

Piper's Hollow

Explorer's Journey COLLECTOR PAGE

Explore
Discover
Belong



Eight Places.
Eight Stories.
One
Unforgettable
Journey.

Maps

Stories

People

Piper's Hollow

Different
Paths.
Brighter
Tomorrows.
You Belong Here.



Collect the Marks.
Complete the Journey.



Piper's Hollow

Explorer's Journey

COLLECTOR PAGE

Eight places.
Eight stories.
One unforgettable journey.

Add each Explorer Mark
as you complete the adventures
through Piper's Hollow.

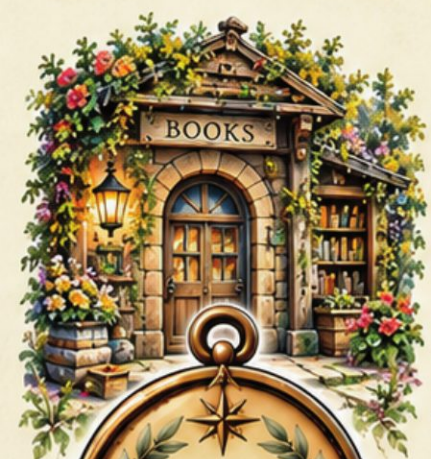


1 Village Circle
The Great Village Tree

2 Whispering Stream

3 Hidden Workshop

4 Quiet Grove



5 The Library

6 Mossberry Marketplace

7 The Farm

8 Explorer's Ridge

Piper's Hollow

SOLO ADVENTURE RPG
JOURNAL SERIES

First Path

A JOURNEY BEGINS

EXPLORE
DISCOVER
BELONG

Eight Places.
Eight Stories.
One
Unforgettable
Journey.

Curiosity

Kindness

Bravery

Leads

the Way



Village
Circle →





VILLAGE CIRCLE

Piper's Hollow

Kindness
Builds
a Brighter
Hollow

The
Hollow
Nest

Stories

Adventures

Belonging

Always

Small
Steps
Brighter
Days

P.H.

To
Piper's Hollow

Path: First Journey

Piper's Hollow

Page 2 – Getting Started

- 1 Place the Explorer on the Map.**
Cut out the Explorer marker and place it on the Village Circle on your map.
- 2 Meet Piper.**
Cut out Piper and place her in the Village Circle pocket. Piper stays here while you explore beyond the village.
- 3 Notice the Parcel.**
Cut out the parcel and place it in your Things I'm Carrying pocket.
- 4 Do Not Open It Yet.**
The parcel is important, but you will open it later in your journey.
- 5 You're Ready to Go!**
Keep the parcel with you and turn the page to see what Piper noticed.

Small steps. Big adventures.



Glue Here

Glue Here

Glue Here

2



1. Take Out the Parcel.

Take the Parcel from the Things I'm Carrying pocket on the back of your map. Look carefully at the package.

2. What Do You Notice?

The parcel has water stains, pale gritty material around the wrapping, a damaged address, and the words "...follow where the water..."

3. Draw One Card.

Look only at the suit of your card. Find the matching result below to see what happens.



HEART — Piper Has an Idea

Piper recognizes the pale material and remembers seeing something similar along a path outside Village Circle.

Result: Piper gave you a lead.



DIAMOND — You Find Something

You find a short piece of Blue Cord caught beneath the parcel's twine.

Result: Take the Blue Cord cutout and put it in Things I'm Carrying on the back of your map.



CLUB — Something Goes Wrong

Part of the damaged address flakes away while you examine it. The destination can no longer be read.

Result: The address is gone.



SPADE — You Notice Something Strange

Most of the water damage is along the bottom and one side. It wasn't simply caught in the rain.

Result: You noticed how the parcel got wet.

4. Record Your Card.

Write down the card you drew.

Card I drew: _____

5. Return the Card to Your Deck.

You do not need to keep the card. Put it back with your deck.

6. Put Away the Parcel.

Return the Parcel to Things I'm Carrying on the back of your map. If you found the Blue Cord, put it there too.

7. Turn the Page.

The Explorer remains at Village Circle for now. Turn the page to continue the investigation.



Blue Cord

Cut out and use only if you draw a Diamond.







1 Move Your Explorer

Return to your map. Move your Explorer Marker from Village Circle to the first woodland marker, just outside the village.



