

CARD 09: MUSING ON THE NIGHT

Description to Journeyer: Card 9 is a meditation on the evening sky

Player Draw Notes: Requires going outside and talking/listening on the phone, only playable at night

Guide Guidelines: PHONE Prompt, Assign when player can go outside (or at minimum see the nighttime from a window if mobility an issue)

Mode: Guided meditation, Contemplation, Noticing in the World

Content Tags: Being, Entropy (Heat Death), Cosmic, Scale, Mindfulness

Activities: Player listens to a guided meditation on the idea of being alive in this specific moment, noticing oneself

Reflection Suggestions:

- Be ready for “Leave me here”



CARD 27: FACING FEAR

Description to Journeyer: Card 27 invites you to explore the shape of your fear.

Player Draw Notes: Concrete potential; naming fears

Guide Guidelines: Any location; mission check

Mode: Contemplation

Content Tags: Fear, Death, End of life, Belief Systems, Anxiety

Activities: Reflect on what about dying makes you afraid/uncomfortable

Reflection Suggestions:

- Remember “Hopes and Fears”.
- Be open to a player who says they have no fear/discomfort.
- Remember “Shored Up”.



CARD 49: OPEN WHEN YOU MISS ME

Description to Journeyer: Card 49 asks you to leave a message to someone to be received after you are gone.

Player Draw Notes: Flexible, can do anywhere/anytime

Guide Guidelines: Heavily relational, good for people who like writing or recording, optional Reach?

Mode: Writing or creating recording

Content Tags: Legacy, Relationships, family, Death, Reflection

Activities: Player writes a letter or creates a recording for someone to read/listen to after the player has died.

Reflection Suggestions:

- Ask the player if they could share the contents of the letter/recording if the recipient now (if not the actual thing)
- Ask if the player has an idea how to make sure the recipient gets the message

