

To the Island of Death! 1-3

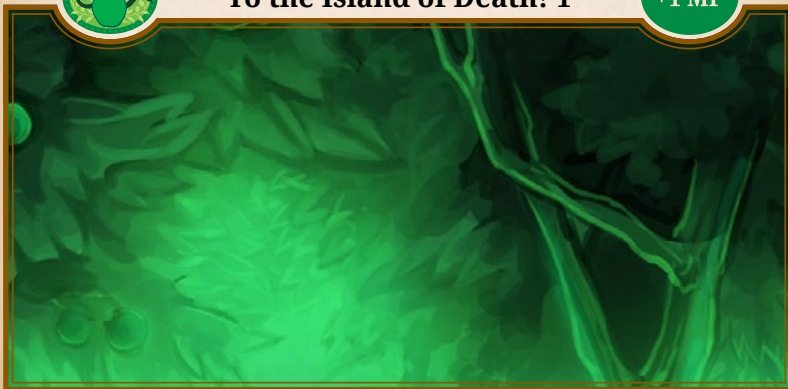
Your soul has set sail for the island of King Death...

You've found someone who can take you to King Death's Island.

There will be answers for you there.

To the Island of Death! 1

+1 MP

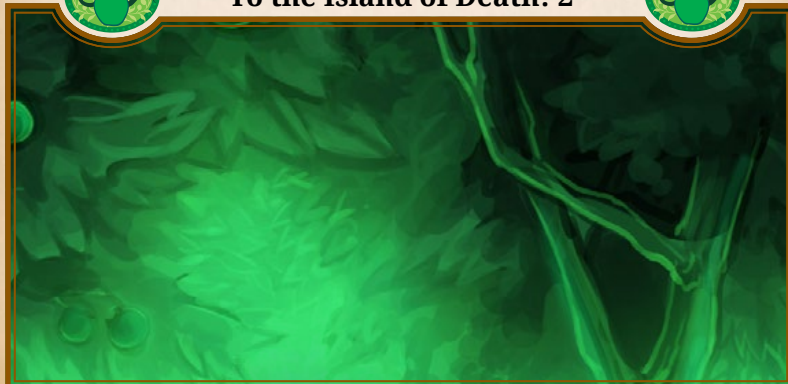


A ship's set sail for King Death's island, sailing Big Lake and the near Outside.

There's a part of you what's gone with that ship.

There's a part what has stayed behind.

To the Island of Death! 2



Art by Kirsten Moody

Regarding Journeys

The journey to the island of King Death most likely plays out in spirit. You may board a physical boat, or at least a boat as physical as any other, but come the next chapter, you're waking up at home.

You know part of you is still off sailing, but ...

The rest is not.

You can play out the occasional scene on board that ship, or later on that island, for quest XP, emotion XP, in the right circumstances XP actions, or just for fun— ... but: you are not there.

You are free to come up with your own explanations for this in play. It's possible that the "you" in Town is just a doppelganger or robot double. It's possible that the ship hit a weird patch of the Outside. Or maybe this is just how sailing to the island of King Death always goes: that the laws of that island are the laws of the Deep Under, and that this is the relevant manifestation of the flashbacky nature of that Region?

You also have the option of skipping all this not-really-there and explaining-it stuff and just playing a normal nautical story, too, e.g., if all the PCs are on board the ship and all the players excited about stories of that sort!

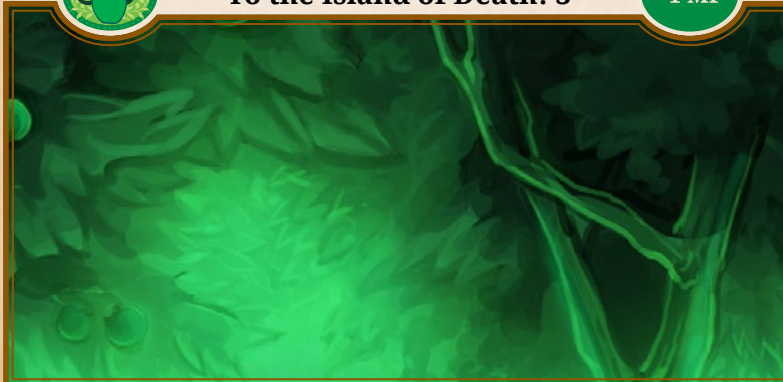
Somewhere a ship has made landfall at King Death's island.

Its crew will find strangeness, death and apples there, in the shadows of his shore.



To the Island of Death! 3

+1 MP



To the Island of Death! 4

Just hit level 4?

Something will offer you a change soon. Something will claim to be your father, your mother, the source of your strength. Something will tell you that it is your beginning, and it will attempt to remake you to its ends.

