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For more information about Coinworld and Contes Ensorcelés, visit http://toinito.free.fr
For more information about the Little Wizards RPG, visit www.littlewizardsrpg.com
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A Lil' Word from the Author, Antoine Bauza

You just started reading Little Wizards, a game book intended for people who love marvelous and magical stories.

The Tales in this book are special because they will be told and lived by you, the player.
So indulge your imagination and let Coinworld’s magic make you laugh and dream.

“Childhood is the most marvelous of all experiences.”
~ Melissa, Dean of Sorcerers

“Magic is the most marvelous of all adventures.”
~ Balivern, High Mage of BentBack

A Lil' Word from the Developer, Amanda Valentine

To the parents, older siblings, cool aunts & uncles, game club sponsors, and others who might be looking to play this game with the kids in their lives...

Little Wizards is intended as an introduction to roleplaying games for kids ages 6 to 10 or so. It’s also full of advice for running games for young players, who don’t always follow the same conventions we’ve learned in our years of gaming.

Both players and the Narrator (the GM role) are addressed in the book, and I hope your kids will enjoy looking through it. However, while the game is geared for younger children to play, I’ve assumed that the game will be narrated by either an adult or an older kid with some experience playing roleplaying games. Then, once they've played Little Wizards a few times, young players may be ready to step into the role of Narrator.

Playtesting Little Wizards with my kids was my first experience as a GM. Part of my goal with this game is to provide guidance and advice for new GMs — whether you’re running a game for the first time or just running a game for kids for the first time.

I hope Little Wizards will be a fun introduction to the wonderful world of playing and running roleplaying games.
Introduction

What is a Little Wizards Tale?

Little Wizards is a game of cooperative storytelling around a table (or around a fireplace during winter, or — why not? — around a pool during summer). It’s a game without winners and, more importantly, without losers. You and your friends work together to create characters in an imaginary world and tell awesome stories about them. Everyone wins when the stories are fun.

In Little Wizards, you imagine a character, with her qualities and flaws, and you take her through extraordinary adventures. It’s a game of imagination and interpretation, where you assume a role — a little like in a movie or a play.

Let’s use the example of Peter Pan. The main characters include Peter Pan, Wendy, Tinker Bell, and Captain Hook. The world of Peter Pan is Neverland, with its magic, Lost Boys, and pirates.

Now imagine you can take the role of one of the characters in the adventure. How would the story be different if Peter didn’t ignore Tinker Bell after Wendy came to Neverland? What if Michael or John didn’t want to go back home with Wendy? What if Wendy acted a bit more like the Lost Boys and a bit less like their mother? This is how things happen in Little Wizards: you put yourself in the shoes of an imaginary character — a lil’ Wizard — and you decide how his story unfolds!

A Little Wizards Tale is an adventure story that you and your friends tell as part of the game. We provide some to get you started (see pages 70, 90, and 109), but of course you can make up your own! The stories all take place in Coinworld — a strange, poetic, and magical location, hidden amidst the stars.

In a Little Wizards Tale, the players tell the story together. Each of you plays a Wizard — either a Sorcerer or a Mage — who’s an extraordinary girl or boy, gifted with magical powers. One player, called the Narrator, guides the story and plays the role of all the other characters. As a player, you also get to write some of the story; in Little Wizards, everyone is a bit of a Narrator!

Note to the Narrator

Throughout the book, you’ll find notes like this one, offering options, advice, and suggestions to help you in the role of the Narrator.
The Narrator has a number of responsibilities, including:

- **Acting as a director:** establishing the setting, putting events into action, and incorporating the actions of the characters played by the players, as well as roleplaying the other characters himself. We’ll talk about these responsibilities in more detail in *The Narrator*, starting on page 63.

- **Acting as a referee:** knowing and applying the rules in a fair and fun way. For example, when two characters race, the Narrator has final say on who wins (the guidelines in Basic Rules on page 39 will help him decide).

We offer lots of advice for narrating *Little Wizards* Tales later in this book.

**What’s in This Book?**

- An **introduction** explaining the various elements of *Little Wizards* and how to play

- An **overview** of Coinworld, where Tales take place

- **Rules** for creating your character and taking part in Tales

- **Guidelines** to help the Narrator fulfill her role

- Three **Tales** ready for you to play, and more details about the Steppes and Shivers Archipelagos

**What Do We Need to Play?**

- **Players:** there’s no game without players, of course! *Little Wizards* is designed for at least two players in addition to the Narrator, but it works with just one player and a Narrator. There’s no real upper limit, but four players is a good number.

