

Koriko

a magical year

JACK HARRISON



mousehole press

Koriko: A Magical Year

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For our two magical stars,
who will one day take flight
to embark on grand adventures
of their own...



- JH & R.H. ♥

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*endpapers, lettering (pp. 5, 33 & 39),
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It takes a village to make a book, I believe. I am immensely grateful to all of my collaborators on this list—you are holding the greatest possible version of this game in your hands because of all of their hard work.

Of course, we were only able to assemble this wonderful team because of the **7,286 backers** who made this project a reality in October 2022. Whether you're a longtime follower of my work or this is your first Mousehole Press project, you have my heartfelt appreciation.

Chapters

Hello, and welcome to *Koriko: A Magical Year*! Thank you for picking this little book up—I hope you'll find it packed full of witchcraft and wonder.

Using this book

The book is split into **six chapters**, each with its own highlight colour to help you find your way. We'll learn the game as we go, working through the chapters in sequence, so feel free to take it at your own pace.

Chapter I—On a Clear Day Page 10

This chapter describes safety tools and the things we'll require to play. It also explains just enough rules to get us started with our story.

Chapter II—Departure Page 24

In this chapter we'll create your witch and tell the story of them leaving their sleepy village to journey to their new home—Koriko.

Chapter III—Life in Koriko Page 42

This chapter explains the rest of the rules, mostly to do with cards and dice, that we'll need to continue telling your witch's story.

Chapter IV—A Magical Year Page 56

This chapter has all of the prompts and structure to take us through the rest of your witch's story as they move through their year in Koriko.

Chapter V—The Heart Inside Page 86

This chapter has the confidants—friends, rivals, teachers and other pivotal folk that your witch might meet over the course of your story.

Chapter VI—Sunset Glow Page 132

This final chapter has a letter from the designer and some alternative rules that you can use if you don't want to stack dice.

Chapter I

On a Clear Day

“Jiji! I’ve decided! I’m leaving tonight!”

Hayao Miyazaki, Kiki’s Delivery Service

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Introduction

What is this?

This is a game for one player, designed for contemplative solo play. It's a bubbling cauldron of simple rules and writing prompts, stirred together to produce the story of a teenage witch spending a year away from home in an unfamiliar city called **Koriko**.

You don't need to have played a roleplaying game before—this isn't much like most of them anyway. A passing familiarity with witches, urban exploration and teenage drama is all the background you'll need.

How does it work?

Your witch's story is told in seven sections, or **volumes**, each taking an hour or two of your time. To play, you'll need this book, a deck of tarot cards and a stack of dice. You'll also need a journal to write your story in.

We'll start by helping you to create your witch and their home village, then we'll whisk them away on their journey to Koriko. This city is a place of your own invention. It might be a charming seaside resort, a smog-choked metropolis, a palace in the clouds—whatever you can imagine. We'll make this place together, asking questions to inspire your creativity.

Then, with your version of Koriko established, your witch can explore and meet its weird and wonderful residents. To do this you'll draw cards, each relating to a prompt that introduces a new event to your story. These prompts are a chance to exercise your creative writing muscles—and when things get risky, we'll add dice to an increasingly-precarious stack!

At the end of each volume you'll pause to reflect, spending time resting before writing a letter home to your witch's mentor. Then, perhaps after a break, we'll move on to the next volume of events and ephemera. In this way you'll be guided through the gentle rhythms of the year.

Then, as winter draws to a close at the end of your witch's year in the city, you'll make their biggest decision yet: will they stay in Koriko to remain the city's resident witch, or leave—back home, or off to pastures new?

Safety

Intentions

Stories produced by this game should be **lighthearted** and **tender**.

The idea of a sixteen-year old travelling alone to a strange city is fraught with safety issues—and Kiki was even younger! But we're trying to tell a fun coming-of-age story, not a grim tale about child endangerment.

You'll have a better time with this game if you embrace this intention.

Themes

There are some themes that occur regularly in this game that are worth mentioning. Each theme is written with the intentions we established, but a little forewarning might be helpful if they're difficult topics for you.

- ◉ Parental expectations and control.
- ◉ Loneliness, especially from moving somewhere new.
- ◉ Peer pressure and media harassment.
- ◉ Physical or emotional harm (infrequent).

When we talk about prompts later, we'll describe how you can skip unwanted content if it comes up during your story.

Finding support

As we've explained, *Koriko* will throw challenges at your witch that might trigger feelings of loneliness, inadequacy or depression.

Being a teenager is hard, and the prompts are open enough that you have the freedom to take your story in a lighter or darker direction—especially if that's in line with how you're already feeling.

If the game leaves you feeling low or you are already struggling, there are free resources that might help. Mind, a mental health charity, has articles with advice and support. Related to this game, they have pages on loneliness (bit.ly/mind-loneliness), self-esteem (bit.ly/mind-esteem), anxiety (bit.ly/mind-anxiety) and depression (bit.ly/mind-depression).

Materials

Deck

This game uses a **tarot deck**. If you've got the boxed edition of the game you'll have a custom deck ready to use, but any tarot deck will work fine.

Your tarot deck might use different terms for certain cards. It won't make any difference in play as long as you're consistent with substitutions.

If you don't have a tarot deck to hand, we built a digital version that you can access at screentop.gg/@mouseholepress/koriko for free.

Dice

You'll also need a pile of **six-sided dice**, at least 21. We'll just refer to these as 'dice' from now on, as we don't use any other dice shapes.

We've had the best experience using similarly-sized dice between 14 and 16mm. Stacking up ten dice should feel challenging but achievable. You'll stack these dice in a tower that will become unstable, so make sure you've got a safe place to build—the lid works great if you've got the box.

We have alternative rules available if making stacks doesn't work for you.

Journal

You'll keep a written record of your story in your witch's **journal**.

You'll need paper and a pen—our stories have run 60–80 pages in our journal, so make sure you have plenty of space (or a digital document).

Given that this is a solo experience, you can spend as much time on your journal as you like. It can be a hastily-scrawled mess (like ours), or you could add illustrations, stickers, poems—whatever you feel like.

I'd love it if you shared pictures from your story with me. It brings me a lot of joy to see! You can reach me at jack@mousehole.press.

Online resources

You can find more, including a video walkthrough, online at koriko.guide.

Journal

Index

If you're using a paper journal, the first thing to do is to create your **index**. For now, all you need to do is leave two facing pages free (**a spread**). If your journal doesn't have page numbers, you can add them as you write.

| | |
|----------|----------|
| index | |
| 1 | 41 |
| 4 | 47 |
| 8 | 53 |
| 12 | 61 |
| 23 | 66 |
| 34 | |

As you start new sections in your journal (such as your map, each volume, and individual confidants), you should add a line to your index with the page number. This will help you navigate your journal as it grows.

If you're playing digitally, you might not need the index as moving and organising content is more flexible.

Map

The two pages after your index are for your **map**. This isn't a scale representation of the city with roads and rivers, it's an organisational tool.

| | |
|--------|-------|
| wands | cups |
| swords | coins |

Split each page in half horizontally with a line, creating four equal sections, and label them with the four tarot suits—wands, cups, swords, coins) If you're playing digitally you can use a whiteboard app instead.

Each of the tarot suits has a particular vibe in this game. In the physical space of your city, these might be expressed as districts, except that cities are rarely divided into neat quarters. Instead, think of the suits as a way to shape and colour the story you tell.

When you introduce confidants to your story (which we'll talk about later) you'll add **tones** to your map—places, details or feelings. For example, if you meet The Fool you might add *perfumed fountains*, *gilded portraits* and *loveless hearts* to the swords section of your map. You might then draw on these tones the next time you get a swords-related prompt.

In this way, as you meet more confidants and add more tones to your map your picture of the city will grow richer and more varied.

Skills

The next spread, after your map, is for your witch's **skills**.

Skills are broad categories covering physical, mental and emotional abilities. You'll use them when your witch does something **risky** and you need to stack dice.

Split each page in half horizontally with a line, creating four equal sections, and label them with the four skills:

- **Power** is bravery, sorcery and persuasion.
- **Craft** is potions, tricks and method.
- **Care** is kindness, intuition and healing.
- **Lore** is curses, visions and history.

| | |
|-------|-------|
| power | craft |
| care | lore |

Leave plenty of space in each section to write **lessons**—your witch's formative experiences. We'll talk about skills and lessons on page 19.

Entries and letters

After skills, you'll begin writing **entries** and **letters**, which are a lot like real diary entries. They're written by your witch, using their voice and perspective. You should start a new page for each entry or letter.

We'll explain entries and letters when we talk about writing on page 18.

Confidants

The final thing you'll put in your journal are **confidants**—friends, rivals, teachers and other pivotal folk that your witch might meet as you play.

We'll talk more about them later, but as each one is introduced, set aside a new page and record all their details on it—their name, description and page reference from this book.

You might add notes to their page as you spend time with them, so leave plenty of space and add the page to your index so you can find it later.

Prompts

A note on prompts

A **prompt** is a collection of statements and questions to inspire your story. When a prompt is introduced, it often makes something **true** in your story (an event, a feeling). You're then asked to respond to it with one or more questions. Here's a prompt you might answer in this game:

A villager has a strange problem, and your mentor asks you to take the lead in aiding them. What trouble do you uncover? What mistake does your mentor save you from making?

This prompt establishes quite a few things—villagers come to witches with problems, your mentor wants to push you, someone is in trouble, and that you almost make a mistake. This is how your story grows.

Sometimes prompts are more reflective, simply asking questions.

What will you miss most about home? What are you glad to leave behind?

Even here, though, we've established that there are things your witch will miss and things they're glad to leave behind—new details to build upon.

Even here, your story grows.

Suggestions

Most prompts have a short list of **suggestions**, usually related to one of the questions. Here are some suggestions you might find for a prompt:

sugar gremlins, swollen buds, siren chorus, noxious floods

You're welcome to use, modify or ignore these suggestions as you like—they might spark a cool idea that you take in a wild direction, they might be irrelevant for your story, or they might be just what you needed.

Interpreting prompts

If you're unsure about what something in a prompt means or what it's asking you, that's okay. Look at the suggestions to see if they help clarify things, or just go with whatever interpretation you find most interesting.

Getting prompts

There are **three ways** you'll get prompts: cards, choices, and dice rolls.

Most of the game will be driven by prompts you get from **cards**, but we don't use those in the first volume so we'll talk about them later.

For now, you'll either be asked to **choose** or **roll** for a prompt from a list.

- ◉ You'll **choose** when the choice is intentional or significant to your witch. Choose freely, reading them all first or picking one that catches your eye.
- ◉ Otherwise, you'll **roll** for a result on a prompt list. These lists are labelled from one to six—roll a die and match the result as directed.

Sometimes you'll be asked to get more than one prompt, often from different sources, combining them to inspire the next part of your story.

Prompts may repeat themselves. For a more interesting and surprising story, only use each prompt **once**.

If you're rolling for a prompt and get one you've previously answered, you can always shift your die result up or down by one until you get something new—or just choose freely from the list instead.

Skipping prompts

Whether through dice rolls or card draws, many prompts in this game will be given to you using a random method.

On occasion, this may result in you getting a prompt that you find either doesn't fit your story or makes you, the player, feel uncomfortable.

In these situations, **you are always welcome to ignore the prompt**.

If it's a card and you don't want to see it again, remove it from the deck.

You might want to replace the prompt (drawing another card of the same type, for instance), otherwise just move on to the next part of the story.

The game is flexible—you can skip a few prompts without issue.

Writing

A note on writing

Lots of games produce incredible stories that are never written down. When you play with friends, each of you is witness to the story and part of its creation. These stories live on in our shared experience, even if there are no artefacts of play, like notes, photos or sketches.

When playing alone, though, it can feel a little nebulous to create and manage a story entirely in your head. As such, when this game asks you to consider a prompt or summarise an experience, the end result of your creativity will be recorded in writing. **The page is the witness.**

That doesn't mean you can never change your mind though! Sometimes it makes sense to go back and change something—perhaps you hit an undesired contradiction or are inspired to come up with a better answer. The story you tell will be better if you let yourself be an editor sometimes.

Kinds of writing

Some of the writing you'll do will be functional, like the index and map we talked about when preparing your journal. Most of it, though, will be **in-character** as you use your witch's words to record their experiences.

There are three kinds of this in-character writing you'll create as you play—**entries**, **letters** and **lessons**. Each has their own style and format.

Entry writing

Entries are part of your witch's journal. You'll often be asked to **create a new journal entry**—answering one or more prompts with some writing.

Entries should be fairly short, two or three paragraphs is probably right. Sometimes you might end up writing more if something particularly momentous happened, but if you're consistently writing reams of text for each entry you might find your stamina flagging by the end of the game.

Consider the voice your witch uses when they're writing just for themselves—are they playful, droll, optimistic, or something else?

Letter writing

At the end of each volume your witch will **write a letter** to their mentor back home. These letters should run for four or five paragraphs.

You'll use some special prompts to construct your letter—a **coda** and some chosen **reflections**. The coda introduces something new to your story to wrap up the volume, while reflections mostly draw on your existing entries. Incorporate all of these prompts into a single letter.

Consider the voice your witch uses when they're writing for their mentor—are they honest, polite, evasive, or something else?

Lesson writing

As your witch grows over the year, they will improve their skills. We track this progress by writing **lessons**. These are short summaries of an experience, typically a single sentence. For example:

- ◉ *I helped Farmer Benetto cure his orchard of blight.*
- ◉ *I broke the curse on Gonville's pigskin hat.*
- ◉ *I stood up to Andrea's bullies in the palace gardens.*

When you **write a new lesson**, write it underneath the most relevant skill—usually the one your witch was using during the experience.

A note on truth

Sometimes you might feel like your witch is unable or unwilling to write the whole truth down in their journal or a letter—it could be painful, embarrassing, or there might even be a magical reason.

In letters to their mentor especially, a prompt might ask you to embellish or omit something important or even tell barefaced lies.

If you can keep track of the truth in your head, that's fine. Otherwise, it might be helpful to make a brief summary in a different style near the written record so you can remember it later.

Starting your story

Volumes

Your witch's story takes place over seven **volumes**, blocks of content that you'll work through in sequence.

In **Departure**, the first volume, you'll create your witch, say farewell to your home village, and journey to Koriko.

We'll introduce the rest of the volumes, as well as cards and dice stacking, when you've finished Departure.

Departure

Departure is a kind of extended prelude to your witch's time in Koriko. You'll find out who you are, where you came from and what drives you.

All of the content for Departure is in its own chapter, starting in a few pages on page 24. You won't draw cards or stack dice—instead you'll follow instructions to lead you through a series of choices and prompts.

As you go you'll create new journal entries, as introduced on page 18.

Rest

As each volume draws to a close you'll **rest**, taking a moment to consider the events and emotions your witch has experienced.

Each volume will tell you **how long** to rest and what you might **consider**.

If you feel comfortable you should rest in darkness or with your eyes closed. Use the ambient soundtrack or wait in silence with a timer.

At the end of your reflection, **write a new lesson** under any skill.

Letter

Finally, with your rest completed you'll write a letter home. Each volume provides a unique set of prompts to construct your letter.

This is your chance to conclude and reflect on the volume you've just completed, as introduced on page 19.

Breaks

Each volume is designed to take between one and three hours to complete, depending on how much you write for each journal entry and the kind of prompts you choose.

Consider taking a break between volumes, whether for a few minutes or a few days. It's always better to break up play at the end of a volume rather than part way through, if you can, but it's not a big deal if you can't.

Making changes

The lists and suggestions in this game will sometimes give specific examples and names. Your witch might carry a *lime-green pocket radio* or their friend might be called *Rupert*. Other times you might need to come up with something to fit a format—like a *precious stone* or *bird of prey*.

Choices are generally drawn from a real-world mid-century (1950–60s) aesthetic. This is coloured by the presence of magic, but it's mostly a 'low magic'—insignificant or forgotten in everyday life, existing on the fringes.

All of these details can be omitted or moulded to fit your story.

So, with *dad's old 35mm camera*, you can change the relation or item to whatever fits best for your story—the key part of the suggestion is that it's vintage equipment given to you by a close family member.

You might not even like the name Koriko for your city—that's fine too, just substitute your chosen name every time you see it in the book.

Just be aware that the further you stray from the lists and suggestions, the **more you'll need to come up with by yourself**.

If that sounds appealing, then maybe it's a good approach for you.

Ready to play

We'll introduce some more rules later, but you now have everything you need to start playing Departure. **Turn the page to begin your story.**

Chapter II

Departure

From this day forth
I shall be called a wanderer,
Leaving on a journey
Thus among the early showers.

Matsuo Bashō, The Narrow Road to the Deep North

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Introduction

Setup through play

This first volume is a little different from the rest. We're going to set up the game while playing it! You'll create your witch, giving them life as you gently explore their home and the people who are important to them.

Let's zoom out for a moment. The pivotal question at the end of the game is this: **as your year draws to a close, will you stay in Koriko or will you return to your home village?** As such, it's important to understand what their village is like, and what it means to leave it behind.



Your story begins

When you're working through a volume, like this one, you'll be playing as your witch and making choices from their perspective. When prompts refer to **you**, they mean your witch.

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 witch. A magical year of dreams and adventures awaits!

About me

You are a witch, a young person with burgeoning magical powers.

You walk between two worlds. You're a teenager who needs to love and fight and cry and shout, but as part of the next generation of witches you also carry the burden of an ancient, dying tradition on your shoulders.

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 witch-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 folks from my village would say I'm (**trait**), I think.

The people close to me 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**).

