

Koriko

a magical year

Bonus Content

A Magical Sandwich

I

The Wizarding Life

Magicians and scientists are, on the face of it, poles apart. Certainly, a group of people who often dress strangely, live in a world of their own, speak a specialised language and frequently make statements that appear to be in flagrant breach of common sense have nothing in common with a group of people who often dress strangely, speak a specialised language, live in... er...

— Terry Pratchett, *The Science of Discworld*

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Introduction

Practical magic

In the UK we have these things called ‘sandwich degrees’, which (mostly) have nothing to do with bread. They are a type of higher education course which have a break in your studies built into them—a year you’ll spend on a work placement within the industry you’re studying. If you’re studying chemistry, you might go and spend a year working in the labs at a pharmaceutical company (or even an industrial bakery!), for example.

Here, in this bonus content for Koriko, I’m offering an alternative premise for your story inspired by these sandwich degrees. Instead of playing as a teenage witch from a rural village, you’ll play a student wizard who is taking a break from their studies to spend a year in the ‘real world’, doing practical magic far from their schoolbooks, teachers and dormitories.

Most of the content beyond this setup chapter is compatible with this reframing, so rather than providing a complete rework of the book I’m trusting that you can replace and interpret the prompts and directions as required. You’ll just need to substitute ‘witch’ for ‘wizard’, ‘village’ for ‘university’ and so on, whenever those witch-specific words appear.

The shape of the story remains the same, with your wizard spending a year getting to know the city and its inhabitants before deciding how they conclude their time in Koriko. The pivotal question your wizard is building towards is almost unchanged: **as your year draws to a close, will you stay in Koriko or will you return to your studies at university?**

Your story begins

In this setup chapter, then, you’ll create your teenage, student wizard and describe their journey to Koriko, making choices from their perspective. When prompts refer to **you**, they mean your wizard character.

Now—empty your hands, close your eyes and take a moment to breathe. Then open your eyes. You can now turn the page and start your story by creating your wizard. A magical year of dreams and adventures awaits!

About me

You are an apprentice wizard, a teenage student at a magical university.

You walk between two worlds. You're a young adult who needs to love and fight and cry and shout, but you're also part of the next generation of magical professionals—a strange and often misunderstood tradition.

Instructions

We'll start with your **bio**, a few paragraphs that establish some key truths.

Create a new journal entry. Before we begin, we must break the curse of perfection by making an intentional mistake—**mar your journal with a typo, ugly smudge, messy scribble or other undesirable mark.**

With that done, introduce yourself to your journal however you would like—a simple hello, a rebellious cry, or whatever else you feel like writing.

Then use the following section, copying it exactly or editing it to fit your style, replacing the words in **(brackets)** with a choice from the next page.

When you have done this, carry on your journal entry with **My story.**

Your bio

My name is **(name)**. I'm a sixteen-year-old wizard-in-training, and when you first see me you'll probably notice my **(look)**, **(look)** and **(look)**. I wear **(style)** and **(style)** and carry **(carry)** with me pretty much everywhere.

You'll probably also notice my familiar, **(name)**. They're the **(adjective)** **(animal)** that never leaves my side. Our bond is so strong that we can even talk to each other—though you probably won't understand us!

Most of the other students in my year would say I'm **(trait)**, I think.

My teachers make it clear that I should always be **(trait)**.

As for me, I think I'm **(trait)** and I'd really like to be more **(trait)**.

"Merlin and Gandalf must have been young once, right? And when they were young, when they were fool kids, how did they learn to be wizards?"

Ursula K. Le Guin, A Wizard of Earthsea

Name

a broadleaved tree, a flowering annual, a precious stone, a songbird, an old-fashioned name, a three-letter alias, a single syllable repeated

Acer; Hickory; Cosmos; Petunia; Beryl; Jasper; Crow; Pipit; Etta; Taz; Yoyo

Your wizard's **pronouns** can be whatever you like—note them down.

They'll usually have a **surname** too—perhaps one with great historical significance in the culture of mages, more often something mundane.

Look

wide-eyed gaze, analytical stare, otherworldly eyes, fixed-up glasses, fuzzy beard, violet lipstick, awkward braces, infernal smile, plump cheeks, scruffy hair, tight curls, flowing braids, prominent scar, agitated skin, inept makeup, faded freckles, skinny arms, unusually tall, stocky body

Style

school robes, embroidered dress, starched white shirt, character tee, denim pinafore, utility vest, athletic sweater, wool peacoat, puffer jacket, pressed chinos, cargo shorts, floral jumpsuit, silk tie, polished oxfords, tatty boots, pointed hat, knitted beanie, lucky charm, prefect badge