- **A Narrator:** she’s a special player. She’s in charge of telling the story that happens around the other players’ characters. The Narrator knows all the places and all the characters in the world, and most importantly, all the Tale’s secrets.

- **A Little Wizards Tale:** this is a story especially written to be told and played by several players. There are three in this book, ready for you to play.

- **A few accessories:** not much — a few pencils, two 6-sided dice (the cube-shaped ones you find in many board games), and a few photocopies of the character sheet at the end of this book. You may also want small tokens for Lil’ Points (see page 57), and maybe a few index cards for keeping notes.

- **Some time:** a game can last from one to three hours, depending on the Tale. You can cut a Tale into several chapters and play them over several games, each whatever length you like.

- **Imagination!** The one thing that no game of *Little Wizards* can do without is you and your ideas. Get ready to think up some of your best stories because that’s what this game is all about!
Creating a Wizard

In this chapter you’ll find everything you need to create your own lil’ Wizard — the person whose story you’ll tell during the game. It’s all explained, step by step. Just follow the guide!

First, grab a pencil and a copy of the character sheet on page 128. This sheet has spaces for all your decisions about your character and her familiar. This way, you won’t forget anything during the game.

What Kind of Wizard are You?
The first and maybe most important choice you make is what sort of Wizard you want to be: either a lil’ Sorcerer (who is born with Sorcery) or a lil’ Mage (who learns Magic).

Lil’ Sorcerers
FROM PARENT TO CHILD
Every Sorcerer is the child of a Sorcerer. On Coinworld, the gift of Sorcery has been inherited from generation to generation since the dawn of time. Many scholars have researched the question of how this works but no one has settled on a solid theory. Sometimes the gift skips one or several generations but all Sorcerers are sure to find at least one other Sorcerer among their ancestors.

WHAT OTHER PEOPLE THINK OF SORCERERS
In the past, some inhabitants of Coinworld have been suspicious of Sorcerers because of their mysterious powers, but today this feeling has almost completely faded. Sorcerers are welcome in cities, small towns, and rural areas. They’re respected and everyone calls upon their powers: men, women, children, animals... and even plants!

Lil’ Mages
SCHOOL DAYS
There’s no heredity involved in learning Magic, though not everyone has a talent for it. When they’re very young, some kids show a knack for it. They can go to one of the many Magic schools of Coinworld, where they study with learned Sages and practice methods of tapping and controlling forces that are well documented and largely understood.
**Mia, Lil’ Sorcerer**

Mia is full of energy; she’s impulsive and she sometimes likes to tease. This daredevil wants to show all of Coinworld what she can do.

She’s tough but fair, and sometimes her curiosity gets her into trouble. She likes taking walks and watching the rain. She dislikes wind, especially when it takes her hat off, and she also has trouble with people who dismiss her because of her young age.

Like every Sorcerer, Mia has the Broom Riding Power. Her other Powers are Spellcasting and Divination.

**HER TRAITS**

- **Body:** Good (+0)
- **Heart:** Better (+1)
- **Brain:** Best (+2)

**HER POWERS**

- **Broom Riding:** Good (+0)
- **Spellcasting:** Better (+1)
- **Divination:** Good (+0)

**HER BELONGINGS**

- A silver pendant she inherited from her great-grandmother
- Her lucky coin
- A tin whistle

**HER WAND**

Made from the wood of a wild walnut tree

**HER FAMILIAR**

Catatonic, an elegant and haughty black cat
Little Wizards is a game and just like any game there are rules, which are explained in this chapter. To help the Narrator, you’ll also find a few reminders in the first Tale (“Bewitched Chocolate!” on page 70), as well as several “Note to the Narrator” sections throughout the book.

The rules are there to help everyone determine the outcome of a Tale’s events. They come in whenever it’s uncertain whether an Action succeeds, and whenever you need a little guidance as to what the outcome of an Action might be. For example...

- A lil’ Sorcerer uses a charm to make a mean dog fall asleep. Does it work?
- A lil’ Mage wants to change into a bird to follow a flight of wild geese. Can she do it?
- A cook prepares a coconut cake. Will it be tasty?
- A schoolboy works on a difficult math problem. Does he solve it?

As you can see, the rules can come in whether magic is being used or not.

Remember that the rules are there to help determine what happens, not to dictate what happens. It’s still important that everyone add to the story, and in a lot of cases that’s actually all you’ll need — the rules won’t be necessary because success or failure, and their outcomes, are obvious. You don’t need the rules when you’re reading in a known language, for example.