“Kiki don't get too hung up on appearances,
it's your heart that's important.”
Eiko Kadono, Kiki's Delivery Service

Name

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

Birch, Hazel, Larkspur; Opal, Goldcrest, Edgar; Winnet, Pog, Momo, Zeze

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

Look

piercing stare, careworn eyes, restless gaze, coke-bottle glasses, easy smile, toothy grin, chewed lip, fuzzy beard, shaved head, messy hair, silver streak, neat braids, facial tattoos, acne scars, meticulous makeup, prominent birthmark, calloused hands, perfect nails, stained fingers

Style

heavy black robes, bright-yellow dress, hand-me-down shirt, denim vest, moss-covered knitwear, herringbone coat, polyester jacket, bootcut jeans, baggy shorts, embroidered skirt, garish dungarees, shoestring belt, spotless gloves, very pointy shoes, fraying sandals, pointed hat, flight goggles, bright-red bow, wildflower braids, crown of briars, bone charms

Carry

dad's old 35mm camera, one of my many sketchbooks, a lime-green pocket radio, a brass tin of boiled sweets, a cameo locket in coral and gold, a dog-eared almanac from the year I was born, my mum's final research notes, a pouch of soil from my garden, a fallen star in a glass jar

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, admired, 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

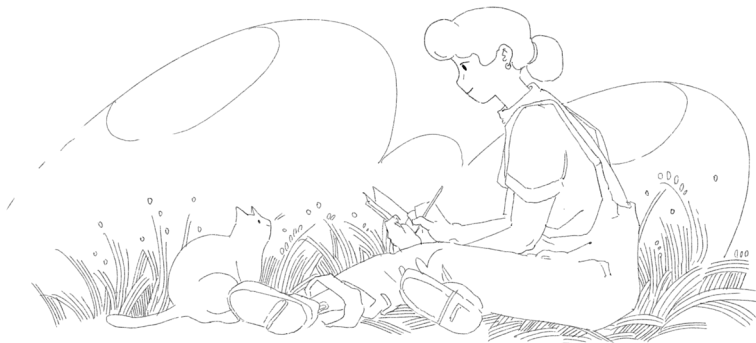
I'm writing this from (**home**), the quiet little village I've lived in all my life.

I live here with, (**name**), the village witch. They're (**relation**). People in the village say they're (**trait**), but they can actually be (**trait**) when it's just us.

Since I decided to become a witch they've acted as my mentor, teaching me the basics of the old ways. We've learned a lot together, but now it's time for me to put it into practice on my own, far from their guiding hand.

Me and my familiar will be leaving on the next full moon, just two days from now, to spend a year away. I hope to (**drive**), but also want to (**drive**).

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



Home

Little Hook, Rosehall, Somer's Spa, Bonneto, Karikiya, Penkun, Carnaby, Nabera, Kvodin, Olmak, Gristhorpe, Brod, Croft le Marsh, Indara, Trishal

Name

an evergreen tree, a perennial flower, a wild beast, a bird of prey, an ancient name, an unkind nickname, a lyrical epithet—never shortened

Holmoak, Yarrow, Jackal, Hraban, Lochlain, Grotwin, Hag of the Hoglands

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

Relation

my parent, my grandparent, my sibling, my parent's sibling, a distant relative, our leader, our former leader, an outcast, something stranger

Note the specific relation: *mum, uncle, grandy, baba*—whatever you like.

Trait

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

Drive

prove that my mentor made the right choice, hone my magic into something truly special, show the world that witchcraft isn't dead yet, stay true to my village traditions, find out what a new culture can teach me, pursue my non-witchy interests, chill out and enjoy being a teenager

Aspects

bright banners against crumbling walls, gnarled olive trees wound with gold thread, 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, charming pickpockets with cheeky smiles, costumed musicians on every corner, the sound of an orchestra tuning up, droning voices chanting scripture, a sacred and terrible machine, a spire of silver and glass piercing the sky

Farewell

Instructions

You have two days before you leave home.

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 will you miss most about home?
What are you glad to leave behind?

my kin, my buddies, the smell, my studies

- 2** How do you wish you were more like your mentor?
How are you glad to be different?

unending focus, self-reliance, communal spirit, bold defiance

- 3** Who in the village has always believed in your potential?
Whose reservations will you be glad to escape?

my mentor, my mother, the spirits, my brother

- 4** A year from now, what kind of homecoming do you anticipate?
How do you think the village will be changed without you?

village cheer, hearthside fare, empty houses, steely glare

- 5** What stress dream do you keep having about leaving home?
What anxiety about the journey 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 could you quite happily never come across again?

funky pickles, chestnut cakes, cornflower meadows, rattlesnakes

Encounters

1 A villager has a strange problem, and your mentor asks you to take the lead in aiding them. What trouble do you uncover? Which lesson does your mentor prompt you to remember as you work?

sugar gremlins, swollen buds, siren chorus, noxious floods

2 Your mentor has prepared one final trial for you. What magic task do they set for you? How do you fail to meet it? You can see that they're disappointed. How do they try to reassure you anyway?

complex potions, windswept flight, secret scrying, rotten blight

3 One of your family members, not magical at all, asks you for help with their work. Do they labour with their hands, or do something more academic? As you work, what advice do they share?

a historian, a carpenter; a priest, a gardener

4 You pay a visit to your oldest and best friend, for the last time in a long while. 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 run into the coolest teen this sleepy village can muster. How do they try to belittle you? Do you rise to their bait, or are you content to let them rule this hill you'll soon leave behind?

farmer's son, fancy coat, spiky rebel, owns a boat

6 You visit your favourite spot in the village. Where do you sit, and what do you drink? You observe a simple scene—something that could happen any day here. What about it warms your heart?

lakeside cafe, waterfall cave, sunflower field, rose-bloom grave

"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

A crowd. The night is clear and lit by a full moon, and a crowd gathers to see you off. Who offers practical advice? Who preaches tired warnings? Who is too overwhelmed to say anything at all? You mount your broom cautiously. Do you shout back any last words as you depart?

wise nephews, weeping aunts, stern faces, joyful chants

A feast. Your mentor gathers your friends & family for a great feast. What do you eat? Who is most open with their feelings? Who makes terrible jokes to cover theirs? Do you slip out before the meal is over, or endure a series of heartfelt goodbyes? What is your last glimpse of your family?

easy talk, rosy stories, awkward silence, ancient glories

A pair. Two figures stand close, silhouetted by the moon—you and your mentor 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 village before. As you fly towards your new home, what guides your path?

easy winds, natural borders, vintage maps, mentor'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 home, there were many 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 another witch—well-established in the town you're passing over. What important job 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 & letter**.

Approaches

Guided by nature. You can feel the flow of the terrain channel you forward. Then ahead of you, all at once, is the city. What natural 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 within?

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 witchy background. How many decades has it been since the last time a witch 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 witch 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 village. 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, baba ditchwitch, 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 mentor. Read the **Coda** and choose two **Reflections**, using the answers in your letter.

Then, consider taking a break before turning the page to **Chapter III**.

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 home, 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 mentor will feel when they read it?

Chapter III

Life in Koriko

but little by little,
as you left their voices behind,
the stars began to burn
through the sheets of clouds,
and there was a new voice
which you slowly
recognised as your own
Mary Oliver; The Journey

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Rules for city living

The journey so far

Let's pause to reflect on the journey we've made, and what's yet to come. By now, you've left your sleepy village and travelled across the land to reach Koriko, your new home. Things are about to get busy for you!

A metropolitan perspective

The rest of your story will take place in and around the city as the year passes and the seasons change.

Departure had its own unique way of getting you started in this new place. Now, let's learn how the six remaining volumes work!

The remaining volumes

The second volume, **Arrival** covers your witch's first few weeks in the city. You'll meet a handful of confidants and start to get a feel for Koriko.

Then we'll move through the seasons, with **Spring**, **Summer**, **Autumn** and **Winter** each getting their own volume of encounters & exploration.

Finally, we'll wrap up your story with **Year's End**, the final volume.

You'll find all of these in the next chapter, **A Magical Year**, from page 56.

Preparing to play

Before you continue your story, though, you need to set up and learn a few more things. That's what this chapter is for.

We'll start by getting your tarot deck ready and introducing the rest of the rules you'll need—things like drawing cards and stacking dice.

Then, we'll explain how it all comes together into a structure and flow that you will use to play through each volume.

Finally, we'll wrap up this chapter with an overview of the whole process and a flow chart that you can use to check and reinforce your understanding of the rules.

Suit decks

A note on tarot

The tarot is a deck of playing cards, but for many people it's also a revered object of cultural significance and meaning. The prompts in this game draw inspiration from the Rider-Waite interpretations, though many prompts subvert or ignore established meanings altogether.

Though there is a kind of ritual to the drawing and interpreting of cards, the game does not intentionally draw on the practices of tarot reading.

In short, **you don't need any knowledge of tarot to play this game** but you might find it an interesting topic to learn a little more about.

Minor and major arcana

There are two types of cards in a tarot deck—**minor** and **major** arcana. Each type of arcana has a special purpose in this game:

The 56 **minor arcana** are used to provide prompts called **moments**. The cards are like a standard playing card deck, with four suits (wands, cups, swords and coins) each containing an ace and numbers two to ten. However, tarot decks have four face cards (page, knight, queen and king).

The 22 **major arcana** represent **confidants** in the game. Confidants are significant characters your witch can meet as you play. They are the numbered cards that go from The Fool (0) to The World (XXI).

Suit decks

To prepare the tarot cards, we're going to split them into four **suit decks**.

These **sixteen-card decks** contain a **mix** of major and minor arcana cards, each grouped around common themes:

- ◉ **Wands**—ambition and expression
- ◉ **Cups**—community and tradition
- ◉ **Swords**—influence and conflict
- ◉ **Coins**—work and wealth

Preparing a suit deck

Follow these steps to prepare a suit deck:

- 1. Take all fourteen minor arcana cards from a single suit (e.g. wands).
- 2. Take the four major arcana cards for that suit (listed below).
- 3. Shuffle these four cards, face-down, and **select one** at random.
- 4. Combine it with the fourteen minor arcana cards and **shuffle well**.
- 5. Select a **second** major card at random from the three remaining.
- 6. Place it **on top** of the rest of your shuffled cards, face-down.
- 7. Set the two unused major cards aside—you won't use them again.

| Wands | Cups | Swords | Coins |
|-----------------------|-----------------------|--------------------|--------------------|
| <i>The Magician</i> | <i>The Hierophant</i> | <i>The Fool</i> | <i>The Chariot</i> |
| <i>High Priestess</i> | <i>Strength</i> | <i>The Empress</i> | <i>Temperance</i> |
| <i>The Hermit</i> | <i>The Lovers</i> | <i>The Emperor</i> | <i>The Star</i> |
| <i>The Moon</i> | <i>The Hanged One</i> | <i>Justice</i> | <i>The Sun</i> |

Repeat this process for each suit until you have four suit decks, each with two major arcana cards in it—one shuffled in and one on top.

Special confidants

The Wheel, Death, The Devil, The Tower, Judgement and The World are not aligned with a suit or shuffled into a suit deck. Keep them nearby. You'll introduce these confidants only if explicitly told to do so.

Organising your suit decks

With your four suit decks prepared, you should place them in order from **left to right**—wands, cups, swords then coins. You should keep them in this order, as you won't be able to tell them apart from the card backs.

If you need to pack your decks away, separate them with some labelled scrap paper so they're easy to set out again when you need them.

Volume deck

What is the volume deck?

The suit decks contain all the possibilities that your witch might encounter over the course of their year—friends, jobs, reflections, mysteries, tragedies, and much more. However, you **don't draw cards directly from the suit decks** when you play through a volume.

Instead, at the start of each volume you'll create a much smaller deck of cards, the **volume deck**, which will contain all of the prompts you'll need.

This is important because you can **influence** the cards that go into your volume deck—shaping the kind of experience your witch will have.

Setting intentions

Each of the remaining chapters will start with you **setting intentions** for your witch, which is the process of creating your volume deck.

You're in the writer's room here, considering your witch's mood and ambitions—and your own interest in the developing story.

Follow the instructions at the start of each volume, drawing cards from the **suit decks** and your confidants as directed before shuffling together.

For example in **Spring** you will:

- ◉ *Choose two suit decks, adding two cards from each.*
- ◉ *Add one card from each of the other two suit decks.*
- ◉ *Choose two, three or four confidants to add from your circle.*

This will give you an eight or nine card volume deck. You'll have chosen the suits you'd like to focus on, and how much time you want to spend with your confidants (we'll explain your **circle** on the next page!).

Drawing cards

You'll draw **seven cards** from your volume deck to complete a volume.

You might run out of cards before you've drawn seven. That's okay—just move on to the end of the volume with your rest & letter.

Confidants

A note on confidants

Confidants are archetypes—particular kinds of people with the potential for drama. Only when you introduce one of these archetypes to your story will you turn them into a specific, detailed person with a name.

Not every character you introduce to your story needs to be a confidant, and not every confidant has to have a memorable impact on your story.

Confidants in this game simply provide the content and support if you **do** decide to spend more time with a particular character.

Your circle

Your **circle** contains the confidants you've introduced to your story. It's a set of major arcana cards that you'll choose from and add to as you play.

The most common way to add a confidant to your circle is by **drawing their major arcana card** from your volume deck. If you've never met that confidant before, this is your opportunity to introduce them to your story.

You might also meet a **special confidant** through a bonus or event. They work the same as any other—find their card and add it to your circle.

Confidant cards will get added to your volume deck at the start of a volume and then **returned to your circle** as they're drawn and resolved.

Adding a confidant

When you **add a confidant to your circle**, follow these steps:

1. Find their pages in **Chapter V**, starting on page 86.
2. Read their **introduction** and decide whether you'd like to add them.
3. Create their character using the **character** lists, recording your choices in your journal on a new page.
4. Choose tones to add to your journal's **map** from their **tones** list.
5. Read their **meeting** prompt, which you'll use in your journal entry.
6. Add their major arcana card to your **circle**.

Cards and twists

Card prompts

Once you prepare your volume deck, you're all set up to begin drawing cards and telling your story. Each card you draw will give you one of **four** kinds of **prompts** to use: moments, meetings, hangouts, or crossroads.

Moments

Every minor arcana card has a matching prompt, a **moment**. These are the memorable jobs, rooftop reflections, perilous rescues and other notable events that will make up the majority of your witch's year.

Each moment has a suit, which you can use with any tones you've added to the matching section of your map to further inspire your story.

Meetings

When you draw a major arcana card for the **first** time, you can introduce that confidant, add them to your circle and use their **meeting** prompt to describe your witch's initial encounter with them.

Confidants also have suits, and you'll often add tones to your map as part of meeting them. You can draw on these tones in subsequent hangouts.

Hangouts

When you draw a major arcana card for a **confidant from your circle**, your witch can **hang out** with them. Choose a **hangout** prompt.

You can and should bring confidants into your story whenever you like, as part of a moment or even a hangout with another confidant. But only their special hangout prompts count towards unlocking a **crossroad**.

Crossroads

If you've completed **three hangouts** with a confidant, you may resolve their **crossroad** instead when you next draw their card. A crossroad is a pivotal prompt that introduces change or closure to a confidant's story.

Twists

Whether your card draw resulted in a moment, meeting, hangout or crossroad prompt, you'll now choose a **twist**.

Twists are short phrases intended to inspire your answers to a card prompt—things like *morning routine* or *a warm welcome*. Your choice of twist can make a big difference to the tone—imagine meeting a new confidant with the twist *a fragile shell* instead of *pressure to party*!

Each volume has a **twist grid**: sixteen unique twists presented on a four-by-four grid. If it's helpful, you can go to page 60 to look at one.

| | | | |
|---|---|--|---|
| | | | |
| | x | | |
| x | | | x |
| | | | x |

Record every twist you choose, either copying the twist grid into your journal at the start of each volume or drawing a sketch of the grid at the start of each entry.

Some twists are **risky**, which means you'll **stack dice** as part of resolving your prompt. Risky twists are things like *your first test* or *genuinely scary*. They're marked with the word "risky" on the grid.

Bonuses

When you mark twists to complete a **row** or **column** on a volume's grid for the **first time**, you can choose one of the **bonuses** listed below it.

Bonuses provide things like special confidants or free lessons. **You can only choose one bonus each volume**, resolving it immediately.

Discarding cards

When you draw a confidant card, you should add (or return) it to your circle after resolving it. Otherwise, after resolving or skipping a card you should **discard** it. Set your discarded cards aside in a pile.

If you have cards left in your volume deck at the end of a volume, return any confidant cards that you've previously met to your circle. **Discard** any other remaining cards, including confidant cards you haven't met.

Dice stacking

A note on stacking dice

You used dice to roll for prompts in *Departure*, but now the main way you'll use dice is by **stacking them in a tower**, one on top of another.

This tower will become more unstable as it grows, and when it finally collapses it represents your witch making a significant error or mistake.

You should always stack dice on a steady, hard surface with nothing breakable nearby. You might want to use a tray or border too, if possible.

If you knock your tower over by accident when you're not trying to stack, or you need to pack away your tower at the end of the session, there are no consequences. Note down the previous height and rebuild your tower when you're ready to start again—taking as many attempts as you need.

When to stack dice

You'll stack dice whenever your witch does something **risky**—which means there is a chance of failure that has interesting consequences.

There are **two** ways that your witch's day-to-day life can get a little risky.

The first is by choosing a **risky twist**, as described on the previous page. The second is when a card prompt tells you that it is **always risky**, so you'll stack regardless of the twist you choose.

When your witch does something risky, you'll always have **two** of the four **skills** (power, craft, care and lore) to choose from. You're choosing the approach that your witch will take to as they attempt to deal with the risk.

This choice is shown on the page where you found the card prompt.

The lessons you've written under each skill represent your witch's experience and practice—the more you have written under a skill, the fewer dice you'll need to stack when you choose that skill.

However, you should always choose the skill that makes sense for your story, even if your witch is not very good at it. Sometimes we need to push ourselves outside of our comfort zone to grow!

How to stack

Take a **number of dice**, according to the skill chosen and the number of lessons beneath it:

- Stack **three** dice if you have **fewer than three** lessons under a skill.
- Stack **two** dice if you have **three, four or five** lessons under a skill.
- Stack just **one** die if you have **six** or more lessons under a skill.

Stack them one-by-one, adding to your existing tower if you have one.