Carry

a trashy novel, a binder full of class notes, a scuffed-up walkman, a bag of sherbet lemons, a cluster of colourful potions, a dog-eared copy of *The Confident Mage*, a clouded crystal ball, my grandad's knotted staff

Adjective

friendly, bright-eyed, fearless, skittish, dozy, wary, sassy, aloof, smelly, cute, tiny, giant, multicoloured, creepy, two-headed, three-eyed, spectral

Animal

cat, owl, rat, skink, raven, toad, snake, mink, hawk, bat, spider, moth, crab

Trait

friendly, helpful, charming, vital, lazy, lucky, ungrateful, spoiled, strange, hot-headed, easy-going, tenacious, pragmatic, composed, shy, modest, curious, tender, creative, cute, excitable, entertaining, admirable, boring

My story

Instructions

This is your **story**, a few paragraphs to set up your impending adventure.

Continue the entry you begun with your bio. Same as before, use the following section, copying it exactly or editing it to fit your style, replacing the words in (**brackets**) with a choice from the next page.

Sign off your entry however you would like—a **simple goodbye**, a **pensive thought**, or **whatever else you feel like writing**.

Then, move to **Farewell**.

Your story

I'm writing this from my little dorm room at (**school**), one of the most prestigious magical universities in the world.

I've completed my second year of study, two long years packed with lessons covering all aspects of wizardry. My favourite subjects are (**subject**) and (**subject**), and my worst is (**subject**)—I really hate it.

Students at our school are divided into four *houses*. My house, (**house**) is supposed to value (**value**) and (**value**). Most of my fellow students reflect this, and I suppose I must too—though none of us exemplify these values more than our **tutor**, Professor (**name**). They're responsible for our wellbeing and education at the school—a kind of mentor, I suppose. Our tutor has a reputation for being (**trait**), but they can actually be (**trait**) when we're on our own with them.

Soon I'll be leaving to start my year of 'applied studies', moving to some strange city to practice magic in the real world. Me and my familiar will be leaving at the start of the new term, just two days from now

During my time away, I hope to (**drive**)—but I also want to (**drive**).

When I dream about my new home, I wake up with lingering memories of (**aspect**) and (**aspect**).

School

Barrowbrig, Wildeford, Cagliash, Mavelburgh, Norobor, Faebia, Saharton

Subject

alchemy, conjuring, divination, enchantment, flying, herbology, history of magic, illusion, magical theory, monster care, mundane studies

House

Arctother, Boarlind, Culvedor, Emurtine, Hekazor, Sobeki, Whalebill

Value

valour, resolve, patience, loyalty, intellect, creativity, cunning, ambition

Name

an evergreen tree, a perennial flower, an extinct animal, a name from classical royalty, an unusual kind of weather

Agathis, Magnolia, Hellebore, Auroch, Cyrus, Sargon, Haboob, Pogonip

Your tutor's **pronouns** can be whatever you like—note them down.

Trait

cheerful, dedicated, peaceful, generous, harmless, stubborn, grumpy, direct, old-fashioned, intimidating, spooky, sprightly, thoughtful, playful, kind, inspirational, riotous, caring, gloomy, forgetful, cunning, critical

Drive

get top marks for my final report, practice some magic that they don't allow at school, convince people that wizards can be a force for good, stay true to my house values, find out what a new culture can teach me, pursue my non-wizard interests, chill out and enjoy being a teenager

Aspects

bright banners against crumbling walls, dusty libraries hiding rare titles, a great lake dotted with floating palaces, a jumble of stalls spanning a creaking bridge, rival department stores with elaborate displays, the restorative tang of freshly-brewed tea, the syrupy waft of warm treacle tarts, the sound of an orchestra tuning up, droning voices chanting scripture, laughter from beyond the grave, a sacred and terrible machine

Farewell

Instructions

You have two days before you set off from your school grounds.

To begin the first day, roll two dice. Use one result for a **Reflection** and one for an **Encounter**. Remember, you can always shift your result.

Create a new journal entry using your answers to these two prompts.

Then, roll again for the second day, following the same process.

When you're finished with both entries, flip the page to **Take flight**.

Reflections

- 1** What would you like to get better at this year?
Why do you think it will be a good opportunity to do that?

talk to strangers, ride a broom, trust my feelings, clean my room

- 2** How does it feel to have so much independence ahead of you?
How will you manage your time without a class schedule?

easy breathing, nervous tension, detailed planning, new dimension

- 3** Who here has always believed in your potential?
Whose criticisms will you be glad to escape?

my classmates, my brother, my sweetheart, my mother

- 4** Do you think your tutor believes you are a good student?
Do you think they're a good teacher?

secret favourite, tedious rote, daily ordeal, quick to provoke

- 5** What stress dream do you keep having about leaving school?
What anxiety about your year away still troubles you when awake?

