

# BEST LEAVES GIRAFFERIFIC!

An adventure setting for *There is a giraffe who wants the best leaves but their neck is too short*

dozens

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## GIRAFFE NAMES

Give your giraffe a name!

A giraffe can have any kind of name really. But traditional giraffe names always adhere to a specific formula.

Choose or roll **adjective name adjective noun**:

d6	adjective	adjective	adjective
1	little	black	spotted
2	big	yellow	fast
3	tall	brown	walking
4	short	jumpy	thirsty
5	long	hungry	smelly
6	red	sleepy	sneaky

Table 1: Giraffe Adjectives

d6	name	name	name
1	johnny	chandler	ingrid
2	irwin	phoebe	ricky
3	irving	rachael	lucy
4	thelma	ross	eddie
5	monica	martha	chloe
6	joey	suzie	mikey

Table 2: Giraffe Names

d6	noun	noun	noun
1	neck	spots	bones
2	legs	hoof	tooth
3	horn	kick	mouth
4	tree	coat	face
5	leaf	tree	legs
6	tongue	tail	neck

Table 3: Giraffe Nouns

## GIRAFFE PLACES

Here are some places you can go!

Figure 1: Giraffe Places

### 1. Giraffe Home

- Maraffe (supportive)
- Paraffe (eager)

### 2. Great Tree

- Best Leaves (out of reach)
- Sassy Monkey (taunting, gossipy, also out of reach)

### 3. Watering Hole

- Safari Truck (lots of tools and rope, stuck in mud)
- Humans (x2, frustrated)
- Crocodile (hungry, snappish)
- Zebras, wildebeasts (sipping, cautious)

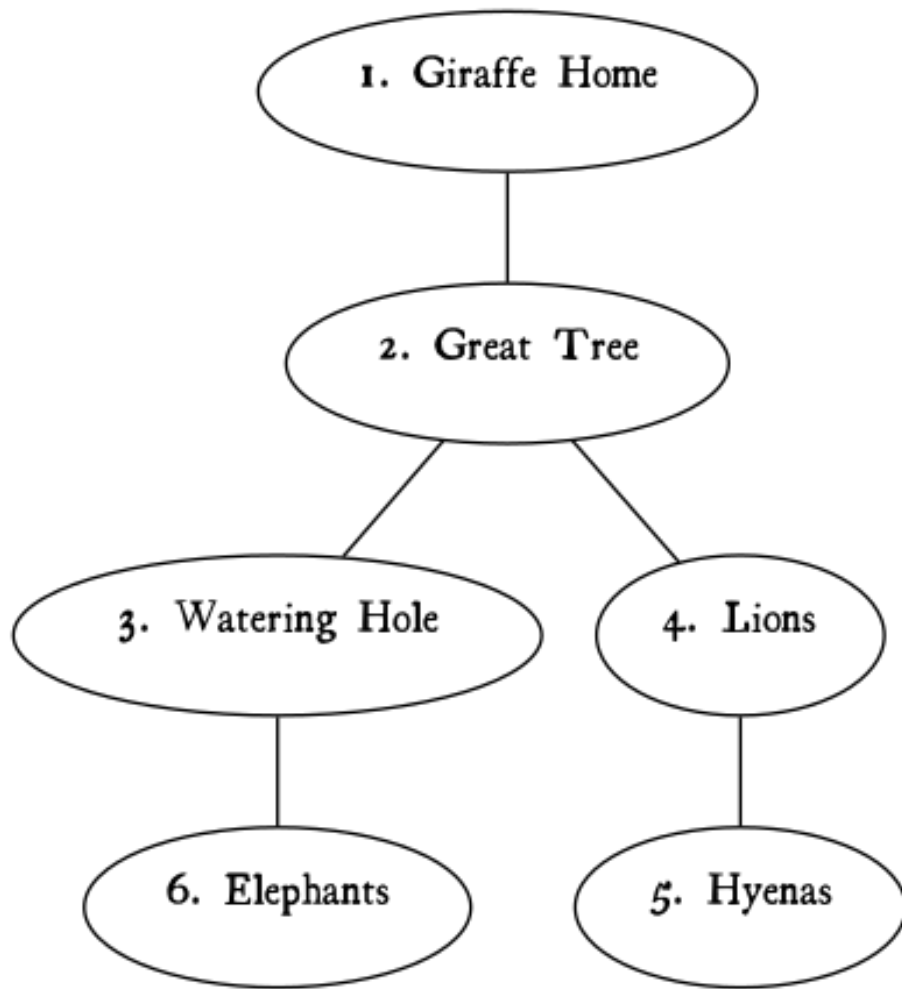


Figure 1: places

#### 4. Elephants

- Mystical, dreamy, meditative
- obsessed with tradition and matrilineage
- pulling up tree trunks, wallowing in mud

#### 5. Lions Den

- Lions (lazy, sleepy, unhelpful)

#### 6. Hyenas

- proud, noble, hardworking
- *actual* king of the jungle

### GIRAFFE ENCOUNTERS

Here's how to do giraffe encounters.

1. Roll 3d6. One for **creature**, one for **want/behavior**, one for **complication**.
2. Count down that many lines in each column, skipping over any crossed out items, and note what you got.
3. Cross those items off the table.
4. Use the combination of **creature** + **want/behavior** + **complicaton** to create an imaginative encounter.
5. Repeat as many times as you like.

*Example: I roll 1, 3, 2: a crocodile on the hunt, but there are snakes! Roleplay out the scenario.*

*For my next roll, 4, 4, 3, I count down that many on the columns, skipping what I've already rolled previously. I get zebra, on a pilgrimage, wounded.*

If any dice rolls “best leaves” then start to wrap up loose ends and towards a conclusion. Ideally one in which you finally get the best leaves!

creature	want/behavior	complication
crocodile	hungry	toothache
mongoose	just wants to chill	snakes!
lion	hunting	lazy/bored
warthog	wallowing in mud	injured
zebra	on pilgrimage	fleeing
wildebeast	passing through	paranoid
humans	poaching	lost
wild dogs	care for the dead	it's a trap!
cheetah	laying an ambush	blackmailed

creature	want/behavior	complication
giraffe	looking for a mate	way too ugly/awkward
elephant	digging for water	sick child at home
hyena	set up a lair	is a baby
best leaves	best leaves	best leaves

Table 4: Giraffe Encounters