Successful stacking

If you stack all of the dice without the tower collapsing, your witch **succeeds** at whatever they were doing—they brew the perfect potion, catch the tumbling parcel or unlock the enchanted chest.

Write a new lesson underneath the skill used to capture their success.

The first time you manage to stack **twenty-one dice** in your tower, take the major arcana card for **The Wheel** (page 108) and place it on top of your current volume deck. Draw one extra card during that volume.

Unsuccessful stacking

If the tower collapses while you were stacking, your witch **fails** at their task—they break a window, break a promise or break a heart.

When the dice tower collapses, **don't touch anything!**

Count the **most common result** amongst the fallen dice, ignoring any still stacked. If there are any ties, pick the higher number. Use this result on the **consequences** table on page 83 to find out what happens next.

Finally, clean up your space, removing **all** dice (including any still stacked) before you start playing again.

Alternatives to stacking

Alternate rules are available on page 134 if stacking doesn't work for you.

Recap

Setting up a volume

When you start a new volume, follow these steps to set things up:

1. **Make a new section** in your journal to mark the start of the volume. Add a line to your index too, to make it easier to find later.
2. **Set intentions.** Draw cards from your suit decks and circle of confidants as instructed to form your volume deck.

Playing a volume

Once you have your volume deck prepared, follow these steps:

1. **Draw a card** from your volume deck and find its matching prompt: either a moment (minor arcana) or from a confidant (major arcana).
2. **Choose and mark a twist prompt** from the volume's twist grid.
3. **Choose a bonus** if you completed your first row or column on the volume's twist grid.
4. **Stack dice** if you chose a risky twist or the prompt is always risky.
5. **If your tower collapsed**, resolve consequences.
6. **Write an entry.** Using all of the prompts you've collected, capture your witch's story by writing a new entry in their journal.
7. **Discard the card**, or return the confidant card to your circle.

You'll repeat this process until you've drawn **seven** cards.

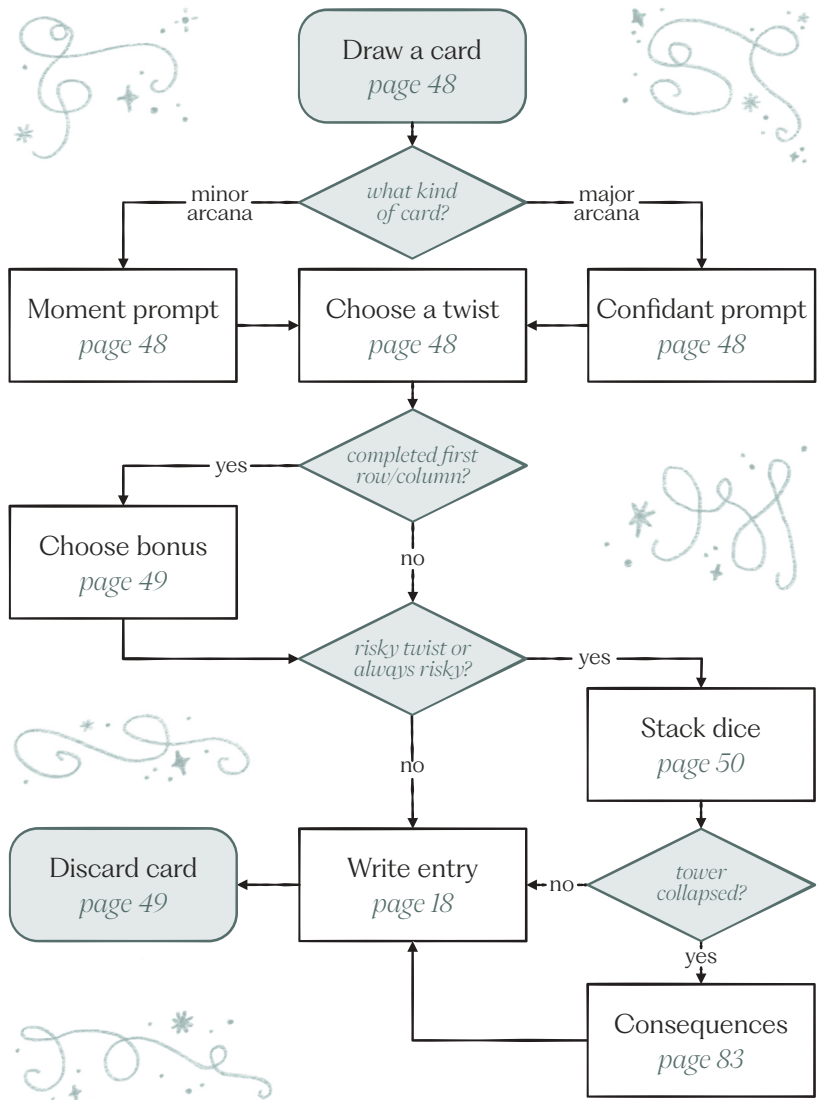
Ending a volume

Once you've drawn seven cards, you've reached the end of the volume.

1. **Rest**, closing your eyes and waiting as instructed.
2. **Write a new lesson**, based on your resting reflections.
3. **Write a letter** home to your mentor.
4. **Clean up**, discarding any remaining cards in your volume deck.

With that, you're ready to either take a break or begin a new volume.

Card flow



Chapter IV

A Magical Year

“You may encounter many defeats, but you must not be defeated.
In fact, it may be necessary to encounter the defeats, so you can know
who you are, what you can rise from, how you can still come out of it.”

Maya Angelou

| | | | |
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Continuing your story

Navigating your year

This chapter contains most of the content you'll use for your story—how to start and end each volume, the moments you'll use when you draw a minor arcana card, and the consequences your witch might face. You don't need to read it all now—refer to it as needed while you play.

Volumes

The six volumes presented in this chapter follow the same format:

- The **left** page contains the instructions for **setting intentions** to create your volume deck, as well as the **twist grid** and **bonuses**.
- The **right** page contains the instructions for ending the volume, including your **rest** and the various **letter** prompts.

Moments

Then you'll find the **moment** prompts, organised by suit and rank. Each page also lists the broad themes for each suit (e.g. *influence & conflict*) and the two skills you can choose from if you're doing something risky.

Collapse

After that, you'll find the **consequence** prompts that result from a collapse, as well as some notes on how to handle failure in your story.

Confidants

The next chapter, **The Heart Inside**, has all of the confidant pages. You'll have a chance to meet your first confidants soon!

Returning to play

When you're ready to continue playing, take a moment to breathe.

Then, turn to the next page to find the second volume, **Arrival**, and continue your story as you explore the city and meet some new friends.



Volumes

Arrival

Volume II

Setup

When you **set intentions** and create your volume deck:

- Add **two** cards from each suit deck.

Shuffle these eight cards together, as always. In the next volume you'll have some confidants to add to your deck too—as you'll have met some!

Remember, you'll only draw **seven** cards in total, resolving each as you go.

Twists (choose and mark one each time you draw a card)

| | | | |
|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|
| your first test <i>risky</i> | a warm welcome | alone in a crowd | a rooftop chase <i>risky</i> |
| morning routine | a rude awakening <i>risky</i> | prove him wrong <i>risky</i> | feeling homesick |
| renewed ambition | a naive mistake <i>risky</i> | genuinely scary <i>risky</i> | planting seeds |
| up to your knees <i>risky</i> | late night flight | the last time you saw it | set off a spark <i>risky</i> |

Bonuses (choose one the first time you complete a row or column)

Push yourself. The next time you need to stack dice, stack two additional dice. If you succeed, you may record a second lesson under any skill

Take a break. Remove up to six dice from your tower, restacking it as necessary. Consider how you find some time for yourself to recover.

Rest & Letter

Volume II

Rest

After your last card in this volume is resolved, take a moment to pause.

Rest for one minute. Consider the people you've met since arriving, what you feel they say about this city, and what they might say about you.

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

Writing your second letter

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

Then, consider taking a break before turning the page to **Spring**.

Coda

A place to stay. Choose one of your confidants. How do they learn about your current living arrangements? Realising that you have no secure place to live, they insist on finding you somewhere. What kind of space do they make available for you? How do you know you'll be safe?

vacant bedroom, dusty loft, painted wagon, undercroft

Reflections

First job. You've already helped someone in Koriko with your witchcraft. How does it remind you of something you did with your mentor?

Cadences. You've been walking the streets every day since you got here. How are the rhythms of this city different to those of your village?

Adrift. You lost your way at some point, physically or otherwise. How did you find your way back to safety? How will you stop it happening again?

Small talk. Write something about Koriko's weather or architecture. What lingering fear or doubt do you feel unable to share?

Fiction. Make up a cheerful or harmless story about your first days in the city. What do you worry your mentor might think if you told the truth?

Spring

Volume III

Setup

When you **set intentions** and create your volume deck:

- ◉ Choose two suit decks, adding **two** cards from each.
- ◉ Add **one** card from each of the other two suit decks.
- ◉ Choose **two**, **three** or **four** confidants to add from your circle.

The more confidants you add, the less time you'll have for anything else!

Twists (choose and **mark** one each time you draw a card)

| | | | |
|--------------------------------------|---------------------------------------|------------------------------------|--|
| a new approach <i>risky</i> | first of the season | tender beginning | the winds of change <i>risky</i> |
| your reflection in glass | running rampant <i>risky</i> | your worst fear <i>risky</i> | spring cleaning |
| pressure to party | better left buried <i>risky</i> | sudden downpour <i>risky</i> | the way they talk |
| it hurts to watch <i>risky</i> | waiting for sunshine | what you won't reveal | the old ways <i>risky</i> |

Bonuses (choose one the **first** time you complete a row or column)

Special confidant. Take the major arcana card for **The World** (p. 130) and place it on top of your volume deck. Draw one extra card this volume.

Additional hangout. Choose a confidant card from your circle and place it on top of your volume deck. Draw one extra card this volume.

Rest & Letter

Volume III

Rest

After your last card in this volume is resolved, take a moment to pause.

Rest for one minute. Consider how life begins to wake up in spring, and how the births and blooms of the city resonate with your own journey.

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

Writing your third letter

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

Then, consider taking a break before turning the page to **Summer**.

Coda

Reputation. You're no longer introducing yourself all the time—people know there's a new witch in town. What kind of reception have you come to expect? Consider your initial welcome to Koriko. Have many people changed their mind about you, or do they seem to feel the same?

friendly greetings, glancing down, little presents, fleeting frown

Reflections

Training. You've spent a lot of effort trying to improve your talents. Which experience has taught you the most? What do you still need to work on?

Uniform. People dress very differently in Koriko. How has your style changed in the city? What do you wear that still reminds you of home?

Lonely. Koriko is full of life and noise, yet it's still easy to feel alone. What do you do to find a sense of community when you're feeling isolated?

Small talk. Write something about spring blossoms or emerging wildlife. What embarrassing mishap do you not want to retell?

Fiction. Make up something inspirational or cunning that you achieved during Spring. What expectation are you trying to live up to?

Summer

Volume IV

Setup

When you **set intentions** and create your volume deck:

- ◉ Choose two suit decks, adding **two** cards from each.
- ◉ Add **one** card from each of the other two suit decks.
- ◉ Choose **three, four or five** confidants to add from your circle.

Summer is long—in this volume, **draw one extra card**.

Twists (choose and mark one each time you draw a card)

| | | | |
|------------------------------------|---------------------------------------|---------------------------------|--------------------------------------|
| sleepless night <i>risky</i> | sun-kissed skin | under the stars | unending heatwave <i>risky</i> |
| outdoor cooking | riding the wave <i>risky</i> | a road trip <i>risky</i> | the fruit seller |
| cool water | scorching passions <i>risky</i> | flash floods <i>risky</i> | spur of the moment |
| chasing storms <i>risky</i> | summer solstice | where you rest | unfamiliar waters <i>risky</i> |

Bonuses (choose one the first time you complete a row or column)

Special confidant. Take the major arcana card for **The Devil** (p. 118) and place it on top of your volume deck. Draw one extra card this volume.

Additional hangout. Choose a confidant card from your circle and place it on top of your volume deck. Draw one extra card this volume.

Rest & Letter

Volume IV

Rest

After your last card in this volume is resolved, take a moment to pause.

Rest for two minutes. Consider the bright mornings and warm nights, the changing rhythms of the city, and the ways your routine has changed.

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

Writing your fourth letter

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

Then, consider taking a break before turning the page to **Autumn**.

Coda

Recognition. Whether intentional or not, your brand has grown ever stronger in the eyes of the city. What icon or phrase are you most often associated with? How have people learned to contact you? How do you feel about your practice being presented as a product or service?

bubbling cauldron, crescent moon, corporate title, catchy tune

Reflections

Friendship. You've made some good friends in Koriko. Who do you feel understands you best? Who would you like to understand better?

Adventure. Long summer days are ripe for bold ventures. Which of your endeavours pushed you the hardest? What did you learn about yourself?

Leisure time. When was the last time you took a proper break from your witchcraft duties? How would you like to spend a day off in the city?

Small talk. Write something about the summer heat and the long evenings. What hope or ambition do you feel you can't write about?

Fiction. Make up a story that shows you to be a dedicated or thoughtful witch. Why do you worry your mentor would be critical of your methods?

Autumn

Volume V

Setup

When you **set intentions** and create your volume deck:

- Choose **one** suit deck and add **three** cards from it.
- Add **four** cards from the other suit decks, at least **one** from each.
- Choose **two**, **three** or **four** confidants to add from your circle.

Shuffle these cards together and draw your first card when ready.

Twists (choose and mark one each time you draw a card)

| | | | |
|-----------------------------------|---|------------------------------------|------------------------------------|
| scary stories <i>risky</i> | when you let it go | under a blanket | midnight malady <i>risky</i> |
| closing doors | thinning of the veil <i>risky</i> | turning rotten <i>risky</i> | surprising affection |
| harvest season | wild weather <i>risky</i> | unquiet spirits <i>risky</i> | a feast to celebrate |
| a dulled blade <i>risky</i> | wear and tear | if you look inside | lost in the fog <i>risky</i> |

Bonuses (choose one the first time you complete a row or column)

Special confidant. Take the major arcana card for **Death** (p. 114) and place it on top of your volume deck. Draw one extra card this volume.

Saying goodbye. Remove a confidant from your circle. Why are they no longer a part of your life? If appropriate, write a new lesson for any skill.

Rest & Letter

Volume V

Rest

After your last card in this volume is resolved, take a moment to pause.

Rest for two minutes. Consider falling leaves, the last rays of summer sun, and the dreams and ambitions you are content to let drift away.

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

Writing your fifth letter

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

Then, consider taking a break before turning the page to **Winter**.

Coda

Balance. You are both a witch and a teenager. These roles are burdened with demands and expectations—often in opposition. Which role do you find most comfortable? Has that role brought you the most joy over this past year? What does that say about the balance you've struck?

tightrope walker; rooted tree, non-stop-half-done, drifting free

Reflections

Competence. You've become good at a certain type of job, and people respect you for it. Who was the customer that helped you realise this?

Renewal. You used to tell people something about yourself that you no longer believe is true. Have you figured out what to tell them instead?

Self-reliance. You are completely reliant on your own abilities now. What have you enjoyed doing your own way? What has made you feel alone?

Small talk. Write something about autumn harvests or migrating birds. What change in your life do you not feel comfortable sharing right now?

Fiction. Make up a story that shows you to be a gloomy or sensitive teenager. What are you trying to hide by painting yourself in this light?

Winter

Volume VI

Setup

When you **set intentions** and create your volume deck:

- ◉ Choose **one** suit deck and add **three** cards from it.
- ◉ Choose **up to four** confidants to add from your circle.
- ◉ Add cards from the other suit decks until you have **eight cards total**.

Winter slows us down—in this volume, **draw one fewer card**.

Twists (choose and mark one each time you draw a card)

| | | | |
|-------------------------------------|-------------------------------------|--|--|
| frosty reception <i>risky</i> | bracing winds | a warm embrace | it all comes out <i>risky</i> |
| ugly sweater | ominous return <i>risky</i> | freezing to death <i>risky</i> | the last gasp |
| clearing a path | the same mistake <i>risky</i> | out of the darkness <i>risky</i> | a cloak of ash |
| sinking beneath <i>risky</i> | a silent night | the first time you realised | learned it too late <i>risky</i> |

Bonuses (choose one the first time you complete a row or column)

Take a break. Remove up to six dice from your tower, restacking it as necessary. Consider how you find comfort in the colder, quieter months.

Additional hangout. Choose a confidant card from your circle and place it on top of your volume deck. Draw one extra card this volume.

Rest & Letter

Volume VI

Rest

After your last card in this volume is resolved, take a moment to pause.

Rest for three minutes. Consider barren trees, the long dark nights, and the ways we come together to foster warmth and joy through the gloom.

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

Writing your sixth letter

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

Then, consider taking a break before turning the page to **Year's End**.

Coda

Present. Your friends work together to do something really lovely for you. What gift do you receive? Why did they feel you needed it? You invite them all to dinner to say thanks. What do you cook? Who makes excuses and never shows? Who makes everyone laugh? Who's the last to leave?

beautiful signage, home renovation, elegant moped, true admiration

Reflections

Seasonal. You've seen the city in all of the seasons. Which have you enjoyed the most? Did you have the same favourite back in your village?

Hooks. You've been here for almost a year now. What, or who, are you most attached to in the city? How would it feel to leave that all behind?

Best teacher. For all your successes, you've had your fair share of failures over the year. Which one taught you the most? Which one just sucked?

Small talk. Write something about grey skies or warm drinks. What have you begun to realise about yourself that you're not yet ready to share?

Fiction. Make something up about how you've changed over this year. How have you grown beyond the expectations your mentor set for you?

Year's End

Volume VII

Setup

When you **set intentions** and create your volume deck, for the last time:

- Choose **one** suit deck and add **three** cards from it.
- Choose **up to five** confidants to add from your circle.
- Add cards from the other suit decks until you have **seven cards total**.

