

Fragments

Bits of reality shed by existing worlds, remains of fallen worlds, and shards of realities that never really were – all of these things are Fragments, chunks of reality that inhabitants of the Garden can interact with and benefit from. The rewards from a Fragment often take the form of small personal boons, such as a Resist against a Condition or a couple of free Power Strikes; however, some of them also leave their participants with more tangible items (often crafting materials).

Participating in a Fragment

Most Fragments are simply represented by a small box containing the supplies necessary to run it. Sometimes, particularly in rainy weather, the box may be in a plastic bag (particularly if boffer weapons are part of the required supplies). Anyone may open the box, examine the Fragment Scenario document, and decide if they want to participate or not. The first page of the Scenario has the following entries:

The first entry is the Fragment's **Type**, which will either be Immersive or Non-Immersive. See the next section below for more information about what these two terms mean.

The second entry is the Fragment's **Participation Limit**, which notes how many people may participate and how often they may do so.

The third entry is the Fragment's **Scenario**, the premise of the Fragment. If the Fragment has multiple participants (as many Immersive ones do), it is generally best to have someone read this section aloud to everyone who wants to take part.

Finally, there may be a fourth section that lists any **Stats** that are needed (Non-Immersive Fragments will often omit this section). If there are many different creatures involved (as is the case for some Immersive Fragments) there will also usually be stat cards in the Fragment box so that everyone can simply grab one and read over their stats individually.

Once the Fragment has concluded, the next page will have a list of possible **Outcomes**, along with the consequences of each. If the Fragment is Immersive, this section will also list what condition the participants exit the Fragment in. Fragments will rarely be lethal in and of themselves, but it's possible that you may not always return to the real world in perfect condition. If no mention is made of your condition-on-exit, then assume that you return in the same condition that you entered the Fragment in.

Lastly, the final page of the Fragment Scenario document will be a list of supplies that go into the Fragment box. This list is mostly for our use, but if something seems to be missing you may feel free to refer to it to check.

Immersive and Non-Immersive Fragments

Many Fragments are Immersive, which means that your character takes on the role of something or someone else, such as an ancient and powerful hero, a terrible nightmare creature, or an evil witch bent on the destruction of a band of adventurers. While Immersed in the Fragment's reality, your character is fully "in-character" in whatever role the Fragment scenario presents. Upon exiting the Fragment, your character remembers what happened inside of it. Most Immersive Fragments take ten minutes or less for one attempt.

Fragments will basically never have skill requirements to participate in, but some of them may give bonuses (and some cases substantial bonuses) if your character has a certain skill.

Immersive Fragments require the character's full consent to enter; you cannot be forced to participate. However, do note that once you enter an Immersive Fragment, you must see it through to the end! While participating in an Immersive Fragment, you are visible to onlookers as a hazy, ghost-like figure, but you are otherwise invulnerable to attack.

Non-Immersive Fragments are small bits of other realities that character may interact with, but that lack enough substance to fully Immerse a character. A scribe's desk with a quill and many sheets of papyrus, a stage with props for a play, and a box of enchanted art supplies are all possible examples of a Non-Immersive Fragment. Unlike Immersive Fragments, Non-Immersive Fragments may be abandoned freely.

Wellsprings

Special places – groves where magic gathers in just the right way, a natural theater where performances truly shine, or a single tree perfect for taking a rest under – can be found in many places throughout the Garden. Wellsprings differ from Fragments in that they typically do not involve "pieces" from other realities, are often tied to single skills (or Cosmic Powers in general), and are never Immersive.

Participating in a Wellspring

Generally speaking, Wellsprings are much simpler than Fragments. They can be represented by a place or thing, but they will always have a sheet of paper nearby that contains the Wellspring's information. Anyone can read this sheet of paper to determine what actions are required to activate the Wellspring and how long those actions should take.

Note that, unlike Fragments, some Wellsprings may have hard requirements for their use. A Magical Wellspring won't do anything for someone who can't cast spells, and a natural theater is little more than a pretty space if you don't have Expression.

Some Wellsprings have negative effects as well, but note that these are always explicitly noted and your character always knows what will happen to them if they choose to proceed.