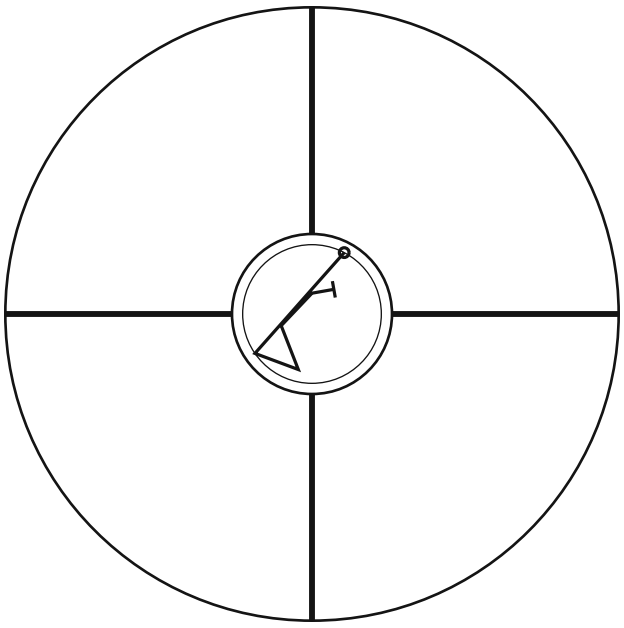
GRAVE INTENTIONS GOODS

THIS IS A
CROSSROADS



A story you walk with your hands

FREE FROM GRAVE INTENTIONS GOODS

HOW TO READ THIS

1

Start at 1.

Read the section you are in. Then make the choice and turn to the number it gives you. On a phone, tap the choice.

2

Do what the section says.

When it tells you to knock, speak, breathe or hold something, do it. A small thing is enough. Any object will do.

3

There are six endings.

Where you land depends on the roads you take. Nobody sees the same one twice in a row.

4

Go back and walk another road.

When you reach an end, return to 1. The other roads are still there.

Read it at night, if you can. Out loud is better.

1

It is late, and you have been walking longer than you meant to. The gravel ends where four roads meet. In the middle stands a post with no sign on it, only three things hung from its arms by string: a key, a coin, and the stub of a candle.

You may take one. Hold out your hand, palm up, the way you would if it were already there.

Take the key. **Turn to 10.**

Take the coin. **Turn to 16.**

Take the candle. **Turn to 13.**

2

She picks up the coin, weighs it, and nods. From under the cloth she takes a pair of scissors with long blades and a small leather purse, empty and somehow heavy.

Take the scissors. **Turn to 26.**

Take the purse. **Turn to 7.**

3

Inside, the hall opens onto a room with a long table set for more people than you can count. Every chair is different. One is pulled out, and the plate in front of it is yours: the same chipped rim as the one you used as a child.

Hold the key against your chest for three breaths.

Sit in the empty chair. **Turn to 12.**

Close the door behind you and turn the key in it. **Turn to 19.**

4

Up the path, the figure is someone you know. You are sure of it before they turn, and then you are not, because the face keeps being two faces. You have missed them for a long time.

Say their name quietly and take their hand. **Turn to 12.**

Turn around and walk back down the path without looking over your shoulder. **Turn to 26.**

5

Through the wood you hear a low murmur of voices and the scrape of a chair. Say your own name out loud. The murmur stops. Then, from inside, a voice you almost know says, "Come in, then."

Let yourself in. **Turn to 3.**

Go back to the crossroads. **Turn to 1.**

6

Locked in, you sit down in the tall grass with your back against the fence. It is the first time all night that nothing is asking anything of you. Press your hand flat on the ground.

The grass moves around you, then goes still. After a while you can tell that nothing out here can reach you.

Stay as long as you want. **Turn to 19.**

Get up and walk the other way across the field, to where there is no fence at all. **Turn to 25.**

7

THE FAIR PRICE

The weight in your hand is real. You paid what was asked, and nobody tried to cheat you, and that settles something in you. You can afford more than you thought once you agree on the price.

What you did was a working for money. You paid first and let it come back.

Starting tonight: put one coin in a jar before bed. Do it every night until the new moon. Do not count it until then.

For this work I run money jars every new moon in the Community New Moon Service.