These final days are fleeting—in this volume, **draw two fewer cards**.

Twists (choose and mark one each time you draw a card)

| | | | |
|------------------------------------|--|---|-----------------------------------|
| your final test <i>risky</i> | never forget | already forgotten | your true self <i>risky</i> |
| looking back | how you really feel <i>risky</i> | how they really feel <i>risky</i> | looking ahead |
| more to discover | making amends <i>risky</i> | breaking traditions <i>risky</i> | one last look |
| out of nowhere <i>risky</i> | opening shop | closing down | out of time <i>risky</i> |

Bonuses (choose one the first time you complete a row or column)

Additional hangout. Choose a confidant card from your circle and place it on top of your volume deck. Draw one extra card this volume.

Second chance. Choose or draw a card you previously discarded, placing it on top of your volume deck. Draw one extra card in this volume.

Rest & Letter

Volume VII

Rest

After your last card in this volume is resolved, take a moment to pause.

Rest for three minutes. Consider who you were when you took flight from your village a year ago, and how you feel about that person now.

Then you may **write one final lesson** that captures those feelings.

Writing your final letter

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

This letter is the **conclusion to your story** and your time with the game.

Coda

Decision time. Your year in Koriko is drawing to a close. You must decide whether to return to your village and mentor, to stay here in the city as a permanent resident, or to seek out some new adventure and a fresh start elsewhere. What is your decision? Was it an easy conclusion to reach?

bound by tradition, led by the heart, obvious option, back to the start

Reflections

Home comforts. What little joy have you missed most from your village? Do you worry that it will have changed or lost meaning in your year away?

City living. What everyday feature of city life have you grown to love? Why did you find it so hard to accept or adjust to when you first arrived?

Moving on. If you've completed a crossroad with a confidant, describe how that experience shaped your decision. When did you last see them?

Real talk. Tell your mentor how you really feel about something—your relationship, your home, the city, yourself—whatever burdens your heart.

Non-fiction. Confess about one or more lies you told in previous letters. Do you try to convey your reasons? How does it feel to be honest at last?



Moments and Consequences

Wands

Moments

A You wake up early, bursting with inspiration. What new idea has fired your imagination? Who do you think could help you with it? What mundane distraction threatens to derail you?

work opportunity, ritual evolved, help the community, mysteries solved

2 Someone comes to you seeking reassurance about their future. What bold venture are they about to embark upon? What possible risks and rewards can you discern? What do you choose to share?

effort rewarded, honour betrayed, immoral profits, should be afraid

3 You've been preparing for an important project, and today is the day. Who is counting on you to deliver? What bad omen crosses your path? Do you press on with your endeavour despite this warning?

shattered mirror, howling dogs, flight of ravens, raining frogs

4 You have begun to hoard something. What? Why do you tell yourself you need it? A situation arises where sharing your hoard is the best solution to address a crisis. Can you choose to let go of it?

little favours, potion stash, arcane knowledge, cold hard cash

5 You hear that a group, usually amiable, have grown fractious. What gives it away that a mischievous creature is meddling with them? How do you draw the thing out? What do you do with it, once caught?

put it in a bottle, throw it in a stream, stick it in the oven, trap it in a dream

6 You're working alongside some kids your age—they're the coolest people you've ever met. What about them is so striking? How do they regard you? What do you learn from spending time with them?

skilful playing, vibrant style, quoting poems, warmest smiles

7 A new technology threatens to make part of your practice irrelevant. How is it easier, faster or cheaper than what you do? What downside do most people not see? Will you fight the change, or adopt the new way?

cure-all capsule, boundless power, instant knowledge, broadcast tower

8 You decide to integrate a new technology into part of your practice. How will it make things more reliable, flexible or potent? What are you choosing to sacrifice? What do you think your mentor would say?

two-way radios, digital maps, portable cameras, silicon wraps

9 You visit the cheerless home of a local recluse. What arcane answers are you seeking from them? Why are they so guarded and withdrawn with you? Can you prove that you are worthy of their trust?

devil's bargain, bitter regrets, rivals stalking, outstanding debts

10 You meet someone consumed by self-pity after giving up on something important they swore to do. Who suffers while their promise is left unfulfilled? Can you give them the strength to carry on?

journeying far, building a home, making amends, grasping a tome

P **Always risky.** You can't shake a self-limiting belief. What do you feel you'll never be good at? An opportunity presents itself, but it's not a small step—it's a giant leap. How do you steel yourself to do it anyway?

stem the bleeding, calm the crowds, seal the gateway, crest the clouds

Kt **Always risky.** You've grown bored of your routine. Where do you strike out in search of excitement? How do you wind up in over your head? When you finally get home, do you regret your adventure?

rowdy concert, great bazaar, faerie forests, fallen star

Q **Always risky.** You're at a cool party. Who invited you? What are you wearing? An urgent problem arises that requires your witchcraft to solve. How do the other guests react when you start to act?

tainted buffet, stropy ghosts, fatal portent, monstrous hosts

K You visit a local artist who is obsessed with a grand project. What is so alluring about their work? How do you get involved? What in your life do you begin to neglect before you learn to find perspective?

towering sculpture, unending song, company portrait, space to belong

A You visit your favourite spot in the city. Where do you sit, and what do you drink? You observe a simple scene—something that could happen any day here. How have you changed since leaving home?

sunrise coffee, riverside jog, park-slope picnic, lonely old dog

2 You are invited to a ceremony that celebrates the love between two or more people. What role is it customary for a witch to play? As you help them celebrate their obvious affection, how does it make you feel?

waterfront wedding, precious arrival, joyful adoption, tearful revival

3 You're working with a small cooperative, a group of skilled artisans. What do they make? A big industrial rival has begun muscling in on their market. What competitive edge do they think you can give them?

mystic pickles, haunted breads, talking teddies, dazzling threads

4 Someone asks you to help out a loved one who is overwhelmed by misfortune. What are their woes? They refuse to accept your help at first—why? How do you try to meet them halfway and win them over?

solemn debt, purist craft, family curse, shameful past

5 You had a repeat customer who was chasing a big idea. What was their dream? You notice that they've stopped coming by. Where do you run into them? They gave up on their goal—what advice do you give?

lighting a spark, revealing a history, clearing a name, untangling a mystery

6 You can't complete a job because of a broken machine. What were you trying to do? You know how to achieve the same results with a much older technique, but you'll need help. Who do you ask? Why them?

searching darkness, baking pies, sending secrets, rare supplies

7 **Always risky.** Someone comes to you in distress with an artefact that grants wishes. What is it? The item is tricky, twisting each blessing into a curse. What did they wish for, and how was it corrupted?

ageless beauty, freed from strife, wealth and plenty, back to life

8 Someone is preparing for an arduous journey, and asks for your help. What fearsome challenges will they face? What do they hope to gain from their feat? How will you prepare them for what lies ahead?

hollow labyrinth, marrow cave, strider's edge, giant's grave

9 Someone is organising a gathering to thank their local community. What kind of event is it? What are they grateful for? They ask you to help make the night extra special. How could you mark the occasion?

magic spices, dancing lights, pyrotechnics, broomstick flights

10 **Always risky.** A local family asks for your help with a simple task. What do they need? As you work, you discover a looming threat to their contentment. How do you help them to ward it off?

creeping illness, ancient curse, sordid secrets, empty purse

P You notice a strange behaviour enough times to realise it must be a local custom. Why do you find it difficult to accept? How would you expect people to act if you were back home in your village?

fearless candour, need to win, sharing burdens, touching skin

Kt A traveller arrives after a long and brutal journey, carrying a precious message. How did their travails break them? How do you help them to recover? What message was worth all this trouble?

barren wasteland, freezing gale, ghostly torment, knotty trail

Q A valued community figure has become obsessed with material matters, spurning those who love them. What is their fixation? Where do you meet them? How do you remind them what really matters?

gilded placards, monuments, hothouse gardens, raising rents

K **Always risky.** A local area is threatened and collective action is needed. The community leader has retreated into inaction. Why are they afraid to take a stand? How do you give them the push they need?

crumbling homes, outside investors, pervasive cult, unquiet ancestors

Swords

Moments

A You are invited to play a prominent role in a grand ceremony or festival. What does the event celebrate? Why were you chosen? As the crowd gathers, what are you most worried about messing up?

remembrance service, lunar parade, marrow hill derby, march of the blade

2 You overhear an argument between two strong personalities. What are they fighting about? They draw you in, seeking an arbitrator. Do you offer a verdict? Either way, who do you feel is right?

local government, rival schools, moral principles, fashion rules

3 You learn about a long-ago tragedy, a terrible feud with fatal consequences. What innocent life was lost in the fray? The conflict was buried with this loss. What mark on the city still remains?

entwined statues, shrapnel scars, weathered tombstone, twinning stars

4 The streets are buzzing with music and movement. What historic achievement is celebrated on this day? They tell a sanitised version of the story—what difficult truth is omitted? Will you remind them of it?

the walls held, we broke bread, the deal sealed, the beast fled

5 Someone wants your help to best their sworn rival. How do they think you might assist? They are obsessed with this ruinous feud. What are the risks of getting involved? What are the risks of not?

teasing shapeshift, playground tricks, cursed weapon, poisoned lips

6 Someone is about to embark on a rite of passage. How will society see them differently afterwards? Why are they afraid they're not ready? What wisdom or gift do you share to rebuild their resolve?

wholesome fable, dazzling cape, potent blessing, swift escape

7 **Always risky.** Investigators need your help with a paranormal crime. What treasured artefact has been stolen? What occult clue was left behind? Can you help solve the mystery and recover the precious item?

reeking sigil, monstrous mane, mouthy goblin, spectral flame

8 You have a deeply-held desire that you keep suppressed. What is it? What do you fear would happen if you gave in? A golden opportunity presents itself to follow your heart. Are you brave enough?
dreamboat romance, offbeat fashion, perfect day off, nerdy passion

9 **Always risky.** Someone begs you to help ease their terrible nightmares. You investigate. What malign presence do you uncover behind the torment? What dread trial must you overcome to exorcise it?
psychic delving, gruelling rites, tricky riddles, sorcerous fights

10 You are requested by somebody old enough to remember the last witch who lived here. They don't have long left. What final kindness do they ask of you? If you provide it, what does it cost you?
burning question, dinner guest, sleeping potion, peaceful rest

P An activist is causing trouble, staging protests against a rooted tradition. What is their cause? What help do they reach out to you for? Do you take their side, stand with tradition, or watch things play out?
unserved justice, equal rights, misused power, stolen sites

Kt An occult society grows in popularity. What peculiar goal do they strive towards? You sense a protective enchantment that binds its members together. Do you try to dispel it, or leave them be?
build the tower, break the seal, keep it burning, plough the field

Q **Always risky.** Someone has been convicted of a terrible crime. Why are you so sure that they're innocent? What, or who, led to their unjust sentence? How will you prove their innocence?
fateful vision, honest truth, rooftop witness, occult proof

K You observe a group of devotees. What ritual, spiritual or otherwise, are they carrying out? You can tell that they've been doing this for years. What established authority is strengthened by their practice?
preparing feasts, blessing the seed, carving masks, chanting the creed

A Always risky. Investors see an opportunity in your practice. What benefits could their support provide? What do they ask for in exchange? They seem honest, but what gives you pause? Do you accept?
top ingredients, prime locations, new communities, paid vacations

2 Always risky. You are inundated with jobs today—endless little requests. How do you keep track of so many jobs? Do you enjoy being this busy? What troublesome request threatens to pull you under?
special package, weeping lovers, puzzling omens, feuding brothers

3 A trio of artists are working together on an ambitious project. What is it? Progress is stalling and tensions run high, so they come to you for help. What obstacle blocks their way? Why is it such a sensitive issue?
fear of failing, lover's rift, missing pieces, poisoned gift

4 You've never been busier—why are your skills so in demand at the moment? You feel exhausted, and yet you can't bring yourself to turn people away. Why not? How could you find some time to recharge?
awful weather, new-found fans, keen reporters, warring clans

5 You cross paths with a destitute family. What temporary relief can you offer? Lasting support is available to them, but they won't take it. Why not? Can you help them find more security, or is it not your place?
prideful folly, future debts, faith forbidden, landlord's threats

6 You were taught that a witch should serve their community, and be supported in turn. How compatible is this teaching with city life? What do you hope you'll always be able to provide for free?
herbal healing, ancient truth, monster hunting, fateful sooth

7 You have an opportunity to invest in your life here, long term. What is it, and what would it demand? You're unlikely to see it bear fruit before your year is up. How does that knowledge affect your decision?
formal license, tumbledown home, kitchen garden, business loan

8 You've been practicing to improve a specific part of your craft. What's behind this singular focus? It's working, you can see yourself getting better—but what opportunities have you had to miss out on?

joyful practice, mindful calm, former failure, fear of harm

9 You're working for a wealthy—but aggravating—customer. What unique service do you offer them? How do they frustrate you? What would it mean for you if they became a regular client? Is it worth it?

stony-hearted, melancholy mood, bizarre habit, just plain rude

10 **Always risky.** A wealthy citizen sets their sights on your practice. How do you threaten their prosperity? What cunning scheme do they attempt to interrogate you with? How do you respond?

rival service, hot new style, unearthed secrets, looming trial

P You've not got any jobs today. What dull or difficult task does this give you the opportunity to tackle? What hobby or diversion are you doing instead? At the end of the day, do you feel you've spent it well?

potion sorting, chasing leads, crucial papers, garden weeds

Kt A customer has a major life event ahead of them. What is it? They have been consulting you over the weeks as they prepare. What anxiety is consuming them? Can you get them moving again?

record breaker, breaking free, big proposal, high-stakes tea

Q A young person comes to you for advice. What are they struggling with? Why do they believe you have all the answers? You know that your words will have a big impact. How do you handle the responsibility?

sorcerous secrets, bold ambition, hopeless romance, cold tradition

K You are invited to the home of a wealthy family. What landmark does their lavish home overlook? You are plied with fine food and polite conversation. Do you feel like a welcome guest or an idle curiosity?

palace gardens, main arcade, tranquil harbour, grim stockade

Consequences

A note on failure

Failure in your story is not just exploding potions, broomstick nosedives and broken windows—though you'll have your fair share of those too.

Failure might mean you've broken a promise, left a bad impression on a group of strangers or sullied an ancient tradition. It might mean you've let yourself down, given up on a long-cherished dream or turned away from a friend in crisis. It can be the best teacher, or give someone else the opportunity to show you a better way to do something.

Failure can be momentous, earth-shattering, record-breaking stuff. It can also be small—a single tear, a cracked tile, an unkind word. Your successes can be just the same.

Collapse and consequences

If you're here, it's because your dice tower has collapsed.

You should have counted the **most common result** amongst the fallen dice, picking the highest number if there are any ties.

You'll use that result on the table opposite to get a prompt to use in your journal entry, and perhaps some special instructions to follow.



♪ *Float On, Modest Mouse*

1 Things are looking dire, but a shadowy blur rushes past to avert disaster. It's gone just as quickly. What strange trace is left behind? If you've had this result before, **add The Tower (p. 120) to your circle.** If you get this result again after that, choose or roll for a different result.

glitching shadow, calling card, waft of ginger, stalking guard

2 You messed up. People are angry, hurt, or worse. Who suffers the most harm? Who protests the loudest? Word travels of your failure. If you've had this result before, **add Judgement (p. 128) to your circle.** If you get this result again after that, choose or roll for a different result.

gossip columns, guilty tears, rude graffiti, scornful sneers

3 You pushed things too hard and nearly lost control. What terrible fate did you narrowly avoid? What was broken? The next time you need to add dice to your tower, stack **twice as many dice** as normal.

a window, a home, a promise, a bone

4 The situation looks dire until a friendly face swoops in to save you. **Choose a confidant from your circle.** How do you feel about their intervention? You may place their card on top of your volume deck. If you have no confidants in your circle, choose or roll for a different result.

gushing liquid, flaky scales, broken-hearted, grotty jails

5 You've caused some damage, but fortunately nothing irreversible. Will it take hours, days or weeks to fix? What small pleasure do you find in the work? **Write a new lesson** under the skill you were using.

morning birdsong, honest labour, simple progress, friendly neighbour

6 You've made a big mess, but nobody got hurt. How did things get so muddled? As you clean up, you reflect on what you could do better next time. **Write a new lesson** under the skill you were using.

misheard orders, 'bright' ideas, cutting corners, buried fear

Chapter V

The Heart Inside

"Once you've met someone, you never really forget them."

Hayao Miyazaki, Spirited Away

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Friends and other folks

Confidants

Confidants are important characters—friends, rivals, teachers and other folk who can have a big impact on the course of your story. We talked about how you introduce and spend time with confidants on page 47.

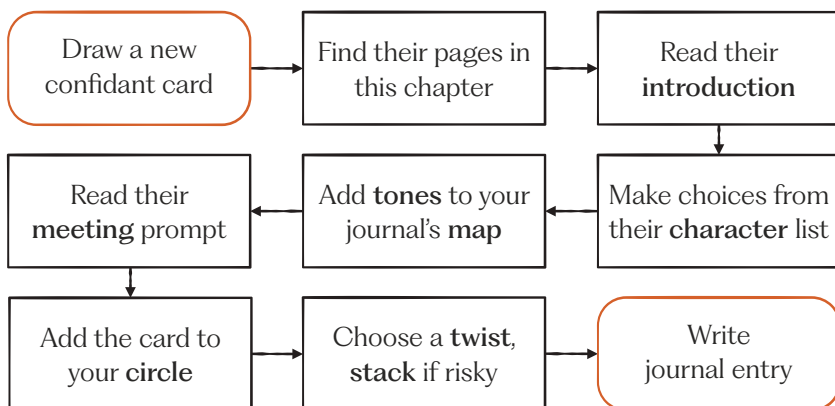
Confidant pages

This chapter contains all 22 confidants you can meet over the course of your witch's story—one for each of the major arcana.

