THE STORY ENGINE

DECK OF WORLDS

WORLDS OF MYTH & MAGIC

fantasy expansion

Worlds of Myth & Magic is a 60-card fantasy expansion for *The Story Engine®: Deck of Worlds™*. It contains 8 🌕 **Regions**, 12 ◉ **Landmarks**, 12 😈 **Namesakes**, 8 📖 **Origins**, 12 🧍 **Attributes**, and 8 ☯ **Advents**, including both brand-new cues and themed variants.

There are three ways to integrate this expansion:

1) **Use only expansion cards.** This expansion contains enough cards to create a world of up to 8 microsettings with a cohesive genre focus.

2) **Mix expansion cards into the main deck.** The main deck is genre-flexible, so adding expansion cards will help you weave specific genre embellishments into your world without restricting it to a single genre.

3) **Mix cards and use a sideboard.** A sideboard is a set of faceup cards you can draw from for a less random and more intentional worldbuilding process. This is especially helpful when mixing multiple expansions into the main deck. See "Using a Sideboard" on p. 6 of the main deck guidebook.

For more expansions and creative tools, visit <u>deckofworlds.com</u>.

For a PDF guidebook of *Deck of Worlds*, visit <u>deckofworlds.com/guide</u>.

THE
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DECK OF WORLDS

WORLDS OF CHROME & STARLIGHT

science fiction expansion

Worlds of Chrome & Starlight is a 60-card science fiction expansion for *The Story Engine®: Deck of Worlds™*. It contains 8 🌍 **Regions**, 12 ⊘ **Landmarks**, 12 ⬢ **Namesakes**, 8 📖 **Origins**, 12 ⊛ **Attributes**, and 8 ❀ **Advents**, including both brand-new cues and themed variants.

There are three ways to integrate this expansion:

1) **Use only expansion cards.** This expansion contains enough cards to create a world of up to 8 microsettings with a cohesive genre focus.

2) **Mix expansion cards into the main deck.** The main deck is genre-flexible, so adding expansion cards will help you weave specific genre embellishments into your world without restricting it to a single genre.

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THE STORY ENGINE

DECK OF WORLDS™

WORLDS OF BLIGHT & SHADOW
💀 horror expansion

Worlds of Blight & Shadow is a 60-card horror expansion for *The Story Engine®: Deck of Worlds*™. It contains 8 🌕 **Regions**, 12 ⊘ **Landmarks**, 12 ☕ **Namesakes**, 8 ⊞ **Origins**, 12 ✦ **Attributes**, and 8 🎲 **Advents**, including both brand-new cues and themed variants.

There are three ways to integrate this expansion:

1) **Use only expansion cards.** This expansion contains enough cards to create a world of up to 8 microsettings with a cohesive genre focus.

2) **Mix expansion cards into the main deck.** The main deck is genre-flexible, so adding expansion cards will help you weave specific genre embellishments into your world without restricting it to a single genre.

3) **Mix cards and use a sideboard.** A sideboard is a set of faceup cards you can draw from for a less random and more intentional worldbuilding process. This is especially helpful when mixing multiple expansions into the main deck. See "Using a Sideboard" on p. 6 of the main deck guidebook.

This expansion contains numerous cues about violence and death. We recommend using care, communication, and check-ins when using the deck, especially for collaboration or publication. Horror elements can be powerful and painful triggers for many people.

There is incredible diversity in what different cultures find horrific. Fear is often rooted in misunderstanding. What might be taboo or terrifying in one culture is normal in another. Think about how you frame the horror elements of your world and which cultural perspective that horror is viewed from.

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THE STORY ENGINE

DECK OF WORLDS

WORLDS OF TIDE & TIDINGS

coastlines expansion

Worlds of Tide & Tidings is a 60-card coastlines expansion for *The Story Engine®: Deck of Worlds™*. It contains 8 🌗 **Regions**, 12 ⊘ **Landmarks**, 12 ☄ **Namesakes**, 8 📖 **Origins**, 12 ✴ **Attributes**, and 8 ✳ **Advents**, including both brand-new cues and themed variants.