Whenever there’s a question about what actually happens in your Tale, whether the rules are used or not, the Narrator has the last word. It’s the Narrator’s job to make sure the game runs smoothly, and her biggest job is to act as referee when the rules are used.

**Actions**

An **Action** occurs any time a character tries to do something that may not succeed, or may not turn out as expected (like showing off by jumping rope, baking a complicated cake recipe, or walking along a thin tree trunk to cross a river).

Using a Power can also be an Action, if there’s a chance of failure or unexpected results. The rules for using Powers are slightly different than regular Actions, and are explained on page 46.

Taking an Action involves a **Trait**, a **Difficulty**, and a **die roll**. We’ll talk more about each of these in the following sections.
The Trait
Every Action is linked to one of the character’s Traits (Heart, Body, or Brain). The Narrator decides which Trait is used to attempt each Action.

Example: Mia wants to swim across a large, deep pond. The Narrator decides that this is a Body Action because it’s mostly physical. Meanwhile, Toby wants to mend his sister’s broken doll, and the Narrator asks him to use the Brain Trait because it’s mostly about figuring out how the pieces go back together.

The Difficulty
Every Action has a Difficulty, which is also decided by the Narrator. An Action’s Difficulty is determined by the situation — the harder the Action, the higher the Difficulty. There are six Difficulties to choose from, each with a minimum Result needed for the Action to succeed. (We’ll explain Results in a lil’ bit.)

Here are the six Difficulties...

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Minimum Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Easy</td>
<td>5</td>
</tr>
<tr>
<td>Easy</td>
<td>6</td>
</tr>
<tr>
<td>Average</td>
<td>7</td>
</tr>
<tr>
<td>Hard</td>
<td>8</td>
</tr>
<tr>
<td>Very Hard</td>
<td>9</td>
</tr>
<tr>
<td>Almost Impossible</td>
<td>10</td>
</tr>
</tbody>
</table>

Determining the Difficulty
How do you decide how difficult an Action is? Unless magic is being used, this is easy — just ask yourself, “How difficult would this be in real life?” If you think it would be hard, then make the Difficulty Hard (8). If you think it would be very easy to do, then make the Difficulty Very Easy (5).

Example: Mia is climbing a ladder, which the Narrator knows is pretty simple in real life, so he decides it’s a Very Easy (5) Action. If the ladder is rickety and there’s a lot of wind, or maybe if she’s also holding a heavy and awkward bag in her hands, the Narrator might decide it’s Hard (8). If in addition to all that Mia is also blindfolded and it’s raining cats and dogs, well, the Narrator’s probably going to decide it’s Almost Impossible (10)!

Note to the Narrator: What Trait to Roll
There are lots of Actions the players might try that could involve two or even all three of the Traits. Is trying to spot something in the dark a Body roll (eyesight) or a Brain roll (picking out what’s important)? A good argument could be made for either, and in cases like this it’s the Narrator’s job to decide which makes the most sense. When in doubt, it’s entirely fine to let the player roll with the highest of the Traits that might apply.
Magic is a little more complicated since there are no real world examples. When magic is being used, it’s easiest to ask how complex the Action would be without magic (assuming it’s possible). For instance, casting a spell to clear the dinner table is probably Easy (6), since clearing the table is pretty easy without magic. Likewise, using a charm to dig a hole in tightly packed dirt is probably Hard (8), just like it would be without the charm.

Of course, magic can do lots of things that are impossible without it, like lifting the dinner table into the air or digging a hole through concrete. These Actions require a better idea of what magic can and can’t do to help determine how hard they are, and for that we’ve got a whole section on magic in the game (see Using Powers, page 46).

The Die Roll
When you attempt an Action, a die roll determines whether it succeeds or fails. Roll two six-sided dice (2d6) and add the results together. Then add the bonus you get from the Trait or Power being used: +0 for Good, +1 for Better, or +2 for Best. The total you get is called your Result.

**Example:** Mia rolls 2d6. The first die shows 4 and the second die shows 5. Her roll is a 9 (4 + 5). She’s attempting a Heart Action and her Heart is Better (+1), so she adds 1 to the roll. Her final Result is 10.

You may sometimes also get bonuses from other things, like Teamwork (see page 43).

Resolving an Action
Remember, an Action’s Difficulty determines the minimum Result required to succeed. This is shown on the Difficulty Table, which you can find on page 40.

Difficulties run from 5 (Very Easy) to 10 (Almost Impossible), and if your total Result — your total die roll + whatever bonus you get from the Trait or Power being used — ties or beats the Difficulty, you succeed!