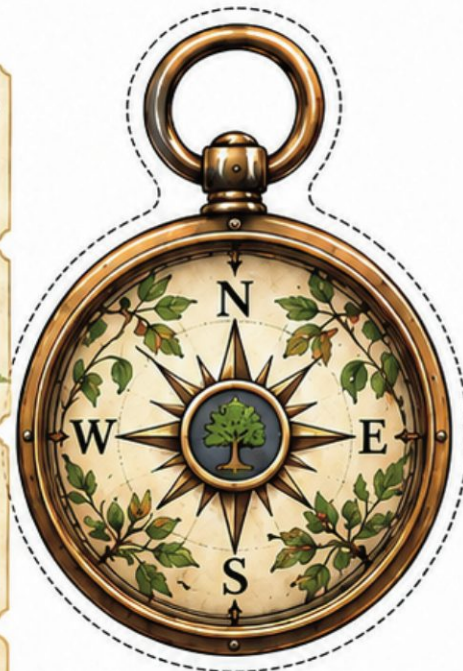
2 Check Your Parcel Card

Use your Parcel Clue bookmark to look back at the card you recorded on Page 4. Let it guide you as you search the trail.



3 Search the Woods

Draw your card now. Use the **RANK** (number or face value) to see what happens.



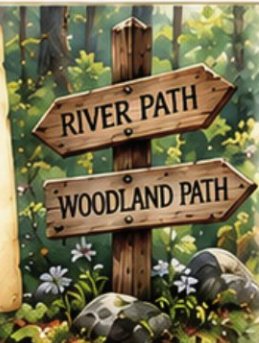
2-4
SETBACK
Wrong Way



You follow what looks promising, but the pale grains disappear. This isn't the way the parcel came.

- Move your Explorer back one map marker.
- Draw another card immediately.
- Go to Page 7 to determine what happens and your next move.

5-8
TWIST
Two Possible Routes



Just when you think you've found the trail, someone appears from the woods.

It's Rocky!

Rocky has noticed the same clues and points out two possible routes you could take next.

- Move your Explorer forward to the next map marker.
- Continue to the next page.

9-K
CLEAR WAY
You Find the Trail



The signs become unmistakable. You've found the way forward.

- Move your Explorer forward to the next map marker.
- Continue your journey.

A
OPENING
More Than the Trail



You find the trail — and something else. Near the edge of the path lies an unusual old compass. It feels different from an ordinary compass.

- Move your Explorer forward to the next map marker.
- Take the Explorer's Compass (cut out on this page) and place it in your Things I'm Carrying pocket on the back of the map.

Explorer's Compass



A little guidance goes a long way.

Its Power:

Once during this adventure, when you draw a 2-4, you may use the Explorer's Compass to ignore that Setback and continue as though you had drawn a Clear Way.



After using it, turn the Compass over or mark it as used. One Ace = one use.



You Took the Wrong Path

Did Page 6 send you here because you drew 2–4?

If YES — continue below.

If NO — skip this page and continue to Page 8.

You moved your Explorer back one map marker and drew another card. Now use the **SUIT** of that new card to find out what you discovered while trying to get back on course.



HEART — Someone on the Trail

You hear rustling ahead. Someone steps out of the woods. It's Rocky!

Rocky realizes you've taken the wrong path and knows how to get you back to the trail.

- ♥ Take the Rocky piece from this page.
- ♥ Put Rocky in your Connections.
- ♥ Move your Explorer forward to the woodland marker.
- ♥ Continue to Page 8.

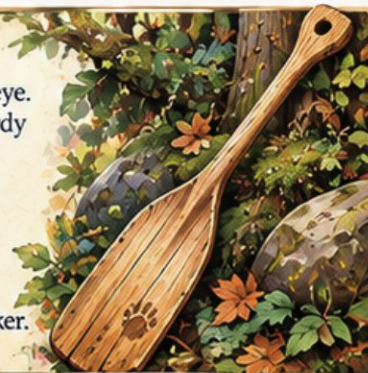


DIAMOND — Something Useful

While retracing your steps, something catches your eye. Partly hidden beneath leaves beside the path is a sturdy wooden oar.

You don't need an oar right now, but it looks usable. It may be useful later in your journey.

- ♦ Take the Oar cutout from this page.
- ♦ Place it in your *Things I'm Carrying*.
- ♦ Move your Explorer forward to the woodland marker.
- ♦ Continue to Page 8.