Go back to 1 and walk another road. There are six places this can end.

8

The porch steps give under your weight but they hold. The door is dark wood with a brass plate and no keyhole you can see. Knock three times on whatever is nearest to you. Do it out loud.

Something inside moves a chair.

Hold the key to the brass plate. A keyhole will be there. **Turn to 3.**

Wait on the step and listen first. **Turn to 5.**

9

The window opens inward. A hand reaches out, an older hand than yours, and sets your candle on the sill. "Come in out of the road," someone says. "I kept you a place."

Go in and sit at the table. **Turn to 24.**

Ask whose place it was before yours. **Turn to 12.**

10

The key is warm, as if someone has just let go of it. It is old and heavy and it fits your palm. Close your hand around something small near you, anything, and hold it.

Two of the roads show something now. Down one, a house with its porch light off. Down another, a gate set into a fence, with a padlock the size of a fist.

Go to the house. **Turn to 8.**

Go to the gate. **Turn to 14.**

11

The house is small, and the window is the only light on the road. Through the glass you can see a table, a bowl of something steaming, and two chairs, one of them pulled out.

Knock on the window twice. **Turn to 9.**

Stay in the road and watch. **Turn to 17.**

12

THE EMPTY CHAIR

Someone leans over and fills your glass. Nobody asks where you have been. At the far end of the table a name is said, then another, and then yours, and you understand that you are being counted.

What you did was open the door to your dead. You sat where a place was being kept.

Tonight: put a glass of water and a lit candle on a table and say one name out loud, someone who came before you. Leave them there until the candle burns down.

If you want help finding who is waiting, I read lineage charts and tend dreams live in Caster's Circle on Patreon.

Go back to 1 and walk another road. There are six places this can end.

13

The candle will not light. It is warm anyway, and the wick is black from other flames. Cup both hands around it and breathe on it once, slowly.

Two of the roads show something now. In a field, a fire burning with no one tending it. And a small house with one window lit.

Go to the fire. **Turn to 15.**

Go to the window. **Turn to 11.**

14

The key fits the padlock. It opens without a sound. On the other side, grass to your waist and a path pressed through it. Far up the path someone stands with their back to you, not moving.

Breathe out all the way, slowly, until your lungs are empty.

Walk up the path toward them. **Turn to 4.**

Step through, close the gate and lock it behind you. **Turn to 6.**

15

The fire is low and steady, the kind someone built with care and then walked away from. The ground around it is covered in scraps of paper that did not burn.

Find something to write on, or use the margin of this page. Write one word for the thing you most want gone. Small is fine.

Feed the paper to the fire. **Turn to 27.**

Hold on to it and sit down by the flames. **Turn to 22.**

16

The coin is cold, and heavier than it looks. Rub it with your thumb. If you have no coin, rub your thumb across your fingertips. It is the same motion.

Two of the roads show something now. On one, a table under a hanging lamp, with someone sitting behind it. On another, a stone well with a rope.

Go to the table. **Turn to 20.**

Go to the well. **Turn to 21.**

17

You watch a long time. The person at the table lifts the spoon, blows on it, sets it down again. It takes you a while to understand that it is you, older. They look content. They are not looking at the window, and you cannot tell whether they know you are there.

Walk to the door and knock. **Turn to 25.**

Raise a hand to the glass and wave. **Turn to 24.**

18

You hear the coin fall for much longer than the well is deep. When it stops, nothing answers. Say your wish out loud, once. Then say it again as if it has already happened.

Make the wish for yourself. **Turn to 25.**

Make the wish for someone else. **Turn to 24.**

19

THE LOCK

The latch drops, and then every latch in the place drops with it, one after another, down the hall and out into the dark. You are in a closed room and nothing is wrong. For the first time in a long while you notice how tight your shoulders were.

What you did on the way here was a working of protection. You closed a door and meant it.

Tonight: lock your front door and set a key beside it, with the bit pointing at the door. Leave it there until the next new moon.

If you want this built into something you can carry, I make protection into poppets, talismans and rootwork.

Go back to 1 and walk another road. There are six places this can end.

20

The person behind the table has nothing for sale. A lamp, a scale, an empty cloth. She looks at your closed hand and says, "Well? What are you paying?"

