
Wishing Well GM Instructions

This game is a “Triple Blind”: each character is comprised of an appearance, a true identity, and a group associated randomly.

Print out `Identities.pdf`, `Appearances.pdf`, and `Groups.pdf`. Randomly assort them into nine sets with one page from each pile.

Some combinations may not work quite so well, either due to nonsensical combinations or for allowing players to solve their own problems. To avoid this, we recommend swapping to avoid the bolded sheets below being matched with any of the sheets that follow in that entry. If you’re actually doing this, let me know at wishing@xavid.us; there’s a script to automate this that I may not have gotten around to making available yet.

Juxium the Magnificent: Princess Aspina, Emlyn, Usurpers Anonymous

Princess Tea Party Battalion: Princess Aspina, Orane, Deka

Qimat: Turned into an Ogre, Turned to Gold

Toxic Toadstool Gardening Club: Deka, Peter Piper

Invisible: Princess Aspina

Emlyn: Beasts for the Ethical Treatment of People, Recovering Heroes Support Group, Turned to Gold

Recovering Heroes Support Group: Nathore

Middle Children United: Peter Piper

Turned into a Toad: Emlyn, Toxic Toadstool Gardening Club, Princess Aspina

Ty: Speed Rescuing, Toxic Toadstool Gardening Club

Riddle Giver Guild: Used Carpet Salesperson, Ulf Mudnose

Turned into a Squirrel: Nathore, Orane

Usurpers Anonymous: Deka, Monarch Macrae

Deka: Princess Tea Party Battalion, Usurpers Anonymous, Toxic Toadstool Gardening Club

Speed Rescuing: Ulf Mudnose

Orane: Used Carpet Salesperson, Middle Children United, Gargoyle Liberation Front, Monarch Macrae

After you’ve determined nine sets of three, print out `Badges.pdf`, `Items.pdf`, and `Abilities.pdf`, cut them out, and give them to each character based on titles and the lists at the end of each page. Stuff each character and their stuff into an envelope.

Also print out enough copies of `Rules` and `Scenario.pdf` to distribute to everyone, and a copy of `GM Notes.pdf` for yourself for runtime.

Make a well. We used a square cardboard box, put some stone pattern on the outside, some blue construction paper on the inside bottom. Print `Poem.pdf` and attach it to the well. Print the last line, `Last Line.pdf`, as well; it only appears after the wishing has concluded. (If no one does wish, then the Gnome’s great-aunt is freed from being the spirit of the well at the end of game; you can play her and have her be delighted. She wished for power or something 100 years ago.)

Have nine coins for wishing, one per player. They're not tradable items, they're just for players to have something to toss in the well.

In general, this isn't a competitive game, so you don't need to be mean about how you interpret things. Feel free to be a little silly, though. If someone tries to wish for infinite power or something like that, though, they probably get trapped as the well spirit, which frees the gnome's great-aunt in their stead.

You should be good to go!

Contact [@xavid](#) on Twitter with any questions, comments, or feedback, or email wishing@xavid.us.