**First Example:** Mia climbs a tree to rescue a frightened kitten. The Narrator decides this is a Body Action with a Difficulty of Average (7). Since Mia’s Body is Good (+0), she makes the roll without a bonus. The total of her die roll must be 7 or higher for her to succeed.

**Second Example:** Toby asks for a free cookie at his favorite bakery. The Narrator decides the baker is stingy and not very nice, so the Difficulty is Hard (8), and also decides that this is a Heart Action. Toby’s Heart is Best (+2), so to get the minimum Result of 8 needed to succeed, he’ll need to roll a 6 or more on the dice.

**Third Example:** Estelle is playing chess against Mr. Popov, the chess champion of Steppes, and the Narrator rightly decides this is a Brain Action. Estelle’s Brain is Best (+2), but the Narrator also decides that the Difficulty is Almost Impossible (10). After all, Mr. Popov is the chess champion of an entire archipelago! Estelle has her work cut out for her — she will need a die roll total of 8 or higher to win the game, since 8 plus her Brain bonus of +2 is the minimum Result of 10.
**Disaster!**

When both dice come up 1, the Action fails and the acting character faces a **Disaster**! Everything goes wrong for the character and his Action fails in some catastrophic way. Disasters should always be dramatic, and often amusing! However, they should never leave the players unable to move forward in the Tale.

**First Example:** Climbing the tree to rescue the kitten, Mia rolls double 1s. It’s a Disaster! She slips out of the tree, breaking a few branches and maybe her wand on the way down. The kitten finds this funny enough that he isn’t frightened any more. He climbs down on his own and rubs up against Mia to make her feel better.

**Second Example:** Trying to convince the baker to give him a cookie, Toby rolls double 1s. Disaster! Not only does Toby not get a cookie but the baker blusters and her face turns bright red. Toby dodges out of the shop and should probably go to the bakery down the street for the next week or two, but he doesn’t get in any trouble for asking.

**Third Example:** In her chess game against the Steppish champion, Estelle rolls double 1s. Disaster! She momentarily forgets an important rule of chess, moving her rook diagonally or her king three spaces. She certainly won’t win this match, but she may end up inventing a whole new game!

**Brilliant Success!**

When both dice come up 6, the Action is a **Brilliant Success**! The character gets everything she was hoping for and more.

**First Example:** While rescuing the kitten from the tree, Mia rolls double 6s — a Brilliant Success! In no time she reaches the top branches, and her speed and dexterity are so amazing that the squirrels living in the tree are jealous. As Mia slides back down the tree with the kitten safe in her arms, the squirrels scurry off to tell their animal friends. Perhaps Mia will run into the squirrels and their friends again, and if she does her Brilliant Success will be remembered fondly.

**Second Example:** Bartering with the baker for a cookie, Toby rolls double 6s. Brilliant Success! The baker is impressed with Toby’s argument and happily gives him two cookies, plus a half dozen more to share with his friends.

**Third Example:** In her match against the chess champion, Estelle rolls double 6s. Brilliant Success! She finds a way to use a new opening she’s been working on, and she executes it perfectly. Everyone’s amazed and impressed by the skill of this young player, even her opponent Mr. Popov!

**Teamwork**

Friends help each other out. When two or more characters work together on an Action, the character making the roll gets a +1 bonus for each friend who helps. It’s up
SPELLCASTING
The Difficulty of Spellcasting is based on how unusual the desired effect is — how out of place it seems in the environment where it appears, or to those who see it after it’s created. For example, summoning a gentle wind is simple and won’t seem out of place at all. Walking through a wall, however, will probably raise some eyebrows if it’s noticed, and it’s pretty spectacular even if no one’s around.

- **Very Easy (5):** summon a gentle wind, restack a toppled pile of books, or turn on a light from across the room

- **Easy (6):** become as light as a feather while falling, understand and speak an unfamiliar language, or know directions as though you have a compass

- **Average (7):** grant an animal the ability to talk, track a person or animal, or create a new source of light

- **Hard (8):** call a small thunderstorm, make an object bigger or smaller, or grow a flower from a seed in just a few minutes

- **Very Hard (9):** animate a doll and project your voice through it, teleport a spider web from your doorway to a nearby shrub, or make you and your friends invisible

- **Almost Impossible (10):** walk through a wall, make a forest sing and dance, or halt a raging flood or avalanche

Playing Familiars
Every lil’ Wizard has a companion animal, a loyal friend who can offer help and sometimes advice. This animal is called a familiar, and it travels everywhere the Wizard goes, never leaving his side.

In the game, each player takes the role of both his Wizard and a familiar. However, he doesn’t play *his* character’s familiar — he plays the familiar of *another* player character! The rule is very simple...