Each confidant follows the same format, taking up two pages each:

- The **left** page contains the instructions for **creating** the confidant and introducing them to your story, including a **meeting** prompt that you'll use in your first journal entry with them. It also has their card number (from the major arcana) and their associated suit.
- The **right** page contains the **hangouts** that you can choose from when you draw their card again, and a pivotal **crossroad** that you can unlock once you've spent enough time with them. It also has their skill choices for dice stacking and a theme song to inspire their character.

Introducing confidants



The Fool

0, Swords

Introduction

The cosseted child of a powerful family, **The Fool** has a kind heart but exists in a bubble of privilege and control. Can you help them break out, maybe even live a little?

They are a **wide-eyed** individual.

They are **eager**, **generous** and **untested**.

Meeting

You slip into a secluded garden. What snack did you bring with you? What sign on the gate did you pretend not to see? As you eat, you're surprised as **The Fool** quietly sits next to you. What are they most excited to talk about?

magic spells, broomstick flight, ancient curses, second sight

A fussy guard arrives to fetch them home. On a hastily-scrawled note, how do they invite you to get in touch with them again?

Character

Name (choose one, and pronouns)

Ameera, Brighton, Charlotte, Dev, Honour, Jiang, Ophelia, Poppy, Yari

Parentage (choose one)

diplomat, magnate, royalty, celebrity, prophet, crime boss

Looks (choose two)

eager eyes, thick glasses, toothy grin, awkward braces, delicate skin, flawless complexion, ornate hair, deliberate bedhead, elegant hands, colourful nails, soft body, new form

Styles (choose two)

high collar, oxford shirt, floral dress, quilted jacket, sports coat, orange cords, cashmere scarf, white gloves, wide-brimmed hat, pristine sneakers, chelsea boots, ankle tag

Tones

Choose three **Tones** to add to the **Swords** section of the city map:

perfumed fountains, private clubs, charming gardens, antique pubs, gilded portraits, hostile press, tinted windows, fancy dress, champagne gossip, loveless hearts, boutique skincare, corporate art

Hangouts

Dinner date. They invite you to dinner somewhere really fancy. What do you wear, inevitably underdressed? How do they make you feel at ease?
private dining, focused care, gifted wardrobe, messed-up hair

Priceless fun. You plan an afternoon of free entertainment. Where do you go? What do they find beautiful? How do they embarrass themselves?
market wander, mountain hike, rooftop picnic, tandem bike

Party favours. They invite you to their party. The other guests treat you like you're the entertainment, an act. How does your friend correct them?
formal debut, swift reproach, angry outburst, soft approach

Mage night. You agree to teach them some magic. Why is it safest to practice at their home? How do their family display their disapproval?
seething welcome, twitching curtains, glaring guardsmen, noisy sermons

Escapade. They're desperate to attend an event. Why does their family forbid it? How do you use magic to help them sneak out? **Always risky.**
out past curfew, grandma's calling, not our people, grades are falling

Crossroad only if you've completed **three** hangouts

They come to you in distress, explaining through choked sobs that a business warlock has stolen their family fortune. What fiendish scheme did their parents fall for? How has it already begun to alter their lifestyle?
shifting contracts, cursed inflation, goblin henchfolk, charmed persuasion

Choose how you respond:

- ◉ **Always risky.** You're going to steal it all back. What laughable title does the warlock go by? What foul, lawyerly magic protects them?
- ◉ Their family's fortune was a gilded cage. What dream is your friend now free to pursue? How can you help them to take the first step?

Remove The Fool's card from your circle to conclude their story.

The Magician

I, Wands

Introduction

Dazzling and gifted, **The Magician** is a force to be reckoned with. They are also cursed with a fragile ego and unpredictable mood swings. What might you teach each other?

They are a **confident** individual.

They are **brilliant, flamboyant** and **self-obsessed**.

Meeting

Wandering the streets close to dusk, you sense that you've taken a wrong turn. The shadows grow long and you are alone. Without looking, how do you come to realise that you're being followed?

nervous laughter, rumbling growls, reek of sulphur, nearing howls

As you turn to flee, **The Magician** begins walking in step with you. What prowess do they casually flex to dispatch the menace? What safe place do they escort you to?

Character

Name (choose one, and pronouns)

Bardle, Deven, Hecuba, Jenkins, Lem, River, Wynne, Yoshimi, Zeke

Magic (choose one)

ornate spells, heirloom artefacts, occult science, ritual alchemy

Looks (choose two)

different-coloured eyes, piercing gaze, brilliant smile, playful smirk, wild hair, bald head, melodious voice, shifting body art, scarred hands, slight body, stocky build

Styles (choose two)

tailored suit, ruffled collar, flowing dress, gaudy cape, military coat, flared trousers, skinny jeans, animated scarf, pointed hat, silver circlet, suede loafers, many feathers

Tones

Choose three **Tones** to add to the **Wands** section of the city map:

glowing lanterns, potion racks, curry houses, disused tracks, twisting alleys, paper prayers, talking frogs, walking chairs, clockwork doors, soothing chai, cryptic symbols, ghostly cries

Hangouts

The door. They lead you to a crooked door and open it to a dizzying view. What impossible place have they taken you to? Why is it special to them?
fields of flowers, crystal caves, cloud-borne palace, crashing waves

A fine mess. You arrive to find them in a wretched state. What incident, seemingly trivial, sent them spiralling? How do you pull them out of it?
missing notebook, greying hairs, ceaseless noises, mismatched pairs

Study group. You agree to work on a problem together. What do you find most curious about their approach? What do you do that delights them?
rigid patterns, scattered mind, whispered bargains, words that bind

Game on. You engage in a low-stakes magical competition. What silly game do you play? Is it a long-standing tradition, or your own invention?
crystal bowling, goblin chase, golem battle, cloudwalk race

A ritual. They ask, with rare humility, for your help with a ritual. What do they tell you it's for? Why do you feel it's something more? **Always risky.**
portal opening, questioning the dead, arcane devices, banishing the dread

Crossroad only if you've completed three hangouts

They ask to meet with you urgently, explaining that they must leave the city tonight. What onerous, official responsibility has finally caught up with them? What forces, magical or mundane, compel them to conform?
magus general, soldier's blade, blood relation, ghoulish shade

Choose how you respond:

- ◉ **Always risky.** They're not going to face this burden alone. Can you resolve their duties together, or must you break them free for good?
- ◉ You plead with the forces to give you one last night together. Where do you go? What question are you finally brave enough to ask?

Remove The Magician's card from your circle to conclude their story.

The High Priestess

II, Wands

Introduction

Not all of us turn sweet and mild in our old age. **The Priestess** was the city witch generations ago and still wanders its fringes today. How has witchcraft changed over the years?

They are a **sprightly** individual.

They are **acerbic**, **deep-rooted** and a little **stiff in the cold**.

Meeting

You're on your way back from a job, walking at a pace. What kind of problem were you fixing today? A striking, creaking voice stops you in your tracks, and asks you why you're always in such a hurry.

You turn to see someone who looks impossibly ancient, and yet surprisingly vital—**The Priestess**. How can you tell straight away that they're a witch, just like you?
*scent of rainfall, pickled root,
mark of the nine, eye of newt*

Character

Name (choose one, and pronouns)

*Amihan, Esmer, Grunna, Hark,
Laverna, Morgan, Nyx, Xanadu*

Lair (choose one)

*narrow shopfront, manor gardens,
walking shanty, rundown cottage*

Looks (choose two)

*piercing eyes, cataracts, crimson
lipstick, yellowed teeth, wild hair,
rigid perm, uncanny complexion,
green skin, boils and warts, spindly
limbs, shifting form, hunched frame*

Styles (choose two)

*stygian robes, antiquated silks,
velvet jacket, denim overalls,
woollen shawl, well-worn apron,
ginormous hat, felt beret, lace veil,
precious gemstones, walking stick*

Tones

Choose three **Tones** to add to the **Wands** section of the city map:

*dusty mansions, fetid bog,
hilltop cabins, twilight fog,
sealed attics, crooked trees,
gloomy grottos, loose-leaf teas,
surreal whispers, grumpy toads,
ancient treaties, nowhere roads*

Hangouts

A garden. Even in their old age, they maintain an impressive herb garden. What strange plant grows here? What little trick do they use it to play?
thirsting roses, thieving whips, slumbrous duskweed, spotted dicks

A lesson. Unprompted, they begin to teach you something. What is their topic of choice? How does their approach differ from your mentor's?
household magic, healing draught, modern folklore, mundane craft

Old dogs. You use magic to help them with an everyday task. How were they struggling with it? Are they thankful, or irked by your 'assistance'?
sweeping clean, baking bread, finding keys, weaving thread

Little trouble. They have lost their familiar, who is almost as old as them. Where do you eventually find it? How do you help it find its way home?
sleeping soundly, tangled nets, stealing biscuits, making bets

The coven. They invite you to meet with their witchy coven. Where do you gather? What unsettling ritual are you invited to join? **Always risky.**
grasping demons, verminous feast, half-risen corpses, ravening beast

Crossroad only if you've completed three hangouts

They ask you to visit their home, which by now you've likely stopped calling a 'lair' despite its appearance. How do they break the news that they are dying? How has their home changed to reflect this truth?
wilting flowers, shattered mirror, stale miasma, shadows nearer

Choose how you respond:

- ◉ You sit with them as they slowly fade away. What surprising, peaceful transformation does their body undergo as they cross the veil?
- ◉ You say your goodbyes and leave their home. Why couldn't you stay? The next day, how does the city feel a little different in their absence?

Remove The Priestess' card from your circle to conclude their story.

The Empress

III, Swords

Introduction

The Empress was once unrivalled, beloved by most and envied by the rest. But nobody stays on top forever. What could you learn as you help them gracefully descend?

They are an **dwindling** individual.

They are **tarnished**, **waning** and yet, can **still burn bright**.

Meeting

You walk past a beautiful boutique with huge ornate windows and gold lettering. You can see that it's empty except for a lone figure who seems to be crying, **The Empress**. You startle them as you enter. What rote greeting do they try and recover themselves with?

You're their first customer today, they explain. What do they tell you about how this place used to be?
*global renown, trend setters,
royal patrons, love letters*

Character

Name (choose one, and pronouns)

*Adele, Bellamy, Diamant, Harper,
Kingsley, Takumi, Vivian, Wright*

Boutique (choose one)

*tailored suits, antique jewellery,
gourmet chocolates, custom guitars*

Looks (choose two)

*bright eyes, sunken eyes, thin lips,
wrinkled smile, pinned hair,
receding hairline, youthful skin,
faded tattoos, deft fingers, shaky
hands, plump body, muscular build*

Styles (choose two)

*linen suit, velvet dress, vibrant
jumpsuit, sequinned jacket, white
stockings, tan cords, fur stole, silk
headscarf, round glasses, gold belt,
chain necklace, glittery footwear*

Tones

Choose three **Tones** to add to the **Swords** section of the city map:

*marble columns, household names,
covered arcades, narrow lanes,
branded awnings, oyster bars,
window displays, classic cars,
fashion portraits, pristine streets,
monied tourists, handmade treats*

Hangouts

A gift. They show you their finest wares. Why does one item in particular capture your attention? How do you react when they insist you have it?
fine embroidery, heartfelt epigraph, unique joinery, famous autograph

Tangible memory. The boutique is quiet again today. What old photo or ornament catches your eye? What lesson does it inspire them to share?
when to say yes, the friends we make, a winning smile, a strong handshake

Patron pain. Their wealthiest client pays a visit to the boutique. What outrageous demand do they bring today? How could you help to meet it?
the smoothest finish, the perfect shade, the oddest pairing, the finest grade

Glow-up. You think your witchcraft could improve something about the boutique. What do you hope to achieve? Do you ask permission first?
a magic helper, a dazzling sign, a brand-new flavour, a kind of shrine

Hexed. Their stock has been cursed! What's it done to their customers? How do you locate and dispel this troublesome magic? **Always risky.**
dreadful itching, squash and shrink, talking backwards, rancid stink

Crossroad only if you've completed three hangouts

With a great amount of flair and a somewhat manic energy, they tell you that they are ready to reinvent themselves. What do they see as their new calling? Why do you doubt that it will be the success that they hope?
operatic singing, life coaching, artisan pickling, motor racing

Choose how you respond:

- ◉ You point out the flaws in their plan. Can they accept your feedback? They ask what you think they should do instead. What do you say?
- ◉ **Always risky.** You're not leaving it up to chance. How do you use your magic to make sure they succeed? What happens when they realise?

Remove The Empress' card from your circle to conclude their story.

The Emperor

IV, Swords

Introduction

The Emperor was once mayor of the city, and they act like they still are. They fill their days with old stories and mischief. What time-honoured tricks might they share?

They are a **venerated** individual.

They are **well-connected, rascally** and, sometimes, **cantankerous**.

Meeting

An older citizen approaches you with a slightly oddball energy. **The Emperor** formally welcomes you to Koriko, and there is genuine warmth behind the greeting. What off-colour anecdote do they share about the last witch to live here?

*a tricky curse, a falling out,
exploding brews, a field of trout*

They seem a little preoccupied by the state of current affairs. What warning do they offer about those currently in charge?

Character

Name (choose one, and pronouns)

*Augustine, Basil, Clem, Godric,
Hakan, Joyce, Rhian, Sigurd, Zoltan*

Successor (choose one)

*a rat, a fool, a cheat, a fake,
a pig, a wolf, a sloth, a snake*

Looks (choose two)

*impish eyes, bushy eyebrows, tender
smile, corner spittle, thinning hair,
incredible wigs, scaly skin, leathery
tan, firm handshake, rough hands,
athletic build, rotund belly*

Styles (choose two)

*aloha shirt, fisherman's knit, dress
suit, sports jacket, jazzy tie, silk
scarf, huge belt, outback hat, horn-
rimmed glasses, polished brogues,
suede sandals, stolen badge*

Tones

Choose three **Tones** to add to the **Swords** section of the city map:

*heritage buildings, tower clocks,
concrete bulwarks, private docks,
mythic statues, hoisted flags,
watchful gargoyles, mounted stags,
crumbling frescoes, gilded spires,
scheming handshakes, genteel liars*

Hangouts

Old guard. You meet their closest friends. What place do they always gather within? What former glories do they enjoy recounting to you?
smoky pub, barber shop, nail salon, transit stop

Quiet roads. They take you on a winding walk along narrow streets. What secluded spectacle do you enjoy? What useful shortcut do you note?
streetside river, fading frescoes, gilded temple, wildflower meadows

Left behind. They're feeling deflated. What troubling news about their successor's plans are they processing? How could you cheer them up?
reversed policy, tradition abolished, scathing betrayal, history demolished

Party tricks. They want to use your magic to embarrass their successor. What mischief do they have in mind? Do you agree to play your part?
fake award, talking banner, naked truth, 'haunted' manor

Proof. They're desperate for evidence of their successor's corruption. What do they plan to steal? Why do they need you to help? **Always risky.**
council ledger, youth's mistakes, private diary, artist's fakes

Crossroad only if you've completed three hangouts

Whether a nuisance or a genuine threat, their successor has had enough of them. What trumped-up crime are they charged with? The press fall in line, demonising them further. What punishment are they due to face?
treasury fraud, bigoted speech, substance abuse, security breach

Choose how you respond:

- ◉ **Always risky.** There's no way they'll be judged fairly. How do you decide to help them escape instead? Where will they lay low?
- ◉ You watch as they are found guilty. What demeaning community service are they sentenced with? How does your magic ease it a little?

Remove The Emperor's card from your circle to conclude their story.

The Hierophant

V, Cups

Introduction

Cool and quiet, **The Hierophant** might not seem like an obvious friend. But beneath their guarded exterior, you'll find a teacher like no other. Can you break through?

They are a **monastic** individual.

They are **seasoned, reserved** and **insightful**.

Meeting

Walking down a quiet street, you pass **The Hierophant** sitting at a fold-out table. What little trinkets grace the walls behind them?

*paper lanterns, painted eyes,
crystal flowers, butterflies*

What beverage are they carefully preparing? With a small smile they invite you to join them. You sit and chat, and they ask you incisive questions between contented sips of their drink. What difficult feeling are you able to explore with them?

Character

Name (choose one, and pronouns)

*Angèle, Chisato, Eddie, Hillyer,
Larkspur, Obinna, Solway, Zaban*

Temple (choose one)

*café, barbers, hostel, repair shop,
record store, a literal temple*

Looks (choose two)

*tired eyes, dark glasses, warm smile,
stained teeth, round face, tattooed
arms, heavy sighs, balding head,
slick hair, swift hands, rough hands,
hunched frame, stiff shoulders*

Styles (choose two)

*sweater vest, simple robe, black
apron, faded overalls, clean chinos,
linen dress, neckerchief, leather
gloves, woven hat, white loafers,
well-worn boots, tame ferret*

Tones

Choose three **Tones** to add to the **Cups** section of the city map:

*dry-stone gardens, coffee breaks,
gentle rivers, planted lakes,
twitching curtains, painted signs,
crumbling plaster, corner shrines,
morning papers, funeral pyres,
market gossip, parish choirs*

Hangouts

Helping out. You visit them and they're rushed off their feet. What do they trust you to help out with? What do they insist on doing themselves?
cleaning tables, counting wares, taking bookings, leading prayers

Fixing up. Something important in their space has stopped working. They can't fix it, but you can. Do they ask, or do you have to insist?
vintage hardware, ancient spring, magic toolbox, warding ring

Hold forth. You find them deep in conversation with a regular. What are they discussing? They invite you to join in. Do you feel able to contribute?
old masters, local authorities, ancient faith, modern priorities

Old school. They talk about a favoured hobby that you've never heard of. Shocked, they give a demonstration. Does it seem like much fun to you?
rose breeding, steam machines, butter sculpting, miniature scenes

Rites. They're starting to trust you. What vital temple role have they been teaching you? Why do you have to do it on your own today? **Always risky.**
reading the signs, precision tuning, choosing the songs, garden pruning

Crossroad only if you've completed **three** hangouts

You go to see them, but there's a red letter stapled to their temple door. They sit nearby, just as you first met. Their space is being forced to close. Why? What are they drinking instead of their usual ritual beverage?
hostile bid, dying business, past transgression, creeping illness

Choose how you respond:

- ◉ **Always risky.** This can't happen. How do you rally the community into action to fight back? Is The Hierophant part of the crowd?
- ◉ You're surprised to see them smile. How have they made peace with their work's end? How do you help them celebrate their retirement?