making friends, fitting in, screwed it up, learned nothing

- 6** What do you hope you can still find in your new home?
What's something new you're excited to seek out?

swimming waters, verdant green, library comforts, artsy scene

Encounters

1 Today is the last meeting of your favourite social society before you leave. What is the purpose of the society? How do you think the skills you practice here will be useful in your year ahead?

heated debates, honeyed brews, heavy boardgames, biking crews

2 Your tutor has prepared one final lesson for your class. What practical magic do they have you attempt? How do you, alone, mess it up? You can see they're disappointed. Do they try and reassure you?

complex potions, windswept flight, secret scrying, rotten blight

3 You're relaxing in your home room. Some of the older students, already returned from their year away, start discussing their experiences. What do they talk about? How does it make you feel?

farfetched boasting, gentle teasing, eager wisdom, wistful grieving

4 You're spending the day with your best friends. Are you a big group, or an intimate few? What mischief or comfort do you indulge in together? What hopes do they share for your future?

a long walk, a quiet drink, a favourite film, midnight hijinks

5 You are accosted by another student, your rival at the school. Why did your quarrel begin? How would you describe their behaviour? They challenge you to one last contest before you leave. Do you accept?

jilted romance, sporting feud, warring families, just plain rude

6 You visit your favourite spot in the school grounds. What did you bring with you to drink? You observe a simple scene—something that could happen any day here. What about it warms your heart?

lakeside bench, ancestor's grave, sunflower field, monster-filled cave

"I don't care if it's a sad goodbye or a bad goodbye, but when I leave a place I like to know I'm leaving it. If you don't you feel even worse."

J.D. Salinger; The Catcher in the Rye

Take flight

Instructions

Whether you wish to or not, you can delay no longer. It's time to leave.

Choose a **Goodbye** from the following section.

Create a new journal entry using your answers to the prompt.

Then, flip the page to **Journey**.

Goodbyes

An event. As is tradition, the school hosts a big gathering before this year's batch of students leave. What kind of occasion is it? Everyone you know will be there. Are you excited to attend? What special effort is expected of you? As you all fly off together, do you feel part of the crowd?
formal dinner, moonlit masquerade, lively contest, forest escapade

A feast. Your tutor gathers your house members for one last meal together. What do you eat? Who makes a fool of themselves? Who tells the best story? Do you slip out before the meal is over, or endure a series of heartfelt goodbyes? Whose words linger with you as you fly away?
easy talk, rosy stories, awkward silence, ancient glories

A pair. Two figures stand close, silhouetted by the moon—you and your tutor make your final preparations. How is this place significant to you both? What charm do they carefully weave to keep you safe? When you meet their gaze for a moment before parting, what do you see within?
mountain peak, forest glade, sunken grotto, broken blade

Alone. With the full moon at its zenith, you gather your belongings in silence. Rain beats down outside and the streets are deserted. You open the door carefully, guiding the latch to keep it quiet, then you step out. Why did you choose to leave this way? As you fly away, do you look back?
open horizon, wind screaming, familiar warmth, eyes streaming

Journey

Instructions

You are on the move, flying high over unknown lands to find a new home. The journey lasts for two exciting days. To begin the first day, roll two dice. Use one result for a **Reflection** and one for an **Encounter**.

Create a new journal entry using your answers to these prompts.

Then, roll again for the second day, following the same process.

When you're finished with both entries, flip the page to **Koriko**.

Reflections

1 You've never travelled this far from your school before. As you fly towards your new home, what guides your path?

easy winds, natural borders, vintage maps, tutor's orders

2 How has your familiar adjusted to life on the road? It's their first time away from home, too.

dozy calm, eager attention, sullen moods, prudent direction

3 You're going to meet a lot of new people this year. What kind of a first impression do you hope to make?

capable care, effortless cool, misfit allure, lord of misrule

4 Back at school, there were many rules and customs you were expected to follow. Free of judgement, which have you abandoned?

ankles covered, braided hair, never smile, morning prayer

5 Flight is tiring, and sooner or later you must rest. Are you finding places to stay, or camping out in the wild?

canvas tents, family homes, quaint hotels, ancient stones

6 A tiny creature decides to join you, hopping on your broom. Is it mundane or fey? How does your familiar react?

portly frog, hairy insect, thorny imp, eerie reject

Encounters

1 Your familiar spies a winsome town below you. They try to convince you to stay there. Which of its obvious virtues do they extoll? Why, despite this, do you feel it lacks something you need?

smiling faces, fields to roam, wealth and plenty, just like home

2 Mid-air, you meet a witch—someone magical like you, but from a folk tradition rather than academia. What work are they returning from? How are they just like you, and how do they set themselves apart?

fate spinning, mushroom farming, curse breaking, cattle charming

3 Taking a break, you're startled by the cheery greeting of another traveller. What is their destination? What snack do they offer to share with you? What do you admire about their outlook?