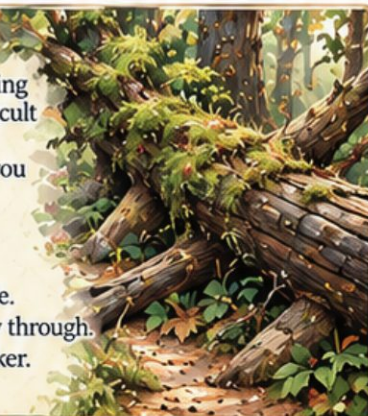


CLUB — An Obstacle

The wrong path has brought you to a fallen tree blocking the way. Thick branches and tangled limbs make it difficult to pass.

How does your Explorer handle it? Use the **Strength** you chose at the beginning of your journey.

- ♣ **Brave:** You climb over the tree.
- ♣ **Clever:** You look for a safer way around.
- ♣ **Kind:** You clear a small path, moving branches aside.
- ♣ **Curious:** You carefully look for a gap and find a way through.
- ♣ Move your Explorer forward to the woodland marker.
- ♣ Continue to Page 8.



SPADE — A Hidden Sign

Something about this path doesn't make sense. When you look more closely, you notice clear signs you went the wrong way. One direction shows water-washed stones and damp marks, while the other has dry disturbed earth and flattened leaves. You've discovered that the parcel's trail can be followed in two different ways.

- ♠ Move your Explorer forward to the woodland marker.
- ♠ You have discovered the Water Trail and the Land Trail.
- ♠ Continue to Page 8, where you will choose which trail to follow.



Rocky

Explorer • Friend
Quick-Witted Adventurer

"Every path has another story."



Oar

It may be useful later in your journey.

Cut out and add to your *Things I'm Carrying* and/or *Connections* when you collect them.

You are back on course.

Move your Explorer forward to the woodland marker and continue to Page 8.





Choose Your Path

The parcel's trail divides here. Both paths continue in the direction you need to travel, but they do not look the same.

You choose which way to go. Do not draw a card.

Already discovered both trails?

If Rocky showed you the two routes, or you discovered them while finding your way back from the wrong path, you already know why there are two choices. You still choose which one you want to explore.



WATER TRAIL

The pale grit continues beside the moving water. The stones are damp, and the marks along the bank look similar to the water damage on the parcel.

You don't know where the trail leads.

- ➔ Choose this route if you want to follow the Water Trail.
- ➔ Move your Explorer Marker onto the Water Trail on your map.
- ➔ Go to **Page 11**



LAND TRAIL

The second path turns away from the water and continues deeper into the woods. The ground is dry, but flattened leaves and disturbed earth show that something has traveled this way.

You don't know where the trail leads.

- ➔ Choose this route if you want to follow the Land Trail.
- ➔ Move your Explorer Marker onto the Land Trail on your map.
- ➔ Go to **Page 15**





Follow the Water

The Trail Disappears

The Water Trail has brought you this far, but ahead the stream has washed across the path. Rocks, shallow water, exposed roots and the steep bank make the way forward uncertain.

Draw one card now.
Use the **CARD RANK** to see what happens.

2 – 4 | SETBACK The Bank Gives Way

The wet bank crumbles beneath you, and you slide onto a narrow ledge beside the stream. You're safe, but now you need to get back to the trail.

- ➔ Draw another card immediately.
- ➔ Go to the next page to find out how you get back to the trail.

5 – 8 | TWIST The Way Is Blocked

A large tree has fallen across the Water Trail. The thick trunk and tangled branches completely block the way forward.

- ➔ You cannot continue along the Water Trail.
- ➔ Return your Explorer to the woodland fork on the map.
- ➔ Move your Explorer onto the Land Trail.
- ➔ Go to **Page 15**

9 – K | CLEAR WAY The Bridge Ahead

You make your way safely across the difficult section of trail. Just ahead, you notice a lantern resting at the base of a bridge over the stream.

- ➔ Move your Explorer forward to the Bridge marker.
- ➔ Continue to **Page 13** to see what you've found.

A | OPENING A Lifesaver

You make it safely through and discover a weathered but usable life ring near the water. Someone must have left it here in case a traveler needed help.

- ➔ Take the Life Ring cutout.
- ➔ Put it in your Things I'm Carrying pocket.
- ➔ Move your Explorer forward.
- ➔ Continue to **Page 13**

✂ Cut out and add to your Things I'm Carrying pocket.



