

Interwœven

Interwœven is a game where players take on the roles of powerful spellcasters (*magicians, wizards, witches, oracles, druids, whatever you like*) forced to come together in a Circle to perform a spell more powerful than any of them could do alone. The reason is up to you, but it is undeniably dire and will most likely result in catastrophe - which is worth it compared to the alternative. However, there's a reason the magically inclined don't often work together - secrets. Even in this desperate meeting of magicians, each of the players has an ulterior motive to achieve during the spell - usually to the (*probably deadly*) detriment of the others. Can the Circle keep it together to ensure the spell works? Can one caster wrestle control away and claim victory over the others? Or will secrets and selfishness sabotage the entire arcane latticework, dooming all to a worse fate?

[The Rules]

Interwœven is played in a number of rounds based on how many casters form the Circle (*equal to the number of players plus one*). Each round, players will choose one or more dice from the communal dice pool and assign them to their spell lattice to eventually form their spell as it weaves its way toward the center, where their powers will combine and complete the ritual.

At the beginning of the game, all players place their polyhedral dice (*d4 through d12*) into the "ambient magic pool" in the middle of play and choose a reason for the Circle meeting (*or roll on the 2d6 table*). Each player also rolls 1d6 to determine their secret goal, which should be known only to themselves.

Within each player's segment of the Circle is a lattice of threads for their magic to course through. Dice can be assigned to any intersection (*called a node*), which will have different goals for the dice assigned to them based on the previous results rolled. Consider which dice you assign to which nodes as you shape your spell and attempt to keep the ritual from failing, but also how your dice can ensure your individual victory!

In between rounds, we encourage the casters to roleplay their decisions and attempt to suss out any mischievous magic.

[The Conclusion]

When players have reached the final round and all put their last chosen die into the center of the Circle, the spell begins and its resolution cascades around the table. Clockwise, each player rolls their dice from their starting point toward the center of the Circle, attempting to achieve the success conditions of each node. Failures weaken the spell, successes empower it. The spell manages to come together if more than half the rolls are successful. If there are more failures than successes, the spell fizzles along with the hope of the Circle, backfires in disastrous chaos, or achieves an entirely different, equally terrible outcome.



So... Why Are We Doing This? (roll 2d6)

2. Conducting a seance to communicate with the only soul who knows the secret desperately needed to remedy this crisis.
3. An attempt at summoning a demon for a forbidden ritual.
4. Performing a counteracting Circle to interrupt another coven's terrible spell.
5. Petitioning an avatar to inhabit one of the magicians for an inevitable battle against an awoken evil.
6. Opening an experimental portal to a new plane (for science or... you know, evil).

7. Consecrating or installing a sustainable meter on a powerful leyline to empower magic everywhere without threat of a surge.

8. Quelling an ambient surge that is causing unchecked chaos everywhere.

9. Cleansing a desecrated site of vile magic.

10. Closing a portal to prevent the subjugation of Earth by cosmic extraplanar beings.

11. Guiding /Intervening in an astronomical event that will prevent the destruction of Earth (lunar flood tides, planetary alignment, etc.)

12. You've all been selected to represent your kind of caster in a centennial Circle that maintains an older-than-the-written-word binding on an ancient unspeakable being from getting loose ever again.

Node Results

1. **Ambient Overload** - Your magic wavers, add an additional die from the ambient magic pool to your next node and roll both next round. You must use the worse result.
2. **Collaborative Casting** - The result of your next node must be within ± 1 of an adjacent caster. If it is, you can alter their die result by up to the result of your die to potentially aid or interfere with their node.
3. **Push Your Limits** - Your next result must be greater than the result of this roll (*the previous node*).
4. **Definitive Denominator** - The result of your next roll must be even.
5. **Ambient Interference** - The result of your next roll must be odd.
6. **Preserve Your Power** - Your next result must be less than this result (*the previous node*).
7. **Control Is Everything** - Your next result must be within ± 1 of the average of the assigned die (*e.g. the average of a d6 is 3.5, so you succeed on a 3 or 4*).

8. **Contested Casting** - The result of your next node must be greater than the casters on either side of you.

9. **Destiny Knot** - You must roll according to the node of the player across from you in the Circle. If your results both succeed, you may change any other result in the spell lattice into a success. If your results both fail, it cascades and another node becomes a failure as well. If there is only one success, both are considered to succeed instead.

10. **Coalescence** - Your next node becomes interwoven with another caster's - whichever caster's result is closest to yours determines your success & requirements for the next node. You *may* swap your result with theirs to help or hinder their progress.

11. **Unraveling the Tapestry** - The result of your next node must not be the same as any other result in the collective spell. If it is, consider the other result a failure as well.

12. **Touch the Source** - Your magic is empowered. Your next node automatically succeeds regardless of the result. Roll the die to determine the next node's requirement, then move that die to the next node. You can roll both and choose the better of the two results.

If two players ever roll the same result in a round (number on the die), they can attempt to help or hinder one another. Either player may choose to add another die to the other player's node and have them re-roll. They must use the second result.

Secret Goals

1. **The Spy** - You are here to steal information from your fellow casters. You succeed if the result of your roll is the same number as another caster's in any given round.

Once per game, if you roll the same number as another player's die from a previous round, you can swap that die with the dice on that caster's current node, helping or hindering them in the process.

2. **The Siphon** - You are here for one thing - more power. You succeed if you steal another caster's magic to help you succeed on one of your nodes.

Once per game, you can swap your dice for any given node with another caster's die after rolling. This can cause you to succeed and them to fail, or both to succeed.

3. **The Doombringer** - You have foreseen the outcome, you know resistance is futile. You work from within to ensure that the Circle will fail.

Once per game, you can corrupt any spell, causing the node to turn into a failure.

4. **The Conduit** - You must be in control when the spell is finalized - you must have the most successful nodes at the end of the game. If you succeed, you have final say whether the spell works or not.

Once per game, you can use another player's roll result instead of your own for a node. Their result is still based on their roll.

5. **The Saboteur** - Another member of the Circle must be humbled. You succeed if you successfully thwart another caster's spellwork by turning one of their nodes into a failure.

Once per game, you can add an additional die to both your and another caster's node. Complicating the spellwork, you both roll both dice and you choose the results each player uses.

6. **The Imposter** - You've never actually shown any promise in the magical arts, but you've been chosen to be part of the Circle. You succeed if you make it through the entire spell without helping, being helped, or being found out. Your successes and failures count toward the spell's fate, but if you're discovered, all of your nodes become failures.

Once per game, you can refuse aid, given or received. Make an argument as to why you decline - the spell may depend on it.