

Broken Sky

A Dancing Stickman Production

Broken Sky is an online, transmedia Live Action Alternate Reality Roleplaying Game (LAARRG) that was run live with a cast and crew of 20+ TTRPG performers, writers, and designers on Bluesky during the month of July, 2025. Broken Sky was a promotional collaboration between the actual play podcasts Oops, All Witches and The Witches of Wederra Keep, as well as Possum Creek Games. The digital record of Broken Sky as well as all (currently playable) puzzles and games exist entirely on the official website, <https://www.brokensky.blue>, with links to collaborators' .pdfs and itch.io pages on their respective landing pages.

Website Table of Contents

Prelude

Debuted in June 2025. Introduction of main characters leading to the mechanics intro on the summer solstice, June 21.

Mechanics

A live-roleplayed example of the mechanics recorded on Bluesky and documented in a [public Google Folder](#).

Player Tutorials: [Index - The Grimoire](#)

Mechanic: [True Craft, a spell for Expression](#)

Mechanic: [Guidance, a quest for Inspiration](#)

Mechanic: [Ceremony, a ritual for Discovery](#)

Community Guidelines: [Our Shared Oaths](#)

FAQ: [Reference for Querents](#)

Broken Sky

The first set of live puzzles and games on Bluesky:

[The Vortex - Sara Brink](#)

[The Gate - Sara Brink, Jacob Wolf Lefton](#)

A record of the live-roleplayed and audience-playable scenes:

[Tarot War - Jacob Wolf Lefton](#)

[Halla, Sorceress of the North - Annina Kaski](#)

[The End of Time - Sara Brink, Basil Wright, Sebastian Yuē](#)

An index of the micro-TTRPGs published as player mechanics ("spells") for Broken Sky:

[Reading the Ashes - Quinn Murphy](#)

[Brewing Serendipity - LaLionne Publishing](#)

[Oneirolancers - Sara Brink](#)

[Grandmother Guide - Jacob Wolf Lefton](#)

[Mousikē](#) - *Basil Wright*

[The Merciless Snare of Sorcery](#) - *Brandes Stoddard*

[broken sanctum](#) - *Sebastian Yuē*

[Hauntings at St. Comba's Academy](#) - *W.H. Arthur*

[Once, There Was ...](#) - *Kat the Lore Mistress*

Stuff You Missed

Additional player content that was made for the game but published after its completion.

ACT 2 Unplayed Content

[Puzzle: BOOK](#) > *Solve to unlock* >

[Scene: HEART](#) > *Prompt for True Craft mechanic.*

[Puzzle: HEART](#) > *Solve to unlock* >

[Scene: SPIRIT](#) > *Prompt for True Craft mechanic.*

[Puzzle: ALCHEMY](#) > *Unlocks Witch Hunter to unlock* >

[Scene: SOUL](#) > *Prompt for True Craft mechanic.*

ACT 3 Unplayed Content

[Puzzle: Wickedness](#) > *Solve to end game.*

Bonus Content

[The Broken Sky Game Flow](#)

Credits