Life Ring

A Lifesaver When You Need It Most



Once during this adventure, when you draw a 2 – 4, you may use the Life Ring to ignore that Setback and continue as though you drew a Clear Way. After using it, mark it as used.





Cross the Bridge

A FRIEND AT THE BRIDGE

You find Rocky beside the bridge, his lantern glowing softly.

If you met Rocky earlier, you've caught up with him again. If this is your first meeting, take the Rocky piece and put him in your Connections.

"Good timing! This old bridge is safe to cross, but one section of the railing has come loose. We can cross as it is, or we can fix it. What do you think?"

YOUR CHOICE

1 CROSS CAREFULLY

The bridge is still safe. You cross carefully, leaving the railing for now.

2 STOP AND FIX IT

You decide to repair the loose section. Use your Explorer's strength to choose how you help:



Brave

You hold the railing steady while Rocky secures it.



Clever

You figure out how the pieces fit back together.



Kind

You repair it so the next traveler has a safer crossing.



Curious

You examine the old fastening and discover how to reset it.

No matter which choice you make, the bridge is safe and you can cross.

CROSS THE BRIDGE



Move your Explorer across the stream on the map.

Continue to **Page 19**



Rocky

Explorer • Companion • Good Humor

Take only if Rocky is not already in your Connections.





Follow the Land Trail

You follow the land trail, keeping an eye on the disturbed earth and flattened leaves. The path becomes difficult to see as it winds through the trees. You draw a card to see what happens.

2 – 4 SETBACK: YOU LOSE THE TRAIL



The tracks disappear among roots and fallen leaves. You take the wrong way and end up somewhere unexpected.

- Draw another card immediately.
- Go to the next page to find out how you get back to the trail.

5 – 8 TWIST: THE GROUND GIVES YOU A CLUE



The trail is hard to see, but then you notice long drag marks in the earth. As you follow them, the marks begin to look almost like arrows pointing the way forward.

- Follow the drag marks.
- Move your Explorer forward on the Land Trail.
- Continue to Page 17

9 – K CLEAR WAY: THE TRAIL OPENS



You follow the disturbed ground without losing the trail. Ahead, the trees begin to thin, and you can hear moving water.

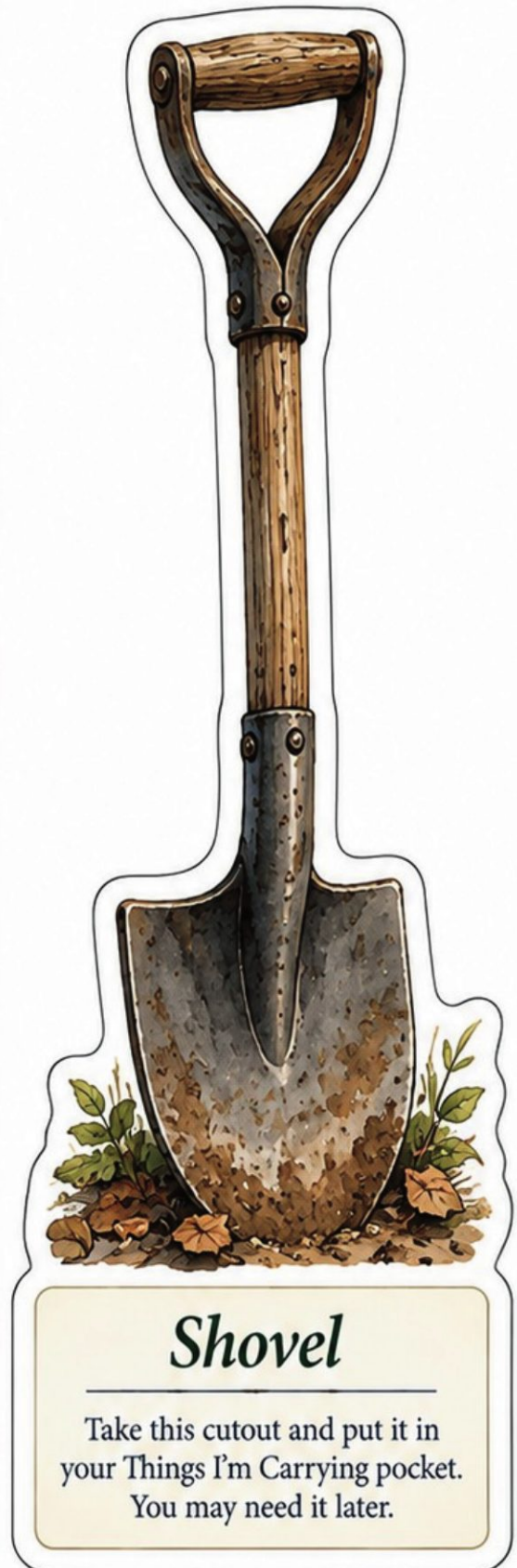
- Move your Explorer forward on the Land Trail.
- Continue to Page 17

