



You are **COYOTE**. You are cousin to the First People, but you are not one of their kind.  
You are cousin also to the gods, but neither are you one of their kind.  
You occupy the space between. Your feet span borders.  
You are both *foolish* and *wise*.

Things Coyote often does

- Tells stories
- Plays tricks
- Makes bargains
- Takes the shape of others
- Plays the ends against the middle
- Sings songs
- Makes boasts, warranted and not
- Makes wagers, both wise and foolish

Things Coyote rarely does

- Tells an outright lie
- Has a physical fight
- Takes without giving
- Takes a definite position

## YOUR ACTIONS

*At any time:* Describe what you do without opposition

If there is no element to stop you, just say what you want to do and it happens.

*When an obstacle is introduced :* You may play a Trick to say how you avoid it

Pull a Trick Token out of your bag and place it down as you narrate how your wiles negate the obstacle before it becomes an issue

*When opposed:* Describe how you Overcome the obstacle and then throw the stones

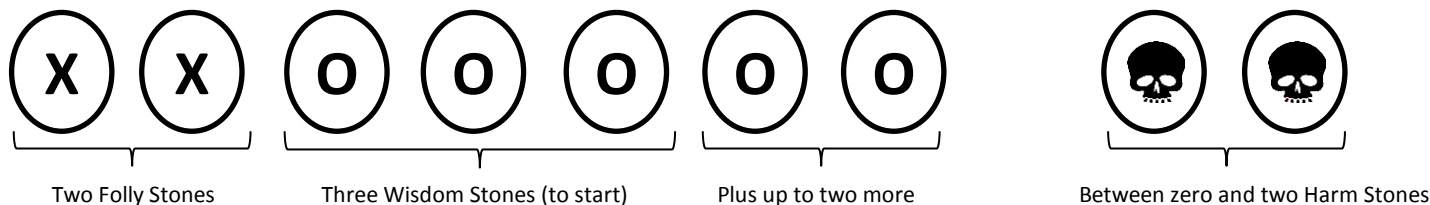
Say what you want to do and toss the appropriate amount of stones to see if you fail, succeed with wisdom, or succeed with folly.

*After any throw:* Play a Trick to flip a stone

Put down a Trick Token and turn over one stone. May be done multiple times for one throw.

*At any time:* Petition a Totem for aid

Think of how you would like Armadillo, Beaver or Crow to assist you and ask. They will decide your worthiness based on your previous actions and the number of times you've petitioned them previously. They may choose to ignore your request, partially grant it, grant it fully, or go beyond it and provide you with more than you asked for. This extra blessing will increase your Wisdom in some way (up to 5 total Wisdom Stones).





You are **ARMADILLO**. You have dominion over the earth and its creatures.

You are the mountains that rise in the South.

You define boundaries, between people and within them, as well as between worlds.

You provide safety to those who seek it, and take vengeance against those who steal it.

**Bestow a bane on Coyote when he:**

- ☐ Kills an animal of the field without following ritual
- ☐ Injures a plant without need
- ☐ Causes harm to nature wantonly
- ☐ Blurs the boundary between living and dead
- ☐ Takes an action outside of his role

**Bestow a boon on Coyote when he:**

- ☐ Gives gratitude for your gifts
- ☐ Lets others be when he could do otherwise
- ☐ Protects those weaker than him
- ☐ Respects his place and demurs to those greater than him
- ☐ Provides food or aid to others

*When bestowing Banes and Boons be sure to give Coyote a Sign of your feelings (e.g. a tall, shady tree for a Boon, or a rumbling of the earth for a Bane)*

**YOUR ACTIONS**

*At any time:* Describe the surroundings or introduce an element to them

*At any time:* Play a hindrance or obstacle against Coyote

*When petitioned by Coyote:* Throw the stones to decide his worthiness

Coyote's base worthiness is three stones (doesn't matter what emblem they bear). For each boon you have bestowed upon him, add one stone.

For each bane you have bestowed upon him, subtract one stone. Also subtract one stone for each previous time he has petitioned you.

**A non-exclusive list of things you may do to hinder Coyote:**

*Remember: variety creates interest; do not over use one option*

- Carve out the earth before him
- Quake the earth to knock him low
- Unleash an avalanche
- Provide safety to Coyote's opponents
- Call upon any creature of the ground
- Summon one of the abominations:
  - Wendigo
  - Skinwalker
  - Stone Giant
  - Wampus Cat
  - Horned Snake
  - \_\_\_\_\_



You are **BEAVER**. You have dominion over the water and its creatures.

You are the rain that falls in the West.

You are the steward of creating and those who create.

You remain steadfast and bless those who persevere.

