

MAGPIES

A MICRO-RPG BY
NICK WEDIG



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You are a magpie, a spirit of destiny that humans mistake for a bird. You can foretell the future for people and things. You live near some humans, and you want to care for them, watch over them. Describe the humans, adding a detail for each of: ***mirth***, ***sorrow***, ***funerals***, ***births***, ***silver*** (incomplete success), ***gold*** (wealth and success) and ***secrets never to be told***.

Gather 2d8, one black like your wings, one white like your heart. Place a counter on the black wedge, on this card's other side.

When you want to know how things will go for a person or event (including your own magpie) roll both dice. Count clockwise from the token location to 2 wedges, one for each die result. Choose one to be the future that will hold true for that person or event. Move the token to that wedge. If you choose the space that the black die rolled, black out that wedge. You can't choose a space that has been blacked out. If both spaces rolled are blacked out, the story ends.

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