

A Death Shroud on the World Entire

Off-kilter. Disturbing. Other. Intense. Human. *Witch*.

You see the unnatural shrouding the world and you move through it with purpose.

All witches have Witchery; the curse of prophecy and the gift of manipulation. What's your *specialty*?

dreams • shapes • luck • emotion • an element • other

Something powers your witchery; what's your *fuel*?

pain • guilt • sex • theft • art • other

Witches are always at least a little toxic to themselves and others; what's your *poison*?

violence • sex • excess • greed • selfishness • other

Witches are human, too; what's your *need*?

love • intimacy • dominance • survival • absolution • other

Humans have *skills*; what's yours?

detective • scholar • fighter • playboy • builder • other

Roll a d6 and leave it in front of you; this is your current Fuel.

Draw a card and place it in front of you; this is your most recent prophecy.

Assign 5, 4, 3, and 2 to your pools.

PROPHECY ___ POISON ___ NEED ___ WITCHERY ___

Choose one card to represent you and shuffle it back in.

Before you roll, you can wager points up to your current bonus. Subtract them from your roll and reduce your Prophecy pool by the same amount. If you roll a 7-9, instead of a twist, it's a vision of the future. Set the card in front of you.

When there's **something you want but can't just have**, roll 2d6 + bonus and draw a card.

If you use either poison or need, the bonus is +1. Add +1 if you use a skill. If you use witchery, add +1 if you spend one Fuel. If your specialty applies, add +1 for each Fuel spent.

On a 10+, you win. Interpret the card as a positive.

On a 7-9, you succeed, barely. Interpret the card as it's drawn.

On a 6-, you fail. Interpret it as a negative.

For each 1 or 2, subtract it from one pool of your choice.

When you draw a card of your personal suit, subtract 1 from your Prophecy pool.

Narrate the result and how any pools were provoked.

Zero Events

When a pool other than Prophecy drops to zero, immediately act on it. Don't roll. You succeed.

For Witchery, you use it to get what you want at the moment, no matter who gets hurt. Reduce your Fuel by 2 and trigger your next lowest pool.

For Need or Poison, you satiate yourself on, with, or despite the nearest person you feel a connection to.

You gain Fuel by taking it; one Fuel for each act. Three Fuel if it injures someone. Fill the Fuel meter if it causes a death.

After you act, reset any triggered pools and draw a twist card, two if you gained Fuel.

If Prophecy triggers, swap any two pools' values, then narrate how the vision comes true. Return the card to the deck.

Injury

If two dice match, check for injury. On a 1, it's related to your Witchery, a 2, your Need, a 3, your Poison. On a 4+ you don't get hurt this time.

Each injury reduces your bonus by one, before you adjust for Prophecy.

If you ever have a negative bonus, end the scene because of it. To heal, try time, medicine, or Witchery.

	Suit	Name	Positive (3-)	Negative (4+)
1	C6	Spring	Newness	Decay
	C7	Fairy	Despair	Hope
	C8	Status Quo	Order	Rebellion
	C9	Whip	Pleasure	Pain
	C10	Rose	Beauty	Thorn
	CJ	Law	Justice	Injustice
2	CQ	Fist	Power	Corruption
	CK	Fertility	Growth	Wantonness
	CA	Tower	Alliance	Solitude
	D6	Winter	Hard Choice	Selfishness
	D7	Wolf	Outsider	Outcast
	D8	Knowledge	Truth	Falsehood
3	D9	Unicorn	Innocence	Ruse
	D10	Serpent	Self-interest	Witchery
	DJ	Fox	Cunning	Cynicism
	DQ	Sun	Revelation	Blindness
	DK	Stars	Insight	Overreach
	DA	Key	Open	Close
4	H6	Autumn	Plenty	Scarcity
	H7	Vampire	Natural	Supernatural
	H8	Chance	Safety	Risk
	H9	Succubus	Power at a Cost	Temptation
	H10	Virgin	Chastity	Lust
	HJ	Birds	Intuition	Logic
5	HQ	Cross	Belief	Disbelief
	HK	Love	Selflessness	Jealousy
	HA	Fool	Freedom	Isolation
	S6	Summer	Passion	Exhaustion
	S7	Dragon	Protection	Greed
	SS	King	Authority	Tyranny
6	S9	Lion	Strength	Arrogance
	S10	Death	Change	Stasis
	SJ	Moon	Enthusiasm	Fickleness
	SQ	Satyr	Tolerance	Indulgence
	SK	Shadows	Bravery	Fear
	SA	Phoenix	Rebirth	Destruction

To set a scene, draw three cards. The first is where, the second is why, and the third is who.

To determine something about the world, draw a card.

On a Face Card or one that depicts a living creature, introduce a new NPC if it makes sense.

When interpreting, use association and instinct. When narrating, be specific.

If your Face card comes up, choose two pools to trigger and one to reset.

When you end up with no cards reserved, reshuffle.