*Each player’s familiar is played by the person sitting to the right.*

**Example:** Tim, Megan, and Emily are playing *Little Wizards* in their living room. Megan is sitting to Tim’s right, so she plays the role of Tim’s familiar; Emily is sitting to Megan’s right, so she plays Megan’s familiar; and since Tim is sitting to Emily’s right he plays the role of her familiar. Easy, right?

Familiars in Your Tale
Familiars are animals, even if they are a bit magical. The way they help and interact with other characters should stick to their basic nature. Dogs are loyal but easily distracted by interesting sights and sounds. Cats are stealthy but often nap if they’re bored. Birds can fly but aren’t much help lifting anything heavy. Ferrets are excellent spies but they also love pranks, which can be a problem for a lil’ Wizard who dislikes surprises.
Each player described her familiar when she created her character (see page 35). Her choices should also be kept in mind when playing the familiar. For example, if she described her kitten familiar as ferocious and prone to hissing at much larger creatures, it wouldn’t be right to play the kitten as meek and shy.

Don’t forget that familiars can often help with Teamwork Actions, as described in the sidebar on page 44. Familiars are there to help and advice their Wizards, and they’re generally happy to pitch in whenever and however they can.

That said, familiars are also characters, just like the lil’ Wizards. They have their own personalities, opinions, and interests, and they sometimes disagree with their owners, especially when a Wizard is obviously doing something dangerous or foolish. This isn’t a reason to play a familiar as mean or disruptive — it just means that sometimes their advice might not support what the lil’ Wizards are doing.

Familiars also make mistakes and sometimes get into trouble, just like anyone else. Part of a Tale might involve rescuing someone’s familiar, or visiting a familiar’s home and helping solve one of its problems.

Roleplaying familiars is a great way to get into your Tale and really bring the story to life. It’s also a great way to gain Lil’ Points, which you can use to improve your Wizard (we talk more about these later, but you can skip forward if you like — Lil’ Points are described on page 57).

**Note to the Narrator: Playing Familiars**

Familiars are described on the character sheet for the lil’ Wizard they belong to. You may want to have the players copy their familiar’s description on a note card and pass it to the player on their right to help that player roleplay the animal.
Example of Play

To demonstrate what a *Little Wizards* game looks like, let’s observe this group of players: Paul, Megan, Tim, and Emily. Paul is the Narrator and has explained the rules and described Coinworld to the others. Megan, Tim, and Emily created their characters with his help.

Megan plays Mia, an ambitious and determined lil’ Sorcerer who wants to show Coinworld what she can do. She knows Spellcasting and Divination.

Tim plays Toby, an easily distracted but well-meaning lil’ Mage who is always ready to help and get his friends out of trouble. He can conjure items and shapechange into animals.

Emily plays Estelle, a quiet, thoughtful, and studious lil’ Sorcerer who is interested in the history of Magic and Sorcery. She can prepare magic potions and elixirs, and she knows Spellcasting.

Mia, Toby, and Estelle are longtime friends, just like the kids who are playing them.

Paul, the Narrator, has prepared the Tale they’re going to tell together. It starts like this...

**Narrator:** It’s a beautiful morning — sunny, breezy, not too hot. Just the way you like it. Especially you, Toby.

It’s the perfect day for a walk, to relax and have fun. You’ve decided to have a picnic along the Froth, the river near your home.

**Tim:** I’m wearing my new hat — the one with an adjustable visor to protect me from the sun. I also have my state-of-the-art yo-yo, with an elastic string!

**Narrator:** Sounds good. How about you girls — did you bring anything special?

**Emily:** I have a wicker picnic basket, filled with sandwiches, a bottle of fruit juice, a few apples, and napkins. Ah! I also have my Alchemy Spellbook, so I can review the latest formulas I’ve learned...

**Megan:** I have nothing special. I just want to rest today.

**Tim:** Yup! Today’s a vacation. Come on, Estelle, you’re not seriously going to stay buried in books. Not today!

**Narrator:** You walk and chat, and soon hear the river.

**Emily:** Yeah, we’re almost there!

**Narrator:** As the trail turns to the right around a great oak tree, you reach the river. It’s beautiful and cool.
Emily: Cool! I take the checkered tablecloth out of the basket and lay it on the grass close to the shore.

Tim: I'm going to see if there are fish!

Megan: I look around, just in case...

Narrator: Estelle sets up the picnic. Toby’s bugging the poor fish that were minding their own business, and Mia keeps an eye out. The forest’s edge is about ten yards from the shore, and you see mountaintops in the distance. You hear crickets and feel the warm sun... It’s a little piece of heaven!