A OPENING: A TRAIL SAVER



Something sturdy is leaning against an old tree just off the path — a small, well-used shovel. It looks like it was left here by someone who works along these trails.

- Take the Shovel cutout.
- Put it in your Things I'm Carrying pocket.
- Move your Explorer forward on the Land Trail.
- Continue to Page 17



Shovel

Take this cutout and put it in your Things I'm Carrying pocket. You may need it later.



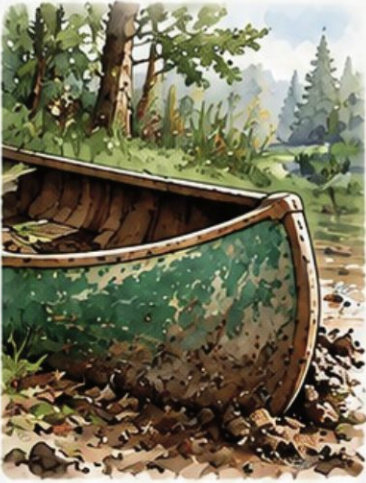


Cross the Stream



The trail has led you to the water. Now it's time to put what you've found to good use and continue your journey.

1 GET THE CANOE FREE



The canoe's front is stuck in the mud. You need to get it free before you can cross.

If you have the Shovel:



Use the Shovel to dig the canoe free from the mud. The Shovel has done its job.

If you do not have the Shovel:

Use your Explorer Strength to get the canoe free. Choose the approach that fits you best:

- **Brave** – pull and rock the canoe until it releases.
- **Clever** – use a sturdy fallen branch as a lever.
- **Kind** – carefully clear mud and debris.
- **Curious** – examine where it's stuck and find the easiest place to loosen it.

Either way, the canoe is free and ready to use.

2 CROSS THE STREAM

Now it's time to get across. Do you have the Oar?

YES – Use the Oar



You climb into the canoe and use the Oar to paddle across the stream.

→ Cross safely and go to Step 3.

NO – You Need to Improvise



There is no paddle in the canoe. Find a sturdy branch near the bank and use it to help move the canoe.

Draw one card. Look only at the color.

RED (♥ ♦) – IT WORKS

The branch works well enough. You steer the canoe safely across the stream.

BLACK (♣ ♠) – A ROUGH CROSSING

The branch slips and the canoe drifts farther downstream than you intended, but you manage to reach the opposite bank safely.

→ Go to Step 3.

3 SECURE THE CANOE

You've made it to the other side. Before you continue, make sure the canoe is safe for the next traveler.



If you have the Blue Cord:

Tie the canoe securely to a tree or sturdy root at the bank so it won't drift away.



If you do not have the Blue Cord:

Pull the canoe well onto the bank so it cannot drift away.

- Move your Explorer across the stream on the map.
- Return the card you drew (if any) to the deck.
- Continue to Page 19





Clues at Whispering Stream

You've reached the place the trail has been leading you. Before you go any further, take a closer look. There are clues here.

1 EXAMINE THE PARCEL

Take the parcel from "Things I'm Carrying" and look at it closely in this new place.



What you notice:

- The water stains match the stream around you.
- There is still some pale, gritty residue (like stream sand).
- The torn fragment you found earlier reads: "...follow where the water..."

This place fits. The clues all point here.

2 LOOK AROUND

This area feels well cared for. Someone comes here often. See what you can find.



What does this tell you?

Choose the answer that feels most right.

- ☐ Someone who loves the stream spends time here.
- ☐ This might be a good place to find answers about the parcel.
- ☐ I should keep looking and see if anyone is nearby.



3 WHAT DO YOU DO NOW?

☐

Explore a Little More

You look around the area carefully for any other clues before calling out.

☐

Call Out

You announce that you're here and see if anyone is nearby.