For **the Wishing Boy (or Girl)**, it's probably a talking tree. It'll meet you on that island. It'll claim to be your ancestor. It'll offer you its fruit, and with that fruit a change—to something amazing. Something awful.

Something that shouldn't be.

And it won't succeed.

Tell the HG that:

That something is about to try to steal you; to change you; but... it won't succeed. Will it?

It can't.

It wants a thing that you cannot give.

There is a source, and what it wants from you is
a thing you cannot give.

To the Island of Death! 4

*When it fails to change you, you'll close the Issue &
earn 4 bonus XP + 1 MP &
cast the corruption in question out of your heart, mind,
body, and soul*

To the Island of Death! 5

Just hit level 5? *You're going to have to live with this.*

I was wrong. I guess.

Maybe it *can* change you. Maybe it can't, but you'll still suffer the effects.

You're going to be different, when this story is done. I don't know how—but different.

Tell the HG that.

Tell them—"look, I still can't change the way that the island of death is going to want me to, but I've just hit Issue 5, so it's going to affect me a great deal. And for right now? For *this story*, at least? That's mostly going to be helpful. It's going to be a source of strength."

Or however you want to say it.

And then tell them what you'd like to become, or fail to become. How you'd like it to play out. The HG can set some boundaries, but in the end, they're obligated to let you take power over what's coming up and make it substantively useful to you in play.

What is the thing that you shall gain from the island of King Death?

To the Island of Death! 5

+1 MP

After the first use of that power, you'll close out the Issue & earn 4 bonus XP + 1 MP.

Kaneko's Tide 1-2

The leviathan approaches...

You've met Setsuna Kaneko.

You've seen her recently, too.

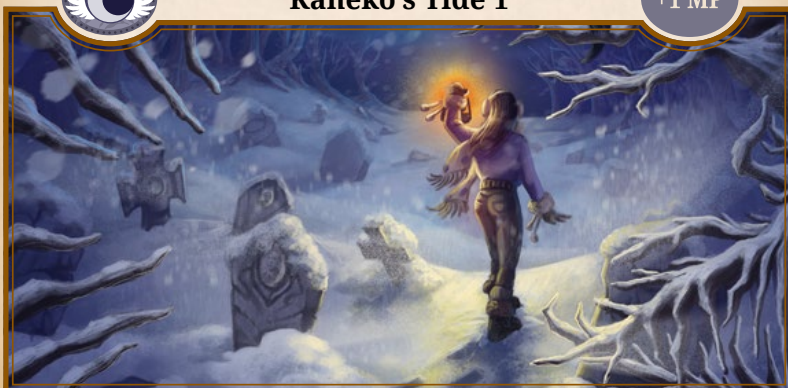
She will see seven great wonders, and she will die. It won't be a pretty death. You can feel it. It won't be the kind of end you just come back from.

You don't want to think about it.

Stop.

Kaneko's Tide 1

+1 MP



You've seen a wonder.

Maybe it doesn't count, but you've seen a wonder. A great and marvelous thing.

Did it glimmer in moonlight, slick with surf?

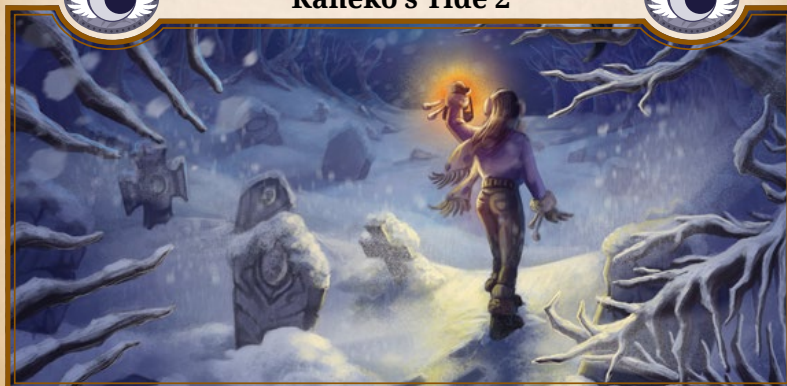
Did it burn like the rising sun?

Whatever.

It's like this gigantic bubble in your mind and heart. It makes everything else seem unreal. Thinking about it—

It makes you feel unreal.

Kaneko's Tide 2



Art by Beatrice Pelagatti

Kaneko's Tide 3

What is this? What is this feeling?

This... it's like something is moving beneath the waters of your life. It's like something is *coming*. Something blunt, something awful. Something shining. Something shark.



Sharp. I mean sharp.

It feels good. It feels good that it's coming. The world is full of wonders. Just... just don't get eaten. Don't get pulled under into these feelings and eaten, dissolved, gone.