Emily: Lunch is ready!

Tim (licking his lips): Perfect. I’m starving!

Narrator: You sit around the tablecloth and you’re about to take a bite of your sandwiches when suddenly there’s movement in a nearby shrub! A gray squirrel darts out of the bushes, chased by a wild cat. If you don’t do something, the poor little creature is going to get eaten right in front of you!

Megan: I cast a charm to keep the squirrel safe!

Narrator: Okay. You use your Spellcasting Power. Since you’re a little surprised, the Action is Hard, so you need a Result of 8. Go ahead and roll two six-sided dice!

Megan (rolls the dice): 3... and 6! That adds up to 9, plus 1 for my bonus is 10! I made it!

Narrator: Good job! Roots erupt from the ground and straighten in front of the cat, who hits them running. He’s stunned for a moment, then turns around and flees into the woods, his tail between his legs!

Megan: That’ll teach him!

Narrator: The squirrel is out of breath and sits on his hind legs a couple yards away from you. He holds one of his legs up like it’s hurt.

Emily: Poor little critter! I want to prepare a healing potion for him.

Narrator: Sure. You need a few herbs, but luckily they grow along the river. Since you’re Better at Alchemy and the Difficulty is Easy, you need to roll a 5 or higher.

Emily (rolls the dice): 8, it succeeds by plenty!

Narrator: The potion takes a few minutes to prepare. The squirrel is still a bit scared, but also curious about what you’re doing. Finally, the potion is ready.

Emily: I pour some into the lid of the fruit juice bottle and push it toward him.

Narrator: The squirrel is hesitant and sniffs the potion before drinking it. He seems to like the taste! His leg heals quickly, and he runs around happily before leaping onto your shoulder, chirping in thanks.

And the game goes on this way, until the end of the Tale...
A lot goes into being the Narrator and it can seem intimidating, but it's actually pretty easy and a whole lot of fun. You get to tell a bigger part of the story, and play a bunch of characters, and help the Tale move forward by deciding when and how the rules are applied. In this chapter we explore the many ways Narrators can make all this happen.

**Getting into the Narrator’s Shoes**

The Narrator has a lot of responsibility in the game. First, he manages the story — describing events, tying in the players’ decisions and Actions, and determining the consequences of those decisions and Actions, when they succeed and when they fail. He’s the game’s referee, both in terms of the rules and the story.

Second, the Narrator knows all the secrets. He already has a sense of what will happen even as the players are still wondering what’s going on. Every Tale is like an open-ended novel, in which the start of the story is laid out but the middle and end are left somewhat undecided so the lil’ Wizards can impact and change what’s going on. The Narrator knows the general direction the story is headed in, and what will happen based on the players’ most likely choices.

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**Note to the Narrator:**

**Getting Started**

If this is your first time playing Little Wizards, you might find it easiest if the Narrator is the player with the most experience — maybe an adult or a friend who’s played before, or the person who’s read the most of the book.

You’ll probably also find it easiest to play through the three Tales in this book before you make up your own. These three are great examples of what Tales can look like, and should get you started with your own adventures in no time!

- “Bewitched Chocolate!” has the most guidance for the Narrator, and is written as a basic introduction to the game.
- “Lost in Malayak” gives everyone a chance to make up more of the story while still keeping things pretty simple.
- “The Squeakydoor Manor Mystery” puts a lot more of the responsibility for the story in the players’ hands, with the Narrator reacting to their ideas as the Tale unfolds.
At the same time, the Narrator is also a player, because it’s his responsibility to play the roles of all the characters besides the lil’ Wizards. He brings the Tale to life through these other characters, as they interact with the lil’ Wizards and introduce their part of the story.

Overall, the Narrator’s job is to help the other players and help the Tale so everyone has fun creating the story together. If everyone playing is involved and having fun, the Narrator’s done his job splendidly!

Help the Players
There are four main ways to help the players. Each is a little different and they’re best used together in whatever order and whenever they come up.

GIVE THEM A HAND!
Help the players have a good time. When a player is struggling to describe his Actions, offer a little encouragement or an idea for him to use. If he’s forgotten important information, gently remind him about it.

SURPRISE THEM!
You know all the ins and outs of the story, and all the Tale’s secrets. Use that to your advantage and surprise the other players once in a while. The more surprises there are, the more fun the Tale can be.

INVOLVE THEM!
Let the other players speak for themselves and try things out. Let them make mistakes from time to time without penalizing them too harshly. Encourage them to get involved and let them push the Tale forward. They’re the heroes of the story, but every hero needs to find her own way!

