

GriotsWell

The Story World Wizard Guide

How to use the 54 Story World Wizards — what they ask, what the output gives you, and how to take a structural blueprint into your manuscript.

griotswell.com · For subscribers · September 2026

What a Story World Wizard does

You open a Story World Wizard with a story idea. The wizard walks you through that tradition's own questions — in the order that tradition holds them, using that tradition's own logic for what matters and why. You answer for your specific story: your characters, your world, your premise. At the end, the wizard generates a complete structural blueprint for your story built from what you put in.

The output is not a summary of the tradition. It is your story, structured through that tradition's architecture. Two writers running the same wizard with different stories get entirely different outputs.

At the output screen you have four options. **Save to My Account** stores the complete session permanently under your account — accessible any time from My Sessions at /my-sessions/. **Copy** puts the full text on your clipboard. **Download** gives you a plain text file. **Print / PDF** opens the browser print dialog.

The nine architecture families

Every Story World belongs to one of nine architecture families. The family is not a style choice — it is the structural logic the tradition actually uses. Knowing which family a wizard belongs to tells you what kind of story it is built to hold and what the output will look like.

Family	What it is	Wizards include
Linear	Sequential progression from beginning through conflict toward a resolution.	Hilbert's Tower · Yes-Three-A-One Notes · Sagas · Visiting Quests
Web / Network	No single path, no single center. The story radiates from a central point.	Akron / Arcana · Point of View · Headlines · Between Worlds · Kapapa
Spiral / Performative	Themes revisited at deeper levels. Each return reveals a new facet.	Mind in the Palace · Kaseo · Dan · Sufi / Rumi · San / Khoisan
Cyclical / Cosmological	Circular time, seasonal return, creation-destruction-renewal.	Dogon · Balinese · Ganesha · Bangudong · Aztec Codex · Slavic
Balance-Seeking	Restoring equilibrium rather than defeating opposition.	Kemet · The Problem · Hsiao · In · Basavil · Tamil Sangam · Javanese Waya
Non-Conflict	Meaning through development, a surprising turn, or a quiet revelation.	Kishin · Ken · Japanese · Mgori · Taoist · Parables · Tang Dynasty
Geographic / Spatial	Narrative mapped onto physical landscape and movement.	Song · The Journey · Way · Page · Gube · story.
Multi-Trial / Heroic	Destiny accumulated through repeated tests. The hero grows through trials.	Sundaland · Piby · Nguni · Nations of · Kald · Gal · Games · Hindu Epic / Mahab
Negotiation / Reciprocal	Two parties finding mutual terms through exchange and compromise.	Visiting · The · On · Nights · Congo Forest Peoples · Amazonian Vision Jour

How to choose

You are not choosing a tradition you belong to. You are choosing the structural logic that fits what your story actually is.

If your story is driven by one protagonist moving through escalating conflict toward a decisive moment — that is **Linear**. If your story has a central figure who manipulates relationships and accumulates connections rather than fighting through opposition — that is **Web**. If your story's problem is that something is out of balance and the work is restoring it — that is **Balance-Seeking**. If your story keeps returning to the same themes at deeper levels, with each return revealing more — that is **Spiral**.

The Idea Development Wizard at </idea-development-wizard/> can help if you are not sure. Answer its five questions about your premise and it will identify which architecture families your story points toward, with links to the specific wizards.

Three wizards in depth

Dogon Creation Cycle

Cyclical / Cosmological architecture · Explorer tier

The Dogon people of Mali hold one of the most documented cosmological systems in African tradition — a complete model of creation organized around the Sirius binary star system, the Nommo, and the 60-year Sigi renewal cycle. Creation in Dogon understanding is not a past event. It is an ongoing process that requires human participation to continue. Ceremony is cosmologically necessary.

What the wizard asks across its seven steps:

Amma's First Stirring — You define the creative impulse at the origin of your story's world — the primordial state, the first creative act, the cosmic laws established by it. The wizard specifies: "Sound precedes matter; the vibration is the creative force. This is not creation from nothing but creation from potential."

