
JOURNEY SCENES

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JOURNEY SCENE

A ROADSIDE DINER

Gods must feed, but everyone gets hungry. Diners and cafes of every sort can be found scattered along even the least-traveled roads of the Peninsula.

Choose the name of this particular diner, or make up your own:

The Chattering Pilgrim	The Beckoning Hand	Browne's Hash & Dash
Buddy's Grease Trap	The Pelican's Perch	Big Boy's Bottomless BBQ Pit
Craw & Maw Cafe	Sacred Flame Grill	Seed & Vine
Sizzle Saints	Brother Brine's Bait & Tackle	The Saint Delectable
Wander and Gobble	Uncle Crawdad's	The Last Stop
The Midnight Kettle	The Butter Princess	
Char & Chitin	Aunt Scuttle's Breakfast Barn	

Paint the Scene (choose one for each player to answer):

- ❖ What notable iconography or decor stands out to you?
- ❖ What special is featured on the menu?
- ❖ What quirky diner tradition do the locals maintain here?
- ❖ What rumor have you heard about the owner of this establishment?

Recall a Time (choose one for the group):

- ❖ What escapades of your youth brought you to a late night diner?
- ❖ What restaurant did your family visit on special occasions?
- ❖ Where was the last place you went on a date?
- ❖ What food do you miss the most, and why can you never seem to find it anywhere?

Moments

Each time the Custodians visit a diner, mark an unmarked box of your choice:

- ☐ A silent group of shrouded pilgrims sips from tiny pink cups with matching saucers.
- ☐ A Missing Person's poster, warning of "POSSIBLE SAINT EMERGENCE"
- ☐ The day's catch escapes from the kitchen, writhing and scuttling across the floor.
- ☐ A menu advertises the latest Grindinglord coffee blend: "NOT FOR THE FAINT OF HEART!"
- ☐ A loud group of Glottage tourists, each making increasingly bizarre menu requests.
- ☐ A violent but short-lived brawl behind the counter. Both parties continue their work afterwards in sullen silence.
- ☐ A flashing light and recorded fanfare from an overhead speaker. "YOUR TABLE HAS WON A PRIZE!"
- ☐ A stranger at the end of the bar has apparently paid your tab. A handwritten note contains a Clue.
- ☐ An empty diner, the sounds of a bustling kitchen behind the service window. A sign reads: "FOR SERVICE, LEAVE AN OFFERING FOR THE CHEF. DO NOT APPROACH THE CHEF. NO REQUESTS. NO EXCEPTIONS." If a Custodian approaches, trigger the Revelation Move as the many-limbed Chef takes offense to this intrusion.

JOURNEY SCENE

THE WIREBITTEN CHILD

A brand-new line of fiber-optic cable is being installed as part of the ever-expanding network out of Central Glottage. As everyone knows, such endeavors require a deep investment in regional sacrifices. Parked along the side of the road is a line of cargo trucks bearing the prayer stamps of both the Maiden of the Caged Sun and one of her more recent descendants, the Wirebitten Child. Massive coils of cable and stacks of freshly painted telephone poles await their ritual installation. Workers in dark goggles and spark-resistant jumpsuits are gathered around a small table and a set of blueprints.

This Journey Scene repeats over multiple phases; mark the first unmarked box each time the Custodians travel through this area.

- ☐ **Paint the Scene:** *The first pole has been erected, and the first few cables are being connected, swinging loosely until secured in place. A single representative of the Wirebitten Child is also being raised up to the top of the pole. How can you tell they have been brought here as an unwilling sacrifice?*

Recall a Time: *When did you witness your first sacrifice?*

- ☐ **Paint the Scene:** *Additional poles, sacrifices, and wires have been placed along the route, some densely interconnected by dozens of cables. The wire-saints twitch as sparks pass through them, cables protruding from their mouths and veins, eyes gaping skyward. It seems that the first sacrifices weren't sufficient, or didn't have their intended effect—what unexpected challenges have interfered with the project?*

Recall a Time: *When were you made to feel like an inconvenience within a system that exploited you?*

- ☐ **Paint the Scene:** *The terminal installation is nearly complete—a bulbous node bristling with wires and antennae like a monstrous sea urchin mounted on a radio tower. Clusters of telephone poles stand in concentric rings, a barren grove bearing the weight of parasitic cables outward in all directions. A drone of crackling lungs and rasping throats fills the air, as hundreds of undying voices praise the new signal, the unmatched speed of the Wirebitten Child. How does the landscape and its inhabitants react to this vast new organism of industry?*

Recall a Time: *When did you realize, after the fact, that you had been used or manipulated to serve a greater scheme?*

SPECIAL JOURNEY SCENE

— ESCAPED TEST SUBJECT —

An experimental saint has escaped from the Institute—or was set loose to harry the Custodians on their journey.