EMPOWER THEM!
Encourage the other players to use their characters’ Powers. Sorcery and Magic are among the best ways to discover Coinworld because they promote imagination and inventive problem solving. Here are a few examples...

- The lil’ Wizards stand at the foot of a very tall brick wall. They could climb over, or they could sail over with Broom Riding.
- The lil’ Wizards need to get through a locked door and they don’t have the key. They could give up, but why not use Spellcasting to flip the latch?
- The lil’ Wizards meet a sick boy. They could leave his mother to nurse him back to health with time and care, or they could cure him quickly with Alchemy so they can all go play together!

Help the Tale
Tales are only as special as you make them. There are lots of ways to make them something you and your friends will remember forever. Here are a few examples.
SET THE ATMOSPHERE
It’s all about the atmosphere — and we’re not talking about the clouds! The other players discover Coinworld through your descriptions, so make sure they’re clear and magical!

When you describe a location, remember that vision isn’t the lil’ Wizards’ only sense: describe what they smell in the air, like the fresh scent of roses in a garden or a pleasant perfume worn by a Smiles governess; describe what they feel on their skin and in their hair, like the ruffling of their clothes in a light breeze or the warm touch of the sun on their skin; describe what they hear around them, like a clock tower striking noon or the bleating of livestock being led across a road; and when appropriate, you can even describe what they taste, like refreshing drops of rain as they hold out their tongues in a drizzle.

You can also describe the general feel of locations: they can be happy, disturbing, chilling, and so on. It’s really helpful if you have music that fits the atmosphere, or you can just hum a few bars of a tune that sets the mood.

DESCRIBE YOUR CHARACTERS
The many inhabitants of Coinworld — whether they’re friendly to the lil’ Wizards or not — interact with the other players more than almost any other part of a Tale.

Some of these characters are only around for a short time or don’t contribute very much to the story, so you can describe them quickly and simply (“He’s an old scholar”). Other characters deserve greater attention, and

Note to the Narrator: Reining It In
While it’s a good thing for everyone to pitch in and help direct the story with their Wizards’ Actions, some players — especially younger ones — may take things in silly or even ridiculous directions. If they do, try to guide the lil’ Wizards toward decisions and Actions that better suit the story and mood of the Tale. Always try to work in the other players’ ideas whenever you can, but it’s fair to nudge them in helpful directions as well.

First Example: If a player wants to turn a person into an ice cream cone — an Action that’s not only disruptive but also against the rules of magic! — you could suggest that the Wizard instead drop an ice cream cone on the person’s head or make it so cold that he feels like an ice cream cone.

Second Example: If a player is set on having his favorite animal — a hippopotamus — involved in a Tale that takes place in a busy city with not a lot of room, maybe the adults in the city can ask that the hippo stay in the local zoo. Or perhaps you could suggest an equally unusual but much more manageable critter, like an anteater, and promise to bring the hippo in during a future Tale when there’s enough space for him. (Of course, if you make a promise like this be sure to keep it! Consider it a challenge: to come up with a Tale where a hippo can be a star player...)
the most important characters in a Tale should get the royal treatment, with lots of details for the other players to think about ("He’s a very old man with a long white beard, tiny glasses, and a long crooked nose. He’s stooped and has a hard time walking, even with his cane").

Descriptions of important characters are always included in published Tales, and unless there’s a particular detail that’s secret and must be discovered somehow, you shouldn’t hesitate to share all this information with the other players.

You can also impersonate a character’s voice when you speak as them (the old man probably has a quivering voice, for example), or you can mime his gestures (maybe he uses his hands when he speaks, or chews gum, or scratches his head a lot).

MIME YOUR ACTIONS
Body language can say just as much as a long and detailed description, sometimes even more. Let’s say a character has an unusual walk... Try it yourself! Wave your hands around to indicate that a character is frantic or scared. Motion your arms up and down to show the ground’s movement during an earthquake. Beat your chest when playing a gorilla. Mimed scenes are a great way to get everyone involved in a more than intellectual way. It’s also a great way to get a laugh!

MAKE THE WORLD YOUR OWN
Coinworld is what you make of it. You don’t have to follow any Tale exactly; you can change the parts you don’t like, adding characters, moving the action to a different location, or even switching up the ending if you want. Once you know Coinworld well enough you’ll certainly want to create your own Tales but until then, change the ones you have! Make the world yours, and it will be more believable and fun for everyone.

The Three Laws of the Narrator
Ultimately there are three laws for every Narrator...