Po Tolo Formation — Named for Sirius B — invisible to the naked eye, yet its gravity organizes everything around it. You identify the hidden organizing force in your story. The thing that is smallest and most unseen but whose weight shapes every relationship and every trajectory.

Nommo Descent — The divine messengers who descend bringing civilization. You define what knowledge or gift enters your story's world, at what price, and how it is received. The wizard specifies that the pairing is the teaching: everything true comes in complementary twos.

Cosmic Disruption — Yurugu, the Pale Fox — born prematurely, incomplete, endlessly seeking what he was separated from. The wizard asks you to give your disruption Yurugu's pathos: "The tragedy of the unfinished, not the malice of a villain." The disruption is not evil. It is the result of something incomplete.

Cosmic Reorganization — After disruption, a new order richer than the original because it has incorporated the disruption. You define the reorganization strategy and what the new order understands that the old order could not.

Sigi Cycle — The 60-year renewal ceremony — the transfer of sacred knowledge to the next generation, the completion of one cycle and the initialization of the next, each richer for what the last accumulated.

Eternal Resonance — Creation does not stop. Amma's vibration continues through all things, and every being adds its voice to the cosmic conversation. Your story, too, is a contribution to ongoing creation.

What the output gives you:

A complete cosmological structure for your story's world — origin, organizing force, the knowledge that entered it, the disruption that shaped it, the reorganization that followed, and the renewal cycle. A Dogon Creation Cycle output is less a story outline than a cosmological map of the world the story inhabits.

Who should use this: Writers building a world with its own creation logic. Fantasy and speculative fiction. Stories where the world itself is a character and its origin matters to what happens in it. Stories where the problem is not a villain but a disruption to a cosmic pattern that must be restored.

Sundiata Epic

Multi-Trial / Heroic architecture · All Access tier

The Mandé epic of Sundiata Keita — performed continuously by the Kouyaté jali family for 800 years. A child prophesied before birth, born unable to walk, driven into exile, who returns to defeat Sumanguru Kante and found the Mali Empire, proclaiming the Manden Charter at Kurukan Fuga. The Sundiata is not primarily a story about a battle. It is a story about what a hero is made of by the trials before the battle, and what victory is for.

What the wizard asks across its nine steps:

K■■■ — Hero Type — What kind of hero does this story require? The wizard distinguishes between the destined king, the warrior-hero, the wanderer, and the wise elder. It specifies: "The hero's first task is not to choose their path but to recognize and accept what was always their path."

Kiis■ — The Prophecy — Every Mandé hero is prophesied before birth, and the prophecy is always paradoxical. A child who cannot walk will be the greatest warrior. You define the prophecy governing your hero and specifically its paradox — the apparent deficiency that is actually the mark of the destined one.

G■■■ya — The Great Obstacle — Not an external enemy but the hero's own apparent incapacity. You define what the community sees as deficiency. The wizard states plainly: "The community's judgment is always wrong."

Taama — The Exile — Sundiata and Sogolon driven from Niani, wandering for years through the kingdoms of the Sahel. The wizard asks: what looks like defeat that is actually the preparation the victory requires? "The exile is the school."

Four trials in exile — The specific tests the hero faces in wandering — each one building what the return will require. Each trial is mapped: what was faced, what was learned, what was gained.

Sababu — Sacred Allies — The coalition built through exile. The wizard specifies: "Heroism here is the ability to unite others, not to overpower them individually. The coalition is the hero's true weapon."

Segin — The Return — The return is performance as much as military movement. The arrival itself declares what the hero has become. It rekindles hope in the faithful and fear in those who betrayed the prophecy.

Jamana Dab■ — Kingdom Building — The Manden Charter. You define what the battle was for — the moral universe the victory permitted. The wizard: "Without it, victory is just conquest."

Tariku — Legacy and Memory — Who will tell the story? The Mandé form of immortality is living performance. "What the griots remember is what continues to exist."