nomad merchant, idle ramble, family visit, head unscramble

4 Below you, a traveller is in distress. What trouble have they stumbled into? You descend, to see if they need aid. How do they react to your appearance? What help do you offer, and do they accept?

broken promise, broken bones, monster trouble, cursed stones

5 Ahead, you see a rustic building with smoke gently rising from it. What beautiful landscape surrounds it? It is a popular rest stop for travellers—all warm smiles. What service are they famous for offering?

homegrown food, thermal baths, routes and maps, healing draughts

6 Seeking a place to wait out a storm, you descend into an old ruin. What fragrant aroma fills the air? You feel like you're being watched. What lingering signs of past tragedy do you begin to notice around you?

incense smoke, jasmine blooms, blood and iron, engine fumes

"Not all those who wander are lost."
J.R.R. Tolkien, The Fellowship of the Ring

Koriko

Instructions

Somehow, you know you've found the place. Your new home, **Koriko**.

Choose an **Approach** and a **Welcome** from the following sections.

Create a new journal entry using your answers to these prompts.

Then, flip the page to conclude this volume with your first **rest** and **letter**.

Approaches

Guided by nature. The natural flow of the terrain channels you forward. Then ahead of you, all at once, is the city. What scenic feature frames the metropolis? How does its architecture reflect the landscape? When you rest for the night, what natural shelter do you make use of?

desert dunes, misty peaks, bamboo glades, marshy creeks

Led by crowds. You begin to note the markers of urban life below you. What kinds of people can you see, drawn to the city like a beacon? What novel sound or scent takes you by surprise as you get closer? When you rest for the night, what group of travellers lets you stay with them?

dusty merchants, theatre troupes, stalwart pilgrims, haggard troops

Drawn to the buzz. The city is a noisy, messy hive of activity—industry and commerce in ever-shifting patterns. It's all so much bigger and busier than you could've expected. What are the largest machines you can see? When you rest for the night, what vehicle do you sleep in?

colourful boats, thundering trains, fluttering ships, towering cranes

Taken by surprise. Despite its size, you almost fly straight past the city. How does it blend in with the surrounding environment? You pause to take a closer look. What alerts you to the bustling city concealed within? When you rest for the night, what hidden sanctuary do you discover?

cliffside carvings, deep ravine, treetop bridges, weird machine



Welcomes

Curiosity. The people you've met so far have mostly been curious about you and your magical background. How many decades has it been since a wizard last visited Koriko? What aspects of your powers are they most keen to ask questions about? What do they misunderstand?

secret covens, magic potions, future visions, cool explosions

Indifference. People here are so busy they hardly notice you. When you're flying around on your broom, nobody looks up. What all-consuming fixation are most people focused on instead? Despite this, what familiar tradition is still—seemingly—honoured?

fashion rules, strange devices, little prayers, exchange prices

Apprehension. People shut their windows and avert their eyes when you walk down the street. You manage to talk to someone long enough to learn why. How did the last wizard who lived here get things so wrong? When was this? What physical mark of their misused power still lingers?

sealed-up mansion, warping road, bleached-out gardens, mayor's a toad

Chaos. You really try to make a good first impression, but this place is so different from your school. What terrible mistake do you make in front of a huge crowd? You work hard to make amends, but the damage is done. What unkind moniker do you later learn the local media has given you?

winged wrecker, mystic meddler, mindless magus, poison peddler

Rest & Letter

Rest

As you reach the end of **Departure**, take a moment to pause.

Rest for thirty seconds. Consider the ambitions you have for your year ahead and the experiences that might help you realise them.

Then you may **write a new lesson** that captures those feelings.

Writing your first letter

Now you're ready to write your first letter home to your tutor. Read the **Coda** and choose two **Reflections**, using the answers in your letter.

Then, perhaps after a break, continue to **Chapter III** in the main book.

Coda

Humble roof. You've found your new home, but you're still finding your feet. What temporary accommodation have you managed to secure? You are perfectly safe, but it's far from perfect. What frustrations do you have to deal with every day? Why won't you be able to stay here all year?

canvas shelter; hostel dorm; all-night diner; train platform

Reflections

Journey. Your journey to Koriko was long. What, or who, was most memorable about your travel? What do you miss about the open road?

Why here? As soon as you saw Koriko you knew it was perfect. How were you sure it was right for you? What has chipped that confidence already?

Advice. Back at school, someone gave you some advice. How has it already proven useful? How do you worry it might get you into trouble?

Small talk. Write something trivial about the flora or fauna you saw while travelling. What embarrassment or truth are you avoiding bringing up?

Fiction. Make up something interesting or impressive that happened on your journey. What do you hope your tutor will feel when they read it?

