

BEST LEAVES GIRAFFERIFIC!!



ABOUT

BEST LEAVES GIRAFFERIFIC is a supplement for *There Is A Giraffe Who Wants The Best Leaves But Their Neck Is Too Short* which can be found at <https://dozens.itch.io/giraffe>. It provides a setting, and tables for creating names and encounters.

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*.

GIRAFFE PLACES

Here are some places you can go!

1. Giraffe Home

- Maraffe (supportive)
- Paraffe (excitable)

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)

4. Elephants

- Mystical, dreamy, meditative
- Obsessed with tradition and matrilineage
- Pulling up tree trunks, wallowing in mud

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

d6 NAME NAME NAME

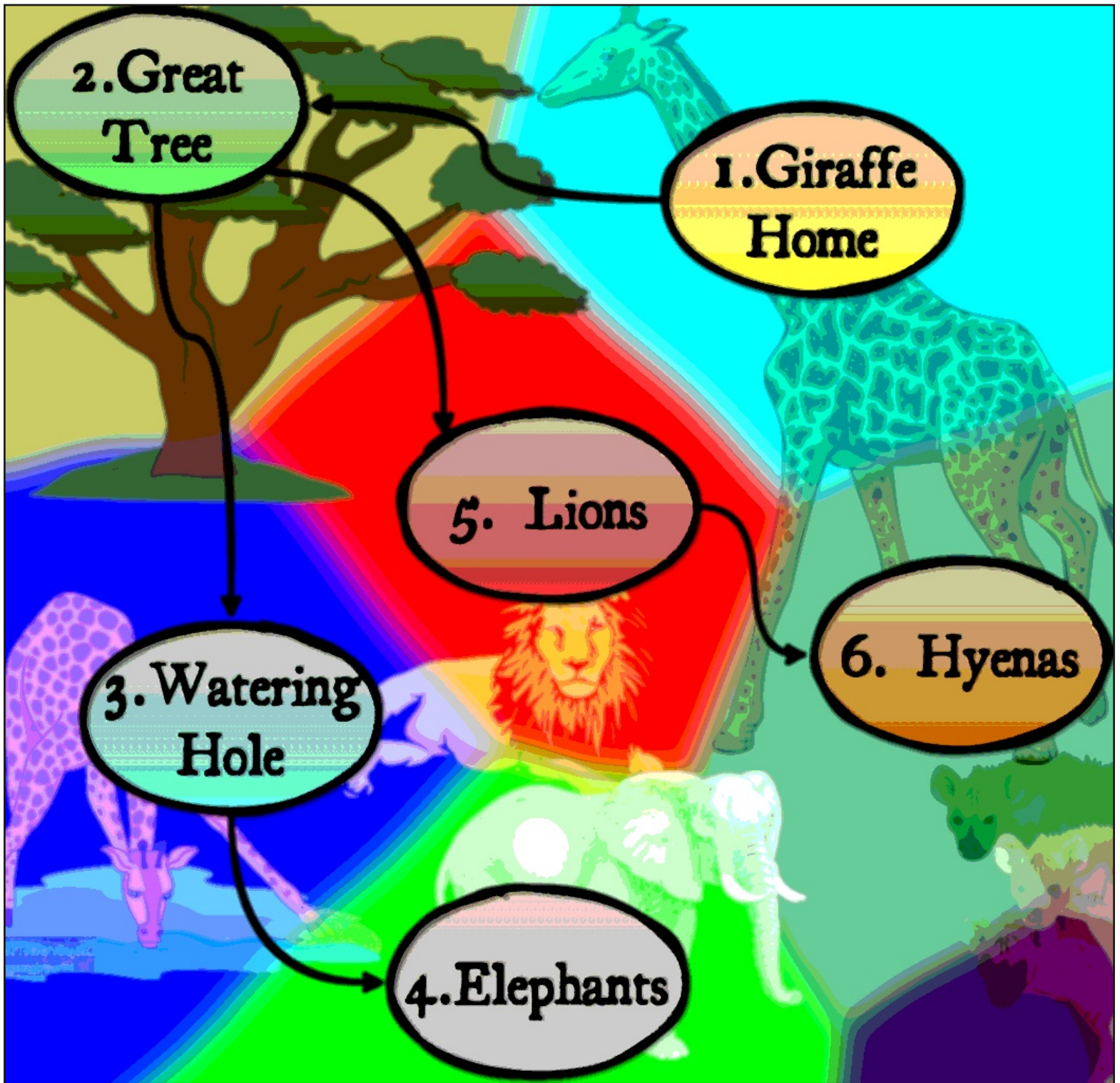
1	johnny	joey	suzie
2	irwin	chandler	ingrid
3	irving	phoebe	ricky
4	thelma	rachel	lucy
5	louise	ross	eddie
6	monica	martha	chloe

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

Giraffes I have known: Long Thelma Big Legs,
Thirsty Ingrid Jumpy Mouth, Sleepy Monica Red Neck





(Figure 1: Giraffe Places Map)

5. Lions Den

- Lions (lazy, sleepy, unhelpful)

6. Hyenas

- Proud, noble, hardworking
- The real kings and queens of the jungle

GIRAFFE ENCOUNTERS

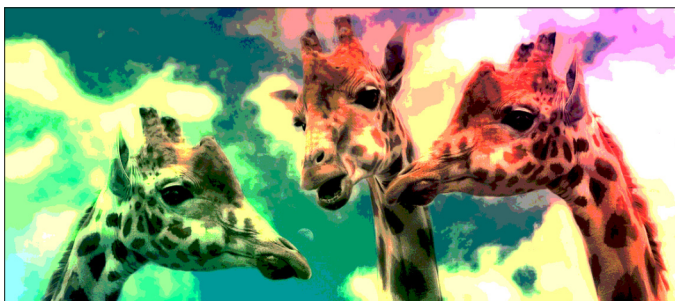
Here's one way to do giraffe encounters:

Roll 1d12 on the table and take the encounter you get.

Here's another more chaotic way to do giraffe encounters:

1. Roll 3d6. One for *who*, one for *what*, one for *but*.
2. Count down that many lines in each column, skipping over any crossed out items
3. Note what you got and cross it off the table.
4. Use the combination of *who* + *what* + *but* to create an imaginative encounter.
5. Repeat as many times as you like.

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!



#	Who	What	But
1	crocodile	hungry	toothache
2	mongoose	just wants to chill	snakes!
3	lion	hunting	lazy/bored
4	warthog	wallowing in mud	injured
5	zebra	on pilgrimage	fleeing
6	wildebeast	passing through	paranoid
7	humans	poaching	lost
8	wild dogs	care for the dead	it's a trap!
9	cheetah	laying an ambush	blackmail
10	giraffe	looking for a mate	way too awkward
11	elephant	digging for water	sick child at home
12	hyena	set up a lair	is a baby
<i>best leaves</i>			

Example:

I roll 1, 3, 2: a crocodile on the hunt, but there are snakes! Play 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. What will happen next??? Play to find out!