Note: This Journey Scene is active once Layer Three of The Institute Conspiracy is unlocked, and can be used over multiple phases thereafter; mark the first unmarked box each time you do so. The last box can only be marked as a Keeper reaction during the Investigation phase.

- ☐ **Paint the Scene:** *A posted flyer warns locals to be on the alert for a saint in the area. The saint is described as highly dangerous, but residents are assured that law enforcement is specially prepared to deal with it—they simply need to be informed if anyone sees something suspicious. What detail makes you believe that this saint is following you and your companions specifically?*

Recall a Time: *What local danger were you warned of as a child, to discourage you from exploring outdoors?*

- ☐ **Paint the Scene:** *A roadside accident. What evidence on the scene suggests the recent presence of a saint?*

Recall a Time: *What incident or local disaster were you taught to overlook as a fact of daily living?*

- ☐ **Paint the Scene:** *The saint makes an appearance, then vanishes. How does its presence affect the landscape? How does any wildlife or nearby residents react?*

Recall a Time: *What god, angel, or saint appeared to you when you were alone? Did anyone believe you?*

- ☐ **The Saint Attacks.** Pose the following to a Custodian of your choice: *Which Custodian does it target first, and why is it drawn to them?*
The named Custodian must make the Revelation Move.

JOURNEY SCENE

A ROADSIDE SHRINE

You've often encountered small shrines in your travels: piles of stones, wreckage, fragments of former lives arranged with intention. They might be memorials, offerings—even traps for unwary travelers, luring them to a hungry god desperate for a scrap of worship. Along this stretch of lonely road, you notice more of them than usual.

Paint the Scene (each question should be answered in order, one per player):

- ❖ Describe the shrine you notice. What materials have been arranged, and how?
- ❖ Does it appear to have been interacted with since?
- ❖ How does the landscape respond?
- ❖ What kind of god do you believe this shrine invokes? Do you know its name?

Recall a Time:

- ❖ What small act of worship did you perform in a place no one else could see?

Special rule: If the Custodians choose to interact with the shrine—by leaving an offering, examining it for information, or destroying it—they trigger the Revelation Move. On a hit, they encounter a Clue in the form of an omen—unusual reactions in the environment, a divine manifestation, a sign left by other worshipers, or something else.

JOURNEY SCENE

THE DIG

A construction site is visible by the side of the road—along with the usual traffic cones and safety vests bearing the mark of the Watchful Step, preparations are underway for some kind of dig or foundation work.

This Journey Scene repeats over multiple phases; mark the first unmarked box each time the Custodians travel through this area.

- ☐ **Paint the Scene:** *What seemingly excessive precautions have been taken during the setup of the dig site?*

Recall a Time: *What event uprooted your life as you know it?*

- ☐ **Paint the Scene:** *The pit is much deeper now, illuminated from below. What unusual methods have been used to excavate the area? What new equipment or materials makes you question the purpose of the dig?*

Recall a Time: *What event from your past do you wish you had left buried?*

- ☐ **Paint the Scene:** *A hallowed supervisor has been installed at the edge of the pit. Its bulbous head looms over spindly stilt-arms, and dozens of eyestalks twitch to and fro as the workers toil below. What discovery seems to have prompted this renewed urgency in the operation? What makes you fear for the workers' safety?*

Recall a Time: *What encounter compelled you to make a drastic change in your life?*

- ☐ **Paint the Scene:** *The construction site is abandoned—what little remains of it, at least. The pit has become a gaping chasm, the earth collapsed around it like a ragged wound. Mangled pieces of machinery stick out like half-chewed bodies, caution tape flaps in the wind. What devastating miracle was born here?*

Recall a Time: *What have you destroyed to make way for something new?*

— WHO WANTS TO BE AN AVATAR? —

During their travels, the Custodians are able to watch an episode of the enormously popular game show Who Wants to Be an Avatar?— playing on a vintage entertainment center in a hotel lobby, blaring from a tiny monochrome TV in a convenience stand, or a bulky monitor in one of the better-equipped supply stores. In Who Wants to Be an Avatar?, contestants put themselves through increasingly horrific trials to prove their devotion to a particular deity. The winner is eventually hallowed or transfigured by their rituals before a live audience.