Remove The Hierophant's card from your circle to conclude their story.

The Lovers

VI, Cups

Introduction

The Lovers are sunny, harmonious and tender—a model couple. Their foundation is solid, but a challenge is coming. What could you learn by helping them to get through it?

They are an **attuned** pair.

They are both **caring**, **receptive** and a little **untested**.

Meeting

You're sat in a cafe, taking a break. What has made you feel especially worn down today?

feeling homesick, unkind feedback, sleeping badly, messy blowback

The Lovers on the table next to you ask you if you're okay, and you start talking. They're both warm, curious and kind. You share your woes with them, and they share their hopes and fears with you too. Why do you feel at ease talking openly with these strangers?

Character

Name (choose two, and pronouns)
Amara, Carmen, Erin, Gilly, Kama, Lerato, Marina, Rudo, Vazo, Yumie

Challenge (choose one)
moving in, moving apart, new baby, big wedding, big job, big secret

Looks (one each and one shared)
bluest eyes, intense gaze, easy smile, chewed lip, neat ringlets, braided dreads, scruffy beard, heartfelt ink, soft freckles, honeyed voice, athletic build, soft body, augmented frame

Styles (one each and one shared)
floral shirt, band tee, workout gear, pastel jumpsuit, geometric prints, handmade knitwear, high-waisted jeans, chelsea boots, bold sneakers, gold hoops, felt beret, film camera

Tones

Choose three **Tones** to add to the **Cups** section of the city map:
cosy cafes, secret spots, flower markets, new-build plots, lines of laundry, citrus trees, seafront benches, fresh pastries, clinking glasses, rooftop kiss, whispered laughter, sunset bliss

Hangouts

At night. You go out together. Where do you go? Why does one of them end up going home early? What anxiety does the other confide in you?
inspired to create, early start, same old argument, change of heart

Dry run. You suggest an activity—how do you think it will help them practice for their challenge? They're keen. How do you make it feel real?
echoed voices, evening light, figment faces, dummy fight

Your place. You invite them over, and they bring a thoughtful gift. What have you prepared? What are you self-conscious about them noticing?
messy cupboards, unfurnished walls, frumpy wardrobe, jar of eyeballs

Their place. What kind of place do they live in? You spend the day there. What do you all get absorbed by that keeps you occupied till it's dark out?
board games, music session, fine wines, magic lesson

Jitters. One of them visits you, looking pale. They're desperately nervous about the challenge. What do you worry they might do? **Always risky.**
words to regret, confidence betrayed, truth left unsaid, decision delayed

Crossroad only if you've completed three hangouts

The sun rises over Koriko and your eyes blink open. What catches your gaze, alerting you that today is the day your friends face their challenge? What do you grab before you rush over to see if they need your help?
folded invite, calendar mark, moving truck, flags in the park

Choose how you respond:

- ◉ **Always risky.** You can see things beginning to unravel. Which of the two of them is having the hardest time? How do you step in to help?
- ◉ You watch from a distance. How can you tell that they're going to be okay? What little gift do you arrange to be delivered the next day?

Remove The Lovers' card from your circle to conclude their story.

The Chariot

VII, Coins

Introduction

Ever in motion, **The Chariot** does everything their own way. This intensity can be a little scary, but you'll appreciate it when they're fighting for you. Can you keep up?

The Chariot is a **defiant** individual. They are **tenacious**, **triumphant** and **true**.

Meeting

Some older teens are giving you a hard time. What about you are they mocking? Suddenly the bullies fall silent, listening for a telltale sound.

The Chariot bursts onto the scene at a, frankly, dangerous speed.

Do they scatter the other teens or steal you away on their ride? Either way, you share a moment as the dust settles. What reason do they give for helping you?

*gallant heart, witch's debt,
kindred spirit, ancient threat*

Character

Name (choose one, and pronouns)

*Baldo, Daitan, Hella, Laohu, Nia,
Orla, Rupert, Tempest, Valiant*

Ride (choose one)

*mountain bike, longboard, motor
scooter, glider wing, tamed beast*

Looks (choose two)

*bright eyes, purple eyeshadow, wide
grin, missing teeth, bleached hair,
greasy hair, gaunt features, facial
scarification, dirty nails, big hands,
stacked body, skeletal frame*

Styles (choose two)

*band tee, mesh top, leather skirt,
bomber jacket, denim vest, tattered
jeans, cargo shorts, plaster cast,
fingerless gloves, chains & piercings,
glossy helmet, branded beanie*

Tones

Choose three **Tones** to add to the **Coins** section of the city map:

*half-built condos, vacant malls,
concrete playground, ten-foot walls,
spray-can murals, waxed-up kerbs,
music posters, vibrant birds,
distant sirens, rolling eyes,
broken windows, fast food fries*

Hangouts

Haunted. They take you to their favourite spot in the city. What painful event first led them here? What beautiful sight is visible only for you two?
rooftop gardens, nesting birds, flowing traffic, painted words

Pretty fly. You take them for a ride on your broom. Was it your idea or theirs? What do you see? How do they deal with being a passenger?
gasps of wonder, gripping tight, backseat driving, squealing fright

Can't stop. You're taking a walk together when something catches their eye. Why does it send them raging? Do you try and hold them back?
council notice, white-washed wall, teenage bullies, brand-new mall

Having a blast. It's a clear, bright day. What hobby or skill have they been teaching you? Why is it important that nobody sees you practicing here?
zine printing, hardware tricks, body art, skateboard flips

In too deep. You collide with them while they're being chased. Who did they push too far? Are you going to run, hide or fight? **Always risky.**
bike shed bullies, older sister, mall security, riled-up hipster

Crossroad only if you've completed **three** hangouts

They are abuzz with wild energy. How do they display their restless spirit? They're making plans to leave Koriko and ride into the sunset, off to lands unknown. What inspired—or forced—them into this grand departure?
fleeing trouble, closing cage, found their calling, white-hot rage

Choose how you respond:

- ◉ You leave together, flying until the sun dips below the horizon and you know you must turn back. When do you hope to see them again?
- ◉ You convince them to delay a few days so you can help them prepare a little better. What do you craft them to ease their difficult journey?

Remove The Chariot's card from your circle to conclude their story.

Strength

VIII, Cups

Introduction

A pillar of the city, **Strength** provides support to so many folks. This doesn't leave much room for a life of their own, though. What can you learn by lightening their load?

They are a **burdened** individual.

They are **considerate**, **willing** and precariously **close to burning out**.

Meeting

Walking through the city, you find **Strength** in the middle of a panic attack. Where have they tried to hide? As you approach, they apologise between heavy breaths. You ask if they're doing okay and they apologise again, explaining that they're just really busy today.

You've got a free afternoon, so you offer to lend a hand. How do you end up helping them?

finding supplies, making teas, moving boxes, collecting fees

Character

Name (choose one, and pronouns)

Amalia, Batu, Cybele, Flint, Kamen, Pinkney, Stahl, Umi, Valentine, Yan

Provision (choose one)

warm beds, safe spaces, free food, folk medicine, hands-on teaching

Looks (choose two)

frown lines, tired eyes, careworn smile, thin lips, buzz cut, unkempt hair, irritated skin, weathered hands, chewed nails, constant yawning, plump body, gaunt cheeks

Styles (choose two)

floral print, starched shirt, faded uniform, chunky cardigan, padded gilet, canvas jacket, cargo pants, woollen skirt, silk scarf, floppy hat, practical shoes, cameo locket

Tones

Choose three **Tones** to add to the **Cups** section of the city map:

city gardens, public pools, open kitchens, new-build schools, rusted railings, handmade zines, bulldozed buildings, foul machines, peaceful protests, morning queues, town hall quarrels, red-tape blues

Hangouts

The rounds. You've started helping them out regularly. Which job is well-suited to your abilities? What new side of the city does it help you see?
halfway homes, hidden illness, morning movement, evening stillness

Spell support. You could use your magic to make their work easier. What upkeep would you have to commit to? Are they receptive to the idea?
hourly chant, daily exercise, weekly brew, monthly sacrifice

Cheers. They want to thank you for your help. What fancy restaurant do they choose? Why does the chef insist that your meals are on the house?
saved their soul, trained together, helped their kid, joint endeavour

Guilty. You notice some dusty sports gear. How do you convince them to show you some moves? Who steps in to provide cover in their absence?
climbing harness, hockey sticks, tennis rackets, b-ball kicks

Villain. A local politician is trying to shut them down. How does their work interfere with a policy? How do you help fight back? **Always risky.**
scandal exposed, rights educated, business undermined, service inundated

Crossroad only if you've completed three hangouts

They're sick—bedridden and exhausted. Who do they send to ask you for help? You arrive as they are struggling to their feet to tackle their list of duties. How can you see that they can't push through this illness alone?
ashen visage, strength decayed, talking nonsense, eyes afraid

Choose how you respond:

- ◉ **Always risky.** They need a special kind of medicine. What rare ingredient does it require? What are the possible side-effects?
- ◉ They need to rest. How do you use this opportunity, with hard graft and a little magic, to share their duties across a wider group?

Remove Strength's card from your circle to conclude their story.

The Hermit

IX, Wands

Introduction

The Hermit is an artist on the fringes, confidently walking their own path. They make whatever they feel like, just for themselves. Will you ever be that independent?

They are a **free-spirited** individual.

They are **independent, assertive** and a **little cynical**.

Meeting

You're in the wilds. What are you looking for, and why search here?

*missing package, rare flower,
runaway pet, ruined tower*

You come across a humble home decorated with strange, beautiful artwork. As you admire it, **The Hermit** reveals themselves. They offer to help you look, and you chat as you wander. They seem to appreciate your company, asking lots of questions. What surprises you the most about their lifestyle?

Character

Name (choose one, and pronouns)
*Azaro, Esme, Foley, Jaden, Manuela,
Nahoko, Opal, Shozo, Vasco, Yulan*

Hideout (choose one)
*forest cabin, railway arches,
narrow boat, freight container*

Looks (choose two)
*severe gaze, round glasses, playful
smirk, pursed lips, balding head,
wild hair, furrowed brow, delicate
skin, sing-song voice, rough hands,
spindly limbs, stocky muscle*

Styles (choose two)
*welding goggles, paint stains, bulky
toolbelt, hasselblad, sunburst guitar,
linen shirt, floral jumpsuit, pink
chinos, tweed suit, leather apron,
boiler suit, open sandals, straw hat*

Tones

Choose three **Tones** to add to the **Wands** section of the city map:
*smoky cafés, basement gigs,
cliffside villas, grotty digs,
sculpture gardens, secret shows,
massive murals, vibrant clothes,
distant music, sunrise views,
heartfelt poems, sunset muse*

Hangouts

Free thinking. They encourage you to make art with them for a day. What inhibitions do they gently note in you? Are you able to let go of them?

thinking small, seeking praise, doubtful lines, textbook plays

Recitation. One of their pieces reminds you of a kind of magic. They're enthralled as you talk about it. How difficult would it be to show them?

rare ingredient, risky part, ancient language, heart-to-heart

Musings. They take you to one of their favourite spots. Is it obvious why they find it inspiring? When you want to feel inspired, where do you go?

vintage café, peaceful grove, strange museum, windswept cove

Supply run. You go with them into the city for supplies. How do they keep themselves concealed? Where do they linger, and where do they hurry?

evening shadows, shrouded face, false identity, breakneck pace

Dark materials. They've been messing with magic in their work. Did you show them how to do this? What trouble are they in? **Always risky.**

trapped in painting, fairy games, frozen statue, rampant flames

Crossroad only if you've completed three hangouts

Their grand creative work, their opus, is complete. They invite you over to see it. How does it challenge you? What joy do you find in it? To your surprise, they tell you they're not planning on showing it to anyone else.

tearful intensity, truth exposed, childhood remembrance, chapter closed

Choose how you respond:

- ◉ You know they are wary of public attention, but this work deserves to be shared. How do you persuade them to share it with the city?
- ◉ Their work is about achievement and self-expression, not acclaim. What aspect of your craft does it inspire you to keep just for yourself?

Remove The Hermit's card from your circle to conclude their story.

Wheel of Fortune

X, Special

Introduction

Called forth from the shadows by an unlikely triumph, this avatar of fate is feeling a little washed-up these days. Will you play their silly games, or make up your own rules?

The Wheel is an **ill-fated** presence.

They are **indulgent**, **playful** and **jaded**.

Meeting

You feel like you're overdue a big catastrophe, but not today apparently—lucky you. Heart still pounding, you're startled by an odd clinking sound behind you.

You turn to see **The Wheel** tossing a tattered bag in their hand. How can you tell they're not human? You've piqued their interest. What trivial wager do they test you with? When you win, are they surprised? *watching closely, broomstick race, eating challenge, rooftop chase*

Character

Name (choose one, and pronouns)

Ace, Boone, Clover, Felice, Jade, Keiko, Sadiya, Tilt, Ventura, Xiang

Stakes (choose one)

weird coins, poker chips, tiny skulls, bottle caps, shiny shells, sharp teeth

Looks (choose two)

dark eyes, glittering cosmetics, gold teeth, slick smile, snapping beak, bleached hair, glossy locks, shifting features, shaky hands, extra fingers, rotund belly, spindly physique

Styles (choose two)

sumptuous silks, red waistcoat, ivory suit, loud sunglasses, heavy chain, panama hat, green visor, suede boots, winged sandals, rabbit foot, twisting snakes, pricey cigars

Tones

Choose three **Tones**, adding each to **any** section of the city map:

golden temples, budget motels, marble fountains, bright casinos, painted horseshoes, neon lights, paper wishes, pavement dice, lotto tickets, alley sharks, waving kitties, easy marks

Hangouts

A game. They've brought a game with them. What is it? Who taught you how to play? They play to win, but never cheat. Did you expect them to?
woodland war, who can guess?, trains and planes, almost chess

A race. They take you to a race. Who are the competitors? As you watch, what do they let slip about a loss they have suffered at the hand of fate?
strapping horses, gusting sails, eager hounds, giant snails

A wager. Over drinks, you risk asking them something personal. They deflect with a low-stakes bet. What did you ask? What do they wager?
where they're from, their real name, what they lost, their true game

A blip. You do some little trick. How does it change an outcome they thought was fated? What strange, unstable effect does it seem to cause?
universe overlaps, time slowing, ethereal echoes, flowers growing

A flourish. What truth do they still refuse to reveal to you? You convince them to tell you—if you can complete an 'impossible' task. **Always risky.**
find the needle, win the prize, feed the city, paint the skies

Crossroad only if you've completed three hangouts

You're stuck in a melancholy mood this evening. Which of your mistakes are you dwelling on? Behind you, The Wheel whispers "we can change the way things went, you know...". How can you tell they're serious?
glasses off, solemn tone, missing smile, vision shown

Choose how you respond:

- ◉ **Always risky.** You nod, and they start the ritual. What does it look like to tamper with the strands of fate? How will you know if it worked?
- ◉ The past is prologue. Even though you regret your mistake, it made you who you are today. You refuse, and The Wheel quietly slinks away.

Remove Wheel of Fortune's card from your circle to conclude their story.

Justice

XI, Swords

Introduction

Justice is a budding young lawyer with a sharp mind and strong moral compass. They're pursuing a difficult case against an oppressive opponent. Can you help them win?

They are a **crusading** individual.

They are **studious, steadfast** and occasionally **impulsive**.

Meeting

Walking down a tree-lined avenue, you're lost in memories. Who are you thinking about? Your reverie is broken as you collide clumsily with **Justice**, knocking their coffee and papers to the floor.

They're even more apologetic than you are, but you insist on buying them a new drink. They're a lawyer. How do they think you could help them with their big case?

*missing witness, haunted bar,
mystic substance, runic scar*

Character

Name (choose one, and pronouns)

*Apollo, Emma, Sae, Jeong, Miles,
Farouk, Lamont, Roberts, Kenzie*

Opponent (choose one)

*beloved politician, ruthless athlete,
polluting corp, property magnate*

Looks (choose two)

*searching eyes, thin glasses, fierce
brows, cracking voice, chewed lip,
silver hair, tidy bob, pale skin, acne
scars, neat makeup, restless hands,
underfed build, lean muscle*

Styles (choose two)

*stand collar, red waistcoat, jersey
tunic, oxford dress, car coat, tan
chinos, clean denim, white scarf, silk
gloves, sports cap, leather brogues,
cheap briefcase, antique gavel*

Tones

Choose three **Tones** to add to the **Swords** section of the city map:

*theatrical courtrooms, fiery rallies,
red-brick prisons, shady alleys,
velvet curtains, glaring lights,
newsnight copters, nightclub fights,
gossip magazines, ransom notes,
backroom contracts, stolen votes*

Hangouts

Offices. You're helping them rifle through reams of paperwork. What unlikely place do they work? What fancy office does their opponent have?
coffee counter, dingy squat, smoky nightclub, gleaming yacht

Second sight. You're investigating a scene together. Why won't local law enforcement help? What hidden truth does your magic reveal?
cremated contract, poisoned dose, unlikely weapon, chatty ghost

Motivated. You ask them why they're so driven to fight. What story of personal tragedy do they share? How is their opponent implicated in it?
stolen fortune, family loss, blighted homeland, ruthless boss

No breaks. You convince them to take an evening off. Where do you go? While you're there, they notice something suspect. Do you investigate?
riverside amble, music night, gallery visit, broomstick flight

Grave. Their opponent issues an underhand threat. Your friend refuses to back down. How can you keep them safe until the trial? **Always risky.**
pocket haven, protective charms, shadowy veil, enchanted alarms

Crossroad only if you've completed **three** hangouts

The trial concludes tomorrow, and your friend has constructed a strong case. What questionable evidence does the opposition produce at the last minute to undermine your friend's argument? How do they react?
shaky footage, witness lies, bloody ledger, cunning guise

Choose how you respond:

- ◉ **Always risky.** You can see there's magical deception at play here. How could you dispel the trick without compromising the case?
- ◉ **Always risky.** You think they could use an ancient law to counter this new evidence. Why is it hard to prove that this legislation still applies?