There are four ways to integrate this expansion:

1) **Create a monoclimate setting.** This expansion contains enough cards to create a world of up to 8 microsettings with a single climate focus.

2) **Develop specific biomes in a larger world.** Use the main deck to create your world and switch to the expansion to develop specific areas.

3) **Mix expansion cards into the main deck.** Although some cues from this expansion may be harder to interpret outside of the specific biome, they are largely cross-compatible with cards from the main deck and other expansions.

4) **Mix cards and use a sideboard.** A sideboard is a set of faceup cards you can draw from for a less random and more intentional worldbuilding process. This is especially helpful when mixing multiple expansions into the main deck. See "Using a Sideboard" on p. 6 of the main deck guidebook.

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THE STORY ENGINE

DECK OF WORLDS™

WORLDS OF FROST & FABLE

❄ *arctic expansion*

Worlds of Frost & Fable is a 60-card arctic expansion for *The Story Engine®: Deck of Worlds™*. It contains 8 🟢 **Regions**, 12 🟠 **Landmarks**, 12 🔴 **Namesakes**, 8 🔵 **Origins**, 12 🟦 **Attributes**, and 8 🟣 **Advents**, including both brand-new cues and themed variants.

There are four ways to integrate this expansion:

1) **Create a monoclimate setting.** This expansion contains enough cards to create a world of up to 8 microsettings with a single climate focus.

2) **Develop specific biomes in a larger world.** Use the main deck to create your world and switch to the expansion to develop specific areas.

3) **Mix expansion cards into the main deck.** Although some cues from this expansion may be harder to interpret outside of the specific biome, they are largely cross-compatible with cards from the main deck and other expansions.

4) **Mix cards and use a sideboard.** A sideboard is a set of faceup cards you can draw from for a less random and more intentional worldbuilding process. This is especially helpful when mixing multiple expansions into the main deck. See "Using a Sideboard" on p. 6 of the main deck guidebook.

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THE STORY ENGINE

DECK OF WORLDS™

WORLDS OF SAND & STORY

deserts expansion

Worlds of Sand & Story is a 60-card desert expansion for *The Story Engine®: Deck of Worlds™*. It contains 8 🌕 **Regions**, 12 ⊘ **Landmarks**, 12 ⊜ **Namesakes**, 8 📖 **Origins**, 12 ✸ **Attributes**, and 8 ✵ **Advents**, including both brand-new cues and themed variants.

There are four ways to integrate this expansion:

1) **Create a monoclimate setting.** This expansion contains enough cards to create a world of up to 8 microsettings with a single climate focus.

2) **Develop specific biomes in a larger world.** Use the main deck to create your world and switch to the expansion to develop specific areas.

3) **Mix expansion cards into the main deck.** Although some cues from this expansion may be harder to interpret outside of the specific biome, they are largely cross-compatible with cards from the main deck and other expansions.

4) **Mix cards and use a sideboard.** A sideboard is a set of faceup cards you can draw from for a less random and more intentional worldbuilding process. This is especially helpful when mixing multiple expansions into the main deck. See "Using a Sideboard" on p. 6 of the main deck guidebook.

Genre fiction has a history of stereotyping real-world desert cultures and peoples. If you find yourself reaching for the mainstays of genre media tropes, examine them first. Consider where they come from, why you're reaching for them, and what assumptions they reinforce. For further discussions on nuanced worldbuilding, visit deckofworlds.com/worldbuilding.

For more expansions and creative tools, visit deckofworlds.com. For a PDF guidebook of *Deck of Worlds*, visit deckofworlds.com/guide.

View a demo at deckofworlds.com/adventurepromptsdemo.

Heroes' Quests & Fools' Errands is a deck of adventure prompts for writers and roleplayers that can be used with *Deck of Worlds™* or *The Story Engine® Deck*, or on its own. It contains 60 reusable 🪧 **Adventure** cards, each of which provides an instant story hook and three cues for integrating custom story elements, such as characters, motivations, locations, items, conflicts, and descriptions.

