

Last Tea Shop

You run a tea shop on the border of the living and the dead. The recently deceased visit for one last hot drink, before their long journey to the Great Beyond.

Time is strange here. Days and memories blur. Nobody visited yesterday—you are sure of that. Someone passed last week, but you are unable to picture their face.

The fog thins. A figure approaches. You stoke the fire.

WHAT YOU NEED

Quiet time, pen and paper, six-sided dice (d6), tea.

SETTING UP SHOP

Roll (or choose) where your shop is located:

1. Atop a **windy cliff** overlooking the ocean
2. Within a **cloud forest** glade
3. Beside a river in a **mountain pass**
4. An **island of ferns** surrounded by swamp
5. A seemingly endless **field of moss**
6. A **back alley** in Old Town

Choose (or invent) **two affinities**: luck, incense, frogs, secrets, shadows, dust, moonlight, ghosts, cards, memories, mice, lost objects, dreams, mist.

Describe your stall on the **stall sheet**. How are your **affinities** part of this place?



PLAY OVERVIEW

- **Roll** for how many **DAYS** have passed since last visitor. **Consult VISITORS** table to see who arrives
- **Roll and consult WEATHER** table for atmosphere and the visitor's emotional state
- **Prepare tea**. Ask first question.
- **Serve tea**. Second question with tea effects.
- **Repeat** until Veiled One departs

THE FIRST DAY

Prepare real world tea for yourself. Settle in.

Roll 2d6 separately against **SUPPLIES**. The first die points to the row; the second provides the column. Record this on your **stall sheet**. Repeat until you have **three tea supplies**.

Roll 1d6 and note the result in the **DAYS** section of your stall sheet. Find that number on **VISITORS**. This is your **first visitor**.

Roll 1d6 and consult **WEATHER**. This gives today's **atmospheric conditions** and the visitor's **emotional state**.

Consult **RECIPES** and prepare a tea you have one of the **supplies** for. **Remove one measure** of the ingredient from your character sheet.

As you prepare tea, there is a time to ask a **question**. Use **QUESTION PROMPTS** or make up your own. In the **journal** section of your character sheet, write an **evocative response** to each question. Consider their **emotional state**.

Serve tea. Ask a **second question** as the visitor drinks. This time take **tea effects** into account when the visitor provides their answers.

When the tea is finished, bid your visitor farewell. Describe the visitor's state upon leaving the stall. Note any **special gift or bonus** they pass on.

SUBSEQUENT DAYS

Roll 1d6 and **add the result** to your **DAYS total**. Consult **VISITORS** to learn who arrives. Proceed as first day, but with the following addition.

At some point ask each visitor, "**How did you know my last customer?**" If the moment seems right, weave an **affinity** into the situation. Describe how it transforms or eases things.

ENDING A GAME

When **DAYS** reaches 24 or greater, Veiled One arrives. Follow the question ritual. As Veiled One departs, ask the final question. *What happens next?*

VISITORS

- | | | |
|----------------|-----------------|----------------|
| 1. Gambler ☀ | 2. Stablehand † | 3. Messenger † |
| 4. Sailor † | 5. Scout † | 6. Baker ♡ |
| 7. Beekeeper ♡ | 8. Shepherd ☀ | 9. Forester ♡ |
| 10. Tailor | 11. Minstrel | 12. Librarian |
| 13. Outcast † | 14. Nun/monk | 15. Hermit ☀ |
| 16. Artist | 17. Bodyguard † | 18. Merchant ♡ |
| 19. Diplomat ♡ | 20. Sage ♡ | 21. Hero † |
| 22. Princess ☀ | 23. Emperor ♡ | 24. Veiled One |

♡ *Gifts a random tea ingredient. Roll on **SUPPLIES***
☀ *Roll 2d6 next **WEATHER**. Use higher result*
† *Add 2 to result of next **DAYS** roll*

QUESTION PROMPTS

1. *What is the last thing you remember?*
2. *Where did you live?*
3. *What are proud of? (or What do you regret?)*
4. *Who will miss you?*
5. *You saw something unusual. What did you see?*
6. *You lost something valuable. What happened?*
7. *You left something unfinished. What is undone?*
8. *You hid something? What did you hide?*
9. *You recently realised something. What was it?*
10. *Tell me about your journey to the tea shop.*

☀ WEATHER ☀

Atmosphere	Emotional Tone
1. Bruised purple fog	Pained
2. Heavy blue fog	Melancholy
3. Shadow mists	Scared
4. Swirling white mist	Confused
5. Persistent drizzle	Exhausted
6. Gentle sunbeams	Calm

♣ SUPPLIES ♣

1–3	4–6
1. Sea salt	Ancient seashell
2. Kawakawa leaf	Cloud dew
3. Quartz crystal	Giant puffball
4. Bird nest fungi	Ginkgo leaf
5. Reindeer lichen	Feather moss
6. Bright gumdrop	Dried sage

🐉 RECIPES 🐉

Gumboot Tea

Warms the soul

No special ingredient required. Brew anytime

Tea of Mirth

An hour spent laughing at everything and nothing
Bright gumdrop, cloud dew or reindeer lichen

Draft of Recall

Relive a memory in vivid detail
Quartz crystal, ginkgo leaf or ancient seashell

Comforting Brew

Creates a safe space. Eases what ails you
Dried sage, sea salt or feather moss

Distance Tea

Drink to calm a difficult memory
Kawakawa leaf, giant puffball or bird nest fungi