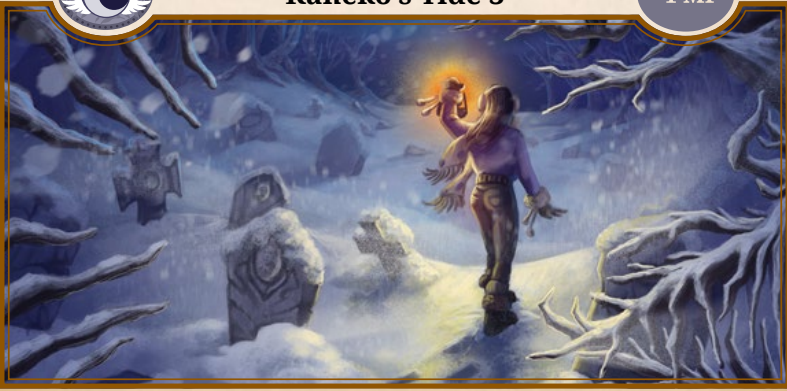
You just need to see something more. Another beauty. Another wonder. Just a few more.

Surely?

*You can feel the tide coming.
You can feel —
Something moving under the waters of your life.
Watch for wonders. Watch for great and numinous things
and you may yet survive.*

**Kaneko's Tide 3**

+1 MP



Kaneko's Tide 4

Just hit level 4? OK. *You think this is it.*

You think you've seen the sixth wonder. You think the world is shifting. A new era is coming.

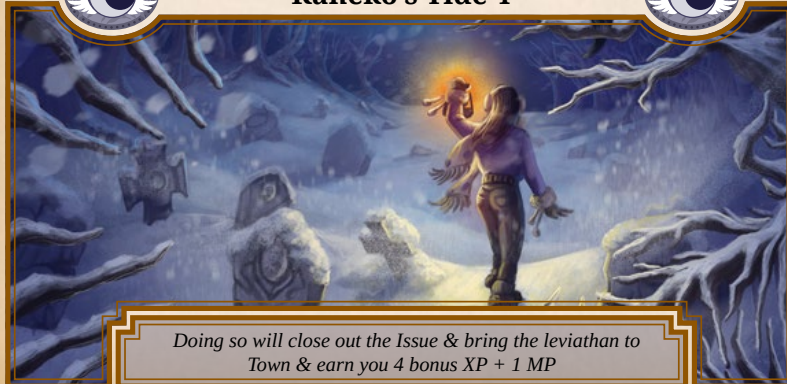
In the distance you can hear a song.

Tell yourself what you need to do. Tell yourself what has to happen now. Give yourself space to say what's in your heart, but don't worry about getting it "right." It's a deep mystery, it's a rough weird strangeness, but the truth is, you already know.

You just have to say it. Just give yourself the space and let it out.

You know what has to happen.
You know what you have to do.
... and then the seventh wonder comes.

Kaneko's Tide 4



Doing so will close out the Issue & bring the leviathan to Town & earn you 4 bonus XP + 1 MP

Kaneko's Tide 5

Just hit level 5? OK. *You can face this now.*

Haha. You must have been wrong, before. Or just... too scared?

Why was that?

Say it. To yourself, at least. Maybe to the group. Say why you didn't close it out. Say what was wrong, that it didn't happen, and what you'll have to do.

You still know what you have to do, right?

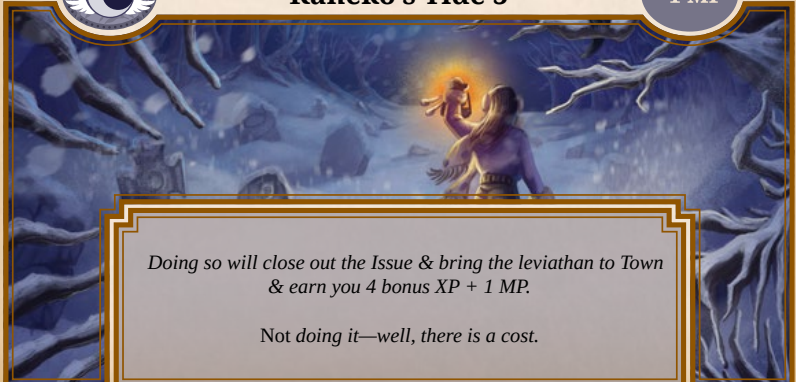
Do it now.

The tide must come or the world will drown in life.



Kaneko's Tide 5

+1 MP



Doing so will close out the Issue & bring the leviathan to Town & earn you 4 bonus XP + 1 MP.

Not doing it—well, there is a cost.