Make your choice and continue to Page 21



Meeting Booker

You've carried the parcel a long way.
Now you finally learn why it was meant to come here.

1 A WARM WELCOME

As you approach, the kind old turtle looks up from his books and smiles.

"Well now. I wondered when that would find its way here."

Booker adjusts his spectacles and looks at the parcel in your hands.

"You've done well to bring it this far. This was supposed to come to Whispering Stream, but it was never meant for me to keep."

2 OPEN THE PARCEL

Booker gives a small nod.

"Since you've carried it, you should be the one to open it."

Carefully untie the string and open the parcel.
Inside you find two things:



A second message fragment.



A small, handmade Blank Field Journal.

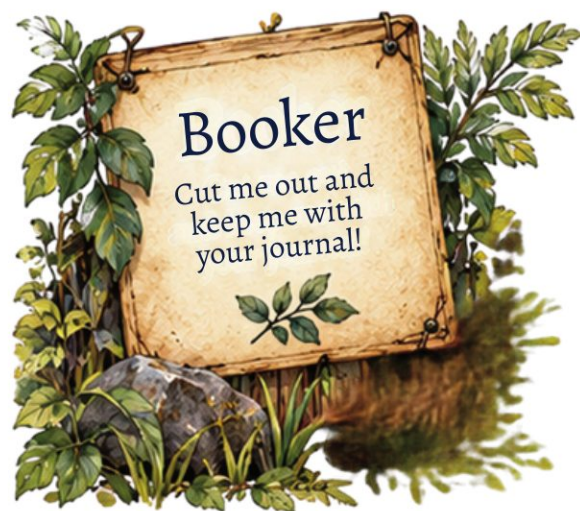
The Story Behind It

Booker explains that a friend asked him to keep the little journal safe until the next newcomer reached Whispering Stream by following their own path.

"The Hollow has a way of knowing when someone is ready. This journal is a beginning — not an ending. It belongs to no one yet, but perhaps it's meant for you... or for someone else who comes after."

He smiles gently.

"The journey is never really alone around here."



The Choice

You've reached the end of your first journey, but this is really a beginning.

The parcel has led you here.
You've uncovered its secrets.
Now you must decide what happens next.

There is no right or wrong choice.
Each one is a meaningful path.

Trust what feels right for you.



1 TAKE THE JOURNAL

You decide the Blank Field Journal will travel with you. It's a new beginning, and you'll be the one to fill its pages.

- ☐ Take the Blank Field Journal piece.
- ☐ It becomes your Keepsake.
- ☐ Place it in the designated Keepsake location.

New paths are waiting to be written.

2 LEAVE THE JOURNAL

You decide the journal should remain with Booker for another Explorer. You've completed the journey, and now it will be here for someone else who needs it.

- ☐ Leave the Blank Field Journal with Booker.
- ☐ You still successfully completed the journey.

Sometimes the greatest gift is leaving something behind for the next traveler.

3 ASK BOOKER

You aren't sure yet, so you ask Booker what he thinks.

"Only you can know what's right for your heart. Some carry it to write their own story. Others leave it so someone else can begin theirs. Either choice is a good choice. The Hollow always has more paths to follow."

After talking with Booker, make your choice:

- ☐ Take the Journal
- ☐ Leave the Journal

No matter which path you choose, you have completed the First Journey.
You are a Path Explorer, and the Hollow is glad you came.



Blank Field Journal
(Keepsake Piece)

Take this with you if you choose.



First Path Explorer Mark

Congratulations!
You've completed the First Journey.

Add this to your Explorer Collection.

More Paths Await

A small place
with a big heart.

The
Farm

Mossberry
Marketplace

Village
Circle

Hidden
Workshop

The
Library

Lore &
Legends

Quiet
Grove

"Not all who wander
are lost.
Some are just beginning."

FIRST JOURNEY

EXPLORE * DISCOVER * BELONG

Piper's Hollow

SMALL PATHS
LEAD TO BIG STORIES

Explore.
Discover.
Belong.

Explorer's
Ridge

Whispering
Stream

Bridge

Water Trail
Follow the stream.

Woodland
Fork

← WATER TRAIL

LAND TRAIL →

Land Trail
Through the woods.

Canoe

KINDNESS

CURIOSITY

BRAVER PATHS

YOU BELONG HERE

Same paths.
New stories.
Where will yours lead?