Remove Justice's card from your circle to conclude their story.

The Hanged One

XII, Cups

Introduction

People around **The Hanged One** are in motion—moving forward, away, together, apart. In contrast, they feel unable to move at all. Can you help them take the first step?

They are a **hesitant** individual.

They are **introverted**, **constrained** and a **passenger in their own life**.

Meeting

You're chatting to someone while waiting in line. What are you queuing for? They're reserved, but curious about your life. You ask if they'd like to come help you with some errands after this, but they make an excuse.

*concert tickets, potent brew,
fancy doughnuts, famous stew*

You see them next week at the same place. How do you convince them to come along with you this time? What do they help you with?

Character

Name (choose one, and pronouns)

*Arsene, Daria, Elanora, Henri,
Josef, Olawale, Sixtine, Woodrow*

Worry (choose one)

*fear of ridicule, breaking tradition,
financial pressure, tragedy repeated*

Looks (choose two)

*keen eyes, sullen eyes, soft smile,
bulky braces, flowing locks, buzz
cut, scruffy beard, tanned skin, arm
tattoos, nail art, deft hands, feet
tapping, skeletal frame, soft body*

Styles (choose two)

*retro tee, gingham shirt, sleeveless
blouse, boxy dress, knitted vest,
army jacket, cargo shorts, long
skirt, fingerless gloves, statement
hat, scrappy shoes, vintage gadget*

Tones

Choose three **Tones** to add to the **Cups** section of the city map:

*dead-end suburbs, rundown parks,
family businesses, factory sparks,
chain-link fences, asphalt courts,
smoking shelters, treetop forts,
fast food wrappers, teenage games,
home foreclosures, corner claims*

Hangouts

Sparks. You visit their house. What promising work of theirs do you spy? They don't have it on show. How do they react when you bring it up?
handmade knitwear, painted dream, crossed-out poems, neat machine

Flicker. They ask you to demonstrate some 'cool magic'. What do you show them? They're awed. What affinity are you surprised to see in them?
animal talking, broomstick dancing, explosive brewing, flame enchanting

Radiant. You're buzzing—what recent achievement are you proud of? Why do you hesitate to bring it up? How do they insist on celebrating?
awkward timing, stolen glory, painful contrast, tragic story

Cool it. What task are you struggling to complete today? What relaxing activity do they convince you to try? How does it help you to focus later?
bargain hunting, lakeside skimming, movie marathon, shoreline swimming

Nascent. They've decided to try something new. What threatens to derail their enthusiasm? How do you try to protect them from it? **Always risky.**
forgotten duty, delicate heart, judgemental rebuke, scandalised art

Crossroad only if you've completed three hangouts

They've come up with a plan to face their fears and get back in the world. They share it with you, cautiously. What part of their plan are they most nervous about? How can you give them the courage to take this chance?
life-changing potion, bargained freedom, limitless riches, demons beaten

Choose how you respond:

- ◉ You'll be right by their side the whole time. What gentle support do you provide? How do you make sure to keep the focus on your friend?
- ◉ **Always risky.** They need to do this by themselves. What support do you gently refuse to provide? What little gift do you give instead?

Remove The Hanged One's card from your circle to conclude their story.

Death

XIII, Special

Introduction

Death is a person in deep mourning. Their life feels empty in the wake of loss, but they still have plenty of life to live. Can you help them find peace, and a new path?

They are a **grieving** individual.

They are **shaken, despairing** and yet **stronger than they know**.

Meeting

You're doing a job for someone at their home. As you work, you start to notice signs of loss all around you. What's most obvious? With gentle questioning, **Death** quietly confides in you about their pain.

*empty chair; golden frame,
faded glory, whispered name*

You realise the job is connected to this traumatic event. How does that change how you go about your work? What relief or closure is it clear you're helping provide?

Character

Name (choose one, and pronouns)
*Edwin, Delphine, George, Hanami,
Khalid, Margaret, Stalwart, Winter*

Loss (choose one)
*a bond, a partner; a guardian,
a gift, a burden, a destiny*

Looks (choose two)
*hollow eyes, dark glasses, new teeth,
fragile smile, thin hair; tight perm,
deep wrinkles, thick scars, rough
hands, trembling fingers, hunched
frame, old muscle, hoarse whispers*

Styles (choose two)
*starched shirt, unwashed tee,
embroidered knit, pinstripe apron,
charcoal stockings, wool trousers,
black veil, large glasses, leather
sandals, cameo locket, strange ring*

Tones

Choose three **Tones**, adding each to **any** section of the city map:
*tarnished statues, scenic benches,
planted graveyards, old defences,
community fetes, orderly blooms,
historical tours, family tombs,
tea and biscuits, meals on wheels,
old-money customs, bygone ideals*

Hangouts

Sealed. They take you somewhere they haven't been since their loss. Why is this place significant to them? Why did they want to share it with you?
final message, last embrace, walked away, fell from grace

Uncanny. They ask you to use your magic to create some kind of echo of their loss. What do you think they hope to get out of it? Will you do it?
seeking truth, words unsaid, one more day, tying threads

Favourite. They prepare a special dish for you. Why does it remind them of their loss? What sunny memory do they share as you enjoy it together?
family secret, favourite meal, on a bad day, sealed the deal

Inundated. Their loss has produced an enormous heap of paperwork. Where has it amassed in their home? How can you help them sort it out?
clarifying potion, imps for hire, enchanted cabinet, great big fire

Incarnate. Their grief is like a beacon. What malevolent spirit is drawn to it? What are the signs of its arrival? How do you banish it? **Always risky.**
darkening corners, distant wail, corpsebloom fragrance, ashen veil

Crossroad only if you've completed three hangouts

You're taking a walk together. Where do you like to wander? They thank you for the comfort and hope you've brought them. But, with a smile, they also tell you that it's time for them to learn to live without your help.
market bustle, woodland trail, gentle shoreline, hillside scale

Choose how you respond:

- ◉ You give them the space they ask for. A few weeks later you see them from afar. How are they different? Do you feel the need to check in?
- ◉ You nod, but carry on walking a while. How has helping them been a distraction from a loss of your own? Can you talk about it with them?

Remove Death's card from your circle to conclude their story.

Temperance

XIV, Coins

Introduction

Temperance is a bastion of calm, a skilled navigator of the city's grand library and a considerate ear for any issue. What could they teach you about patience and discipline?

They are a **composed** individual.

They are **quiet, thoughtful** and sometimes **slow to act**.

Meeting

The streets roil with noisy activity. What provoked such an uproar?

*a bright parade, a train delay,
a wild protest, school holiday*

Seeking refuge, you duck into a nearby library. Noticing your flustered expression, **Temperance**, one of the librarians, asks if you need help. What secluded part of the building do they lead you to? You talk together, softly. When the conversation turns to their passion, how do their mannerisms change?

Character

Name (choose one, and pronouns)

*Asco, Daphne, Frida, Hari, Joseph,
Minna, Ralph, Tamar, Vaike, Yasu*

Passion (choose one)

*local history, armchair travel,
myth and legends, romance tales*

Looks (choose two)

*sad eyes, tender eyes, thick glasses,
gentle voice, awkward laugh, half
smile, curly hair, braided dreads,
faint freckles, irritated skin, restless
hands, soft body, augmented frame*

Styles (choose two)

*ironic tee, pastel shirt, knitted polo,
rollneck sweater, twill overshirt,
baggy trousers, linen shorts, ribbed
beanie, rainbow scarf, suede loafers,
pocket recorder, leather notebook*

Tones

Choose three **Tones** to add to the **Coins** section of the city map:

*antique bookstores, history clubs,
board game cafes, craft beer pubs,
thrift store bargains, indie shops,
food truck markets, curry swaps,
park bench picnics, photo booths,
fussy coffee, teenage sleuths*

Hangouts

Librarian. They're helping you find a book in the library's special archives. What do you hope to learn from it? What do you talk about as you look?
ailment's remedy, formative lore, mundane mystery, unlocked door

Haven. What are you working on that requires intense focus? They take you to their favourite quiet spot in the city. What do they usually do here?
complex ritual, troublesome potion, binding bargain, elegant motion

Keynote. They're due to give a talk at the library about their passion. What are they most nervous about? How do you help them prepare?
stumbling speech, badly-dressed, bellicose rival, famous guest

Scamps. Someone is stealing library books. How do you work with your friend to find the thieves? Why can't they just borrow the books instead?
awkward teens, restricted tomes, furnace fuel, deprived of homes

Tome. A cursed book has been unsealed in the library. Who opened it? What havoc is unleashed? Why is it difficult to close again? **Always risky.**
animal stampede, torrential flood, hunky romantics, rivers of blood

Crossroad only if you've completed three hangouts

It's their birthday today and you've arranged something special related to their passion. What major mishap threatens to derail your plans? You're frantically trying to fix things. With a soft smile, they tell you not to worry.
power outage, ominous skies, emergency job, celebrity lies

Choose how you respond:

- ◉ **Always risky.** They're always helping you out, and this is the moment to show your gratitude. How do you push yourself to make it work?
- ◉ You sit together as your plan falls apart. What levity do you two find in the chaos? How do they show their appreciation for your efforts?

Remove Temperance's card from your circle to conclude their story.

The Devil

XV, Special

Introduction

People brand The Devil as immoral, indecent or worse. Really, they just care more about their friends and beliefs than what society thinks. What will you make of them?

They are an **alluring** individual.

They are **dramatic**, **radical** and **unashamed**.

Meeting

A job takes you to a place that plays a kind of music you've never heard before. You step inside, gingerly. The staff are hostile, but **The Devil** vouches for you. They motion for you to sit with them.

They're fascinated by your witch powers and the freedom they give. What do you find surprising about their lifestyle? How are they part of the job you came here to do?
they live without, they will not bend, the way they love, what they defend

Character

Name (choose one, and pronouns)
Aubrey, Beatrix, Caldo, Ezra, Faith, Jackson, Luca, Mirai, Qiang, Scarlet

Controversy (choose one)
disruptive activism, radical love, new philosophy, forbidden magic

Looks (choose two)
intense gaze, bold eyeliner, playful smirk, dark lipstick, sharp jawline, wild hair, shaved head, stacked piercings, facial tattoos, flawless skin, gaunt frame, rugged physique

Styles (choose two)
screen-printed shirt, velvet dress, faux-fur coat, patched-up denim, leather jacket, studded belt, combat boots, fishnet stockings, platform heels, hooded cloak, snake pendant

Tones

Choose three **Tones**, adding each to **any** section of the city map:
leftist bookshops, sawdust pubs, indie printworks, queer nightclubs, moonlit covens, secret doors, off-grid living, poisoned shores, furtive kisses, protest posters, raging discourse, rightwing voters

Hangouts

Sanctuary. They take you to their space. How do they protect it from the outside world? How does their behaviour change in this place of safety?
secret password, hidden entrance, burly warden, promised vengeance

Offbeat. Someone in their community is in trouble. Why can't they use conventional routes to fix the problem? How could you help instead?
faith forbidden, false conviction, unique body, break encryption

Vision. They want to show you something that's locked away. Why do they feel you need to see it? How do you use your magic to sneak in together?
exposed intentions, freeing truth, vile experiment, swindled youth

Bother. Someone acts aggressively towards your friend while you're out together. How do they react? How often does this kind of thing happen?
shouting match, seething silence, fighting tears, hasty violence

Cornered. Your friend attracts the ire of an establishment power. What freedom do they target? How do you try to protect it? **Always risky.**
right to assembly, right to protest, artistic expression, hard-won progress

Crossroad only if you've completed three hangouts

A gossip newspaper runs a front-page story about your association with this friend. What picture do they use? You can feel people staring at you. Which of your regular customers decides not to work with you any more?
local college, fashion queen, public servant, preppy teen

Choose how you respond:

- ◉ **Always risky.** Screw the haters! What defiant stunt do you plan with your friend? What message do you think you're communicating?
- ◉ You deny the story and stop seeing them. How can you tell you've hurt them badly? When you see them again, what look do they give you?

Remove The Devil's card from your circle to conclude their story.

The Tower

XVI, Special

Introduction

A saviour in shadow, **The Tower** is a hero with a serious mood. They've saved you several times, but their soul is fading to the dark. Can you shine a light for them?

The Tower is a **brooding** individual. They are **intense**, **burdened** and **valorous**.

Meeting

The Tower tries to run, but you're not letting them get away today. How do you cut them off? They stand in front of you, panting. What do you notice now you're up close?

All they want to do is leave. When you ask why, what reason do they give? How do you convince them to stay, and where do you go? You manage some stilted conversation. What small favour do they accept? *honest promise, favourite food, pressing rumour, potent brew*

Character

Name (choose one, and pronouns)

Drake, Gerome, Layla, Kane, Jet Miyako, Noctus, Otienne, Sable

Prowess (choose one)

clever gadgets, martial arts, trick arrows, occult science, stolen tech

Looks (choose two)

charcoal eyes, bloodshot whites, greying stubble, broken smile, jagged scar, auburn hair, sunless skin, nimble hands, missing fingers, tough body, translucent form

Styles (choose two)

dusky robes, latex suit, prison overalls, faded crew, skinny jeans, trench coat, utility belt, linen cowl, running shoes, military boots, tinted sunglasses, domino mask

Tones

Choose three **Tones**, adding each to **any** section of the city map:

unlit rooftops, rusted industry, sunken gardens, corrupt ministry, grotty subways, warehouse raves, looming gargoyles, gothic graves, daring chases, dockyard haze, blacked-out limos, feline strays

Hangouts

Cause. Where do they spend their nights? How do they search for signs of trouble? You ask about their motivation. Why do they say they do this?
swarming causeway, gothic steeple, grotty harbour, crowds of people

On patrol. You head out with them one night. What kind of people do they look to help? How does your magic make it easier for them operate?
shifting shadows, dizzying cloud, swiftess potion, shimmering shroud

A little broken. They come to your home, staggering. What injury have they sustained? You patch them up. How do they tell you it happened?
chasing thieves, barbed-wire tears, saving kittens, fell down stairs

Lightness. You're surprised when, in a cafe, they sit with you. How do they seem different? What interest are you surprised to discover you share?
clear eyes, dressed smart, eager smile, open heart

Trap. You're chasing a major villain together. What are they guilty of? You realise you've run into a trap. What do they threaten to do? **Always risky.**
corrupt authority, wildlife pollution, gangland violence, demonic collusion

Crossroad only if you've completed **three** hangouts

You were supposed to meet, but they never showed. You visit their haunt to look for them. How do you realise that they've been kidnapped? You realise quickly how bad this could be. Who do you worry is responsible?
shattered mask, weeping witness, warning note, ransacked business

Choose how you respond:

- ◉ **Always risky.** You track their abductors down. What unsettling place do you find? What formidable foe must you overcome, alone?
- ◉ You work with city officials to rescue them. What confidence do you betray in order to save your friend? What trouble will it cause them?

Remove The Tower's card from your circle to conclude their story.

The Star

XVII, Coins

Introduction

The Star is radiant, a new celebrity on the rise. They love their work, but they're not so keen on all of this attention. Can you help them navigate their new-found fame?

They are a **lionised** individual.

They are **fresh, fragile** and **not yet ruined by the world**.

Meeting

You see a crowd swarming around someone fanatically. Why is this area so popular with teens? You meet eyes with the overwhelmed person in the midst of the crowd, **The Star**. You're surprised when they begin wading towards you.

Shouting over the crowd, they beg you to fly them out of here. What sheltered spot do you take them to? What do you talk about?
verdant forest, rooftop ledge, rusted carriage, water's edge

Character

Name (choose one, and pronouns)

Aurora, Caspian, Dahlia, Fenne, Indigo, Julian, Kiara, Marli, Syren

Talent (choose one)

how they sing, how they play, how they move, what they say

Looks (choose two)

emerald eyes, dark eyeshadow, faint stubble, shy smile, goofy grin, soft freckles, glowing skin, curly hair, sun-kissed locks, expressive hands, knuckle tattoos, fragile frame

Styles (choose two)

vintage tee, crop top, oversized denim, frog sweatshirt, pastel cords, cargo pants, translucent jacket, cartoon cap, headscarf, bucket hat, high-top sneakers, leather sandals

Tones

Choose three **Tones** to add to the **Coins** section of the city map:

chic boutiques, private schools, pristine shrines, rooftop pools, animal cafés, batting cages, vintage markets, outdoor stages, street photography, flocking teens, cosplay parades, billboard screens

Hangouts

Session. They invite you to watch them produce their work. How are they different in this more private space? What food do you share afterwards?
goofy laughter, pensive stare, country accent, unkempt hair

Jam. You're in a secluded place. Why did they need to get some space? They begin practicing their talent, and encourage you to join in—do you?
sensory overload, manic week, awkward honesty, feeling bleak

Backstage. They invite you backstage before a show. How can you tell they're nervous? The crowd roars. How do you try to calm them down?
gentle singing, soothing herbs, tender massage, practiced words

Normal. You're out together. What mundane fun are you having? Someone recognises them, and soon a crowd forms. How do they react?
shoreline stroll, matinee shows, sunset shoot, trying on clothes

Slander. Someone is blackmailing your friend. What do they threaten to reveal? How do you track them down and put a stop to it? **Always risky.**
family secrets, private romance, unreleased work, shameful finance

Crossroad only if you've completed three hangouts

They come to you in tears, shaking. What did one of their fans do to make them feel this way? How was it misreported in the news? They're ready to walk away from the spotlight—they say it's simply not worth it anymore.
pervasive lies, hacked computer, forceful grip, home intruder

Choose how you respond:

- ◉ **Always risky.** You help them create an alter ego. What kind of mask do they wear? How will you use magic to protect their true identity?
- ◉ Fame sucks. How do you help them fade from the public eye? People move onto the next thing. Do they find a new outlet for their talents?