Title
Summary
Cue for integrating custom details
Icons indicating which cards from *The Story Engine Deck* match this cue
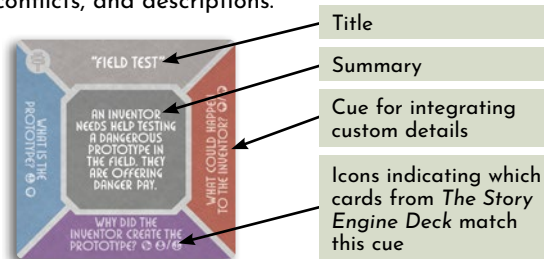
Deploying Adventure Cards

There are three ways to use 🪧 **Adventures**:

1) **As flashcards.** Without any other accessories, this expansion can be used for prompting quick, adaptable ideas for quest hooks in your story, setting, or roleplaying game campaign.

2) **As a quest menu in a roleplaying game.** At the beginning of your next session, draw and place 🪧🪧🪧 in a visible spot on the table. Treat these cards as a job board for aspiring heroes. Players can initiate quests from these cards or use their skills to gather information about cue details. Remove completed quests. At the end of each session, players may vote to discard 🪧 from the quest menu. At the beginning of each subsequent session, draw to refill the quest menu to 🪧🪧🪧.

3) **As location-based quests on a map.** When you are finished assembling a map with *Deck of Worlds*, you may freely draw 🪧 **Adventures** and add them to your world. Tuck each 🪧 **Adventure** above the 🌙 **Region** in the chosen microsetting so the 🪧 **Adventure** title is visible, but the summary and cues are not. Writers may brainstorm ways for their players to get involved with the various plot hooks and story developed around them, and how their actions might affect the setting. Roleplayers may travel to different map locations to initiate 🪧 **Adventures** based on the title, or use their skills to gather information about the summary or cues.

Interpreting Adventure Cues

There are three ways to interpret cues on an 🌐 **Adventure** card:

1) **Free-form.** Read the cue and brainstorm an answer. You may develop new ideas or draw details from existing story/setting elements.

2) **Using *Deck of Worlds*.** Scan your setting for details that fit the 🌐 **Adventure** cues. For example, in "DEAD LETTERS," a local asks for help checking on a pen pal who has gone silent. The first cue is for the identity of the pen pal. You might connect this cue to the "HOME OF AN ECCENTRIC HERMIT" 🅐 **Attribute** in a nearby microsetting and decide the hermit is the pen pal. Optionally, you may use the free printable token set at deckofworlds.com/tokens to indicate which spot on the map each cue connects to.

3) **Using *The Story Engine Deck*.** Each 🌐 **Adventure** cue contains one or more icons. These icons indicate card types from *The Story Engine Deck* that can be used to fill in a story detail. For each icon in a cue, draw a card of the matching type and tuck it under the corresponding cue. Sometimes, two icons will be separated by a slash (*e.g.*, 🅐/🅐). When this happens, draw a card for both icons. Then choose and tuck one card and discard the other. If any drawn card does not fit an 🌐 **Adventure** cue, it can be discarded and replaced or ignored.

You may also interpret 🌐 **Adventure** cues on a case-by-case basis using the method that suits each cue best.

Start by interpreting using details in your setting. If you cannot find a suitable match, brainstorm a new free-form element or draw cards from *The Story Engine Deck*. Use printable tokens and tuck locked cards (*see* p. 3 of *The Story Engine* guidebook) under the 🌐 **Adventure** cues to indicate which are drawn from which sources.

For a guide to *The Story Engine Deck* visit storyenginedeck.com/guide.

For a guide to *Deck of Worlds*, visit deckofworlds.com/guide.