1. BE CONFIDENT AND FAIR
Players will have all kinds of ideas about what their Wizards might do, and the Basic Rules should cover most situations and Actions (see page 39). When you’re unsure and the rules don’t help, just make the decision that seems the most fair and keep the game moving. A little discussion is fine but don’t let the game slow to a standstill over it. Remember that you can always change your mind later, and make another call the next time the situation or Action comes up.

2. SET THE GROUND RULES
As the Narrator you set the limits for the Wizards, and decide what’s possible and what’s not. This is especially true when it comes to Magic and Sorcery. Without limits Coinworld quickly becomes a crazy place, with elephants floating through the sky, oceans made of pudding, and forests dripping with candy canes. Maybe that’s the world everyone wants to play in, and if so that’s great! If not, don’t hesitate to set the ground rules to make sure the limits of magic are understood by everyone who’s playing. In this case the most important thing is to stay consistent.
3. IMPROVISE
Sometimes players will do things you never could have predicted. They’ll decide to search areas you haven’t detailed or talk to characters who aren’t supposed to be big parts of the story. They’ll even decide the story is about something else entirely! In these situations it’s best to roll with it and let the players and their Wizards guide the story for a while. Let them describe what’s happening, and make things up to match. Maybe you’ll find a way to bring it back to the Tale you started, or maybe you’ll wind up telling a whole new Tale! Either outcome is fine, so long as everyone has fun.

4. CHEAT!
You thought there were only three rules? There’s a secret fourth rule — you can cheat! When necessary, you can bend or even break the rules to make sure a story doesn’t go completely off the rails. You’ll know when this happens: it will start to feel like a bad movie or book, or the bad guys will start winning, or you’ll notice that no one is having any fun. In any of these situations you’re well within your rights to roll in secret (saying the dice came up whatever you want), or to change the Tale, or whatever, so long as you’re doing it for the good of the whole game.
Animals and Plants

Laughing Bat
Depending on their size and gender, these small mammals can emit all kinds of laughs, from adorable to irritating, sarcastic to bellowing. They like heat and darkness, which is easily found in Shivers’ attics.

Lemmings
Lemmings are small, furry rodents that live and travel in packs (sometimes as large as a hundred at a time). They’re also greedy and stubborn; they’ll intently follow someone for miles for a tiny sliver of their favorite food.

Clicking Pine Tree
The clicking pine tree is a tall conifer found everywhere on Shivers but especially in the east. It’s named for the odd noise its needles make when they’re blown by the wind, which is reminiscent of colliding skeleton bones.

Shivermoss
Shivermoss is a thin gray plant that coats rocks along the archipelago’s rivers and sea shores. It’s also found on the slopes of active volcanoes, like the ones in the north of BentBack. Shivermoss gets its name from an uncontrollable reaction to human touch: it twitches when gently caressed, as if purring.

Moon Herb
Moon herb is a tall and elegant grass generally found on hillsides. It can only be seen and picked when the moon is full; it’s invisible at all other times. Moon herb is a component for several alchemical formulas, and Sorcerers travel from all over Coinworld to restock.
PUMPKIN JACK
A giant pumpkin rests on this little guy’s shoulders, and it’s as orange as it gets. His glowing red eyes and large, sharp-toothed smile are more than a little unnerving. He’ll give you a good fright unless you see him coming! Why does Jack look this way? Even he doesn’t know.

Pumpkin Jack is an aspiring oil painter and specializes in beautiful portraits and grand panoramic vistas. He came to the manor to find some new terrain for his latest series but since his arrival he’s found that he’s much more interested in painting a lasting tribute to a different beauty: Miss Hasbin.

Note to the Narrator: Ways and Means
Each guest has a specific suggestion for how the Wizards might acquire their medallion fragment. There are other options, though...

✦ **Persuasion:** A sympathetic story or a good argument can work wonders, especially for Wizards with a big Heart.

✦ **Deceit:** A small animal — like maybe a lil’ familiar — could sneak away with one of the fragments. The Wizards could pretend to be part of housekeeping to get into a room. There are lots of underhanded ways to gain the fragments, but stealing and lying should always have consequences for the culprits!

✦ **Fear:** By pretending to be ghosts or another scary thing the Wizards could frighten a guest into giving up their fragment. This is Shivers, after all. These guests might like a good scare!

✦ **Swaps:** Miss Hasbin wants a mirror. Count Gregory has a mirror he doesn’t need, but he wants Mac Piston’s sound dampener. Mac will part with the sound dampener for a little of Captain Graybeard’s treasure, and so on. Can the lil’ Wizards make all the necessary swaps to get all the medallion fragments?