Remove The Star's card from your circle to conclude their story.

The Moon

XVIII, Wands

Introduction

The Moon is trapped between worlds: half teenager, half monster. They're fighting a losing battle to suppress their stranger side. Can you help them find a path forward?

They are a **monstrous** individual.

They are **angry**, **tender** and **misunderstood**.

Meeting

You've been investigating reports of a monster, and your search has led you here. What creepy, broken place are you stalking through?

*disused manor, rotting junkyard,
murky cavern, misty dockyard*

Suddenly, something terrifying leaps out from the shadows—**The Moon**. How do you draw on your magic to protect yourself? Your powers hold the monster in place, and you can see that they're a terrified teenager—just like you.

Character

Name (choose one, and pronouns)

*Aysun, Crow, Fifteen, Garde, Innis,
Konok, Magnolia, Stahl, Winstead*

Monster (choose one)

*werewolf, vampire, experiment,
infernal, possessed, otherworldly*

Looks (choose two)

*hollow eyes, hungry eyes, alluring
smile, chewed lip, pale skin, strange
markings, unkempt hair, vibrant
mohawk, scarred hands, trembling
fingers, athletic build, bony frame*

Styles (choose two)

*tattered vest, starched whites, black
hoodie, letterman jacket, shearling
coat, stained dress, denim overalls,
prison uniform, plaid beanie, face
mask, bulky collar, combat boots*

Tones

Choose three **Tones** to add to the **Wands** section of the city map:

*gothic churches, abandoned malls,
overgrown parks, crumbling walls,
boarded windows, gnarled trees,
musty subways, sulphurous breeze,
stalking shadows, brooding ravens,
flickering streetlights, secret havens*

Hangouts

Hideout. You ask to see where they live. What compromises have they made to keep others safe? How could you make it more comfortable?
sunless basement, rusted chain, bolted chamber, muted brain

Control. You use your magic to subdue their monster. Why is the effect only temporary? What do you do together while they appear ‘normal’?
family home, junk food date, theatre show, schoolyard gate

Safe. Their monster is drawn to a place. Why does it make them feel safe? What strange ritual do you help them fulfil? The monster is calmed by it.
weathered gravestone, gnarled tree, painted cavern, starless sea

Truth. They confide in you something bad they’ve done. Did it stem from their human or monstrous side? Does it make you see them differently?
stolen wallet, family shame, unchecked rampage, stalkers slain

Prey. Hunters have trapped your friend. What methods do they use? Why are they out for revenge? How do you help them escape? **Always risky.**
heirloom instruments, fire and steel, ruthless trickery, faith and zeal

Crossroad only if you’ve completed three hangouts

After much research, they’ve discovered an ancient ritual that will expunge their monstrous half—permanently. What steep cost does the ritual demand? They can’t do it alone—they need a witch. Will you help?
a precious memory, a bloodied knife, a year of agony, a lonely life

Choose how you respond:

- ◉ You begin the ritual. How does it feel for them? What’s the first thing they say when it’s over? What trace of the monster will always remain?
- ◉ **Always risky.** You refuse. What beauty do you see in their monstrous side? How do you try to convince them they are perfect as they are?

Remove The Moon’s card from your circle to conclude their story.

The Sun

XIX, Coins

Introduction

Nobody can discourage **The Sun**. They bring a fierce optimism to every pursuit and grew their dream into a fruitful venture. What goals could they help you realise?

They are a **self-assured** individual.

They are **optimistic, faithful** and **benevolent**.

Meeting

You're working for **The Sun**, who's a pretty big deal. What are you helping them with? You really want to impress them, but you're feeling flustered and distracted today. Why? How do you mess things up?

shattered ceramic, words unsaid, messy explosion, sign misread

They are very cool about your mistake. How do they help you to reflect with kindness? You ace the job in the end, and they offer an invitation to come back any time.

Character

Name (choose one, and pronouns)
Aaliyah, Brie, Cahaya, Honey, Julia, Karim, Oshwa, Phoenix, Ravi, Sorin

Venture (choose one)
wellness centre, community gallery, organic farm, ethical fashion

Looks (choose two)
serene eyes, intense gaze, radiant smile, pursed lips, laughter lines, glowing skin, glossy hair, manicured nails, shaved head, slender fingers, confident posture, soft body

Styles (choose two)
linen shirt, silk blouse, yoga pants, tapered jeans, tailored suit, vibrant tunic, crochet dress, cashmere scarf, felt beret, cowboy hat, pastel pumps, leather brogues, crystal necklace

Tones

Choose three **Tones** to add to the **Coins** section of the city map:
bathing houses, olive-lined streets, farmer's markets, forest retreats, solar panels, planted roofs, clifftop vistas, orchard fruits, blooming talents, golden sands, sunrise yoga, greenwashed brands

Hangouts

Appraisal. They invite you to their venture. What values do they promote as they give you a tour? What do you notice that seems out-of-place?
messy corners, loathsome clients, dusty products, eerie silence

Motivational. They've been asked to give a big speech, and they invite you along. How can you spot their biggest fans? Who is visibly irritated?
branded t-shirts, company tune, mimicked hairstyle, feverish swoon

Inner child. They've had a stressful day. What simple, joyous activity do they invite you to join in? What new side of their personality do you see?
painting flowers, baking cakes, playing board games, throwing shapes

Stellar idea. You casually mention a way that your magic could work with their venture. They love it, and want to make it a reality. Do you accept?
blessed sigils, potion infusions, tailored fortunes, flashy illusions

Gremlins. Mischievous creatures have beset your friend's venture. What trouble do they cause? Why are they tricky to remove? **Always risky.**
disgruntled goblins, sooty sprites, shoplifting magpies, grumpy wights

Crossroad only if you've completed **three** hangouts

Their closest ally has started a rival venture, using underhand tricks that threaten to ruin them. What emotion do you see them display for the first time? The only way to fight back is to fight dirty, and they want your help.
flaming temper, bitter mood, anguished teardrops, downright rude

Choose how you respond:

- ◉ You're going to help them. What about their plan makes you feel uncomfortable? Do they even consider your concerns?
- ◉ **Always risky.** You refuse. What do you tell them? How do they react? When you see them next, what new venture is already taking off?

Remove The Sun's card from your circle to conclude their story.

Judgement

XX, Special

Introduction

Well, this is awkward. Your mentor, **Judgment**, has decided to move to Koriko to keep an eye on you. Surely this isn't really the point? Can you get out from under them?

They are an **overbearing** presence.

They are **well-intentioned**, **over-protective**, and **holding you back**.

Meeting

You're surrounded by the fallout from your mistakes. Behind you, you hear a familiar voice speak your name. You turn and there they are—your mentor, here in Koriko.

They immediately begin to fix your mess. How does it feel to watch them work? They tell you they've found a hotel and they'll be looking out for you. How does it feel to know they'll be watching you work?
*comfort blanket, safety net,
stifling dogma, ceaseless test*

Character and Tones

You named and introduced your mentor as part of your **Departure**.

Don't add anything to your map, but choose one of these **tones** to consider with **every card** you draw:
*a box of fresh treats every morning,
little pink notes all over your things,
a scornful familiar that sees it all,
just out of sight but ever present*

Special rules

You **cannot** add Judgement to your volume deck **or** choose to hang out with them as a bonus.

Instead, **whenever** you would normally **stack dice**, your mentor **intervenes** instead.

Do not stack any dice, but treat it as a success. **Do not write** a new lesson—you didn't learn anything!

Choose an **intervention** from the following page to use in your entry.

After each intervention, if you're ready for them to leave you may choose to resolve their **crossroad**.

If you need to **write a letter** to your mentor while they're staying in Koriko, instead reframe it as a quiet conversation over hot drinks.

Interventions

Subtleties. They watch from a distance as you work. You're feeling proud and capable. How do you realise that they're surreptitiously helping you?
little gestures, foreign scent, whispered chanting, effort spent

Demonstration. They see this as an opportunity to address a perceived weakness in your craft. Why is their display unhelpful or unwarranted?
way too late, way too fast, not your style, not your craft

Do as I say. They try to manage your every move. When was the last time they spoke to you like this? Will you hold your tongue and play along?
village plaza, farmer's field, misty hilltop, demon's seal

This is the way. They take over completely, moving with practiced confidence. What little mistake do you notice? Do you point it out?
mumbled ritual, mismatched hue, confused meaning, missed their cue

Don't fret. They defuse the situation and make excuses, feeling that it's too difficult for you. What familiar comfort do they suggest instead?
favourite dessert, riverside tea, cosy movie, swim in the sea

Crossroad may choose immediately after any intervention

They tell you that they've found a more permanent home in Koriko, and plan to stay another season. What reason do they give you for staying?
keep you safe, keep me spry, keep you true, keep an eye

Choose how you respond:

- ◉ **Always risky.** You're furious with them—they're holding you back. You force them to leave. Do you damage the relationship for good?
- ◉ You explain, in words or writing, why you feel their interventions are not helpful. Do you think they understand, or simply give up on you?

Remove Judgement's card from your circle to conclude their time here. Their **tone** and **special rules** no longer apply.

The World

XXI, Special

Introduction

The World is Koriko itself, the living embodiment of the city. For some reason, they've decided to reveal themselves to you. Will you carry out their strange requests?

The World is a **luminous** presence.

They are **everywhere**, **everyone** and **ephemeral**.

Meeting

Moving through the streets, you feel time slowing around you. Are you all alone, or surrounded by crowds? You hear a voice, strange and yet familiar, utter a simple greeting. The World says hello.

They ask for your opinions on the city. Do you share your true feelings? They avoid any questions about their intent or purpose. What little task do they ask of you?
*find a person, count the birds,
draw a circle, learn these words*

Character

Name (choose one, and pronouns)
*Koriko, Korē, Corrine, Little Riko,
Everwake, Watcher, The City Itself*

Form (choose one)
*mostly human, talking animal,
sunlit reflections, moonlit shadows*

Looks (choose two)
*glowing orbs, many eyes, serene
expression, sharp teeth, golden hair,
fractal patterns, quiet whispers,
booming voice, iridescent skin,
illuminated sigils, extra limbs*

Styles (choose two)
*unnerving nudity, plain robes,
black suit, impeccable streetwear,
all-white everything, geometric
makeup, laurel wreath, soft halo,
brass skulls, body glitter, cigarettes*

Tones

Choose three **Tones**, adding each to **any** section of the city map:
*iconic buildings, ancient stones,
liminal spaces, holy bones,
worn mosaics, gold-filled cracks,
wildlife havens, well-worn tracks,
shifting fashions, wayward souls,
chance encounters, ghost patrols*

Hangouts

Artefact. They appear while you're waiting for a client, pointing out an old structure nearby. What do you find most surprising about its history?
first of the family, made far away, replica model, still here today

Renewal. They ask you to fix a small shrine or monument. What simple work is required? How has the space changed when you're finished?
hubbub quieted, flowers blooming, quarrels placated, shadows looming

Hidden. They reveal a concealed, liminal space to you. What hides it from view by most people? What strange creature makes its home here?
goblin shopkeep, garbage snake, wizened dryad, withered drake

Joyride. Today, they follow you around all day. What mundane sight do they find absolutely hilarious? What place do they insist you avoid?
street performer, speeding train, vending machine, courtyard game

Invasive. Something malevolent is growing in the city sewers. What form does it take? They ask you to scrub it out with your magic. **Always risky.**
writhing insects, fecund vine, morphing coral, grisly shrine

Crossroad only if you've completed three hangouts

A different spirit creature comes to you, claiming to be the 'true' spirit of Koriko. What do they look like? They insist that the spirit you know is an imposter. What nefarious plan do they argue you are playing a part in?
draining souls, destroying protections, breaking seals, spreading infections

Choose how you respond:

- ◉ **Always risky.** You side with the city spirit you know. Thwarted, the new spirit tries to force your hand. How do you repel its magic?
- ◉ **Always risky.** You side with this new spirit. Why? When you confront the 'imposter' together, what terrible final form does it reveal?

Remove The World from your circle.

Chapter VI

Sunset Glow

“How wonderful it is to have a place to return to.”

Eiko Kadono, Kiki's Delivery Service

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One last letter

Hi there! I've asked you to write a lot of letters as part of this game, so I thought it was only fair to write you one back.

Every game I've written has its roots in something personal to me. I wrote *Artefact* after becoming a parent—I can see it now as a response to feeling like I was losing my sense of self as I struggled to find time for my old life. I wrote *Orbital* during the pandemic—so its themes of community and collaboration, maybe even hope, resonated. *Bucket of Bolts* channelled my nostalgia for the kind of fun, lighthearted adventures of a pre-pandemic, pre-kids world. *The Slow Knife* makes stories about loathsome elites finally getting their comeuppance—a satisfaction that we are seldom granted in our society today.

Koriko is a game about growing up and finding yourself. Our kids are still young, but with every passing day they're developing their own very distinct personalities and interests. This, along with some reflections about my own journey, had me considering how the choices and pressures we face in our lives shape who we become. I wanted this game to be a comfortable space to explore some of those feelings—you choose how to spend your time, the people and goals you want to focus on, how you deal with the expectations of others, and the opportunities and relationships that you've decided not to pursue.

The structure of *Kiki's Delivery Service* was an ideal backdrop for these kind of stories. Our teenage years are likely the peak time for the clashing of choices, desires and expectations, and the tension between traditional duties and teenage joy is perfect. The addition of witch powers and sassy familiars helps to keep things light and fun, and lets us empower our protagonist in ways that might be harder in a more mundane setting.

Whether you feel like you've found a good path in your own life or you're still figuring things out, I hope this game brings a little joy and reflection to your everyday routine. Thanks for giving me the chance to make this.

A handwritten signature in black ink, appearing to read 'Jackeline', with a stylized, flowing script.

Alternative stacking rules

Purpose

Dice stacking is used in this game to build tension and represent the flow of success and failure that we encounter when we're learning new things.

However, whether due to accessibility needs, situational demands or simple preferences, you may prefer not to stack dice while playing.

These rules offer an alternative system which achieves the same purpose using a token draw mechanic rather than a dexterity-based approach.

Materials

You'll need a **bag** and **twenty-one tokens**. The tokens can be anything small and indistinguishable by touch—dice, chips, counters, etc.

Six of these tokens should be visibly different, for instance by colour. These will be your **collapse tokens**.

You can also use an online random picker tool, like bit.ly/rand-pick, adding a new line for each 'token' to form a virtual bag.

Setup

To set up your tower, or reset it after a collapse, follow these steps:

- ◉ Empty your bag.
- ◉ Add **fifteen** 'normal' tokens to the bag.
- ◉ Add **one** collapse token to the bag.

Drawing tokens

When the game asks you to stack dice as a result of a risky prompt or twist, you'll instead **draw the same number of tokens from your bag**.

The number of tokens you draw is dependent on the skill you're using and the number of lessons written under it, **just like stacking dice**.

Draw tokens one at a time, putting the drawn token **back in your bag** before drawing another one.

Failure

If you ever **draw a collapse token** while drawing tokens, your witch **fails** at their task—they break a window, break a promise or break a heart.

Roll a die and use the result on the **consequences** table on page 83 to find out what happens next.

Then reset your bag as described in **setup** before you start playing again.

Success

Otherwise, if you draw all the tokens you need without drawing a collapse token, your witch **succeeds** at whatever they were doing—they brew the perfect potion, catch the tumbling parcel or unlock the enchanted chest.

Write a new lesson underneath the skill used to capture their success.

Put the final drawn token back into your bag, and **add one more collapse token** to your bag as well.

In this way, your ‘tower’ becomes more precarious as you continue successfully drawing tokens from it—failure becomes more likely.

You can never add more than **six** collapse tokens to your bag. The first time you would need to add an **seventh** collapse token, take the major arcana card for **The Wheel** (page 108) and place it on top of your current volume deck. Draw one extra card during that volume.

Removing dice

Some of the bonuses you can choose during a volume allow you to remove dice from your tower. If you’re using these alternative rules, you should instead **remove up to two collapse tokens** from your bag.

“You cannot alter your fate.
However, you can rise to meet it.”
Hayao Miyazaki, Princess Mononoke

Other games to try

Mousehole Press

Artefact, a game of legendary items & transient heroes

Tell the tale of a magical item from the perspective of the object itself, crafting the stories of the people who've wielded it and how it's shaped their world. A solo journalling experience, like *Koriko*.

Bucket of Bolts, a game of iconic spaceships & infamous captains

Use the same simple system as *Artefact* to write the history of a spaceship, from factory-fresh to smuggler's wreck. Perfect for creating a storied ship for your next sci-fi campaign!

Orbital, a game of precarious spaces & interstellar war

Build a space station with your friends, fill it with threats, and create the ragtag group of characters who will (hopefully) hold it all together.

The Slow Knife, a game of wretched villains & patient revenge

Play the bad guys in a revenge drama, using cards and a notepad to construct the conspiracy that will be your character's undoing.

My games are available digitally at mouseholepress.itch.io.

Other folks

Alone in the Ancient City, by Takuma Okada

The first solo game I played! Use dice, cards and some simple prompts to explore a strange city, writing in your diary as you go. bit.ly/alone-city

Fall of Magic, by Ross Cowman

An absolutely beautiful experience, especially if you pick up the scroll (!) edition. Journey with friends across a fantasy land. bit.ly/fall-of-magic

For the Queen, by Alex Roberts

You and your friends play as the queen's retinue, drawing cards to explore your relationship to her as you build out the story. bit.ly/for-the-queen

Notorious, by Jason Price

A dice-driven solo experience that has you playing the role of a sci-fi bounty hunter. I did the layout for this one!. bit.ly/notorious-ac