What the output gives you:

A complete heroic arc built from trials — not a single decisive confrontation but the full accumulation: prophesied potential, apparent deficiency, exile as education, the coalition built in wandering, the return and what it means, the victory and what it was for, the legacy and who carries it. A Sundiata output is longer than most wizard outputs because it maps the full trajectory from before birth to after death.

Who should use this: Writers with a hero whose greatness is not immediately visible. Stories about exile and return. Stories where the protagonist's apparent weakness is actually their mark. Historical and epic fiction. Stories where what the hero builds after the victory matters as much as the victory itself.

Yoruba / Ifá — Orisha Realms

Web / Network architecture · All Access tier

The Ifá divination system of the Yoruba people — 256 Odu configurations, each containing hundreds of ese (poems, stories, teachings) that map all of human experience. When a Babalawo reads for a client, they are not predicting the future — they are locating the situation within the web of all situations. The remedy is specific: the exact offering each Orisha requires to restore right relationship.

What the wizard asks across its eight steps:

Ipinl■ — The Foundation — Every Ifá reading begins by establishing the querent's Ori — their chosen destiny, the personal divine essence carried before birth. You establish who stands at the center of your story's web, what destiny they carry, which Orisha governs their world. The wizard: "The web has a center. This step establishes it."

Ìdàrúdàpò — The Disruption — Something has fallen out of alignment. A taboo violated, an Orisha neglected, a relationship broken. The wizard draws a sharp distinction: "The problem is not a villain. The problem is a broken thread." This is the essential difference between Web architecture and conflict-driven structure.

Ìb■ Eshu — Honoring the Crossroads — Before any action, Eshu-Elegba must be honored at the crossroads where all paths intersect. You identify the crossroads figure in your story — what must be acknowledged before the road opens. "Nothing begins without Eshu."

Ìdáj■ Ifá — The Reading — The Babalawo casts and reads the Odu. You identify who reads the web in your story, what the reading reveals, what precedent from the past illuminates the present. The wizard: "The reading does not predict. It locates the situation within the web of all situations."

Ebo — The Prescribed Remedy — The specific offering that restores right relationship. Oshun's brass and honey. Ogun's iron. Yemoja's cowries. The wizard asks for the specific action that reconnects the broken thread — what must be offered, who must be fed.

Ìdènà — The Obstruction — Something blocks the remedy. Another thread in the web creates resistance. The wizard: "This is where Web architecture generates its deepest drama — not from an enemy escalating, but from the discovery that the web has more threads than anyone saw."

Resolution — The remedy completes. The broken thread is restored. The new relationship between protagonist and the Orisha web is mapped.

New alignment — The web in its restored state — what is different, what has changed, what the protagonist now carries.

What the output gives you:

A complete web-structured story built around alignment, misalignment, and the specific work of restoration. Not a plot of escalating conflict but a map of relationships — what is broken, what is required to repair it, who must be honored, what blocks the repair, and how the protagonist must navigate a web of obligations to restore balance. A Yoruba / Ifá output reads as a relational map as much as a story outline.

Who should use this: Writers whose stories are about broken relationships rather than external enemies. Stories where the protagonist's task is not to defeat someone but to restore something. Literary fiction, speculative fiction, stories where the problem is structural rather than personal.

What all wizards share

Every Story World Wizard works the same way at the interface level — numbered steps, a progress bar, form fields with the tradition's own questions, a Save bar at the output screen with Save, Copy, Download, and Print.

What differs is everything inside that structure: the questions, the order they come in, the logic connecting them, the kind of output they produce. The Dogon wizard produces a cosmological map. The Sundiata wizard produces a heroic arc across trials. The Yoruba wizard produces a relational web. The Kishitenketsu wizard produces a four-act structure built on development and turn rather than conflict.

The outputs are different shapes because the traditions are different shapes.

My Sessions

Every session you save is stored permanently at /my-sessions/. Open any saved session to read the full output, copy it, download it, or delete it. Sessions are private — only your account can see them.

The account dashboard at /account/ shows your three most recent sessions. Full history is one click from there.