that you receive them, other artefacts will trigger at particular times in the round.

The artefact marker has no further purpose and can be covered and rotated when forming as if it were a Plain.

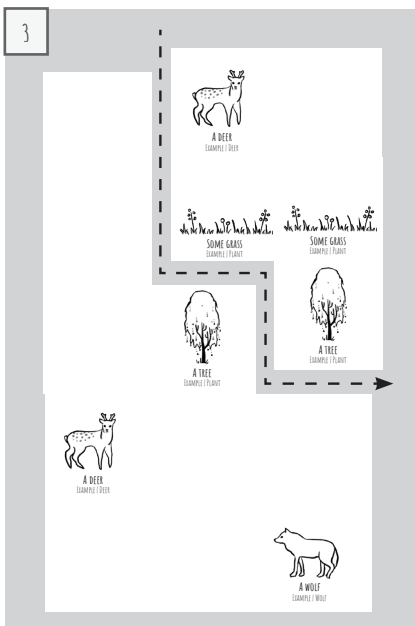
## FORMING THE LAND

After the Deciding of each round, each druid incorporates the pieces they received in the Deciding into their land. To do so they must glue each piece onto their land, following the rules below.

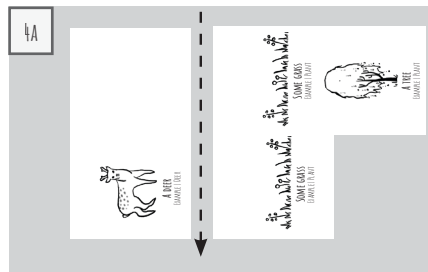
- You must glue at least one piece per round.
  - You must glue pieces on top of other pieces, but may not cover things. You may only cover Plains, Starter spaces, or artefact markers. You may cover a thing if that is only way you can glue a piece.
  - All spaces must have the same orientation (with the text the right way up), with the exception of Plains and artefact markers.
  - You must glue all pieces
- You may make a limited amount of additional *Cuts* throughout the game, which are tracked on their Character Sheet.
  - Each cut must be a straight cut in a single direction, but you can make multiple cuts during a round.
- You may keep 1 piece of land aside at the end of the round, except on the final round when you must glue all pieces.
  - You may keep a piece from a previous round, but at the end of each round, after cutting and gluing, you may only keep a single piece.
- When you have finished placing, say something to let your beloved know you are ready to proceed:
  - » *What was divided is now whole again.*
- If there are still more tracts of land to divide, proceed to the next round and start a new Division of Lands, with switched roles (the Divider becomes the Decider and the Decider becomes the Divider). If there are no more tracts to divide, proceed to *Harmonising your land*.

## EXAMPLE ROUND EXCLUDING TRAITS AND ARTEFACTS

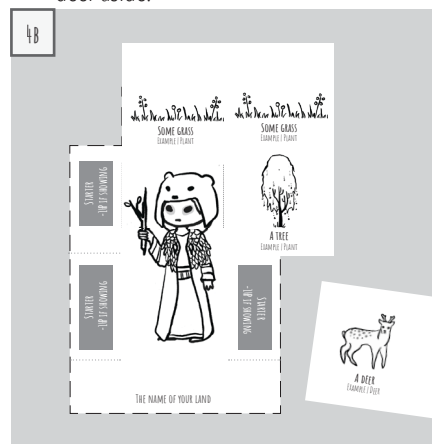
- The elder druid is the Divider for the first round. They reveal the tract. After revealing, they look at the creatures and decide to ask their beloved about the laws of a deer, which their beloved relates to them. The elder druid writes down the law, and their beloved marks the law as known. The elder druid divides the tract into two pieces.
- The younger druid, as Decider, decides to take the piece with the wolf, leaving the elder druid with the piece with the two grasses.



- Each druid forms their land.
  - The elder druid decides to spend 1 Cut, marking it off, to separate the deer.



- They glue the piece with the grasses and tree next to their druid, covering 2 of the starter spaces. They decide to keep the deer aside.



- The younger druid forms their land, and then remembers they forgot to use their ask for the round. They ask their beloved about the law of a wolf and their beloved responds...
- The younger druid becomes the Divider and reveals the next tract of land.

## HARMONISING YOUR LAND

When the Final Tract is divided, continue to the next section in the materials, where you will find a *Tome of Record* for each druid. Cut them out and take one each, then start calculating your Harmony Points (HP).

### CALCULATING YOUR HARMONY

1. To make calculation easier, mark off each thing in your land by making a tally in the # column on your sheet. There are totals for certain groups of things that may be important for certain laws.
2. Calculate the HP for each name in your land, by referencing the law, noting down the total in each HP row.
3. In the noted spaces, add HP from your remaining desires, and add HP penalties for any starter spaces left showing.
4. Add the subtotals of your laws, desires and starter penalties to determine your Total Harmony. Once both druids have harmonised their land, proceed to the next section *Determining the Outcome of the Divorce*.

### HINTS TO ACHIEVING HARMONY

- There will be keywords on the reference pages for tracts as you play the game that will help you work out how each thing scores.
- You will score each thing, so if you have multiple things with the same name, you will score them multiple times (see example of next point).
- Whenever a law refers to each [something] without any additional information, assume that it means each [something] within your land.
  - For example, if the law for a Green Tree was *1HP for each Squirrel* and you had 2 Green Trees and 3 Squirrels anywhere within your land than you would score 6HP.
  - If you don't understand the law of a thing, during the game or when scoring, you can seek spoiler-free clarity at [divorceofdruids.com](http://divorceofdruids.com).

## IT IS TIME FOR THE RITUAL TO BEGIN

If you are reading in preparation for play, stop now.

Do not read the next section, *Determining the outcome of the divorce*, until you have played the game and finished *Harmonising your land*.

## DETERMINING THE OUTCOME OF THE DIVORCE

1. If there is a tie for HP, subtract 1HP from the elder druid.
2. Refer to *Outcomes* in the materials. You will find two sections, with headers related to alignments, use the section related to your chosen alignment to determine the outcome of your divorce.
  - For **Neutral Good**, take the lowest HP from between the two druids and compare it to the table under the heading *Neutral Good Outcome* to determine your rating. There is only a single outcome for Neutral Good with ratings measuring your HP.
  - For **True Neutral** and **Neutral Evil** alignments, use the table belowon the next page. Check each cell in the Harmony column starting at the first row to see if your HP meets the criteria, ignoring any rows that don't match your Alignment. If your HP meets the criteria and your alignment matches, you have achieved that outcome.
    - The table also has some desirability numbers. These numbers note how desirable each outcome is in the form of X, Y | Z where:
      - X is the druid with the most HP for True Neutral druids,
      - Y is the player with the least HP for True Neutral druids,
      - Z is for the druid with most HP among Neutral Evil druids.
    - A lower number represents a more desirable outcome (1 is the best outcome).
  - 3. Find the outcome with the matching title. Each outcome is followed by a section of text. The druid with the highest score should read this text. The *Epilogue* section provides instructions on how to narrate the end of your relationship.
  - 4. After narrating your outcome, each druid should name their land. When naming, try to capture the feel of your outcome in the name for your land, responding to the epilogue. Declare the name:
    - » *I am [Chosen Name], and this is my land, [name of Land].*and then write the name on your land, under your avatar, and fill out the outcome section of your Character Sheet.
  - 5. Proceed to *Contemplation* (at the end of the book).