Say "a fair price" out loud, so you hear your own voice.

Put the coin on the cloth. **Turn to 2.**

Keep it, and ask what she is selling. **Turn to 28.**

21

The well is dry at the lip and deep underneath. A bucket hangs on the rope, and it swings a little though there is no wind. Hold the coin out over the opening, then pull your hand back. If you have no coin, make a fist and open it slowly.

Drop the coin and say what you want. **Turn to 18.**

Haul up the bucket. **Turn to 23.**

22

The fire is warm on your face. Hold your hands out to it, palms toward the heat. After a while someone sits down on the log beside you. You do not turn your head. They do not speak.

Let them stay. **Turn to 24.**

Stand up and put the fire between the two of you. **Turn to 19.**

23

The rope is wet and the bucket is heavy. Inside there is no water. It holds a handful of old coins, some from places you have never been, and a ring of braided hair that is not yours.

Take the coins. **Turn to 7.**

Tip the bucket back down the well and let it all go. **Turn to 26.**

24

THE WINDOW

The room is warmer than it was a moment ago. Whatever you were carrying has been taken out of your hands and set somewhere safe. Nobody here needs you to be anything. You are looked at, and you stay looked at.

What you did was open yourself to being seen and let near. You let something in.

Tonight: put a spoonful of honey on a saucer. Write your name and the word *welcome* on a scrap of paper, fold it toward you, and set it under the saucer. Leave it until the new moon.

For this work I run community honey jars every new moon in the Community New Moon Service.

Go back to 1 and walk another road. There are six places this can end.

25

THE FOURTH ROAD

There was a fourth road at the crossroads, the one with nothing hung on it. You are on it now. It is not lit and it is not marked, and for the first time tonight you are walking toward something that nobody picked for you.

What you did was a working for luck and for beginnings. You took the road that was not offered.

Tomorrow: go somewhere you go every day, by a way you have never taken. Pay attention to what is different.

To see what the year ahead holds for you, I write a 2027 Year-Ahead Report from your own chart and location.

Go back to 1 and walk another road. There are six places this can end.

26

THE SCISSORS

Something that has been tied to you for years goes slack. You cannot say when it happened. You only know that your arms are lighter and you have not looked back.

What you did was a cutting. You let a thing go, and it went.

Tonight: write down what you left behind on a piece of paper. Tear it into seven pieces and throw each one away in a different place.

If it will not stay cut, that is what my poppet and cording work is for.

Go back to 1 and walk another road. There are six places this can end.

27

The paper catches at the corner, curls, and goes bright. The word you wrote burns last. As it goes the fire flares once and settles, and you feel lighter in the place you had been holding it.

Watch until there is nothing left. **Turn to 26.**

Pull out the candle and try to light it from the last coal. **Turn to 25.**

28

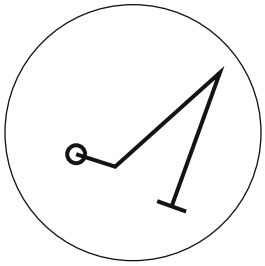
"Not for sale," she says. "Only the price." She names it. It is less than you thought and more than you want to pay. Rub the coin again.

Say the price back to her and pay it. **Turn to 7.**

Flip the coin, and do what it says. **Turn to 25.**

GRAVE INTENTIONS GOODS

LOOK AT WHERE YOU ENDED



You knocked. You spoke. You wrote a word.

You held something in your hand that was not there.

You chose, and every choice was a door.

THAT IS A SPELL.

The ending you reached is what you were reaching for. That is a reading.
What you did to get there is a working. It has been both since the first road.

If you are reading this page first, go to 1. The roads are already open.

WHEN YOU WANT IT DONE FOR YOU

Whatever ending you reached, there is someone behind this book who does the work for a living.

Protection, cutting and cording

Poppets, talismans and rootwork made one person at a time.

The Community New Moon Service

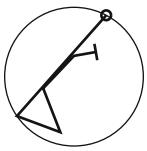
Every new moon: community honey jars for love, and jars for money.

Caster's Circle on Patreon

Live dream tending, teaching videos, courses and ebooks all year.

Your 2027 Year-Ahead Report

Timing windows built from your own chart and location, with audio.



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