Roleplaying without a GM: You can create a solo RPG story (or a group campaign without a GM) by building a world with *Deck of Worlds*, filling it with 🌐 **Adventures**, and interpreting the cues with *The Story Engine Deck*. Quest rewards can include 🌀 **Anchors** from the 🌐 **Adventure** cues, future help from friendly 🅐 **Agents**, gold, or items randomly generated using 🌀 **Anchors** and 🅐 **Aspects**.

For example, the cue "WHEN DO CHILDREN LEAVE HOME?" assumes that it is uncommon for multiple generations to live in the same household. Worldbuilders are encouraged to challenge assumptions and consider alternate answers. Likewise, you may consider how different subgroups within the same culture or area might give different answers to the same question.

For the *Deck of Worlds* guidebook, visit deckofworlds.com/guide.

Shared Hearths & Common Creeds is a deck of worldbuilding questions for unlocking deeper truths about the culture and beliefs of fictional settings. It can be used with *The Story Engine®: Deck of Worlds™* or on its own. It contains 60 🅟 **Keyhole** cards, each of which provides 4 cues phrased as open-ended questions about your setting and the cultures that inhabit it.

There are three ways to integrate this deck:

1) **Place 🅟 Keyholes as you complete each microsetting.** After you place the final card in a microsetting, draw and tuck 🅟 under a 🌐 **Region** or 🌐 **Landmark**. For a complex microsetting, draw and tuck 🅟🅟 instead. Write down answers to the cue questions as you make your setting notes.

2) **Place 🅟 Keyholes after finishing your world map.** At the end of world creation, choose individual microsettings you want to explore in greater detail. For each, draw and tuck 🅟 or 🅟🅟. You may also draw 🅟 **Keyholes** first and then choose which microsetting to apply them to.

3) **Use 🅟 Keyholes as flashcards.** They can be helpful for asking questions about any fictional setting, even independent of *Deck of Worlds*.

You may choose to interpret 🅟 **Keyholes** as applying to an entire microsetting rather than just a 🌐 **Region** or 🌐 **Landmark**. You may also place up to 🅟🅟🅟 in the meta row of your world map using the meta rules on p. 5 of the *Deck of Worlds* guidebook. 🅟 **Keyholes** in the meta row apply to the entire world.

When interpreting 🅟 **Keyholes**, it may help to ask two additional questions:

1) What assumptions does the question make?
2) How might the answer change depending on who you ask?

DECK OF WORLDS

FRESH INK & ANCIENT SONG

lore fragments expansion

3) Use 🅱 Opus and 🅵 Flourish cards as flashcards. These cards can be helpful for creating lore for any fictional setting or culture, even independent of *Deck of Worlds*.

For a PDF guidebook of *Deck of Worlds*, visit deckofworlds.com/guide.

Fresh Ink & Ancient Song is a deck of 60 cards for prompting the creation of in-world lore for fictional settings. It contains 30 🎵 **Opus** cards and 30 🎨 **Flourish** cards that can be used with *The Story Engine®: Deck of Worlds™* or on their own.

Each 🎵 **Opus** provides 4 cues for the format of a piece of lore, such as a folk song, building plaque, wedding toast, textbook, prayer, or creation story. All 🎵 **Opus** cues can be interpreted through writing and many cues can also be performed or rendered through visual art.

Each 🎨 **Flourish** provides 4 cues for an optional quirk, stylistic flair, or creative challenge to make the lore or the process of creating it more interesting. You may draw and tuck multiple 🎨 **Flourishes** for a greater challenge, or discard 🎨 **Flourishes** for less restriction.

There are three ways to use this deck:
1) **Place 🎵 Opus and 🎨 Flourish cards as you complete each microsetting.** After you place the final card in a microsetting, draw and tuck 🎵🎨 together under a 🌙 **Region** or 🌙 **Landmark**. Then either complete the prompt or add it to your setting notes to be completed later.
2) **Place 🎵 Opus and 🎨 Flourish cards after finishing your world map.** At the end of world creation, choose individual microsettings you want to explore in greater detail. For each, draw and tuck 🎵🎨. You may also draw cards first and then choose which microsetting to apply them to.