**Bestow a bane on Coyote when he:**

- ☐ Kills an animal of the water without following ritual
- ☐ Befouls lake or stream
- ☐ Causes harm to nature wantonly
- ☐ Destroys a created work
- ☐ Abandons a plan or concedes his desire

**Bestow a boon on Coyote when he:**

- ☐ Gives gratitude for your gifts
- ☐ Brings something new into being
- ☐ Refuses to give up
- ☐ Finds a new way to do something
- ☐ Carries a plan to fruition

*When bestowing Banes and Boons be sure to give Coyote a*

*Sign of your feelings (e.g. a refreshing rain for a Boon,  
or a parched, waterless land for a Bane)*

**YOUR ACTIONS**

*At any time:* Describe the surroundings or introduce an element to them

*At any time:* Play a hindrance or obstacle against Coyote

*When petitioned by Coyote:* Throw the stones to decide his worthiness

Coyote's base worthiness is three stones (doesn't matter what emblem they bear). For each boon you have bestowed upon him, add one stone.

For each bane you have bestowed upon him, subtract one stone. Also subtract one stone for each previous time he has petitioned you.

**A non-exclusive list of things you may do to hinder Coyote:**

*Remember: variety creates interest; do not over use one option*

- Send forth a river before him
- Dehydrate the land around him
- Call forth a driving rain storm
- Create a bog of sucking mud
- Grant resolve to one of Coyote's enemies
- Call upon any creature of the ground
- Summon one of the abominations:
  - Lake Monster
  - Halfway Person
  - Underwater Panther
  - Lightning Snake
  - Water Spirit
  - \_\_\_\_\_



You are **CROW**. You have dominion over the air and its creatures.

You are the wind that blows from North.

You are the judge of the sacred law and its enforcer.

You are the patron of change and the enemy of stagnancy.

#### **Bestow a Bane on Coyote when he:**

- ☐ Kills an animal of the air without following ritual
- ☐ Befouls the air with his wicked tongue
- ☐ Causes harm to nature wantonly
- ☐ Exhibits stubbornness or refusal to change/compromise
- ☐ Ignores the order of things

#### **Bestow a Boon on Coyote when he:**

- ☐ Gives gratitude for your gifts
- ☐ Changes his mind or actions (for the better...?)
- ☐ Submits to the judgment of his superiors
- ☐ Makes a prudent decision
- ☐ Does what he says he would

*When bestowing Banes and Boons be sure to give Coyote a Sign of your feelings (e.g. a refreshing breeze for a Boon, or dust blown in his eyes for a Bane)*

#### **YOUR ACTIONS**

*At any time:* Describe the surroundings or introduce an element to them

*At any time:* Play a hindrance or obstacle against Coyote

*When petitioned by Coyote:* Throw the stones to decide his worthiness

Coyote's base worthiness is three stones (doesn't matter what emblem they bear). For each boon you have bestowed upon him, add one stone.

For each bane you have bestowed upon him, subtract one stone. Also subtract one stone for each previous time he has petitioned you.

#### **A non-exclusive list of things you may do to hinder Coyote:**

*Remember: variety creates interest; do not over use one option*

- Raise a great wind
- Obscure the air with clouds of dust
- Call forth a noxious, choking cloud
- Remove the air
- Change the landscape against Coyote's assumptions
- Call upon any creature of the air
- Summon one of the abominations:
  - Thunderbird
  - Bag-Owl
  - Cockatrice
  - Bat, Vampire
  - Flying Head
  - \_\_\_\_\_

You are **FIRE**. You are the spark of creation and the pyre of destruction.  
You are the sun that rises in the East.  
You are energy and motion.



**Your duties**

- Keep track of the **Owe List**  
Every time Coyote succeeds by folly write down what he did and how he did it.
- Ask **provocative questions** of Coyote
  - Make him give more detail
  - Make him dig himself deeper
- Run **Chapter 2** at the top of the mountain
- Begin the narration of the **Coda** based on the Owe List
- **Arbitrate disbutes**: if two parties disagree, your word is Law

The Owe List	Consequence	Example
	Coyote's folly causes only a minor disturbance in the First People Society	Sporadic forest fires.
	Coyote's folly causes major, society-wide problems for the First People	Toxic smog that gives 1 in 4 children cancer
	Coyote's folly completely destroys the First People Society	Nuclear warfare. No survivors.

**Chapter 2 Fixed Elements** *(add others to taste)*

- Takes place at the snowy top of the mountain
- The fire is guarded by three Fire Beings; they are sisters
- Their eyes glint like bloodstones, and their hands are clawed like the talons of the great black vulture.
- They have mystical powers, the type(s) of which is at your discretion.
- They have some sort of flaw Coyote may exploit
  - Impatience
  - Laziness
  - Arrogance
  - Greed
  - Pride
  - Anger, etc.
- They or their minions follow Coyote down the mountain, either with speed, stealth, or strength