This Journey Scene repeats over multiple phases; mark the first unmarked box each time the Custodians catch an episode of *Who Wants to Be an Avatar?*

- ☐ **Paint the Scene:** *The show is just starting. The title sequence flashes by, a series of icons depicting licensed commercial deities. Which god is the subject of worship for this episode? What kinds of sacrifices do you expect it will demand?*

Recall a Time: *What early memory do you have of learning that gods must feed?*

- ☐ **Paint the Scene:** *Midway through an episode, a group of contestants are lined up on stage in front of a massive altar. They are surrounded by ritual paraphernalia, each bearing the raiments of the favored deity. How is it clear that each contestant is prepared to dramatically outdo their competitors in displays of supplication? One of the contestants has “faltered in their faith,” and lies prone on the stage. What form of ritual mutilation did they hesitate to attempt, or fail to see through?*

Recall a Time: *What act of sacrifice did you once refuse to participate in, and what were the social consequences of that refusal?*

- ☐ **Paint the Scene:** *This episode, the studio audience is being interviewed in between prayer rounds. The studio chamber is buzzing with energy and excitement, the mood somewhere between a spirited church service and a sports arena. What surprising or inventive rituals by the contestants seem to have provoked the most enthusiastic reaction?*

Recall a Time: *When did you find yourself at once repulsed and fascinated by a divine manifestation?*

- ☐ **Paint the Scene:** *It’s the final round! The last pair of contestants are locked in feverish focus, blood and tears streaming from their faces as they draw their final prayer marks. The crowd chants in rapture over the pulsing theme music of the show. Who is the ultimate winner? What form does their miraculous transfiguration take?*

Recall a Time: *What miracle have you observed up close, and why does it continue to haunt you?*

JOURNEY SCENE

AN ARTIST'S MURAL

You've seen them before, from the road—vibrant swaths of color in confounding patterns, painted along the sides of trains, a crumbling brick wall, an abandoned vehicle, an old water tower, a slanted roof. The form varies but the intent is clear: these murals contain experimental prayer marks that affect the viewer.

This Journey Scene repeats over multiple phases; mark any unmarked box whenever the Custodians see a new mural.

- ☐ **Paint the Scene:** *This painting is curious, with spiraling green tendrils creeping from its borders to explore the environment. What shapes seem to shift and stir as if trying to break free from it?*

Recall a Time: *When did you learn a secret that could not be contained? How did it get out despite your best efforts?*

- ☐ **Paint the Scene:** *This painting is full of rage, wounding the landscape with ragged scars and splatters of oozing crimson. How has it provoked violence in those who encountered it?*

Recall a Time: *What moment from your past still drives you onward out of spite?*

- ☐ **Paint the Scene:** *This painting is mesmerizing, a fractal pattern radiating outward in warped variations like shimmering reptile scales. How do you know that it is a living miracle?*

Recall a Time: *What is something you have seen that was so beautiful and destructive, you still wonder what it would have been like to let it consume you?*

JOURNEY SCENE

BILLBOARDS

Garish billboards with peeling layers and sodden laminate teeter on splintering wooden scaffolds. Some have been posted recently, others appear abandoned, left to fade and flake away as the elements wear them down.

Pick a billboard:

- ❖ The News from Nesh radio hour, featuring the pompous, glowering features of celebrity news anchor Chuck Harm.
- ❖ Third Eye Tea, a new psychotropic beverage from the Grindinglord.
- ❖ Exalted Ointments, a series of ceremonial beauty products.
- ❖ A military recruitment ad featuring the Kind-Eyed Colonel with the Bushy Mustache.
- ❖ The Chitterling's Children, small pets grown from hallowed flesh which regenerates.
- ❖ An invitation to join the Church of Boundless Divine Favor through their Electronic Mail Lists.
- ❖ A pair of glowing-eyed hipsters smoking Cool Embers, a brand of “miraculously refreshing” cigarettes.
- ❖ A wedding venue on an oil rig, promising blessings of wealth and abundance from the Petropater.
- ❖ A Missing Children notice, with a number to call with any information regarding suspicious false faith activity.
- ❖ Recruitment ad for the Central Glottage Police Force, applauding the heroic officers who patrol with the Cloak as their constant companion.

Paint the Scene: *Describe the illustrations and slogans for the advertisement. What rumor have you heard about the subject being advertised that is carefully being avoided here?*

Recall a Time: *What vivid childhood memories are evoked by looking at the billboard?*